World of Warcraft®

The Roleplaying Game

HORDE PLAYER'S GUIDE

A FANTASY ROLEPLAYING GAME FOR REVISED THIRD EDITION RULES

Sword & Sorcery

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HORDE PLAYER'S GUIDE

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To Phil Howard, who in 5th grade invited me to play this weird game called "Dungeons and Dragons." I think Phil was also the one who, in 5th grade study hall, saw me cracking a copy of *Winnie the Pooh,* dismissed it with a few choice words, and slapped Brian Jacques's *Redwall* into my hands.

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Welcome to the Horde Player's Guide!

Since you're reading this book, you're probably playing a character who is a member of the Horde — which is great, because that's what this book is all about. However, this book contains plenty of information useful for Alliance characters and independents as well, from feats to prestige classes to inside information on the Horde's workings. You might have seen the **Alliance Player's Guide** on the shelves; as you can imagine, this book gives the Horde the same thorough treatment.

Within these pages, behold the following chapters:

Chapter 1: New Races

New Troll (and Others) Here

This chapter introduces three races that are friendly to the Horde: half-ogres (whom the orcs call mok'nathal), half-orcs, and forest trolls. Each race receives a standard race description, allowing you to play them just as you can humans, night elves, gnomes and all the rest. Forest trolls and half-ogres have racial levels, as well.

Chapter 2: Class Options

Need a Hand?

This chapter contains loads of new possibilities for **Warcraft** characters. This chapter, which includes several new concepts and game elements introduced in the **Alliance Player's Guide,** is divided into five subsections.

The **Orc Racial Class** is first. If you were disappointed that orcs did not get racial levels in the **World of Warcraft RPG,** this should make you happy.

Variant Classes take the classes in **WoW RPG** and alter them slightly, creating classes that are somewhat different from the standard hunter, warlock and so forth that appear in **WoW RPG.** If you want to play a hunter who focuses on melee weapons (and receives the abilities to do so), you'll find the rules here.

Racial Iconic Classes are also variant classes, as above, but these classes represent certain racial icons. The troll barbarian, for instance, is an icon on Azeroth, and this section gives you the rules to play one.

Creature Classes allow you to play an abomination, centaur, ogre or ogre mage from level 1.

Feats is the final section, and it's appropriately hefty.

Chapter 3: Prestige Classes

It's Clobberin' Time!

This chapter includes 15 new (and, in a couple cases, revised) prestige classes to which your character can aspire.

Fiction Spots

As in the **Alliance Player's Guide,** throughout this book are sidebars containing pieces of fiction — short scenes and vignettes that serve (hopefully) to immerse you in the **Warcraft** world, are related to the information nearby, and provide a break from reading loads of game material.

Chapter 4: Magic and Faith

Of Mana and Mojo

This chapter provides an overview of how the Horde and its component races feel about magic in general and about specific kinds of magic. It contains new spells and magic items, as well, which the Horde developed or uses extensively.

Chapter 5: Technology

Somebody Set Up Us the Bomb

This chapter provides an overview of how the Horde and its component races feel about technology. It also contains new tech-mods and technological devices that the Horde developed or uses extensively.

Chapter 6: History and Culture

Will Brann Ever Finish His Book?

The famed dwarven explorer Brann Bronzebeard has been around and seen a lot. He's thinking about writing a history (Sociology? Political science? He hasn't really decided yet.) book for schoolrooms; and these are some of his notes and working drafts concerning the history and culture of each of the Horde's races, as well as that of forest trolls and ogres. This chapter also includes descriptions of two organizations: the Cult of Forgotten Shadow and the Grimtotem tribe.

Chapter 7: Horde History and Current Affairs

State of the Horde

This chapter, also narrated by Brann Bronzebeard, provides a history of the Horde as an organization (not that of its component races, which appears in Chapter

Warcraft on the Web

Like this book? Have a question? Want to rip out the developer's guts with vitriolic message board posts? Feel free to let us know/ask/do so at www.warcraftrpg.com.

The Alliance & Horde Compendium

I'm sure some of you remember the **Alliance & Horde Compendium,** a sourcebook for the first edition of the **Warcraft RPG.** While the information in that book is compatible with the new edition, this book (the **Horde Player's Guide**) and the **Alliance Player's Guide** replace that book. **A&HC** was 120 pages, while **APG** and **HPG** are 240 pages each; I hope you find the new versions an improvement!

6), as well as its current state of affairs. It discusses the Horde's hierarchy, race relations, lands and threats, and the roles individual characters can take within it.

Chapter 8: The Horde Military

Join the Army, They Said

This chapter focuses on the Horde's soldiers and champions. It includes a description of general Horde military tactics, then provides statistics for many Horde military types. Remember those units in Warcraft III? You'll find them here, from soldiers like grunts and headhunters to the powerful champions who lead them.

Chapter 9: Creatures

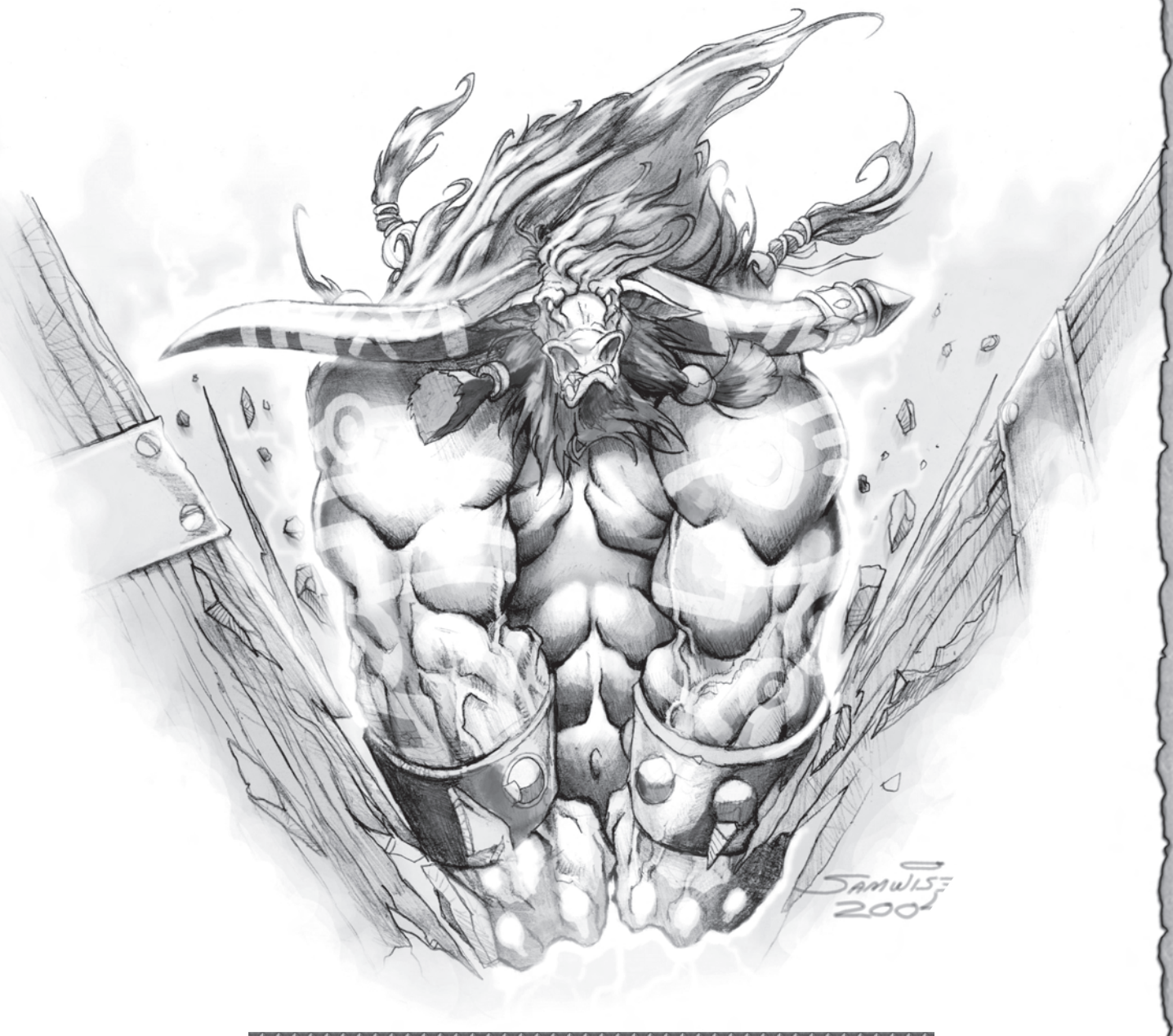
A Horde Bestiary

This chapter includes many creatures that are important to the Horde, from abominations to wyverns.

Chapter 10: Adventures

Take it to 'em!

This chapter includes two adventures for Horde heroes: "Shrine of the Scarab," in which the heroes investigate a defiled centaur holy place, and "Unearthing Bael Modan," an introductory adventure involving titan experiments.



New Troll (and others) Here

This chapter introduces three new races for **World of Warcraft: The Roleplaying Game:** half-orcs, half-ogres and forest trolls. While not all of these races are members of the Horde, they are on friendly terms with at least one of the Horde races.

Table 1-1: Racial Ability Modifiers

Race	Ability Adjustments	Favored Class
Half-ogre	+2 Str, –2 Int, –2 Cha	Hunter
Half-orc	+2 Sta, –2 Spt	Barbarian
Troll, forest	+2 Agy, –2 Int, –2 Cha	Barbarian

Half-ogre

Description: Half-ogres, whom the orcs call mok'nathal, are created in the rare unions of orcs and ogres. Orcs originally bred half-ogres to combine the power of an ogre with the intelligence and cunning of an orc. However, half-ogres proved to be more stubborn than either race, bearing a horrendous independent streak. Little could change a half-ogre's mind, once set; so the project was scrapped. Shamanistic orcs honored half-ogres as noble and savage creatures of the land, but quickly the race dwindled, as few orcs would willingly breed with the gigantic ogres.

Recently, half-ogres reappeared in the world, following the exploits of Rexxar, champion of the Horde and the greatest mok'nathal to ever live. While still rare, more and more half-ogres come out of the woods each day, trying to find a place to call their own.

Even in the presence of friends, a half-ogre is quiet and withdrawn, uncomfortable around creatures that talk back. A half-ogre would choose to be out hunting or exploring a new wilderness rather than take a drink at a bar, and most half-ogres exhibit signs of claustrophobia.

The ruling force in life for half-ogres is honor. A half-ogre's word is his life, even among the rare evil half-ogres. Once a half-ogre gives his friendship to a person, that person is a friend for life, and the half-ogre willingly sacrifices himself for those under his protection or those he loves. Most half-ogres honor the vows of another half-ogre, and thus a person who earns the trust of one half-ogre is assured that she has earned the trust of all half-ogres.

Appearance: Half-ogres are towering creatures who vaguely resemble their orc and ogre parents. They stand as big as a tauren — sometimes bigger — with broad and powerful shoulders, and thick, blunt skulls. Their eyes are small and usually black, while their massive lower jaws bear great tusks. Half-ogre skin tone is a non-metallic gold hue, with varying levels of yellow and red admixture. Most half-ogres are mistaken for small ogres or, rarely, massive orcs.

Region: Half-ogres do not have a region to call their own. Solitary wanderers by nature, half-ogres are found sporadically in most woods in Kalimdor and Stormwind. Most are found near major ogre settlements, or former settlements, leftovers from ogre aggressions and old habits of Legion-affiliated orcs.

Affiliation: Horde. While half-ogres prefer animals to people, they realize that they have a greater part to play in the world. Following the champion Rexxar, most living half-ogres offered their assistance to the Horde. Many half-ogres still refuse to officially join the Horde, but Thrall knows that he may call upon half-ogres in times of need.

Faith: Almost unanimously, half-ogres revere the nature that feeds and protects them. To them, the wild is much safer and more familiar than any civilization. Some of the greatest hunters and druids among the Horde's ranks are half-ogres, who combine both physical and spiritual strength in ways only the tauren can match.

Names: Half-ogre names are closer to ogre than orc names. Their first names are almost always single-syllable and guttural. A half-ogre's family name, however, always bears a beast or plant symbol — which may be the closest to a family that she's had. Their surnames reflect their life choices and accomplishments, and the race wears them as badges

of honor. Trials of rights are fought over family names, with the victor earning the name and the loser shamed.

• **Male Names:** Gaz, Gish, Gorsh, Mag, Tagar.

• **Female Names:** Marr, Flaxxon, Genn, Lokt, Lukks.

• **Family Names:** Bearmaul, Boartusk, Eagle Eye, Rocksnout, Rocmane, Talonfang.

Half-ogre Racial Traits

• +2 Strength, –2 Intelligence, –2 Charisma. Like their ogre parents, half-ogres are powerful, but slow-witted and blunt.

• Medium: As Medium creatures, half-ogres have no special bonuses or penalties due to their size.

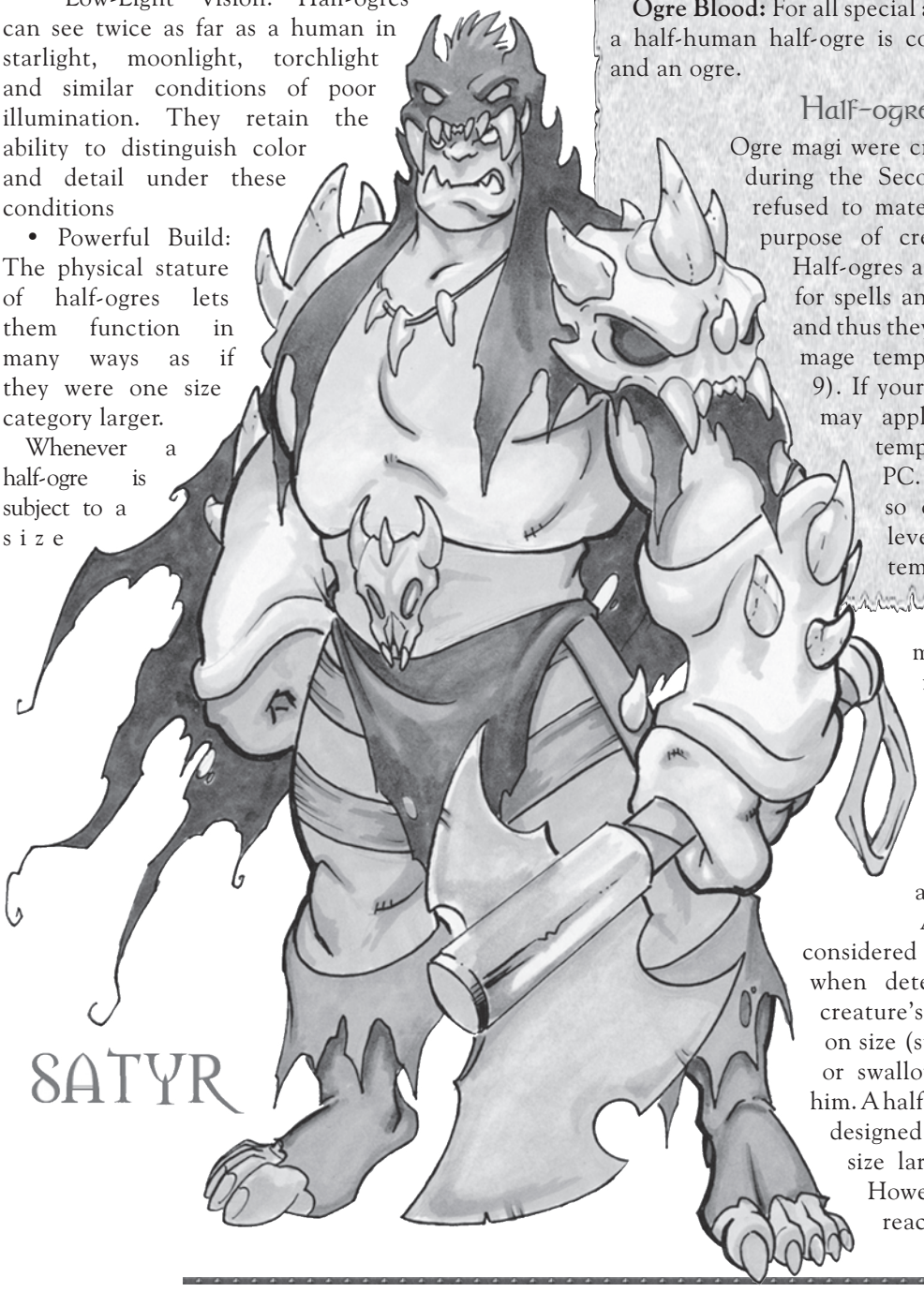
• Half-ogre base land speed is 30 feet.

• Low-Light Vision: Half-ogres can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions

• Powerful Build: The physical stature of half-ogres lets them function in many ways as if they were one size category larger.

Whenever a half-ogre is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the half-ogre is treated as one size larger if doing so is advantageous to him.

A half-ogre is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A half-ogre can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a



SATYR

Half-human Half-ogres

Ogres crossed the Dark Portal into Azeroth over 24 years ago, thus half-human half-ogres may exist. If the rumors of their existence are true, most half-human half-ogres are products of ogre aggressions on human villages.

If your GM allows you to play a half-ogre of human descent, the differences are:

• The half-human half-ogre looks more like a human, with rounder ears and pinker skin. Their tusks are also not as predominant, and their eyes are larger.

• Instead of the mixed blood racial trait, half-human half-ogres possess ogre blood:

Ogre Blood: For all special abilities and effects, a half-human half-ogre is considered a human and an ogre.

Half-ogre Magi

Ogre magi were creations of Gul'dan during the Second War, but they refused to mate with orcs for the purpose of creating mok'nathal. Half-ogres are considered ogres for spells and effects, however, and thus they qualify for the ogre mage template (see Chapter 9). If your GM allows it, you may apply the ogre mage template to a half-ogre PC. (Though doing so carries the normal level adjustment of the template.)

Table 1-2: The Half-ogre

Half-ogre Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	+1 Str, +1 Spt
2nd	+1	+3	+0	+1	+1 Spt, +1 Sta
3rd	+2	+3	+1	+1	+1 Str, +1 Sta, Size Increase

creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities and spells that change the subject's size category.

• Mixed Blood: For all special abilities and effects, a half-ogre is considered both an ogre and an orc.

• A half-ogre's thick hide grants him a +1 natural armor bonus to AC.

• Automatic Languages: Common and Low Common.

• Bonus Languages: Goblin, Orcish, Taur-ahe and Zandali. Their ogre progenitors used to be a part of the Horde, and some learn the languages of other savage creatures.

• Racial Levels: Unlike humans and some other races, half-ogres can take a few levels in "half-ogre" as a class to develop their racial qualities more.

• Favored Class: Hunter. A multiclass half-ogre's hunter class does not count when determining whether he suffers an experience point penalty for multiclassing (see **WoW RPG,** Chapter 3: Classes, "Multiclass Characters," XP for Multiclass Characters).

Half-ogre Levels

Half-ogres can take up to three levels in "half-ogre" at any time. An individual's acquisition of racial levels indicates a pursuit of his ogre nature, strengthening both his physical and spiritual form in the process. The strengthening of his ogre blood slowly increases a half-ogre's size, until he becomes a Large creature by 3rd level.

Half-ogre levels stack with a divine spellcasting class level for purposes of determining caster level for spells. If the half-ogre has two divine spellcasting classes, add the racial levels to the higher of the two.

Hit Die: d8.

Skill Points at 1st Character Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

"Class" Skills: Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Listen (Spt), Profession (Spt), Spot (Spt), Survival (Spt), and Swim (Str). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Starting Gold: A 1st-level half-ogre with a level in half-ogre begins play with 3d4 x 10 gold pieces.

Weapon and Armor Proficiency: Half-ogres with levels in half-ogre are proficient in the use of all simple weapons, and with light and medium armor.

Size Increase: At 3rd level, the half-ogre's continued growth sends him into Large creature range. He loses the powerful build ability and his size increases to Large, which has the following effects:

• His space increases to 10 feet.

• His natural reach increases to 10 feet.

• He takes a –1 size penalty to AC and a –1 size penalty on attack rolls.

• He must wield weapons of Large size or take penalties. Similarly, he must wear armor appropriately sized for him, which costs twice as much as normal.

• His lifting and carrying capacities double.

Note that the half-ogre's gear does not grow along with him.

Half-orc

Description: Orcs and humans can interbreed, and this union creates half-orcs. Humans and orcs have been enemies for decades, and half-orcs represent something both races prefer not to think about. Half-orc genesis is usually violent and perverse, and their appearance — too bestial to be human, too clean to be orc — reminds the parent races of the rift between them and the horrible deeds each has performed on the other. Thus, most humans and orcs ignore half-orcs. Other races are little better, as the human–orc conflict is only one facet of the Alliance–Horde tensions upon which no one likes to dwell.

Conversely, some see half-orcs as symbols of unity. Not all half-orcs are born to abused or victimized parents; some are the children of clandestine love. Perhaps half-orcs represent what could be accomplished if the races put aside their differences and live in peace. After all, if humans and orcs, with their history of hatred and bloodshed and wildly different origins, can produce viable offspring, perhaps the races are not as different as they think.

Half-orcs face mixed reactions. Even more so than half-elves, half-orcs are the targets of rage and derision brought about by stress. Azeroth is a violent place and

tensions thrum like taut wires. The Third War lives in recent memory, and most humans and orcs lost loved ones at the hands of the other side. Half-orcs find little welcome, though the situation is better in the larger, more enlightened settlements.

Unlike half-elves, who prefer to wander or blend in to avoid prejudice, half-orcs are vocal, daring and foolishly brave. A product of their parent races' pride, courage and ferocity, half-orcs refuse to accept bias lightly. They demand attention. Half-orcs commit to audacious dares and acts of suicidal bravery to prove their worth to their parent races. Occasionally they succeed.

Appearance: Half-orcs are a bit taller and heavier than humans, standing around 6-1/2 feet in height and weighing 200 to 250 pounds. Males are noticeably taller and heavier than females. Half-orc skin ranges from light green to grayish brown; half-orc hair is coarse like an orc's and ranges from brown to black in color. The orc lineage is unmistakable, but half-orc features are not as pronounced as those of the orc parent — a half-orc's ears are not quite as large, the nose not as piggish, and the tusks jut far less. Both humans and orcs view half-orcs as physically ugly, a view which infects some half-orcs with self-loathing. Half-orcs live longer than their orc parents, with life spans equivalent to a human's.

Region: Refer to the human and orc racial entries. If raised by humans, a half-orc most likely makes Theramore or Stormwind her home. If raised by orcs, she probably comes from the city of Orgrimmar in Durotar.

Affiliation: Alliance or Horde. A half-orc's affiliation depends upon where and how she was raised. Still, half-orcs more often find a place within the Horde. Orcs are more accepting, as they remember when they were lost to the Burning Legion. Orcs believe that everyone deserves a chance in these times, whereas most humans find it difficult to ignore a half-orc's obviously orc qualities.

Elves and dwarves lump half-orcs in with the orc side of things, while tauren and goblins prove more tolerant. Half-orcs can find kindred spirits in half-elves, who may be shunned in the same way.

Faith: Since many half-orcs belong to the Horde, they study the shamanistic practices of their orc forebears. They find the spirits more accepting than any earthly race. Half-orcs are also curious about the Holy Light, and those raised among humans may follow this philosophy.

Names: Half-orcs take the naming practices of the race in which they were raised. Half-orcs raised in human lands often take orc first names to display their heritage, and vice versa.

- **Male Names:** Galmak, Rogar, Dargal, Heiros.
- **Female Names:** Gauna, Bodi, Imarelle, Seera.
- **Family Names:** Dimmul, Blackaxe, Fierceblade, Greatarm.

Half-orc Racial Traits

- +2 Stamina, –2 Spirit. Half-orcs retain the toughness of their orc heritage and are smarter than their orc parents, but are given to rash actions to prove their honor and courage.
- Medium: As Medium creatures, half-orcs have no special bonuses or penalties due to their size.
- Half-orc base land speed is 30 feet.
- Low-Light Vision: Half-orcs can see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Orc Blood: For all special abilities and effects, a half-orc is considered both a human and an orc.
- Furious Strength (Ex): Half-orcs can draw a small amount of rage from their orc legacy. Once per day, on her turn as a free action, a half-orc may gain a +2 bonus to Strength. This bonus lasts for 1 round +1 round per point of Stamina modifier (minimum 1 round).
- +2 racial bonus on saving throws against fear-related spells or effects. Debate continues over whether half-orcs are fearless due to some aspect of their human parentage, or if this trait is simply another way in which they prove that they are the equal of the other races.
- +2 racial bonus on Intimidate and Sense Motive checks. Half-orcs are as intimidating as their orc parents, and have learned to look beyond surface appearances in order to survive. These skills are also class skills for all half-orcs.
- Automatic Languages: Common and Orcish.
- Bonus Languages: Any unrestricted. Half-orcs learn many languages, like their human parents.
- Favored Class: Any. A multiclass half-orc's highest-level class does not count when determining whether she suffers an XP penalty for multiclassing (see **WoW RPG,** Chapter 3: Classes, "Multiclass Characters," XP for Multiclass Characters).

Troll, Forest

Description: During the Second War, the hero Zul'jin organized all the forest troll tribes into one cohesive army and joined the Horde. They left once it was obvious the orcs weren't going to win, but one small sect, the Revantusk tribe, recently agreed to once again be affiliated — loosely — with the Horde.

In contrast to their wily jungle troll cousins, forest trolls are savage and unrelenting creatures. Not only are they cannibals like other trolls, forest trolls live for slaughtering lesser races, especially the high elves, whom they despise. Forest trolls believe that they are superior to every other race on Azeroth, prone to quoting just how powerful their former empire was. In battle, a forest troll throws himself furiously into the thick, and prefers throwing axes over the javelins jungle trolls favor. Everything about the forest troll

Doth'jin stood hidden in the tree, one he chose for its perfect vantage point. He knew an elven convoy was on its way. Gripping his handaxe, he peered through the leaves, waiting for the expected caravan. His limbs were cramped from the hours spent at ready, though he knew he could make them move with speed. Forest trolls were tough.

Creaking wheels sounded, and Doth'jin broke into a hideous grin. He could almost smell the elf's blood beneath him. Bending knees that were stiff from fatigue, he uttered a quick prayer before leaping out of the tree, screaming a battle roar as he descended into glorious battle.

speaks of savagery and undisciplined battle, even during peaceful times. Like the Darkspears, the Revantusk tribe is atypical, and is well-disciplined and even occasionally merciful in battle.

Appearance: Forest trolls resemble their jungle troll cousins, but are taller and more muscled. Their hair ranges from blood red to midnight black, while their skins are a deep olive green. Forest trolls decorate their bodies with ritual scarring and piercings, and they prefer white or dark warpaints symbolizing their power and glory.

Other Forest Trolls

Revantusk forest trolls are the most likely to join a party of Horde adventurers; members of other tribes hate the Horde for failing to fulfill its promise to restore the Amani Empire. The Revantusks have learned to accept other races and even trust certain individuals. Among the Horde, only the tauren truly respect the Revantusk tribe. Even their jungle troll cousins cannot bring themselves to accept their vile cousins yet.

Region: Naturally, forest trolls prefer thick forests, where they come into conflict with the despised high elves, as well as Wildhammer dwarves. The Revantusk tribe resides in the Hinterlands, in the coastal town of Revantusk Village.

Affiliation: Independent. Most forest troll tribes keep to their own agendas, but the Revantusk tribe is now loosely allied with the Horde. While not members of the Horde, they are its friends. They know compassion, though they find it a bit difficult to relate to the Darkspear jungle trolls.

Revantusk forest trolls still carry a racial hatred of elves, and are ever ready to attack the Alliance. They view humans and other Alliance races as elf sympathizers, and gleefully destroy them.

Like all trolls, most forest trolls are savage and violent. While the Revantusks learn restraint and even camaraderie, they haven't entirely thrown off their old ways. Forest trolls of all types war with anything in range of their territory, even other tribes of forest trolls, and thus the Revantusks feel no remorse over slaying their wild brothers.

Faith: Most Revantusk forest trolls follow the precepts of voodoo. While less prone to magic than other subraces, forest trolls still practice alchemical arts and worship dark voodoo spirits. Some forest trolls also worship Hakkar the Soulflayer, though jungle trolls outnumber forest trolls in this demography.

Names: Forest trolls follow the same naming conventions as jungle trolls, though some of the suffixes and prefixes differ.

- **Male Names:** Doth, Mag, Ran, Vis.
- **Female Names:** Lith, Arn, Din, Mak.
- **Family Names:** Like jungle trolls, forest trolls have no family names.

Forest Troll Racial Traits

Forest troll racial traits and racial levels are identical to those of jungle trolls (see **WoW RPG,** Chapter 2: Races). Note that both forest and jungle trolls receive Zandali as an automatic language, not Low Common.

Vital Statistics

The following tables allow you to determine random ages, heights and weights for half-ogre, half-orc, and forest troll characters.

Table 1-3: Random Starting Ages

Race	Adulthood	Healer/Warrior/Barbarian/Paladin	Rogue/Runemaster/Scout/Tinker	Arcanist
Half-ogre	22 years	+2d6 years	+4d6 years	+3d6 years
Half-orc	17 years	+1d6 years	+2d6 years	+2d4 years
Troll, forest	17 years	+1d6 years	+2d6 years	+1d6 years

Table 1-4: Aging Effects

Race	Middle Age	Old	Venerable	Maximum Age
Half-ogre	44 years	71 years	88 years	+1d10 years
Half-orc	37 years	60 years	75 years	+2d12 years
Troll, forest	30 years	47 years	69 yrs	+1d10 years

Table 1-5: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Half-ogre, female	7′1″	+2d12	300 lb.	x (3d6) lb.
Half-ogre, male	7′4″	+2d12	315 lb.	x (3d6) lb.
Half-orc, female	5′1″	+2d12	125 lb.	x(2d6) lb.
Half-orc, male	5′8″	+2d12	170 lb.	x (2d6) lb.
Troll, forest, female	6′1″	+2d6	170 lb.	x (2d6) lb.
Troll, forest, male	6′3″	+2d6	190 lb.	x (2d6) lb.

Need a Hand?

This chapter includes several options for character classes, most of which are introduced in the **Alliance Player's Guide**. In the following pages you can find:

• The orc racial class. Orcs do not have a racial class in the **WoW RPG** book, but if you would like to use one, it's here.

• Variant classes. These rules take classes that already exist and alter them slightly, replacing a class feature or two with another or adjusting their class features to fit a slightly different idea.

• Racial iconic classes. These classes are variant classes, as above, that represent particular archetypes in the **Warcraft** world, such as an orc warrior or a tauren shaman.

• Creature classes. Some monsters are appropriate for player characters, but they are too powerful to translate directly, even with racial levels. One solution is to use a level adjustment (described in **Lands of Mystery** and the **Monster Guide**). The **Alliance Player's Guide** introduced creature classes, which allow players to play a monster from 1st level. This book includes several creature classes.

• Feats. This chapter closes with a slew of new feats particularly appropriate to Horde characters and to members of its races.

Orc Racial Class

The **World of Warcraft: the Roleplaying Game** book does not include a racial class for orcs. This was partially to make them similar to humans, as these two races are the most important in the Warcraft world.

If you would like to allow orcs to take racial levels, use the following racial class.

Orc Levels

Orcs can take up to three levels in "orc" at any time. When orcs take racial levels, they connect with their legacy as mighty warriors, as barbaric, demon-bred savages, and as shamanistic spiritualists. Orc history is long and storied, and these orcs tap into its intricacies. Other orcs instinctively respect and trust those of their number who take racial levels.

Orc levels stack with a divine spellcasting class level for purposes of determining caster level for spells. If the orc has two divine spellcasting classes, add the racial levels to the higher of the two.

Hit Die: d10.

Skill Points at 1st Character Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

"Class" Skills: Climb (Str), Concentration (Sta), Craft (Int), Handle Animal (Cha), Jump (Str), Ride (Agy), Spellcraft (Int), and Survival (Spt). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Starting Gold: A 1st-level orc with a level in orc begins play with 5d4 x 10 gold pieces.

Weapon and Armor Proficiency: Orcs with levels in orc are proficient with all simple and martial weapons, and with light and medium armor.

Favored of the Spirits (Ex): Orcs connect with the spirits of the world as well as with their ancestors. At 2nd level, once per day as a swift action, an orc may gain a +2 sacred bonus to any one ability. This bonus lasts for 1d6 rounds, +1 round per point of Spirit modifier.

Rage 2/Day (Ex): Despite the fact that they are no longer under demonic influence, orcs can still enter bloodthirsty frenzies. Indeed, orcs respect and honor this trait. At 3rd level, you can use your battle rage ability twice per day; if you already have the ability to rage (from the barbarian class, for instance), you can rage two additional times per day instead of one.

Swift Actions and Immediate Actions

Some abilities and class features in this chapter refer to swift actions and immediate actions. They are similar to free actions and are described in **More Magic & Mayhem,** Chapter 3: Power Overwhelming.

Table 2-1: The Orc

Orc Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	+1 Str, +1 Sta
2nd	+1	+3	+0	+0	+1 Sta, favored of the spirits
3rd	+2	+3	+1	+1	+1 Str, rage 2/day

Variant Classes

The rules in **WoW RPG** allow for a wide range of character customization. No two hunters are alike, because they are of different races and have different skill, feat, equipment and animal companion selections. However, the classes are, by definition, somewhat limiting. Despite the fact that they are all different, all hunters also share certain traits — they sting with ranged weapons, they draw upon the aspects of animals, and they tame animals and magical beasts, among other things. Yet what about those hunters who, perhaps, don't do all these things? Or do them differently? Do hunters exist who draw strength from the landscape instead of from animals? The answer is certainly yes.

A variant class takes one of the existing base classes and alters it slightly — usually swapping one class feature for another, or performing some other minor alterations. These variant classes allow a larger range of customization and represent slightly different concepts. In a way, the healer and arcanist classes already present variant classes: they have different paths. The healer class, for instance, has four variants: the druid, priest, shaman and witch doctor (described in **More Magic & Mayhem**). The classes presented here are more focused.

Variant classes are an optional addition to the **WoW RPG** game. If you would like to play a variant class, first ask your GM to make sure it's okay.

Hunter Variant: Melee Hunter

Hunters use ranged weapons; everyone knows it. If you're going out to hunt animals, you have to hit them from a ways off, or they run away. Also, hunters deal with some nasty creatures — if they get too close, they risk being clawed, bit, gored and otherwise savaged. Plus if you start shooting early enough, you can hurt an opponent pretty badly before he gets anywhere close to you, and some hunter stings are best used at range.

Despite these obvious benefits, some hunters focus their talents on melee weapons. These brave individuals take up the spear or axe and stalk dangerous creatures until they are close enough to pounce. They revel in the danger of their actions, feeling an unparalleled rush when they can bring a deadly creature down in equal combat — especially if they use their bare hands. The melee hunter's animal companion assists its master by

distracting the enemy and flanking it. The melee hunter's aspect of the pack is especially useful.

Melee Hunter Alterations

Melee hunters do not have the sting class feature and they do not gain eagle eye at 7th level. Instead, they gain the following class features, at the indicated levels:

• 1st Level — Savage Strike (Ex): Savage strikes work similarly to stings, except that they apply to melee attacks instead of ranged attacks, and creatures that are immune to poison are not immune to savage strikes. A melee hunter gains the following savage strikes at the indicated levels. She can use a savage strike three times per day at 1st level and an additional time per day at 5th level and every 5 levels thereafter, just as with stings. Unlike stings, she can use more than one savage strike on a single attack. In fact, the melee hunter can use all three savage strikes on a single melee attack, if she likes, though doing so exhausts three of her daily savage strike uses. She cannot use a single strike more than once on a single attack. (She cannot use raptor strike twice on the same attack, for instance.)

Raptor Strike: This strike is available at 1st level. The melee hunter can strike with the speed and savagery of a raptor. She may attempt a raptor strike with one normal melee attack. She must declare her intent to use raptor strike before she makes her attack roll. If she hits, her attack deals an additional +1d6 points of damage, +1 additional point of damage per hunter level. This extra damage is not multiplied on a critical hit.

Mongoose Bite: This strike is available at 10th level. The melee hunter can twist out of the way of attacks and strike back with blinding speed, like a mongoose. When an enemy misses her in melee combat, she may use one of her savage strike uses to make an attack of opportunity against that opponent.

Killer Strike: This strike is available at 20th level. Like large predators, the melee hunter has no mercy and knows where to strike. If her attack hits, it automatically threatens a critical hit.

• 7th Level — Bonus Feat: The melee hunter gains one bonus feat chosen from the list of warrior bonus feats, or martial weapon proficiency.

Melee hunters also possess the same class features as normal hunters, but the aspect of the hawk feature is modified, as shown below.

• Aspect of the Hawk: The damage bonus from aspect of the hawk applies to melee weapons, not ranged weapons.

Hunter Variant: Wandering Hunter

Most hunters bend their energies toward wild beasts, admiring their grace, speed and deadliness. Wandering hunters respect animals in the same way as other hunters, but not to the same degree. Wandering hunters travel across the world to experience new places. They find that their travels bring them new understandings. Their wanderings connect them to the land, and they are familiar with the wildness and the traits of many different areas — and are able to call upon these in combat.

Wandering Hunter Alterations

Wandering hunters find themselves more familiar with the land and weather than with its animals. They do not gain aspect of the monkey at 3rd level, aspect of the hawk at 6th level, aspect of the beast at 9th level, aspect of the cheetah at 12th level, or aspect of the pack at 15th level. (They do gain aspect of the wilds at 18th level.) Instead, they gain the following class features, at the indicated levels:

• 3rd Level — Aspect of the Woods: The hunter taps into the invigorating power of the woodlands. He recovers hit points equal to his character level every hour. He also recovers 1 point of ability damage every hour.

• 6th Level — Aspect of the Desert: The hunter draws from the life-killing heat of the desert sands and sun. He deals +1 extra point of fire damage with ranged weapons (or, if he is a melee hunter, with melee weapons) for every three hunter levels he possesses, to a maximum of +5 points of fire damage at 15th level.

• 9th Level — Aspect of the Desolate: The hunter draws strength from the barren and forgotten places of the world: lonely mountaintops, wind-scoured deserts and frigid northlands. He benefits from a constant *endure elements* effect. In addition, he has resistance to cold 2 and fire 2. If he already has resistance to cold and/or fire (naturally; not from a magic item or spell), the value(s) increase by +2.

• 12th Level — Aspect of the Winds: The hunter takes on the aspect of the winds, gusting through an area before vanishing. He gains the Shot on the Run and Spring Attack feats, even if he does not possess their prerequisites.

• 15th Level — Aspect of the Mountains: The hunter becomes steadfast and unchangeable. His base speed drops by –10 feet, but he gains a +2 bonus to Stamina and a +2 enhancement bonus to natural armor.

Necromancer or Warlock Variant: Uncorrupted Necromancer or Warlock

Most young necromancers and warlocks claim that they know what they're getting into. They know about the seductive whisper of power and the strength of the Nether. They know of the crushing will of the demon lords and, most of all, they know of the corruptive influence of necromantic and warlock magic. They say it will not happen to them; they will not fall to evil, as have so many before them. Most of them are wrong. Most of them join the dark ranks of the creatures with which they traffic.

Some few, though, are right. Some are strong enough to resist the will of the Legion and of the dark powers they wield; they, in turn, bend their wills to mastering demonic and necromantic secrets while remaining immune to their taint. These are the uncorrupted necromancers and warlocks, and they spread both distrust and hope wherever they go. Some few even announce themselves openly in the cities of the Horde or, rarer, the Alliance, and make their unique talents available to their affiliation.

Uncorrupted Necromancer and Warlock Alterations

The most important alteration of this variant class is that an uncorrupted necromancer or warlock does not suffer arcane corruption: Her alignment remains inviolate. However, she does not gain a bonus arcanist feat at 5th level or at 10th level. Also, note that casting a spell with the evil descriptor is still an evil act.

Shaman Variant: Battle Shaman

One of the shaman's great strengths is his versatility. He wields both defensive and offensive magic and can hold his own in a fight. He can cast spells to heal and support his allies as well as hamper his enemies. Some shaman, though, devote themselves to the warlike aspects inherent in their abilities. They still possess a modicum of magical ability, but train their bodies and reflexes to focus more on combat. In many ways, these battle shaman are the Horde's answer to paladins, and their enemies nervously finger their blades when they see one in the opposing ranks.

Battle Shaman Alterations

Battle shaman have much slower spell progression than normal shaman; in fact, they don't even gain spells until 4th level and cannot cast spells higher than 4th level. A battle shaman's caster level is equal to half his shaman level. Use Table 2–2: Battle Shaman Spell Slots per Day to determine the battle shaman's spell progression. (Battle shaman gain domains and domain spells like other shaman, but, as their spell progression is slower, they do not gain as many domain spells.) In addition, battle shaman do not get Brew Potion at 1st level, nor do they gain the rebirth inspiration at 16th level. They cannot turn or rebuke elementals. Instead, battle shaman gain the following class features at the indicated levels:

• 1st Level — Weapon and Armor Proficiency: Battle shaman are proficient with all simple and martial weapons, with light, medium and heavy armor, and with shields (but not tower shields).

• 1st Level — Fury of the Spirits: The battle shaman's base attack bonus progression changes to "good." That is,

Table 2-2: Battle Shaman Spell Slots Per Day

Class Level	1st	2nd	3rd	4th
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	0	—	—	—
5th	0	—	—	—
6th	1	—	—	—
7th	1	—	—	—
8th	1	0	—	—
9th	1	0	—	—
10th	1	1	—	—
11th	1	1	0	—
12th	1	1	1	—
13th	1	1	1	—
14th	2	1	1	0
15th	2	1	1	1
16th	2	2	1	1
17th	2	2	2	1
18th	3	2	2	1
19th	3	3	3	2
20th	3	3	3	3

his shaman base attack bonus is equal to his shaman level, just as a warrior's base attack bonus is equal to his warrior level. The battle shaman gains iterative attacks when his base attack bonus equals +6, +11 and +16, as normal.

• 2nd Level — Bonus Feat: Battle shaman practice for combat. He gains one bonus feat chosen from the list of warrior bonus feats.

• 16th Level — Wrath of the Spirits (Su): By drawing on the anger of the spirits, battle shaman can strike their enemies dead instantly. Once per day, he may attempt a wrath strike with one normal melee attack. He must declare his intent to use this ability before he makes his attack roll. If he hits, the target must attempt a Fortitude save (DC 15 + the battle shaman's Spirit modifier) or die. If the save is successful, the attack deals normal damage plus an additional 3d6 + shaman level points of damage. If the attack misses, the strike has no effect but is still used up for that day. Wrath of the spirits is a death effect.

Shaman Variant: Far Seer

Far seers are adept at seeing places and events that are distant in both space and time, allowing them to foretell the future to a degree. Many say that they are the pinnacle of shamanistic development. The far seer is an orc tradition, but they sometimes train members of their allied races in its ways, especially tauren. These shaman are wise and often old. Most shaman of this type do not actually earn the title "far seer" until late in their lives, but they must begin training at an early age.

Far Seer Alterations

Far seers do not add Intimidate, Knowledge (nature) or Survival to their list of class skills. They do not get a +2 bonus on Craft (alchemy) or Spellcraft checks, nor can they gain access to the Elements domain. They do not gain the flametongue/frostbrand inspiration at 4th level, the ghostwolf inspiration at 8th level, or the purge inspiration at 12th level. Instead, far seers gain the following class features at the indicated levels:

• 1st Level — Additional Class Skills: Far seers add Handle Animal and Ride to their list of class skills and get a +2 bonus on checks with these skills. Far seers have a closer connection to animals than other shaman. Most orc far seers ride giant wolves.

• 1st Level — Domains: Far seers have access to the Foretelling (described in Chapter 4: Magic and Faith) and Spirits domains.

• 4th Level — Summon Spirit Allies (Ex): Far seers have a rapport with spirit creatures. Add *summon nature's ally I–IX* to the far seer's shaman spell list. She can use these spells only to summon spirit animals (updated summon nature's ally lists appear in the **Monster Guide**, and spirit beasts are described in Chapter 9: Creatures).

• 8th Level — The Sight of Worlds (Ex): Far seers are renowned for their ability to see distant places. At 8th level, a far seer gains a number of benefits related to this legacy. She can cast *clairaudience/clairvoyance* and *eye of Kilrogg* as 3rd-level shaman spells. Whenever she casts a divination (*scrying*) spell, she can also see invisible creatures and objects through the spell, as though under the effects of *see invisibility*. In addition, she does not need a focus to cast *scrying*; she closes her eyes and experiences the visions.

• 12th Level — Glimpses of the Future (Su): Far seers gain small glimpses of the future, which allow them to alter their actions accordingly to change the future's outcome in tiny ways. At 12th level, a far seer gains a +1 insight bonus: On her turn, as a free action, she can choose to apply this bonus to AC, on attack rolls, on damage rolls, or on all saving throws. She can allocate the insight bonus only once per round.

Multiple Variants

If your GM allows, you can incorporate multiple variants into your character class. You can be both a hidden warlock and an uncorrupted warlock, for example.

Warlock Variant: Hidden Warlock

Warlocks are unwelcome in both the Alliance and Horde. No one wants them around; they are evil beings who consort with demons. When the Horde discovers a warlock in their midst, it is an unpleasant day for the warlock. Nevertheless, the call of the Burning Legion is strong, and members of both the Alliance and the Horde don the warlock's dark robes. They operate out of secret basements and lurk in alleyways, but still they exist, gripping their secrets with both hands. These hidden warlocks are more prevalent in the Horde, with both orcs and Forsaken taking up the mantle.

Hidden Warlock Alterations

A hidden warlock's spell list is slightly different, to enable him to more easily disguise his nature. Add the following spells to a hidden warlock's spell list at the indicated levels. However, you must select three 2nd-level, one 3rd-level, one 4th-level, one 5th-level, and one 7th-level spell on the warlock spell list in the **WoW RPG** book (or **More Magic & Mayhem** or another book, if your GM allows). Remove the selected spells from the hidden warlock's spell list.

• 2nd Level: *Alter self, darkness, eagle's splendor, misdirection**.

• 3rd Level: *Deeper darkness.*

• 4th Level: *Polymorph.*

• 5th Level: *Teleport.*

• 7th Level: *Astral recall†.*

* See Chapter 4: Magic and Faith.

† See **More Magic & Mayhem.**

Racial Iconic Classes

The orc warrior. The tauren shaman. The Forsaken apothecary. These are all iconic images — a type of individual that is recognizable both to characters in the **Warcraft** world and to players of the **WoW RPG** game. Any race can be any base class, but some races are more likely to be members of a certain class. Some races have traditions of specific classes in their societies and cultures. A race's favored class represents that race's natural predilection to a certain degree; racial iconic classes are another method.

A racial iconic class demonstrates a particular race's natural ability with a certain class. It might also represent the fact that a class has social or traditional connotations within a race's culture. Jungle trolls possess a natural tendency to become barbarians, for instance; therefore, jungle trolls' favored class is barbarian. Similarly, jungle troll society has long favored voodoo magic and granted status and recognition to great witch doctors. The troll witch doctor is a racial icon; the racial iconic class "jungle troll witch doctor" represents it.

Racial iconic classes are variant classes similar to those presented above (the melee hunter, uncorrupted warlock, and the like). Like other variant classes, a racial iconic class uses an existing class as its base but alters it slightly to depict its racial icon. Obviously, a character must be of the appropriate race to take a racial iconic class.

Characters who take racial iconic classes are close to an archetype that most people recognize. Like racial levels, racial iconic classes also represent characters who draw upon their races' traditions, values and techniques — though in these cases, the traditions, values and techniques are those specific to a class. An orc who takes the orc warrior iconic class, for example, spends time studying past orc warriors, training in orc warrior traditions, communing with his warrior ancestors, and connecting to his society's tradition of warfare.

Forsaken Witch Doctor: Apothecary

When people think of witch doctors, they usually don't think of Forsaken. However, Forsaken are some of the most skilled alchemists on Azeroth, and while they don't entreat voodoo spirits for help and don't call their craft "mojo," they still possess tricks to make their brews especially potent. These Forsaken call themselves apothecaries, and the greatest among them enter the ranks of the dark apothecaries.

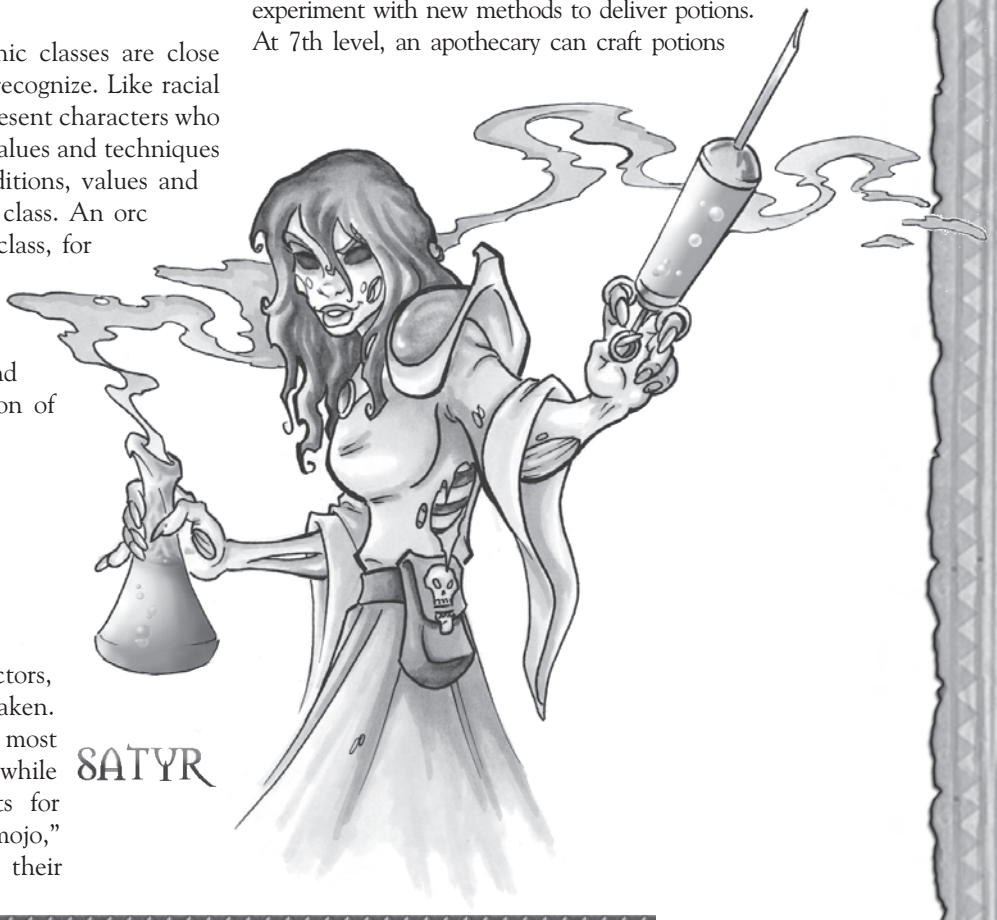
The iconic apothecary is a withered Forsaken standing in a laboratory. Beakers and cauldrons bubble and spew horrible vapors into the air. Strange, fleshy creatures mew and gurgle within black cages.

See **More Magic & Mayhem** for the witch doctor class.

Forsaken Apothecary Alterations

Forsaken apothecaries do not have access to the witch doctor spell list. Instead, they possess the following class features, at the indicated levels:

- 1st Level — Dark Potions: Forsaken apothecaries deal with all manner of vile magic to further their twisted science. An apothecary gains access to the necromancer spell list and treats the spells on it as divine spells. However, she cannot actually cast these spells; she can use them only to create potions.
- 1st Level — Dark Study: The apothecary's studies of necromancy as it relates to potions opens her mind to other possibilities. At each level, choose a single spell on the necromancy spell list that is of a level that the apothecary can normally cast. She can cast this spell as if it were on the healer spell list.
- 7th Level — Craft Syringe: Apothecaries experiment with new methods to deliver potions. At 7th level, an apothecary can craft potions



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(and alchemical brews and philters) as syringes instead of normal potions. Doing so increases the cost of the potion or alchemical item by 150%.

A character can inject herself with a syringe, which has the same effect as drinking the potion. However, the benefit of the syringe is that it can be used to deliver harmful concoctions to opponents. Doing so requires a melee touch attack, but the attacker takes a –4 penalty on the attempt. Success means that the opponent is injected by the syringe, which affects him as if he had drunk the potion. A critical hit with a syringe has no additional effect.

• 7th Level — Improved Potions: The apothecary learns to brew more and more powerful spells into potions. At 7th level and each level thereafter, choose a single spell of 4th level or higher on the healer or necromancer spell list. The apothecary can brew potions with this spell, even though potions can normally hold spells of only 3rd level or lower.

Jungle Troll Witch Doctor

Trolls are the ultimate witch doctors. It was they, so they say, who invented the art. Their pots ever bubble with strange concoctions, and they scatter protective and decorative totems around their dwellings. They speak in tongues most can't understand, communing with the strange and dark voodoo spirits that grant them their power. They decorate themselves with ritual tattoos and designs, and shrunken heads dangle from their staves.

The iconic troll witch doctor focuses on helping his allies with his strange blend of science and faith. He plants magic totems to help his allies and gives them powerful draughts before battle. He's not a particularly skillful combatant, but when the Horde is in a scrape, somebody calls for the doctor.

See **More Magic & Mayhem** for the witch doctor class.

Jungle Troll Witch Doctor Alterations

Jungle troll witch doctors cannot spontaneously cast *cure* or *inflict* spells, nor can they *turn* or *rebuke undead*. They also do not gain a bonus feat at 5th level or at 10th level. Instead, the jungle troll witch doctor gains the following class features at the indicated levels:

• 1st Level — Spontaneous Casting: Instead of *cure* or *inflict* spells, jungle troll witch doctors can spontaneously cast totem spells (as described in **More Magic & Mayhem**). Note that the spells *healing ward, serpent ward* and *stasis trap* (in the **WoW RPG** book) are totem spells.

• 1st Level — Totem Power (Ex): Troll witch doctors are especially adept at using totems. He casts totem spells at +1 caster level.

• 4th Level — Fetish Spell: At 4th level, the troll witch doctor gains Fetish Spell (see "Feats," below) as a bonus feat.

• 9th Level — Craft Totem: At 9th level, the troll witch doctor gains Craft Totem (see "Feats," below) as a bonus feat.

Half-ogre Hunter

The mighty sons and daughters of Nath are natural hunters, having spent long years in the wilderness. They have a natural rapport with wild animals and even those who are not hunters often enter battle with loyal, trained companions at their sides. They seek to discover the essence of combat through observing and mimicking wild beasts. Most half-ogre hunters also take the melee hunter variant class; those who don't use massive composite longbows — something to which they can apply their great strength.

The iconic half-ogre hunter emerges from the woods or the desert on the eve of battle, silently taking her place next to her allies in the Horde. A great bear or lion remains

by her side, looking docile enough, but growling when others get close. The hunter hefts her axes and looks to the horizon. She breathes deep, savoring the smell of the land and preparing herself for the conflict to come.

Half-ogre Hunter Alterations

Half-ogre hunters do not gain the sting ability (or the savage strike ability, if they are melee hunters). Instead, half-ogre hunters gain the following class features, at the indicated levels.

• 1st Level — *Summon Nature's Ally (Sp)*: Half-ogre hunters are friends with wild beasts and can call on them in times of need. A half-ogre hunter can use *summon nature's ally I* as a spell-like ability. At 3rd level and every two levels thereafter, the spell changes to the next higher-level version. (For example, at 3rd level you can use *summon nature's ally II*, at 5th level *summon nature's ally III,* and so on, up to *summon nature's ally IX* at 17th level.) You can use this ability once per day at 1st level and an additional time per day at 5th level and every five levels thereafter (2/day at 5th level, 3/day at 10th level, 4/day at 15th level, and 5/day at 20th level).

• 4th Level — Call Companion (Su): Using her supernatural connection to the animal world, a half-ogre hunter can call her animal companion to her side. At 4th level she can call her animal companion to appear in any adjacent square. Her animal companion can be anywhere; this ability works even across planes. Calling a companion is a standard action that does not provoke attacks of opportunity. Doing so exhausts one of the hunter's summon nature's ally uses that day.

Orc Warrior

Orcs have a long history of warfare; their race has been battling various creatures for ages. In the past, many orcs embraced their demon-born bloodlust and became barbarians. In recent years, the orcs' discovery of their spiritual and shamanistic traditions has allowed orcs to focus and refine their savagery. Many orcs still become barbarians, but the way of the trained, disciplined and canny fighter — the warrior — becomes more and more common.

The iconic orc warrior is garbed in chain mail or leather and plate. He carries a battleaxe and strong wooden shield and wears a horned helmet. He crouches in a battle stance, shield and axe at the ready, as he evaluates his opponent… then, with a fearsome yowl, he strikes in a blur.

Orc Warrior Alterations

Orc warriors do not gain a bonus feat at 1st, 4th, 8th or 12th level. Instead, orc warriors gain the following class features, at the indicated levels:

• 1st Level — Axe Focus: The axe is the traditional orc weapon, and most orcs are skilled in its use. Orc warriors are especially skilled. The warrior gains the Weapon Focus feat with all axes with which he is proficient, including the following weapons: battleaxe, dwarven waraxe (he still must use it two-handed without the Exotic Weapon Proficiency feat), greataxe, handaxe, and throwing axe.

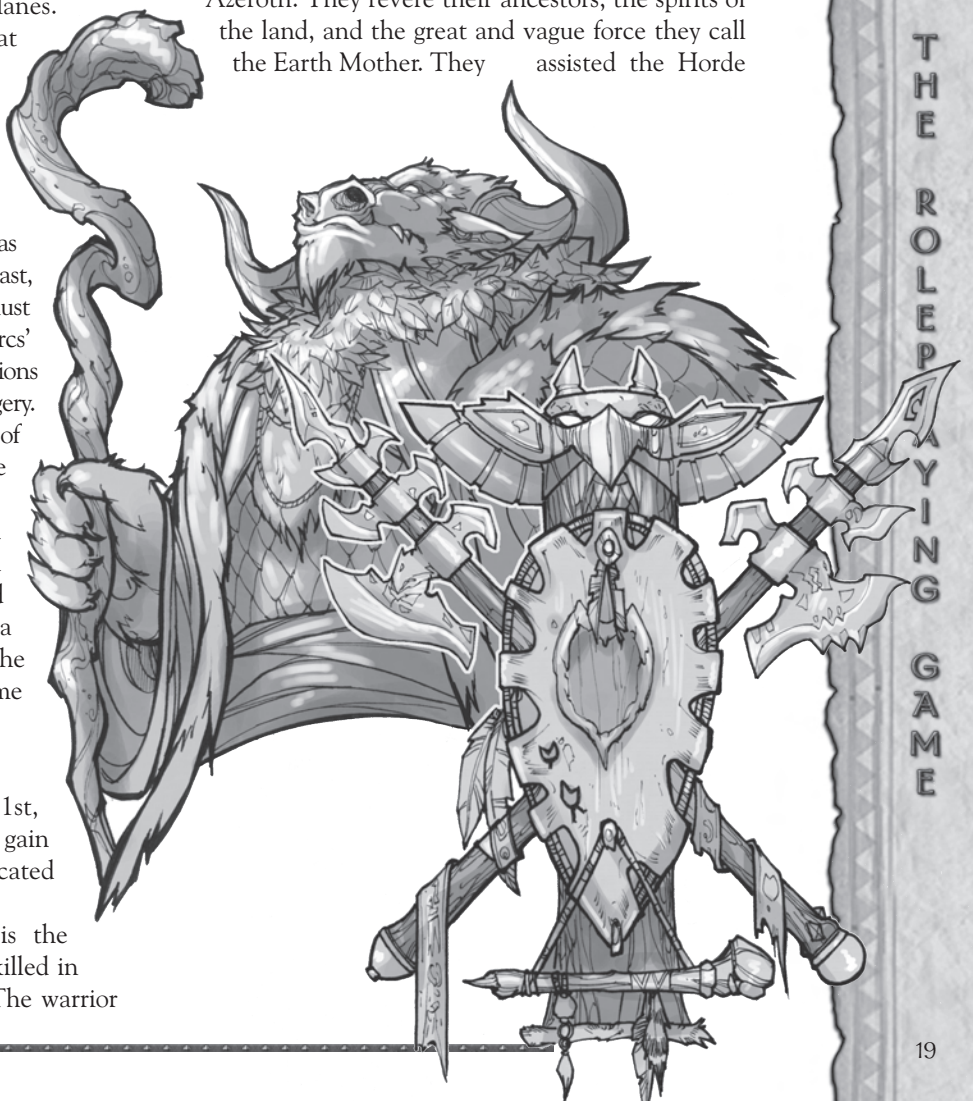
• 4th Level — Axe Specialization: Orc warriors continue to favor axes. At 4th level, the warrior gains Weapon Specialization with every axe with which he has Weapon Focus.

• 8th Level — Old Enemies (Ex): At 8th level, the orc warrior has learned much of his race's ancestral animosity with humans — including how best to hit them. He gains a +2 bonus on damage rolls against humans.

• 12th Level — Greater Rage (Ex): While orc warriors do not focus on their rage as barbarians do, they still know how to use it to their best advantage. At 12th level, the orc warrior's racial ability to rage once per day increases to a greater rage, as per the barbarian ability of the same name. If he already has greater rage (if you are a barbarian, for example), one of his rages each day grants an additional +2 to Strength and Stamina (+8 total) and +1 on Will saves (+4 total). If the warrior can enter a battle rage twice per day because he has three levels in the orc racial class, both battle rages become greater rages.

Tauren Shaman

Tauren are perhaps the most spiritual people on Azeroth. They revere their ancestors, the spirits of the land, and the great and vague force they call the Earth Mother. They assisted the Horde



in developing their forgotten shamanistic roots. Tauren honor their shaman as they do few others, and their shaman in turn keep their communities in touch with nature and reinvigorate their warriors and hunters with spiritual vigor and purpose.

The iconic tauren shaman is a calm individual. A meditative spirit holds in check her great size and strength — she is like a boulder in the tide, steadfast and immobile, watching the world as it changes around her. In battle, however, she is a terrible force, calling upon the spirits to do annihilate her foes.

Tauren Shaman Alterations

Tauren shaman do not gain the flametongue/frostbrand inspiration at 4th level or the purge inspiration at 12th level. Instead, they gain the following class features, at the indicated levels:

• 4th Level — Aura of Peace (Su): A tauren shaman's presence is calming and reassuring to her allies. The shaman and all allies within 10 feet gain a +4 bonus on saving throws against fear effects and any other effects that affect emotions (GM's discretion).

• 12th Level — Ancestors' Call (Su): Tauren shaman are in touch with their ancestors and can tap into their wisdom for brief periods of time. Once per day, as a free action, the shaman can call upon her ancestors to impart some of their wisdom. This has one of two effects: The shaman either gains an insight bonus to her Spirit score equal to half her shaman level for 2 rounds, or she automatically prepares any single spell on the shaman or healer list. This spell is in addition to the other spells she prepared that day (it doesn't replace one). The spell remains prepared for 1 hour.

Troll Barbarian

The standard image of a barbarian is some bloodthirsty crazy, probably an orc, shouting incomprehensible threats and laying about him with a massive axe. Blood flies everywhere. Troll barbarians, however, devote their rage and strength to ranged weapons, flinging axes into their enemies with unerring speed. Perhaps the trolls' spirits look favorably on these warriors and enhance their abilities, for troll barbarians draw the magic of their weapons into their bodies and are able to impart it to other weapons.

The iconic troll barbarian lopes out of the trees, his face painted in fierce tribal colors, his hair standing on end. He grips an axe or spear in each hand. "Say hello to my little friend!"

Troll Barbarian Alterations

Troll barbarians do not have the rage (or greater rage) class feature. Instead, they possess the throwstorm rage (and greater throwstorm rage) class features, as shown below. You gain these features at the indicated levels.

• 1st Level — Throwstorm Rage (Ex): This ability functions like rage, except that the troll barbarian does not get the +4 bonus to Stamina. Instead, he can choose to add his Strength bonus instead of his Agility bonus on attack rolls with thrown weapons. He gains the Quick Draw feat while raging.

In addition, after the troll barbarian throws a weapon, its magic remains in his hand for the course of his rage; any other weapons thrown with that hand possess the magic properties of the first weapon. The exception is any magical property that allows the wielder to make additional attacks, such as the speed property. Those properties apply only to the first weapon. Also, this ability functions only when the barbarian throws a weapon with one hand and is proficient in doing so.

For example, if the troll barbarian throws a +2 flaming throwing axe, all subsequent weapons thrown with that hand (as long as he is proficient with them) have a +2 enhancement bonus on attack and damage rolls and bear the flaming property.

The magic properties of the first thrown weapon replace those of subsequent weapons.

Note that the magic clings only to the hand that threw the weapon. If the barbarian throws weapons with each hand, each retains different magic.

• 11th Level — Greater Throwstorm Rage (Ex): When the troll barbarian enters a throwstorm rage, his Strength bonus increases to +6 and his bonus on Will saves increases to +3. In addition, if he makes a full attack and all his attacks are with thrown weapons, he gains an additional attack that round at his highest base attack bonus. He can use this additional attack only to throw a weapon.

Creature Classes

Creature classes, introduced in the **Alliance Player's Guide,** are a natural evolution of racial classes. Many monsters are suitable for player characters — centaur, dryads and ogres, to name a few — but they are naturally more powerful than humans, orcs and the other standard races. Racial levels can correct this problem to a degree, but some creatures are so powerful that even racial levels are not enough of a balancing factor.

One solution to this problem is giving a creature a level adjustment. (This method was introduced in **Lands of Mystery,** Chapter 6: Civilizations and is also described in the **Monster Guide**.) The problem with level adjustments is that characters must be a of certain minimum character level in order to enter play as one of those races. For example, to play a dryad (as described in **Alliance Player's Guide**), you must be at least a 9th-level character. You could not play a dryad character in a group of 1st-level characters.

Creature classes solve this problem. Creature classes allow you to play any creature from level 1. They can also

represent young or inexperienced creatures, allowing the GM to field creatures that are weaker (and thus possess lower Challenge Ratings) than normal.

Creature classes spread a monster's special attacks, special qualities, ability bonuses, and other important features across several levels. When the character reaches maximum level in his creature class, he is exactly equal to a character created using the level adjustment method.

Creature Class Basics

Playing a creature class involves the following rules:

• You must be of the appropriate creature to take a creature class. Only an ogre can take levels in the ogre creature class, for example.

• If you are a creature that has a creature class, you must take levels in that class. You cannot begin play as an ogre and take your first level in hunter or warrior, for example.

• You must achieve maximum level in your creature class before taking levels in another class.

• You never take multiclass XP penalties for your creature class. Your creature class is considered a favored class in addition to any other favored class you have.

• Unlike other classes, creature classes do not grant additional Hit Dice and skill points at each level; only at the levels indicated.

• Most characters gain a feat at 1st level, 3rd level, and every three levels thereafter. Similarly, most characters gain an ability increase at 4th level and every four levels thereafter. (See **WoW RPG,** Chapter 3: Classes, "Classes in Warcraft," Gaining Levels.) Characters with creature classes are an exception. A character actually gains a feat when he gains his third Hit Die (not his third character level) and every three Hit Dice thereafter; similarly, he gains an ability increase when he gains his fourth Hit Die and every four Hit Dice thereafter. Your creature class's table indicates when you gain your feats and ability increases while taking levels in that creature class. After you achieve maximum level in your creature class, remember that you gain a feat when your total Hit Dice is a multiple of three and an ability increase when your Hit Dice are a multiple of four.

For example, an ogre with maximum levels in ogre is a 6th-level character with 4 Hit Dice. If the ogre gained two levels of warrior, he is an 8th-level character, but he has 6 Hit Dice. He is eligible for his third feat. If he then gains two more levels of warrior, he is a 10th-level character with 8 Hit Dice — and at 8 Hit Dice, he gains his second ability increase.

This book presents four creature classes: the abomination, the centaur, the ogre and the ogre mage. Each class includes a table with the following information. Unless otherwise indicated, the numbers in the table are not cumulative; they are the current values at the appropriate level. (For example, a 4th-level centaur has 3 Hit Dice, not 7.)

Level: The level of the creature class.

HD: This column indicates when you gain Hit Dice. Add your Stamina modifier when you roll a Hit Die for hit points, as normal. As with normal classes, you gain maximum hit points at 1st level.

BAB: Your base attack bonus. Note that it increases based on Hit Dice, not level.

Skill Points: This column indicates at which levels you gain skill points. Add your Intellect modifier to the number, as normal. Unlike the other columns on the table, skill points are cumulative. (A 4th-level centaur with an Intellect of 10 has 6 skill points.)

Fort: Your base Fortitude save bonus. Note that it increases based on Hit Dice, not level.

Ref: Your base Reflex save bonus. Note that it increases based on Hit Dice, not level.

Will: Your base Will save bonus. Note that it increases based on Hit Dice, not level.

Feats: This column indicates when you gain feats based on your Hit Dice. You can choose any feat for which you meet the prerequisites, just as any other character can.

Ab. Inc.: This column indicates when you gain ability increases based on your Hit Dice. Choose any one ability and increase it by +1, just as any other character.

Nat. Arm.: Unlike other classes, many creatures gain a natural armor bonus to AC. This column indicates that bonus.

CR: This column indicates the creature's Challenge Rating as it gains levels. This column is useful only for GMs who wish to field young or inexperienced monsters with lower-than-normal CRs. Players need not concern themselves with this column.

Special: This column indicates what special abilities you gain.

"Young" Abominations?

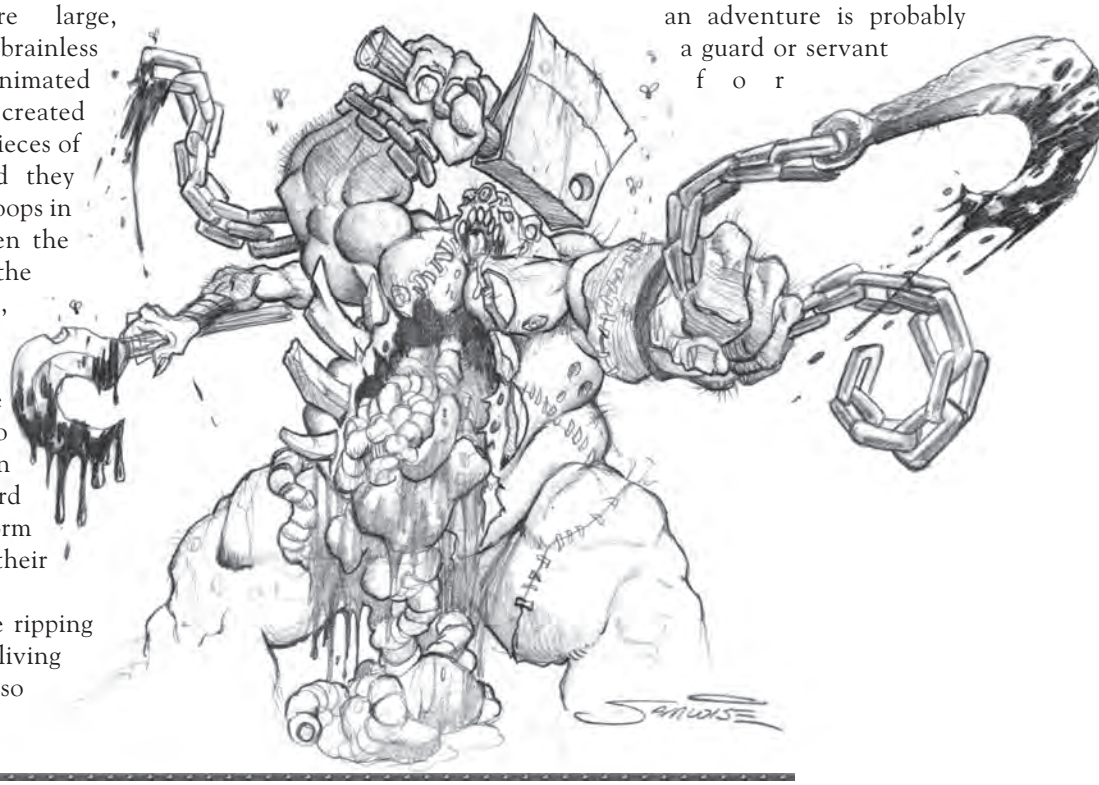
When a necromancer creates an abomination, it is a big, mean, deadly creature. It has full Hit Dice and abilities, as described in Chapter 9: Creatures. Therefore, abominations with levels in this creature class are rare and require special explanation. Perhaps some necromancers create less powerful abominations because doing so requires less magical strain. Perhaps some spellcasters who didn't really know what they were doing put together a weak abomination, or maybe one rose naturally from a place heavy with dark magic and corpses.

Abomination

Abominations are large, strong, virtually brainless amalgams of animated corpses. The Scourge created them from bits and pieces of various corpses, and they served as powerful troops in the Third War. When the Forsaken split from the Lich King's control, they took a number of abominations with them — and, so some say, the ability to create more. Forsaken abominations guard Undercity and perform various tasks for their masters.

Abominations love ripping and tearing apart living creatures. They also are breeding grounds for disease, and clouds of flies and putrid sick surround them. Their rotting guts hang from gashes in their stomachs. All of these traits make them poor traveling companions, and most who must deal with abominations make sure they do it from a distance. Abominations are also exceedingly dumb, but they possess enough intelligence for rudimentary problem solving and task resolution. They don't possess much in the way of emotion, though. They have four basic states: pleasantly standing around and waiting for orders; being impatient that they aren't killing things; feeling happy because they're on their way to kill things; and being ecstatic when they're actually killing things. If asked to do anything more — for example, to run an errand for its master — an abomination becomes confused. It wants to please its master — that's why necromancers originally created them, after all — but tasks that don't involve ripping take brainpower that most abominations don't possess.

For all these reasons, few abominations are adventurers. An abomination on an adventure is probably a guard or servant for



another adventurer — and it serves well (if a guard) or middling (if a servant) in that capacity. An abomination adventuring without a master is unheard of, but not unbelievable. If an abomination takes it into its head to go exploring, few are going to stand in its way. Such creatures likely strike out on their own, or perhaps with Forsaken allies who tag along. An abomination's disease cloud means that any living creatures who attempt to venture with it have to remain far away, or be possessed of remarkably hearty constitutions.

Abomination Racial Traits

An abomination has the following traits:

• +10 Strength, –4 Agility, –6 Intellect, –2 Spirit, –4 Charisma. Abominations are strong… but that's about it. They are clumsy and stupid, and made to be subservient. As an undead creature, an abomination has no Stamina score. (Remember that a hero's Intellect score cannot drop below 3 as a result of racial modifiers.)

• Medium: As Medium creatures, abominations have no special bonuses or penalties due to their size.

• Abomination base land speed is 20 feet.

• Darkvision: Abominations can see in the dark up to 60 feet. Darkvision is black and white, but it is otherwise like normal sight.

• Undead: Abominations are undead, not humanoids. They are immune to effects that specifically target humanoids, like *hold person*. In addition, like all undead, abominations possess a number of additional traits:

• Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects).

• Immunity to poison, sleep effects, paralysis, stunning, disease and death effects.

• Not subject to critical hits, nonlethal damage, ability drain or energy drain. Immune to damage to its physical ability scores (Strength, Agility and Stamina), as well as to fatigue and exhaustion effects.

• Negative energy (such as an inflict spell) can heal undead creatures. Positive energy (such as a cure spell) damages them.

• Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

• Uses its Charisma modifier for Concentration checks.

• Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.

• Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures, but these spells return one of the corpses making up the abomination's body back to the life it had before becoming an abomination. (The resurrected creature appears in an adjacent space. The abomination is unaffected.) Once an abomination is destroyed, it's not coming back. (Well, not through any means short of a *wish* or *miracle*.)

• Undead do not breathe, eat or sleep.

• +1 natural armor. An abomination has tough skin and layers of dead flesh, which become tougher as it grows in experience.

• Unusual Frame: Due to an abomination's only vaguely humanoid physical form, a suit of armor must be custom made and costs 150% more than its normal price. A craftsman can alter existing armor to fit an abomination for 50% of the cost to purchase the armor. If the armor is magic, the craftsman must have the Craft Magic Arms and Armor feat.

• Automatic Language: Common.

• Bonus Languages: None. Really, an abomination is lucky just to understand Common.

• Creature Class: If you play an abomination, you must take levels in the abomination creature class.

• Favored Class: Barbarian. A multiclass abomination's barbarian class does not count when determining whether it suffers an XP penalty (see **WoW RPG,** Chapter 3: Classes, "Multiclass Characters," XP for Multiclass Characters).

Abomination Creature Class

All of the following are features of the abomination creature class. Note that the bonuses and abilities it gains at 1st level are in addition to those it gains by virtue of its racial traits. (A 1st-level abomination has a +2 natural armor bonus, for example.)

"Class" Skills: Listen (Spt) and Spot (Spt). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Starting Gold: A 1st-level abomination begins play with 0 gold pieces.

Weapon and Armor Proficiency: Abominations are proficient in the use of simple weapons. They are not proficient with armor.

Spell Resistance (Ex): The abomination has spell resistance equal to its total Hit Dice (including racial Hit Dice and Hit Dice from other classes).

Cannibalize (Ex): At 2nd level, the abomination can devour fresh corpses to heal its wounds. If the abomination spends a full round cannibalizing a corpse, it regains 1 hit point per Hit Die at the end of the round. The corpse cannot be more than one day old. A typical Medium corpse has enough meat to feed the abomination for 10 rounds; after this time, the corpse is stripped of flesh.

A cannibalized corpse is befouled. If the abomination cannibalizes a corpse for at least 3 rounds, raise dead is no longer effective on it, though resurrection and true resurrection function normally. Cannibalized corpses can be raised as zombies (if they still possess some flesh) or skeletons.

Rot (Ex): At 4th level, the abomination carries horrible rotting diseases. Because of its immediate nature, this ability functions as a poison instead of a disease, but creatures treat it as a disease for any special abilities they have (such as immunity to disease or a bonus on saving throws against disease), rather than a poison.

Table 2-3: The Abomination

Level	HD	BAB	Skill Points	Fort	Ref	Will	Feats	Ab. Inc.	Nat. Arm.	CR	Special
1st	1d12	+0	4	+0	+0	+2	First	—	+1	1	Damage reduction 1/—, damage reduction 2/piercing or slashing, spell resistance
2nd	2d12	+1	4	+0	+0	+3	—	—	+1	1	Cannibalize
3rd	3d12	+1	4	+1	+1	+3	Second	—	+2	2	Damage reduction 2/—, damage reduction 4/piercing or slashing
4th	4d12	+2	4	+1	+1	+4	—	First	+2	2	Rot
5th	5d12	+2	4	+1	+1	+4	—	—	+3	3	—
6th	6d12	+3	4	+2	+2	+5	Third	—	+3	3	Damage reduction 3/—, damage reduction 6/piercing or slashing
7th	6d12	+3	—	+2	+2	+5	—	—	+4	4	+1 Str, Spiked chain proficiency
8th	7d12	+3	4	+2	+2	+5	—	—	+4	4	Two-Weapon Fighting
9th	8d12	+4	4	+2	+2	+6	—	Second	+5	5	Damage reduction 4/—, damage reduction 8/piercing or slashing
10th	9d12	+4	4	+3	+3	+6	Fourth	—	+5	5	Growth
11th	10d12	+5	4	+3	+3	+7	—	—	+6	6	—
12th	11d12	+5	4	+3	+3	+7	—	—	+7	6	Damage reduction 5/—, damage reduction 10/piercing or slashing, rot (1d4)
13th	12d12	+6/+1	4	+4	+4	+8	Fifth	Third	+7	7	Improved Two-Weapon Fighting
14th	12d12	+6/+1	—	+4	+4	+8	—	—	+8	7	+1 Str, Martial Weapon Proficiency
15th	13d12	+6/+1	4	+4	+4	+8	—	—	+9	8	Damage reduction 6/—, damage reduction 12/piercing or slashing
16th	14d12	+7/+2	4	+4	+4	+9	—	—	+9	8	Rot cloud
17th	15d12	+7/+2	4	+5	+5	+9	Sixth	—	+10	9	—
18th	16d12	+8/+3	4	+5	+5	+10	—	Fourth	+10	9	Damage reduction 7/—, damage reduction 14/piercing or slashing, Greater Two-Weapon Fighting
19th	17d12	+8/+3	4	+5	+5	+10	—	—	+11	10	—
20th	18d12	+9/+4	4	+6	+6	+11	Seventh	—	+11	10	Rot (1d6)
21st	18d12	+9/+4	—	+6	+6	+11	—	—	+12	11	+1 Str, damage reduction 8/—, damage reduction 16/piercing or slashing, hook handler
22nd	19d12	+9/+4	4	+6	+6	+11	—	—	+12	11	—
23rd	20d12	+10/+5	4	+6	+6	+12	—	Fifth	+13	12	Third arm
24th	21d12	+10/+5	4	+7	+7	+12	Eighth	—	+13	12	Damage reduction 9/—, damage reduction 18/piercing or slashing
25th	22d12	+11/+6/+1	4	+7	+7	+13	—	—	+14	13	—
26th	23d12	+11/+6/+1	4	+7	+7	+13	—	—	+14	13	Improved rot cloud
27th	24d12	+12/+7/+2	4	+8	+8	+14	Ninth	Sixth	+15	14	Damage reduction 10/—, damage reduction 20/piercing or slashing
28th	24d12	+12/+7/+2	—	+8	+8	+14	—	—	+15	15	+1 Str, superior multiweapon fighting
29th	25d12	+12/+7/+2	4	+8	+8	+14	—	—	+15	15	—

The abomination delivers the disease with a successful melee weapon attack. Its initial and secondary damage is 1 point of Stamina damage. (Save DC 10 + 1/2 the abomination's HD + the abomination's Strength modifier.)

The initial and secondary damage increase to 1d4 Sta and 12th level and 1d6 Sta at 20th level.

Spiked Chain Proficiency (Ex): At 7th level, the abomination gains Exotic Weapon Proficiency (spiked chain) as a bonus feat.

Two-Weapon Fighting (Ex): At 8th level, the abomination gains Two-Weapon Fighting as a bonus feat, even if it does not meet the prerequisites.

Growth (Ex): An abomination achieves Large size at 10th level. Its space and reach each increase to 10 feet. It takes a –1 size penalty to AC and a –1 size penalty on attack rolls. It must wield weapons of Large size or take penalties. Similarly, it must wear armor appropriately sized for it, which costs 250% more than normal (this price includes the cost for the abomination's unusual frame trait). Its lifting and carrying capacities double. The abomination takes a –4 penalty on Stealth checks to hide, but gains a +4 size bonus on grapple checks and on checks to avoid being tripped.

Note that the abomination's gear does not grow along with it.

Improved Two-Weapon Fighting (Ex): At 13th level, the abomination gains Improved Two-Weapon Fighting as a bonus feat, even if it does not meet the prerequisites.

Martial Weapon Proficiency (Ex): At 14th level, the abomination gains Martial Weapon Proficiency with the weapon of its choice as a bonus feat.

Rot Cloud (Ex): At 16th level, a cloud of disease surrounds the abomination in a 5-foot radius. A living creature that begins its turn in the cloud is subject to the abomination's rot, just as if it had been struck with an attack. In addition, the creature must make another Fortitude save (DC 10 + 1/2 the abomination's HD + the abomination's Str modifier) or be nauseated for 1 round. The save DC is Strength-based.

At 26th level, the radius increases to 10 feet and creatures are nauseated for 1d4 rounds.

Greater Two-Weapon Fighting (Ex): At 18th level, the abomination gains Greater Two-Weapon Fighting as a bonus feat, even if it does not meet the prerequisites.

Hook Handler (Ex): At 21st level, the abomination is skilled at wielding a spiked chain in one hand and can do so with no penalties.

Third Arm (Ex): At 23d level, the abomination has a third arm. It either grew out of its body, or the abomination stitched it onto itself sometime recently. Whatever the case, though the arm is a bit stumpier than the others, it is just as strong and dexterous. Its Two-Weapon Fighting, Improved Two-Weapon Fighting, and Greater Two-Weapon fighting feats become Multiweapon Fighting feats of the appropriate type (see the **Monster Guide,** Chapter 4: Monsters as Characters).

Superior Multiweapon Fighting (Ex): At 28th level, the abomination does not take penalties for fighting with weapons in all of its hands.

Centaur

Centaur are the cursed offspring of Cenarius. Centaur somewhat resemble his other children, dryads and keepers of the grove: they have the torsos, heads and arms of humans, and the bodies and legs of horses. Unlike dryads and keepers of the grove, centaur are barbaric and primitive. They delight in bloodshed and purposeless slaughter. The strongest among them, called khans, lead them, but only until other, stronger centaur take their places.

Centaur are a menace in central Kalimdor, where they have lived for ages. They are ancestral enemies of the tauren; indeed, it was Thrall's rescue of Cairne Bloodhoof's tribe from centaur marauders that cemented their alliance. Many centaur still live in the Barrens and surrounding areas, staging attacks against small towns and caravans. They are evil and sadistic creatures, and enemies of the Horde. Rumors speak of one or two tribes, however, that overcome their evil natures in hopes to join forces with the Horde. They would prove valuable additions, as their speed, strength and knowledge of the wilderness are great.

Most centaur remain within their own society, striking out with small bands of fellow centaur to harass travelers and small settlements. A few break from this system, though, and strike out on lives of adventure. Some quarrel with their peers and flee before their enemies kill them. Others feel unsatisfied or horrified at the mindless violence most centaur commit and leave to pursue their own ideas of satisfaction. Adventuring centaur are unlikely to receive kind welcomes in civilized areas, especially in Kalimdor. In the Eastern Kingdoms, centaur are rare, so a traveling centaur is more likely to draw curiosity than arrows. Other centaur see their adventuring kin as not right in the head.

Centaur Racial Traits

A centaur has the following traits:

- +2 Strength, +2 Stamina, –2 Intellect. Centaur are strong and hardy, but primitive.
- Large Quadruped: As a Large creature, a centaur's space is 10 feet (though his reach is only 5 feet). He takes a –1 size penalty to AC and a –1 size penalty on attack rolls. He must wield weapons of Large size or take penalties. Similarly, he must wear armor appropriately sized and shaped for him, which costs four times normal. His lifting and carrying capacities are triple those of Medium bipeds. He takes a –4 penalty on Stealth checks to hide, but gains a +4 size bonus on grapple checks and a +8 bonus on checks to avoid being tripped (+4 from size, +4 for his additional limbs).
- Centaur base land speed is 30 feet.
- Darkvision: Centaur can see in the dark up to 60 feet. Darkvision is black and white, but it is otherwise like normal sight.
- Monstrous Humanoid: Centaur are monstrous humanoids, not humanoids. They are immune to effects that specifically target humanoids, like hold person.

Table 2-4: The Centaur

Level	HD	BAB	Skill Points	Fort	Ref	Will	Feats	Ab. Inc.	Nat. Arm.	CR	Special
1st	1d8	+1	2	+0	+2	+2	First	—	+1	1	+1 Str, +1 Agy
2nd	1d8	+1	—	+0	+2	+2	—	—	+1	1	+1 Str, +1 Sta, +1 Spt, increased speed
3rd	2d8	+2	2	+0	+3	+3	—	—	+2	2	+1 Str, +1 Agy
4th	3d8	+3	2	+1	+3	+3	Second	—	+2	2	+1 Str, +1 Agy
5th	3d8	+3	—	+1	+3	+3	—	—	+3	3	+1 Str, +1 Sta, +1 Spt, increased speed
6th	4d8	+4	2	+1	+4	+4	—	First	+3	3	+1 Str, +1 Agy

• A centaur employing a lance deals double damage when it charges, just as a rider on a mount does. Centaur also are considered to have the feat Mounted Combat for purposes of feat and prestige class prerequisites.

• Automatic Languages: Common and Low Common.

• Bonus Languages: Goblin, Orcish, Taur-ahe and Zandali. A few centaur learn the languages of their enemies.

• Creature Class: If you play a centaur, you must take levels in the centaur creature class.

• Favored Class: Barbarian. A multiclass centaur's barbarian class does not count when determining whether he suffers an XP penalty (see **WoW RPG,** Chapter 3: Classes, "Multiclass Characters," XP for Multiclass Characters).

Centaur Creature Class

All of the following are features of the centaur creature class. Note that the bonuses and abilities the centaur gains at 1st level are in addition to those he gains by virtue of his racial traits. (A 1st-level centaur has +3 Strength, for example.)

"Class" Skills: Jump (Str), Listen (Spt), Spot (Spt), Stealth (Agy), Survival (Spt), and Swim (Str). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Starting Gold: A 1st-level centaur begins play with 1d4 x 10 gold pieces.

Weapon and Armor Proficiency: Centaur are proficient in the use of simple weapons and with light armor.

Increased Speed (Ex): The centaur's base speed increases to 40 feet at 2nd level and 50 feet at 5th level.

Ogre

Having arrived in Azeroth through the Dark Portal only 30 years ago, ogres have made themselves a permanent feature of its wilderness. Large, strong and stupid, most races have realized that ogres are more dangerous than they appear. While they scattered to Azeroth's wild places after the Second War, recently forceful chieftains emerged among them to unite ogre families into strong clans. One such clan, the Stonemaul ogres, has rejoined the Horde, and many orcs hope that they can recruit other ogre clans as well.

Other races see ogres as slow and dumb, and many of them are. However, underestimating an ogre is a good way to get killed. They possess a powerful cunning and an ability to work with each other that surprises their enemies. It is true, though, that ogres are pretty darn stupid — even those with two heads.

Ogre adventurers are not as strange as they may seem at first. While most ogres have a strong sense of camaraderie with their clan members, some have a stronger desire to explore the world. Ogres may adventure to see new places or to find new — and, perhaps more worthy or worthwhile — foes to smash. Stonemaul ogres may join bands of other Horde heroes to engage in adventures that further Horde purposes. Other ogres are apathetic about their adventuresome members — if someone wants to go around Azeroth and clobber things, let her go ahead and do it. Traveling ogres receive odd looks when they enter towns, and fellow customers at bars keep their hands near their weapons, but rare is the bartender or mayor who tells an ogre she is not welcome.

Ogre Racial Traits

An ogre has the following traits:

• +4 Strength, +2 Stamina, –2 Agility, –4 Intellect, –4 Charisma. Ogres are strong and tough, but people have a point when they call them slow and stupid.

• Medium: As Medium creatures, ogres have no special bonuses or penalties due to their size.

• Ogre base land speed is 30 feet.

Two-headed Ogres

Some ogres have two heads. Unfortunately, two ogre heads are not better than one — the heads rarely get along with each other, and two-headed ogres are just as dumb as their one-headed brethren. A two-headed ogre is not different from a one-headed ogre in terms of its game mechanics; if you play an ogre, you can choose to have one or two heads.

Table 2-5: The Ogre

Level	HD	BAB	Skill Points	Fort	Ref	Will	Feats	Ab. Inc.	Nat. Arm.	CR	Special
1st	1d8	+1	2	+0	+2	+2	First	—	+1	1	+1 Str
2nd	1d8	+1	—	+0	+2	+2	—	—	+2	1	+1 Str, +1 Sta
3rd	2d8	+2	2	+0	+3	+3	—	—	+3	2	+1 Str
4th	3d8	+3	2	+1	+3	+3	Second	—	+3	2	+1 Str
5th	3d8	+3	—	+1	+3	+3	—	—	+4	3	+1 Str, +1 Sta, growth
6th	4d8	+4	2	+1	+4	+4	—	First	+5	3	+1 Str

• Darkvision: Ogres can see in the dark up to 60 feet. Darkvision is black and white, but it is otherwise like normal sight.

• Low-Light Vision: Ogres can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

• Monstrous Humanoid: Ogres are monstrous humanoids, not humanoids. They are immune to effects that specifically target humanoids, like hold person.

• Automatic Languages: Common and Low Common.

• Bonus Languages: Goblin, Orcish, Taur-ahe and Zandali. Ogre linguists are rare, but a few exceptionally intelligent ogres learn the languages of their new friends.

• Creature Class: If you play an ogre, you must take levels in the ogre creature class.

• Favored Class: Barbarian. A multiclass ogre's barbarian class does not count when determining whether she suffers an XP penalty (see **WoW RPG,** Chapter 3: Classes, "Multiclass Characters," XP for Multiclass Characters).

Ogre Creature Class

All of the following are features of the ogre creature class. Note that the bonuses and abilities an ogre gains at 1st level are in addition to those she gains by virtue of her racial traits. (A 1st-level ogre has +5 Strength, for example.)

"Class" Skills: Climb (Str), Jump (Str), Listen (Spt), Spot (Spt), Survival (Spt), and Swim (Str). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Starting Gold: A 1st-level ogre begins play with 1d4 x 10 gold pieces.

Weapon and Armor Proficiency: Ogres are proficient in the use of simple weapons and with light and medium armor.

Growth (Ex): An ogre achieves Large size at 5th level. Her space and reach each increase to 10 feet. She takes a –1 size penalty to AC and a –1 size penalty on attack rolls. She must wield weapons of Large size or take penalties. Similarly, she must wear armor appropriately sized for her, which costs double. Her lifting and carrying capacities double. The ogre takes a –4 penalty on Stealth checks to hide, but gains a +4 size bonus on grapple checks and on checks to avoid being tripped.

Note that the ogre's gear does not grow along with her.

Ogre Mage

Ogre magi are smarter, spellcasting versions of ogres. Ogre magi came into existence in the Second War, when the orc warlock Gul'dan carved up an elven runestone and used its mystic powers to imbue ogre enforcers with the ability and intelligence to cast spells. The experiment was a success, with the only noticeable side effect the fact that it turned the ogres' skin blue. A small price to pay for the power they wield — indeed, blue skin is now a sign of cunning, potential and might among ogres.

In many ways, ogre magi are similar to their less intelligent brethren. They belong to the same society. Because of their intellects and magic powers, ogre magi are often in leadership positions in an ogre clan. However, because they focus on developing their spellcasting potential, they are often not as strong physically as other ogres, and ogre chieftains and warlords are usually mighty barbarians or warriors instead of magi. However, such a leader usually has one or more ogre magi advising and assisting him.

In the Second War, warlocks required a series of rituals and an altar of storms, created from a sliced piece of elven runestone, to turn normal ogres into ogre magi. Alliance forces destroyed many altars of storms in the Second War and its aftermath; the high elves in particular had a strong desire to eliminate the tainted magic. Few altars still exist, but ogre magi still appear in the most unlikely locales. Some speculate that ogre magi can breed to produce their own kind, while others think that some ogre magi — or darker forces — have developed a way to create more of them. Whatever the case, though ogre magi don't appear in the numbers they did in the Second War, they are still a part of Azeroth.

Because of their intelligence, and the fact that they often desire to search for arcane knowledge to enhance their spellcasting abilities, ogre magi are more likely to adventure than other ogres. Their

Table 2-6: The Ogre Mage

Level	HD	BAB	Skill Points	Fort	Ref	Will	Feats	Ab. Inc.	Nat. Arm.	CR	Special
1st	1d8	+1	2	+0	+2	+2	First	—	+1	1	+1 Str, +1 Sta, spellcaster, spells
2nd	1d8	+1	—	+0	+2	+2	—	—	+2	1	+1 Str, +1 Spt
3rd	2d8	+2	2	+0	+3	+3	—	—	+3	2	+1 Str, +1 Sta
4th	3d8	+3	2	+1	+3	+3	Second	—	+3	3	+1 Str, +1 Sta
5th	3d8	+3	—	+1	+3	+3	—	—	+4	3	+1 Str, +1 Spt, growth
6th	4d8	+4	2	+1	+4	+4	—	First	+5	4	+1 Str, +1 Sta
7th	4d8	+4	—	+1	+4	+4	—	—	+5	4	+2 Str

spells, combined with their physical might, make them self-sufficient. They are uncommon, and meet with stares or violence in civilized towns, but they possess the smarts necessary to talk their way out of many volatile situations. Ogre magi allied with the Stonemaul clan are welcome in any Horde settlement, but the Alliance views all ogres as savages and enemies.

Ogre Mage Racial Traits

An ogre mage has the following traits:

• +2 Strength, +2 Intellect, –2 Agility. Ogre magi are much smarter than lesser ogres and just as strong. They are also just as clumsy.

• Medium: As Medium creatures, ogre magi have no special bonuses or penalties due to their size.

• Ogre mage base land speed is 30 feet.

• Darkvision: Ogre magi can see in the dark up to 60 feet. Darkvision is black and white, but it is otherwise like normal sight.

• Low-Light Vision: Ogre magi can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

• Monstrous Humanoid: Ogre magi are monstrous humanoids, not humanoids. They are immune to effects that specifically target humanoids, like hold person.

• +2 racial bonus on Knowledge (arcana) and Spellcraft checks.

• Automatic Languages: Common and Low Common.

• Bonus Languages: Goblin, Orcish, Taur-ahe and Zandali. Ogre magi enjoy learning other languages.

• Creature Class: If you play an ogre mage, you must take levels in the ogre mage creature class.

• Favored Class: Choose one spellcasting class, such as shaman or warlock. That class is the ogre mage's favored class. For example, if you chose warlock, the ogre mage's warlock class does not count when determining whether he suffers an XP penalty (see **WoW RPG,** Chapter 3: Classes, "Multiclass Characters," XP for Multiclass Characters).

Ogre Mage Creature Class

All of the following are features of the ogre mage creature class. Note that the bonuses and abilities the ogre mage gains at 1st level are in addition to those he gains by virtue of his racial traits. (A 1st-level ogre mage has +3 Strength, for example.)

"Class" Skills: Climb (Str), Jump (Str), Knowledge (arcana), Listen (Spt), Spellcraft (Int), Spot (Spt), Survival (Spt), Swim (Str), and Use Magic Device (Cha). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Starting Gold: A 1st-level ogre mage begins play with 2d4 x 10 gold pieces.

Weapon and Armor Proficiency: Ogre magi are proficient in the use of simple weapons and with light and medium armor.

Spellcaster: An ogre mage casts spells as a member of a specific healer or arcanist path. The ogre mage casts spells as a member of that class equal to his ogre mage Hit Dice. These levels stack with actual class levels to determine his spellcasting ability. For example, if the ogre mage selects warlock, and he is a 7th-level ogre mage/3rd-level warlock, he casts spells as a 7th-level warlock (since he has 4 ogre mage Hit Dice and 3 warlock levels). He is otherwise a 3rd-level warlock (for the purposes of class features like arcana and bonus feats).

Spells: Ogre magi have certain spells that are inherent to their natures: spells that Gul'dan considered important for his purposes. Therefore, no matter what the ogre mage's spellcasting class, he adds the following spells to his spell list at the indicated levels: *bloodlust* (3rd), *eye of Kilrogg* (4th), and *rune trap* (3rd; see Chapter 4: Magic and Faith).

Two-headed Ogre Magi

Like normal ogres, some ogre magi have two heads. Their heads usually get along with each other. A two-headed ogre mage is not different from a one-headed ogre mage in terms of its game mechanics; if you play an ogre mage, you can choose to have one or two heads.

Growth (Ex): An ogre mage achieves Large size at 5th level. His space and reach each increase to 10 feet. He takes a –1 size penalty to AC and a –1 size penalty on attack rolls. He must wield weapons of Large size or take penalties. Similarly, he must wear armor appropriately sized for him, which costs double. His lifting and carrying capacities double. The ogre mage takes a –4 penalty on Stealth checks to hide, but gains a +4 size bonus on grapple checks and on checks to avoid being tripped.

Note that the ogre mage's gear does not grow along with him.

Vital Statistics

Abominations do not age, so they never take aging penalties or die of old age. Centaur and ogres, however, are not so lucky; use the following tables to determine their starting ages and their penalties for aging.

Table 2-7: Random Starting Ages for Creature Classes

Race	Adulthood	Addition
Centaur	8 years	+1d4
Ogre	16 years	+1d4
Ogre mage	16 years	+1d6

Table 2-8: Aging Effects for Creature Classes

Race	Middle Age*	Old†	Venerable‡	Maximum Age
Centaur	20 years	30 years	43 years	+2d6 years
Ogre	38 years	65 years	80 years	+2d20 years
Ogre mage	38 years	65 years	120 years	+3d20 years

* At middle age, –1 to Str, Agy and Sta; +1 to Int, Spt and Cha.
† At old age, – 2 to Str, Agy and Sta; +1 to Int, Spt and Cha.
‡ At venerable age, –3 to Str, Agy and Sta; +1 to Int, Spt and Cha.

Use the following table to generate random heights and weights for 1st-level characters of these races. Remember that abominations, ogres and ogre magi grow larger and heavier as they gain levels.

Table 2-9: Random Height and Weight for Creature Classes

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Abomination	7'0"	+2d8	300 lb.	x(3d10) lb.
Centaur, female	6'5"	+2d8	250 lb.	x(2d8) lb.
Centaur, male	6'8"	+2d8	280 lb.	x(2d8) lb.
Ogre*, female	6'2"	+2d6	220 lb.	x(3d10) lb.
Ogre*, male	6'5"	+2d6	250 lb.	x(3d10) lb.

* These values apply to ogre magi as well.

Feats

The following section presents many new feats for use in your **WoW RPG** game. These feats are particularly appropriate for members of the Horde (or for its races), but any character who meets the prerequisites can take them — even Alliance characters. Warriors may take feats with "Warrior" next to them as bonus feats.

Totemic Feats

Totemic feats represent a new feat category. A totemic feat is identified by the [Totemic] descriptor after its name. Healers may take totemic feats as bonus feats.

A totemic feat applies to the caster's totem spells (totem spells are described in **More Magic & Mayhem**), regardless of level. For example, a feat that increases totem hardness would apply that bonus to an *earthbind totem* as well as a *magma totem*. Note that the spells *healing ward, serpent ward* and *stasis trap* (in the **WoW RPG** book) are totem spells.

Unless specifically noted otherwise, totem feats stack with metamagic feats. For example, a totem spell that normally lasts 1 round per level can be made to last 3 rounds per level by combining the Enduring Totems and Extend Spell feats.

Totemic feats do not apply to permanent totems created by the Craft Totem feat (see below), even if those totems contain totem spells.

Table 2-10: Feats

General Feats	Prerequisites	Benefit
Banisher of Light	Penitent of Shadow, caster level 3rd	+2 caster level for spells against priests and paladins of the Holy Light
Blood Ritualist	Knowledge (religion) 3 ranks, troll	Sacrifice an animal and re-roll a die roll in the next 24 hours
Cannibalize	Forsaken or troll	Heal 1 hp per level/round while eating corpses
Extra Hexes	Hex chant class feature	Perform two additional hex chants/day
Extra Sting	Sting class feature	Sting one more time/day
Follower of the Ancestors	Spt 15, Follower of the Totem, Vision Quest (see below), orc or tauren or character level 8+	1/day, +4 bonus to one ability for 1d6 rounds +1 /Spt modifier
Great Build	Str 15, Sta 17, improved tauren charge	Function as one size category larger
Hex Mastery	Hex chant class feature	Hex chant save DCs increase by +2; provides a +2 bonus to overcome spell resistance
Lightslayer	Penitent of Shadow, Backstab +2d6	+2 to hit, +4 damage when backstabbing priests or paladins of the Holy Light
Mental Stamina	Mind Over Matter (see below), must be undead	Use Cha instead of Sta for everything
Mind Over Matter	Must be undead	Cha bonus provides bonus hit points
Penitent of Shadow	Forsaken	+4 on saves against spells cast by priests and paladins of the Holy Light and against *holy light* spells
Reawakened Taste	Brew Potion, you must be an undead creature	Potions are 20% cheaper
Shamanistic Inspiration	Spt 15, Follower of the Totem, orc or tauren or character level 8+	*Augury* 1/day
Snake Dancer	Perform (dance) 5 ranks, Tumble 5 ranks, troll	+1 on Tumble checks, accelerated tumbling at –5 instead of –10
Speaker of the Earth Mother	Spt 17, either Speaker of the Seed or Speaker of the Sky (see below), and either Speaker of the Fang or Speaker of the Hoof (see below)	For 1d4 rounds +1/Spirit bonus: +8 on Strength-based checks; +4 against bull rush, trips, and overruns; damage reduction 5/adamantine
Speaker of the Fang	Spt 11	+4 on grapple checks for 1d6 rounds +1 round/Spirit bonus
Speaker of the Hoof	Spt 11	+10 feet to speed for 1d6 rounds +1 round/Spirit bonus
Speaker of the Seed	Spt 13, either Speaker of the Fang or Speaker of the Hoof (see above)	50% chance to ignore critical hits and backstabs for 1d4 rounds +1 round/Spirit bonus
Speaker of the Sky	Spt 13, either Speaker of the Fang or Speaker of the Hoof (see above)	Gain resistance to energy 10 for 1d4 rounds +1 round/ Spirit bonus
Tame Vermin	Handle Animal 10 ranks, tame animal class feature	Tame vermin as well as animals
Twin Weapon Mastery	Agy 15, proficiency with selected weapon, Two-Weapon Fighting, Weapon Focus with selected weapon	Count off-hand weapon as light
Undead Soul	Must be undead	*Raise dead* and *reincarnate* work normally
Vision Quest	Must have successfully completed a vision quest	+2 on Concentration checks, +1 on saves against enchantment spells
Item Creation Feats	**Prerequisites**	**Benefit**
Craft Totem	Caster level 3rd	Craft permanent totems
Ritual of Summoning	Caster level 3rd, ability to cast divine spells	Summon buildings quickly onto blighted land
Metamagic Feats	Prerequisites	Benefit
Fetish Spell	Ability to cast three totem spells	Turn a spell into a totem spell

Table 2-10: Feats (cont'd)

Totemic Feats		
Double Totem	At least 3 other totemic feats, ability to cast at least one totem spell	Two totem spell effects in one totem
Enduring Totems	Extend Spell, ability to cast at least one totem spell	Totem spells last twice as long
Evasive Totems	Ability to cast at least one totem spell	Totem gains +2 AC, can make Reflex saves, and have evasion
Penetrating Totems	Ability to cast at least one totem spell to overcome spell resistance	Totem's save DC increases by +1; provides a +2 bonus
Skittering Totems	Totem Throwing (see below), ability to cast at least one totem spell	Totem can move 10 feet/round
Solid Totems	Ability to cast at least one totem spell	Totem has extra hardness and double hit points
Totem Expansion	Ability to cast at least one totem spell	Totem's range increases by 10 feet
Totem Throwing	At least one other totemic feat, ability to cast at least one totem spell	Throw a totem when cast; range increment 5 feet
Totem Protection	Caster level 3rd, at least one totemic feat and at least one metamagic feat, ability to cast at least one totem spell	Combine abjuration or illusion with totem to protect it

Banisher of Light [General]

You have honed your spellcasting techniques to combat agents of the Holy Light.

Prerequisites: Penitent of Shadow (see below), caster level 3rd.

Benefit: You cast spells that target priests or paladins of the Holy Light at +2 caster level. Only spells with a target of one or more creatures gain this bonus; for instance, area spells which include priests or paladins of the Holy Light in their area of effect do not gain the benefit of this feat. If a spell targets more than one creature, the caster level increase only applies if all selected targets are priests or paladins of the Holy Light.

Blood Ritualist [General]

You have learned the art of sacrificing animals to appease hungry spirits.

Prerequisites: Knowledge (religion) 3 ranks, troll.

Benefit: Once per day, you may sacrifice an animal in a ritual that requires 10 uninterrupted minutes and a DC 15 Knowledge (religion) check. If you succeed, you may re-roll any one die (or dice) roll in the next 24 hours. You declare use of this ability after you have rolled the die (or dice) but before you learn the consequences of your roll. You must reroll all the dice involved in the roll.

Cannibalize [General]

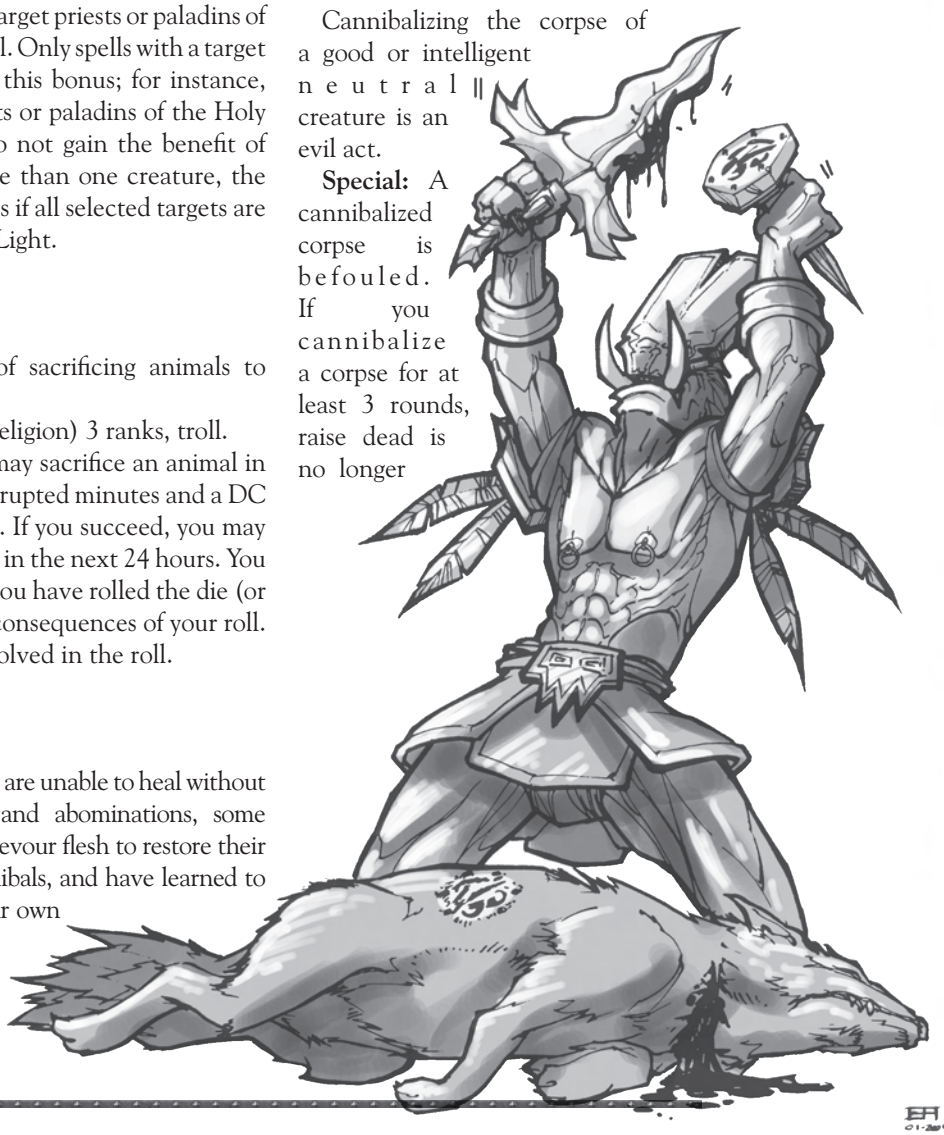
Forsaken are undead, and thus are unable to heal without magical aid. Studying ghouls and abominations, some Forsaken mimic their ability to devour flesh to restore their own. Historically, trolls are cannibals, and have learned to consume flesh to accelerate their own healing.

Prerequisite: Forsaken or troll.

Benefit: You can devour fresh corpses to heal your wounds. If you spend a full round cannibalizing a corpse, you regain 1 hit point per your character level at the end of the round. The corpse cannot be more than one day old. A typical Medium corpse has enough meat to feed you for 10 rounds; after this time, the corpse is stripped of flesh.

Cannibalizing the corpse of a good or intelligent neutral creature is an evil act.

Special: A cannibalized corpse is befouled. If you cannibalize a corpse for at least 3 rounds, raise dead is no longer



effective on it, though resurrection and true resurrection function normally. Cannibalized corpses can be raised as zombies (if they still possess some flesh) or skeletons.

The healing from this feat stacks with the fast healing ability.

Craft Totem [Item Creation]

You can create permanent totems.

Prerequisite: Caster level 3rd.

Benefit: You can create a permanent wooden totem of any totem spell you know. Crafting a totem takes 1 day for each 1,000 gp in its base price. When you create a totem, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own caster level. The base price of a totem is (its spell level x its caster level x 75 gp). To craft a totem, you must spend 1/25 of this base price in experience points and use up raw materials costing 1/2 of this base price.

When you craft a totem, you make any choices that you would normally make when casting the spell.

Any totem that stores a spell with a costly material component or an experience point cost also carries a commensurate cost. In addition to the costs derived from the base price, you must also expend the material component or pay the experience points when creating the totem.

A totem is a small wooden object, usually painted with fearsome voodoo designs. The magic in the totem is inert until someone plants it in the ground (a standard action that provokes attacks of opportunity). At that point, the totem's magic activates, just as if you had cast the spell. The magical effect stops when the spell's duration expires. The totem can be used only once.

Double Totem [Totemic]

You can combine two totems into one.

Prerequisite: At least 3 other totemic feats, ability to cast at least one totem spell.

Benefit: You can cast two totem spells into a single totem. The result is a single totem that provides the abilities and effects of both spells. The resulting totem has the physical statistics of the higher-level totem, with no additional hit points, hardness, or other abilities.

Creating the double totem takes as much time as casting the spell with the longest casting time. You use two spell slots (one per spell imbued in the totem). If the double casting is interrupted, you lose both slots. If the double totem is destroyed, both effects end.

This feat cannot be combined with Totemic Protection (see below).

Enduring Totems [Totemic]

Your totems last longer.

Prerequisite: Extend Spell, ability to cast at least one totem spell.

Benefit: Totems you create last double the listed duration.

Evasive Totems [Totemic]

Your totems can twist, jump and dodge in place.

Prerequisite: Ability to cast at least one totem spell.

Benefit: Totems you create have a +2 dodge bonus to AC and are permitted to make Reflex saving throws at your base Reflex bonus. Furthermore, if the totem succeeds at a Reflex save against a spell or spell-like effect that permits such a save, it takes no damage, as if it possesses the evasion ability.

Normal: Totems have a base AC of 7. As immobile objects, they cannot make Reflex saves.

Special: This feat can be selected multiple times. Each time, the dodge bonus to totem AC increases by +2, and the totem receives a +2 bonus on Reflex saves.

If you take this feat twice, totems you create have improved evasion, which means that they take no damage from an attack that allows a Reflex saving throw for half damage if they make their Reflex saves, and only half damage if they fail.

Extra Hexes [General]

You can perform extra hex chants per day.

Prerequisite: Hex chant class feature.

Benefit: You can perform an additional two hex chants per day.

Normal: Hexers can perform one hex chant per day per hexer level.

Special: You can take this feat multiple times. Each time, you gain an additional two hex chants per day.

Extra Sting [General]

You are especially adept at using your supernatural stings.

Prerequisite: Sting class feature.

Benefit: You can use your sting class feature one extra time per day.

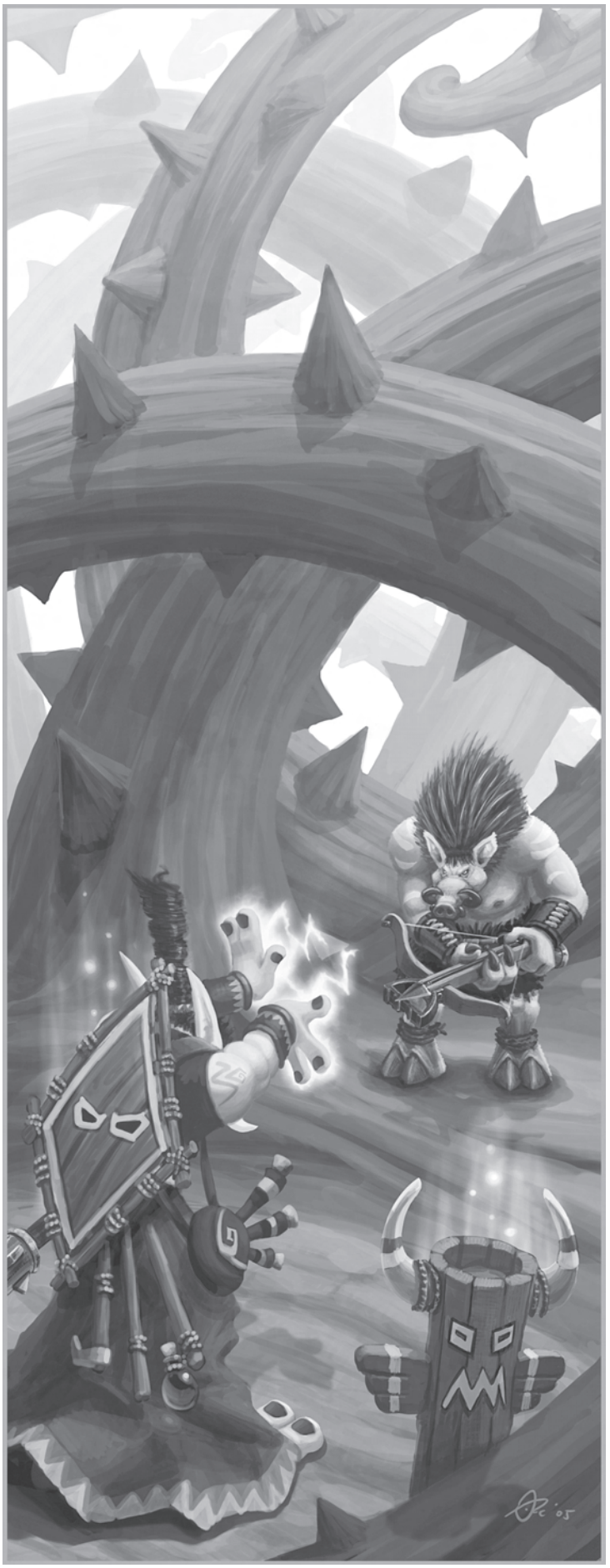
Special: You can take this feat more than once. Its effects stack.

Fetish Spell [Metamagic]

You can use totems to increase the power of your spells.

Prerequisite: Ability to cast three totem spells.

Benefit: A fetish spell becomes a totem spell (as described in **More Magic & Mayhem**). You plant the totem in the ground and the effect radiates from the totem. You can use this feat only with a spell that has



a duration longer than 1 round and that has a radius area, such as detect scrying, silence, vampiric aura or war drums. Your totem feats affect the fetish spell just as they do other totems.

A fetish spell uses up a spell slot the same level as the spell's actual level.

Follower of the Ancestors [General]

You have pursued advanced training in the shamanistic traditions of the tauren and can tap into the spiritual strength of your ancestors.

Prerequisites: Spt 15, Follower of the Totem, Vision Quest (see below), orc or tauren or character level 8+.

Benefit: Once per day, as a free action that does not provoke an attack of opportunity, you may gain a +4 sacred bonus to any one ability. This bonus lasts for 1d6 rounds, +1 round per your Spirit modifier (minimum 1 round). You may still activate your Follower of the Totem feat once per day, although the bonuses do not stack.

Great Build

You know how to use your great size to your best advantage.

Prerequisite: Str 15, Sta 17, improved tauren charge class feature (tauren gain this class feature at their 3rd racial level).

Benefit: You gain the powerful build ability. This means your physical stature lets you function in many ways as if you were one size category larger.

Whenever you are subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), you are treated as one size larger if doing so is advantageous to you.

You are also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect you. You can use weapons designed for a creature one size larger without penalty. However, your space and reach remain those of a creature of your actual size. The benefits of this feat stack with the effects of abilities and spells that change the subject's size category; however, they do not stack with the effects of the improved tauren charge class feature.

Lightslayer

You have joined the ranks of the lightslayer (see Chapter 3: Prestige Classes, "Lightslayer").

Prerequisites: Penitent of Shadow (see below), backstab +2d6, membership in the lightslayers.

Benefit: You gain a +2 bonus on melee attack rolls and a +4 bonus on melee damage rolls when making a backstab against a priest or paladin of the Holy Light.

Mental Stamina [General]

Your force of will allows you to overcome your physical restrictions.

Prerequisites: Mind Over Matter (see below), you must be an undead creature.

Benefit: You use your Charisma for everything that normally uses Stamina. For example, you use your Charisma bonus to determine how long you rage (if you are a barbarian) and add your Charisma bonus to your base Fortitude saving throw. Anything that affects Stamina instead affects your Charisma (such as an amulet of health or a poison that deals Stamina damage).

Mind Over Matter [General]

Your force of will toughens your body.

Prerequisite: You must be an undead creature.

Benefit: Add your Charisma bonus to each of your current Hit Dice and to all future Hit Dice. In effect, you use your Charisma instead of your (non-existent) Stamina to determine bonus hit points.

Hex Mastery [General]

Your hexes are particularly difficult to resist.

Prerequisite: Hex chant class feature.

Benefit: When you perform a hex chant, your chant's saving throw DC is increased by +2, and you gain a +2 bonus on checks made to penetrate the opponent's spell resistance with the hex.

Penetrating Totems [Totemic]

Your totems are exceptionally effective at overcoming an opponent's defenses.

Prerequisite: Ability to cast at least one totem spell.

Benefit: The save DC to resist the effects of your totems is +1 point higher. Furthermore, when you attempt to penetrate an opponent's spell resistance with one of your totems, you receive a +2 bonus. These benefits stack with similar bonuses, such as the Spell Penetration feat.

Penitent of Shadow [General]

You are a faithful servant of the Cult of Forgotten Shadow.

Prerequisites: Forsaken.

Benefit: You gain a +4 bonus on saving throws made against spells cast by priests or paladins of the Holy Light and on all *holy light* spells (described in **More Magic & Mayhem**).

Special: You must join the Cult of the Forgotten Shadow, agree to uphold its tenets, and tithe 25 gp to the church before taking this feat. The GM may choose to substitute a different task or tithe in lieu of the 25 gp.

Reawakened Taste [General]

Over the years you have developed a sense of taste.

Prerequisites: Brew Potion, you must be an undead creature.

Benefit: Due to your undead nature, your sense of taste seems particularly sensitive and allows you to distinguish tiny variations among herbs. Your keen sense allows you to brew potions more efficiently with no waste of ingredients. The base cost for you to brew a potion is (spell level + caster level + 40 gp).

Normal: The base cost to brew a potion is (spell level + caster level + 50 gp).

Ritual of Summoning [Item Creation]

In battle, undead rarely engage in physical construction. Their acolytes simply summon structures via a process known as the ritual of summoning.

Prerequisites: Caster level 3rd, ability to cast divine spells.

Benefits: To perform the ritual of summoning, you must choose a blighted location (such as an area affected by the withering blight spell) large enough to contain the building, or create the area yourself through demolition/deforesting.

To start the ritual, you must spend 1d4 full-round actions chanting. If you are disturbed during this period, you must make a Concentration check as if you were casting a 5th-level spell. After this time, you make a DC 20 Knowledge (arcana) check.

If successful, a summoning gate (a large glowing circle with four massive bone spurs arching over it) appears with its nearest edge up to 10 feet away from you. You then place the money for the building (1/3 its market price) near the circle. The coins vanish in green flame, and the building begins to rise. On average, it takes 1 minute per 1,000 gold pieces for the summoning to complete.

You may use this feat to unsummon a summoned building. Doing so takes a full round action and you must be within 10 feet of the building. The building disappears, and a summoning gate returns 1/3 the original investment in gold pieces (it reappears in a flash of green flame). If another character summoned the building, you must make a caster level check (DC 11 + the caster level of the character who summoned it) to unsummon the building. If you fail, you cannot try again for 24 hours.

Special: The summoning gate has an AC of 4, hardness of 10, and 100 hit points. If destroyed, the money is wasted and the building is not summoned.

Shamanistic Inspiration [General]

Your connection to the spirits allows you to have an inkling of what the future holds.

Prerequisites: Spt 15, Follower of the Totem, orc or tauren or character level 8+.

Benefit: You can use *augury* as a spell-like ability once per day.

Skittering Totems [Totemic]

Your totems have the ability to move.

Prerequisite: Totem Throwing (see below), ability to cast at least one totem spell.

Benefit: Your totems can move 10 feet per round. They act on your turn, before you do. You command the totem which direction to move if you can see it, otherwise it does not move.

Normal: Totems cannot move.

Snake Dancer [General]

You know the ritualized snake dance of your tribe.

Prerequisites: Perform (dance) 5 ranks, Tumble 5 ranks, troll.

Benefit: Your skill at the fast, flexible, sinuous moves of the snake dance grants you speed and sure footing in combat. You gain a +1 bonus on Tumble checks. You can try to tumble past or through enemies at full speed by accepting a –5 penalty on your Tumble check.

Normal: Accelerated tumbling imposes a –10 penalty on the Tumble check.

Solid Totems [Totemic]

Your totems are exceptionally resistant to damage.

Prerequisite: Ability to cast at least one totem spell.

Benefit: Totems you create have 1 additional point of hardness for every two caster levels and double their normal hit points. Thus, for example, a totem created by a 13th-level shaman would have hardness 11 and 52 hit points.

Normal: Totems normally have hardness 5 and 2 hit points per caster level.

Speaker of the Earth Mother [General]

Through meditation and expert training, you have learned to speak with the Earth Mother.

Prerequisites: Spt 17, either Speaker of the Seed or Speaker of the Sky (see below), and either Speaker of the Fang of Speaker of the Hoof (see below).

Benefit: Once per day as a free action, you may channel the spirit of the Earth Mother. You gain a +8 sacred bonus on Strength checks and Strength-based ability checks; a +4 stability bonus to resist bull rush, overrun and trip attempts; and you gain damage reduction 5/adamantine. This transformation lasts for 1d4 rounds, +1 round per point of Spirit modifier (minimum 1 round). This is a supernatural ability.

Speaker of the Fang [General]

Through meditation and training, you have learned to speak with the spirits of predatory animals.

Prerequisite: Spt 11.

Benefit: Once per day, as a free action, you may channel the spirit of a predator and gain a +4 sacred bonus on grapple checks. This bonus lasts for 1d6 rounds, +1 round per point of Spirit modifier (minimum 1 round). This is a supernatural ability.

Speaker of the Hoof [General]

Through meditation and training, you have learned to speak with the spirits of grazing animals.

Prerequisites: Spt 11.

Benefit: Once per day, as a free action, you may channel the spirit of a grazing animal and gain a +10-foot enhancement bonus to all of your movement modes. This bonus lasts for 1d6 rounds, +1 round per point of Spirit modifier (minimum 1 round). This is a supernatural ability.

Speaker of the Seed [General]

Through meditation and advanced training, you have learned to speak with the spirits of plants.

Prerequisites: Spt 13, either Speaker of the Fang or Speaker of the Hoof (see above).

Benefit: Once per day, as a free action, you may channel the spirit of a tree and gain some of a plant's resistances. When an enemy scores a critical hit or backstab on you, you have a 50% chance of negating the critical hit or backstab damage; the enemy rolls normal damage instead. You must be aware of the attack to use this ability. This resistance lasts for 1d4 rounds, +1 round per point of Spirit modifier (minimum 1 round). This is a supernatural ability.

Speaker of the Sky [General]

Through meditation and advanced training, you have learned to speak with the spirits of natural objects, such as rocks, water and the sky.

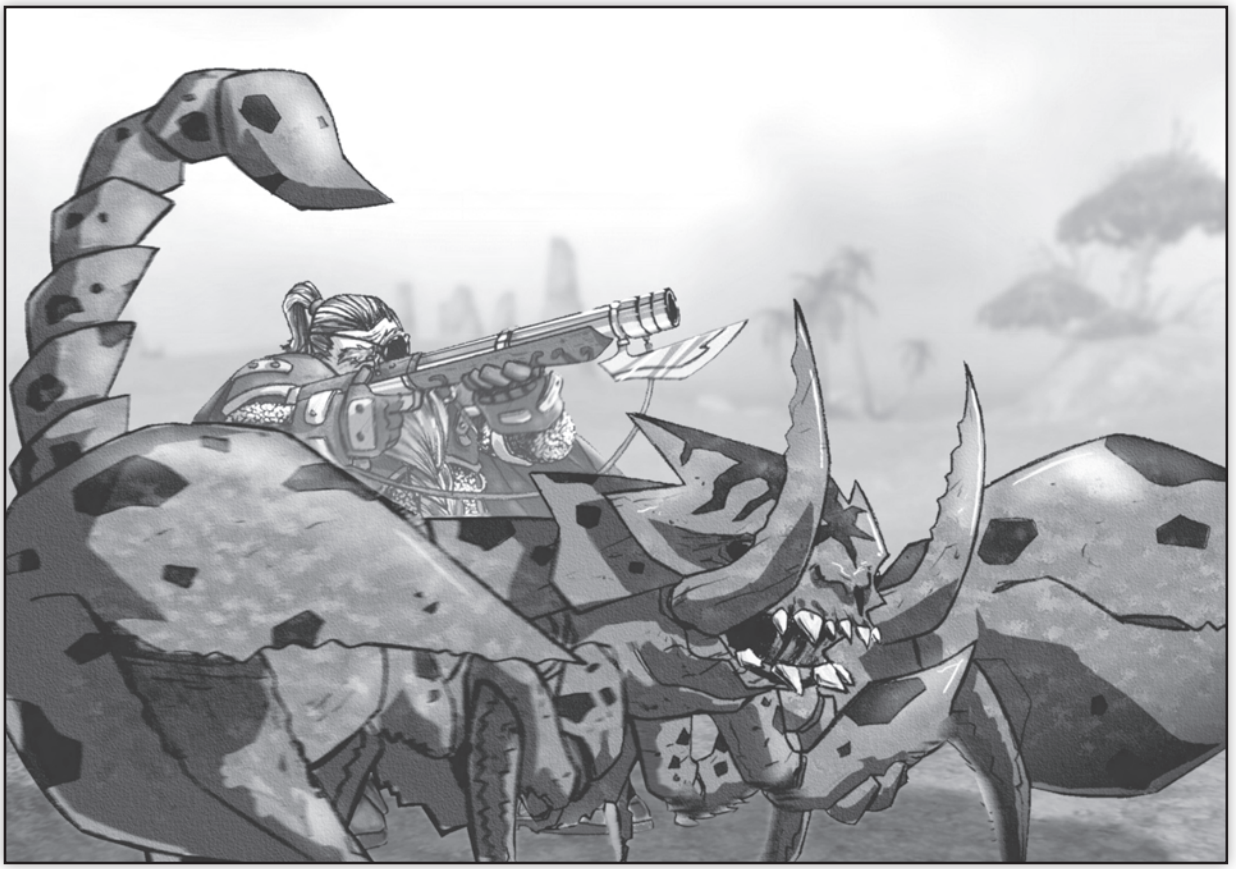
Prerequisites: Spt 13, either Speaker of the Fang or Speaker of the Hoof (see above).

Benefit: Once per day, as a free action, you may channel the spirit of natural objects and gain resistance to the elements. You gain resistance 10 against acid, cold, electricity or fire. You select the type of energy resistance upon activating this ability. The resistance lasts for 1d4 rounds, +1 round per your Spirit modifier (minimum 1 round). This is a supernatural ability.

Tame Vermin [General]

You have a rapport with giant insects, arachnids and other vermin, allowing you to take them as companions.

Prerequisites: Handle Animal 10 ranks, tame animal class feature.



Benefit: You can tame vermin just as you can tame animals. You take a –4 penalty on your Handle Animal check to do so.

Totem Expansion [Totemic]

You are adept at creating larger and more effective totems.

Prerequisite: Ability to cast at least one totem spell.

Benefit: Totems you create increase their range by +10 feet.

Totem Throwing [Totemic]

You can create totems a short distance away from yourself.

Prerequisite: At least one other totemic feat, ability to cast at least one totem spell.

Benefit: When you cast a totem spell, you can throw the totem a short distance away. To do this, you target a specific grid intersection as though throwing a splash weapon (see **World of Warcraft RPG**, Chapter 12: Combat, "Throw Splash Weapon"). If the attack misses, the attack deviates like other splash weapons, but not more than 1 square. Thrown totems have a range increment of 5 feet.

Normal: Totems may only be created at a grid intersection at one of the corners of your square.

Totemic Protection [Totemic]

You can protect your totems with a defensive spell applied at the time of casting.

Prerequisite: Caster level 3rd, at least one totemic feat and at least one metamagic feat, ability to cast at least one totem spell.

Benefit: When you cast a totem spell, you can simultaneously cast an abjuration or illusion spell on the totem. The defensive spell must be of a level equal to or less than the totem spell. Casting the spell takes as much time as casting the spell with the longest casting time. The defensive spell must function on objects, such as invisibility. When cast in this way, the defensive spell affects only the totem, even if it would normally affect multiple items or creatures, or an area.

You use two spell slots (one per spell imbued in the totem). If the double casting is interrupted, you lose both slots.

Twin Weapon Mastery [General, Warrior]

Choose one type of one-handed weapon, such as battle axe, with which you have already taken the Weapon Focus feat. You have learned how to use that weapon in each hand with ease.

Prerequisites: Agy 15, proficiency with selected weapon, Two-Weapon Fighting, Weapon Focus with selected weapon.

Benefit: When wielding your selected weapon in each hand, you may treat the off-hand weapon as a light weapon for the purposes of fighting with two weapons.

Normal: You suffer a –4 penalty on attack rolls when wielding a one-handed weapon in each hand if you have the Two-Weapon Fighting feat.

Special: You may take this feat multiple times. Each time, it applies to a new type of weapon.

Undead Soul [General]

Your body is undead… and so is your soul, corrupted and changed to such a degree that it belongs to your new body now, rather than your old one.

Prerequisite: You must be an undead creature.

Benefit: *Raise dead* and *reincarnate* work normally on you. If you are 1st level and subject to *raise dead* or a similar effect, you lose a point of Charisma instead of Stamina. *Resurrection, true resurrection* and similar effects restore you to your undead life rather than to the being you were before you became undead.

Vision Quest [General]

You embarked on a vision quest and came to terms with your inner nature. You possess a core of strength now, a quiet understanding of your spirit and its place in the spirit world.

Prerequisite: You must have successfully completed a vision quest (see Chapter 4: Magic and Faith, "Faiths of the Horde," Spirit Guidance, Vision Quests).

Benefit: You gain a +2 bonus on Concentration checks and a +1 sacred bonus on saves against enchantment spells.

It's Clobberin' Time!

This chapter includes many new prestige classes. These classes are particularly appropriate for members of the Horde and the Horde's specific races; however, any character who meets the prerequisites can take a prestige class, even members of the Alliance.

Swift and Immediate Actions

Some class features in this chapter make use of swift or immediate actions. See **More Magic & Mayhem,** Chapter 3: Power Overwhelming, for a description of these action types.

Bone Crusher

Description: This roaring giant wades through his enemies, his foes unable to stop him. He does not even need weapons; his fists are enough. Arrows and blades bounce off his impervious hide, as he simply ignores any attack aimed at him. Each blow sends his opponents flying into the air. He is a bone crusher.

Bone crushers are mostly orcs and dwarves who thrive on pain (their own and others) and focus on the purity of combat. Already confident in just how powerful they are, a bone crusher trains to become a living, unstoppable force. Bone crushers use their heads in combat, literally. No brains needed here. Indeed, some bone crushers claim that they enter an almost meditative state in combat, focused on the smooth motion of their muscles, the speed of their reflexes, noting (occasionally) the blades that bite their flesh, but feeling nothing from them.

The bone crusher's abilities are, like everything about him, obvious and blunt. Bone crushers are beasts in combat, the ultimate manifestation of strength and raw power. A bone crusher is most dangerous when he charges or overruns an opponent, trampling lesser creatures into the ground or slamming them so hard they he sends them airborne. A bone crusher's punches may become strong enough to shatter stone and bones with equal ease. A bone crusher's hide toughens as he grows in strength, and his mind pushes away pain, until he is able to ignore many wounds. Many a foe has lost a battle with a bone crusher when she dealt the beast a blow that would have felled any other combatant, only to have the bone crusher shrug and strike at her once again.

A bone crusher is easily recognizable, even from afar. The bone crusher's body is littered with scars from battle, and he remembers receiving few, if any, of them. He forsakes armor, relying on his own personal strength and toughness to carry him through battle. Few bone crushers bother with weapons, relying instead on their massive fists. The few who choose to wield weapons prefer massive, two-handed weapons, most often bludgeoning or cleaving weapons. Finesse is a foreign word to these behemoths.

The average bone crusher is not much of a conversationalist, either, and is quick to put up his fists in any argument. A bone crusher is more at home in a bawdy tavern prone to bar fights than quiet discussions in a library. Bone crushers are reckless and hard to control, and even harder to stop once they start moving. Bone crushers balk at rules, or literally anything that holds them back. "Less talking, more smashing" is a motto to bone crushers, one that most others learn quickly.

Bone Crushers in the World: Most bone crushers reside in the Horde. The Horde respects raw strength, and most of the Horde's races show the raw power that a bone crusher needs. Two races are particularly likely to be bone crushers: orcs and Ironforge dwarves.

Bone crushers appear often among orcs and occasionally among half-ogres. Strength is respected among the mok'nathal, and becoming a bone crusher represents the trial to never give up, to never die. Like all mok'nathal, half-ogre bone crushers wander the forests of Azeroth, seeking to prove their strength against increasingly mightier challenges, proving to be the greatest creatures of the wild. Among orcs, bone crushers are brutal shock troopers, whose battle lust exceeds their immense strength. Forsaken are rarely bone crushers, but occasionally an exception emerges, becoming a front-line warrior.

Among the Alliance races, only dwarves and furbolgs show the strength to become bone crushers. Dwarf bone crushers are rare, but some seek the path, seeing the life of a bone crusher as the ultimate challenge. Many Ironforge dwarves also view the challenges of becoming a bone crusher as a connection to their titan strength, unlocking further mysteries of the universe. Furbolg bone crushers are guardians of their tribes and creatures bearing the strength of nature.

Among ogres, bone crushers are seen as the living avatars of Nath, the ogre war god. In a society that prizes strength above anything else, a bone crusher is as close to a god as an ogre can get. Once an ogre achieves the power of a bone crusher, he soon rises to great political power as well, ruling his own clan and leading them to greater glories in battle. Only the strongest may lead the ogres, and no one is stronger than a bone crusher.

Outside of the Horde, bone crushers are most often viewed as brainless muscle-heads, creatures who think only with their fists. Alliance bone crushers do not receive nearly as much respect as Horde bone crushers do. A bone crusher prefers to answer conflict with a head-on charge, which disgusts more thought-minded races, most noticeably humans and high elves. Despite this, even the wisest and calmest races of the Alliance cannot deny the sheer power a bone crusher possesses, and those few bone crushers allied with the Alliance are used as guided bombs. A commander simply points at a target, and watches the bone crusher run through all opposition and demolish the desired object. Crude, but effective.

Most bone crushers are barbarians or warriors, and respect anyone else who shows great strength and martial prowess. As shamanistic cultures view bone crushers as spiritual champions, and as shaman keep bone crushers strong and healthy, bone crushers look favorably on healers. They are especially proud of divine casters choosing to enter close combat, such as orc shaman and far seers. Bone crushers despise arcanists and rogues, however. Arcanists are book-bound cowards who hide in the back lines and fling spells instead of risking their hides, while rogues are craven backstabbers who never stick their necks out for anyone. The only magic a bone crusher respects are those spells that make him stronger, allowing him to cause even more destruction and chaos. While a bone crusher tends to respect the strength of a paladin, most bone crushers consider paladins pompous and melodramatic.

Hit Die: d12.

Requirements

Race: Any with a racial bonus to Strength (which the character can gain through racial levels).

Alignment: Any non-lawful.

Base Attack Bonus: +6.

Feats: Endurance, Improved Bull Rush, Power Attack.

Special: Must be Medium or larger.

Class Skills

The bone crusher's class skills (and the key ability for each) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Swim (Str), and Survival (Spt). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Bone crushers gain no new proficiency with weapons or armor.

Awesome Blow: A bone crusher gains the Awesome Blow feat (see **Alliance Player's Guide,** Chapter 2: Class Options), even if he does not meet the normal prerequisites. This means that, as a standard action, the bone crusher may choose to subtract 4 from his melee attack roll and deliver an awesome blow. If he hits a corporeal opponent smaller than him with an awesome blow, his opponent must make a Reflex save (DC = damage dealt) or be knocked flying 10 feet in a direction of the bone crusher's choice, and fall prone. The bone crusher can push the opponent only in a straight line, and the opponent can't move closer to the bone crusher than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points

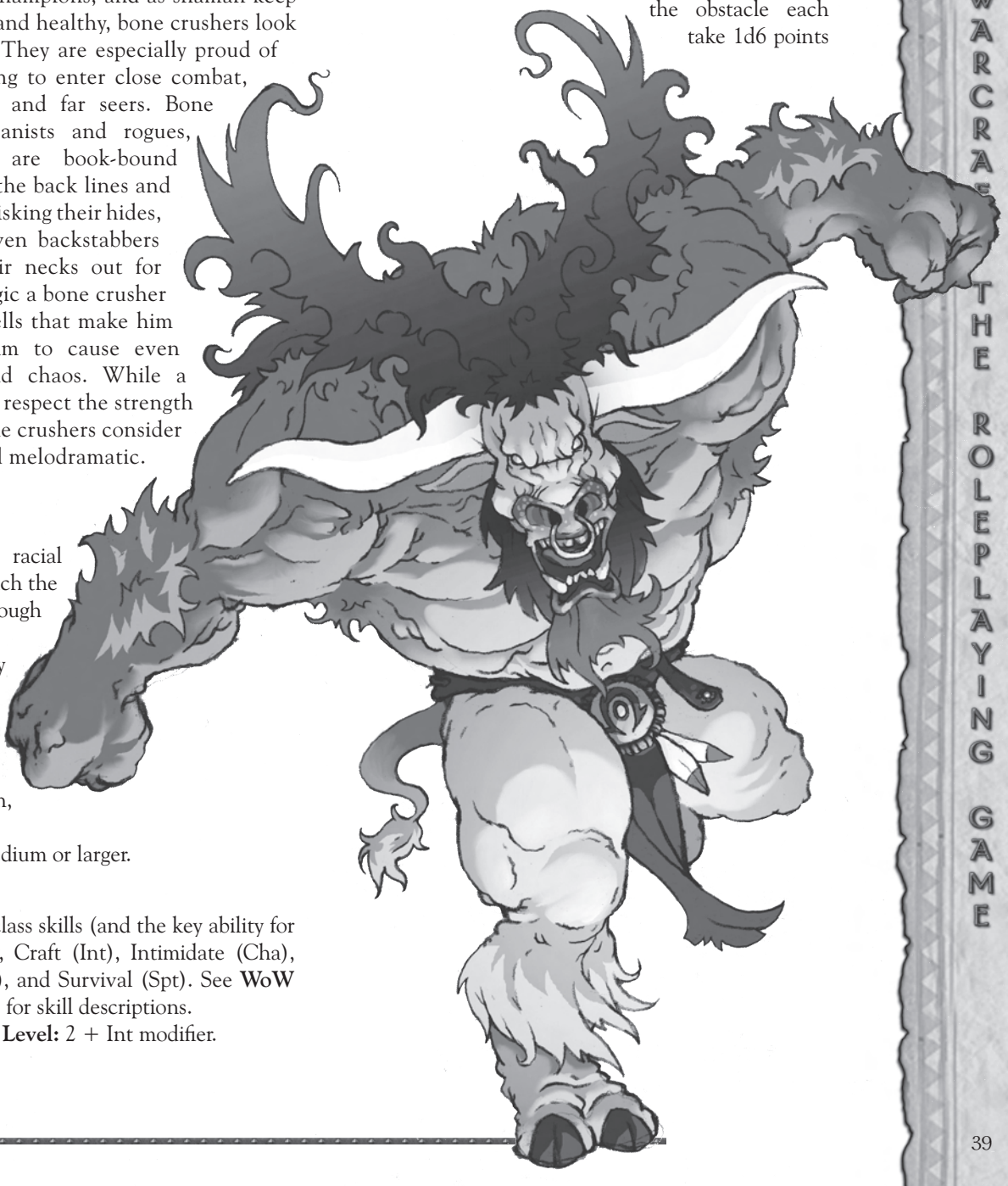


Table 3-1: The Bone Crusher (Bcr)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Awesome Blow, mighty lifting, powerful fists
2nd	+2	+3	+0	+0	Damage reduction 2/—
3rd	+3	+3	+1	+1	Increased unarmed strike damage
4th	+4	+4	+1	+1	Powerful charge
5th	+5	+4	+1	+1	Damage reduction 4/—, unstoppable charge
6th	+6	+5	+2	+2	Increased unarmed strike damage
7th	+7	+5	+2	+2	Rampage
8th	+8	+6	+2	+2	Damage reduction 6/—
9th	+9	+6	+3	+3	Increased unarmed strike damage
10th	+10	+7	+3	+3	Last man standing

of damage, and the opponent stops in the space adjacent to the obstacle.

Mighty Lifting (Ex): As a character grows into a bone crusher, he learns to shrug off previous concepts of strength, lifting objects that would balk others. A bone crusher's carrying capacity doubles. Remember that two doubles make a triple, and so forth.

Powerful Fists (Ex): A bone crusher learns how to use his fists in combat to deliver powerful, ringing blows. A bone crusher's unarmed strike deals lethal damage, and he is considered armed with his unarmed strikes.

At 1st, 3rd, 6th and 9th level, the bone crusher's slam damage increases by one step, as if he had increased in size. See Table 3–3: Increased Damage By Size in the **Monster Guide** for details.

Damage Reduction (Ex): At 2nd level, the bone crusher shrugs off wounds that would cripple other characters. He gains damage reduction 2/–.

At 5th level, his damage reduction increases to 4/–, and at 8th level it increases to 6/–.

If the bone crusher has a damage reduction from another source (such as barbarian levels), damage reduction of the same type stack. For example, a 7th-level barbarian/5th-level bone crusher has damage reduction 5/—.

Powerful Charge (Ex): At 4th level, when the bone crusher makes a charge, his attack deals double damage if it hits. If he can make more than one attack during a charge, only his first attack deals double damage.

Unstoppable Charge (Ex): At 5th level, once a bone crusher starts moving, he becomes almost impossible to stop. The bone crusher receives a +4 circumstance bonus to resist trips or bull-rushes when charging or overrunning, as well as to resist being blocked while overrunning.

Rampage (Ex): At 8th level, when the bone crusher attempts an overrun, the target(s) may not choose to avoid the overrun. Furthermore, if he successfully knocks an opponent down, he may make a free unarmed attack on the fallen foe, gaining the standard +4 bonus on attack rolls

"This cannot be allowed to continue," Sir Bestor snapped. He slammed his fist on the table. "Every day the Damned move closer. And they always seem aware of our plans."

The three other knights nodded. "What is your idea?" the youngest asked.

"We give them no time for reconnaissance," Sir Bestor said. He drew his great red blade, the steel shining like blood in the lamplight. "We go tonight, ride over their settlement, grind the abominations into the dirt."

The young knights cheered. "For the Scarlet Crusade!"

A breeze blew through the room. A shutter banged open. The knights started and turned to the window. None of them noticed the shadow descend from the ceiling.

The lamp died. A knight cried out, and drawn steel echoed in the room. The youngest knight groped until he found the lamp. The crash of armor hitting the floor rang in the room. Someone gurgled.

The knight caught a spark on his flint and the lamp flared back into life. The other two knights stared at the body of Sir Bestor, lying dead on the floor.

The youngest knight saw the shadow flit past the shutters. He ran to the window and scanned the darkness.

The night showed him nothing. The assassin was gone.

against a prone target. He may make as many free slams as he has overrun targets, but only one free attack per target. The bone crusher may combine his free attacks with the Awesome Blow feat as a free action, sending an opponent flying as well as causing damage. Bone crushers with horns may use gore attacks instead of unarmed strikes.

If a bone crusher successfully overruns his target, he may keep going, overrunning anyone else in his path, until he is either blocked or reaches his full move distance.

Last Man Standing (Ex): At 10th level, the bone crusher becomes almost invincible in battle, able to fight far longer than seems possible. When reduced to negative hit points, if he's still alive, he automatically becomes stable.

When reduced to negative hit points, he may choose to act as if he were disabled, rather than dying. He must make this decision as soon as he's reduced to negative hit points (even if it isn't his turn). If he does not choose to act as if he were disabled, he immediately falls unconscious.

When using this ability, he can take either a single move or standard action each turn, but not both, and he cannot take a full-round action. He can take a move action without further injuring himself, but if he performs any standard action (or any other action deemed as strenuous, including some free actions, such as casting a quickened spell) he takes 1 point of damage after completing the act. If he reaches his Stamina score in negative hit points, he dies.

Dark Ranger

Description: When Sylvanas Windrunner, Banshee Queen of the Forsaken, regained her physical body, she realized that the natural world would never respond to her wishes again. Angered by this development, she turned to arts that were becoming more and more natural to her: necromancy. She then altered her elven ranger teachings into a new form. Thus the dark rangers were born.

Dark rangers are similar to their elf cousins, but focus on shadowcraft more than nature. Dark rangers are silent and invisible stalkers of the shadows, felling unsuspecting opponents with a single arrow. Dark rangers still favor the bow as the ultimate weapon, using the same arts that Quel'Thalas taught for millennia. Their spells work with manipulating the essences of life and death, as well as various horrible curses and mind-enslaving abilities.

Dark Rangers in the World: Dark rangers are found only among the Forsaken. No other race has the elves' history coupled with the personal knowledge of shadows to learn the arts of a dark ranger. In fact, many dark rangers refuse to teach their arts to anyone who wasn't a former elf. While these rangers have slackened their restrictions some, most dark rangers were once elves.

Once fully trained, Sylvanas's dark rangers once again assumed their roles as guardians and hunters, now working for the Forsaken. Some undead, especially former elves, view rangers as a necessary force, and trust them implicitly. Other Forsaken view these shadow killers as relics of an old past, with an inability to move along with the times.

While they no longer study nature, dark rangers remain some of the best trackers in the world. Naturally, most dark rangers hail from the scout class, but many newer rangers are former rogues, who use their stealth abilities to act as silent and near-invisible slayers for the Dark Lady.

Dark rangers work well with most other classes. Dark rangers are both part warrior and part divine caster, and thus find companions in both martial and healer classes. Rogues take well to the shadowy pursuits and abilities of a dark ranger, while scouts naturally pair well with the dark ranger's tracking abilities. While all spells a dark ranger casts are divine, some of their spells are arcane in origin, and their focus on necromancy and curses interests both necromancers and warlocks.

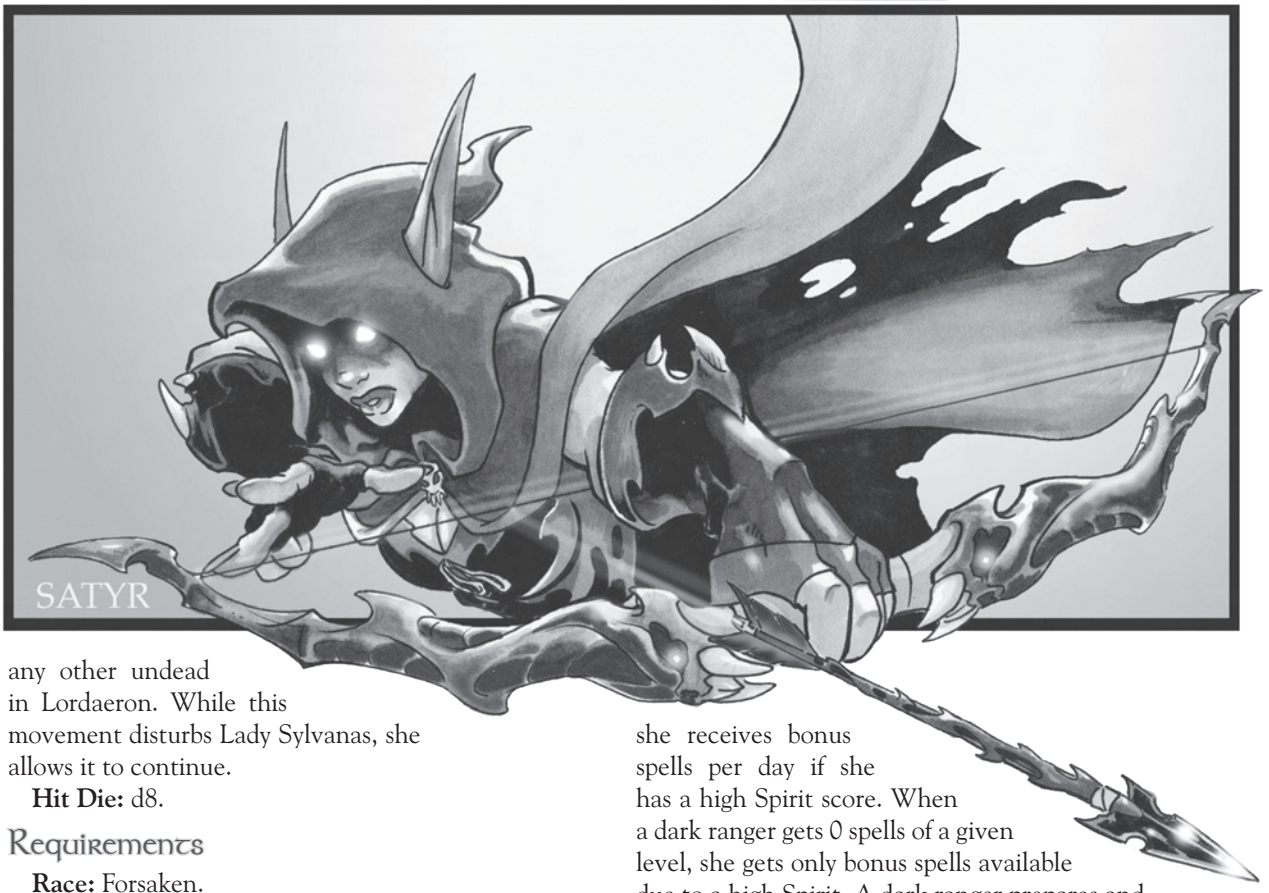
A recent movement among the Forsaken has taken hold of the dark rangers. The Cult of Forgotten Shadow moves like wildfire among the undead, and the dark rangers are no exception to the obsession with the faith. To fill the void left by the loss of their druidism, the dark rangers latched onto the Forgotten Shadow. Most dark rangers sympathize with the origins of the Forgotten Shadow, and perhaps understand the Shadow more than

Converting from Elven to Dark

An elven ranger who dies and returns as a Forsaken undergoes a great shock. She can no longer cast elven ranger spells, and loses her woodland stride ability. While some may choose to let things be, most immediately seek out a dark ranger to relearn their arts.

An elven ranger seeking to convert to a dark ranger must, of course, have died, returned as a Forsaken, and seek to learn the arts of the shadow rather than the wild. This ordeal is difficult, as the dark ranger must twist everything she was taught about nature to start learning her darker trade. To start this process, the elven ranger must have at least 3 ranks in Stealth.

Then comes the hard part. A dark ranger-to-be must undergo a lengthy trial, where she unlearns everything she was taught as an elf and learns the new arts of a Forsaken. Upon gaining her next class level, her levels in elven ranger become levels of dark ranger.



any other undead in Lordaeron. While this movement disturbs Lady Sylvanas, she allows it to continue.

Hit Die: d8.

Requirements

Race: Forsaken.
Affiliation: Horde.
Base Attack Bonus: +5.
Skills: Stealth 6 ranks, Survival 6 ranks.
Feats: Point Blank Shot, Track.

Class Skills

The dark ranger's class skills (and the key ability for each) are Climb (Str), Concentration (Cha*), Craft (Int), Heal (Spt), Jump (Str), Knowledge (geography) (Int), Knowledge (military tactics) (Int), Knowledge (nature) (Int), Listen (Spt), Spot (Spt), Stealth (Agy), Survival (Spt), Swim (Str) and Use Rope (Agy). See **WoW RPG**, Chapter 5: Skills for skill descriptions.

* Forsaken use Charisma in place of Stamina for Concentration checks.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Dark rangers are proficient with all simple and martial weapons, and with light and medium armor. They are also proficient in the use of arrows as melee weapons, and do not suffer the standard –4 penalty for using an arrow as a weapon in melee combat.

Spells: A dark ranger gains the ability to cast a small number of divine spells per day, as shown on Table 3–3. To cast a spell, a dark ranger must have a Spirit score of at least 10 + the spell's level, so a dark ranger with a Spirit of 10 or lower cannot cast these spells. She may prepare and cast any spell from the dark ranger spell list, provided that she can cast spells of that level. In addition, she receives bonus spells per day if she has a high Spirit score. When a dark ranger gets 0 spells of a given level, she gets only bonus spells available due to a high Spirit. A dark ranger prepares and casts spells under the same guidelines as a healer.

Archery Combat Style (Ex): At 1st level, the dark ranger receives Rapid Shot as a bonus feat. At 6th level, she gains Manyshot. At 10th level, she receives Improved Precise Shot. She can use these feats even if she does not meet the prerequisites, but she cannot use these feats cannot as prerequisites for other feats or abilities unless she meets their prerequisites.

The dark ranger may make use of feats gained via the archery combat style only when wearing light or no armor.

Extended Range (Ex): Starting at 1st level, after all multipliers are applied, a dark ranger adds +10 feet to the range increment of bows she uses for each level she possesses in the dark ranger prestige class. Thus, an 8th-level dark ranger with a composite longbow and the Far Shot feat would have a range increment of ([110 feet x 1.5] + [8 x 10 feet] = 165 feet + 80 feet) 245 feet.

Ranged Backstab (Ex): At 1st level, a dark ranger may perform a backstab with any ranged weapon. This ability is like the rogue's backstab ability, but may only be used with ranged weapons up to 60 feet away. As you cannot flank with ranged weapons, this skill may be used only on opponents who are denied their Agility bonus to AC.

A dark ranger's ranged backstab stacks with another class's backstab ability so long as the backstab is performed with a ranged weapon no farther than 30 feet away. See **WoW RPG**, Chapter 3: Classes for the rogue's backstab ability.

At 3rd, 5th, 7th and 9th levels, the dark ranger deals more damage with a ranged backstab.

Errata: Elven and Dark Ranger Abilities

Dark rangers are elven rangers with a different focus. You may notice that some of the dark ranger's abilities have identical names to the elven ranger's abilities but are worded differently. This is intentional; the dark ranger's abilities include the official wording of those abilities. This errata changes the elven ranger's bow strike, keen arrows, and arrow cleave abilities to those described here. (The abilities function the same way, but the new wording creates clarity.)

Heightened Perception (Ex): At 2nd level, dark ranger's senses grow sharper than even those of other Forsaken. The dark ranger gains a bonus equal to half her levels in this class on Listen and Spot checks.

Shadowmeld (Ex): At 2nd level, the dark ranger learns how to fade into dark conditions, wrapping herself with shadows. At night or in low-light environments, the dark ranger gains a +10 circumstance bonus on Stealth checks to hide while stationary.

Keen Arrows (Ex): At 4th level, the dark ranger doubles the threat range of all arrows or bolts she fires. This feature does not stack with other threat range adjustments such as Improved Critical or the *keen* weapon property.

Swift Tracker (Ex): A dark ranger of 5th level or higher can move at her normal speed while following tracks without taking the standard –5 penalty. She takes only a –10 penalty (instead of the standard –20) when moving at up to twice her normal speed while tracking. If a dark ranger already possesses swift tracker from another class, these penalties are adjusted to –2 and –5 respectively.

Bow Strike (Ex): At 6th level, a dark ranger may use her bow in melee combat without risk of damaging the bow. A longbow functions as a quarterstaff, and a shortbow functions as a club. The bow's enhancement bonuses and masterwork quality do not grant bonuses on melee attacks.

Anticipation (Ex): At 8th level, the dark ranger can notice the tiny movements of her enemies along with other visual and auditory cues that allow her to react more quickly in combat. She gains a +4 competence bonus on initiative checks.

In addition, the dark ranger may select one creature each round on her turn. For 1 round, that creature may not make attacks of opportunity against her or count as flanking her.

Hide in Plain Sight (Ex): A dark ranger of 9th level or greater can use the Stealth skill to hide even when being observed. As long as she is within 10 feet of some sort of shadow, she can hide from view without actually having anything to hide behind. She cannot, however, hide in her own shadow.

Arrow Cleave (Ex): A bow in the hands of a 10th-level dark ranger becomes a weapon capable of shots with incredible power and precision. If the dark ranger deals enough damage with a fired arrow to make a creature drop (typically by dropping it to below 0 hit points or killing it), the arrow continues in a straight line and targets the next creature in its path if it is within the same range increment as the original target. Make separate rolls to hit and damage the second target. The dark ranger can use this ability once per round.

Dark Ranger Spell List

Dark rangers draw their spells from the forces of darkness and death. The dark ranger's spell list

Table 3-2: The Dark Ranger (Dkr)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Spells, archery combat style (Rapid Shot), extended range, ranged backstab +1d6
2nd	+2	+3	+3	+0	Heightened perception, shadowmeld
3rd	+3	+3	+3	+1	Ranged backstab +2d6
4th	+4	+4	+4	+1	Keen arrows
5th	+5	+4	+4	+1	Swift tracker, ranged backstab +3d6
6th	+6	+5	+5	+2	Bow strike, archery combat style (Manyshot)
7th	+7	+5	+5	+2	Ranged backstab +4d6
8th	+8	+6	+6	+2	Anticipation
9th	+9	+6	+6	+3	Hide in plain sight, ranged backstab +5d6
10th	+10	+7	+7	+3	Arrow cleave, archery combat style (Improved Precise Shot)

Table 3-3: Dark Ranger Spell Slots per Day

Class Level	1st	2nd	3rd	4th
1st	0	—	—	—
2nd	1	—	—	—
3rd	1	0	—	—
4th	1	1	—	—
5th	1	1	0	—
6th	1	1	1	—
7th	2	1	1	0
8th	2	1	1	1
9th	2	2	1	1
10th	2	2	2	1

features plenty of necromantic spells, as well as several curses that wrack the bodies and enslave the minds of their enemies.

1st Level — *Cause fear, charm person, cure light wounds, doom, inflict light wounds, lesser shadow word pain, magic weapon, shadowmeld, summon undead I.*

2nd Level — *Black arrow*, cat's grace, cure moderate wounds, darkness, death knell, owl's wisdom, inflict moderate wounds, silence, summon undead II.*

3rd Level — *Banshee's curse*, contagion, cure serious wounds, deeper darkness, inflict serious wounds, poison*, shadow word pain, suggestion, summon undead III.*

4th Level — *Bestow curse, cure critical wounds, drain life, dominate person, freedom of movement, inflict critical wounds, summon undead IV.*

* See Chapter 4: Magic and Faith.

Hexer

Description: All shaman and witch doctors know of ways to invoke spirits to do their bidding. The hexer takes this craft to a new level, calling the wrath of spirits down upon his enemies. With a dance and a chant, he weakens and debilitates his foes. If a particular enemy becomes troublesome, he can bind a hostile spirit into an idol, delivering a permanent curse.

Hexers attract spirits to do their bidding through the use of music, chants, dances or other types of performance. Therefore, a high Perform skill is desirable for this prestige class. The idols a hexer creates usually take the form of carvings or other types of figures (the classic voodoo doll, for example), so some ability to craft is also necessary.

Hexers in the World: The typical hexer is the stereotypical voodoo priest, dressed in animal skins, dancing wildly about a bubbling cauldron as he calls forth spirits to do his bidding. Hexers almost always hail from tribal cultures, and are particularly well known among jungle trolls. Some tauren take up the craft, though it is dark; and while the art was lost for a while to the orcs, they recently rediscovered it while returning to their spiritual roots. Hexers are virtually unknown outside the Horde.

Most people see hexers as mysterious and perhaps a little disturbed, especially since hexer performances are bizarre. Since nobody can see or interact with the "spirits" a hexer calls forth, some believe a hexer's art is all smoke and mirrors, designed merely to intimidate and distract the enemy. Nonetheless, the hexer's powers affect believers and nonbelievers alike.

Hit Die: d8.

Requirements

Race: Any. Although most hexers are trolls, some orcs, tauren and Forsaken take up the craft, and a scattered few from other races seek to learn its power.

Alignment: Any non-good. Weakening and cursing an enemy, however evil he might be, is not a good act.

Affiliation: Any non-Alliance.

Skills: Craft (any) 8 ranks, Perform (any) 8 ranks.

Spells: Ability to cast 3rd-level divine spells.

Class Skills

The hexer's class skills (and the key ability for each) are Bluff (Cha), Concentration (Sta), Craft (Int), Heal (Spt), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Spt), Perform (Cha), Profession (Spt), Speak Language, Spellcraft (Int), and Survival (Spt). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Hexers gains no new proficiencies with weapons or armor.

Spell Slots per Day: At 2nd level and every two levels thereafter, the hexer gains new spell slots per day as if he had also gained a level in the spellcasting class in which he could cast 3rd-level divine spells before he added the hexer level. He does not gain any other benefit a character of that class would have gained. If he had more than one spellcasting class in which he could cast 3rd-level divine spells before he became a hexer, he must decide to which class he adds each level of hexer for the purpose of determining spell slots per day.

Hex Chant (Su): The hexer can invoke a hex chant once per day per hexer level. A hex chant is a standard

action that provokes attacks of opportunity. Although termed a "chant," hex chants can involve ritual dance, hand motions and the like; they do not necessarily have to produce sound. Thus, a *silence* spell or similar magic cannot spoil a hex chant. If the Perform skill in use during the chant requires sound — such as, for example, Perform (sing) — the hexer can simply switch to another Perform skill to continue the chant.

A hex chant produces a supernatural effect on one or more creatures in an area, within a specified range around the hexer. The hexer can freely designate which targets are affected (referred to as "enemies" or "foes" hereafter) and which are not (referred to as "friends" or "allies"). He may include himself. A hexer cannot change the friend or foe designation once he begins his chant.

Targets within the affected radius are entitled to saving throws. The saving throw DC is listed in the individual hex chant descriptions below. Spell resistance applies to hex chants, and their effects can be dispelled; the hexer's caster level equals his hexer level + 5.

When a hexer begins a hex chant, he makes a DC 12 Perform check using any Perform skill he possesses. He cannot take 10 or take 20 on this check. If the check fails, the chant fails. Otherwise, consult the chart below. The hex modifier shown affects the chants in different ways, as listed in their individual descriptions.

A hexer can continue a hex chant from round to round. Continuing a chant is similar to concentrating on a spell (see **WoW RPG**, Chapter 15: Spellcasting, "Duration"). If an enemy was unaffected by the chant in a previous round (because of spell resistance, a saving throw, being outside the area of effect, or some other means), the hexer may attempt to affect him again each round he continues the chant. Once the enemy is affected, he does not gain a new saving throw or spell resistance check, but the chant continues to affect him unless he leaves the area or removes the effect (with *dispel magic,* for example).

Hex Modifiers

Perform Check Result	Hex Modifier
12–19	+1
20–27	+2
28–35	+3
36–43	+4

For results above 43, continue the progression (+1 per 8 points).

The effects of a hex chant last for 5 rounds after the last round of concentration. A hexer can begin a new chant while the effects of an old one persist.

Whenever an action might interrupt a hex chant, the hexer may substitute a Perform check for a Concentration check.

Table 3-4: The Hexer (Hex)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spell Progression
1st	+0	+0	+0	+2	Hex chant	—
2nd	+1	+0	+0	+3	—	+1 level of existing divine spellcasting class
3rd	+2	+1	+1	+3	—	—
4th	+3	+1	+1	+4	—	+1 level of existing divine spellcasting class
5th	+3	+2	+2	+4	Hex idol	—
6th	+4	+2	+2	+5	—	+1 level of existing divine spellcasting class
7th	+5	+2	+2	+5	—	—
8th	+6	+3	+3	+6	—	+1 level of existing divine spellcasting class
9th	+6	+3	+3	+6	—	—
10th	+7	+3	+3	+7	Greater hex chant	+1 level of existing divine spellcasting class

Hexers may invoke any of the chants listed below. The saving throw type and DC are listed in parenthesis.

Chant of Energy (Reflex DC 12 + hexer's Cha modifier): When this chant begins, the hexer selects an energy type (fire, electricity or cold). Each round at the beginning of the hexer's turn, foes within 40 feet take damage of the selected kind equal to the 1d6 + the hex modifier.

Chant of Pain (Fortitude DC 15 + hexer's Cha modifier): One foe within 60 feet takes a penalty equal to twice the hex modifier on attack rolls, damage rolls, ability checks and skill checks.

Chant of Suppression (Will DC 14 + hexer's Cha modifier): This chant shields friends within 50 feet from hostile magic. They gain spell resistance equal to 10 + the hex modifier.

Chant of Vulnerability (Will DC 13 + hexer's Cha modifier): All foes within 60 feet take a penalty equal to the hex modifier on all saving throws and to spell resistance.

Chant of Weakness (Fortitude DC 13 + hexer's Cha modifier): All foes within 60 feet take a penalty equal to the hex modifier on attack rolls, damage rolls, ability checks and skill checks.

Hex Idol: At 5th level, a hexer can create a hex idol, which takes the form of a wood or bone carving, voodoo doll, or similar object of Tiny size or smaller. The idol is attuned to a specific individual creature, giving the hexer power over that creature.

Crafting the hex idol requires 1 day, ingredients totaling 10 gp per level or Hit Die of the target creature, and some piece of the creature — such as a lock of hair, fingernail or claw clipping, discarded scale, and so forth. The hexer takes at least 1 hour and makes a Craft check (DC 10 + the creature's level or Hit Dice). He can use any appropriate Craft skill depending on the type of idol — woodworking, bonecarving, stonecutting, and even glassblowing are all good choices. The hexer may not take 10 or take 20 on this check. Success indicates that he has successfully called upon a spirit hostile to the creature and bound it to the idol. Failure destroys the idol, including all components.

The hexer can use the completed idol against the attuned creature in one of two ways:

Hex Chant (Su): If the hexer includes the idol as part of a hex chant performance, the attuned creature gains no saving throw or spell resistance against the effects, although other means could protect it (such as an *anti-magic field*, or simply leaving the affected area). A creature affected by an idol in this way is immediately aware of the idol's existence, and all its ramifications.

Geas/Quest (Sp): When the hexer casts *geas/quest,* he can target the idol instead of the creature. The target knows that a *geas/quest* has been placed upon him, as well as the action(s) required to carry out the terms of the *geas*. Furthermore, the affected creature knows who placed the *geas* upon him, but not the hexer's location. The hexer must carry the idol; the *geas* ends if he and the idol are separated. *Dispel magic* cast on either the victim or the idol can dispel the *geas*. Destroying the idol also ends the *geas*, and the hexer can also dismiss the *geas* at any time. For dispelling purposes, the creator adds his hexer levels to his spellcasting levels when determining his effective caster level.

A hex idol can be used for hex chants as often as desired, but only once for a *geas/quest*. Once invoked for the latter purpose, the idol loses all power once the *geas/quest* ends.

A hexer can have no more than one idol in existence for every two hexer levels. He may not have more than one idol attuned to the same individual at a time.

Greater Hex Chant (Sp): At 10th level, a hexer can make greater hex chants. A greater hex chant adds a +10 bonus on the Perform check to determine the chant's hex modifier, increases the chant's radius by +20 feet, increases the chant's saving throw DC by +2, and increases the hexer's caster level by +2. A greater hex chant takes up two of the hexer's daily hex chants.

Lightslayer

Description: A shadow in the night, the lightslayer moves with the sound of a whisper to extinguish light wherever she finds it — specifically, she extinguishes the followers of the Holy Light. The lightslayer embraces the teachings of the Forgotten Shadow and develops her personal power by slaying enemies who stand in the light.

Some consider lightslayers the dark mirror of the Scarlet Crusade, but in truth the two organizations have little in common. The Scarlet Crusade possesses a firm hierarchy; their fanaticism is orderly and focused. Lightslayers, on the other hand, usually work alone. They make use of stealth, hit-and-run tactics, and the element of surprise. The only strong similarity between the two groups is the dedicated zeal with which both orders pursue their goals.

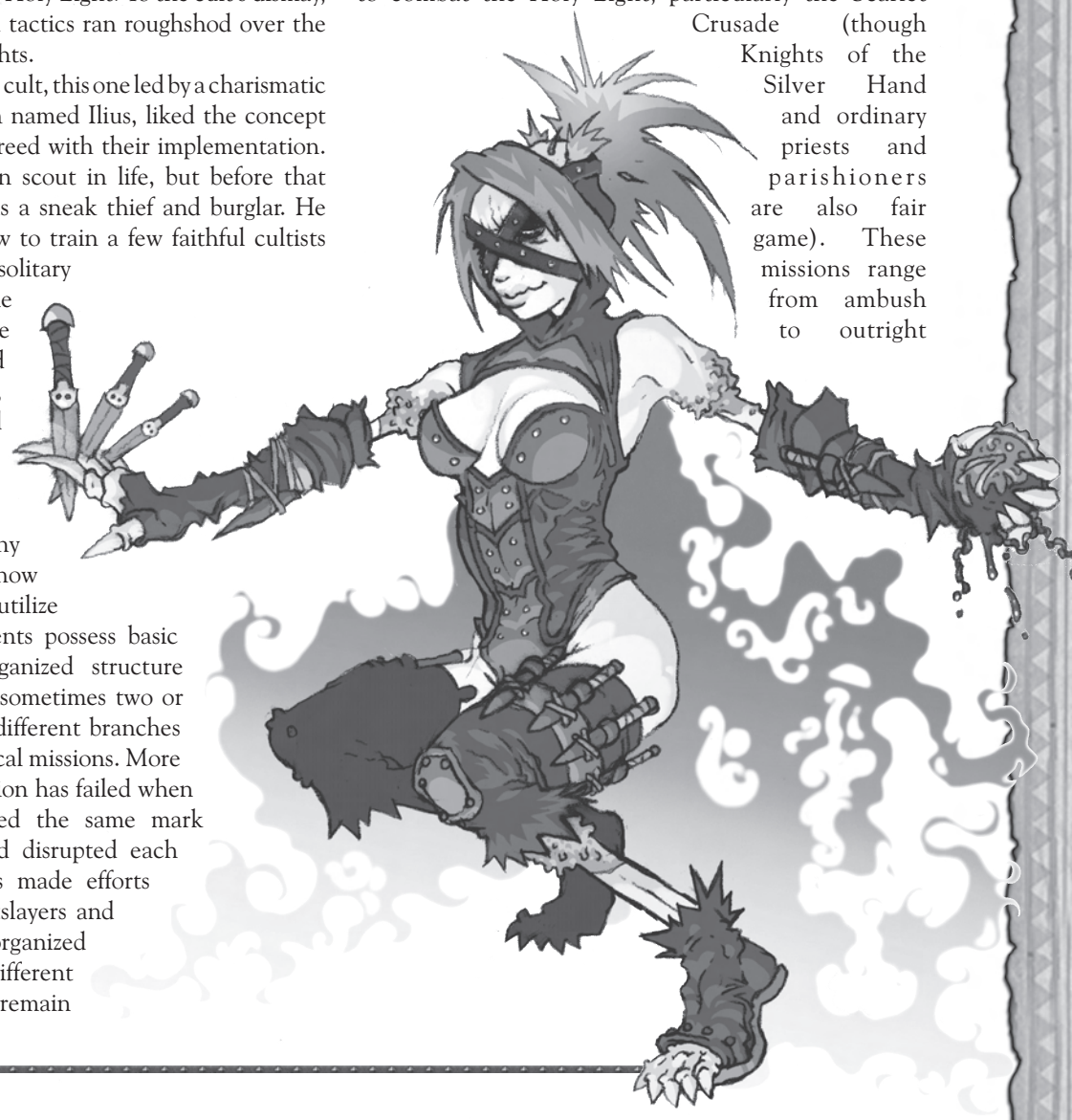
A branch of the Cult of Forgotten Shadow, led by a former soldier, trained the first lightslayers to combat Scarlet Crusade raids. Originally the cult envisioned lightslayers as dark knights who would ride into battle against the agents of the Holy Light. To the cult's dismay, the Crusade's organized tactics ran roughshod over the newly trained dark knights.

Another branch of the cult, this one led by a charismatic and pragmatic Forsaken named Ilius, liked the concept of lightslayers but disagreed with their implementation. Ilius had been a human scout in life, but before that he had made a living as a sneak thief and burglar. He recalled those skills now to train a few faithful cultists and sent them on solitary missions against the Scarlet Crusade. These lightslayers proved much more effective, and their use has spread to many branches of the Forgotten Shadow.

The disorganized cult naturally has many different theories on how best to train and utilize lightslayers, but all agents possess basic similarities. The disorganized structure of the cult means that sometimes two or more lightslayers from different branches might embark on identical missions. More than once an assassination has failed when two lightslayers targeted the same mark on the same night and disrupted each other's plans. Ilius has made efforts to consolidate the lightslayers and their superiors into an organized network, but the different branches of the cult remain suspicious of each other. Each branch insists that it alone knows the true doctrine of the Forgotten Shadow and should therefore take control of a united lightslayer organization. It seems unlikely that Ilius will succeed in his unification attempt.

To be a lightslayer requires devotion to the cult, a measure of grace and skill, a willingness to learn and a fierce hatred for the Church of the Holy Light. Training emphasizes stealth and melee combat, and trainees also receive religious instruction. A potential lightslayer trains for a month with the cult, alternating classroom lessons on the history of the cult and the Church of the Holy Light with battlefield practice. The cult constructs special training facilities where trainees practice climbing, sneaking and lockpicking. The cult places little emphasis on finding and disarming traps; lightslayers are not common cat burglars. Trainees only learn how to open locks for those assassination missions that require them to enter bedchambers at night.

Once indoctrinated, a lightslayer receives missions to combat the Holy Light, particularly the Scarlet Crusade (though Knights of the Silver Hand and ordinary priests and parishioners are also fair game). These missions range from ambush to outright



assassination. A lightslayer is as likely to lead a troop of knights into a forest trap as she is to sneak into a lone knight's bedchamber and behead him.

Lightslayers also accept missions to thwart the Church of the Holy Light in other ways. These missions often require the aid of others; sometimes the cult recruits help, other times the lightslayer calls in favors. These missions include sabotaging caravans destined for Holy Light churches, disrupting important ceremonies, desecrating locations sacred to the Holy Light and seeking out lost relics to destroy.

Lightslayers in the World: Lightslayers work alone and in the dark, and are loners by nature. They gravitate to the blackest places of the world, such as underground lairs and ruined towns overrun by the greedy and heartless. Despite — or perhaps because of — their bitter and cruel natures, lightslayers seem drawn to people with upbeat outlooks. Lightslayers remain aloof and withdrawn for the most part, but seem to crave the company of enthusiastic, happy individuals. Perhaps companions who have found peace with their lives inspire a lightslayer to make peace with her own rage and bitterness.

Each lightslayer has a home base, the town or city where the Cult of Forgotten Shadow trained her. The cult branch she associates with sends her on missions and provides her with training and sometimes with financing, so a lightslayer usually stays close to home. Most lightslayers have a single regular contact from the cult who acts as a liaison between the branch and the lightslayer. Such contacts try to remain aloof and emotionally distant from the lightslayer; they may guide several agents, and have undoubtedly lost many friends to dangerous missions.

Due to the delicacy of lightslayer operations and the amount of coordination necessary to undertake one, lightslayers receive weeks or months of downtime between missions. During this time they sometimes research the movements of the Scarlet Crusade, but usually a lightslayer pursues her own agenda instead. She may travel with companions, track down powerful items she wishes to own or simply rest from her exertions.

Lightslayers often possessed a bent toward larceny and stealth in life. Many lightslayers once worked as thieves, brigands or assassins; some possess levels in the assassin prestige class (see **WoW RPG,** Chapter 4: Prestige Classes for details on the assassin). Other lightslayers were penitents or even priests of the Holy Light in their old lives. They serve the Forgotten Shadow with a caustic zeal, loathing all reminders of the Light they once cared so much for. Such individuals train as rogues solely to enter the lightslayer ranks.

Their predilection for stealth means that lightslayers favor light, quiet weapons, such as daggers, rapiers, short swords and hand crossbows. Even when not on a mission, lightslayers dress in dark colors and move with deliberate stealth.

Forsaken rogues traditionally become lightslayers, though they sometimes multiclass in scout or warrior as well. Multiclassed rogue/priests of the Forgotten Shadow are also common. The Cult of Forgotten Shadow has not yet admitted other races into the training programs, as devotion to the cult is a necessary requirement of trainees. So far no race other than the Forsaken have shown an interest in the Forgotten Shadow.

Other Horde races distrust lightslayers on principle. No one with any sense trusts the Forsaken, and lightslayers are Forsaken who devote their lives to stealth, deception and murder. They are the least trustworthy of an untrustworthy lot. Orcs and tauren who follow shamanistic traditions sometimes feel a deep sadness for the lightslayer's lot. They see the lightslayers as individuals so consumed with hatred and despair that their only path is one of darkness and death. A kindhearted orc or tauren might attempt to befriend a lightslayer; should that prove impossible, he might try to at least be a calming influence and a compassionate ear for his companion. Many lightslayers secretly crave such understanding, though outwardly they rail at any sign of pity.

The Alliance and the Church of the Holy Light suspects the existence of the lightslayers, but have not gathered solid proof yet. The Scarlet Crusade is convinced that the Forsaken muster organized resistance against them, but their claims remain unsupported (and in fact are mere supposition at this point; while the Forsaken certainly resist the Crusade, their organization leaves much to be desired). The Cult of Forgotten Shadow keeps a close eye on the lightslayers and so far has been careful to destroy any evidence of their activities. Lightslayers are often dispatched to clean up botched missions.

Hit Die: d6.

Requirements

Race: Forsaken.

Alignment: Any non-good.

Affiliation: Horde.

Skills: Knowledge (religion) 4 ranks, Stealth 8 ranks.

Feat: Lightslayer (see Chapter 2: Class Options).

Special: The character must follow the teachings of the Forgotten Shadow and train with the cult.

Class Skills

The lightslayer's class skills (and the key ability for each) are Balance (Agy), Climb (Str), Craft (Int), Disguise (Cha), Jump (Str), Knowledge (religion) (Int), Listen (Spt), Open Lock (Agy), Profession (Spt), Search (Int), Spot (Spt), Stealth (Agy), and Tumble (Agy). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

Class Features

Weapon and Armor Proficiency: Lightslayers are proficient with all simple weapons and light armor, but no shields.

Table 3-5: The Lightslayer (Lts)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Canonic study, *grace of shadows*
2nd	+1	+0	+3	+0	Backstab +1d6
3rd	+2	+1	+3	+1	Shield of sin, *mystery of shadows*
4th	+3	+1	+4	+1	Backstab +2d6
5th	+3	+1	+4	+1	Field study, hidden agent
6th	+4	+2	+5	+2	Backstab +3d6
7th	+5	+2	+5	+2	Greater shield of sin, *haunt of shadows*
8th	+6	+2	+6	+2	Backstab +4d6
9th	+6	+3	+6	+3	Onyx mirror
10th	+7	+3	+7	+3	Backstab +5d6

Canonic Study: A lightslayer spends months learning the teachings of the Forgotten Shadow and studying the beliefs of her enemies. At first level she gains a +2 bonus on Knowledge (religion) checks relating to the Forgotten Shadow or the Holy Light.

***Grace of Shadows* (Sp):** The lightslayer may use *shadowmeld* as a spell-like ability once per day. Her caster level equals her lightslayer level.

Backstab (Ex): This ability is identical to the rogue ability of the same name. The extra damage dealt increases by +1d6 every even level (2nd, 4th, 6th, 8th and 10th). If the lightslayer gets a backstab bonus from another source, the bonuses on damage stack.

***Mystery of Shadows* (Sp):** At 3rd level the lightslayer may use *invisibility* as a spell-like ability once per day. Her caster level equals her lightslayer level.

Shield of Sin (Su): At 3rd level, the lightslayer's devotion to the Forgotten Shadow protects her against the destructive power of the Holy Light. The lightslayer gains +2 turn resistance against paladins and priests of the Holy Light.

Field Study (Ex): Her experience in the field grants a lightslayer firsthand knowledge of how best to hurt her enemies. At 5th level, the lightslayer gains a +2 bonus on melee damage rolls against paladins and priests of the Holy Light.

The sun paladin led, crossbow at the ready. "There…" he said, pointing at a man-shaped tower of water in the distance. "One befouled deep element—" and then he stopped and gasped when a second ambling tower trundled into view. "The scouts said there was only one!"

"The scouts are always wrong," Mertada said. "Shall we go back for reinforcements?"

The sun paladin shook his head. "We can't. The longer we take, the greater the chance that our truce falls apart. If we go back, they'll argue about who goes, then someone does something stupid, and this place will never be reclaimed. I have confidence in my skills. I'll take one elemental. You hold the other one at bay until I can come to your aid."

"You're confident."

"Human trait," the sun paladin said. "Honest," he added, and he strode toward the spring. The tauren reluctantly followed. The smell of pollution assailed her, but it also strengthened her resolve. This was a battle she was born to fight. They charged together, Alliance and Horde, regardless of peril and distrust. Purpose consumed them both. As tall as three tauren, a sickly mottled black-green, the two towers of defilement spotted the newcomers. This didn't matter to Mertada. They were defiled — and that gave her power over them that they didn't suspect.

The sun paladin shouted some garbled Alliance battle cry and fired his crossbow. The projectile burst into flames and screeched as it found its target. The paladin began to sing a battlesong, dropping his crossbow as he ran and drawing his sword in one single, perfect motion. Mertada followed until she was within ten strides of the nearest elemental, stopped, and whistled. Out of the brush charged several dogs, gleaming and white. One gave her a look that seemed to say: "You want us to attack that?"

Mertada snorted and moved toward the elemental. She could see the paladin's longsword flash as it reflected the weak sunlight in its strokes. Or was it his aura?

Hidden Agent (Su): At 5th level, the Forgotten Shadow grants the lightslayer permanent protection. She manifests a persistent *nondetection* effect. A spellcaster who attempts to locate the lightslayer by divination (such as with *clairaudience/clairvoyance, locate creature* or similar spells) must make a caster level check (DC 15 + the subject's lightslayer level) or the spell fails.

Greater Shield of Sin (Su): The Forgotten Shadow's blessing increases in strength at 7th level. The lightslayer gains +4 turn resistance against paladins and priests of the Holy Light (this does not stack with shield of sin).

***Haunt of Shadows* (Sp):** At 7th level the lightslayer may use *greater invisibility* as a spell-like ability once per day. Her caster level equals her lightslayer level.

Onyx Mirror (Su): At 9th level, the lightslayer's faith grows strong enough to protect her against the spellcasting abilities of her enemies. She gains spell resistance equal to 11 + her lightslayer level against divine spells cast by paladins and priests of the Holy Light and against all *holy light* spells (described in **More Magic & Mayhem**).

Plagueshifter

Description: Few forces have devastated the world as badly as plague. Though magic is partially to blame as well, the Plaguelands of Lordaeron are a testament to the ravages that disease can bring to the world.

While other peoples perpetually bemoan their dead and portray themselves as the sole victims of the pestilence of the age, the stoic races of the Horde soldier on, accepting life's misfortunes without feeling a need to complain. Unlike others, the wise races of the Horde realized that the plague must be fought intelligently and skillfully, through knowledge and not with wild sword strokes. After long and careful deliberation, the Horde formed a new order of druids, the plagueshifters, who were charged with reclaiming the Plaguelands and other stricken areas for the Horde.

Plagueshifters fill a specialized role, one typically taken by tauren druids, who are willing to leave Kalimdor and walk in far lands. To become a plagueshifter, one must risk exposure to the deadliest diseases and poisons, and learn to master them. It's a dangerous profession, but just as the mastery of sharp steel has its rewards, so too does the victory over the most insidious enemies of the natural world.

Plagueshifters in the World: Most Plagueshifters are members of the Horde, typically orc shaman who live near the Plaguelands and tauren druids who traveled to Lordaeron and trained themselves to battle the Scourge. They're a relatively recent addition to the Horde's druidic orders, so their influence has not been felt in the world, and the Scourge and the Forsaken haven't taken any notice of them — yet.

Hit Die: d8.

Requirements

Race: Any, though most are tauren and orcs.

Affiliation: Any, though as it is a Horde-conceived notion, all current plagueshifters are members of the Horde.

Base Attack Bonus: +3.

Skills: Heal 8 ranks, Knowledge (nature) 8 ranks.

Spells: Ability to cast *remove disease* as a divine spell.

Class Skills

The plagueshifter's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Sta), Craft (Int), Diplomacy (Cha), Heal (Spt), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Listen (Spt), Profession (Spt), Spellcraft (Int), Spot (Spt), Stealth (Agy), and Survival (Spt). See **WoW RPG**, Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Plagueshifters gain no new proficiencies with weapons or armor.

Spell Slots per Day: At 2nd level and every two levels thereafter, the plagueshifter gains new spell slots per day as if she had also gained a level in the spellcasting class in which she could cast *remove disease* before she added the plagueshifter level. She does not gain any other benefit a character of that class would have gained. If she had more than one spellcasting class in which she could cast *remove disease* before she became a plagueshifter, she must decide to which class she adds each level of plagueshifter for the purpose of determining spell slots per day.

Protection From Contagion (Ex): The plagueshifter is resistant to disease. She gains a bonus equal to her plagueshifter level on saves against disease. Note that this ability becomes moot at 7th level.

Recognize Contagion (Ex): The plagueshifter can recognize any natural disease with a DC 15 Heal check, and any magical disease with a DC 20 Knowledge (arcana) check. The GM may increase the DCs for especially rare diseases.

Unravage (Su): The plagueshifter's mystical forces protect her not only against disease, but also against the creatures that carry them. Against any creature with a disease-causing attack, the plaugetamer gains an insight bonus equal to half her level (minimum +1) on damage rolls and to AC.

***Summon White Pack* (Sp):** At 2nd level, once per day the plagueshifter can summon 1d4+1 strange creatures called white hounds. They have the statistics of normal dogs (see the **Monster Guide** web extras), but they understand the plagueshifter's speech and obey her to the best of their ability. The white pack cures by a touch; they can use *cure light wounds* as a spell-like ability at will

(caster level 1st). In addition, their bites carry a *cure light wounds* effect, which means they can deal extra damage to undead creatures (DC 12 Will save half). The dogs can activate or deactivate this ability at will (so they don't heal living creatures they bite).

The white hounds have an insight bonus equal to the plagueshifter's class level on attack and damage rolls, saving throws, skill checks, ability checks and Armor Class. They receive bonus hit points equal to three times the plagueshifter's level.

This ability is otherwise similar to a *summon nature's ally* spell. The plagueshifter's caster level is equal to 5 + her plagueshifter level. The plagueshifter can use this ability twice per day at 5th level and three times per day at 8th level.

Sanctuary Against Disease (Su): At 2nd level, any creature with a disease-causing attack must make a Will save (DC 10 + the plagueshifter's level in this class + the plagueshifter's Spirit modifier) in order to use that attack against the plagueshifter. The creature may use non-disease-bearing attacks without penalty.

At 6th level, the sanctuary affects all allies within 10 feet. At 10th level, it affects all allies within 20 feet.

Concert of Body and Mind (Ex): At 3rd level, the plagueshifter's body and mind are strong enough to resist the effects of poison, disease and similar effects. Whenever she takes damage to an ability score, she takes –1 fewer point of damage. This resistance to ability damage improves by +1 at 4th level and every two levels thereafter (she reduces ability damage by –2 and 4th level, –3 at 6th level, and –4 at 8th level), until 9th level, when the ability becomes moot.

Turn Vermin (Su): At 3rd level, the plagueshifter can turn or destroy vermin as a priest of her plagueshifter level turns or destroys undead.

Plague Guardians (Su): At 4th level, the plagueshifter can enchant four stones and place them in a square to protect an area from harm. All vermin are unable to enter the area; likewise natural diseases are also barred. *Contagion* spells fail to function in the area; even magical diseases are less effective, for anyone who resides within the guardians' boundaries receives a +4 resistance bonus on his saving throws against disease. All diseased creatures within the area do not spread their illness, nor do they suffer the disease's effects.

The area protected is a square 25 feet on a side, with a stone at each corner. Setting up the area takes 1 minute. The effects last for as long as the plagueshifter cares to leave the stones in place; other effects and creatures cannot move them. *Dispel magic* can suppress the effects for 1d4 rounds (the caster level equals 10 + the plagueshifter's level in this class).

A plagueshifter can have only one set of plague guardians at a time. If she loses them, she can create a new set in 1 hour.

***Purify Food and Drink* (Sp):** At 4th level, the plagueshifter can use *purify food and drink* as a spell-like ability at will. Her caster level equals her plagueshifter level.

Barbaric Fever (Su): At 5th level, as a standard action that does not provoke attacks of opportunity, the plagueshifter can touch a living creature and infect it

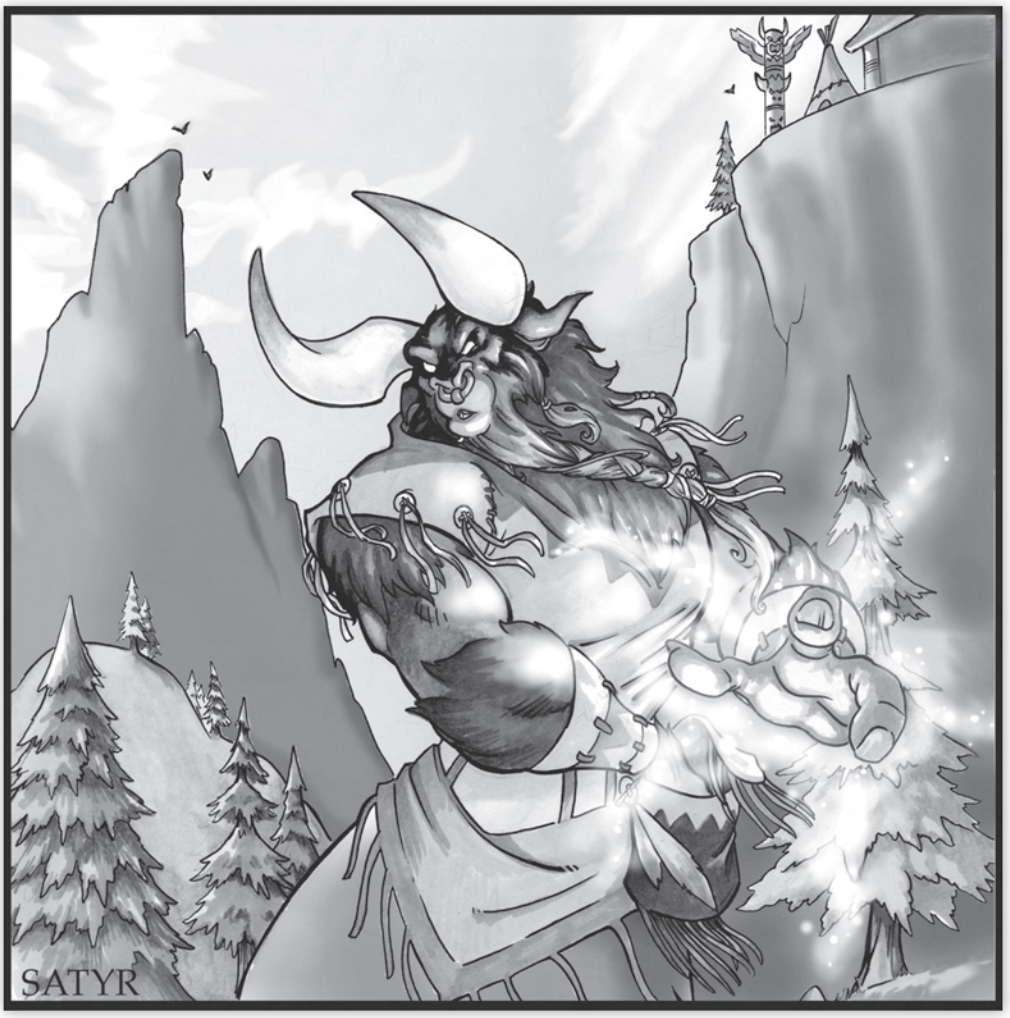


Table 3-6: The Plagueshifter (Psh)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spell Slots per Day
1st	+0	+2	+0	+2	Protection from contagion, recognize contagion, unravage	—
2nd	+1	+3	+0	+3	Sanctuary against disease, *summon white pack 1/day*	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Concert of body and mind (–1), turn vermin	—
4th	+3	+4	+1	+4	Concert of body and mind (–2), plague guardians *purify food and drink*	+1 level of existing divine , spellcasting class
5th	+3	+4	+1	+4	Barbaric fever, reverse plague, *summon white pack* 2/day, wonder of body and mind	—
6th	+4	+5	+2	+5	Concert of body and mind (–3), sanctuary against disease (10 ft.), *spirit of waters*	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Garden of wonders, immunity to disease, spontaneous casting	—
8th	+6	+6	+2	+6	Concert of body and mind (–4), enhanced power, *summon white pack* 3/day	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Symphony of body and mind	—
10th	+7	+7	+3	+7	Sanctuary against disease (20 ft.), soul tree	+1 level of existing divine spellcasting class

with a short-duration, low-grade fever that puts it into a berserker state. This fever produces an effect that is identical to a barbarian's rage ability. The subject is fatigued afterward, as with a barbarian's rage. An unwilling creature can resist this ability with a Will save (DC 10 + the plagueshifter's level + the plagueshifter's Spirit modifier). When the barbaric fever passes, all disease and poison is burned out of the creature's system — any disease or poison from which the subject suffers ends, though ability damage and other effects remain. The plagueshifter can use this ability at will, and an individual creature can benefit from it any number of times per day. This ability does not stack with the rage ability (if the subject is a barbarian or orc, for example).

Reverse Plague (Su): At 5th level, any enemy who casts *contagion* within 30 feet of the plagueshifter affects himself as well as (potentially) his target. He must make a saving throw against his own spell or suffer the disease he chose for his target.

Wonder of Body and Mind (Ex): At 5th level, the plagueshifter's concert of body and mind ability protects her from ability score drain as well as damage.

***Spirit of the Waters* (Sp):** At 6th level, once per day the plagueshifter can summon a greater deep elemental. The elemental must stay in fresh water, and cannot venture more than 120 feet from where it was summoned. All waters within 200 feet of the elemental are made free from corruption and disease and are drinkable; even the polluted filth of the Eastern Plaguelands is cleansed. The elemental remains until the plagueshifter dismisses it (a swift action) or summons another.The water can be polluted again.

This ability is otherwise similar to a *summon nature's ally* spell. The plagueshifter's caster level is equal to 5 + her plagueshifter level.

Garden of Wonders (Su): At 7th level, the plagueshifter may plant a magical garden that yields an incredible bounty of fruits, grain and nuts. She requires a week, working 10 hours each day, to plant the garden, and there must be at least 2,500 square feet of available farming space. The garden then grows on its own for 8 months; the plagueshifter may travel as she likes during this time. After this time, the plagueshifter makes a DC 10 Profession (farmer) check; for every point by which she succeeds on the check, the garden produces enough food to feed 25 Medium creatures (or 10 Large creatures) for an entire year. For example, if the plagueshifter rolls 20 on the Profession check, she exceeds the DC by 10; and that year, the garden feeds 250 orcs or 100 ogres. If the plagueshifter dies during the 8 months the garden grows, the garden withers and dies.

Even normally carnivorous creatures may eat from this garden and be content.

Regardless of pestilence, blight or frost, the harvest cannot be diminished. However, fire (or flooding with befouled water) destroys the garden. The plagueshifter may only grow one garden of wonders each year.

Immunity to Disease (Ex): At 7th level, the plagueshifter gains immunity to all diseases, both magical and mundane.

Spontaneous Casting (Ex): A plagueshifter casts the following spells spontaneously, just as a priest may spontaneously cast *cure wounds* spells. She may expend a 2nd-level spell slot to cast *remove disease*. She may

There was a thumping sound, and Mertada watched as a giant, watery blast squashed her summoned hounds. As she expected, the dogs didn't last long, but they did buy her time to close with her foe. She drew a spear, and sunk it into the elemental. It howled, and bled some green filth that reeked — an almost unbearable stench. She dodged a huge clubbing blow, then a second. The elemental towered over her, and attempted to bestow some blight upon her through force of will. That was a mistake – although she was dwarfed by her foe, her will was stronger. She took a step back, and cried out to the world around her, to bring forth a champion. Suddenly, the waters congealed, foamed, transformed from black to dark blue, and a wave-crowned champion arose. Though half the size of the befouled elemental, it was uninjured. They wrestled, giving Mertada a chance to skewer the befouled creature with her spear, again and again, like a hunter who had seen a seemingly dead boar spring to life on his last hunt, and wanted to assure himself that he would never again question a kill. She felt the land itself prod her while she struck the hateful thing; she was its instrument of nature's revenge, and its power magnified her strikes.

After nearly a minute of furious stabbing, the titan finally fell, and the waters drenched the lands for many yards around its wake. Two bracers fell to the swamped ground with twin thuds. Mertada's victorious elemental roared and swirled the waters; as it did, the stench of decay wafted away, borne on a new, triumphant wind. The defilement would be cleansed, the spring would become drinkable again and no longer taint any streams. The sun paladin staggered over to her, holding his head. She had not seen him dispatch his foe, nor had she taken note of when his singing silenced.

"One of his blows caught me in the skull. Perhaps he cracked it. It hurts to think…."

"You fought well," she answered. It was an honest answer to be sure, for few knights could face a befouled spirit alone, let alone so bravely.

"Thanks," the sun paladin said. "Though this headache almost makes me wish for death. I have availed myself of all healing," the sun paladin explained. "Can you take away this pain?"

"Yes," the tauren answered. "But I will not. You would squander my gift, use it to return to battle and attack my comrades. I will not kill you, but I will also not aid you. Return to your people, and if you strike against my friends, may you feed the grasses today."

The paladin, gritting his teeth, nodded in acknowledgement. "Light be with you," he managed to grunt, and he staggered back to his people. Mertada, however, did not return to hers.

Looking over the spring, she thought she had found the perfect place to plant some flowers.

expend a 3rd-level spell slot to cast *neutralize poison*, and a 5th-level spell slot to use her *spirit of the waters* ability. At 7th level, the plagueshifter may expend a 6th-level spell slot use her *summon white pack* ability.

Enhanced Power (Ex): At 8th level, the plagueshifter focuses on one of her powers. She gains one of the following benefits of her choice:

- Increase the number of plague dogs summoned to 1d6+1.
- Increase her unravage bonus by +2.
- Double the area covered by her plague guardian ability.
- Double the radius affected by the *spirit of the waters*.
- Double the yield of the garden of wonders.
- Gain spell slots as if she had gained a level in her divine spellcasting class (see "Spell Slots per Day," above). (She would, in essence, gain two spellcasting levels at once.)

Symphony of Body and Mind (Ex): At 9th level, the plagueshifter's life force is so strong that she becomes immune to ability score damage, ability score drain and energy drain.

Soul Tree (Su): At 10th level, the plagueshifter can plant a magical tree. Planting the tree takes 1 day, and it grows to maturity in 1 week. The tree has hardness 7, 100 hit points, and vulnerability to fire. Once it is mature, it provides the following benefits.

The tree radiates a zone of protection from contagion and vermin, identical to the zone protected by plague guardians, within a 120-foot radius. If the tree is already within the area of the plagueshifter's plague guardians, the radius increases to 240 feet (or 360 feet, if the plagueshifter enhanced her plague guardian ability at 8th level).

Once per day, the plagueshifter can call on the tree's power and use *cure critical wounds* as a spell-like ability (caster level 20th). She can use this ability only to heal herself.

Once per day, the plagueshifter can call on the tree's power and use *heal* as a spell-like ability (caster level 20th). She can use this ability only to heal herself.

Finally, if the plagueshifter is slain, she is immediately resurrected (as *true resurrection*) at the site of the tree. This causes the tree to wither and die, and she needs to plant a new tree if she wishes to regain its benefits.

The tree is imbued with a piece of the plagueshifter's life force. She loses 1 point of Spirit if the tree is ever destroyed.

The plagueshifter may only have one soul tree at a time.

Potion Doc

Description: The potion doc takes brewing and alchemy to a different level, operating in a different way than a basic alchemist or witch doctor. She combines science and magic in her unique art. She knows how to overcome the restrictions inherit in potion-making, and can create potions — bubbling, unstable concoctions that fizzle and spit vapors — that contain powerful magicks. Perhaps she is best known for brewing potion bombs — toss one of these beakers and watch the explosions. She can put together potions with little effort or cost on her own part, and can even do so on the fly, with just a few seconds of preparation.

The potion doc is a valuable member of any adventuring party, as she continues to develop her unusual magic potential, as she concentrates on her potions. She cannot cast spells like she once could, as her focus is entirely on her creations, but her brews provide excellent support for her companions. Her strange skills — and the arsenal of concoctions at her disposal — help make up for the versatility she lacks in spellcasting. Hers is a strange world — a world of bubbling beakers, of colored liquids burbling with magic, of hissing tubes and lists of mixtures and combinations that are felt instinctively and subconsciously rather than memorized.

Potion Docs in the World: Both magic and science have mystic and unfathomable connotations to most people, and the combination of these two disciplines in the potion doc is disconcerting. Her mind operates on a different level than others'. She walks along with her adventuring party muttering to herself (and seemingly unaware of it), absently snatching bits of leaves, dirt and squirming beetles from the environs and adding them to a vast stock of "ingredients" she keeps in innumerable pockets. She produces vials and beakers from clinking packs, tosses something in and squints as it changes color, then either nods in satisfaction or frowns and adds something else, or shakes it, or taps it with a knuckle. Sometimes she discards her creations, tossing them behind her with a crash-and-shatter — or with a fiery *bang!*

Of course, not all potion docs match this stereotype. Some are genial and pleasant and talk at length about their art. They keep disciplined and orderly labs. Whatever the case, though, potion docs are unnerving, for they possess an odd combination of powers.

Potion docs are uncommon. Few individuals possess both the magical and scientific acumen to take up the path, and most who wish to focus on potions become witch doctors and/or true alchemists (both described in **More Magic & Mayhem**). Some few among these go on to become potion docs. Their studies whet their appetites for more, as they see that they can push their potions to do more, to hold ever greater spells, to be capable of things besides just being gulped.

Trolls — particularly jungle trolls — are the most likely to become potion docs, as they have a strong witch doctor tradition. Forsaken apothecaries, with their interest in dark alchemy, and gnomes, with their scientific interests, and goblins, some of Azeroth's premier alchemists, are also likely candidates. Potion docs among other races are rare.

A potion doc's most important ability is Intellect or Spirit, as she continues to develop her spellcasting potential, though it aims in a different direction. Agility and Stamina can help keep her alive, and Agility also helps her chuck potions at her enemies. Few potion docs have need of Charisma or Strength — their place is behind the lines, casting spells, tossing potions, creating them with surpassing quickness, and taking pride when their allies down their drinks.

Hit Die: d6.

Requirements

Affiliation: Any.

Skill: Craft (alchemy) 8 ranks.

Feats: Brew Potion, Journeyman Alchemist (see **More Magic & Mayhem**).

Spells: Ability to cast 3rd-level spells.

Class Skills

The potion doc's class skills (and the key ability for each) are Concentration (Sta), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Spt), Spellcraft (Int), and Spot (Spt). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Note: See **More Magic & Mayhem** for a description of true alchemy, various alchemical concoctions, and the potion doc's bonus feats.

Unless mentioned otherwise, the potion doc can use any of her abilities with both alchemical concoctions and magic potions.

Weapon and Armor Proficiency: Potion docs gain no new proficiencies with weapons or armor.

Spell Slots per Day: Every time the potion doc gains a level, she gains new spell slots per day as if she had also gained a level in the spellcasting class in which she could cast 3rd-level spells before she added the potion doc level. She does not gain any other benefit a character of that class would have gained. If she had more than one spellcasting class in which she could cast 3rd-level spells before she became a potion doc, she must decide to which class she adds each level of potion doc for the purpose of determining spell slots per day. Note, however, that she loses her ability to actually cast these spells, as described below.

Brew Potion Bomb (Ex): One of the potion doc's more… obvious talents is the ability to create potion bombs. Whereas normal potions take effect when a character drinks them, a potion bomb takes effect when its container shatters.

A potion doc brews a potion bomb just as she would a normal potion, with one exception: The spell the potion holds does not have to target a creature or creatures. She can put any spell at all into a potion bomb, provided it is of an appropriate level. In fact, all her potions are in fact potion bombs (or at least can be used as them). Characters can drink a potion that has a target other than a creature or creatures, but doing so has no effect (other than making the drinker slightly queasy).

Whenever one of the potion doc's potions breaks open, the spell effect occurs at that location. Usually, the potion doc (or another character) throws such a potion. Doing so follows are the normal rules for splash weapons (see **WoW RPG,** Chapter 12: Combat, "Special Attacks," *Throw Splash Weapon*). A direct hit deals no damage, and this attack cannot threaten a critical hit. If the spell normally originates with the caster and is aimed in a direction (such as *lighting bolt* or *burning hands*), the effect aims away from the character who threw the potion. If the potion targets a creature or creatures (or other specific target, like a corpse or an object), the potion requires a direct hit against a creature to take effect. In melee combat, a character can simply splash an opponent with a potion or crush it against him, which requires a melee touch attack and does not provoke attacks of opportunity.

Expert Alchemist: The potion doc gains Expert Alchemist as a bonus feat, even if she does not meet the normal prerequisites.

Great Potions (Ex): The potion doc's initial discoveries allow her to transcend traditional barriers in potion brewing. She can brew potions containing spells of up to 4th level. As she gains levels, she can brew potions containing higher level spells (provided she has spell slots of the appropriate levels, of course), as shown on Table 3–7: The Potion Doc. At 10th level, the potion doc can brew potions containing spells of any level.

Maker's Touch (Ex): The potion doc has a knack at using potions of her own design. When she uses a potion (drinks it, throws it, or whatever) that she created, the spell takes effect as though the potion doc were casting it directly (it uses her caster level and any applicable feats and class features).

Potion Concentration: The potion doc focuses exclusively on her strange art. She cannot cast spells except when creating magic items that use those spells. The spells are still considered to be on her spell list for other purposes, such as activating magic items. This restriction applies to all of the potion doc's classes.

A Little Brains (Ex): At 2nd level, the potion doc knows shortcuts to create potions with less strain on herself. She also knows of all sorts of strange, common (and not so common) ingredients for potions, and

grabs these as she passes them in her adventures. Most potion docs have large satchels full of clinking vials, small pouches, and tiny boxes of esoteric items — red dust, caterpillar legs, maybe a little brains from a defeated opponent. These ingredients help her offset the cost of her creations. She reduces the XP cost for brewing potions by –25%, and she reduces the gp cost for creating both potions and alchemical concoctions by –25%. These reductions apply before any other effects that increase or decrease the costs.

A Little Talent (Ex): At 2nd level, the potion doc can whip up some brews with little effort at all. She can brew potions that cost 0 XP. They take the normal amount of time and gp (both reduced by her other appropriate class features, of course). At any given time, the potion doc can have only 10 of these 0-XP potions in existence — she feels them tug at her on some metaphysical level.

Artisan Alchemist: At 2nd level, the potion doc gains Artisan Alchemist as a bonus feat, even if she does not meet the normal prerequisites.

No Tools (Ex): At 2nd level, the potion doc carries all the tools she needs with her, or she can find them — or can even use only her own hands to create potions and brews. She does not need a lab to create potions, nor does she need an alchemist's kit or alchemist's lab to create alchemical items. She does not take circumstance penalties on Craft (alchemy) checks for using improvised tools. She can use alchemist's labs and kits if she likes, and a masterwork alchemy kit (see **More Magic & Mayhem**) still grants her a +2 circumstance bonus on Craft (alchemy) checks.

Swift Brew (Ex): At 3rd level, the potion doc can brew potions with surpassing speed. Grab a beaker already full of some blue liquid, toss in a handful of rummaged ingredients, mutter a spell… and suddenly it's a potion. She can create a potion or alchemical concoction as a full-round action. She can use this ability a number of times per day equal to her potion doc level + her Intellect or Spirit bonus (whichever is her key spellcasting ability).

Brew Spray Potion (Ex): At 4th level, the potion doc knows how to brew a different kind of potion. This potion bubbles and fizzes, leaping as if to escape the container. The idea is for the potion doc (or another character) to remove the stopper, put her thumb over the opening, and shake vigorously. The potion hisses and turns pale and frothy, filling the container and rumbling against its confines. The character then aims the potion at her enemies, removes her thumb, and the potion sprays out in a 15-foot cone. All creatures in the cone are affected as though they had drunk the potion. Only potions that target a creature or creatures can become spray potions.

A spray potion is like five potions in one. It uses a larger container than normal, and it requires five times as much effort to create (in gp, XP, and spell slots). It counts as five potions for the purpose of the class features a little talent and swift brew.

The potion doc can create spray potions that affect a larger area. For every two additional potions she brews into the spray potion, the cone increases by +5 feet, to a maximum of 30 feet. For example, a spray potion with a range of 20 feet is the equivalent of 7 potions. A spray potion with a range of 25 feet is 9 potions in one, and a spray potion with a range of 30 feet is 11 potions in one.

Using a spray potion is a standard action that provokes attacks of opportunity.

Metapotion Expertise (Ex): At 5th level, the potion doc is adept at brewing potions with metamagic feats. When she prepares a spell modified by a metamagic feat, the metamagic feat increases the spell's level by one level fewer than it normally does, to a minimum of 0. This allows her to more easily brew potions that contain metamagic spells. For example, an empowered *cure moderate wounds* is normally a 4th-level spell, but when the potion doc prepares it, it's a 3rd-level spell.

A Lot of Brains (Ex): At 6th level, the potion doc develops new techniques to create potions on the cheap, both in terms of money and effort. She reduces the XP cost for brewing potions by a further –25%, and she reduces the gp cost for creating both potions and alchemical concoctions by a further –25% (for a total of a –50% reduction for both). These reductions apply before any other effects that increase or decrease the costs.

A Lot of Talent (Ex): At 6th level, the potion doc can have up to 20 potions in existence at any one time that she created with her a little talent class feature.

Metabrew Expertise (Ex): At 7th level, the potion doc bends some of her magical know-how to the scientific art of alchemy. She can apply one or more metamagic feats to alchemical concoctions. She can apply any metamagic feat she knows, but some have no effect, since the concoctions aren't spells. Feats like Empower Spell and Maximize Spell are good choices.

Crafting an alchemical concoction modified by a metamagic feat increases its price by +50% for each level by which the feat raises a spell. For example, Empower Spell makes a spell take up a spell slot two levels higher than normal. Thus, an empowered brew costs twice as much (+100% more) as normal. Apply these increased costs before the a lot of brains class feature.

Master Alchemist: At 8th level, the potion doc gains Master Alchemist as a bonus feat, even if she does not meet the normal prerequisites.

Potion Delay (Ex): At 8th level, the potion doc can create potions and brews that incorporate a delay before they take effect. Two possible methods exist for these delays: time delays and command delays.

A potion crafted with a time delay takes effect a certain number of rounds after it is drunk (or thrown, or sprayed, or whatever). When she brews the potion, the potion doc decides how many rounds will pass before the potion takes effect. She can create a potion with a variable delay (such as 1d4 rounds) if she likes, but most potion docs prefer greater control. The delay can be any length of time up to 10 minutes. Both magic potions and alchemical concoctions can be created with time delays.

Table 3-7: The Potion Doc (Doc)

Base Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spell Slots per Day
1st	+0	+0	+0	+2	Brew potion bomb, Expert Alchemist, great potions (4th), maker's touch, potion concentration	+1 level of existing class
2nd	+1	+0	+0	+3	A little brains, a little talent, Artisan Alchemist, no tools	+1 level of existing class
3rd	+1	+1	+1	+3	Great potions (5th), swift brew	+1 level of existing class
4th	+2	+1	+1	+4	Brew spray potion	+1 level of existing class
5th	+2	+1	+1	+4	Great potions (6th), metapotion expertise	+1 level of existing class
6th	+3	+2	+2	+5	A lot of brains, a lot of talent	+1 level of existing class
7th	+3	+2	+2	+5	Great potions (7th), metabrew expertise	+1 level of existing class
8th	+4	+2	+2	+6	Master Alchemist, potion delay	+1 level of existing class
9th	+4	+3	+3	+6	Conquer barriers, great potions (8th)	+1 level of existing class
10th	+5	+3	+3	+7	Great potions (9th+), potion blood	+1 level of existing class

A potion with a command delay is inert in the drinker's system (or lying in a puddle on the floor, or splashed on an enemy's skin, or whatever) until the potion doc commands it to take effect. Doing so requires the potion doc to mutter some words and wave her hands around — it is, in fact, like casting a spell. To trigger these potions, the potion doc must use a spell slot of the same level of the spell in the potion. Activating a potion with a command delay is akin to casting a spell in many respects — it provokes attacks of opportunity and can be interrupted. If the spell is arcane, it is subject to arcane spell failure chance from armor. Commanding a potion to activate never takes material components or focuses, and it takes verbal and somatic components if the spell does. Commanding a potion to activate takes as much time as casting the spell. The potion doc can command a potion to activate only if she can see the potion (or the creature where the potion now resides) and she is within the spell's normal range. A potion with a command delay remains potent for 1 hour; if the potion doc does not command it to activate within that time frame, it becomes a nonmagic puddle of liquid (or part of the drinker's anatomy, or whatever).

The potion doc can craft only magic potions (not alchemical creations) with command delays.

Conquer Barriers (Ex): At 9th level, the potion doc's extensive study of magic and brewing allows her to create potions of many different kinds that she previously thought were impossible. She chooses another class's spell list. She has access to that spell list and uses those spells as arcane (if she was originally an arcane caster) or divine (if she was originally a divine caster).

Potion Blood (Su): At 10th level, the potion doc's extensive experimentation and experience with potions

My sword bit into the troll's light blue flesh. As blood began to sprout from the wound in his shoulder, I realized my blade was stuck. The barbarous troll was in a frenzied state, and his mouth was frothing as he screeched like a haunted spirit. He didn't seem to feel any pain. An instant after I struck him, he took a step to his left and hit Arham with a mighty blow from his long-handled axe, which he wielded with two hands. The blade tore my companion's breastplate and cleaved into his torso. Luckily, it didn't bite too deeply. Shaken from the force of the blow, Arham took an awkward step backward, unconsciously lowering his shield arm.

Markis, Arham's elder brother, impaled the troll with one of his long knives as I managed to free my weapon from the creature's shoulder. Again, the raging barbarian didn't seem to notice the fresh wound in his back. Instead of turning his attention to Markis or me, he struck Arham again, this time delivering a finishing blow to the head. Markis screamed, and I watched in horror as my companion's lifeless body fell to the ground. I attacked the fiend again. This time my weapon slashed at the troll's side, ripping off some of his thick skin.

As our enemy turned to face us, I saw his beady yellow eyes, which reminded me of those of a snake. For the first time, I noticed his face. It was covered with a thin layer of fur and seemed more bestial than the features of any troll I had ever met. Our raging enemy had a bear-like muzzle and his ears were like those of a wolf. His tusks were longer than most monsters and as sharp as knives, but what surprised me the most was the look in his serpent eyes. This fiend didn't have the gaze of a humanoid: A wild and lethal beast possessed him — of that, I was certain.

This troll was no ordinary barbarian.

mean that she is a walking alchemy lab. Potions and brews course through her system, intermingling with her blood and other vital fluids. The potion doc knows this — and further, she knows how to use it to her advantage, for she can create small, innocuous draughts that trigger the latent potions inside her.

The potion doc chooses five spells (that target a creature or creatures) of 7th level or lower on her spell list and/or alchemical draughts or philters. A spell cannot have an XP component or a material component with a gp cost greater than 100 gp. These spells and brews are latent within her body. The potion doc has a number of small vials that she can drink (like drinking a potion) to activate her potion blood. Creating these vials takes no effort or time; the potion doc is assumed to always have some on hand if she has her equipment with her.

Drinking a vial activates the spell or alchemical brew the potion doc chooses. Only one such latent potion or brew can be active at a time, and at least 1 minute must pass between their durations. The potion doc can activate each latent potion or brew once per day. When the potion doc chooses which five spells and/or brews exist in her system, she can choose the same spell or brew more than once in order to activate it more than once per day.

Primal

Description: Primals believe that every creature is inhabited by a dark, primeval essence. They hold to the notion that each and every living soul is haunted by a beastly force, and that those who accept this fact can eventually ascend to another level of existence — one that is more primitive, but also more connected to nature and the animal kingdom. Though very few can fathom the existence of this whimsical force, primeval characters strive to unlock its secrets. They call this pristine essence "the beast within."

Primals believe that once someone has accepted the beast within himself, he must learn not to suppress it — as most civilized folks were brought up to do. Indeed, the character must welcome it into his heart and soul in order to call upon it in times of need. Thus, primals can tap into this essence and channel the instincts, strength and fury only the beast within can provide.

Long ago, even before they forged their great empires, trolls lived in a primitive world. They shunned civilization and failed to comprehend its ways. Among the many tribes of the jungle trolls, fierce barbarians emerged. As disorganized as they were, these raging warriors formed the bulk of each tribe's military force — and indeed the proud jewels of the trolls' ancient way of life.

Though all barbarians of olden times learned to embrace and control their rage, a few among them connected more fully with their bestial anger as well as with their animalistic insights, exploring and surrendering to the dark, primeval essences that inhabited them. In battle, barbarians of the time — like their modern brethren — fought as if possessed, but among the jungle troll barbarians some truly *were* possessed. They not only reveled in their bestial rage, they completely surrendered to the beast within. Their connection to the dark essence into which they tapped was so strong that their bodies took on beastlike appearances. Eventually, these warriors came to be known as primals.

Today, people view primals as lethal and unpredictable warriors driven by savage natures and primitive instincts. As his connection to the beast grows, a primal takes on an increasingly beastlike appearance, gaining powerful and deadly new abilities as he unlocks the mysteries of the beast within and learns to control it. Primals indeed revel in the bestial fury they can trigger on a whim, but there is more them than meets the eye.

Primals in the World: Civilized society fails to understand primals. Most people — even among the Horde — believe that primals are too bestial, too bloodthirsty and too unpredictable to be trusted. Indeed, the majority of those who have crossed swords with a primal did not live to regret it; those who survived now make it a point not to anger them, and indeed do their best to avoid contact with primals. Primals are not welcomed in cities under Alliance control. Since few people dare confront them, primals are often left alone for several days before soldiers or town folk organize to drive them away.

Among the Horde, primals are at the same time mistrusted for their incomprehensible connection to the beast within and admired for their sharp instincts and feral bestiality. Thus, their peers often view them as undesirable necessities. Though they are an invaluable addition to the Horde military, in most Horde member's minds, primals serve only one purpose: to wage war. In times of peace (which are certainly rare), even the Horde considers them a sometimes dangerous but always menacing nuisance.

Primals consider themselves illuminated and blessed with powers far beyond what others can comprehend. Thus, they frequently view those who would cast them out as frightened and ignorant fools. Preferring the simple ways of primitive people, primals feel more at home among barbarians and shaman — and these characters indeed are more welcoming and understanding toward primals.

Although the tradition of the primal hails from the jungle troll tribes, and almost all those who practice this strange profession are from this race, a few orcs and tauren recently uncovered how to unlock the beast within. Taught by jungle troll primals, orcs and tauren who follow this philosophy are rare, but they have the potential to become just as powerful as their teachers.

Strength and Stamina are important to primals, who rely on brute force and endurance to beat their foes. Strength has obvious benefits in melee. A good Stamina increases their already amazing ability to take physical punishment. Because typical primals wear no armor or light armor, a good Agility score is also an asset. While some of the primals' class skills rely on Spirit, other mental attributes have little importance to them.

Hit Die: d12.

Requirements

Race: Orc, tauren or troll.

Alignment: Any chaotic.

Affiliation: Any, though most are members of the Horde or are unaffiliated.

Base Attack Bonus: +6.

Feats: Cleave, Iron Will, Power Attack.

Special: Ability to rage at least once per day.

Class Skills

The primal's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Spt), Spot (Spt), Survival (Spt) and Swim (Str). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Primals gain no new proficiencies with weapons or armor.

Rage (Ex): The primal can rage one additional time per day at 1st level, 3rd level, and every three levels thereafter (6th and 9th).

Wild Empathy (Ex): A primal can use body language, vocalizations and demeanor to improve the attitude of any creature of the animal, magical beast or vermin types. At 1st level, the primal gains wild empathy, as the druid ability of the same name.

Aspect of the Beast (Su): Upon reaching 2nd level, subtle changes in the primal's physical appearance emerge. His physique takes on the most common features of a wild beast. His hair becomes coarser; his face takes on more angular features; and his skin thickens, changes color or grows hairier. This gradual metamorphosis provides the primal with a +1 natural armor bonus to AC as well as a +2 bonus on Intimidate checks. The natural armor improves to +2 at 5th level and to +3 at 8th level. Similarly, the bonus on Intimidate checks improves to +4 at 5th level and to +6 at 8th level.

As the primal gains experience, his body continues to change, becoming more beast-like. Upon attaining 5th level, the primal's nails turn yellow and harden. His teeth become pointier, as though they were gradually turning into fangs. At 8th level, the primal reaches the apex of this mutation; his body now looks like an unnatural mixture of his original race and a strange type of creature. From this time forth, he appears more beast than humanoid. If his creature type was humanoid, it changes to monstrous humanoid.

Feral Fury: Unlike barbarians and berserkers, who harness their rage to become more powerful, a

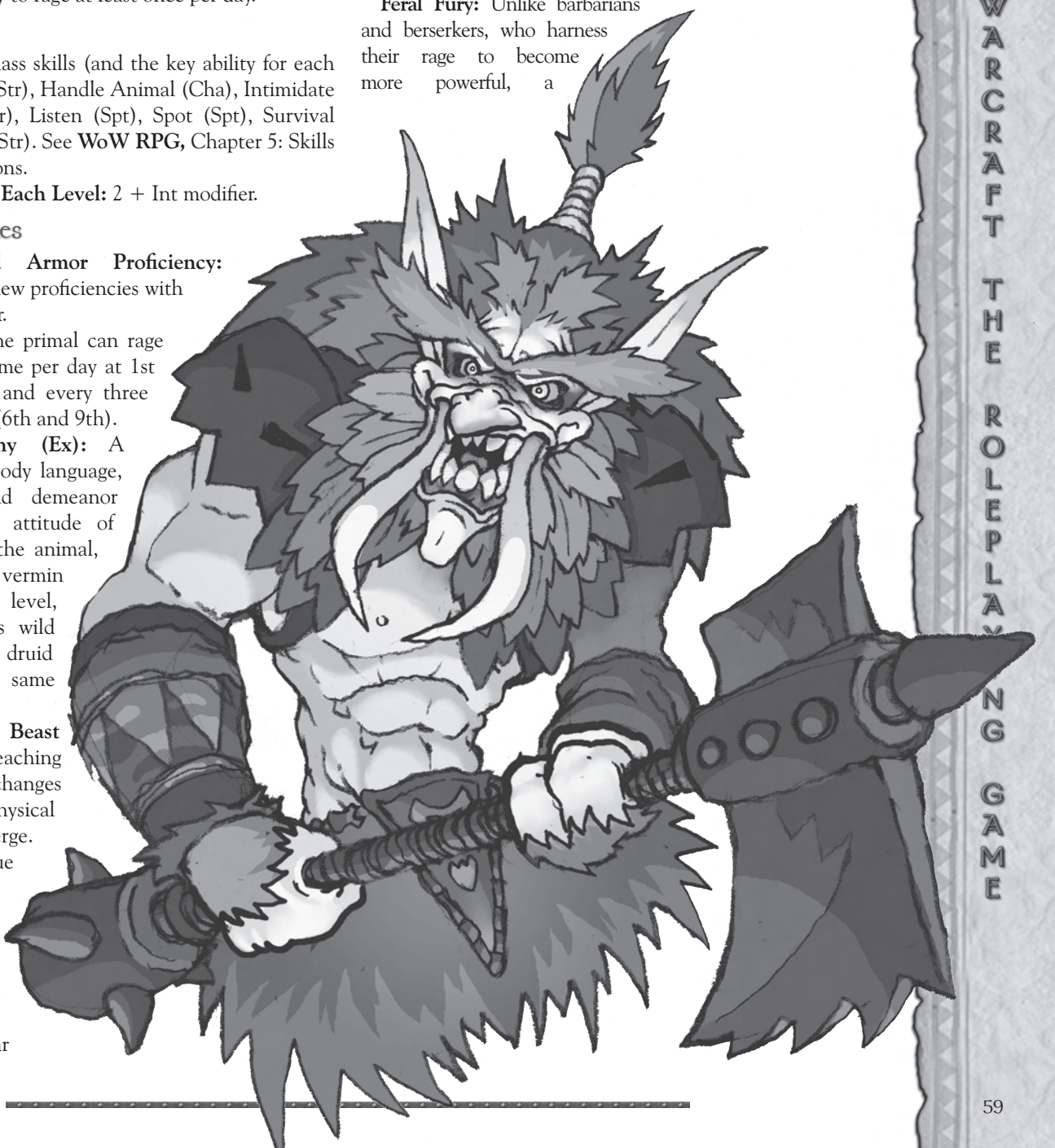


Table 3-8: The Primal (Pml)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Additional rage, wild empathy
2nd	+2	+3	+0	+0	Aspect of the beast +1/+2, feral fury
3rd	+3	+3	+1	+1	Additional rage, bestial strength +1, wild sight 60 feet
4th	+4	+4	+1	+1	Feral fury
5th	+5	+4	+1	+1	Aspect of the beast +2/+4
6th	+6	+5	+2	+2	Additional rage, bestial strength +2, feral fury
7th	+7	+5	+2	+2	Wild sight 90 feet
8th	+8	+6	+2	+2	Aspect of the beast +3/+6 (monstrous humanoid), feral fury
9th	+9	+6	+3	+3	Additional rage, bestial strength +3
10th	+10	+7	+3	+3	Feral fury, rage 6/day

primal channels his fury from the beast within. Unlike most characters, the primal accepts — and indeed embraces — the wild and often macabre aspects of the beast that inhabits all creatures. More importantly, he learns how to draw from this primeval essence and turn his rage into devastating fits of anger not unlike those of the wildest beasts.

Upon reaching 2nd level and every second level thereafter (4th, 6th, 8th and 10th), the primal learns one of the following special abilities:

Animal Instincts (Ex): Like the beast within him, the primal is constantly on guard. His instincts become so well honed that he can trigger a rage in response to someone else's action. He can enter a rage as an immediate action (during anyone else's turn). In addition, for as long as he rages, he gains a +1 bonus on Listen and Spot checks for every two levels he has in this class.

Beastly Strike (Su): While raging, the primal grows fangs, horns or claws. The primal must choose the type of natural weapon available to him when he gains this ability. The primal's fangs, horns or claws remain until his rage ends.

A primal considers this new appendage a natural weapon with which he is proficient. See **Monster Guide**, Chapter 5: Monster Types, Subtypes, and Abilities, "Natural Weapons" for more information. A primal may use his natural weapon only if he is wearing light armor or no armor.

The damage for the primal's natural weapon is listed on the table below.

Character Size	Claw Damage	Bite/Gore Damage
Small	1d3	1d4
Medium	1d4	1d6
Large	1d6	1d8

Frightening Rage (Ex): A primal with this ability becomes so fearsome while raging that he produces a fear effect every time he flies into a rage. Any enemy within 10 feet of the primal while he is raging must make a Will save (DC 10 + 1/2 the primal's level in this class + the primal's Charisma modifier) or become shaken (taking a –2 penalty on attack rolls, saving throws, skill checks and ability checks). This effect ends as soon as the victim moves out of range or the primal no longer rages. However, if a victim who was shaken moves back to within 10 feet of the primal, he is automatically shaken again.

Savage Charge (Ex): A raging primal with this ability can make devastating charges against his enemies. If the primal charges while in a rage, he can make a full attack.

Unstoppable Beast (Ex): A primal draws his force of will from the beast within, and a primal with this ability becomes an unstoppable force in a brawl. While he rages, the primal is immune to nonlethal damage. Each time he takes lethal damage, he may also attempt a Will saving throw (DC 10 + damage dealt) to halve the amount.

Bestial Strength (Ex): As he grows more in touch with the beast within, the primal's body continues to change. At 3rd level, the muscles of his body become thick and sinewy, granting the primal a +1 bonus to Strength. This bonus increases to +2 at 6th level and to +3 at 9th level.

Wild Sight (Su): Upon attaining 3rd level, the primal's eyes mutate into those of a wild animal. The primal's irises turn into an eerie yellow, green or white shade while his pupils become darker and shaped like those of a feline or other type of animal or magical beast. The primal gains darkvision up to 60 feet. If he already has this ability, he gains the Improved Darkvision feat (see the **Alliance Player's Guide,** Chapter 2: Class Options), which adds 60 feet to his darkvision's range.

At 7th level, the range of the primal's darkvision increases by +30 feet.

Pyremaster

Description: Orcs burn their dead. In a world filled with magic, magic insinuates itself in ritual. Founded in the mysteries of certain cults on Draenor, the pyremaster is the enactor of ritual. This funerary priest guides the dead through fire, through loss of flesh, so their naked spirits may conquer the elements; in order to protect his duties (and his person), he commands both bone and fire.

Pyremasters in the World: Orc pyremasters are scattered across Azeroth. Places where fire and heat are dominant (particularly in the Burning Steppes and the Searing Gorge) are cult strongholds.

Hit Die: d8.

Requirements

Race: Orc only, though it is conceivable that orcs could teach the class's secrets to others.

Affiliation: Any, though as only orcs are pyremasters, they are all independent or members of the Horde.

Base Attack Bonus: +3.

Skill: Knowledge (arcana) 2 ranks, Knowledge (religion) 8 ranks.

Special: The pyremaster must have conducted a funeral for a great orc warrior (at least 10th level). Also, at one time he must have willingly exposed himself to at least 30 points of fire damage and survived.

Class Skills

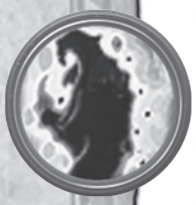
The pyremaster's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Sta), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Spt), Spellcraft (Int), and Survival (Spt). See **WoW RPG**, Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Pyremasters gains no new proficiencies with weapons or armor.

Funerary Rites (Su): A pyremaster conducts the funeral rites of the challenge of flame and flesh, which allegedly burns away impurity and weakness as the deceased's spirit goes to the afterlife. This ritual takes an hour to perform and requires a pyre, along with at least 10 gp of sacred oils and musks.



Funerary Rites Bonuses

Level of Cremated Character	Pyremaster's Bonus
6th–9th	+1
10th–12th	+2
13th–15th	+3
16th+	+4

These rites have a practical benefit as well as a religious one: the ritual brings the pyremaster closer to the spirits and bestows special blessings. For 24 hours after the pyremaster conducts a funeral for a great champion (of at least 6th level), he gains a morale bonus on his attack rolls, damage rolls and saving throws, and to Armor Class. The bonus depends on the level of the fallen creature, as shown on the table below. In the (likely) event of multiple funerals, the pyremaster receives the bonus only for the highest-level creature he's cremated that day.

Resistance to Fire (Su): The pyremaster has resistance to fire 5 at 1st level. This increases to resistance to fire 10 at 3rd level.

Amplify Flame (Su): At 2nd level, the pyremaster can amplify a fire attack. Whenever the pyremaster deals fire damage (for example, if he uses a weapon with the *flaming* property, or if he casts *rain of fire*), the damage increases by +1 per damage die. For example, a *flaming* weapon in the pyremaster's hands deals an additional 1d6+1 points of fire damage, and *rain of fire* deals 3d6 points of bludgeoning damage and 2d6+2 points of fire damage.

At 5th level, whenever any creature or object (friend or foe) within 10 feet of the pyremaster takes fire damage, the damage increases by +1 per damage die. At 8th level, the radius increases to 20 feet.

Summon Burning Undead (Sp): At 3rd level, the pyremaster can use *summon undead* as a spell-like ability. The level of the spell depends on the pyremaster's level in this class, as shown on the table below.

Summon Burning Undead Levels

Pyremaster's Level	Spell
3rd–4th	*Summon undead IV*
5th–6th	*Summon undead V*
7th–8th	*Summon undead VI*
9th–10th	*Summon undead VII*

The creatures the pyremaster summons with this ability are aflame. Their attacks (both melee and ranged) deal an additional +1d6 points of fire damage, and anyone who strikes them with natural weapons (such as fists) takes 1d6 points of fire damage. A creature who grapples one takes 1d6 points of fire damage each round. The undead also have the fire subtype.

The pyremaster can use this ability a number of times per day equal to half his pyremaster level. His caster level equals 5 + his pyremaster level.

Flaming Weapons (Su): At 4th level, the pyremaster can set his weapons ablaze with magical fire at will. All weapons he wields, including natural weapons, gain the *flaming* property.

Create Pyre (Su): At 5th level, as a full-round action that provokes attacks of opportunity, the pyremaster can cause a 10-foot-by-10-foot section of ground within 30 feet to erupt in magical flames. The flames burn for 1 minute per pyremaster level. They deal 1d6 points of fire damage for every two levels the pyremaster has in this class. Creatures in the area when the pyremaster uses this ability can make Reflex saves (DC 10 + the pyremaster's level in this class + the pyremaster's Charisma modifier) to move to the nearest unoccupied square out of the flames and take half damage. A creature passing through the flames also takes this damage and cannot attempt a Reflex save to reduce it. The flames provide concealment.

The pyremaster can use this ability at will. Note that his amplify flames ability affects it. A creature can dispel the pyre; the pyremaster's caster level with this ability is equal to his pyremaster level.

Pyremaster's Brand (Su): At 5th level, if a pyremaster makes a successful grapple check, he may brand his target instead of dealing damage. He places a mark on the character's skin that burns for 2d4 rounds, dealing 1d6 points of fire damage each round. Only one brand may burn on a creature's skin at a time. Anyone who receives a brand takes a –2 penalty on attack rolls against the pyremaster and –2 penalty on saves against the pyremaster's abilities for as long as the brand remains.

Immunity to Fire (Su): At 6th level, the pyremaster gains immunity to fire (natural and magical).

Speak With Ashes (Su): At 6th level, the pyremaster may speak with the ashes of a dead creature. He may ask as many questions as he wishes. The ashes' knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic or repetitive. If the creature's alignment was different from the pyremaster's, the ashes get a Will save (DC 10 + the pyremaster's levels in this class + the pyremaster's Charisma modifier) to resist this ability.

The pyremaster can use this ability on ashes that have been deceased for any amount of time, but the ashes must represent the bulk of the creature's body. Partial ashes may be able to give partial answers or partially correct answers.

The pyremaster cannot actually speak to the person (whose soul has departed). This ability instead draws on the imprinted knowledge stored in the ashes. The ashes retain the imprint of the soul that once inhabited them, and thus they can speak with all the knowledge that the creature had while alive. The ashes, however, cannot learn new information. Indeed, it can't even remember being questioned.

The pyremaster can use this ability at will.

Table 3-9: The Pyremaster (Pym)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Funerary rites, resistance to fire 5
2nd	+1	+3	+0	+3	Amplify flame
3rd	+2	+3	+1	+3	Resistance to fire 10, *summon burning undead*
4th	+3	+4	+1	+4	Flaming weapons
5th	+3	+4	+1	+4	Amplify flame (10 ft.), create pyre, pyremaster's brand
6th	+4	+5	+2	+5	Immunity to fire, speak with ashes
7th	+5	+5	+2	+5	*Fiery divination*
8th	+6	+6	+2	+6	Amplify flames (20 ft.), *control bones*
9th	+6	+6	+2	+6	Flame of renewal
10th	+7	+7	+3	+7	*Dominate flaming creature*

***Fiery Divination* (Sp):** At 7th level, once per day as a full-round action, the pyremaster may stare into the still-burning embers of bones he's cremated and receive a portent of the future. This ability works like the *divination* spell. His caster level is 5 + his pyremaster levels. He is limited to one divination per set of bones.

***Control Bones* (Sp):** At 8th level, the pyremaster can use *control undead* as a spell-like ability at will. He can use this ability only on skeletal creatures and risen creatures (and, at the GM's discretion, other creatures composed solely of bone). His caster level is 5 + his pyremaster levels, and the DC to resist it is (10 + pyremaster level + Charisma modifier).

Flame of Rebirth (Su): At 9th level, whenever the pyremaster would take fire damage, he instead heals a like amount of damage. For example, if a 9th-level pyremaster uses his create pyre ability on the ground he stands on, he regains 4d6+4 hit points (and an additional 4d6+4 each round).

***Dominate Flaming Creature* (Sp):** At 10th level, the pyremaster uses *dominate monster* as a spell-like ability at will. He can use this ability only on creatures with the fire subtype. His caster level is 5 + his pyremaster levels, and the DC to resist it is (10 + pyremaster level + Charisma modifier).

Shadow Ascendant

Description: The Forgotten Shadow is a powerful religion that sweeps through the Forsaken. A devotee may throw off the shackles of her zombielike body, becoming one with the Shadow. Those who succeed become shadow ascendants.

Outsiders do not understand the process that fuels the ascendants' evolution from a physically powerful but slow corpse to a quick and deadly shadow. The Cult of Forgotten Shadow, however, preaches that all Forsaken are born from the Shadow, and that they carry a portion of the Shadow within them. By strengthening her ties to death and undeath, the ascendant manifests her inner Shadow, bonding with it until she becomes a living shadow, the ultimate manifestation of the Shadow from which she was born.

As the Forsaken undertakes her journey, many changes manifest. The Forsaken's skin darkens, and shadows cling to her body. Her features blur and become indistinct, almost as if they were melting away. The ascendant becomes more sensitive to light, preferring to stay in darkness. Later, the air becomes cold around the ascendant. Her voice echoes, as if she speaks both words and thoughts. The ascendant becomes one with darkness and shadows, and she feels her emotions grow colder and darker as she continues down this path.

At the culmination of this path, the ascendant's body fades, and she becomes a living shadow. While the Forsaken loses the strength of an undead body, she gains the perfection of undeath, an incorporeal and inhumanly powerful free soul. This form resembles her old form, but without facial features. Hair and body shape remains, formed of the stuff of shadows, and eyes remain as burning red balls of unholy light. The Forsaken still has a body, however, and is not truly incorporeal as a ghost is. The ascendant's shadow body bears some substance, almost like an ephemeral, inky fluid, but it is so wispy that it almost doesn't exist.

Shadow Ascendants in the World: Shadow ascendants, obviously, are universally Forsaken. Ascendants come from all walks of life, but most are

priests, though the occasional warrior or rogue may find ascension in the Forgotten Shadow.

Most Forsaken revere ascendants as the perfection of death and their own inner darkness. An ascendant is a powerful creature, a physical manifestation of the Shadow, free of mortal constraints such as a body or feelings. Shadow ascendants hold a special place in the Cult of Forgotten Shadow. Most ascendants are followers of that faith, and expound that their transformations are proof of the faith's truthfulness. Ascendants attend the cult as prophets, leading clergies to the path of true undeath. Even ascendants who claim to be atheists have some knowledge of religions and faith, if just to understand their own undead bodies and the Shadow from which they were born. Secretly, an ascendant must have a little faith to begin the transformation, despite how atheistic she may be.

Among the Horde, ascendants serve as nigh-invisible spies, priests and assassins. These living shadows frighten other Horde members, but the Horde bears a measure of respect toward them. The shadow-creatures they become resemble some shaman and voodoo spirits, though dark and uncontrollable. Tauren are wary of the creatures, which exude an overpowering stink of death to the tauren's spirit-sensitive noses. On the other hand, some trolls revere those who complete their manifestations of true undeath as dark Loa spirits, and go out of their way to please ascendants.

Hit Die: d12.

Requirements

Race: Forsaken.

Affiliation: Any, though as Forsaken are members of the Horde, and shadow ascendants are as devoted to Sylvanas as they are to the Forgotten Shadow, all known shadow ascendants are members of the Horde.

Base Attack Bonus: +4.

Skills: Knowledge (religion) 2 ranks.

Feat: Cannibalize (see Chapter 2: Class Options).

Special: Must have three levels in the Forsaken racial class. The Shadow ascendant is a sort of extension of that class.

Class Skills

The Shadow ascendant's class skills (and the key ability for each) are Bluff (Cha), Craft (Int), Intimidate (Cha), Jump (Str) and Stealth (Agy). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Shadow ascendants gain no new proficiencies with weapons or armor.

Death's Grace: As the Forsaken ascends the normal coils of undeath and transforms to an undead shadow, she grows supernaturally quicker. She gains +2 Agility at 1st, 4th and 8th levels.

Hide in Plain Sight (Su): An ascendant can use the Stealth skill to hide even while being observed. As long as she is within 10 feet of some sort of shadow,

Hakin stood silently in the woods, petting his dire wolf companion with great nervousness. The orc hated returning to Lordaeron, and not just for the bad memories. Ever since the Scourge conquered the place, Lordaeron just didn't feel right. The spirits of the land — they cried in Lordaeron, painfully. Da'kar whined in fear, and Hakin reassured his companion that this would be over soon.

Why in the world did Thrall let these undead bastards into the Horde? You didn't have to be a shaman to see what would happen. The undead were just using the Horde! Their curse, and how only shaman can heal it? Bah! Since the Dark Lady's race had been part of the Horde, the Forsaken haven't even come close to finding a cure. They hadn't even shown a desire to cure their undead states.

What's worse, Hakin had heard rumors that a few Forsaken wish to become even more undead than they already are, if you can believe that. Followers of this weird faith, called the Forsaken Shadow or something like that, believe that, by empowering themselves, they can grow to something that's greater than other Forsaken. He'd never seen any of these super-Forsaken, but even the rumors contradicted the Forsaken's reasons for joining the Horde. Thrall should be warned of this new development.

Hakin was so distracted that he never heard the Forsaken ambassador approach. "Forgive the wait. I was dealing with an important matter in Undercity. Welcome to the Tirisfal Glades, shaman." The voice came from behind, but when Hakin turned, he still couldn't see the ambassador. The voice was odd, hollow and echoing, and sent shivers up his spine. His wolf hunched down on its quarters and whined.

"Show yourself," Hakin said with weak conviction. "I prefer to talk to those I can see."

"As you wish." The undead didn't walk so much as glide out from a hollow, and Hakin's throat constricted. It took him a moment to distinguish the dark shape from the shadows around it, but suddenly two burning, red eyes opened and made it all too easy. The creature was the shadows, a hulking image crafted out of darkness. Hakin could barely make out hints of a former humanity in the living shadow, the outline of radically-spiked hair, of cruel undead claws on its hands. "Does my state offend you, orc?" The undead spoke, and though it had no face, those burning eyes twinkled in amusement.

an ascendant can hide from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Improved Cannibalism (Su): An ascendant heals 1d4 hit points per Hit Die each round while cannibalizing a corpse.

Increased Hit Die: As the Forsaken continues on the path of true undeath, her Hit Die increases. At 2nd, 6th and 10th level, the Forsaken's current and future Hit Dice increase by one step, up to a maximum of d12+2. This ability stacks with the increased Hit Die feature from their racial levels. Thus, at 10th level, regardless of her class, the ascendant's Hit Die is always d12+2.

Improved Darkvision (Su): At 2nd level and 7th level, the range of the ascendant's darkvision increases by +30 feet.

Shadow Drain (Ex): At 3rd level, an ascendant can attempt to drain the shadows from a creature, and through its shadows, absorb its life forces. If the ascendant pins a foe during a grapple, she drains its shadows, dealing 1d4 points of Stamina damage each round that she maintains the pin. Every time the ascendant deals Stamina damage in this way, she gains 5 temporary hit points. These temporary hit points last for 1 hour. When the ascendant uses this ability, the victim's shadows drain into the ascendant — the hollows in his facial features, under his hair, and beneath his body pale into nothingness.

The ascendant may use this ability to cannibalize a corpse as well, as normal, but she does not need to actually eat any flesh. Furthermore, the healing is more effective, and the ascendant regains 5 hit points per Hit Die each round while cannibalizing a corpse. She does not gain temporary hit points when feasting on corpses. While the ascendant feeds, the corpse begins to wither, until it turns to dust. This otherwise functions as the cannibalize ability.

Summon Shade (Su): At 3rd level, the ascendant animates her own shadow into a shade resembling her. Unlike a normal shade, this shadow's alignment matches that of the ascendant, and the creature is always visible to the ascendant. The shade cannot be turned, rebuked or commanded. It serves as a companion to the ascendant and can communicate with her. Every third level the ascendant gains adds +2 HD (and the corresponding skill points, feats and base attack and base save bonus increases) to her shadow companion. Furthermore, at 4th level the shade's touch deals 1d2 points of cold damage, and at 8th level it deals 1d4 points of cold damage.

If the shade companion is destroyed, or the ascendant chooses to dismiss it (which she can do at any time), the ascendant must attempt a DC 15 Fortitude save. If she fails, she loses 200 XP per ascendant level. A successful saving throw reduces the loss by half, to 100 XP per ascendant level. The ascendant's experience point total can never drop below 0 as the result of a shadow's dismissal or destruction. A destroyed or dismissed shade companion can be replaced after 30 days.

While the ascendant has a shadow companion, she does not have a shadow of her own.

See Invisibility (Su): At 4th level, the ascendant can see any invisible creature, as if with a permanent *see invisibility* spell.

Table 3-10: The Shadow Ascendant (Sha)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Death's grace (+2 Agility), hide in plain sight, improved cannibalism
2nd	+1	+0	+3	+0	Increased hit die, improved darkvision (90 ft.)
3rd	+2	+1	+3	+1	Shadow drain, summon shade
4th	+3	+1	+4	+1	Death's grace (+2 Agility), shadow jump 20 ft., see invisibility
5th	+3	+1	+4	+1	Spider climb
6th	+4	+2	+5	+2	Increased hit die, shadow jump 40 ft., summon shade (1d2 cold damage)
7th	+5	+2	+5	+2	Energy drain, improved darkvision (120 ft.)
8th	+6	+2	+6	+2	Death's grace (+2 Agility),, shadow jump 80 ft., true sight
9th	+6	+3	+6	+3	Shadow tendrils, summon shade (1d4 cold damage)
10th	+7	+3	+7	+3	Increased hit die, shadow jump 160 ft., shadow ascendance

Shadow Jump (Su): At 4th level, the ascendant can travel between shadows as if by means of a *dimension door* spell. The magical transport must begin and end in an area with at least some shadow. The ascendant can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. Every two levels higher than 4th, the distance an ascendant can jump each day doubles (40 feet at 6th level, 80 feet at 8th level, and 160 feet at 10th level). The ascendant can split this amount among many jumps, but each one, no matter how small, counts as a minimum of 10 feet.

Spider Climb (Su): At 5th level, the ascendant may climb any surface as though under the effects of a *spider climb* spell.

Energy Drain (Su): At 7th level, the ascendant's slam attack bestows one negative level upon a successful hit. A foe may make a Fortitude saving throw (DC 10 + ascendant level + Charisma modifier) to avoid gaining a negative level. The DC to remove a negative level is also (10 + ascendant level + Charisma modifier).

Every time the ascendant bestows a negative level, he gains 5 temporary hit points. These temporary hit points last for 1 hour.

True Sight (Su): At 8th level, the ascendant can see the truth, as if with a permanent *true seeing* spell.

Shadow Tendrils (Sp): At 9th level, the ascendant can cause innumerable tendrils of shadowstuff to sprout from her body. This ability functions as *Ner'zhul's black tentacles,* except that: the effect is centered on the ascendant; the tentacles don't affect her; and if the ascendant moves out of her square during the ability's duration, the tendrils retract into her body and the effect ends. The ascendant may use this ability three times per day, and her caster level is equal to her levels in this class.

Shadow Ascendance (Su): At 10th level, the ascendant finally throws off the shackles of her body and becomes a living shadow. She gains the incorporeal subtype. As an incorporeal undead, she no longer has a Strength score, and cannot use any mundane item unless it has the *ghost touch* property (see **More Magic & Mayhem,** Chapter 4: So Shiny!, "Magic Weapon Special Properties"). She loses her slam attack, but gains an incorporeal touch attack that deals 1d4+2 points of cold damage plus her energy drain ability. Her natural armor changes to a deflection bonus which stacks with the deflection bonus an incorporeal undead normally receives (thus she has a deflection bonus of 4 + his Charisma modifier). She can drain shadows only from a helpless victim or a corpse, however, as she can no longer grapple corporeal foes. She retains all other abilities.

The ascendant finds herself unable to stand bright lights. While in a source of bright light (whether natural sunlight or from a spell), she takes a –2 penalty on attack rolls, saving throws and skill checks. Furthermore, any light-based attack (such as the *holy light* spells — see **More Magic & Mayhem** — or damage from a *brilliant* magical weapon) deals double damage to the ascendant.

Shadow Hunter

Description: Like other practitioners of voodoo, shadow hunters deal with the darker aspects of the spirit world. Unlike witch doctors and members of other professions associated with this ancient faith, shadow hunters claim to develop a special bond with voodoo spirits called the Loa. Able to channel the essence of some of these extremely potent beings — and often acting with their blessings — shadow hunters gain special abilities only the Loa can grant.

As they grow in experience, the shadow hunters' bond with the Loa strengthens and their connection to these powerful voodoo spirits eventually gives them the ability to curse and heal at a whim.

Brave practitioners of rituals and dark rites, shadow hunters tread a cautious line between darkness and light. Often misunderstood but always respected by those who have witnessed their eerie powers, shadow hunters rely on faith in the Loa and the ability to communicate with them. Through the magic of prayer and ritual, a shadow hunter spends a lot of time maintaining the particular relationship he shares with the Loa.

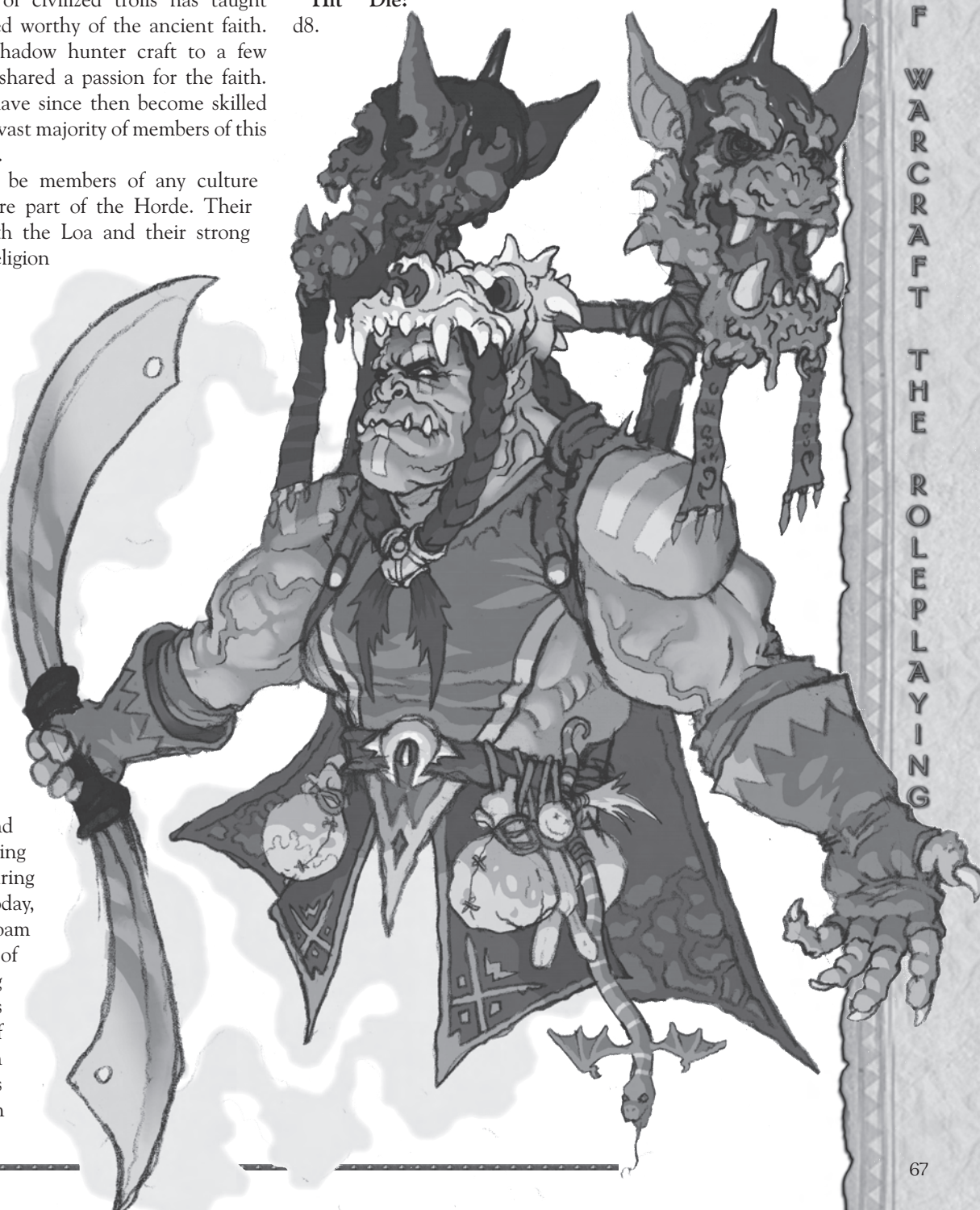
Shadow Hunters in the World: The shadow hunter's craft originated within jungle troll society. Since joining the Horde, this breed of civilized trolls has taught voodoo to others deemed worthy of the ancient faith. They also taught the shadow hunter craft to a few special individuals who shared a passion for the faith. Some orcs and tauren have since then become skilled shadow hunters, but the vast majority of members of this class remain jungle trolls.

Shadow hunters may be members of any culture and society, but most are part of the Horde. Their intrinsic connection with the Loa and their strong faith in the traditional religion of the jungle trolls make shadow hunters veritable paragons of the faith. Thus, most jungle trolls view shadow hunters as the sacred keepers of their ancient beliefs. As such, shadow hunters ensure that the Loa continue to bless their people by maintaining the age-old traditions and strengthening bonds with the powerful spirits.

Traditionally, most shadow hunters remain in their homelands, providing sound counsel to tribal chieftains and warriors as well as lending a hand in battle and during other times of need. Today, many shadow hunters roam the world in search of adventure while seeking to further their faith as well as the interests of their people. In olden times, shadow hunters donned special rush'kah masks when performing ceremonies. As they travel throughout the lands of Azeroth, many shadow hunters wear these unique ceremonial masks to cover their features and inspire fear in others.

The shadow hunters' spells, several class skills and some class abilities rely on Spirit, so a high Spirit score is essential to all shadow hunters. Other mental abilities are an asset to shadow hunters, as they are the key abilities for several of their class skills (not to mention the fact that shadow hunters play important social roles in their tribes). Most shadow hunters also hold Agility and Stamina in high esteem. These abilities improve the shadow hunters' capacity to avoid damage as well as their overall endurance and toughness in combat.

Hit Die: d8.



Requirements

Race: Any.

Affiliation: Any, though all known shadow hunters are members of the Horde or are independent.

Skills: Knowledge (religion) 5 ranks, Survival 5 ranks.

Spells: Ability to cast 3rd-level divine spells.

Class Skills

The shadow hunter's class skills (and the key ability for each) are Climb (Str), Concentration (Sta), Craft (Int), Heal (Spt), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Spt), Spot (Spt), Survival (Spt), and Swim (Str). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Shadow hunters gain no new proficiencies with weapons or armor.

Spells Slots per Day: Every time a shadow hunter gains a level in this class, he gains new spell slots per day as if he had also gained a level in the divine spellcasting class in which he could cast 3rd-level divine spells before he added the shadow hunter level. He does not gain any other benefit a character from that class would have gained. If he had more than one divine spellcasting class in which he could cast 3rd-level divine spells before he became a shadow hunter, he must decide to which class he adds each level of shadow hunter for the purpose of determining spells per day.

Spirit of the Loa: The voodoo faith of the shadow hunter deals with beings they call the Loa. Supposedly, these spirits are mighty entities that grant the faithful extraordinary powers. By calling upon these voodoo spirits, the shadow hunter gains special blessings with which he can combat darkness and help those in need. The abilities granted vary according to the Loa the shadow hunter calls upon. Unless otherwise specified, activating each of these abilities is a standard action that provokes attacks of opportunity.

A shadow hunter can choose to learn any one of the following abilities from the Loa at 1st level. He may choose another spirit of the Loa ability at 3rd, 7th and 9th level.

Battle Stride (Su): The Loa Legba is a master of swift motion. Through him, the shadow hunter learns to bestow great speed and grace to his allies. A number of times per day equal to half his shadow hunter class level, the shadow hunter can grant his allies a +4 bonus on initiative checks (this bonus applies even if the allies have already rolled their initiative checks) and +10 feet to their base land speed. The number of allies he can affect with this ability equals his shadow hunter class level. Affected allies must be within 30 feet of the shadow hunter when he uses this ability. The effects of battle stride last for a number of rounds equal to the shadow hunter's shadow hunter level + his Spirit modifier (minimum of 1 round). This ability does not affect the shadow hunter.

Healing Shower (Sp): Lukou is the Loa of healing and respite. She grants the shadow hunter the ability to heal his allies. With a word, the shadow hunter can invoke a scintillating rain of positive energy, which drops from the sky to heal all living allies it touches.

This ability, usable once per day, functions as the *healing rain* spell with the exception that the positive energy has no effect against undead in its area — Lukou grants the capacity to heal, but she has no power over the restless dead. The shadow hunter's caster level is equal to the caster level of his highest divine spellcasting class (which is probably his shadow hunter class).

Smite Undead (Su): Samedi is the Loa of cemeteries and the restful sleep of the dead. In Samedi's eyes, the undead are abominations that should be destroyed. A shadow hunter with this ability may attempt to smite an undead with one normal melee attack. He must declare his intent to use smite undead before he makes his attack roll. The shadow hunter gains a bonus on his attack roll against the undead creature equal to his Spirit modifier (if positive). If he hits, he deals an additional amount of damage equal to his shadow hunter level. The shadow hunter may use this ability once per day at 2nd level, twice per day at 4th level, and one additional time every three levels thereafter (three times at 7th level and four times at 10th level). If the shadow hunter accidentally smites a creature that is not undead, the smite has no effect, but the ability is still used up for that day.

Stormspear (Su): Shango controls the realm of storms, and he guards the secrets of lightning and mayhem. By channeling the fury of this powerful and often unpredictable Loa, the shadow hunter can throw a lightning bolt that deals electricity damage equal to 1d4 + his Spirit modifier (if positive). This attack does not provoke attacks of opportunity, requires a ranged touch attack and has a range of 30 feet. The shadow hunter may use this ability at will.

Boon of the Loa: At 5th level and at 10th level, the shadow hunter unlocks more powerful secrets from the Loa. His years of experience and his special relationship with the Loa grant him a special boon, which he must choose from the following:

Hex (Sp): Ogoun, the Loa of war, teaches the shadow hunter to place dire curses upon his enemies. Once per day, the shadow hunter may change a single targeted individual into a frog. This ability functions as the *baleful polymorph* spell except that it always turns the target into a frog (use the statistics for a toad; see the **Monster Guide** web extras for details). The shadow hunter's caster level is equal to the caster level of his highest divine spellcasting class (which is probably his shadow hunter class).

Serpentine Form (Sp): Dambala, the Loa of serpents and treachery, teaches the shadow hunter to move swiftly and quietly by changing his shape into that of a serpent. This ability functions like the *polymorph* spell, with the following

Table 3-11: The Shadow Hunter (Swh)

Base Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spell Slots per Day
1st	+0	+0	+0	+2	Spirit of the Loa	+1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	—	+1 level of existing divine spellcasting class
3rd	+2	+1	+1	+3	Spirit of the Loa	+1 level of existing divine spellcasting class
4th	+3	+1	+1	+4	—	+1 level of existing divine spellcasting class
5th	+3	+1	+1	+4	Boon of the Loa	+1 level of existing divine spellcasting class
6th	+4	+2	+2	+5	—	+1 level of existing divine spellcasting class
7th	+5	+2	+2	+5	Spirit of the Loa	+1 level of existing divine spellcasting class
8th	+6	+2	+2	+6	—	+1 level of existing divine spellcasting class
9th	+6	+3	+3	+6	Spirit of the Loa	+1 level of existing divine spellcasting class
10th	+7	+3	+3	+7	Boon of the Loa	+1 level of existing divine spellcasting class

exceptions. Serpentine form may only affect the shadow hunter, and he can turn himself only into a snake. (See the **Monster Guide** web extras and the **Alliance Player's Guide,** Chapter 9: Creatures.) The shadow hunter's caster level is equal to the caster level of his highest divine spellcasting class (which is probably his shadow hunter class).

Spirit Champion

Description: A spirit champion is a mighty warrior who embraces the spirits, to assist him in his battles. He strengthens his spiritual connection until he can feel the spirits flowing within his body and thoughts, strengthening his arms and quickening his mind. Whispered fragments impart insight into battle as ancestors speak of ways to overcome all foes. The spirit champion ceases to fight for his own reasons; he battles to honor the spirits and to further their wishes. Often, these wishes coincide with his own, but occasionally the spirit champion embarks on a path for reasons that are unclear to him. He does so faithfully, trusting in the spirits to point him in the right direction.

The spirit champion is a deadly melee combatant. His spiritual nature strengthens his mind in ways that most warriors ignore. Insight grants him speed and accuracy, and he can call upon native spirits to lend him aid. He is a contemplative warrior, likely to meditate through the dawn before silently lifting his sword or totem and walking calmly into battle.

Spirit Champions in the World: Since the orcs' rediscovery of their spiritual heritage, their mindsets have changed. Shaman appear and commune with spirits and with their ancestors. The orcs' relationship with the tauren further broadens and strengthens their new faith, and with it comes new psychology. No longer are orcs bloodthirsty crazies; they are an ancient and noble people, bound by honor and ties to their allies. This societal revolution sweeps up all orcs in its flow. Some orcs combine this new understanding with their warlike natures and become spirit champions.

Many tauren also take up the mantle of the spirit champion. Indeed, the tauren legacy of spirit champions extends back for millennia. It was they who helped the orcs discover this path. Most tauren spirit champions call themselves followers of the totem.

Orcs and tauren sometimes teach the secrets of the spirit champion to their allies, but the class is rare among other races. A few half-orcs, half-ogres, and jungle trolls become spirit champions. Forsaken and forest trolls favor their own dark faiths and care not for the spirits. Spirit champions in the Alliance are unknown.

Strength is important to a spirit champion, as his role is on the front lines, striking down his enemies. Spirit is perhaps his most important ability because, as its name implies, it represents his connection to the spirits and ancestors that watch over him and his receptivity to their insights. Agility is helpful, as spirit champions wear little armor, and Stamina helps keep him around. Spirit champions value Intellect in others, but their focus is elsewhere. Most are distant from mortal society, as evidenced by their low Charismas.

Hit Die: d10.

Requirements

Race: Any. Most spirit champions are orcs or tauren.

Affiliation: Any, though all current spirit champions are members of the Horde. The Alliance has different values, and even spirit champions who might break with the Horde do not defect to the Alliance.

Alignment: Any non-chaotic.

Base Attack Bonus: +5.

Skills: Concentration 3 ranks, Knowledge (religion) 3 ranks.

Feat: Follower of the Totem.

Weapon Proficiencies: Must be proficient with all simple and martial weapons.

Class Skills

The spirit champion's class skills (and the key ability for each) are Climb (Str), Concentration (Sta), Handle Animal (Cha), Jump (Str), Knowledge (religion) (Int), Listen (Spt), Spot (Spt), and Swim (Str). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Spirit champions gain no new proficiencies with weapons or armor. In addition, wearing armor heavier than light inhibits some of the spirit champion's abilities, as described below. Spirit champions rely on the spirits to protect them, through insight and wisdom as well as direct intervention. To wear heavy armor is to insult them.

Spiritual Concentration (Ex): Spirit champions focus on the mind, and with their focus they can transcend physical limitations. When you make a Concentration check, you can use your Spirit modifier instead of your Stamina modifier.

Spiritual Defense (Su): The spirits protect the spirit champion, providing him with instinctual insights to avoid blows. He swings his weapon up and steps to the side, not really knowing why, and an instant later he parries a blow from an unseen source. As long as he wears light armor or no armor, he adds 1 point of Spirit bonus (if any) per spirit champion level to his AC. For example, a 2nd-level spirit champion with a Spirit of 16 (granting a +3 bonus) adds +2 to his AC; at 4th level, he has a +3 bonus (the maximum allowed by his Spirit score, even though his spirit champion levels allow another point). He retains this bonus against touch attacks and when flat-footed, though he loses it if he is helpless.

Ancestral Knowledge (Su): Ancestral spirits whisper in the spirit champion's mind. Since the spirit champion is a being of combat, many of these ancestors are mighty warriors, perhaps spirit champions in their day. They speak of maneuvers and tactics, of feints and cleaving blows, and their whispers bypass the normal means of understanding and bleed into the spirit champion's subconscious mind. At 2nd level, as a free action, the spirit champion can call upon this ancestral knowledge of combat to gain one temporary feat. He must choose a feat that is available to warriors as a bonus feat, and

Meditative Strength

Degree of Success	Benefit
0 or less	None
1–5	+1 insight bonus on melee damage rolls, or +1 insight bonus on ranged damage rolls, or +2 insight bonus on checks with a single skill
6–10	+1 insight bonus to AC, or +1 insight bonus on melee attack rolls, or +1 insight bonus on ranged attack rolls, or +1 insight bonus on all saving throws
11–15	+2 sacred bonus to Stamina, Intellect or Charisma
16–20	+2 sacred bonus to Strength, Agility or Spirit

he must meet all prerequisites associated with that feat. However, the feats he gains with ancestral knowledge count as prerequisites for these purposes.

For example, if a spirit champion wishes to gain temporary use of the Great Cleave feat, he must have a Strength score of 13. He can use ancestral knowledge to gain Power Attack, use it again to gain Cleave, then use it a third time to gain Great Cleave.

The spirit champion can use this ability only during his turn. The feats remain for a number of rounds equal to half his spirit champion level + his Spirit modifier (minimum 1 round). He can use this ability twice per day at second level and two additional times per day at 4th level and every two levels thereafter, as shown on Table 3–12: The Spirit Champion.

The spirit champion can use this ability only if he wears light armor or no armor.

Meditative Strength (Su): Spirit champions meditate, especially before battle. They prefer quiet places of natural beauty, such as mountaintops and forest glades, but they can meditate anywhere as long as they are undisturbed. They use this time to renew their bonds with the spirits and focus themselves on the tasks that lie ahead. At 3rd level, once per day the spirit champion may enter a meditative state. This meditation takes 1 hour, and if the spirit champion is interrupted the meditation has no effect but is still used up for that day. Most spirit champions meditate at the beginning of the day, but they do not have to do so.

When the spirit champion meditates, he makes a DC 10 Concentration check. He cannot take 10 or 20 on this check, nor can he try again. The degree by which be beats the DC results in one or more benefits, as shown on the table below. The benefits last for 18 hours. Unlike other skill checks, a roll of a 1 is always a failure.

The bonuses on the table stack with each other and with themselves. The spirit champion can gain multiple benefits by dividing his degree of success. For example, if the spirit champion gets a 19 on his Concentration check, he can gain a +1 insight bonus to AC (since he beat DC by 6–10). He can instead gain a +2 insight bonus on melee damage rolls (since he beat the DC by 1–5 twice).

Calm Mind (Ex): The spirit champion's mind is at peace and is difficult to disturb. At 5th level, he gains a +4 bonus on saving throws against mind-affecting effects.

Spirit-Favored Weapon (Su): At 7th level, the spirit champion can request certain spirits to enter his weapon and lend their fury to his strikes. Activating this ability is a standard action that provokes attacks of opportunity. The spirit champion makes a DC 10 Concentration check. He cannot take 10 or 20 on this check, and a roll of a 1 is always a failure.

If the check succeeds, a single weapon the spirit champion holds is considered magic for the purposes of bypassing damage reduction. It also gains one or more additional magic properties, as shown on the table below.

As with meditative strength, the spirit champion's degree of success on the Concentration check determines this ability's effects. Also as with meditative strength, the bonuses on the table stack with each other and with themselves, and the spirit champion can divide his degree of success to gain

Spirit-Favored Weapon

Degree of Success	Property the Weapon Gains
0 or less	None, and the spirit champion is stunned for 1 round
1–5	+1 enhancement bonus on attack and damage rolls
6–10	*Defending, merciful, multiattack, numbing, returning, seeking,* or *thundering*
11–15	*Flaming, frost, shock,* or *vicious*
16–20	*Fiery wrath, flaming burst, icy burst, instinct, shocking burst,* or *wounding*
21–25	*Axiomatic, holy* (only if the spirit champion is good), or *unholy* (only if the spirit champion is evil)

Table 3-12: The Spirit Champion (Spc)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Spiritual concentration, spiritual defense
2nd	+2	+3	+0	+3	Ancestral knowledge 2/day
3rd	+3	+3	+1	+3	Meditative strength
4th	+4	+4	+1	+4	Ancestral knowledge 4/day
5th	+5	+4	+1	+4	Calm mind
6th	+6	+5	+2	+5	Ancestral knowledge 6/day
7th	+7	+5	+2	+5	Spirit-favored weapon
8th	+8	+6	+2	+6	Ancestral knowledge 8/day
9th	+9	+6	+3	+6	*Commune with spirits*
10th	+10	+7	+3	+7	Ancestral knowledge 10/day, spiritual transcendence

multiple abilities. For example, if the spirit champion gets a 22 on his Concentration check, he might grant his weapon the *flaming* property (since he beat the DC by 11–15). He might instead grant his weapon a +1 enhancement bonus and the *defending* property (since, for instance, he can divide his 12 points by which he beat the DC into 7 for the *defending* property, and 5 for the +1 enhancement bonus).

See **More Magic & Mayhem** for a description of these magic weapon properties. Enhancement bonuses granted by the spirits stack with enhancement bonuses supplied by a magic weapon but not with other enhancement bonuses.

The spirit champion can use this ability an unlimited number of times per day. The effects last for a number of rounds equal to his Spirit modifier (minimum 1 round). He can use this ability only if he wears light armor or no armor.

***Commune With Spirits* (Sp):** At 9th level, the spirit champion can contact the spirits and ask a question of them. The spirits usually answer, but often do so in cryptic ways meant to improve the spirit champion or reveal to him something about himself. This ability functions as the spell *divination;* the spirit champion can use it once per day as a spell-like ability. His caster level is equal to his levels in this class.

Spiritual Transcendence (Su): At 10th level, the spirit champion has such an understanding of the spirits, and has established such a strong relationship with them, that he has both the ability and the permission to join them — to a small degree. Once per day, as a standard action that does not provoke attacks of opportunity, the spirit champion can turn himself and everything he carries (up to 250 pounds of equipment) incorporeal. He remains incorporeal until he chooses to end this effect or for a number of rounds equal to his spirit champion levels + his Spirit modifier.

Spirit Walker

Description: A spirit walker's ancient eyes shine with the light of a thousand souls. His body is a vessel, a conduit from the land of the dead to the land of the living. Through him rushes the power and the knowledge of his tribal ancestors, a rush that both intoxicates and disorients. The spirit walker wields the power of countless minds if he proves strong enough to bear the weight of so many souls.

Tauren and orcs revere spirit walkers, but also fear them. The spirit walker lives only partially in the mortal world. His mind roams freely and countless personalities invade his memories and his thoughts. When speaking to a spirit walker, one can never be entirely certain that only the spirit walker replies. He speaks with the voices of the ancients. Elderly spirit walkers sometimes lose all memories of their original selves, slipping from one spirit to the next without warning or control. But in his prime, a spirit walker displays strength and knowledge greater than the most experienced shaman.

Most spirit walkers learn of their unique natures during puberty. The young spirit walker experiences intense dreams over the course of a month. In each dream he seems to live someone else's life — an ancestor he recognizes, or a stranger from long ago. The young spirit walker is confused and disoriented upon awakening, unable to decide if he is now awake or if the other life was his real one, and this life but a dream. A shaman can guide the spirit walker through this transition, but spirit walkers apart from their communities do not understand what is happening to them. This leads to fear, even panic, and sometimes a deep distaste for the calling imposed on him. Such spirit walkers may never resign themselves

fully to their path after having been so traumatized by their awakening.

Not all spirit walkers realize their purpose in youth. Some live normal lives until one night the dreams begin. Even elderly tauren have been known to develop spirit walker powers, sometimes only days before death.

The stress of handling so many spirits turns a spirit walker's pelt or hair snow white over the years. Some tribes consider a tauren born with a white pelt to be destined to become a spirit walker. Such children sometimes refuse their destiny, but almost all give in eventually. Fevered lucid dreams fill their nights, and their days seem still to be half-dreams as they remember places they've never been and recognize people they've never seen. Only shaman training affords control over these visitations; spirit walkers who resist training often descend into madness.

Spirit Walkers in the World: Only tauren became spirit walkers in the past. With the Horde's revitalized interest in shamanism, however, orcs have taken an interest in studying the path of the spirit walker. The orcs lost much of their history when they left Draenor and now struggle to retrieve the knowledge. Some see spirit walking as the best way to uncover the lost rituals of the past.

A spirit walker feels an almost zealous loyalty toward his community. The spirits of countless loyal ancestors fill his mind, impressing the need to serve the tribe on their host. Despite this devotion, a spirit walker can feel set apart from his tribemates. He sees a friend not only as his friend, but as the child of a slain warrior spirit, as the grandchild of an elderly spirit, as the sibling of a mournful child spirit. This makes personal relationships complicated and difficult. A spirit walker is a loner who sits apart from the others but defends them fanatically in times of trouble.

The rest of the tribe senses the conflict within a spirit walker. Members of the tribe treat their spirit walker with respect and deference, but resist forming close relationships with him to avoid further complicating his life. Spirit walkers rarely establish families. They live apart from the tribe they devote themselves to forever.

Sometimes a spirit walker needs time apart from his tribe. He embarks on a solitary journey to find a measure of inner strength. These adventures refresh the spirit walker. Sometimes the spirit walker joins with other adventurers, out of a desire for companionship separate from the tangle of bloodlines in his mind. Sometimes a spirit walker has a particular purpose; his calling means he has access to information about hidden treasures, lost items, and ancient tombs to explore. Researching these memories often leads him to valuable items and information that helps the tribe.

Shamanistic training is required for a spirit walker to unlock his power. Shaman/warriors and shaman/hunters are not uncommon, as many spirit walkers live ordinary lives before they receive their calling. Tauren spirit walkers favor the tauren totem weapons of their tribe, while orcs favor claws of attack.

Recently, spirit walkers have appeared in ever-growing numbers. Many see this trend as an ill omen of a coming age.

Hit Die: d8.

Requirements

Race: Any, though all known spirit walkers are tauren or, rarely, orcs.

Affiliation: Any, though all known spirit walkers are members of the Horde.

Skills: Knowledge (religion) 8 ranks, Knowledge (the planes) 8 ranks.

Feats: Follower of the Totem, Vision Quest (see Chapter 2: Class Options).

Spells: Ability to cast 2nd-level shaman spells.

Class Skills

The spirit walker's class skills (and the key ability for each) are Concentration (Sta), Craft (Int), Heal (Spt), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Profession (Spt), Speak Language, and Spellcraft (Int). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: The spirit walker is proficient with all simple weapons. Tauren spirit walkers are also proficient with tauren totems. Orc spirit walkers are also proficient with orc claws of attack.

Spell Slots per Day: Every time a spirit walker gains a level in this class, he gains new spell slots per day as if he had also gained a level in the divine spellcasting class in which he could cast 2nd-level shaman spells before he added the spirit walker level. He does not gain any other benefit a character from that class would have gained. If he had more than one divine spellcasting class in which he could cast 2nd-level shaman spells before he became a spirit walker, he must decide to which class he adds each level of spirit walker for the purpose of determining spells per day.

Spiritus Mundi (Sp): The spirit walker can tap into the collective memory of his ancestors. He understands things and can't explain why, and recognizes people he has no way of knowing. His memories are tangled and twisted with those of his spirit kin, and sometimes he isn't sure whose memories he is remembering. This ability manifests as odd little snippets of knowledge, fragments of legend and song and little-known facts about mysterious areas.

A spirit walker may make a spiritus mundi check with a bonus equal to his spirit walker level + his Intellect modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. The spirit walker may not take 10 or take 20 on this check. The GM determines the difficulty class of the check based on the table below.

Ancient Knowledge: At second level, the spirit walker gains a +2 bonus on checks with a single Knowledge skill that he chooses. At 6th level he gains another +2 bonus on checks with a different Knowledge skill.

Table 3-13: Spiritus Mundi DCs

Check	Result
10	Common legends, living people, well-known locations
15	Uncommon legends, people dead less than 50 years, locations known only to the spirit walker's people
20	Obscure legends, people dead less than 500 years, forgotten locations
30	Ancient legends, people dead less than 1,000 years, well-hidden locations
45	Fantastic legends, people dead any amount of time, locations long forgotten and never recorded in text

Disorientation: At 4th level, the stress of channeling so many spirits begins to tell on the spirit walker's psyche. He takes a –4 penalty on saves made to see through illusions. At 8th level this disorientation worsens, and the spirit walker takes a –4 penalty on saves made to resist enchantment spells and effects.

Spirit Form (Su): At 4th level, once per day, as a standard action that does not provoke attacks of opportunity, the spirit walker can turn himself and everything he carries (up to 250 pounds of equipment) incorporeal. He remains incorporeal until he chooses to end this effect, or for a number of rounds equal to his spirit walker levels + his Spirit modifier.

Ancient Battles (Su): At 5th level, sometimes the spirit walker receives a flash of insight while in combat. He remembers past battles of countless ancient spirits, each one guiding him in his present battle. As a free action, he grants himself an insight bonus equal to his spirit walker level on his next attack roll. He may use this ability once per day at 5th level and twice per day at 10th level.

Mass Spirit Form (Su): At 7th level, the spirit walker may make allies incorporeal along with himself. When activating his spirit form class feature, the spirit walker may target up to one ally per two spirit walker levels who also become incorporeal. Each can carry up to 250 pounds of equipment. Each ally enters spirit form when the spirit walker does, and leaves spirit form when the spirit walker does.

Ancient Tactics (Su): At 9th level, the spirit walker remembers ancestral battles in such detail that he can modify his tactics in combat. The spirit walker can gain a dodge bonus to AC equal to half his spirit walker level. He can activate this ability as a free action, and can maintain it for a number of rounds per day equal to his spirit walker level. He does not have to manifest the bonus on consecutive rounds, but the total number of rounds per day cannot exceed his spirit walker level.

Summon Ancestral Spirit (Sp): At 10th level, the spirit walker can summon a specific ancestor spirit into the physical world. This spirit is the same race as the spirit walker and has 12 class levels. The spirit walker chooses a name for the spirit, as well as his

Table 3-14: The Spirit Walker (Spw)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spell Slots per Day
1st	+0	+0	+0	+2	Spiritus mundi	+1 level of existing divine spellcaster class
2nd	+1	+0	+0	+3	Ancient knowledge	+1 level of existing divine spellcaster class
3rd	+2	+1	+1	+3	—	+1 level of existing divine spellcaster class
4th	+3	+1	+1	+4	Disorientation, spirit form	+1 level of existing divine spellcaster class
5th	+3	+1	+1	+4	Ancient battles 1/day	+1 level of existing divine spellcaster class
6th	+4	+2	+2	+5	Ancient knowledge	+1 level of existing divine spellcaster class
7th	+5	+2	+2	+5	—	+1 level of existing divine spellcaster class
8th	+6	+2	+2	+6	Disorientation, mass spirit form	+1 level of existing divine spellcaster class
9th	+6	+3	+3	+6	Ancient tactics	+1 level of existing divine spellcaster class
10th	+7	+3	+3	+7	Ancient battles 2/day, summon ancestral spirit	+1 level of existing divine spellcaster class

classes and equipment (the ancestral spirit has 40,000 gp worth of equipment). The spirit walker should also have a good idea of the ancestral spirit's history, as this is a hero of his people.

Summoning the ancestral spirit functions like *summon monster,* and the spirit walker can do so once per day. His caster level is equal to the caster level of his highest divine spellcasting class. Though the ancestral spirit is a spirit, it is a corporeal creature when the spirit walker summons it.

No other creature can use the ancestral spirit's equipment. When the spirit walker gains a level, the ancestral spirit gains one as well. If the spirit walker loses a level, so does the ancestral spirit.

If the ancestral spirit dies, the spirit walker cannot summon it again for 1 week.

Spymaster

Description: Spymasters are a rare group of spies among the Horde, masters of disguise. Like the Alliance's infiltrators, a spymaster's main purpose is to charm and manipulate her way into the enemy's trust. However, the Horde's spymasters serve a much more insidious purpose; they are both parts spy and assassin.

As a spymaster learns her craft, she learns several useful abilities. She gains insight into the sentient mind, learning how people act and instinctively reacting via a crude, learned form of telepathy. This ability extends into battle; a spymaster learns to feel the ebbs of her opponents' thoughts and to react before they do. A spymaster can extend her telepathy to her stealth, clouding the minds of those around her and rendering herself momentarily invisible. A spymaster also learns that the body is just as malleable as the mind: The ultimate goal of the spymaster is to become so good at disguises that she can physically alter her body into anyone she wishes.

Spymasters in the World: The Horde is the only faction with the knowledge of how to become a spymaster. Rumors say the half-orc Garona was the first to learn the skills, based originally on knowledge gained from tortured Alliance infiltrators, and warped with the Horde's fel magics. This is not to say that a spymaster's abilities are vile — just their origins.

Most spymasters are half-orcs and Forsaken: races already familiar with how humans think and act. Most other races of the Horde are not quite as disciplined or diplomatic enough to learn the arts of disguise and telepathy. Occasionally an orc or troll proves smart and charismatic enough to become a spymaster.

A spymaster's style tends toward the flamboyant, and they are often vain. A spymaster is never content with her normal self, and constantly adjusts to fit her idea of the perfect creature. Spymasters rarely work with other characters, preferring to be by themselves, in part due to their knowledge of what everyone else is thinking. They also tend to be overconfident in their abilities, walking with a certain swagger, and leap at any challenging job just to prove they can do it.

The Horde uses spymasters for most undercover jobs, where chicanery is more important than force. Unlike Alliance infiltrators, however, a spymaster is more often an assassin as well. A common use of a spymaster is to have the agent slip in unnoticed and replace a servant

Deathtouch, Master of Disguise

Little is known of the life of the Forsaken spymaster Deathtouch. Before he became Forsaken, he was a farmer struggling to survive on the outskirts of Lordaeron City. He was one of the first to die during Arthas's conquest of the continent. He remembers plowing a field, and turning to face a pack of ravaging ghouls. He woke up to a dark night, lying on blighted soil. At first, he was frightened by his new life, but then he met Sylvanas. No one knows what she said to him, but from that moment forward he became one of her deadliest slayers. Deathtouch learned the arts of the spymaster to further his usefulness to the Dark Lady. Unknown to the Alliance, Deathtouch has assassinated a high-ranking noble in Stormwind and slowly gains political power, impersonating the noble and controlling his lands. While his servants are beginning to suspect their master, the damage has already been done, and Deathtouch has increased the length of the Forsaken's arm all the way to Stormwind.

or bodyguard, assuming the murdered victim's role until she can get close enough to kill her targets. Occasionally, a spymaster assumes the role of an assassinated noble, using the victim's wealth and influence to wreak havoc. It isn't unheard of to discover a prized counselor has all along been an agent of the Horde in disguise. Uncovering the spymaster often is even more damaging than leaving the false agent in power, as it shatters the confidence of citizens and creates suspicion among best friends. Who else may be an agent in disguise?

Most spymasters hail from the rogue class, though many come from the expert NPC class. Any person who shows intelligence and cunning attracts the interest of a spymaster. Spymasters frown on crude, muscle-bound types, and thus rarely get along with barbarians and warriors. Most spymasters are indifferent to divine casters, as many are strict atheists. They constantly see into the hearts of others, and doubt that any divine creator would honor such petty creatures. Spymasters enjoy the power and abilities of arcanists, since their powers originated with arcane magic.

Hit Die: d6.

Requirements

Affiliation: Horde only.

Skills: 5 ranks in the following skills, and 8 ranks in at least two of them: Bluff, Diplomacy, Disguise, Gather Information, Listen, and Sense Motive.

Class Skills

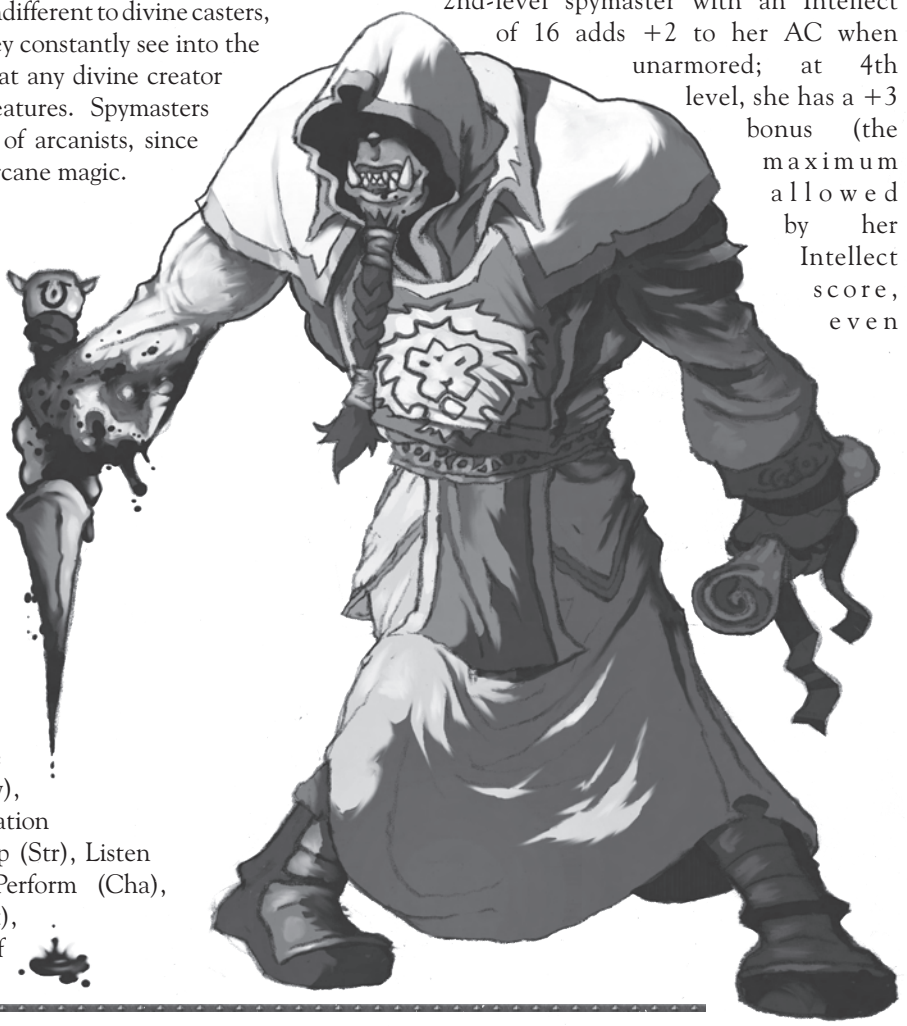
The spymaster's class skills (and the key ability for each) are Appraise (Int), Balance (Agy), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Agy), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Jump (Str), Listen (Spt), Open Lock (Agy), Perform (Cha), Profession (Spt), Search (Int), Sense Motive (Spt), Sleight of Hand (Agy), Speak Language, Spot (Spt), Stealth (Agy), Swim (Str), Tumble (Agy), Use Magic Device (Cha), Use Rope (Agy), and Use Technological Device (Int). See **WoW RPG** Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

Weapon and Armor Proficiency: Spymasters gain no new proficiencies with weapons or armor.

Canny Defense (Ex): A spymaster's instincts and intelligence are so honed that she can judge the angle and thrust of an incoming blow sufficiently to deflect or otherwise avoid the attack. When unarmored, the spymaster may add 1 point of Intellect bonus (if any) per spymaster class level to her AC. For example, a 2nd-level spymaster with an Intellect of 16 adds +2 to her AC when unarmored; at 4th level, she has a +3 bonus (the maximum allowed by her Intellect score, even



Word on the Street

DC	Time	Type of Information	Explanation
10	Instant	General	Local happenings, rumors, gossip, and the like
15	Instant	Specific	Information that relates to a particular question
20	1 hour	Restricted*	Includes facts that aren't generally known and requires that the spymaster locate someone who has access to such information
25	1d4+1 hours	Protected*	Information that might involve some danger, either for the one asking the questions or the one providing the answer

*** There's a chance that someone will take note of anyone asking about restricted or protected information.**

though her spymaster levels would allow another point). This bonus to AC applies even against touch attacks, but not if the spymaster is flat-footed or otherwise denied her Agility bonus.

Word on the Street (Ex): The spymaster filters information constantly and remembers everything. Through regular contacts, gossip, crystal ball chats, and other situations, he has a deep knowledge of everyday things. The spymaster can make a Gather Information check, garnered from previous carousing, usually much faster than other characters. The DCs, time it takes the spymaster to make the check, and sort of information she gathers appears on the table below.

False Affiliation (Ex): The spymaster fits in with whatever group she chooses to associate with. At 2nd level, the spymaster can successfully emulate any affiliation, whether it be Alliance, Scourge, or whatever. This class feature negates the normal penalty on Charisma-based checks when dealing with members of other affiliations (See **WoW RPG**, Chapter 7: Description, "Affiliation"). Divination effects still reveal the spymaster's true motives.

Uncanny Dodge (Ex): At 2nd level, spymaster gains uncanny dodge, as the rogue ability of the same name (see **WoW RPG,** Chapter 3: Classes, "Rogue").

If the spymaster already has dodge from a different class she automatically gains improved uncanny dodge instead (see **WoW RPG,** Chapter 3: Classes, "Rogue").

Flawless Disguise (Ex): After achieving 3rd level, the spymaster gains a +4 bonus on Disguise checks and can take 10 on Disguise checks regardless of circumstance.

***Invisibility* (Sp):** At 4th level, the spymaster can use *invisibility* as a spell-like ability once per day. Her caster level equals her spymaster level. At 6th level, she can use this ability twice per day.

Improved Uncanny Dodge (Ex): At 5th level, the spymaster gains improved uncanny dodge, as the rogue ability of the same name (see **WoW RPG,** Chapter 3: Classes, "Rogue").

If the spymaster already possesses improved uncanny dodge, the levels from all classes that grant uncanny dodge stack to determine the minimum rogue level required to flank her.

Masked Intentions (Su): At 5th level, the spymaster's act is so convincing that it may fool even divination effects attempting to determine her alignment and loyalties. Whenever the spymaster is subjected to such a spell, she gains a Will save (DC 15 + the level of the spellcaster) to negate the effect. Success on this saving throw reveals what the spymaster wishes others to know about her, not the truth.

Slippery Mind (Ex): At 7th level, the spymaster gains the slippery mind ability: a chance to wriggle free from effects that would otherwise control or compel her. If a spymaster is affected by an enchantment spell or effect and fails her saving throw, she may attempt an additional saving throw each subsequent round until she makes a number of attempts equal to her Spirit modifier (minimum 1 additional saving throw). Until and unless she succeeds on a saving throw, the spymaster is bound by the effects of the enchantment, although she cannot be prevented from making the additional attempted saving throws.

Detect Thoughts (Su): Upon achieving 8th level, a spymaster can continuously use *detect thoughts* as the spell (her caster equals her spymaster level; the DC is 12 + the spymaster's Charisma bonus). She can suppress or resume this ability as a free action.

Hide in Plain Sight (Ex): A spymaster of 9th level or greater can use the Stealth skill to hide even when being observed. As long as she is within 10 feet of some sort of shadow, a spymaster can hide from view without actually having anything to hide behind. She cannot, however, hide in her own shadow.

Perfect Disguise (Sp): A spymaster of 10th level can appear to be anyone she wishes. She can use *disguise self* at will as a spell-like ability (caster level 10th), except that she may appear to be any humanoid or monstrous humanoid within one size category of herself. If she assumes a size larger or smaller, other characters physically interacting with her gain a +4 bonus on their Will saves to recognize the illusion. The spymaster may hold this illusion indefinitely, even when asleep or unconscious, but becomes her true self when killed. A *true seeing* spell sees through this illusion.

Table 3-15: The Spymaster (Spy)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Canny defense, word on the street
2nd	+1	+0	+3	+3	False affiliation, uncanny dodge
3rd	+2	+1	+3	+3	Flawless disguise
4th	+3	+1	+4	+4	*Invisibility* 1/day
5th	+3	+1	+4	+4	Improved uncanny dodge, masked intentions
6th	+4	+2	+5	+5	*Invisibility* 2/day
7th	+5	+2	+5	+5	Slippery mind
8th	+6	+2	+6	+6	Detect thoughts
9th	+6	+3	+6	+6	Hide in plain sight
10th	+7	+3	+7	+7	Perfect disguise

"There they are."

Datein crouched and slipped up next to Rorgham, who was leaning on his totem as he stared through a break in the rocks. With a meaty finger, the tauren hunter pointed at six small, green figures casually chattering amid a thicket of broken trees. Nearby, a tall, two-legged machine smoked and clattered.

"Goblins," Datein spat. "They would destroy this entire forest, and for what? More gold."

"Always with them it is gold," agreed Rorgham with a nod. "If we leave them, they will continue to rip the forest apart with their devices. Do you see any way but violence?"

"No." Datein shook his head, causing his three thick braids of hair to shake. "One of them is smoking like the machine. Do you see?"

The other tauren nodded. "Yes. Steam armor. He must be the leader."

"He is mine. And the construct."

"Yes." Rorgham knew all too well — an uncontrolled machine had rampaged through Datein's village, destroying dwellings, killing… until finally it exploded in a terrifying blast that rocked the hills.

Datein's teeth bared in a snarl of hatred. Ever since that day, he had dedicated his life to understanding this new magic called "science." He knew it could be a useful tool, like the axe in his hand or the bow slung across Rorgham's back. Yet it could be just as easily exploited. Like now, with these goblins.

He would show them the error of their ways.

Techslayer

Description: Some nay-sayers do not appreciate the slow spread of technology. They see this new science as inherently destructive, and believe that left unchecked, technology will eventually lay waste to Azeroth. The actions of certain groups, such as the Venture Company, are clear evidence of this.

While some use magic or other means to halt the use of destructive technology, a chosen few use its own power against it. These techslayers study and learn what they can about technology, then use that knowledge to keep it in check.

Techslayers are often misunderstood. They do not hate science, only science used for evil purposes. Techslayers are adept at the use of technology, but they use their abilities to build, nurture, and protect — and, of course, stamp out destructive tech wherever they find it.

Techslayers in the World: All techslayers have first-hand experience with the destructive power of science. Perhaps they've seen a forest torn asunder by mechanical cutters, or been the victim of an avalanche caused by explosive mining techniques. Regardless of the reason, this event created a lasting impression — technology, like fire, must be properly harnessed lest it get out of control.

Techslayers often come from backgrounds that take them close to nature. Druids and shaman, for

example, sometimes take up the techslayer's path. The Horde employs far more techslayers than the Alliance, primarily because technology has achieved a lower level of acceptance within the Horde's ranks.

Hit Die: d8.

Requirements

Race: Any.

Alignment: Any nonchaotic. One of a techslayer's primary motivations is to eliminate the chaos created by rampant, uncontrolled science.

Affiliation: Any.

Skills: Disable Device 8 ranks, Use Technological Device 4 ranks.

Feat: Improved Sunder.

Special: Must have witnessed or been involved in some spectacularly destructive technology-based act or event.

Class Skills

The techslayer's class skills (and the key ability for each) are Appraise (Int), Concentration (Sta), Craft (Int), Craft (technological device) (Int), Disable Device (Int), Open Lock (Agy), Profession (Spt), and Use Technological Device (Int). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Techslayers gain no new proficiencies with weapons or armor.

Construct Slaying (Ex): The techslayer knows how to strike at constructs for maximum efficiency. He gains a +1 bonus on attack and damage rolls against constructs. In addition, constructs he attacks are not immune to critical hits. His bonus on attack and damage rolls increases by +1 every three levels (+2 at 4th level, +3 at 7th level, and +4 at 10th level).

Identify Technology (Ex): As a free action on his turn, a techslayer can attempt to identify any technological device within 30 feet, as long as he can see it. He makes an Appraise check (DC 10 + the device's Technology Score – the device's size modifier to AC). He can take 10 but cannot take 20. The DC might also be higher if the device is partially concealed or is specifically designed to be innocuous. If the check succeeds, the techslayer knows the basic purpose of the device. If the check succeeds by 10 or more, he knows how it operates and all of its functions. A techslayer can identify a particular device in this manner once per minute.

Pierce Armor (Ex): The techslayer knows how to get around the defenses provided by armor. He ignores the first point of armor bonus from natural or manufactured armor. This essentially means that he gains a +1 bonus on attack rolls against a foe with an armor or natural armor bonus of +1 or higher. He ignores an additional point of armor bonus for every two additional techslayer levels (he ignores 2 points of armor at 3rd level, 3 points of armor at 5th level, and so on).

Opportunistic Strike (Ex): At 2nd level, the techslayer can make an attack of opportunity against anyone attempting to activate a technological device within his threat range, even if activating the device normally doesn't provoke an attack of opportunity. This attack of opportunity doesn't count against the techslayer's normal limit.

Table 3-16: The Techslayer (Tsl)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Construct slaying +1, identify technology, pierce armor (+1)
2nd	+1	+3	+3	+0	Opportunistic strike
3rd	+2	+3	+3	+1	Crush construct (ignore 5 DR), disruptive maneuver +1, pierce armor (+2)
4th	+3	+4	+4	+1	Construct slaying +2
5th	+3	+4	+4	+2	Shutdown strike
6th	+4	+5	+5	+2	Crush construct (ignore 10 DR), pierce armor (+3)
7th	+5	+5	+5	+2	Construct slaying +3, pierce armor (+4)
8th	+6	+6	+6	+3	Disruptive maneuver +2
9th	+6	+6	+6	+3	Crush construct (ignore all DR), pierce armor (+5)
10th	+7	+7	+7	+3	Construct bane, construct slaying +4

Crush Construct (Ex): At 3rd level, the techslayer learns how to penetrate a construct's inherent defenses. The techslayer ignores the first 5 points of a construct's damage reduction. This amount increases to the first 10 points at 6th level. At 9th level, a techslayer ignores a construct's damage reduction entirely. Note, however, that a techslayer cannot offset or ignore damage reduction provided by other means, such as magic items, using this class ability, nor does he ignore hardness.

Disruptive Maneuver (Ex): At 3rd level, the techslayer can attempt to disrupt the activation of technological devices within 50 feet, provided he can see the device. By making a sudden gesture or shout, throwing a pebble, or something other action timed just right, the techslayer causes the device's MR to increase by +1 for that activation only. A techslayer performs this disruptive maneuver as an immediate action and can do so once per day per techslayer level. At 8th level, the disruptive maneuver's penalty to MR increases to +2.

Shutdown Strike (Ex): At 5th level, the techslayer understands technological devices so well that he can shut them down with a single well-placed blow. The techslayer can declare a normal melee attack to be a shutdown strike. He must make this declaration before making the attack roll. If this attack deals damage to a technological device (including a construct with the mechanical subtype), that device must make a Fortitude save (DC equals damage dealt) or shut down. The device cannot be reactivated until this damage is repaired. A techslayer can make a shutdown strike once per day for every two techslayer levels he possesses.

Construct Bane (Ex): At 10th level, a techslayer has achieved the pinnacle of his abilities, and is adept at destroying technological devices and constructs of all sorts. Whenever dealing damage to a device or construct, his weapons' threat ranges double. This ability stacks with other enhancements such as *keen* weapons and the Improved Critical feat. Furthermore, his critical hits against devices and constructs deal double normal damage (x2 becomes x3, x3 becomes x4, and so on).

Wilderness Stalker

Description: A wilderness stalker uses stealth to slip unseen and unheard through the woods and sneak in close to her prey. Born of instinct among the tauren and the trolls in ancient times, the way of the wilderness stalker has become a set of skills passed from one generation to another — and to the occasional ally, such as the orcs of the Horde. The mok'nathal have also developed the techniques of becoming wilderness stalkers — claiming the wilds of Azeroth, becoming true people of the land.

A wilderness stalker emphasizes thrown weapons as well as bonding with the world around her. Their Alliance counterparts, elven rangers, may be guardians and hunters as well, but wilderness stalkers are true creatures of the wild. They gain mastery over the terrain in which they battle, learning how to use the environment to their best advantage. No one can match a wilderness stalker for her ability to survive in harsh environments. Wilderness stalkers claim that the lands speak to them, aiding them in their hunting and protecting them.

Wilderness Stalkers in the World: Wilderness stalkers are found almost exclusively among the Horde, as only half-ogres, tauren and trolls teach the abilities. Wilderness stalkers are most often barbarians, hunters or scouts, though many druids and shaman take up the path as well. There are no known arcanist wilderness stalkers on Azeroth. Among forest trolls, many axethrowers learn

the wilderness stalker's arts, and many headhunters among jungle trolls become wilderness stalkers.

Wilderness stalkers provide a vital role in the Horde as both scouts and stalkers in the wilds. Even the Alliance's elven rangers and night elf Sentinels cannot outwit a wilderness stalker in her preferred environment, nor match the savagery of her attacks. Often a stalker precedes an army, scouting ahead and slaying sentries for the Horde before guiding her fellows through the woods and into the heart of an enemy's encampment.

Wilderness stalkers share a fierce competition with elven rangers. Both groups claim to train the greatest woodsmen and women on Azeroth, and attempt to prove the strength of their paths with almost bloodthirsty fervor. Perhaps the most vicious rivalry exists between high elf rangers and forest troll wilderness stalkers, who add racial animosity to the deal. The rivalry is so fierce between these individuals that both often abandon their duties and compatriots at a hint of a rival's presence. The resulting battles are perhaps worse than most engagements their respective forces see that day.

Wilderness stalkers gain prestige among their fellows. The path of the wilderness stalker is almost always a solitary one, as the wilderness stalker must learn to commune with the wilds about her. Months of training in natural environments face her, testing her skills and resolve. Among some tauren and troll tribes, the wilderness stalker receives a final test, where she is offered either a knife or a waterskin, and is teleported into an unknown, unfamiliar and unkind environment. If the trainee can survive for 1 month against the odds, she may call herself a wilderness stalker and join her tribe once again. Not surprisingly, few pass this grueling ordeal.

Despite their loner mentality, occasionally a wilderness stalker seeks out the companionship of others, if just for a change of pace. Wilderness stalkers prefer to associate with likeminded types, such as beastmasters and hunters. While the path of a wilderness stalker is a warrior's path, most other warriors are too loud and destructive for the average wilderness stalker's tastes (though some troll stalkers can make even the most savage orc grunt look tame). They also look favorably on druids and shaman, even those of the Alliance, simply for the respect and camaraderie of the world's spirit speakers. Even evil stalkers respect the spirits, or perhaps fear them, and rarely anger a druid or shaman.

Hit Die: d8.

Requirements

Affiliation: Any, though most are affiliated with the Horde and only a few are independent.

Base Attack Bonus: +5.

Skills: Listen 5 ranks, Spot 5 ranks, Stealth 5 ranks.

Feat: Track.

Class Skills

The wilderness stalker's class skills (and the key ability for each) are Climb (Str), Concentration (Sta), Craft (Int), Handle Animal (Cha), Heal (Spt), Jump (Str), Knowledge (nature) (Int), Listen (Spt), Profession (Spt), Search (Int), Spot (Spt), Stealth (Agy), Survival (Spt), Swim (Str) and Use Rope (Agy). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

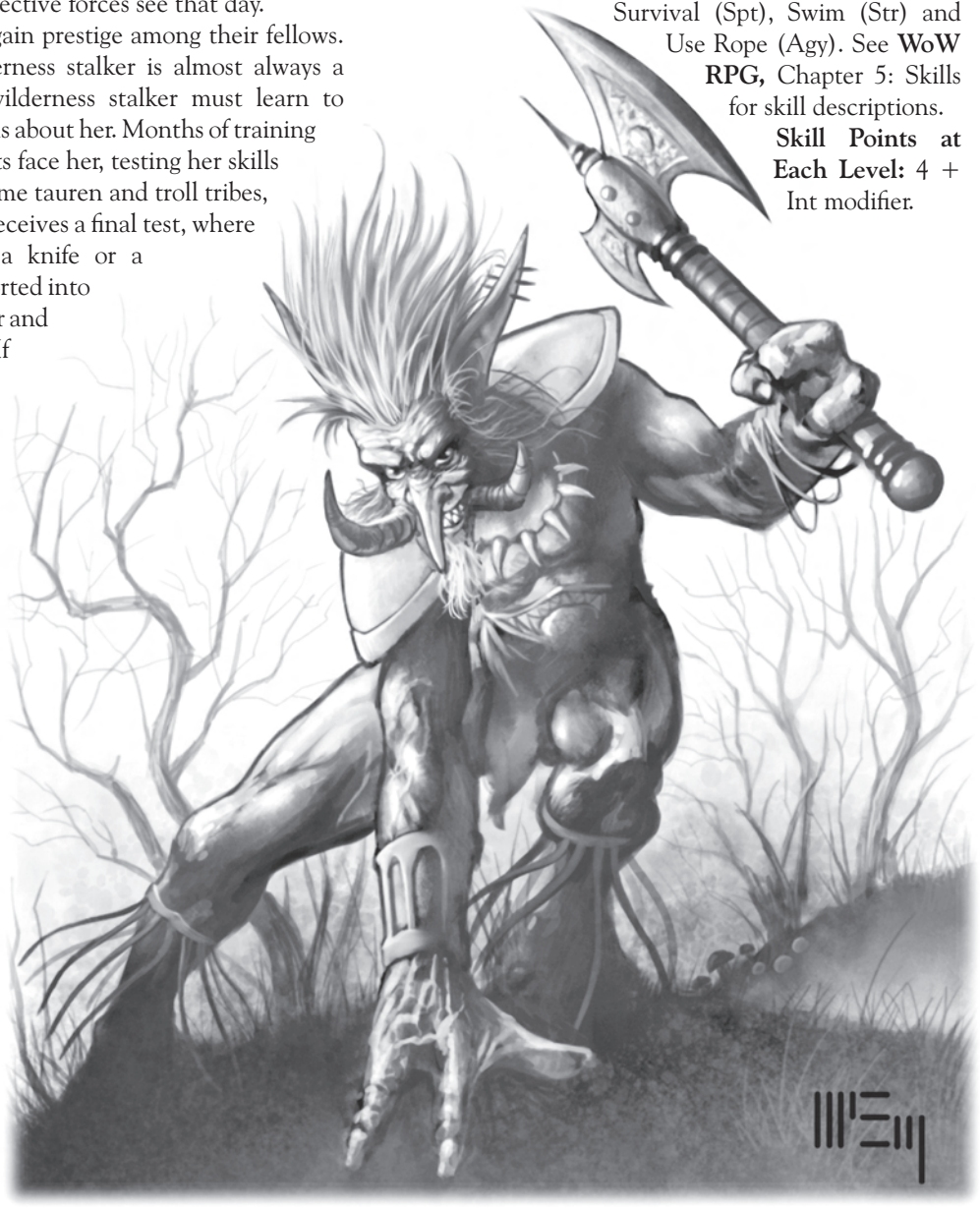


Table 3-17: The Wilderness Stalker (Wds)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Spells, 1st favored terrain, extended throw
2nd	+2	+3	+0	+3	Wild step, woodland stride
3rd	+3	+3	+1	+3	2nd favored terrain, swift tracker
4th	+4	+4	+1	+4	Speak with nature
5th	+5	+4	+1	+4	*Wilderness stalk*, 3rd favored terrain
6th	+6	+5	+2	+5	*Force of nature*
7th	+7	+5	+2	+5	Camouflage, 4th favored terrain
8th	+8	+6	+2	+6	*Wilderness hunt*
9th	+9	+6	+3	+6	5th favored terrain, hide in plain sight
10th	+10	+7	+3	+7	*Greater force of nature*

Class Features

Weapon and Armor Proficiency: Wilderness stalkers gain no new proficiencies with weapons or armor.

Spells: A wilderness stalker gains the ability to cast a small number of divine spells. To cast a spell, a wilderness stalker must have a Spirit score of at least 10 + the spell's level, so a wilderness stalker with a Spirit of 10 or lower cannot cast these spells. She may prepare and cast any spell from the wilderness stalker spell list, provided that she can cast spells of that level. Her base daily spell slot allotment is given on Table 3–18: Wilderness Stalker Spells per Day. In addition, she receives bonus spells based on her Spirit score**.** When the wilderness stalker gets 0 spells of a given level, she receives only bonus spells. A wilderness stalker prepares and casts spells under the same guidelines as a healer.

Favored Terrain (Ex): At 1st level, a wilderness stalker selects a type of environment — aquatic, desert, forest, hills, marsh, mountains, plains or underground — as a favored terrain. While in her favored terrain, the wilderness stalker's extensive experience in that environment and knowledge of the best techniques for surviving in it grant her a +2 competence bonus on Knowledge (nature), Listen, Search, Spot, Stealth and Survival checks. At every other level thereafter (3rd, 5th, 7th and 9th), the wilderness stalker selects a new favored terrain. In addition, at each interval, the bonus for any one favored terrain previously selected increases by +2.

Extended Throw (Ex): Though a wilderness stalker excels at closing on unaware prey, she knows that their prey will occasionally sense her before she can get within reach — and thus, many wilderness stalkers are also skilled at throwing weapons at a bolting target. Starting at 1st level, and for each level thereafter, the wilderness stalker adds +5 feet to the range increment of a thrown weapon. For instance, in the hands of a 6th-level wilderness stalker, a throwing axe's range increment becomes (10 feet + [5 feet x 6 levels] = 10 + 30) 40 feet.

Wild Step (Ex): Beginning at 2nd level, the wilderness stalker receives a competence bonus equal to half her wilderness stalker level on Stealth checks to move silently.

Woodland Stride (Ex): At 2nd level, a wilderness stalker may move through any sort of nonmagical undergrowth (such as natural thorns, briars, overgrown areas and other similar terrain) at her normal speed without taking damage or suffering any other impairment.

Swift Tracker (Ex): A wilderness stalker of 3rd level or higher can move at her normal speed while following tracks without taking the standard –5 penalty. She takes only a –10 penalty (instead of the standard –20 penalty) when moving at up to twice her normal speed while tracking. If a wilderness stalker already possesses swift tracker from another class, these penalties become –2 and –5 respectively.

Speak with Nature (Su): At 4th level, the wilderness stalker learns the languages of the animals and trees around her. She may speak with any animal or plants as if affected by permanent *speak with animals* and *speak with plants* spells.

***Wilderness Stalk* (Sp):** At 5th level, the wilderness stalker learns to become one with the world around her and blend into it. A number of times per day equal to her Spirit modifier (minimum 1), while in any of her favored terrains, the wilderness stalker can use *invisibility* as a spell-like ability. Her caster level equals her wilderness stalker level.

***Force of Nature* (Sp):** At 5th level, the wilderness stalker learns how to call upon the spirits of trees for help in battle. A number of times per day equal to half her Spirit modifier (minimum 1), she can use

force of nature as a spell-like ability. Her caster level equals her wilderness stalker level.

Camouflage (Ex): A wilderness stalker of 7th level or higher can use the Stealth skill to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

***Wilderness Hunt* (Sp):** At 8th level, the wilderness stalker is so adept at the ways of stealth that she can attack his enemies from perfect concealment. Once per day, while in any of her favored terrains, the wilderness stalker can use *greater invisibility* as a spell-like ability. Her caster level equals her wilderness stalker level.

Hide in Plain Sight (Ex): At 9th level, while in any sort of natural terrain, the wilderness stalker can use the Stealth skill to hide even while being observed. As long as she is within 10 feet of some sort of shadow, she can hide from view without actually having anything to hide behind. She cannot, however, hide in her own shadow.

***Greater Force of Nature* (Sp):** At 10th level, the wilderness stalker can move entire forests to fight for her. Once per day, the wilderness stalker can use *greater force of nature* as a spell-like ability. Her caster level equals her wilderness stalker level.

Wilderness Stalker Spell List

Wilderness stalkers call upon the spirits of the land and nature to help them. Their spells deal with hunting and surviving in the natural world.

1st Level — *Alarm, detect poison, detect snares and pits, endure elements, lesser mark of the wild, resist energy, shadowmeld.*

2nd Level — *Bear's endurance, call of the spirits, cat's grace, cure light wounds, protection from energy, snare.*

3rd Level — *Bloodlust, cure moderate wounds, neutralize poison, poison*, remove disease, shockwave, water breathing.*

4th Level — *Commune with nature, control water, cure serious wounds, freedom of movement, mark of the wild, nondetection.*

* See Chapter 4: Magic and Faith.

Table 3-18: Wilderness Stalker Spell Slots per Day

Class Level	1	2	3	4
1st	0	—	—	—
2nd	1	—	—	—
3rd	1	0	—	—
4th	1	1	—	—
5th	1	1	0	—
6th	1	1	1	—
7th	2	1	1	0
8th	2	1	1	1
9th	2	2	1	1
10th	2	2	2	1

Magic In the Horde

The Horde desires arcane power — longs for it — and at the same time distrusts and fears it. To an organization that values strength and personal power so highly, arcane magic provides an almost irresistible temptation. At the same time, a history of corruption and self-destruction taints the lure of magic. The Horde recognizes the value of magic and respects its power, but for most races, that power comes at too high a price.

The members of the Horde fight a constant battle against the tantalizing call of arcane magic. Internally, the orcs struggle with the knowledge that arcane magic has always been the most powerful tool available to them, but that its use addicts them and enslaves them to the Burning Legion. Trolls favor divine magic but learn of arcane dangers from their new allies. Tauren strive to influence their allies by maintaining ancient traditions, while at the same time avoiding the corruption the foreign tribes might bring. Externally, the Horde keeps watch for any taint in its ranks. The Horde hunts down orc warlocks who embrace the yoke of the Burning Legion and savage trolls who follow the old ways.

In the midst of this all, the Forsaken stand apart. The Forsaken support the Horde because it suits them and because so far the Horde has not interfered with the Forsaken's quest for power. The Forsaken regard arcane and divine magic in the same manner; tools (just like the Horde) to use and discard at need. Despite their diffidence, the Forsaken are creatures of magic. They owe their existence to magic. The Forsaken may view magic as a tool, but they cannot deny it is a tool they need.

Orcs

Of all the Horde races, orcs feel magic's pull the most and pay the highest price for its use. The demons twisted the peaceful orc race centuries ago in Draenor, and the taint of their corruption still lingers in orc blood. For thousands of years orcs struggled to master the power the demons granted them. In the end, Thrall realized that the demons' legacy served the orcs but also mastered them. The orcs dominated others with their unholy strength, but this same strength shaped them into chaotic, bloodthirsty servants. Any orc who trucked with demons for his power eventually found himself enslaved.

Under Thrall's leadership and the guidance of the tauren, the orcs shrugged off their demonic ties and took up the old ways. The Horde orcs embrace the shamanistic traditions they held years ago on Draenor, but have long forgotten the rituals they once cherished. With aid from their allies, the orcs struggle to recapture their lost heritage and purge themselves of demonic influence.

The orcs find this goal more difficult to attain than they'd hoped. Even orcs who share the same philosophy often possess different rationales. Those who hold strong opinions on magic tend to fall in one of three camps.

Gorn spun to the left, out of the spear's path, and crashed into a tree. He dug a clawed hand into the bark and drew his scimitar with the other hand. The Barrens looked flat and empty to outlanders, but Gorn knew there were hundreds of hiding places behind the rocks and in the shadows of the stunted trees.

"Show yourself!" Gorn roared. "You who have plagued our people. Do you fear to face me? You should. I am Gorn, son of Luhk the Keen-Eyed, grandson of Dharl of the Thrice-Bloodied Blade." As he spoke, Gorn called on the memory of Keen-Eyed to sharpen his vision. There. He saw movement in a shadowed hollow to his right. "The spirits of my ancestors guide me to you, and with their aid I shall destroy you."

Gorn howled and charged the hollow. Another spear shot toward him, but the orc cut it out of the air. A chuckle from the shadows halted his mad charge.

"Luhk the Keen-Eyed," the voice grated. "A fool and a drunkard, who died in a stupor in the street. Dharl of the Thrice-Bloodied Blade, a weakling and a coward, who led his tribe into an ambush and was slaughtered. These are the spirits you call upon?"

Gorn's breath left him. This was no maddened quilboar or vengeful human. "Who are you?" he demanded. "How do you know these things? Show yourself!"

A figure emerged from the hollow, an orc taller than Gorn. The orc had shaved his head, scars covered his face, and his eyes shone a deep crimson, as if bathed in blood. Still, Gorn recognized him. "Sesk! I thought you were dead!"

"Not dead, brother orc," Sesk grated. "Reborn. I have embraced our true heritage, a power greater than those pathetic ancestors you cling to."

A pit of cold horror opened in Gorn's stomach. "Sesk — no! Tell me you didn't drink demon blood!"

Sesk grinned and showed pointed crimson teeth. "I see by your expression that you prefer your borrowed faith. So be it. Let us end this, then."

Sesk's blade whispered from its sheath. They charged.

Thrall's Followers

Many orcs believe that Thrall pulled their race off a self-destructive course and saved them from death or

eternal servitude. These orcs follow Thrall with an almost blind fanaticism. Because Thrall extols the virtues of shamanism, his followers extol it as well. Because Thrall values his tauren allies, his followers value the tauren. Orcs have always respected power, and Thrall displays shamanistic powers far greater than any other living shaman. The tauren also count powerful shaman among their ranks, inspiring respect from Thrall's followers.

These orcs embrace shamanism not because they consider it worthwhile, but because Thrall considers it worthwhile. Death cannot end Thrall's influence, as his life holds the seeds of legend. Should Thrall be defeated another way, however — should an enemy deceive Thrall, disgrace him, or show him to be fallible —Thrall's followers may lose faith in their leader. The shock and disappointment of seeing Thrall as an ordinary orc might splinter his following and could break the back of the shamanistic movement.

Most of Thrall's followers respect shamanism, though they serve Thrall as barbarians, hunters or warriors. Those few with the necessary dedication and wisdom typically become shaman.

Walkers of the Old Paths

Some orcs believe that in ancient times orcs were a wise and peaceful race. These orcs remember stories passed down over thousands of years. Gul'dan outlawed shamanism upon his rise to power, but rebellious orcs passed down their traditions in secret to their children, and their children repeated the stories to the next generation.

Now only splintered stories and fragmented rituals survive, but some orcs feel enamored with their past. They strive to reclaim their lost heritage because they value the old ways and because they honor their ancestors. While these orcs appreciate the tauren's guidance, they firmly believe that the orcs must reawaken their own traditions and not simply borrow new ones from their allies. Many who walk the old paths seek out the tombs of ancient orc warriors or hunt for lost artifacts of Draenor; anything to shed some light on the way things once were.

Walkers of the old paths who enter the healer class almost always become shaman.

Faithful of the Horde

Two small orc factions use the same rationale to pursue completely opposite goals. Both factions display utter loyalty to the Horde. The Horde is their family, their home, and they take great pride in serving it. These orcs believe the Horde comes first in everything.

One faction has come to terms with the Horde's association with the Alliance. By joining arms with the

Alliance, the Horde was able to assist in preventing the destruction of the world. These orcs consider their success a sign that Thrall and the Horde are on the right path to strength and glory.

The other faction feels that Thrall betrayed the Horde by allying with humans. They consider the Horde corrupted, tainted and weak. These orcs fight for their lost glory using any tools at their disposal, including arcane magic. They dream of one day becoming powerful enough to destroy the mock Horde that exists today and replace it with the old and glorious empire the Horde once was.

Faithful of the Horde can be of any class, but those who support the current Horde never take warlock levels, and those who denounce the current Horde never take shaman levels.

Fallen Orcs

Orcs have always sought strength and personal power. The demons provided that power, and some orcs still crave it. Fallen orcs feel the call in their blood; in every waking moment they taste the lure of power. Whether naturally inclined to magic or tempted by demon presence, these orcs seem born with the knowledge of how strong they could be were they to give in to the demons. They know what power lies just beyond their grasp.

Some orcs fight this call their whole lives. They throw their loyalty in with Thrall or the Horde and temper their lust for power by serving a greater cause. Others prove too weak and succumb to the call. Still others seek power for their own selfish reasons.

The Burning Legion welcomes fallen orcs and takes them eagerly into their demonic ranks. Fallen orcs typically become warlocks, though a few also become magi or priests of the Burning Legion.

Tauren

The tauren race possesses a strong tradition of ancestral worship, shamanism and introspection. For centuries the tauren lived peaceful lives in balance with nature. They revere the earth as a sacred living thing and strive to maintain harmony with nature.

Thrall and his orcs changed the tauren way of life forever. The tauren felt a bond between their race and the orcs; the orcs cherished honor, strength, racial pride and their ancestors, just like the tauren. The orcs had lost their way, but under tauren guidance, they now return to the old ways.

What the tauren failed to realize was that, as they influenced the Horde, the Horde also influenced them. Many tauren embraced their alliance with the Horde and retained their peaceful ways. Some listened to the stories of their new companions and discovered new ways. Still others never welcomed the orcs at all. Tauren who hold firm opinions on magic and the Horde fall into one of these three categories.

Spiritual Guides

Of all the races of Azeroth, the orcs are most like the tauren in philosophy and nature. The jungle trolls also possess a dark history; Thrall's influence convinced them to change their ways, but it is difficult for the trolls to throw off centuries of ritual and find a new way. Many tauren seek to educate their new allies about the benefits of shamanism, and infuse the orcs and trolls with a respect for the land.

Spiritual guides work to convert their allies for a number of reasons. While some wish only to help the land, others desire more power in the Horde. These tauren feel that controlling the Horde leads to greater control over the land, and a greater ability to influence their allies.

Most tauren fall in this category. Spiritual guides with the requisite wisdom and focus become either shaman or druids.

Pathbreakers

Few tauren feel the lure of arcane power. Years of living in balance with nature developed a strong will in the tauren. The younger tribe members follow the examples of their elders without considering why; they do not possess the life experience or grasp of history to understand the importance of their traditions.

These impressionable tauren find the stories of their new allies fascinating. They have never before considered a life outside the tribe. Restlessness stirs these tauren' hearts, spurring them to learn more about the orcs, the jungle trolls, the Forsaken and even the Burning Legion.

Such desires prove dangerous when a tauren pathbreaker finds what he seeks. Clever demons sometimes tempt these young ones and lure them away from their tribe. Corrupted tauren gain enormous physical strength and size, and demons often use them to hunt down the tauren's former tribe.

Some pathbreakers take warlock levels, but most are warriors with the felsworn prestige class.

Traditionalists

Tauren who consider themselves traditionalists resent the influence of the Horde. While they appreciate the struggles the orcs have faced, these tauren believe the Horde has traveled too far down the path of darkness to ever come back into the light. Furthermore, they believe constant association with the Horde drags the tauren down and could eventually destroy them.

Knowing they are in the minority, traditionalists do not press their elders to leave the Horde. However, these tauren resist forming close relationships with Horde members and keep to themselves.

Traditionalists can be members of any class, but they almost never assist Horde members unless they have no choice.

Jungle Trolls

The Alliance and most other races fear trolls, and with good cause. Even the Horde sometimes looks at its troll allies askance. The orcs were a peaceful race before their demonic corruption, but the jungle trolls come from a gleefully bloodthirsty history. Even now, some Darkspear trolls don't quite understand the Horde's objection to

their old way of life, but they dutifully tone down their rituals to avoid upsetting their new friends. Some have even embraced shamanism.

Trolls are a paradoxical race. They possess a complex society and devious minds and yet they act in a simple, straightforward manner. They followed the old ways because they worked. Thrall rescued the Darkspear trolls from a grave threat, so now they follow him. The Horde discourages the old ways so the trolls try out the new ways. On the surface, anyway. No one is certain what the trolls feel deep in their hearts.

Among the Darkspears, two philosophies hold equal sway.

Live in the Future

The Darkspears who were present when Thrall saved their tribe hold a great respect for the orc leader. Thrall's spirituality and strength intrigued them, and the trolls decided that Thrall's teachings held merit.

These trolls see shamanism as a way to improve their race. They choose to live in the future. They enjoy their alliance with the Horde and support their new allies by revering what they revere.

Female trolls hold no place in regular troll society. Male trolls consider them mates, nothing more — though they honor female trolls who prove themselves in battle. Tauren (and orcs, due to a recent decree from Thrall) value their females as more than mates, and allow them to rise to positions of power. Female Darkspears find this concept interesting, and some choose to live in the future because they sense it affords them greater opportunities than standard troll culture.

Making a choice and implementing that choice are two different things, though. The Darkspears who try to live in the future struggle to reconcile their old habits with these new ways. Some come closer to the target than others, but what marks these trolls is their willingness to try.

Trolls who live in the future pursue the paths of druid, shaman and witch doctor. (See *More Magic & Mayhem* for the witch doctor class.)

Do What it Takes

The Darkspears were in big trouble, and then Thrall saved them. The tribe swore loyalty to Thrall and joined the Horde, but some still cling to the old ways. They value their elaborate, structured culture, but they know the Horde does not approve.

These trolls decided to do what it takes. They maintain the façade of embracing shamanism but either practice their voodoo traditions in secret, or blend the two in a strange amalgam.

The Darkspears who have not entirely discarded their tie to voodoo don't see themselves as betraying their Horde allies. They serve Thrall with utter loyalty, but remain pragmatic. Should the Horde fail the trolls, they have their ancestral faith to fall back on.

Trolls who do what it takes also favor the witch doctor class, but carefully avoid the darker aspects of the calling (at least when other races are watching).

Forsaken

Forsaken culture reflects its people; just as the Forsaken stand on the line between life and death, their culture balances between the beliefs each Forsaken held in life and each one's quest for a place in the present.

Former healers find this transition more difficult than most Forsaken find it. Priests of the Holy Light in particular struggle to reconcile the philosophy that guided their life with their unfortunate new condition. Some balance their old beliefs with their new forms, but most follow one of two paths.

The Forgotten Shadow

Forsaken who once followed the tenets of the Holy Light often alter their philosophy upon their transformations. The Forgotten Shadow is the dark interpretation of the Holy Light's teachings, and many Forsaken find truth in its doctrine.

Forsaken turn to the Forgotten Shadow for different reasons. Forsaken who feel isolated and outcast might join their brethren in support of the Forgotten Shadow to obtain a sense of solidarity, of belonging. Forsaken who feel betrayed by the Holy Light's failure to protect them sometimes find that turning their backs on the Holy Light is not enough; they throw aside the Holy Light and embrace its dark twin out of spite. Finally, some Forsaken simply see value and practicality in the teachings of the Forgotten Shadow.

A Forsaken of any class might emulate the values of the Forgotten Shadow, but devoted church members usually belong to the priest class. More information on the Forgotten Shadow appears in "Faiths of the Horde," below.

The Echo of Life

Some Forsaken can't get over the fact that they are, for all intents and purposes, dead. Some accept the fact without issue. Both these reactions can lead to arcane magic use, as the Forsaken seek to hear the echo of life.

Forsaken who can't bear their undead condition feel more alive when wielding arcane power. The surge of power, so addictive to living creatures, proves just as intoxicating to the undead. Some scholars theorize that this addiction is purely psychological; others claim that a Forsaken's unique physiology makes her more vulnerable to arcane addiction. Whatever the truth, Forsaken who wield arcane magic corrupt just as quickly as living creatures. Forsaken who long for life love the feeling of vitality arcane magic grants.

Forsaken who consider themselves dead and adjust to that fact might also wield arcane magic recklessly, believing themselves immune to magic's side effects. Such Forsaken hear the echo of life when channeling arcane power, but choose to disregard it.

Most Forsaken who seek the echo of life take levels in mage or warlock.

The Value of Knowledge

Some Forsaken wish only to find a way to return to life. They study ruthlessly, acquiring knowledge from any

source they can. Most of these Forsaken join the Royal Apothecary Society, where they research and brew fantastic potions.

While many Forsaken apothecaries seek a return to life, some who were scholars, researchers or herbalists in life find work in the Royal Apothecary Society relaxing and interesting. When one is dead, one seeks any means to pass the time.

Most Forsaken who understand the value of knowledge take levels in mage or witch doctor (see **More Magic & Mayhem** for information on witch doctors). The iconic apothecary class in Chapter 2 also represents these Forsaken.

Faiths of the Horde

The Horde, full of diverse races as it is, also showcases diverse faiths. Some of these faiths, such as the Cult of Forgotten Shadow, are philosophies the faithful live by. Other faiths, such as shamanism, portray a relationship with supernatural forces such as spirits. Few priests and practitioners can prove the veracity of their beliefs, but the faiths possess strong followings nonetheless. This chapter discusses the Cult of Forgotten Shadow, the myriad aspects of shamanism, and voodoo.

The Cult of Forgotten Shadow

The curse of undeath proved especially brutal to those humans who once followed the philosophy of the Holy Light. Their lives as Forsaken seem dreary, hateful and unspeakably cruel. Many allowed anger and bitterness to foster in their souls. They had believed in the teachings of the Light, and now find themselves shrouded in eternal darkness. Such Forsaken founded the Cult of Forgotten Shadow.

Priests of the Holy Light who become Forsaken alter their beliefs to more adequately reflect their new existences. Practitioners of the Forgotten Shadow believe that the actions and emotions of the self have the capacity to change the universe. The Forgotten Shadow shapes reality. There is no inherent bond between self and universe; a bond exists only when a Forsaken imposes her will on the universe. By strengthening her personal power, a Forsaken can impart greater changes to the world around her. Exceptionally strong Forsaken can literally shape the world. Forgotten Shadow priests refer to this central tenet as Divine Humanism (see sidebar).

The Three Virtues

The Cult of Forgotten Shadow preaches three virtues: respect, tenacity and power.

The universe is the physical manifestation of others' wills. Thus, for a person to denigrate the universe is to ignore the personal power of those around her. This is not only disrespectful, it is dangerous. A follower of the Forgotten Shadow must develop her personal power in order to exert her will on the universe, but seeking too much power too quickly puts her in conflict with other, stronger beings. Only a foolish follower seeks to challenge her superiors right away. Showing respect

"Eleska!"

The sound of her name took Eleska by surprise. She turned, her boots squelching in the muddy street, and saw two humans on horseback. The gray drizzle of rain hid their features and blurred the line of houses behind them. The few Forsaken in the road gave the living a wide berth.

"Kastine?" Eleska said. While she couldn't see the woman's features, she recognized her voice.

"Eleska, what are you doing here? I thought you were—"

Kastine snapped her jaw shut as if she were trying to swallow the rest of the sentence. Eleska lifted her chin so that rain slid down her grey skin and soaked her collar.

"Dead?" she asked dryly.

One horse shied back. Kastine put a gloved hand on her mount's neck. Eleska watched the cascade of emotions run down her friend's face: horror, fear, pity.

"I'm sorry," Kastine said.

The words fell flat. Eleska shrugged. "Something you wanted?"

"No. We were just riding through, we have a letter of safe passage…." Kastine's next sentence tumbled out of her mouth. "Are you happy?"

"Happy?" Shock exploded inside her. "Am I happy?"

Kastine looked away. Rain plastered her long hair to her skull, making her look almost Forsaken herself. Eleska saw the glittering amulet hanging around Kastine's neck. Its mate nestled in Eleska's pocket. They'd received the twin amulets at the same time, the day they'd taken their vows in the Church of Light.

"Must you stay here?" Kastine said. The rain nearly drowned her soft voice. "Couldn't you come with us for a little while?"

It felt like years that Eleska stood motionless in the street. Her love for the Light pulsed inside her, but her bitterness was too strong for the love to overcome. She pulled the amulet from her pocket and handed it to Kastine.

"Goodbye," Eleska said.

ensures a measure of self-protection.

Followers of the Forgotten Shadow put even greater stock in the virtue of tenacity. It may at first seem impossible for a person to change the universe when countless others seeking to do the same surround her. Through unwavering perseverance and tenacity, though, she may triumph.

Power is the third virtue of the Forgotten Shadow, and the most difficult to attain. A Forsaken who grabs greedily for power might encounter power too great for her to handle, and die in her attempt to master it. A Forsaken who succumbs to despair and seeks no personal power has no reason to exist; she craves nothing, desires nothing, she sits alone and pines for her old life. To the cult, Forsaken who do not seek to better themselves might as well still be part of the Scourge. The quest for power requires caution, forethought and a subtle touch.

Some branches of the Forgotten Shadow consider death to be a fourth virtue; most consider it a sub-virtue of power. A Forsaken reaches the pinnacle of power when she masters death itself, transcends it. This power over death requires the same delicate touch as any other power. A Forsaken must not kill indiscriminately, nor can she withhold death from the weak. To kill wantonly escalates a Forsaken's risk of encountering power too great for her to overcome. It also robs her of her strength; a Forsaken who spends all day slaying wildlife and human peasants might exhaust her power, and be left defenseless when a true threat arises. Likewise, a Forsaken who shows mercy to the weak and forgoes regular exercise of her power may gain a reputation for weakness herself. This draws predators and offends the cult. She must always preserve a balance.

Despite their mercenary outlook, the cult possesses a streak of compassion. The living world fears and shuns the living dead, and who can blame them? The cult understands the plight of the Forsaken and wishes to ease their burden if only a little. This compassion tempers even the most heartless priest — though the compassion is limited to the Forsaken.

Divine Humanism

Divine humanism is the concept that the self shapes the universe. In essence, each sentient creature in the world is a tiny god, able to exert her will to manifest small changes in the universe.

A minor example of divine humanism might be something as simple as mood. The Holy Light teaches that to be happy, one must work to better the universe, and the effort of reflecting joy back through the universal bond spreads happiness. However, divine humanism notes that an angry individual who shows her rage triggers anger in those around her. She does not change some insubstantial universe "out there" — she makes a choice and others sense the strength of her emotions and change themselves.

In short, the Holy Light teaches that by changing the universe, you change those around you. The Forgotten Shadow teaches that by using your power, you can change those around you and change the universe. Power is key, not some mythical bond.

The Ascension

The ultimate goal of practitioners of the Forgotten Shadow is to ascend. Ascension occurs once a person achieves complete control over herself and the power to transcend death. A Forsaken who ascends becomes invulnerable, invincible and eternal. In essence, she becomes a god.

The Cult of Forgotten Shadow teaches that the Forsaken of Azeroth were too weak to ascend. Their undead state is a curse brought on by that weakness. Once the Forsaken learn to master themselves and control the world around them, they shake off that curse and become what they always should have been.

How a GM handles the details of the ascension is up to each individual. The ascension is a philosophical theme that players can explore in a game. Forsaken on the path to ascension may qualify for the shadow ascendant prestige class in Chapter 3 of this book.

The Cult of Forgotten Shadow plays an important role in Forsaken society. Shortly after the emancipation of the Forsaken and the formation of their culture, the Forsaken indulged in a momentary backlash against necromancers. Necromancy was seen as the art of slavery, the tool of the Scourge, and its use was repulsive to the newly liberated undead.

The Dark Lady, Sylvanas Windrunner, realized how valuable necromancy was to their cause. Though Forsaken heal naturally, many go to priests of the Forgotten Shadow for "repairs." Necromancers can also free enslaved, mindless undead and research powerful spells that might one day return the Forsaken to life. Sylvanas knew she needed necromancers to heal, strengthen and replace her people, and she set about wooing necromancers away from the Scourge. Mainly by force.

The most serious failing of the Cult of Forgotten Shadow is its lack of organization. Dozens of different interpretations of the three or four virtues exist, and no two priests seem able to agree on how the faithful should follow the Forgotten Shadow. A single city can hold several different cult leaders, all in disagreement on their philosophy. Members of the Forgotten Shadow spend almost as much time arguing with other members as they do practicing the tenets they believe.

A particularly charismatic and intelligent Forsaken may draw all the disparate branches of the cult together someday. A united front of philosophically aligned Forsaken would be a dire threat to the Church of the Holy Light.

Priests of the Forgotten Shadow can gain access to the Death, Destruction and Power (see below) domains.

Shamanism

Outsiders, as well as those new to the Horde, refer to the tauren' and orcs' spiritual beliefs as "shamanistic," as if one word encompasses all the nuances and branches of a complex philosophy.

In truth, the spiritual path dubbed shamanism that the orcs and tauren follow encompasses many different beliefs. The orcs and tauren hold differing opinions on the value of each belief. The main tenets of shamanism as practiced in Azeroth are ancestor worship, animism and spirit guidance.

Ancestor Worship

Ancestor worship entails more than a simple veneration of the dead. While almost all races respect and memorialize their ancestors in some way, the orcs and tauren believe that their forebears possess powers that their living offspring can channel. A tauren does not merely remember her ancestors; she speaks to them and draws power from them. A tauren's ancestors watch over her and sometimes guide her through visitations and dreams.

All tauren learn rituals and chants designed to connect them to their ancestors. A tauren shaman, however, can call on tribal spirits to infuse him with wisdom and strength.

Although tauren society is no longer nomadic, their rituals and traditions developed long ago, and thus were heavily influenced by the nomadic way of life that the tauren followed up until recently, when they joined the Horde and made Mulgore their home. For example, when the tauren were nomadic, they could not always visit the graves of their ancestors when they wished to show honor. Many rituals require a tauren to carve wooden figures and then burn these carvings with fragrant grasses and herbs to honor his ancestors. Tauren now have a permanent home in Mulgore, but since marauding centaur keep them away from many areas, they still cannot visit the graves of their ancestors. Thus, they have no reason to change these rituals.

Orcs leave more concrete reminders of their ancestors. They carve memorials to the fallen dead and place stones around permanent campsites. Nomadic orcs and tauren both conduct group rituals; these rituals involve storytelling, chanting and feasting that lasts all night.

Orc death rituals vary from, but most possess common traits. Any orcs present when an orc dies roar as loudly as possible, to alert the deceased's ancestors that they must come and escort a new spirit to the spirit world. If an orc falls in battle, his companions wait until after the battle ends to roar. This prevents the death roar from being lost in the sounds of battle.

Orcs value honor. Should an orc die with an unfulfilled duty, his close friends and relatives take it upon themselves to complete the duty and allow the fallen orc's spirit to enter the afterlife without a blemish.

The deceased's closest friend or relative sometimes takes one of the corpse's fangs as a memento and a token to use in shaman rituals to summon a particular spirit. During group rituals to honor the dead, orcs adorn their tribal costumes or

weapons with the fangs of their fallen friends and family.

Tauren prefer to bury their dead, but after the advent of the Scourge and the Forsaken, more tribes are cremating their dead to avoid the possibility of undeath.

A shaman who practices ancestor worship can gain access to the Ancestor domain (see below).

Animism

Animism teaches that all creatures and some objects have souls or spirits. Orcs and tauren believe that plant-spirits, nature-spirits and earth-spirits exist, and that everyone must treat these spirits with respect. One who denies the reality of nature spirits severs her connection with the earth.

Tauren Ancestral Carvings

When a tauren plans a ritual to honor his ancestors, he carves a number of wooden idols to burn during the ritual. Each tauren's choice of carvings reflects his values and history, making each set of carvings highly personalized. However, certain themes repeat over time, and most tauren understand the following symbols.

Miniature wooden tauren represent a person's ancestors. Tauren symbolize themselves with a 6-inch kneeling figure to display their reverence for their ancestors. A tauren might not carve every single individual in her lineage, but instead carve representative figures, such as the following.

- An elderly male and female represent ancestors who died of old age.
- A pregnant female and a male hunter represent ancestors who died in the prime of life.
- A child and infant represent ancestors who died in childhood and before birth.

Additional carvings represent the values a tauren's family possesses.

- A tree with a knot of strong roots symbolizes the importance of family, a root system that supports the tauren today.
- Birds, commonly owls or eagles, represent the wisdom passed on from generation to generation.
- Predatory animals, such as lions, indicate the value of physical strength and heredity.
- The kodo, the most sacred animal of all, symbolizes the bond between the tauren and the Earth Mother.

Tauren also use elemental symbols in their rituals.

- Carvings of flames or coals represent energy and combat, and tauren often add these carvings to honor warrior ancestors.
- Water symbolizes spirituality and wisdom; tauren use carvings of still water to honor ancestors noted for their wisdom, and carvings of flowing water to honor shaman.
- Earth symbolizes a love of the land and physical strength, and tauren add earth carvings to rituals honoring druids and powerful hunters.
- Air carvings, often shown as clouds, wavy lines, or blowing leaves, represent exploration and adaptability, and tauren use air carvings to honor hunters, scouts and children.

The Earth Mother

The Earth Mother is the tauren ideal of all the spirits of nature. The Earth Mother lives in the rivers, trees, plains and mountains of Azeroth. She is the embodiment of nature. All lesser nature spirits come from the Earth Mother, and return to her upon death.

In a sense, tauren see the Earth Mother as a sort of universal consciousness. While individual spirits represent a particular location, animal or object, such as the spirit of a single tree, or the spirit of a valley, the Earth Mother represents the land. She is everywhere life and nature is.

The only spirits separate from the Earth Mother are the spirits of sentient creatures. Tauren ancestor spirits live in harmony with the Earth Mother, but are not a part of her.

Tauren religion teaches to respect and love the Earth Mother by treating her body, the land, and her children, the plants and animals of the world, with respect. Tauren disrupt the natural balance of the land as little as possible. They take only what they need from the land and eschew mass logging and mining. They respect the animals they hunt and never wastefully discard animal carcasses.

Priests of the Earth Mother can gain access to the Animal, Elements and Spirits domains.

She becomes lost and confused, spiritually adrift in the world.

The return to animism inspired revolutionary thoughts among some orcs. For centuries orcs lived as base creatures, destructive and bloodthirsty. The civilized races of the Alliance looked down on the orcs, believing them primitive and savage. Now the orcs compare their new traditions with those of the Alliance and judge themselves spiritually superior. It is now the Alliance that seems primitive and uncivilized to the orcs; the Alliance holds fast to their complicated and sterile philosophies and denies the simple, vital truth of animism. Some orcs sneer at the Alliance, some pity them, and some care nothing for this dichotomy.

Tauren practice animism by revering a spirit they call the Earth Mother. The Earth Mother represents all the animistic forces of nature. River-spirits, sea-spirits, tree-spirits, rock-spirits and animal spirits all reflect one facet of the Earth Mother. Orcs have a less organized philosophy; they see all spirits as individuals connected in a greater whole, like members of a great clan.

Spirit Guidance

Spirit guidance is not a philosophical branch of shamanism so much as it is a technique used by those who practice ancestor worship and animism. The tauren in particular utilize spirit guidance, both in their everyday lives and in times of upheaval.

Vision Quests

The vision quest represents a tribe member's passage from one stage to another, such as from youth to maturity or from maiden to mother. Shaman typically undergo several vision quests throughout their careers, each one unlocking hidden knowledge within their souls.

To venture on a vision quest, the seeker leaves her tribe behind and finds a natural area that feels quiet and sacred to her. The seeker leaves all trappings of civilization behind, including weapons and clothes, taking only a waterskin with her. The tribe's shaman provides the vision speaker with a bundle of herbs to eat in the sacred area. These herbs facilitate the vision quest. Finding and collecting these herbs requires a DC 15 Profession (herbalist) check. Only a trained (at least 5th level) shaman may set a seeker on her vision quest.

A vision quest lasts 2–4 days. Traditionally, the quest begins with a powerful urge to leave the sacred area. The seeker must resist this temptation and remain in the place she chose. Most seekers remind themselves of the sacred task they perform and soothe themselves with knowledge that they can survive a few days alone.

Once the urge to leave passes, the seeker feels a sense of buoyancy. She seems to float out of her body and see the land spread out beneath her. She examines her body and, in doing so, comes to understand her soul. Each physical feature reminds the vision seeker of past experiences, her ancestors or her race. She meditates on these things until she feels at peace with herself.

At the apex of the vision quest, a spirit animal comes to the seeker. The animal represents the seeker's spirit; fierce warriors may see a bear, while timid herbalists may see a rabbit. The seeker feels an instant bond with the animal. In rare cases, the spirit animal may lead the seeker away from the sacred area to a place of great power. This sometimes happens to seekers who later become shaman. In the place of power, the seeker undergoes an additional test, such as a test of combat against a wild animal or a test of skill where she must heal a wounded creature or retrieve an object from a dangerous natural location.

Upon completing her vision quest, a seeker usually takes some small item from the sacred area, such as a rock or a bit of animal fur, and keeps it as a reminder of her quest. A seeker who fails to complete her test may try again when she and her shaman feel ready.

Members of a shamanistic tribe can learn to call on the power of their ancestors and nature to grant them strength and knowledge. Several feats in Chapter 2: Class Options (Speaker of the Fang, Speaker of the Hoof, Speaker of the Seed, Speaker of the Sky and Speaker of the Earth Mother) reflect this ability. Some powerful shaman learn to communicate directly with ancestral spirits, but most are born with the touch. These individuals channel tribal spirits frequently and sometimes unwillingly. They struggle to interpret the words of the ancients and serve as a bridge between the dead and the living.

A shaman who communicates with ancestral spirits often takes the spirit walker prestige class described in Chapter 3.

Voodoo

Some scholars view voodoo as a type of animism, and to an extent that theory is true. The trolls' religion takes a decidedly different bent than the shamanistic beliefs of the orcs and tauren, though. Trolls have a complex belief system involving malign spirits and their effect on the world, but no scholar has established what is truth and what is simply long-held belief.

The Darkspear trolls come from a dark and bloodthirsty history of sacrifice, cannibalism and black magic. They consider spirits to be individuals much like living creatures. Spirits are greedy, hostile and dangerous. Trolls also believe their ancestors linger on as jealous spirits who miss the land of the living and require blood sacrifices to appease them.

Trolls sacrifice and eat their enemies. They conduct these practices for two reasons. First, they believe the sacrifice of sentient creatures appeases malicious spirits. Second, they believe that after death, an enemy's spirit can visit misfortune on its killer. By consuming the flesh of their enemies, trolls believe they can also consume their enemy's spirit, or at least damage it enough to render it impotent.

The orcs' influence tempers the Darkspear trolls' spiritual beliefs. The trolls willingly support Thrall and the Horde, and they understand that their destructive rituals offend their allies. Under Thrall's tutelage, the Darkspear trolls abandoned the sacrifice of sentient creatures and took up animal sacrifice instead. These trolls no longer eat their enemies, but practice other methods of trapping, injuring or destroying enemy spirits. These methods include witch doctor blessings, the burning of enemy hearts, drowning corpses and head-shrinking.

Witch doctors hold an important position in troll society. Trolls respect their witch doctors as the wisest and most powerful tribe members, and show them courtesy and deference.

Trolls are superstitious. They see bad omens everywhere and rely on witch doctors to interpret these omens. Witch doctors govern success or failure in battle almost more than the warriors do; trolls believe that a witch doctor who reads the portents correctly and conducts the proper rituals can guarantee success in any endeavor.

Until Thrall's involvement with the Darkspear trolls, only male trolls became witch doctors. Female trolls have since seen the equality other Horde women possess and crave their own emancipation. Despite their efforts, few female witch doctors exist, and those who attempt to take on the role of tribal witch doctor meet with much derision and resistance. Trolls call female witch doctors "zufli," a corruption of the voodoo master prefix "zul." "Zufli" is a derogatory term and literally means "baby witch," but some females have taken on the title as a mark of pride.

Troll death rituals used to involve ritual mutilation of the body. The trolls believed that simulating the sacrifice of a corpse distracted nearby malign spirits. The spirits, drawn to the pretend sacrifice, would fail to notice the new spirit entering their world. This allowed the deceased's spirit to pass more easily into the next world and find a place for itself without harassment.

Troll Head-Shrinking

Supposedly, upon his death, an enemy's spirit lingers in his body for a short time. Then the spirit flees the corpse and is free to wreak havoc and revenge on its killer.

Troll witch doctors believe that a fallen enemy's spirit lairs in the corpse's head before fleeing the body. Trolls who wish to trap enemy spirits often turn to head-shrinking.

To shrink a head, a troll first decapitates his fallen enemy. Then he makes a slit up the back of the head and carefully removes the skull (which he saves or discards). The troll then sews up the incision and boils the head for two hours to shrink. The troll uses scalding hot rocks and sand to fill the head cavity and shrink the head further. When the head is fist-sized and rubbery, the troll sews up the eyes, mouth, and neck with elaborate stitching. The enemy spirit now remains trapped inside the head forever.

Most members of the Horde look askance at the practice of head-shrinking, but consider it a step up from human sacrifice and cannibalism. Some trolls have techniques to shrink skulls as well, which involve removing key pieces and reconstructing the skull as a smaller version using animal parts and resins to hold it together.

To successfully shrink a head or skull, a troll must succeed on a DC 15 Craft (skinning) check. Doing so requires 12 hours of work, but most trolls work only a few hours a day over the course of a week. At the DM's discretion, a troll who wears shrunken heads as ornaments gains a +1 circumstance bonus on Diplomacy checks when interacting with other trolls, and a –1 circumstance penalty on Diplomacy checks when interacting with non-trolls.

Now trolls avoid these rituals because the Horde finds them disturbing and the rituals evoke unpleasant associations with the Scourge. Trolls frown on cremation, as they believe the body provides the spirit with a tie to the mortal world, and to destroy it sets a spirit adrift and confused for eternity. Recently the trolls have taken to cutting the eyes out of a corpse, thus opening a path into the skull where the spirit resides. Often a witch doctor sacrifices an animal nearby to distract any hungry spirits; if the mourners have no time for such a ritual, they may instead cut their arms and let their blood spill to achieve the necessary distraction. To avoid the possibility of undeath, trolls either bury their comrades' bodies in hidden places or in sections (usually the body in one place and the head in another).

Shamanism, as practiced by the orcs and tauren, has grown more common among the Darkspear trolls. While voodoo remains the chief troll religion, troll shaman appear with greater frequency, and some trolls even become druids.

Priests who call upon voodoo spirits have access to the Death and Spirits domains.

Spells

Horde members can gain access to several new domains and spells. In most cases, talented Horde arcanists and healers developed these spells and passed them on to their people. Their brethren shared their new knowledge with others, and use of these spells spread through the Horde.

Healers who show exceptional wisdom and devotion occasionally tap into new domains and then share their new abilities with philosophically aligned healers.

In rare cases, Alliance members or unaffiliated factions develop these new spells on their own or steal the knowledge from the Horde. In either case, use of these spells outside the Horde is rare.

Blood Relatives and Tribal Members

Several spells in this chapter refer to blood relatives and tribal members. A blood relative is related to the spellcaster by blood, such as her father or sister. A tribal member is an individual who was born into the same tribe or clan as the spellcaster, or whom the tribe or clan has accepted as a member. Thus, usually only a creature who comes from a society that incorporates a clan or tribe system can cast these spells on tribal members. If a clan or tribe accepts a creature as a member (which usually involves rituals and tests of competence), that creature must be a member for 1 month before he is considered a tribal member for the purposes of these spells. The spells *mark kin* and *mass mark kin* also make creatures into tribal members for the purposes of these spells.

Spell Lists

The following spell lists include all the new spells in this book.

Assassin Spell

2nd-Level Assassin Spell

Misdirection: Misleads divinations for one creature or object.

Arcanist Spells

0-Level Arcanist Spell

Restore Minor Damage: Restores 1 point of damage to objects.

1st-Level Arcanist Spells

Obscuring Mist: Fog surrounds you.

Restore Light Damage: Cures 1d8 damage +1/level (+5 max) to constructs.

Wither: Preserves herbs and flowers or deals 1d8 damage +1/level (max +5) to plant creatures.

2nd-Level Arcanist Spell

Restore Moderate Damage: Cures 2d8 damage +1/level (max +10) to constructs.

3rd-Level Arcanist Spell

Restore Serious Damage: Cures 3d8 damage +1/level (max +15) to constructs.

4th-Level Arcanist Spell

Restore Critical Damage: Cures 4d8 damage +1/level (max +20) to constructs.

5th-Level Arcanist Spells

Dream: Sends message to anyone sleeping.

Restore Light Damage, Mass: Cures 1d8 damage +1/level for many constructs.

6th-Level Arcanist Spell

Restore Moderate Damage, Mass: Cures 2d8 damage +1/level for many constructs.

7th-Level Arcanist Spells

Restore Serious Damage, Mass: Cures 3d8 damage +1/level for many constructs.

Sending, Mass: As *sending* but affects multiple subjects.

8th-Level Arcanist Spell

Restore Critical Damage, Mass: Cures 4d8 damage +1/level for many constructs.

Necromancer Spells

1st-Level Necromancer Spell

Necromantic Seed: Deals 1 point of damage per round for 1 minute/level, heals undead.

3rd-Level Necromancer Spells

Banshee's Curse: Target takes –20 penalty on attack rolls for 1 round.

Rune Trap: Runes detonate when enemies near.

Usurp Flesh: Necromantic seed makes target blinded, chilled, dazed, deafened, fatigued or sickened.

4th-Level Necromancer Spell

Poison: Touch deals 1d10 Stamina damage, repeats in 1 minute.

5th-Level Necromancer Spells

Nightmare: Sends vision dealing 1d10 damage, fatigue.

Possession [F]**:** Possess another creature.

Usurp Flesh, Greater: As *usurp flesh,* but exhausted, nauseated, or prone also possible.

8th-Level Necromancer Spell

Forsake the Scourge [M]**:** Return intelligence and freedom to one enslaved undead.

9th-Level Necromancer Spell

Exorcise: Tear soul from target's body, possibly trapping him in the spirit world.

Warlock Spells

3rd-Level Warlock Spell

Rune Trap: Runes detonate when enemies near.

4th-Level Warlock Spell

Mannoroth's Legacy: Gain +4 Str and Sta, +2 on Will saves, damage reduction 5/good, and bypass adamantine and evil damage reduction, but take –2 to AC.

5th-Level Warlock Spells

Nightmare: Sends vision dealing 1d10 damage, fatigue.

Healer Spells

0-Level Healer Spell

Restore Minor Damage: Restores 1 point of damage to objects.

1st-Level Healer Spells

Channel Boost: Turn/rebuke undead with greater power.

Restful Slumber: Grants creatures a good night's sleep, double natural healing.

Restore Light Damage: Cures 1d8 damage +1/level (+5 max) to constructs.

2nd-Level Healer Spell

Preserve Hide: Grants leather item improved hardness and hit points, resistance to fire 5.

Restore Moderate Damage: Cures 2d8 damage +1/level (max +10) to constructs.

3rd-Level Healer Spell

Restore Serious Damage: Cures 3d8 damage +1/level (max +15) to constructs.

4th-Level Healer Spell

Restore Critical Damage: Cures 4d8 damage +1/level (max +20) to constructs.

5th-Level Healer Spells

Dream: Sends message to anyone sleeping.

Nightmare: Sends vision dealing 1d10 damage, fatigue.

Restore Light Damage, Mass: Cures 1d8 damage +1/level for many constructs.

6th-Level Healer Spell

Restore Moderate Damage, Mass: Cures 2d8 damage +1/level for many constructs.

7th-Level Healer Spells

Restore Serious Damage, Mass: Cures 3d8 damage +1/level for many constructs.

Sending, Mass: As *sending* but affects multiple subjects.

8th-Level Healer Spell

Restore Critical Damage, Mass: Cures 4d8 damage +1/level for many constructs.

Druid Spells

1st-Level Druid Spell

Wither: Preserves herbs and flowers or deals 1d8 damage +1/level (max +5) to plant creatures.

2nd-Level Druid Spells

Call of Untamed Nature [M]**:** Creates aura of wild vitality in a natural area.

3rd-Level Druid Spell

Poison: Touch deals 1d10 Stamina damage, repeats in 1 minute.

Priest Spells

2nd-Level Priest Spell

Misdirection: Misleads divinations for one creature or object.

5th-Level Priest Spell

Anti-magic Shell: Grants temporary immunity to damaging spells.

Shaman/ Witch Doctor Spells

1st-Level Shaman/Witch Doctor Spell

Obscuring Mist: Fog surrounds you.

2nd-Level Shaman/Witch Doctor Spells

Ancestral Healing Ward: As *healing ward* but affects only tribal members and blood relatives.

Troll Flesh: Grants or improves fast healing by +1.

Wolf Spirit: Grants subject bearer bite attack, trip ability.

3rd-Level Shaman/Witch Doctor Spells

Bear Spirit: Grants subject claw attacks, improved grab.

Call Lightning: Calls down lightning bolts (3d6 electricity damage per bolt) from sky.

Rune Trap: Runes detonate when enemies near.

4th-Level Shaman/Witch Doctor Spells

Eagle Spirit: Grants subject keen eyesight, improved ranged weapon range increment, continual *slow fall*.

Shrink Head: Suffocates target.

5th-Level Shaman/Witch Doctor Spells

Ancestral Guardians: Spirits of your ancestors protect you and your relatives.

6th-Level Shaman/Witch Doctor Spells

Mass Troll Flesh: As *troll flesh*, but affects multiple targets.

9th-Level Shaman/Witch Doctor Spell

Exorcise: Tear soul from target's body, possibly trapping him in the spirit world.

New Healer Domains

New Healer domains contain a mix of new spells and spells from the **WoW RPG** book. Spells marked with an asterisk on the domain lists appear in this book.

The following table summarizes the domains available to adherents of the faiths described in this chapter.

Faith	Domain(s)
Ancestor worship	Ancestor* (added to shaman domains)
Earth Mother	Animal, Elements, and Spirits
Forgotten Shadow	Death, Destruction, and Power*
Voodoo	Death and Spirits

* A new domain described below.

Ancestor Domain

Lesser Power — Recitation of Blood (Su): Once per day, as a standard action that does not provoke attacks of opportunity, you can recite your lineage and invoke the blessings of your ancestors on your allies. You and allies within 30 feet gain a +1 morale bonus on attack rolls and Will saves, and a +1 bonus to Armor Class, for 1 minute.

Greater Power — Blood Pack (Su): Once per day, as a full-round action that does not provoke attacks of opportunity, you designate yourself and a number of creatures equal to your Spirit modifier (minimum one) as a blood pack. Each member of the blood pack shares hit points. As a free action, each member may transfer as many of his own hit points as he likes to any other member of the blood pack, so long as he retains at least 1 hp. No creature can have more hit points than his maximum by means of this ability, though members can share temporary hit points. A member may split his hit points between multiple pack members. The blood pack lasts for 10 minutes.

For example, if you possess 10 hit points, and two of your pack members each possess 20 hit points, they could each transfer 5 hit points to you. You then have 20 hit points and they each have 15 (you must have a normal maximum hit point total of 20 or higher for this to work). While the blood pack is active, transferring hit points is such an intuitive action that it can be performed as a free action even out of turn.

1st—Mark Kin*: You denote an ally as kin (which affects some spells) and gain combat bonuses.

2nd—Ancestral Healing Ward*: As *healing ward* but affects only tribal members and blood relatives.

3rd—Magic Circle against Evil/Good: As *protection* spells, but 10-ft. radius and 10 min./level.

4th—Mark Kin, Mass*: As *mark kin*, but affects multiple subjects.

5th—Ancestral Guardians*: Spirits of your ancestors protect you and your relatives.

6th—Sending, Mass†: As *sending* but affects multiple subjects.

7th—Ancestral Shield*: Spirits of your ancestors grant you and your relatives +4 deflection bonus to AC and +2 bonus to Strength, Agility and Stamina.

8th—Discern Location†: Reveals exact location of creature or object.

9th—Heal, Mass: As *heal* but with several subjects.

† Affects only blood relatives and members of your tribe.

Foretelling Domain

The Foretelling domain is available to far seers, a shaman variant class introduced in Chapter 2: Class Options.

Lesser Power — Diviner (Su): Your caster level is considered to be 2 levels higher than it actually is when you cast divination spells.

Greater Power — See the Truth (Ex): Whenever you cast a divination (scrying) spell, you see through the spell as though with *true seeing*.

1st—Doom: One target takes –2 on attack rolls, damage rolls, saves and checks.

2nd— Augury M F**:** Learns whether an action will be good or bad.

3rd— Clairaudience/Clairvoyance: You hear or see at a distance for 1 min./level.

4th— Eye of Kilrogg: Invisible, floating eye moves 30 ft./round.

5th— Scrying[F]: Spies on subject from a distance.

6th— Find the Path: Shows most direct way to a location.

7th— Scrying, Greater: As *scrying*, but faster and longer.

8th— Discern Location: Reveals exact location of creature or object.

9th— Wish[X]: Alters reality.

Power Domain

Lesser Power — Bolster Undead: Once per day, you gain a +2 bonus on your turning check when attempting to bolster an undead (see **World of Warcraft RPG**, Chapter Twelve, "Special Attacks," *Evil Priests and Undead)*. You must declare that you are using this ability before you make your turning check.

Greater Power — Personal Power: Once per day, you can assert your will on reality and bolster your personal power. You may add your Charisma bonus to your caster level when casting one spell. You must declare your use of this ability before casting the spell. Activating this ability is a free action that does not provoke an attack of opportunity.

1st—Necromantic Seed*: Deals 1 point of damage per round for 1 minute/level, heals undead.

2nd—Usurp Flesh*: Necromantic seed makes target blinded, chilled, dazed, deafened, fatigued or sickened.

3rd—Death Coil: Deals 2d8 damage, +1/level (max +10) to living creatures; heals undead.

4th—Usurp Flesh, Greater*: As *usurp flesh,* but exhausted, nauseated or prone also possible.

5th—Withering Blight: Blighted area kills plants and infects living creatures.

6th—Create Undead: Creates ghouls, spirits of vengeance, elite ghouls, or elite spirits of vengeance.

7th—Forsake the Scourge*: Returns intelligence and freedom to one enslaved undead.

8th—Create Greater Undead: Creates shades, wraiths, elite wraiths, or banshees.

9th—Death and Decay: 1d4 damage/level (maximum 25d4) per round, 30-ft. radius.

Spell Descriptions

Ancestral Guardians

Conjuration (summoning)
Level: Ancestor 5, Shaman/Witch Doctor 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./level)
Targets: You and up to two tribal members or blood relatives
Duration: 10 minutes
Saving Throw: Reflex half
Spell Resistance: Yes

This spell summons three ancestral spirits to protect you and your allies. Upon casting the spell, you divide the three spirits among yourself and up to two tribal members or blood relatives within range (thus, you may assign all three spirits to yourself, two to you and one to a relative, one each to you and two relatives, and so forth). You may not reassign the spirits after you cast the spell.

Anyone attacking an individual protected by an ancestral spirit in melee combat must make a Reflex save or be struck by the spirits. Those failing their saves take 1d4+1 points of damage for each spirit guarding the individual. Ancestral spirits can strike incorporeal targets with no miss chance. The spirits strike immediately before the attacker.

Ancestral Healing Ward

Conjuration (Healing, Totem)
Level: Ancestor 2, Shaman/Witch Doctor 2
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Area: All living tribal members, blood relatives and undead creatures within a 20-ft.-radius burst centered on the totem
Duration: 1 round/level
Saving Throw: Fortitude half (harmless)
Spell Resistance: Yes (harmless)

This spell functions just as *healing ward,* but the totem heals only your blood relatives and members of your clan or tribe.

Ancestral Shield

Transmutation
Level: Ancestor 7
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./level)
Targets: Up to one blood relative or tribal member/2 levels
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You call on the spirits of your ancestors to shield you and your allies, and to bolster your combat prowess. The subjects gain a +4 deflection bonus to AC from the nimbus of swirling spirits that surrounds them. In addition, the subjects gain a +4 morale bonus to Strength, Agility and Stamina.

Anti-magic Shell

Abjuration
Level: Priest 5

Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 min./level or until discharged
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

Anti-magic shell grants temporary immunity to hit point damage from spells and spell-like abilities. When *anti-magic shell* absorbs 10 points per caster level of spell damage (to a maximum of 200 points at 20th level), it is discharged.

Banshee's Curse

Necromancy
Level: Dark Ranger 3, Necromancer 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level or until discharged
Saving Throw: Will negates
Spell Resistance: Yes

You curse the target with clumsiness and bad luck. When it makes its next attack, the attack roll, and all attack rolls it makes for 1 round, take a –20 penalty.

Bear Spirit

Transmutation
Level: Druid 3, Shaman/Witch Doctor 3
Components: V, S, DF
Casting Time: 10 minutes
Range: Touch
Target: One creature
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Ancient tauren shaman learned the secret of channeling nature spirits into creatures to boost their abilities or grant them temporary physical changes.

The spell's subject grows claws that she can use as natural weapons. Each claw deals 1d3 points of damage if the target is a Small creature, 1d4 points of damage if she is Medium, or 1d6 points of damage if she is Large. Her claws are primary natural weapons and follow the natural weapon rules in the **Monster Guide** (Chapter 5: Monster Types, Subtypes, and Abilities, "Natural Weapons").

If the subject hits an enemy with both claws in a single round, she may immediately attempt to start a grapple without provoking an attack of opportunity.

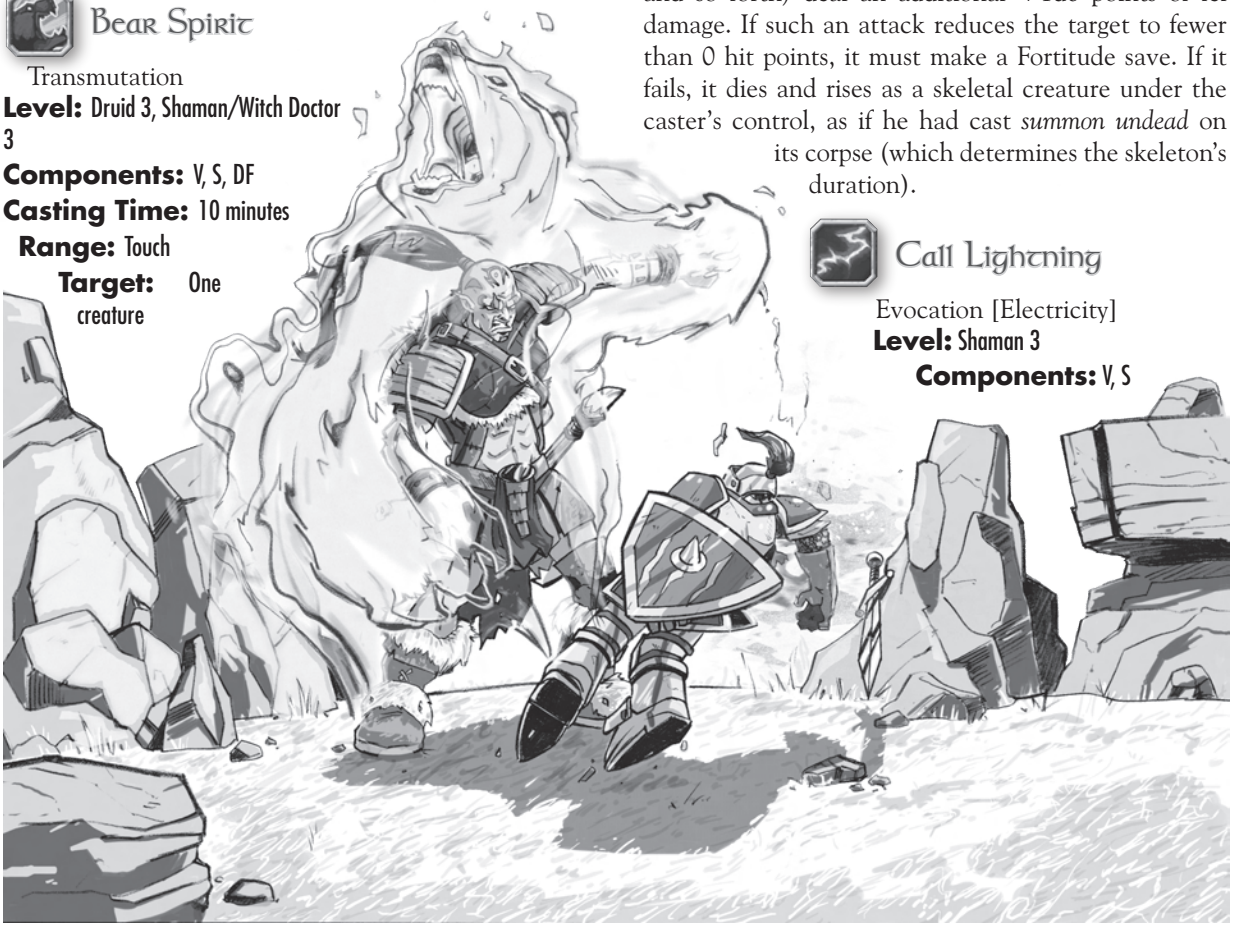
Black Arrow

Transmutation [Death, Fel]
Level: Dark Ranger 3
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: The caster
Duration: 1 round/level (D)

All missile weapons the caster looses (fires, throws and so forth) deal an additional +1d6 points of fel damage. If such an attack reduces the target to fewer than 0 hit points, it must make a Fortitude save. If it fails, it dies and rises as a skeletal creature under the caster's control, as if he had cast *summon undead* on its corpse (which determines the skeleton's duration).

Call Lightning

Evocation [Electricity]
Level: Shaman 3
Components: V, S



Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Effect: One or more 30-ft.-long vertical lines of lightning
Duration: 1 min./level
Saving Throw: Reflex half
Spell Resistance: Yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; you can perform other actions, even spellcasting. However, each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts).

If you are outdoors and in a stormy area — a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by an air elemental of at least Large size) — each bolt deals 3d10 points of electricity damage instead of 3d6.

This spell functions indoors or underground but not underwater.

Call of Untamed Nature

Evocation
Level: Druid 2
Components: V, S, M, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./level)
Area: 20-ft.-radius emanation
Duration: 2 hours/level
Saving Throw: None
Spell Resistance: No

With this spell, you awaken the earth's memory of a primal, untouched state. The ground remembers the time before civilization, before the races that now dominate Azeroth walked the land. Plants grow lush and verdant, the ground turns moist, dark and fertile, and an aura of wildness fills the area.

Spellcasters in the area cast spells that appear on the Wild domain spell list at +2 caster level. Profession (herbalism) checks made in the area gain a +4 bonus. Creatures summoned with a *summon nature's ally* spell in the area have a +2 enhancement bonus to Stamina, but unless the caster makes a Handle Animal check (DC 10 + twice the summoning spell's level), the summoned creature is uncontrolled.

Material Component: A handful of rare preserved herbs (worth 25 gp) mixed with freshly picked herbs, tossed in the air.

Channel Boost

Transmutation
Level: Healer 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level

By calling on the spirits of your ancestors, belief in yourself, or a strong personal faith, you boost your ability to channel positive or negative energy. You treat both your Charisma score and your healer level as being +2 higher when making a turn or rebuke check.

This caster level increase also affects the number of undead you can control, if you channel negative energy. When the spell ends, the number of undead you can control decreases accordingly. Should you have too many controlled undead when the spell ends, you lose control of the lowest-HD undead until you control an appropriate number again.

Dream

Illusion (Phantasm) [Mind-Affecting]
Level: Arcanist 5, Healer 5
Components: V, S
Casting Time: 1 minute
Range: Unlimited
Target: One living creature touched
Duration: See text
Saving Throw: None
Spell Resistance: Yes

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger who is disturbed during the trance comes awake, ending the spell. The messenger is unaware of its surroundings or of the activities around it while in

the trance. It is defenseless both physically and mentally (always fails any saving throw) while in the trance.

Creatures who don't sleep or don't dream cannot be contacted by this spell.

Eagle Spirit

Transmutation

Level: Druid 4, Shaman/Witch Doctor 4
Components: V, S, DF
Casting Time: 10 minutes
Range: Touch
Target: One creature
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Ancient tauren shaman learned the secret of channeling nature spirits into creatures to boost their abilities or grant them temporary physical changes.

The subject gains enhanced vision. Her eyes appear round and yellow, like a bird's, and she gains a +8 circumstance bonus on Spot checks and a +4 circumstance bonus on saving throws to see through illusions. Her Spot checks take a –1 penalty for every 20 feet of distance between herself and the target, instead of –1 for every 10 feet.

A continual *slow fall* effect protects the subject. The subject may turn this ability on or off as a free action.

The subject gains a +4 circumstance bonus on Handle Animal checks and wild empathy checks dealing with eagles. Finally, the range increments for all ranged weapons she wields increase by 150%. (This ability does not stack with the Far Shot feat).

If this spell targets a character with the eagle eye ability (hunters gain this ability, for example), instead her Spot checks take a –1 penalty for every 30 feet of distance between herself and the target, instead of –1 for every 20 feet. The range increments for all ranged weapons she wields double. (This ability stacks with the Far Shot feat).

Exorcise [Death]

Necromancy

Level: Necromancer 9, Shaman/Witch Doctor 9
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./level)
Target: One living creature
Duration: 1 round/level or instantaneous (see text)
Saving Throw: Will negates; see text
Spell Resistance: Yes

The caster forces a creature's spirit out of its body, causing it to wander lost and alone in the Twisting Nether. On casting this spell, the target falls limp and, to all appearances, dead. The target's body becomes inert and cannot take actions.

To the target, it seems he has been teleported to another world. Everything looks blurred and hazy, and strong winds batter him about. On a successful Will save, the subject finds his way back to his body after 1 round per level and returns to life. On a failed Will save, the target never finds his way back to his body and remains lost forever, unless recalled to life by means of a *raise dead* or similar spell.

The target's body remains inert and immobile while its spirit wanders. If the target makes its saving throw, creatures cannot move, damage or affect the body in any way until the spirit returns. If the creature fails its Will save, its body becomes an ordinary corpse, and creatures can do whatever they want to it. If the target's body is destroyed while his spirit wanders, he acquires the ghost template (see the **Monster Guide**) upon his return to Azeroth. Since most shaman view undead as a terrible abomination, they avoid this scenario whenever possible.

The shock of undergoing the transformation from life to undeath drives most ghosts insane. PCs turned to ghosts by this spell become NPCs under the GM's control.

Forsake the Scourge

Necromancy

Level: Necromancer 8, Power 7
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: One undead creature; see text
Duration: Instantaneous and 24 hours; see text
Saving Throw: Will negates
Spell Resistance: Yes

Forsaken necromancers developed this spell to free their shackled brethren from the Lich King's control. Since then, other necromancers and the Cult of Forgotten Shadow have adopted its use.

To cast this spell, you must target an undead creature in whom you have implanted a necromantic seed (see the *necromantic seed* spell, below). If the subject fails its Will save, the spell affects it in three ways.

First, any sort of ongoing effect that controls the subject ends. This includes subjects who were turned, rebuked or controlled, and subjects under the effects of a *control undead* or similar spell.

Second, the subject is treated as being four levels or HD higher for purposes of subsequent controlling effects. This function of the spell lasts for 24 hours.

Third, the subject regains its memories of life. The subject's Intellect score returns to the score it had prior to death. If the subject was mindless in life, it remains mindless now.

In essence, this spell severs an undead's bonds and returns the creature's intelligence and free will.

Arcane Material Component: A broken link of adamantine chain, worth 50 gp.

Mannoroth's Legacy

Transmutation [Fel]
Level: Warlock 4
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: The caster
Duration: 1 round/level

Corrupted orcs who sought to recapture their demonic heritage developed this spell. Other races have since adopted it, changing the name to suit their personal histories.

Upon casting this spell, the caster awakens a demonic rage within himself. He gains a +4 enhancement bonus to Strength and Stamina and takes a –2 penalty to Armor Class. He gains a +2 bonus on Will saves. He gains damage reduction 5/good.

The caster treats any weapon he holds (and his unarmed strikes, if he is considered armed with them) as if it were evil and adamantine for the purposes of overcoming damage reduction. He deals an extra +2d6 points of damage to any non-evil creature he strikes in melee. Any time he deals damage to a good-aligned creature, it must make a Will save (DC 14 + your Charisma bonus) or take a –2 morale penalty on attack rolls made against the caster. All these effects apply only for the duration of the spell.

Material Component: A drop of demon blood.

Mark Kin

Transmutation
Level: Ancestor 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./level)
Target: One ally
Duration: 24 hours
Saving Throw: None
Spell Resistance: Yes (harmless)

You denote one ally as kin and ask the spirits of your ancestors to accept your ally as a blood relative. For the duration of the spell, you treat your ally as a blood relative for spell effects. In addition, you and your new kin gain a +4 attack bonus when flanking with each other, instead of the normal +2 attack bonus, for the duration of the spell.

You can make this spell permanent with the *permanency* spell (minimum caster level 9th, 500 XP).

Mark Kin, Mass

Transmutation
Level: Ancestor 4
Targets: One ally/level, no two of which can be more than 30 ft. apart

This spell functions as *mark kin*, except that it affects multiple subjects.

You can make this spell permanent with the *permanency* spell (minimum caster level 13th, 2,000 XP).

Misdirection

Illusion (Glamer)
Level: Assassin 2, Priest 2
Components: V, S

Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature or object, up to a 10-ft. cube in size
Duration: 1 hour/level
Saving Throw: None or Will negates; see text
Spell Resistance: No

By means of this spell, you misdirect the information from divination spells that reveal auras (*detect evil, detect magic, discern lies* and the like). On casting the spell, you choose another object within range. For the duration of the spell, the subject of *misdirection* is detected as if it were the other object. (Neither the subject nor the other object gets a saving throw against this effect.) Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (*augury, detect thoughts, clairaudience/clairvoyance* and the like).

Necromantic Seed

Necromancy
Level: Necromancer 1, Power 1
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell plants a seed of negative energy in a target. The seed pulses once a round and delivers a jolt of negative energy that deals 1 point of damage to living hosts. A necromantic seed heals undead targets.

Every minute, the target may make a new save to negate the necromantic seed.

A target can hold only one necromantic seed at a time.

Arcane Material Component: A withered seed or nut.

Nightmare

Illusion (Phantasm) [Mind-Affecting, Evil]
Level: Healer 5, Necromancer 5, Warlock 5
Components: V, S
Casting Time: 10 minutes
Range: Unlimited
Target: One living creature
Duration: Instantaneous
Saving Throw: Will negates; see text
Spell Resistance: Yes

The caster sends a hideous and unsettling phantasmal vision to a specific creature that she names or otherwise specifically designates.

The *nightmare* prevents restful sleep and deals 1d10 points of damage. The *nightmare* leaves the target fatigued and unable to regain arcane spell slots for the next 24 hours.

The difficulty of the save depends on how well the caster knows the target and what sort of physical connection (if any) she has to that creature.

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	+0
Familiar (you know the target well)	–5

* You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	–2
Possession of garment	–4
Body part, lock of hair, bit of nail, or the like	–10

If the recipient is awake when the spell begins, the caster can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon the caster becomes alert again and completes the casting. If the caster is disturbed during the trance, she must make a Concentration check as if she were in the midst of casting a spell, or the spell ends.

If the caster chooses to enter a trance, she is not aware of her surroundings or the activities around her while in the trance. She is defenseless, both physically and mentally, while in the trance. (She always fails any saving throw, for example.)

Creatures who don't sleep or dream are immune to this spell.

Obscuring Mist

Conjuration (Creation)
Level: Arcanist 1, Shaman/Witch Doctor 1
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Effect: Cloud spreads in 20-ft. radius from you, 20 ft. high
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *blazing column, flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area.

This spell does not function underwater.

Preserve Hide

Transmutation

Level: Healer 2
Casting Time: 1 standard action
Range: Touch
Target: One leather item or one 10-ft. square of leather or hide
Duration: Permanent
Saving Throw: None (object)
Spell Reistance: No

This spell cures and preserves leather goods. The item gains hardness 5 and 15 hit points per inch of thickness. The item also gains resistance to fire 5. These bonuses affect only the item itself. (For instance, leather armor so treated does not provide an additional AC bonus, nor does it grant the armor's wearer resistance to fire.)

Poison

Necromancy

Level: Assassin 4, Dark Ranger 3, Druid 3, Necromancer 4, Wilderness Stalker 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous; see text
Saving Throw: Fortitude negates; see text
Spell Resistance: Yes

Calling upon the venomous powers of natural predators, or upon virulent properties of dark magic, you infect the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of Stamina damage immediately and another 1d10 points of Stamina damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + 1/2 your caster level + your Int modifier).

Possession

Necromancy

Level: Necromancer 5
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 hour/level or until the caster returns to his body
Saving Throw: Will negates; see text
Spell Resistance: Yes

When casting *possession,* the caster places her soul in a gem or large crystal (known as a magic jar), leaving her body lifeless. Then the caster can attempt to take control of a nearby body, forcing its soul into the magic jar. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when the caster sends her soul back to her own body, leaving the receptacle empty.

To cast the spell, the magic jar must be within spell range and the caster must know where it is, though she does not need line of sight or line of effect to it. When the caster transfers her soul upon casting, her body is, as near as anyone can tell, dead.

While in the magic jar, the caster can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). She does need line of effect from the jar to the creatures. She cannot determine the exact creature types or positions of these creatures. In a group of life forces, she can sense a difference of 4 or more Hit Dice between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

The caster can choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature she attempts to possess is random.

Attempting to possess a body is a full-round action. It is blocked by *protection from evil* or a similar ward. The caster possesses the body and forces the creature's soul into the magic jar unless the target succeeds on a Will save. Failure to take over the host leaves the caster's life force in the magic jar, and the target automatically succeeds on further saving throws if she attempts to possess its body again.

If the caster is successful, her life force occupies the host body, and the host's life force is imprisoned in the magic jar. She keeps her Intellect, Spirit, Charisma, level, class, base attack bonus, base save bonuses, alignment and mental abilities. The body retains its Strength, Agility, Stamina, hit points, natural abilities and automatic abilities. A body with extra limbs does not allow the caster to make more attacks (or more advantageous two-weapon attacks) than normal. She can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, the caster can shift freely from a host to the magic jar if within range, sending the trapped soul back to its body. The spell ends when the caster shifts from the jar to her own body.

If the host body is slain, the caster returns to the magic jar, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both the caster and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while the caster is in the magic jar, she returns to her body (or dies if her body is out of range or destroyed). If the spell ends while the caster is in a host,

she returns to her body (or dies, if it is out of range of her current position), and the soul in the magic jar returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the magic jar or at the host's location.

Focus: A gem or crystal worth at least 100 gp.

Restful Slumber

Transmutation
Level: Healer 1, Shaman/Witch Doctor 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: One creature
Duration: 24 hours
Saving Throw: None
Spell Resistance: No (harmless)

Troll witch doctors first developed this spell, but other races have since adopted its use. You grant a creature touched a deep, restful night's sleep. Any time the target sleeps in the next 24 hours, he heals double the normal number of hit points for resting. If the target possesses fast healing, his fast healing rate doubles when he sleeps.

This spell also doubles the rate at which resting creatures heal ability damage.

Restore Critical Damage

Transmutation
Level: Arcanist 4, Healer 4

This spell functions like *restore light damage*, except that it restores 4d8 points of damage +1 per caster level (maximum +20).

Restore Critical Damage, Mass

Transmutation
Level: Arcanist 8, Healer 8

This spell functions like *mass restore light damage*, except that it restores 4d8 points of damage +1 per caster level (maximum +40).

Restore Light Damage

Transmutation
Level: Arcanist 1, Healer 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Object or construct touched
Duration: Instantaneous
Saving Throw: Will negates (object, harmless)
Spell Resistance: Yes (object, harmless)

You magically repair damage to a single building, golem, war engine or similar construction. This spell has no effect on living creatures or undead; it affects only artificial constructs such as buildings, catapults, golems and so on. Magical energies restore 1d8 points of damage +1 per caster level (maximum +5) to the target.

Restore Light Damage, Mass

Transmutation
Level: Arcanist 5, Healer 5
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One object or construct/level, no two of which can be more than 30 ft. apart

This spell functions like *restore light damage,* except that it can affect multiple targets and restores 1d8 points of damage +1 per caster level (maximum +25) to each selected target.

Restore Minor Damage

Transmutation
Level: Arcanist 0, Healer 0

This spell functions like *restore light damage*, except that it restores only 1 point of damage.

Restore Moderate Damage

Transmutation
Level: Arcanist 2, Healer 2

This spell functions like *restore light damage*, except that it restores 2d8 points of damage +1 per caster level (maximum +10).

Restore Moderate Damage, Mass

Transmutation
Level: Arcanist 6, Healer 6

This spell functions like *mass restore light damage*, except that it restores 2d8 points of damage +1 per caster level (maximum +30).

Restore Serious Damage

Transmutation
Level: Arcanist 3, Healer 3

This spell functions like *restore light damage*, except that it restores 3d8 points of damage +1 per caster level (maximum +15).

Restore Serious Damage, Mass

Transmutation
Level: Arcanist 7, Healer 7

This spell functions like *mass restore light damage*, except that it restores 3d8 points of damage +1 per caster level (maximum +35).

Rune Trap

Abjuration (Fire)

Level: Necromancer 3, Shaman/Witch Doctor 3, Warlock 3
Components: V, S, M
Casting Time: 1 round
Range: Touch
Area: Up to 5 sq. ft./level
Duration: 10 min./level or until discharged (D)
Saving Throw: Reflex half (see text)
Spell Resistance: No (object) and Yes; see text

You place several shimmering runes on the ground. After you cast the spell, the runes are dormant for 1 round (giving you time to leave) before they activate.

When any Small or larger creature enters the area, the runes detonate, dealing 1d6 points of fire damage per caster level (to a maximum of 10d6), and the spell ends. The runes also detonate when the duration expires. When the runes detonate, all creatures and objects in the area take damage, with a Reflex save allowed for half. The explosion extends out to double the spell's area; creatures and objects in this periphery take half damage (with a Reflex save allowed to halve it again).

The runes are visible, but difficult to see; doing so requires a Spot check (the DC equals the spell's DC). Remember to apply appropriate penalties for distance (–1 per 10 feet).

Material Component: Several battered tin discs.

Sending, Mass

Evocation
Level: Ancestor 6, Arcanist 7, Healer 7
Components: V, S, M/DF
Casting Time: 10 minutes
Range: See text
Target: One creature/caster level
Duration: 1 round; see text
Saving Throw: None
Spell Resistance: No

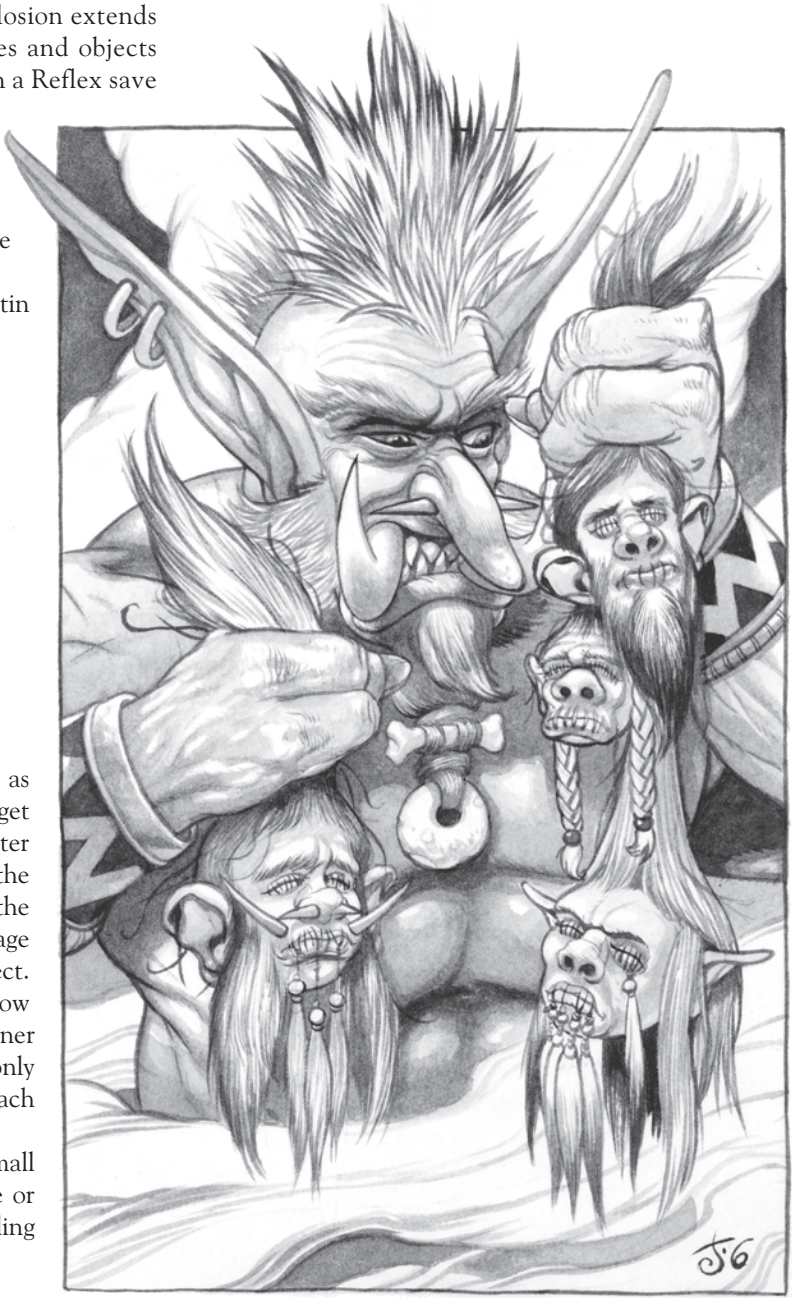
This spell functions as *sending* except as noted above and as follows. You may target a number of creatures up to one per caster level, so long as you are familiar with all the creatures. You contact all the subjects at the same time and send the same short message of twenty-five words or less to each subject. The subjects recognize you if they know you, and each can answer in a like manner immediately. The subjects can reply only to you, they cannot send messages to each other.

Arcane Material Component: A small wooden token engraved with your name or personal sigil. Each recipient of the sending must bear one of these tokens.

Shrink Head

Transmutation [Death]
Level: Shaman/Witch Doctor 4
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./level)
Target: One living creature
Duration: Permanent
Saving Throw: Fortitude negates
Spell Resistance: Yes

This gruesome spell of troll origin kills its target in a lingering fashion. Upon failing his Fortitude save, the target's head shrinks until it is the size of a fist. Due to his shrunken head, the target cannot breathe properly and begins to suffocate.



Each round after this spell takes effect, the target must make a DC 10 Stamina check in order to draw in enough breath to remain conscious. Each round the DC increases by +1. Even if he stays conscious, the character cannot speak or take any actions other than a single move action per round.

When the target finally fails his first Stamina check, he falls unconscious (0 hp). In the following round he drops to –1 hit points and is dying. In the third round he suffocates and dies.

This spell only targets creatures with a discernable head. Creatures with multiple heads must make a DC 10 Stamina check each round or become too dizzy to take any actions other than a single move action. The DC for this check does not increase every round, and does not lead to unconsciousness or death. If the caster targets each head of a multi-headed creature with this spell, the creature must make a Stamina check each round per the normal spell effects for each head. If he fails all Stamina checks in one round, he falls unconscious (0 hp). In the following round he drops to –1 hit points and is dying. In the third round, he suffocates and dies.

Focus: A shrunken head that the caster shakes at the target.

Troll Flesh

Transmutation
Level: Shaman/Witch Doctor 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 2 rounds/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You grant the target a bit of troll essence, enough for her to heal more rapidly. The subject gains fast healing 1. If the subject already possessed fast healing, her rate of healing improves by +1.

Material Component: A bit of troll blood.

Troll Flesh, Mass

Transmutation
Level: Shaman/Witch Doctor 6
Range: Close (25 ft. + 5 ft./level)
Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions as *troll flesh*, but it affects multiple subjects.

Usurp Flesh

Necromancy
Level: Necromancer 3, Power 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./level)
Target: One creature; see text
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

To cast this spell, you must target a creature in whom you have implanted a necromantic seed (see the *necromantic seed* spell above). This spell allows you to use the necromantic seed to control the target's physiology. The seed's negative energy spreads throughout the target's body and usurps its basic functions.

Upon casting this spell, you specify one condition to induce in the target, chosen from the following list: blinded, chilled, dazed, deafened, fatigued or sickened. A successful saving throw at this point ends the *usurp flesh* spell, but not the *necromantic seed*. On a failed save, that condition affects the target for the duration of the spell. He may make a new saving throw each round to shake off the condition, but even if he does so, the spell continues to affect him, and he must make another save on the next round, and so forth.

The necromantic seed damages its host per the spell description even while it usurps its host's flesh. *Usurp flesh* does not bypass a target's immunities. If *necromantic seed* ends or is dispelled, *usurp flesh* also ends.

Usurp Flesh, Greater

Necromancy
Level: Necromancer 5, Power 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./level)
Target: One creature; see text
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell functions like *usurp flesh* except that you can choose the exhausted, nauseated and prone conditions. In the case of the prone condition, the target may stand normally, but falls prone again every round on the caster's turn if it fails its save.

Wither

Evocation
Level: Arcanist 1, Druid 1
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 minutes/level or until discharged
Saving Throw: None or Will half (see text)
Spell Resistance: Yes

Forsaken of the Royal Apothecary Society developed

this spell to aid in their experiments. When under the effects of this spell, you can dry and preserve herbs, flowers and small plants with a touch. You gain a +2 competence bonus on Profession (herbalism) checks.

Alternatively, you can discharge this spell in a touch attack against a plant creature. This spell deals 1d8 points of damage, + 1 point per caster level (maximum +5), to a plant creature (Will save half).

Material Component: A tightly folded piece of waxed paper.

Wolf Spirit

Transmutation

Level: Druid 2, Shaman/Witch Doctor 2
Components: V, S, DF
Casting Time: 10 minutes
Range: Touch
Target: One creature
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Ancient tauren shaman learned the secret of channeling nature spirits into creatures to boost their abilities or grant them temporary physical changes.

The subject grows long jaws and fangs that she can use as a natural weapon. The fangs deal 1d4 points of damage if the target is a Small creature, 1d6 points of damage if she is Medium, or 1d8 points of damage if she is Large. The bite attack counts as a primary natural weapon and follows all the natural weapon rules in the **Monster Guide** (Chapter 5: Monster Types, Subtypes, and Abilities, "Natural Weapons").

If the subject hits an enemy with her bite, she may attempt to trip her opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the subject.

Magic Items

This section contains new magic items found in the Horde. Some of the items come from non-Horde origins, but the Horde now controls them. Talented Horde arcanists and healers craft many items in this chapter, and while the creators try to keep tabs on their work they cannot always do so. Many of these items find their way from battlefields to enemy camps, and some appear lost forever.

More Magic & Mayhem contains general guidelines for magic items.

This chapter also contains a new type of magic item: the mystic site.

Magic Armor Special Property

Linebreaker

Description: During their first invasion of Azeroth, the disorganized and chaotic orcs constructed several suits of armor designed to combat the orderly tactics of the humans. Knights found orcs more difficult to hit when they wore this armor, and organized charges broke apart under savage orc retaliation.

The orcs continue to craft this armor, both for protection during skirmishes with the Alliance, and to stockpile in case the truce with the humans someday breaks down completely.

Linebreaker armor seems a pieced-together mishmash of many different types and sizes of armor, smelted or sewn together with little care for aesthetics.

Powers: Linebreaker armor gains an extra +2 enhancement bonus against attacks made by lawful enemies. An enemy who charges a character in linebreaker armor provokes an attack of opportunity.

Faint abjuration [chaotic]; CL 3rd; Craft Magic Arms and Armor, *protection from law*; Price +1 bonus.

Table 4-1: New Magic Armor

Item	Price
Linebreaker	+1 bonus
Armor of the snake dance	6,375 gp
Granite plate	9,750 gp
Wild mantle (eagle or owl)	17,415 gp
Wild mantle (black bear, giant wolf, or wolverine)	22,415 gp
Wild mantle (ape or lion)	34,915 gp
Thunder lizard hide	47,665 gp
Wild mantle (grizzly bear or tiger)	51,165 gp
Wild mantle (polar bear or rhinoceros)	72,415 gp

Specific Magic Armor

Armor of the Snake Dance

Description: The deep spirituality — some say superstition — of the trolls requires them to perform elaborate rituals, sometimes while on the move or during battles. Some of these rituals, like the snake dance, involve quick, flexible movements and contortions. Trolls in standard armor quickly discovered that their hampered movements interfered with the rituals.

Troll witch doctors developed the *armor of the snake dance* to combat this problem. The armor appears made

of snakeskin and fits tightly against the body. Numerous small metal charms and beads adorn the armor, both affording more protection and evoking spiritual significance.

Forsaken arcanists, after viewing the troll armor, designed similar suits of plain black studded leather armor with identical properties. Forsaken rogues favor this armor, and it imbues their movements with a dancelike feel.

Powers: *Armor of the snake dance* is a suit of *+2 studded leather armor*. The witch doctor's enchantment increases the suit's max Agility bonus from +5 to +6. In addition, the armor grants its wearer a +2 competence bonus on Balance, Perform (dance), and Tumble checks.

Moderate transmutation; CL 6th; Craft Magic Arms and Armor, *cat's grace*; Price 6,375 gp; Cost 3,275 gp + 248 XP.

Granite Plate

Description: Clever tauren craftsmanship makes this suit of stone half plate light and flexible enough for a strong warrior to wear. Thin stone plates overlap over a leather suit, providing protection without hampering movement. The wealthy sometimes embellish suits of *granite plate* with rough gems embedded in the stone plates.

While tauren originally designed *granite plate*, its use spreads to other races as well.

Powers: This *+2 half plate* weighs 75 pounds and has an armor check penalty of –7, but grants its wearer damage reduction 2/—. In addition, anyone wearing *granite armor* who also has the War Stomp feat gains a +1 to the War Stomp save DC.

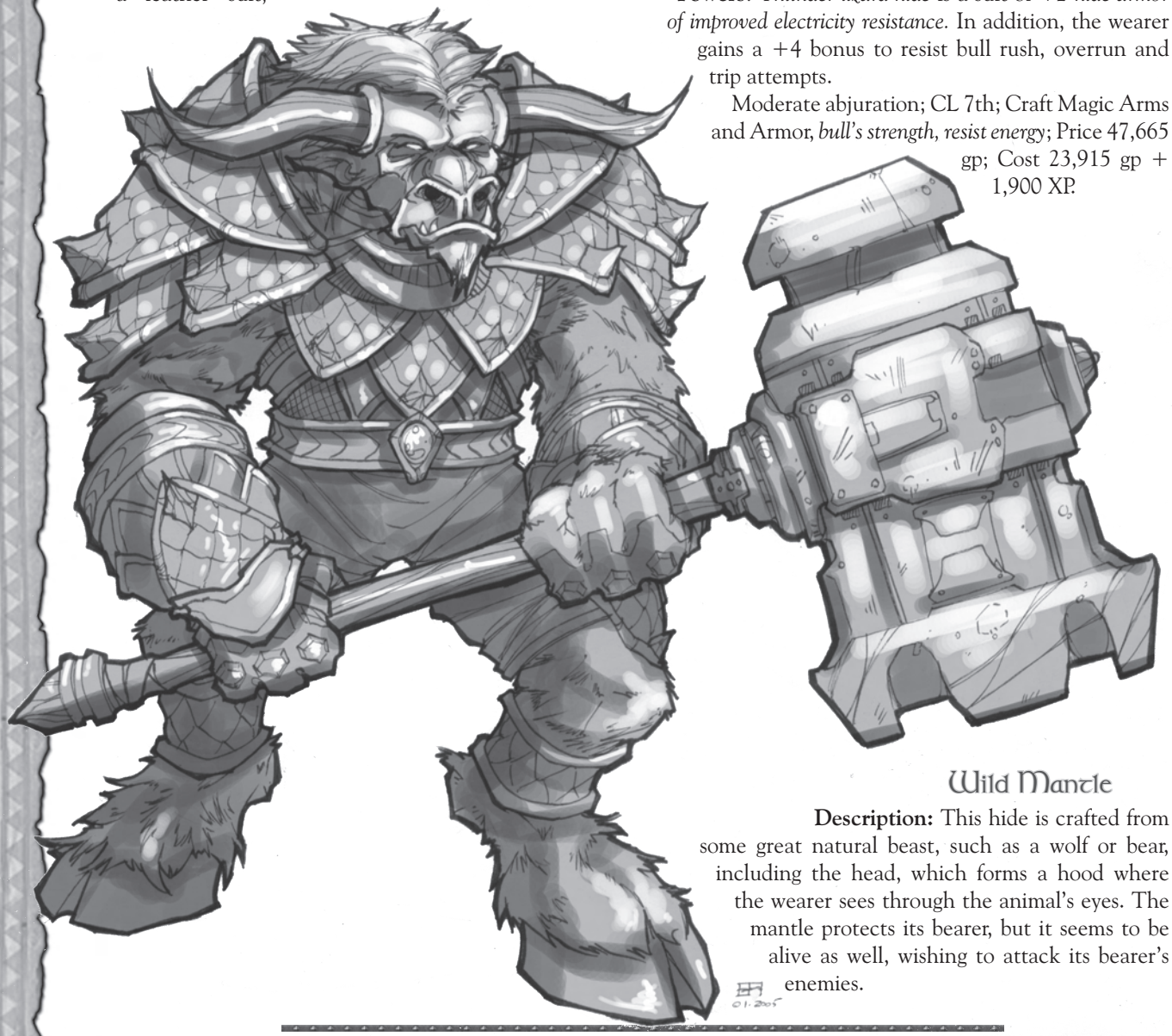
Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *mark of the wild*; Price 9,750 gp; Cost 5,250 gp + 360 XP.

Thunder Lizard Hide

Description: Crafters make these suits of thick hide armor from the skins of the thunder lizards that roam the Barrens. Each suit looks heavy and cumbersome, but once a character dons the armor he finds it is no more difficult to wear than regular hide. Thunder lizard tail-spikes adorn the armor's shoulder plates, and a black lightning bolt emblazons the breastplate.

Powers: *Thunder lizard hide* is a suit of *+2 hide armor of improved electricity resistance.* In addition, the wearer gains a +4 bonus to resist bull rush, overrun and trip attempts.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *bull's strength, resist energy*; Price 47,665 gp; Cost 23,915 gp + 1,900 XP.



Wild Mantle

Description: This hide is crafted from some great natural beast, such as a wolf or bear, including the head, which forms a hood where the wearer sees through the animal's eyes. The mantle protects its bearer, but it seems to be alive as well, wishing to attack its bearer's enemies.

Powers: This *+2 hide armor* allows the wearer to use *summon nature's ally* three times per day to summon an animal of type from which the mantle is made. The mantle may be made from the following animals: apes, bears (black, grizzly or polar), eagles, lions, owls, tigers, giant wolves (see Chapter 9), rhinoceroses, or wolverines.

This armor is also a beast armor of the type the hide is from, granting a +2 bonus to two abilities. See **More Magic & Mayhem** for more on beast armors.

Moderate conjuration; CL 9th; Craft Wondrous Item, *summon nature's ally I* (eagle or owl), *II* (black bear, giant wolf, or wolverine), *III* (ape or lion), *IV* (grizzly bear or tiger), or *V* (polar bear or rhinoceros); Price 17,415 gp (eagle or owl); 22,415 gp (black bear, giant wolf, wolverine); 34,915 gp (ape or lion); 51,165 gp (grizzly bear or tiger); 72,415 gp (polar bear or rhinoceros); Cost 8,790 gp + 690 XP (eagle or owl); 11,290 gp + 890 XP (black bear, giant wolf, or wolverine); 17,540 gp + 1,390 XP (ape or lion); 25,655 gp + 2,040 XP (grizzly bear or tiger); 36,290 gp + 2,890 XP (polar bear or rhinoceros).

Magic Weapon Special Properties

Entropic

Description: The Horde designed entropic weapons years ago in order to fight heavily armored Alliance knights. Some entropic weapons still survive from the first orc invasions, and orc warlocks remember the techniques used to craft these items.

Entropic weapons look pitted, rusted or warped, though they function normally.

Powers: Any time the wielder of an entropic weapon strikes an armored opponent, the opponent's armor temporarily loses 1 point of its armor bonus. On a critical hit, the armor loses 2 points of its armor bonus. An entropic weapon cannot reduce a suit of armor's armor bonus to below zero; nor can it remove enhancement bonuses or magic abilities, or affect natural armor. Armor regains its lost points of armor bonus at a rate of 1 point every 10 minutes.

This property can be placed only on melee weapons.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, *orb of annihilation*; Price +1 bonus.

Table 4-2: New Magic Weapons

Item	Price
Entropic	+1 bonus
Hexing	+6,000 gp
Hammer of Life	8,840 gp
Lightning hammer	19,300
Spear of Hungry Ghosts	24,305 gp
Scourgecrusher	32,308 gp
Withered Bow	41,700
Horn Axe	42,310 gp
Boulder Sling	84,050

Hexing

Description: Troll witch doctors often craft hexing weapons for their tribes, and these weapons have since fallen into the hands of other Horde races. The Forsaken seem particularly fond of hexing weapons.

A hexing weapon is often painted with bloody runes and staring eyes.

Powers: Anyone struck by a hexing weapon must make a DC 12 Will save or take a –2 penalty on attack rolls against the wielder and a –2 penalty on saving throws against spells cast by the wielder. This is a mind-affecting fear effect.

This property can be placed only on melee weapons.

Faint necromancy; CL 3rd; Craft Magic Arms and Armor, *doom*; Price +6,000 gp; Cost +3,000 gp, + 240 XP.

Specific Magic Weapons

Boulder Sling

Description: Orcs developed this powerful weapon for use in large battles. Stitched red and silver runes adorn the dark brown leather sling. Orc soldiers sometimes carried matching leather pouches to carry sling stones, though the pouches are not necessary for the enchantment to function.

Powers: The *boulder sling* is a *+4 distance sling*. Three times a day, its wielder can utter a command word to activate the sling's special property. On its next attack, the *boulder sling's* sling stone expands in midair to become a giant boulder.

The sling's wielder makes an attack roll as normal. On a successful hit, the boulder strikes its target and any creatures within 5 feet of the target for 10d6 points of bludgeoning damage. Creatures within 5 feet can make DC 14 Reflex saves for half damage. If the target is Large or larger, the boulder does not deal damage to adjacent creatures.

Strong evocation; CL 12th; Craft Magic Arms and Armor, *shockwave*; Price 86,750; Cost 43,375 gp + 3,350 XP.

Horn Axe

Description: Cenarius, protector of the wilds, fell in battle against Grom Hellscream years ago. The night elves whisper that Cenarius only sleeps, and that one day he will reawaken and join the world again.

According to rumor, Grom sliced off one of Cenarius's antlers during the battle. A fragment of antler surfaced a year later as the razor-sharp edge of a fearsome battleaxe. Knotted black wood forms the axe's haft, and dull gray iron that holds no reflection forms the axe head. Yellow horn the shade of old bone makes up the axe's edge.

Nalock was a week from Thunder Bluff when the quilboars found him. The tauren had been lost in his own thoughts, and hadn't noticed the quilboar pack until they were on him.

The first quilboar to charge caught Nalock's greathammer in the temple. The hammer smashed into the quilboar with brutal force and dropped it. The other three quilboars charged, squealing and grunting like pigs.

Nalock reversed his grip and smashed his hammer into a quilboar's chest. The creature wheezed and fell back. The other two quilboars slashed Nalock with their spears.

With a roar, Nalock whirled in a tight circle. He slammed his hammer into one quilboar's bristly snout, dropping it, and clipped the other on the cheek. The two living quilboars pressed the attack.

He was bleeding badly, and wondered if he would live through this battle. "Serasa, aid me now!" he shouted.

His hammer seemed to take on a mind of its own. With lightning-quick strikes Nalock bludgeoned one quilboar into unconsciousness. The last one fled. Nalock chased the squealing creature and felled it with one blow.

Hours later, Nalock struggled toward his tribe. He'd eaten all his provisions the day before and had planned on hunting today. In his injured state, though, Nalock feared predators would find him before he found prey.

Nalock halted and sat on the ground. He laid the hammer on his knees. Its smooth grip felt comfortable in his hand, and the bloodstained stone head bore an engraved gazelle.

"Serasa," he whispered. He traced the carving with one finger. In his mind he pictured the gazelle's fleet stride, the chase she'd given him before falling to his blade. He'd honored her sacrifice with this weapon.

The engraved gazelle moved under his hand. She twisted her head and Nalock followed her gaze. He saw the fresh gazelle tracks nearby. Small and uneven — a wounded stray.

"Thank you, kind spirit," Nalock whispered. Then he stood and went to hunt.

The *horn axe* changes owners frequently. Rumors regularly surface that Illidan the Betrayer seeks the *horn axe* or another fragment of antler so that he can construct his own axe.

Powers: The *horn axe* is a *+3 elf bane battleaxe*. In addition, the wielder of the *horn axe* can turn (but not destroy) night elves as a healer of half his character level turns undead.

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *cause fear, summon monster I*; Price 42,310 gp; Cost 21,310 gp + 1,680 XP.

Hammer of Life

Description: Tauren revere nature and, when hunting, they treat their prey with respect. A tauren who requires a powerful weapon sometimes embarks on a complex quest to create a *hammer of life*.

A *hammer of life* is a weapon that embodies a tauren's respect for nature. The tauren spends three days in the wild, meditating and communing with her ancestral spirits. At the end of this time, the tauren scouts the area and hunts the first animal she sees. Upon killing her quarry, the tauren brings its carcass back to her tribe. There, the tribe's shaman assists her in crafting a *hammer of life*.

No part of the tauren's prey goes to waste. The animal's bones form the hammer's haft; its organs, stitched into a skin bag, make the hammer head. Sinew and strips of animal hide bind the hammer together, and the animal's teeth and claws adorn the weapon. The shaman calls upon the Earth Mother to bless the hammer and its wielder, and at the end of the crafting, the hammer morphs into a more aesthetically pleasing form. Its haft appears carved of pale wood, and its head of white stone. Anyone gripping the hammer, however, always feels smooth, cold bone under his hand, and the hammer seems to pulse with life. To anyone but the creator, a *hammer of life* feels unsettling.

Powers: A *hammer of life* is a *+1 greathammer of nature's bite*. Anyone carrying the *hammer of life* gains a +4 bonus on Survival checks made to track an animal of the same type engraved on the hammer's head, and a +2 bonus on Handle Animal checks made to handle an animal of the same type engraved on the hammer's head. This represents the animal spirit's acceptance of the crafter's respect for nature and the reverence with which she hunts. Even when a *hammer of life* changes owners, its bonuses remain embedded in the item.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *acid splash, animal friendship*; Price 8,840 gp; Cost 4,590 gp + 340 xp.

Lightning hammer

Description: Orc shaman crafted these enchanted hammers in tribute to the warchief, Thrall. Tribal warriors who perform deeds of exceptional skill and bravery sometimes receive a *lightning hammer* as a reward.

Each *lightning hammer* is a throwing hammer no longer than an orc's forearm. A fist-sized copper hammer head tops a black wooden haft wrapped with copper wire. Shaman sometimes string colored beads or small tokens on the wire, to represent the tribe's colors or the great deeds of the warrior who now carries the weapon.

Powers: A *lightning hammer* is a +1 returning club of shock. Upon striking a target, a *lightning hammer* releases

a burst of electricity that arcs from person to person. All creatures within 20 feet of a target struck by a *lightning hammer*, including the wielder, take the same amount of electricity damage as the target, unless they make DC 14 Reflex saves to avoid the discharge.

Moderate evocation; CL 11th; Craft Magic Arms and Armor, chain lightning, fly; Price 19,300 gp; Cost 9,800 gp + 760 XP.

Scourgecrusher

Description: The Forsaken mourn their condition, but still hold themselves above the mindless undead of the Scourge. To the Forsaken, the fate of the mindless armies of the Lich King is a cruel one indeed. They feel compassion for their enslaved brethren and, while they cannot liberate all mindless undead, they can at least grant them a swift death.

Forsaken artificers developed the *Scourgecrusher* for use in mass combats. These powerful weapons proved most effective against the Scourge, while mitigating the risk of accidentally destroying Forsaken comrades in the confusion of battle.

A *scourgecrusher* appears as a morningstar made of cobalt blue metal and studded with silver spikes. Silver metal wrapped with strips of black leather forms the morningstar's haft.

Powers: A *scourgecrusher* is a *+2 disruption morningstar*. The disruption effect affects only mindless undead, forcing them to make a DC 14 Will save or be destroyed. In addition, a *scourgecrusher* deals an extra +2d6 points of damage to mindless creatures. (Any creature without an Intellect score is mindless).

Strong conjuration; CL 14th; Craft Magic Arms and Armor, *heal, summon undead I;* Price 32,308 gp; Cost 16,308 gp + 1,280 xp.

Spear of Hungry Ghosts

Description: A troll witch doctor named Zul'iste crafted the first *spear of hungry ghosts* shortly after the Darkspear tribe joined with Thrall. Zul'iste designed a weapon to attract malicious spirits to the Horde's enemies.

The *spear of hungry ghosts* is a longspear with a thin, flexible haft made of cherry-red wood. The steel spearpoint seems to reflect the red tint of the weapon, as if years of use have stained the steel with blood. A long string of red, blue and yellow beads wraps around the spear's length.

Powers: A *spear of hungry ghosts* functions as a *+1 longspear*. Three times per day, on command, the *spear*

of hungry ghosts transforms into a *+1 vicious longspear of wounding*. Thus, with every strike, the wielder deals +2d6 points of damage and 1 point of Stamina damage to his opponent, as vengeful spirits suck blood from the newly opened wound. The wielder also takes 1d6 points of damage himself, as a blood offering to the spirits aiding him.

Creatures immune to critical hits are immune to the Stamina damage. The spear's transformation lasts for 10 minutes.

Moderate necromancy; CL 10th; Craft Magic Arms and Armor, *enervation, greater magic weapon*; Price 24,305 gp; Cost 12,305 gp + 960 xp.

Withered Bow

Description: The night elves craft living bows from the trees of their ancient forests. After the war, some of these bows ended up in Forsaken hands, where they underwent a radical change. The unholy energy that animated the Forsaken interacted strangely with the bows, and the living wood withered, dried and died. Now some Forsaken craft these bows deliberately.

These bows appear as ash-gray curves of warped and twisted wood.

Powers: A *withered bow* functions as a *+2 corrupting composite longbow* (+3 Strength bonus). On a critical hit, a *withered bow* bestows one negative level. The negative level vanishes after 11 hours.

Moderate necromancy; CL 11th; Craft Magic Arms and Armor, *enervation, shadow strike*, creator must be evil; Price 41,700 gp; Cost 21,200 gp + 1,640 XP.

Mystic Sites

Some areas possess special qualities by virtue of their locations or events that occurred within the area. The World Tree Nordrassil, for instance, is a mystic site, as are healing fountains. Adventurers may stumble upon a mystic site in their travels and find that the location imbues them with strange powers.

Mystic sites are rare and powerful locations; creating mystic sites is beyond the ken of mortal spellcasters. Some scholars believe that with time and effort, mortals could one day unlock the secret of creating mystic sites, but none have done so thus far.

A number of characteristics describe mystic sites.

Appearance: The first section, in italics, contains read-aloud text for the GM to relay to the players.

Legends: This section includes legends about the mystic site and rumors of its history, plus any relevant Knowledge DCs.

Destruction: This section reveals how a mystic site might be destroyed.

Powers: This section details the powers a mystic site imbues and how characters unlock these powers.

Aura: The last line of a mystic site's entry reveals its magical aura.

GP Equivalent: While mystic sites cannot be bought or sold, this value allows a GM to compare the abilities a mystic site grants to other magic items. He can then determine whether or not the mystic site is appropriate for characters of the heroes' current level. For example, gaining the benefits of a *green witch hut* is about the same as gaining a 5,000-gp magic item.

Table 4-3: New Mystic Sites

Site	Price
Valley of the Dead	1,500 gp
Green Witch Hut	5,000 gp
Bones of the Earth Mother	6,500 gp

Bones of the Earth Mother

Enormous, bone-white columns of rock jut out from the earth. The columns stretch into the air and curve like giant ribs. All around the columns stretches a hundred feet of black soil that looks rich and loamy, though no plants grow in the area.

Description: The bones of the Earth Mother occupy a circular area with a 100-foot radius. The twelve stone columns range from 30 to 50 feet high and from 10 to 20 feet in diameter.

Legends: Three thousand years ago, a violent earthquake shook the Stonetalon Mountains. Mountains sank under the ground and new mountains sprang up like jagged teeth. When the shaking stopped, a dozen enormous columns of white rock sprouted up from a valley floor. Tauren shaman spent many nights interpreting this sign; after thirty days they declared that the rock columns symbolized the Earth Mother's bones. Though the land may shift and change, she would remain strong and immobile. The site has been sacred to the tauren ever since.

The tauren claim that the Earth Mother's bones will never sink or vanish again unless the destruction of the entire world is nigh. Tauren shaman believe that undergoing a vision quest among the Earth Mother's bones can lead to incredible self-knowledge and power, but those who do so and fail run the risk of madness or death.

Characters can make Knowledge checks to know the following information about this site, at the indicated DCs.

- **DC 10 Knowledge (history) or Knowledge (religion):** A sacred tauren site lies somewhere in the Stonetalon Mountains.
- **DC 15 Knowledge (history) or Knowledge (religion):** The Earth Mother's bones are stone columns that erupted in a valley during an earthquake. The tauren believe the bones will never crumble until the end of the world.
- **DC 25 Knowledge (religion):** Those who embark on a vision quest among the Earth Mother's bones develop the power to speak to the Earth Mother, but only strong-willed individuals can survive the process.

Destruction: The stone columns are almost impossible to destroy; each foot of stone possesses hardness 25 and

50 hit points. If a column is destroyed, a new one erupts from the earth in 3 days. Thus, they are immobile and nigh indestructible. However, should the end of the world ever threaten, the bones begin to crumble. This undoubtedly throws the tauren people into a panic, leading to a desperate search to find and destroy the source of the world's end.

Powers: Shaman who stand within the 100-foot radius area of the Earth Mother's bones cast spells on the Spirits domain list at +2 caster levels (this ability stacks with the Spirits domain's lesser power). Anyone who undergoes a vision quest among the Earth Mother's bones must remain in the area for 3 days (see above, "Faiths of the Horde," *Vision Quests*). Each day she must make a DC 20 Will save or take 1d10 points of Spirit damage. If she fails all three saving throws, she dies. If she remains 3 days without leaving the area, taking enough Spirit damage to reduce her score to 0, or dying, she receives a +1 inherent bonus to Spirit and the ability to cast *divination* once per week as a shaman of her character level.

Aura: Strong divination.

GP Equivalent: 6,500 gp.

Green Witch Hut

A living hut made of vines rises from the ground. Large enough to admit several people, the hut seems organically formed. Dark purple blossoms sprout from the walls and a cool, moss-scented breeze wafts from the open doorway.

Description: The living hut measures 10 feet in diameter and stands 9 feet tall.

The green witch is an apparently young troll female with pale green skin and matted brown hair that falls to the ground, dressed in a robe of living plant matter.

Legends: Darkspear trolls tell tales of the green witch, a legendary figure who lived a century ago. Despite the trolls' misogynistic society, they revere the green witch as a powerful voodoo priestess. Legend tells of the green witch's astonishing control over plants and trees, and her reclusive nature that led her to live as a hermit in a swamp. Witch doctors who desired powerful herbs or rare potion brewing techniques sought out the green witch to beg for her aid. The green witch, whimsical and mercurial, aided those she found worthy and destroyed those who annoyed her.

No one knows the fate of the green witch. Trolls speculate that her desire for solitude grew so great that the green witch sank into the swamp to live with the plants she understood so well. On rare occasion a troll might come across a living hut in the wilderness, a sacred location termed a green witch hut. By showing appropriate respect, a troll may summon the green witch and ask for her aid.

Characters can make Knowledge checks to know the following information about this site, at the indicated DCs.

• **DC 15 Knowledge (history) or Knowledge (religion):** A hundred years ago, a voodoo priestess called the green witch disappeared into a swamp. The green witch held great power over plants.

• **DC 20 Knowledge (religion):** A troll who finds a green witch hut can spend a full night in ritual prayer and sacrifice to summon the green witch and ask a favor of her.

• **DC 25 Knowledge (religion):** A troll who summons the green witch must offer her a valuable gift and show proper respect or she may destroy him.

Destruction: Destroying the hut is not difficult; any sufficiently persistent party can burn or chop down the hut. Each 5-foot section of wall possesses hardness 2 and 10 hit points and takes double damage from fire.

Destroying the hut prevents the summoning ritual from succeeding. Even if a hut is destroyed, though, new ones grow all the time. The only way to permanently destroy all green witch huts is to hunt down the green witch and kill her.

Powers: To summon the green witch, a troll must perform a series of sacred rituals and animal sacrifice beginning at sundown and ending at sunrise. He cannot leave the hut or fall asleep during this time. Some trolls believe that the sacrifice of sentient creatures works better than animal sacrifice, and kidnap unwary passers-by for this purpose.

The troll who performs the ritual must make a DC 20 Knowledge (religion) check to ensure the ritual goes smoothly. At sunrise, if the troll completes the ritual, a projection of the green witch appears. She demands to know who summoned her, and the troll must make a plea for her aid (requiring a DC 20 Diplomacy check, though the GM may add situational penalties or bonuses) and present her with his gift (a single item worth at least 1,000 gp). Should the green witch accept the gift and the plea, she grants the troll supplicant one of the following boons:

• Knowledge: the answer to one question. The green witch possesses most Knowledge skills with a +20 modifier.

• Power. The troll gains either a permanent +1 bonus on melee damage rolls, a permanent +2 bonus on checks with a specific skill, or a permanent +1 caster level when casting spells on the Wild domain list.

• Wealth. The green witch reveals the location of a treasure cache or an item of power, as determined by the GM, worth around 5,000 gp.

Should the troll's pleas or gift fail to please the green witch, she changes into a 12-HD treant (see the **Alliance Player's Guide**) and attacks the supplicant. Killing the treant does not kill the actual green witch. The witch undergoes the same transformation if the supplicant or his allies attack her.

Once the green witch has been summoned to a particular hut, the hut withers and falls to pieces, rendering it useless for further summonings.

Aura: Strong conjuration.

GP Equivalent: 5,000 gp.

Valley of the Dead

Nothing grows in this dark valley. Piles of crumbling bones lie in heaps on the blackened earth. A jawless skull looks

towards the sky with empty eyesockets. A miasma of death and sorrow seems to hang over the valley.

Description: The valley of the dead measures 100 feet across and sinks 20 feet into the earth. The war-torn ground cannot support life, so nothing grows here.

Legends: Hundreds if not thousands of orcs died in the three wars of Azeroth. While the First War is 30 years past, pockets of death still exist on the face of the world. These valleys, ravaged by battle and soaked with blood, hide in the midst of deep forest and open plain alike. Some claim their locations change randomly and form spontaneously. A person can visit a valley of the dead one week and find no trace of it the next.

The valley of the dead holds a powerful draw for orc spirits. Shaman in the area sense the presence of many ancestor spirits swirling overhead. The valley of the dead amplifies efforts to speak with or channel ancestor spirits.

Characters can make Knowledge checks to know the following information about this site, at the indicated DCs.

• **DC 15 Knowledge (history) or Knowledge (religion):** After each of the three wars of Azeroth, pits of death remained where orc bodies lay rotting in pits. Some of these pits exist today, and the orcs call them valleys of the dead.

• **DC 20 Knowledge (arcana) or Knowledge (religion):** The spirits of fallen orc warriors congregate near valleys of the dead. Shaman who speak with ancestor spirits find their powers increased in these areas.

Destruction: The bones within a valley of the dead are ordinary bones. Scattering them, burying them elsewhere, or destroying all the bones robs the valley of its powers.

Powers: The valley of the dead grants several bonuses. First, a call of the spirits spell grants a +10 bonus instead of +5, provided that the spell is cast in the valley and the specified action takes place in the valley. Second, a shaman in the valley gains a +2 bonus to caster level when using his augur spell-like ability. Third, orc spirit walkers (see Chapter 3) gain a +2 bonus on spiritus mundi checks made while standing in the valley, but their disorientation penalties also worsen by –2 while in the valley.

Anyone who spends an entire night in the valley has vivid dreams of ancestral battles and orc heroes. For the next 24 hours, they gain a +2 bonus on Knowledge (history) checks made to gain information about orcs or historical battles.

Aura: Strong enchantment.

GP Equivalent: 1,500 gp.

New Rings

Demonblood Ring

Description: This ring appears made of ruby or garnet at first glance, but on closer examination a character realizes the ring is a hollow glass tube filled with dark red blood. Tiny glass barbs stud the ring's inner band.

Felsworn orc warlocks craft these rings to grant their warriors strength in battle, and to tempt Horde orcs to leave Thrall's leadership and join the Burning Legion.

Powers: Once per day as a standard action that does not provoke attacks of opportunity, the *demonblood ring*'s wearer can command the ring to pierce his finger. The blood inside the ring drains into wearer's veins, infusing him with crazed demonic strength. The wearer gains a +2 deflection bonus to AC and a +2 resistance bonus on saves against attacks made or effects created by non-evil creatures. The wearer's insane frenzy renders him immune to attempts to possess him or exercise mental control over him, just as if *protection from evil* wards him. He gains a +1 morale bonus on melee attack and damage rolls. A character who activates the ring during a rage adds 2 rounds to the rage's duration.

The effects of a *demonblood ring* last for 1 minute. (Though raging creatures gain the bonus 2 rounds even if this extends past the 1 minute duration.) While a *demonblood ring* is active, the wearer cannot use any Charisma-, Agility- or Intellect-based skills (except for Balance, Escape Artist, Intimidate and Ride), the Concentration skill, or any abilities that require patience or concentration; nor can he cast spells or activate magic items that require a command word, a spell trigger, or spell completion to function. He can use any feat he has except Combat Expertise, item creation feats and metamagic feats.

Orcs find the use of these rings euphoric, and regular use of a *demonblood ring* can lead to arcane addiction. The GM and player should determine the specifics of these effects.

Every day, the *demonblood ring* regenerates the blood inside it, leaving it ready for a new use.

Faint abjuration and enchantment; CL 5th; Forge Ring, *bless, protection from good,* creator must be evil; Price 1,330 gp.

Ring of Bloodless Persuasion

Description: Forsaken pity their mindless cousins of the Scourge, and always seek to liberate them — through destruction, if that is the only way. Forsaken priests of the Forgotten Shadow craft these rings as another weapon to wield against the Scourge.

Rings of bloodless persuasion are elegant, delicate bone rings carved in a lattice pattern and studded with tiny clear gems.

Powers: When faced with a nonhostile, mindless undead, the wearer of a *ring of bloodless persuasion* may attempt to awaken a spark of sentience in the mind

Table 4-4: New Rings

Item	Price
Demonblood ring	1,330 gp
Ring of reins	1,390 gp
Ring of bloodless persuasion	2,500 gp

of the mindless. The wearer spends an entire minute talking to the undead; she must speak a language the undead creature knew in life (since there is no way of asking the undead which languages it spoke, this part involves trial and error). Neither the speaker nor her allies can attack or threaten the undead during this time.

At the end of her speech, the ring's wearer makes a Diplomacy check. The mindless undead starts with an attitude of indifferent. If the ring's wearer changes the mindless undead's attitude to friendly, the mindless undead does not attack the speaker or her allies for the next round. If the mindless undead becomes helpful, the speaker may issue a simple command (such as "attack that creature," "lie down," or "drop your weapons") that the mindless undead obeys, for up to 1 minute, even if it conflicts with its existing orders. (See **WoW RPG**, Chapter 5: Skills, "Diplomacy" for more information.)

Forsaken agents use these rings to slip past Scourge defenses.

Moderate enchantment; CL 6th; Forge Ring, *charm person, disrupt undead;* Price 2,500 gp.

Rings of Reins

Description: These rings always come in a set of two. They look like plain leather bands, sometimes branded with symbols of horses and giant lizards. The tauren first developed these rings, but now the orcs make good use of them.

Powers: When the rings' wearer is mounted, two thin leather cords spring out from the rings and wrap themselves around the steed's head, either attaching to an existing bridle or forming a new bridle. The leather cords remain attached to the rings, but are very flexible and stretchy.

The wearer of the *rings of reins* is always considered to have two free hands when he rides. He need not make a guide with knees check to keep his hands free. The reins act independently to guide the rider's mount, and even when the rider swings a weapon or casts a spell, his movements do not disrupt his steed.

Rings of reins grant their wearer a +4 circumstance bonus on Ride checks. The rings slow a rider's fall should he tumble from his mount, so he doesn't need to make a soft fall check. If he falls or dismounts, the reins automatically retract. The *rings of reins* do not inhibit fast dismount attempts.

Note that the *rings of reins* take up two ring slots.

Faint transmutation; CL 4th; Forge Ring, *charm animal, guidance;* 1,390 gp (for the set of two rings).

New Rods

Rod of Flame Extinguishing

Description: No one is certain who designed this item first: Forsaken, trolls or orcs. As creatures who can see well in the dark, each of these races favor *rods of extinguishing* when attacking human encampments.

Table 4-5: New Rods

Item	Price
Rod of verminous armor	12,300 gp
Rod of flame extinguishing	15,000 gp
Rod of the thundering totem	69,870 gp

A polished black stick, 14 inches long, that seems to eat up any nearby light forms the *rod of extinguishing.* A cracked quartz crystal sit atop the rod.

Powers: This rod can extinguish Medium or smaller nonmagical fires with simply a touch (a standard action). For the rod to be effective against other sorts of fires, the wielder must expend 1 or more of the rod's charges.

Extinguishing a Large or larger nonmagical fire, or a magical fire of Medium or smaller size (such as that of a *flaming* weapon or a *burning hands* spell), expends 1 charge. Continual magic flames, such as those of a weapon or a fire creature, are suppressed for 6 rounds and flare up again after that time. To extinguish an instantaneous fire spell, the rod must be within the area of the effect and the wielder must have used a ready action, effectively countering the entire spell.

When applied to Large or larger magical fires, such as those caused by *blazing column* or *flame strike*, extinguishing the flames expends 2 charges from the rod.

If the device is used upon a fire creature (a melee touch attack), it deals 6d6 points of damage to the creature. This use requires 3 charges.

A *rod of flame extinguishing* has 10 charges when found. Spent charges are renewed every day, so that a wielder can expend up to 10 charges in any 24-hour period.

Strong transmutation; CL 12th; Craft Rod, *greater dispel magic*; Price 15,000 gp.

Rod of the Thundering Totem

Description: While gentle and reserved in everyday life, tauren become fierce and terrible warriors in battle. The greatest warriors in a tribe sometimes carry a *rod of the thundering totem*.

The rod measures 16 inches long and an inch thick. It has the appearance of a miniature totem pole, brightly painted, with many different animal faces stacked along its length. The tip of the rod bears an elaborately carved wooden thundercloud.

Powers: Anyone who carries a *rod of the thundering totem* gains a +4 bonus on Survival checks to predict the weather. Three times per day, the rod's wielder can cast *lightning guardians,* and once per day he can cast *greater lightning guardians.* On command, the *rod of the thundering totem* becomes a *+2 thunderous tauren totem of shock.*

Moderate conjuration and evocation; CL 11th; Craft Rod, *blindness/deafness, lightning guardians, greater lightning guardians*; Price 69,870; Cost 35,095 gp + 2,782 XP.

Rod of Verminous Armor

Description: The Darkspear jungle trolls designed these rods to harness the many poisonous biting and stinging creatures of the jungles. A *rod of verminous armor* measures 14 inches in length and 2 inches thick. Thousands of tiny squares of chitinous insect plating make up the rod's surface, giving it a mirrored appearance.

Powers: Three times a day, the bearer of the rod can summon a swarm of insects from under the earth. These beetles and scorpions are magically conjured, and appear even in civilized and inhospitable areas. The insects swarm up the summoner's body and form a living suit of armor around him. For the 10 minutes, the rod's bearer gains a +2 natural armor bonus to AC and immunity to poison. The rod also functions as a *+1 club*.

Moderate abjuration; CL 7th; Craft Rod, *neutralize poison, summon nature's ally I*; Price 12,300 gp; Cost 6,300 gp + 480 XP.

New Staves

Double-Edged Staff

Description: Forsaken necromancers crafted these staves to help them heal other Forsaken. The necromancers soon realized that the staves served a dual purpose; besides healing undead, they also harmed the living. For this reason they bear the name *double-edged staves*.

Polished chestnut wood forms the length of a *double-edged staff*. Gold razor blades 4 inches long line each end.

Powers: The staff functions as a *+1/+1 quarterstaff*. Due to its embedded razors, each successful strike with a *double-edged staff* deals an extra +1d4 points of slashing damage. The staff also allows use of the following spells:

- *lesser death coil* (1 charge)
- *death coil* (2 charges)
- *greater death coil* (3 charges)

Strong necromancy; CL 12th; Craft Magic Arms and Armor, Craft Staff, *lesser death coil, death coil, greater death coil*; Price 41,100 gp; Cost 20,850 gp + 1,620 XP.

Staff of Broken Dreams

Description: Legend holds that an elf maid whose lover fell and rose again in the ranks of the Scourge hid herself away in a forest grove and wept for thirty days. At the rise of the full moon she died of her broken heart, but her spirit refused to flee. Now she walks with the Forsaken, endlessly searching for her lost love so they can be reunited forever in undeath.

The elf maid's tears formed an opalescent staff that shimmers like silver glass. Her broken heart, a blood-red ruby, sits at the tip.

Powers: This *+1 ghost touch quarterstaff* allows use of the following spells:

- *doom* (1 charge)
- *bestow curse* (Curse of broken dreams only: this curse wracks the target with emotional agony so great that each turn she has a 50% chance to act normally; otherwise she takes no actions as her anguish overwhelms her.) (1 charge)
- *shadow word pain* (1 charge)
- *greater shadow word pain* (2 charges)
- *blasphemy* (You cry out the elf maid's lamentation for her lost love.) (3 charges)

Table 4-6: New Staves

Item	Price
Staff of the faithful companion	39,000 gp
Double-edged staff	41,100 gp
Staff of broken dreams	139,800 gp

Romantics claim that the elf maid did find her lover and that, upon embracing, the duo died of joy and were reborn in the Emerald Dream to live together in peace. The Forsaken scoff at such a sentimental tale, but the fact remains that the staff's wielder can cast *true resurrection* once. This shatters the ruby atop the staff and renders the item permanently nonmagical.

Strong evocation [evil]; CL 17th; Craft Magic Arms and Armor, Craft Staff, *bestow curse, blasphemy, doom, greater shadow word pain, plane shift, shadow word pain, true resurrection*; Price 139,800 gp; Cost 70,050 gp + 5,580 XP.

Staff of the Faithful Companion

Description: Tauren druids created these staves to strengthen and protect their animal friends, though their use has spread to all races of the Horde (save the Forsaken).

A *staff of the faithful companion* resembles a small totem pole with elaborate animal shapes stacked one atop the other.

Powers: Due to its small, intricately carved parts, a *staff of the faithful companion* is unsuitable for combat. It does stabilize the user, however; anyone carrying a *staff of the faithful companion* gains a +2 bonus to resist trip attacks made by animals and natural woodland creatures. In addition, the staff allows use of the following spells:

- *magic fang* (1 charge)
- *bear's endurance* (target must be an animal) (1 charge)
- *bull's strength* (target must be an animal) (1 charge)
- *greater magic fang* (2 charges)
- *animal growth* (3 charges)

Moderate transmutation; CL 9th; Craft Staff, *animal growth, bear's endurance, bull's strength, magic fang, greater magic fang;* Price 39,000 gp.

New Wondrous Items

Attack Jaws

Description: This troll item looks like a pair of long, toothed jaws, perhaps crocodile jaws. A colored glass tooth fills each socket in the jaw. Brightly colored twine binds the upper and lower jaw together.

Powers: As a standard action, a character can toss the *attack jaws* in the air while shouting the command word and pointing at any enemy within 30 feet. The *attack jaws* fly at the indicated enemy and bite him in the face.

While the *attack jaws* do no actual damage to the enemy, their snapping presence is distracting and requires the target to make a Concentration check (DC 15 + spell level) to cast any spell. As a standard action, a character may pry *attack jaws* off his own or another's face; doing so requires an opposed Strength check (the *attack jaws* have a +4 bonus). The character may then hold the *attack jaws* immobile by making an opposed Strength check each round. Doing so requires one free hand and is a free action.

The *attack jaws* cease to attack when recalled by their owner (in which case they return to her hand), when moved more than 30 feet from their owner or when their owner dies. The owner can redirect the *attack jaws* as a move action, but the jaws can never move more than 30 feet from their owner or they fall still.

Faint conjuration; CL 3th; Craft Wondrous Item, *mage hand, prestidigitation*; Price 4,000 gp.

Banner of the Horde

Description: This bright red banner marked with the symbol of the Horde inspires surrounding troops to greater alertness and endurance. The orcs first designed these banners when they marched to conquer Azeroth; later, Thrall reinstated use of the banners when the Horde massed against the Lich King.

Powers: Any member of the Horde who is within 250 feet of a *banner of the Horde* and who can see the banner gains a +1 morale bonus on Listen and Spot checks and a +1 morale bonus to Fortitude saves and Stamina checks. The banner straps to the bearer's back; it occupies the cloak equipment slot.

Faint transmutation; CL 5th; Craft Wondrous Item, *owl's wisdom, resistance;* Price 2,500 gp.

Blanket of Remembered Warmth

Description: While the Forsaken live in essentially dead, unfeeling shells, their minds still play tricks on them. Some Forsaken seem to experience sensations they remember from their time as living beings. Feelings of cold and pain are most common.

The *blanket of remembered warmth* combats these psychosomatic sensations while providing a Forsaken

Table 4-7: New Wondrous Items

Item	Price
Concussive sphere	300 gp
Nose-bone of good mojo	400 gp
Explosive sphere	600 gp
Destructive sphere	900 gp
Banner of the Horde	2,500 gp
Eyes of the eagle	2,500 gp
Shroud of life's embrace	3,200 gp
Attack jaws	4,000 gp
Wyvern tamer gloves	7,000 gp
Skin lodge	10,800 gp
Blanket of remembered warmth	12,500 gp
Earth Mother's guide	76,750 gp
Kodo helm of devouring	112,375 gp

with some protection. A creature can wear the blanket, sewn from dark brown bat pelts, like a cloak. Just as a Forsaken's sense of cold originates in her mind, so does the blanket convince her mind that she is now warm. This is often enough to curb the distressing sensation.

Powers: A *blanket of remembered warmth* grants its wearer resistance to cold 10. In addition, it fills the wearer with the calm conviction that she is warm and cozy, granting her a +1 morale bonus on saves made to resist spells with the cold descriptor.

Faint abjuration; CL 5th; Craft Wondrous Item, *endure elements, resist energy;* Price 12,500 gp.

Concussive Sphere

Description: This fist-sized sphere seems made of glass, but is sturdy enough to withstand the normal bumps and shocks of traveling and combat. Shifting white and yellow liquids slosh within the sphere.

Powers: When thrown or dropped from a height of at least 10 feet, a *concussive sphere* shatters and detonates. A blast of concussive force fills a 20-foot radius around the detonation point, dealing 2d6 points of sonic damage to all creatures and objects within the area. A DC 14 Reflex save halves this damage. A *concussive sphere* ignores the first 5 points of an object's hardness.

A *concussive sphere* has a hardness of 5 and 10 hp. A sphere reduced to 0 hp detonates.

Faint evocation; CL 5th; Craft Wondrous Item, *shockwave*; Price 300 gp.

Destructive Sphere

Description: A *destructive sphere* is identical to a *concussive sphere*, save that the liquid within is black and gray.

Powers: When thrown or dropped from a height of at least 10 feet, a *destructive sphere* shatters and detonates. A blast of destructive force fills a 20-foot radius around the detonation point, dealing 6d6 points of sonic damage to objects and 2d6 points of sonic damage to creatures within the area. A DC 14 Reflex save halves this damage. A *destructive sphere* ignores the first 10 points of an object's hardness.

A *concussive sphere* has a hardness of 5 and 10 hp. A sphere reduced to 0 hp detonates.

Moderate evocation; CL 6th; Craft Wondrous Item, *shockwave*; Price 900 gp.

Earth Mother's Guide

Description: This slender stick looks like an ordinary tree branch, save for the tiny runes carved along its length. It remains green and flexible no matter how old it is. Traditionally, tauren shaman craft these items to assist in building new camps.

Powers: The *Earth Mother's guide* allows a tauren to shape the Earth Mother respectfully. Anyone holding the *Earth Mother's guide* can cast *move earth* three times per day. The bearer also gains a +1 circumstance bonus to AC when in natural terrain, as the ground seems to shift beneath him to give him optimal footing and lead him to cover.

Moderate transmutation; CL 11th; Craft Wondrous Item, *move earth*; Price 76,750 gp.

Explosive Sphere

Description: An *explosive sphere* is identical to a *concussive sphere* (above), save that the liquid within is orange and red.

Powers: When thrown or dropped from a height of at least 10 feet, an *explosive sphere* shatters and detonates. A blast of explosive force fills a 20-foot radius around the detonation point, dealing 2d6 points of bludgeoning damage and 2d6 points of fire damage to all creatures and objects within the area. A DC 14 Reflex save halves this damage. An *explosive sphere* ignores the first 5 points of an object's hardness.

Any combustible objects within the area of a detonation catch fire, taking 1d6 points of fire damage per round. Extinguishing a Medium or smaller burning object requires a full-round action, and the character must make a DC 14 Reflex save. (See the **Monster Guide,** Chapter 5: Monster Types, Subtypes, and Abilities, for a description of catching on fire.) Characters attempting to extinguish larger items extinguish a 5-foot area at a time.

An *explosive sphere* has a hardness of 5 and 10 hit points. A sphere reduced to 0 hp detonates.

Faint evocation; CL 4th; Craft Wondrous Item, *flaming sphere, shockwave*; Price 600 gp.

Eyes of the Eagle

Description: These items are made of special crystal and fit over the eyes of the wearer. They are bound with the spirits of eagles, imparting the great bird's superior eyesight.

Powers: These lenses grant a +5 competence bonus on Spot checks. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round.

Thereafter, the wearer can use the single lens without being stunned so long as she covers her other eye. Of course, she can remove the single lens and see normally at any time, or wear both lenses to end or avoid the dizziness.

Faint divination; CL 3rd; Craft Wondrous Item, *clairaudience/clairvoyance;* Price 2,500 gp.

Kodo Helm of Devouring

Description: Troll shaman created this bizarre helm after witnessing their kodo mounts devour enemies whole. A *kodo helm of devouring* envelops its wearer's head, as if he wore a giant hollow kodo head over his own. Special preservatives and unguents render the kodo helm hard as steel but light enough to wear for hours on end.

Powers: A *kodo helm of devouring* grants its wearer a +2 enhancement bonus to natural armor bonus to AC. The helm's wearer can see out of the helm's mouth, but the unwieldy bulk imposes a –2 penalty to Search and Spot checks.

Three times per day on command, the *kodo helm of devouring* animates and swallows a nearby enemy. The enemy must be within 5 feet of the helm's wearer and must be size Large or smaller. The helm's mouth appears to stretch and distend until it grows large enough to engulf the target; this requires the wearer to make a melee touch attack. If the touch attack

succeeds, the target must make a DC 20 Will save. On a failed save she disappears, seemingly swallowed by the giant helmet.

In reality, the target shifts into an extradimensional space within the helm. This lightless, formless void possesses breathable air and no dangerous creatures or substances. The target remains in this void for 1 minute or until the helm's wearer expels her (a move action). The helm cannot devour a target unless its extradimensional space is empty.

After 1 minute inside the void, the target reappears next to the kodo helm. If no appropriate space exists beside the helm (for instance, if it is buried in solid rock), the target takes 1d10 points of damage and is shunted to the nearest available space.

Devoured creatures remain conscious and mobile within the extradimensional space, and thus may find some other means of escape (such as via the *plane shift* spell).

Strong conjuration; CL 13th; Craft Wondrous Item, *lesser mark of the wild, plane shift;* Price 112,375 gp.

Nose-Bone of Good Mojo

Description: Troll witch doctors often craft these bone ornaments to assist in their alchemical brewing. These items appear as slim bones, possibly finger bones, worn sideways through the nose. The crafter paints elaborate designs in primary colors along the length of the bone, and sometimes encircles them with copper and silver rings.

Powers: A *nose-bone of good mojo* enhances its wearer's senses. Smells seem more rich and layered, colors appear more vivid, and tastes are more intense. The wearer's improved senses grant him a +2 circumstance bonus on Craft (alchemy) checks and a +2 circumstance bonus on Will checks made to see through illusions.

The enhanced senses come at a price, though. The wearer also takes a –2 circumstance penalty on saves to resist spells with the light or sonic descriptors.

Faint transmutation; CL 3rd; Craft Wondrous Item, *detect poison, resistance;* Price 400 gp.

Shroud of Life's Embrace

Description: This white linen tunic appears stained and worn no matter how carefully its owner cleans it. The tunic always feels warm to the touch and carries a clean, fresh scent with it.

Forsaken who use magic to disguise their appearances sometimes encounter trouble when others touch or smell them. Forsaken skin is always cold, and the scent of the grave carries with them. Forsaken magi created this item to counteract the limitations of illusion magic.

Powers: The *shroud of life's embrace* makes its wearer's skin warm and soft to the touch, and disguises any unpleasant odors he carries. Anyone wearing the *shroud of life's embrace* gains a +2 circumstance bonus on Diplomacy checks. Undead creatures who wear the shroud gain a +6 circumstance bonus on Disguise checks.

Additionally, the shroud's wearer can mentally change the shroud's appearance at will. This illusory effect does not alter the texture of the shroud, but can make it more aesthetically appealing. The shroud takes up the vest body slot.

Moderate illusion; CL 6th; Craft Wondrous Item, *disguise self, prestidigitation*; 3,200 gp.

Skin Lodge

Description: When they were nomadic, tauren moved camp every few months. To assist them in their travels, they created flexible wooden frame houses covered in stretched animal hides for shelter. These enchanted lodges are exceptionally durable, and collapse for easy portability.

Powers: A *skin lodge* covers a square area 20 feet on a side. Up to 4 creatures can comfortably rest in a *skin lodge*; crowding more than four creatures prevents anyone inside from getting a good night's rest.

While a *skin lodge* looks fragile, each 5-foot square of wall has a hardness of 5 and 15 hit points. The lodge walls also possess resistance to fire 5.

Due to its enchantment, the lodge, when folded up, takes up space equal to that available inside an empty backpack, and weighs 25 pounds.

Moderate abjuration and transmutation; CL 9th; Craft Wondrous item, *bear's endurance, resist energy*; Price 10,800 gp.

Wyvern Tamer Gloves

Description: Orcs raise wyverns to serve as steeds both in and out of combat. Professional wyvern trainers wear these thick, elbow-length leather gloves to protect themselves from baby wyverns' deadly stings.

Powers: These gloves grant their wearer a +4 resistance bonus on saves against poison. The wearer can cast *charm monster* (target must be a wyvern) and *delay poison* each once per day as a spell-like ability.

Moderate varied; CL 7th; Craft Wondrous Item, *charm monster, delay poison, resistance;* Price 7,000 gp.

Somebody Set Up Us the Bomb

Technology is still a new science in the eyes of the Horde. Trolls and tauren used only comparatively simple tools and weapons before goblins, dwarves and gnomes introduced technology to their people. When the orcs came to Azeroth, they brought with them certain advanced metallurgy techniques, but otherwise they knew little of the higher sciences. Only the Forsaken look upon technology as more than a curiosity, although the orcs are slowly coming around.

Of course, there are some exceptions. Within the deep jungles, troll tinkers seek to combine the voodoo arts with technology. Orc engineers, not content to simply copy stolen dwarven designs, labor to understand the secrets of science to increase their combat firepower. Tauren scientists, still new to this mysterious craft, make enormous devices solely to test the limits of technology. The Forsaken, ever seeking new ways to defeat the Scourge, build devices large and small in the hopes of eradicating the Lich King's forces once and for all.

Races and Technology

Although there are always individual exceptions, the various races of Azeroth tend to view technology in different ways.

Orcs

Like Ironforge dwarves, orcs think of technology as though it were another sort of weapon. To an orc, the engineering craft has little purpose but to help create new and improved methods to destroy his enemies. However, orcs see little reason to endanger themselves in the process. After all, you cannot rise to power within the Horde if you blow yourselves up with your own weapons! Therefore, orcish devices are carefully built and stable. Even those that are prone to failure include safety precautions that protect their users from harm.

Orcs are not terribly innovative. Most of their scientific advancements build on the accomplishments of others. Thus, a number of the technological devices listed hereafter are simply improved weapons and armor originally designed by others.

Orcish devices include improved armor, shields, weapons, firearms and siege engines.

Swift and Immediate Actions

Several tech-mods and technological devices in this chapter make use of swift or immediate actions. See **More Magic & Mayhem,** Chapter 3: Power Overwhelming, for a description of these action types.

Jungle Trolls

The jungle trolls don't consider technology a science, but another form of magic. To them, crafting a technological device is another way of creating a talisman or charm, only with more steps. Harnessing steam power is an alternative means of binding air and water spirits to do your bidding.

Most jungle troll inventions involve the use of natural and alchemical components combined with scientific applications. Jungle trolls don't specialize in any particular area, as orcs do with weaponry. Instead, trolls study whatever scientific application seems the most interesting. Some trolls claim the spirits speak to them in dreams, suggesting new ways they can be called upon by technology.

Troll inventions include the poison extractor, swampwalker shoes, and dart grenade.

Tauren

Science is new to the tauren, many of whom view technology with great curiosity. Once imbued with a basic understanding of scientific principles, tauren engineers understand that the potential applications of technology are limitless. The Great Lift leading to Thunder Bluff is a good example of tauren engineering progress. Tauren tinkers spend a great deal of time building, experimenting and designing, without worrying about failure. Their size and strength allows them to survive catastrophic disasters that would instantly kill a goblin designer.

Tauren engineers are unconcerned with the size of their creations. A javelin-throwing contraption might be 10 feet across and weigh 1,000 pounds — all the designer would care about is that he successfully created a working javelin thrower. Few, if any, functional tauren inventions are small and portable.

Among the better known tauren devices are the enemy detector, thunderstomper, and various tech-mods designed to improve tauren totems.

Forsaken

Among the Horde, Forsaken have perhaps the deepest understanding of the workings of science. However, they reject technology as anything more than a curiosity or a simple tool. Creatures of the dark arts, they are more interested in studying and controlling those arts than they are in learning about something that to them remains alien.

Still, a few undead delve into the new sciences, employing technology where it serves their own ends. These dabblers create items that employ necromantic power in ways that arcane or divine magic cannot. A perfect example of this is the necromantic amplifier. Like many other Forsaken technologies, it combines science and dark magic into a single package. For this reason, some Forsaken technological items have crafting requirements other than scientific ones. These are explained on a case-by-case basis.

Forsaken inventions include the aura concealment suit, energy polarizer, and the aforementioned necromantic amplifier.

Tech-Mods

This section includes a variety of new tech-mods that can be added to weapons, armor and other equipment. Tech-mods are introduced in **More Magic & Mayhem.**

Members of the Horde are the primary users of each of the technological devices listed in this chapter. Even though non-Horde races — chiefly goblins — originally invented some of these items, they are considered Horde technology, and many freelance tinkers design and build them specifically for Horde clients.

Activating a tech-mod takes a standard action, requires a Use Technological Device check (DC 10 + the item's bonus equivalent), and does not provoke an attack of opportunity. Exceptions are noted in the text.

Weapon Tech-Mods

Most melee weapon tech-mods are applied to sharp weapons, intended to aid in cutting via one means or another. However, some innovative tinkers have produced tech-mods that work with just about any weapon, sometimes even ranged types. Tauren engineers in particular have developed large, bulky devices to improve tauren totems. These tech-mods are heavy, but the tauren don't mind.

Tech-mods for weapons can be used only on melee weapons unless specifically noted otherwise in the text.

Bloodspike

Description: This orcish tech-mod consists of a small, spring-assisted cluster of spikes that resembles a tiny caltrop. When combined with the tip of a specially modified piercing weapon, the bloodspike breaks off inside a foe's body, tearing and rending the flesh long after the initial attack.

Table 5-1: New Tech-Mods

Item	Type	Bonus Equivalent
Bloodspike	Weapon (piercing)	+1
Doubleslammer	Weapon (tauren totem)	+1
Floating Counterweight	Weapon (two-handed)	+2
Holy Blade	Weapon (slashing)	+1
Retracting Sheath	Weapon (slashing)	+1
Scaldjets	Armor (medium or heavy)	+2
Shifting Scales	Armor (heavy)	+2
Springpads	Armor (light)	+1
Spur Coil	Weapon (melee)	+1
Totem Wings	Weapon (tauren totem)	+1

Kargor studied the platform just ahead of him. Atop a cylinder of stone, a small figurine, carved of white maple, awaited his next attempt. Like the other warriors, he had so far been unsuccessful in dislodging it. This would be his last try of the day.

The contest was simple. He and the other youths of his tribe had merely to dislodge the figurine from its perch. However, they were not allowed to touch it themselves or with any weapon.

Kargor ran his hands along the smooth edge of his totem. Selecting the proper size and weight of tree trunk took had taken several weeks. Peeling the bark away and decorating the smooth surface took another ten days. The grips, built deep into the thick wood, another five. He knew beyond a shadow of a doubt that this was the weapon for him.

Gritting his wide, flat teeth together firmly, he raised the tauren totem overhead. With a loud shout, he brought it crashing down to the ground with all his strength. He imagined, in his mind, that even the stone giants in the distant mountains could feel the tremors of that blow.

The figurine shuddered, but didn't fall.

Kargor hung his head. The failure was crushing, but he consoled himself with the realization that none of the other warriors had been successful, either. The prize — first pick of the day's hunt — would go to the hunters.

He turned to go. Another tauren waited, to his surprise. Tigore.

Tigore was the last tauren Kargor expected to see at this contest. The small, slight youth spent all his time in the blacksmith shop, tinkering with that strange new magic called science. Like most other young braves, Kargor cared little for technology. What good was it, other than to give the weak Tigore something to do when he couldn't keep up with the others?

In fact, there were odd-looking metal fittings attached to the bottom of Tigore's totem. The tree trunk was far narrower than Kargor's, too. How could such a feeble-looking weapon ever hope to disturb the statuette?

Tigore said nothing as he walked past the others. He stepped up to the stone cylinder and licked his lips in preparation. With a swift, purposeful swing, he raised his totem and slammed it into the ground, making an odd motion with his fingers as he did so. When the metal-covered base contacted the soil, the side-mounted spikes suddenly slammed down alongside, throwing up a burst of dirt and dust. A double thunderclap assailed Kargor's ears.

The figurine tumbled off its perch.

Kargor and the other braves watched in wonder as (with some effort) the youth raised his modified weapon overhead in triumph. Though he was clearly the weakest among them, today the prize was his.

Perhaps, thought Kargor, there was something to this "technology" after all….

Powers: Any piercing weapon can employ this tech-mod. When the weapon penetrates an opponent's flesh, the compact, caltrop-like tip expands, driving its tiny spikes into the surrounding tissue. The wound continues to bleed, dealing 1 point of damage every round until the spike is removed. Taking it out requires a standard action and a DC 15 Heal check; failure means the character removes the spike, but the impaled creature takes 1d3 points of damage in the process. A bloodspike has no effect on creatures that are immune to critical hits.

A weapon can have only one spike tip at a time. Once the bloodspike is imbedded in a foe, another can be attached to the weapon as a standard action that provokes an attack of opportunity.

Craft (weaponsmithing) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +1. A spike tip costs 2 gp.

Doubleslammer

Description: This tech-mod attaches to the bottom of a tauren totem. The mod consists of a series of metal pylons affixed to the sides of the totem, facing towards the lower edge of the weapon. Springs attached internally launch these pylons downward when the totem strikes the ground, creating a thunderous double slam.

Powers: A doubleslammer tech-mod activates automatically when the tauren totem is slammed into the ground with the War Stomp feat. The wielder can use the War Stomp feat with this totem even if she does not possess the feat. If she does possess the War Stomp feat, war stomps with this totem are more powerful: The stomp's radius increases to 15 feet, and the Balance check DC increases by +2.

This tech-mod increases the weapon's weight by 10 lbs.

Craft (weaponsmithing) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +1.

Floating Counterweight

Description: This tech-mod consists of a heavy iron ball implanted within the shaft of a two-handed weapon, such as a polearm or tauren totem. As the weapon is swung, the ball inside rolls outward, adding its weight to the strength of the wielder's blow.

Powers: Using a counterweight-equipped weapon properly requires considerable skill, as the metal ball inside the haft must arrive at the end of its tube at the moment the weapon strikes its target. If the wielder's attack roll is 5–9 points higher than that needed to hit his opponent, he treats his Strength score as +2 points higher when dealing damage on that swing. If his attack roll is 10–14 points higher, he treats his Strength as +4 points higher, and so on.

Originally designed by tauren for use in their totem weapons, this tech-mod can be used in any two-handed weapon. The weapon must be originally intended for two-handed use, not simply a sword or other item being used two-handed. Double weapons benefit from this tech-mod only when used as a single two-handed weapon.

Craft (weaponsmithing or woodworking, depending on if the haft is metal or wood) 12 ranks, Craft (technological device) 12 ranks, Craft Tech-Mod; Bonus Equivalent +2.

Holy Blade

Description: This tech-mod was originally developed by a goblin freelancer working with orc shaman looking for ways to increase their firepower against the Scourge. Curiously, some Forsaken now employ these devices against their hated foes in the Lich King's service. A holy blade consists of a long tube that constantly dispenses drops of healing liquid onto the weapon's sharp edge.

Powers: To "charge" a holy blade, the owner must pour a healing potion into the internal tube assembly (a full-round action that provokes attacks of opportunity). Once applied, the healing potion cannot be recovered. A single healing potion coats the blade for 1d4+4 hits (or just 1 hit if a *cure minor wounds* potion is used). The potion remains effective for 1 hour before evaporating.

When a holy blade hits an undead foe, the weapon deals additional damage depending on the strength of the potion: *cure light wounds* or *cure minor wounds* add +1 damage, *cure medium wounds* adds +2 damage, and *cure serious wounds* adds +3 damage. If the holy blade hits a non-undead target, the potion does not heal that foe.

Craft (weaponsmithing) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +1.

Retracting Sheath

Description: This tech-mod consists of an open cylinder of metal attached to a slashing weapon in such a way that the blade is partially enclosed. When a button on the handle is pressed, the sheath collapses around the cutting edge. Orcs sometimes use this device to protect particularly ornate or valuable blades from damage.

Powers: Activating the sheath is a free action that can be accomplished before, after, or in between the wielder's attacks (if he has multiple attacks), or during an attack of opportunity. The wielder can throw the switch only once per round. Pushing the button either closes the sheath, or if it is already closed, opens it.

While the sheath encloses the blade, the weapon cannot be sundered. An attacker must first penetrate the sheath itself, which has hardness 10 and 5 hit points; once this is done, the sheath falls away and no longer protects or restricts the blade.

If the wielder attacks with this weapon while the sheath is closed, he takes a –2 penalty on damage rolls, and the weapon deals bludgeoning damage instead of its normal damage. Of course, in some circumstances this might be desirable (such as when fighting skeletons).

Craft (weaponsmithing) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +1.

Spur Coil

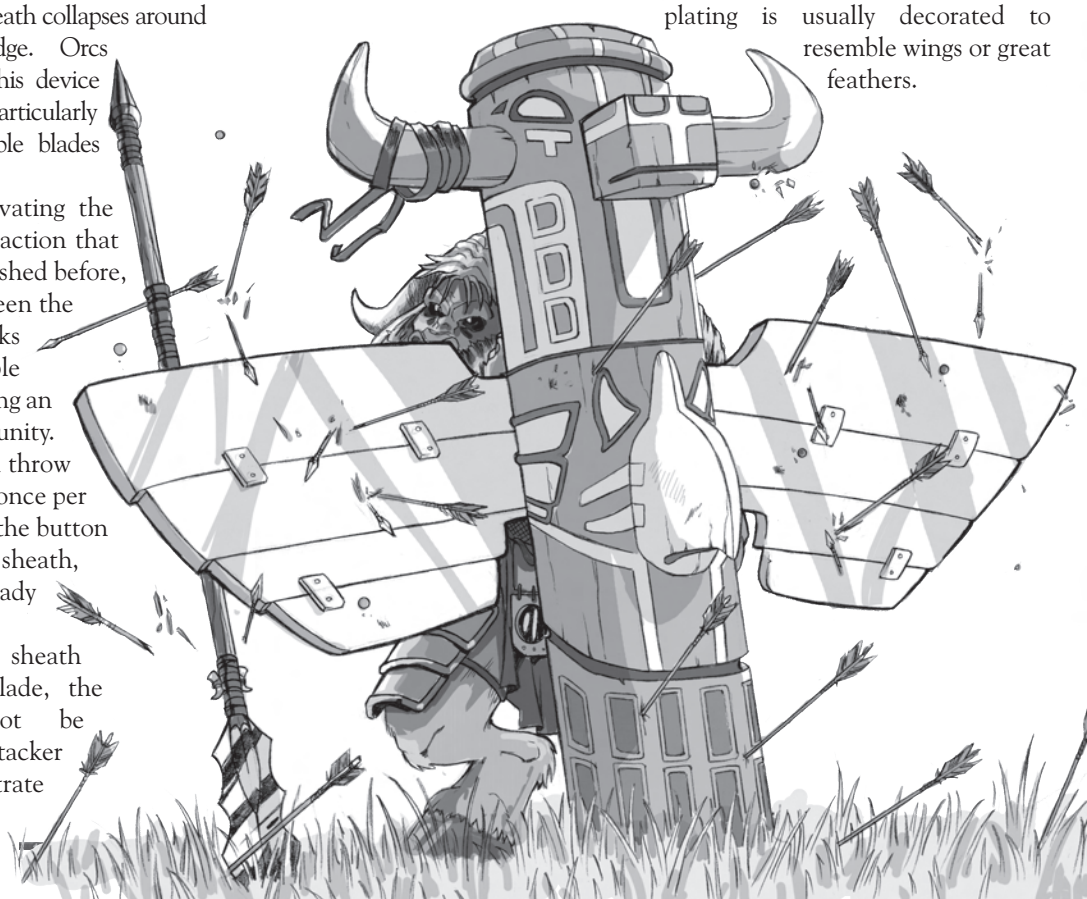
Description: This small, wire-encrusted device attaches to a melee weapon's handle, in such a way that the wielder's fingers wrap around the wires. When the owner tightens his grip, the device delivers an aggravating electrical shock. Orc barbarians use this tech-mod to irritate themselves into longer, more effective rages.

Powers: A spur coil automatically delivers a mild shock whenever the wielder rages. Sensors in the tech-mod detect the tightening grip, and the electrical burst acts to stimulate the flow of adrenaline that accompanies rage. The shock deals 1d3 points of electricity damage to the wielder each round, but extends the length of her rage by 2 rounds. The shocks also force her muscles to clench and tighten her grip; she gains a +4 bonus on checks to resist being disarmed, and gains a +1 bonus on melee damage rolls.

Craft (weaponsmithing) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +1.

Totem Wings

Description: This tech-mod consists of an expandable plating affixed to both sides of a tauren totem. The plating is usually decorated to resemble wings or great feathers.



Powers: Activating or deactivating this tech-mod is a standard action that provokes an attack of opportunity. When the "wings" are extended, the tauren totem provides a +2 shield bonus to the wielder's AC, but she takes a –2 penalty on attack and damage rolls. She can also use the wings to make trip attacks with the weapon. If she is tripped during her own trip attempt, she can drop the totem to avoid being tripped.

This tech-mod increases the weapon's weight by 15 pounds.

Craft (weaponsmithing) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +1.

Armor Tech-Mods

Armor and shields are another common target for tech-mods. Increasing protection from blows is one way to survive, and tech-mods are among the best values for those who can't afford powerful enchantments or steam armor.

Tech-mods for armor cannot apply to shields unless noted otherwise.

Scaldjets

Description: Developed by a group of goblin inventors to show off steam power to tauren, scaldjets propel gouts of steam through the armor's joints. The steam apparatus required for this mod is bulky, but as usual the tauren don't mind.

A scaldjet mod adds a small steam engine to the armor's lower back section, underneath an external plate. This tech-mod can be added only to medium or heavy armor.

Powers: Once the activation lever is thrown, the steam engine takes 3 rounds to activate, and functions for up to 20 rounds unless voluntarily deactivated early. Refilling the internal water supply requires a full-round action that provokes an attack of opportunity, as well as a gallon of water.

Once the scaldjets are activated, the wearer is surrounded by a thin cloud of steam directed outward (dealing no damage to him). Anyone striking the wearer with a natural attack, touch attack or unarmed attack takes 1d6 points of fire damage. The steam venting action also provides the wearer with a +2 deflection bonus to AC.

This tech-mod increases the armor's weight by 30 pounds. The scaldjet tech-mod doesn't operate underwater.

Craft (armorsmithing) 14 ranks, Craft (technological device) 12 ranks, Craft Tech-Mod; Bonus Equivalent +2.

Shifting Scales

Description: Orc armorsmiths developed this constantly shifting web of metal scales as a way to confuse opponents. The scales are somewhat restrictive, but act to cover up vulnerable spots in combat.

Powers: To activate this tech-mod, the wearer tugs on a strap attached to an actuator that drives numerous tiny gears affixed to the armor's interior. This tech-mod can only be added to heavy armor.

While activated, the shifting scales reduce the wearer's movement speed by 5 feet. However, he receives a +4 bonus to his AC when an opponent rolls to confirm a critical hit (essentially, the opponent must take a –4 penalty on her critical roll).

Craft (armorsmithing) 12 ranks, Craft (technological device) 15 ranks, Craft Tech-Mod; Bonus Equivalent +2.

Springpads

Description: Of all the engineering parts introduced to jungle trolls, few are as fascinating as the simple spring. The trolls believe tiny air spirits are trapped within the metal coils, acting to push them back into shape as pressure on them is released. Since discovering ways to make springs themselves, the trolls have developed several unique innovations, one of which is the springpad tech-mod.

Powers: Springpads can be added to light armor only. The tech-mod introduces small springs located on pads underneath the armor. The armor must be flexible enough to react along with the springs — medium and heavy armors are simply too rigid.

Armor equipped with springpads provides damage reduction 1/piercing or slashing and a +2 bonus on checks made to resist being grappled.

Craft (armorsmithing or leatherworking) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +1.

Technological Devices

This section lists a variety of technological devices developed by Horde tinkers and engineers. Unlike the Alliance, the Horde doesn't have a tremendous variety of different devices unique to their people. Of course, the Horde also uses copied or stolen designs, as well as plenty of devices purchased from goblins.

Activating a technological device is a standard action that provokes an attack of opportunity. Exceptions are noted in the text.

Aura Concealment Suit

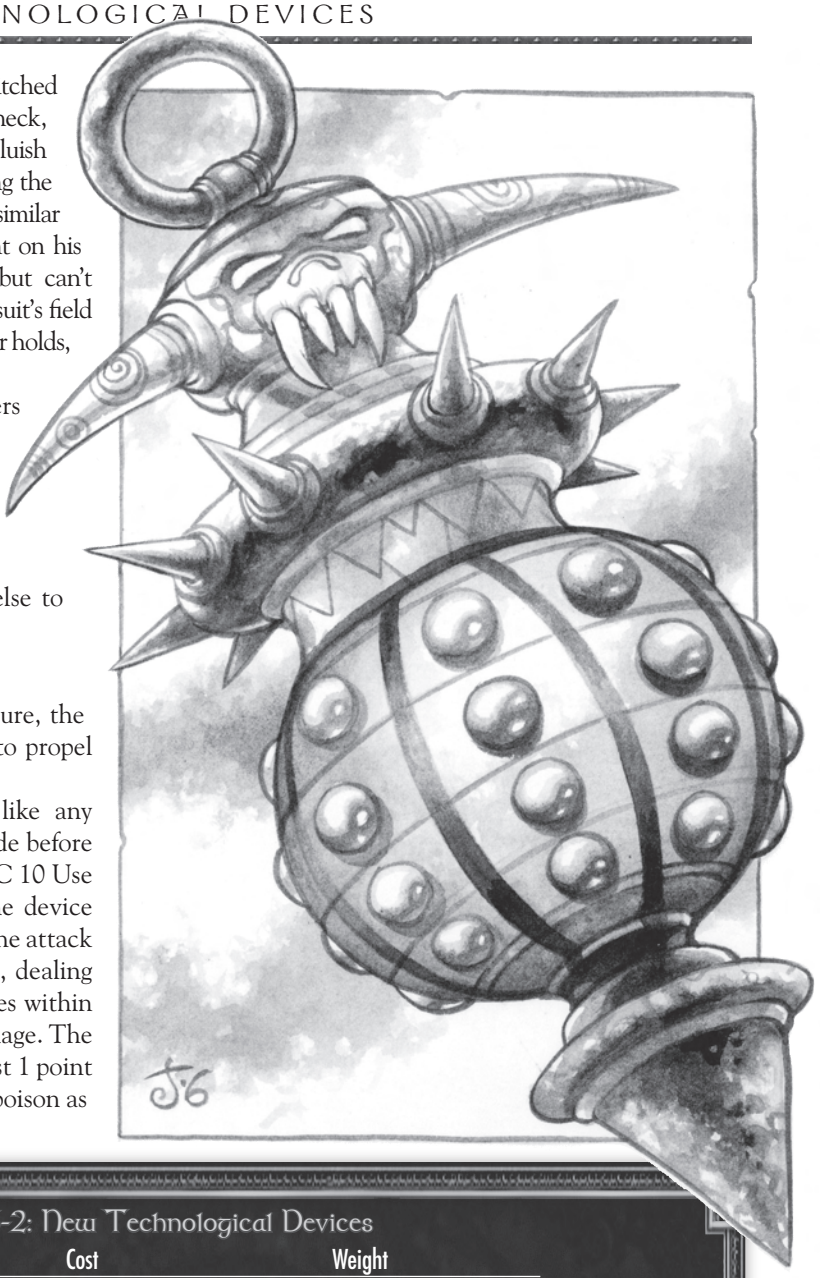
Description: Developed by Forsaken scientists, this outfit consists of a thin sheet of ribbon-like, translucent material that completely covers the body. A phlogiston generator, hooked to the fibers, produces a kind of static that conceals magical auras on the wearer.

Operation: An aura concealment suit occupies the same equipment slot that a suit of armor uses, but provides no

physical protection. When the generator is switched on with a DC 15 Use Technological Device check, the translucent material takes on a faint bluish glow. While the suit functions, anyone observing the wearer's magical auras (with *detect magic* or a similar ability) can detect the number of auras present on his person, including those of his magic items, but can't identify their strength or school of magic. The suit's field interacts with the auras of magic items the wearer holds, so it masks them as well as those it covers.

Fuel: One vial of liquid phlogiston powers this device for 4 hours of continuous operation.

Hardness 5; 10 hp; Size Medium; Weight 5 lb.; MR 1; TS 5; Craft DC 25; Price 750 gp. The crafter must be able to cast *detect magic* to create this item, or get someone else to cast it for him.



Dart Grenade

Description: A weapon of troll manufacture, the dart grenade employs explosive swamp gas to propel poison-tipped darts outward at high speeds.

Operation: A dart grenade is thrown like any similar splash weapon. Activating the grenade before throwing it is a free action that requires a DC 10 Use Technological Device check. (Note that the device can malfunction on both this check and on the attack roll.) When the bomb lands, it bursts apart, dealing 1d6 points of piercing damage to all creatures within 20 feet; a DC 15 Reflex save negates the damage. The darts' poison affects anyone who takes at least 1 point of damage; they are permitted a save versus poison as specified in that poison's rules.

Table 5-2: New Technological Devices

Item	MR	Cost	Weight
Aura Concealment Suit	1	750 gp	5 lb.
Dart Grenade	1	65 gp + poison	2 lb.
Dispel Prevention Suit	1	960 gp	8 lb.
Enemy Detector	2	788 gp	600 lb.
Energy Polarizer	1	1,440 gp	8 lb.
Lung-Crusher	1	120 gp	5 lb.
Mobile Hut	1	3,400 gp	8,000 lb.
Necromantic Amplifier	1	2,000 gp	4 lb.
Poison Extractor	1	250 gp	1/2 lb.
Portable Wall	3	648 gp	200 lb.
Repeating Drums	2	1,620 gp	25 lb.
Retract-O-Arm, Spelltouch	2	280 gp	14 lb.
Spearflinger	1	640 gp	5 lb.
Spellgun	2	750 gp + 500 gp in gems	2 lb.
Swampwalker Shoes	1	750 gp per pair	2 lb. each
Thunderstomper	1	560 gp	10 lb.
Porcupine Harness	1	1,135 gp	29 lb.

Dart grenades must be prepared with poison in advance. Virtually any type of contact or injected poison can be used. Applying this poison to all the darts uses up 4 doses and takes 10 minutes.

Malfunction: The grenade explodes in the wielder's hand. She automatically fails the Reflex save against damage, but is permitted a save against whatever poison is on the darts.

Hardness 3; 5 hp; Size Tiny; Weight 2 lb.; MR 1; TS 6; Craft DC 16; Price 65 gp plus 4 doses of poison.

Dispel Prevention Suit

Description: This device looks much like an aura concealment suit — a series of translucent fibers wrapped around the body like a robe. The dispel prevention suit, however, is a smoky charcoal color until activated. When switched on, it glows with a deep ruby light. Forsaken scientists developed this item to make their personal protective spells harder to remove.

Operation: A dispel prevention suit occupies the wearer's armor slot, although it provides no physical protection. Activating the suit requires a DC 15 Use Technological Device check and provokes attacks of opportunity. Once switched on, spells on the wearer are treated as two levels higher for purposes of resisting *dispel magic*. This applies only to spells that are in place when the suit is activated. Spells cast later receive no benefit.

After the dispel prevention suit is deactivated, it must cool down for 1 minute before it can be used again.

Fuel: A dispel prevention suit requires 1 vial of liquid phlogiston for every 10 minutes of continuous operation.

Malfunction: The stabilizing energy implodes, producing an area *dispel magic* effect (caster level 10) centered on the wearer.

Hardness 5; 10 hp; Size Medium; Weight 8 lb.; MR 1; TS 6; Craft DC 26; Price 960 gp. The crafter must be able to cast *dispel magic* to create this item, or get someone else to cast it for him.

Enemy Detector

Description: This massive tauren device looks vaguely spider-like. Eight thin legs expand outward from a central platform. The legs end in flat discs that amplify vibrations on the ground. When not in use, the legs fold up against the platform, but the machine is still exceptionally huge and bulky.

Operation: Activating the enemy detector requires 5 rounds and a DC 20 Use Technological Device check. The legs are extended outward and placed carefully on smooth, flat surfaces, and vibration-sensing devices are connected to the central platform. When fully operational, the device occupies a 15-foot area. All squares other than the central one must be smooth, level and free of obstructions. In many cases, the user may need to clear some of these squares, extending the device's activation time. Note that if the device is already fully extended and set up, switching it on is only a full-round action. All stages of activation provoke attacks of opportunity.

Once the enemy detector is activated, the operator must stand on the central platform, hands and feet planted firmly on the vibration-amplifying pads. While doing this, he possesses the tremorsense ability (see the **Monster Guide**, Chapter 5: Monster Types, Subtypes and Abilities, "Tremorsense") to a range of 60 feet. This applies to ground vibrations only, not aquatic ones. However, if the operator takes any action other than a free action, he loses this ability until he remains still again for one complete round.

Fuel: An enemy detector uses 1 vial of liquid phlogiston for every 8 hours of continuous operation.

Hardness 5; 40 hp; Size Medium (deactivated) or Huge (activated); Weight 600 lb.; MR 2; TS 3; Craft DC 38; Price 788 gp.

Energy Polarizer

Description: Being intelligent undead, the Forsaken fully understand the limitations and vulnerabilities associated with unlife. One of these disadvantages is that they can be turned, rebuked or even commanded by powerful positive or negative energy forces. Naturally, the Forsaken are always on the lookout for ways to limit or negate this vulnerability.

Technology provides one way. A series of spinning metal coils emplaced within a shield creates a screen that dampens positive or negative energy directed at the wearer.

Operation: An energy polarizer is held like a shield, occupying the owner's shield slot, but provides no armor bonus and doesn't interfere with spellcasting. Switching on the polarizer provokes attacks of opportunity and requires a DC 15 Use Technological Device check. While the device is functioning, the owner has turn resistance 4.

Fuel: An energy polarizer requires 1 vial of phlogiston for every 10 minutes of continuous use.

Hardness 3; 5 hp; Size Tiny; Weight 8 lb.; MR 1; TS 8; Craft DC 28; Price 1,440 gp.

Lung-Crusher

Description: Developed for orcs by orcs, the lung-crusher is a thick bladder strapped across the wearer's chest. When the owner squeezes the sides of this device, it contracts across the diaphragm, forcing all the air out of the wearer's lungs in a swift, powerful motion.

Operation: Activating this device requires the user to push in and up with her chest muscles while pressing down on a command stud; the combined action requires a DC 15 Use Technological Device check. If activated in concert with a shout feat, the shout is particularly loud, deep and penetrating, lasting 1 extra round and extending to a range of 40 feet. The obvious drawback here is that the shout can't be used in concert with an attack on the same round (because activating the device is a standard action).

After the lung-crusher contracts, it must slowly refill with air over a period of 1 minute. It cannot be used during this period.

Fuel: The lung-crusher uses a vial of liquid phlogiston that provides enough power for 20 uses.

Malfunction: The device activates unexpectedly, crushing the wearer's lungs when she isn't ready for it. In effect, the wind is knocked out of her. She must make a DC 14 Fortitude save or be stunned for 1 round. If she makes the save, she is dazed for 1 round.

Hardness 1; 5 hp; Size Tiny; Weight 5 lb.; MR 1; TS 3; Craft DC 13; Price 120 gp.

Mobile Hut

Description: One of the most impressive tauren inventions to date, this is a mobile home. When immobile, it appears to be a simple hut capable of housing 4 Medium creatures comfortably, or up to 8 in crowded conditions. However, when the controls are activated, the hut rises up on stilt-like legs and lurches forward, trundling slowly but surely across the ground.

Operation: A series of levers attached near the entrance allows the operator to control the mobile hut. Once brought up to speed, the hut lumbers along in a straight line, continuing along that course without any further instructions. Unlike a creature, a mobile hut has a specific movement speed and direction that remain constant unless changed. Giving any other commands requires a standard action that provokes attacks of opportunity, as well as a DC 15 Use Technological Device check. If the pilot fails this check, the hut continues to move in the direction and speed it was previously moving.

As the hut is ungainly, it doesn't maneuver as well as other devices; the following commands apply to the hut instead of the normal rules for vehicle maneuvers.

The hut accepts the following commands:

Activate: When activated (a DC 20 Use Technological Device check), the hut's internal engine grinds to life. Legs beneath the hut extend, lifting it 10 feet into the air. The hut takes 2 rounds to completely activate.

Speed Up: This tells the hut to accelerate. A hut can increase its speed by +5 or +10 feet per round to a maximum of 40 feet per round. A "speed up" command must be given each round (the hut does not continue accelerating to its maximum speed automatically). If the hut moves faster than 20 feet per round, it cannot turn.

Slow Down: The hut slows by –5 or –10 feet per round. A "slow down" command must be given each round. If a hut reaches a speed of 0, it stops moving and awaits further commands; it does not automatically deactivate.

Stop: The hut stops moving. If it is moving at a speed of 10 feet per round or less when this command is delivered, there are no ill effects. Otherwise, passengers inside must make Balance checks (DC equal to the hut's speed – 10) or fall prone. If a passenger falls, he takes 1d6 points of nonlethal damage for every 5 feet of speed above 10. If a hut stops moving via this command, it does not automatically deactivate.

Turn Left/Turn Right: The hut changes direction by up to 90 degrees. A hut cannot turn if moving faster than 20 feet per round.

Deactivate: This command can only be given if the hut is not moving. When deactivated, the hut settles onto the ground, legs folding up underneath to an idle position. Once deactivated, a mobile hut enters a cooldown stage and cannot be restarted for 1 hour.

A mobile hut can carry up to 8 Medium creatures and gear totaling up to 2,000 pounds. Mobile huts cannot cross through rough or rocky terrain. They can ford shallow water (no more than 10 feet deep) if the ground beneath is relatively stable. The great weight of a mobile hut requires solid footing — mud or sand causes the hut to sink, where it becomes trapped.

Mobile huts have a main entrance door (5 feet wide) on one wall and 3 open windows on the others. Individuals fighting from these windows have partial cover. The mobile hut is not intended for combat use.

Fuel: A mobile hut uses 1 vial of liquid phlogiston for every 1,000 feet it moves.

Hardness 5; 200 hp; Size Gargantuan; Weight 8,000 lb.; MR 1; TS 10; Craft DC 30; Price 3,400 gp.

Necromantic Amplifier

Description: While some Forsaken study technology for its own sake, others seek to use science to improve and enhance their arcane power. The necromantic amplifier is an outgrowth of research along these lines. The device consists of a series of implants attached under the skin, connected to each other with a web of coils and wires. The implants can be painful, but the Forsaken don't mind.

Operation: Implanting the necromantic amplifier's components requires 1 hour. The subject takes 3 points of damage that cannot be reduced or healed without removing the implants. Only an undead creature can benefit from a necromantic amplifier.

Once installed, activating or deactivating the amplifier requires the wearer to make a DC 20 Use Technological Device check. The coils deliver an increase in negative energy, providing a font of power the user can draw from when casting spells from the necromancy school. Any such spell is cast at +1 caster level and adds +1 to its saving throw DC.

However, there is a downside. The additional negative energy makes the wearer more vulnerable to positive energy attacks. Spells that deal damage through the use of positive energy (such as *cure light wounds*) deal one-quarter more damage to an undead creature wearing an active necromantic amplifier.

Fuel: A necromantic amplifier requires 1 vial of liquid phlogiston for every 5 minutes of continuous use.

Malfunction: The energy flow short-circuits, dealing 1d6 points of electricity damage every round until deactivated.

Hardness 1; 5 hp; Size Tiny; Weight 4 lb.; MR 1; TS 10; Craft DC 30; Price 2,000 gp.

Poison Extractor

Description: Jungle trolls are no strangers to poison. A vast number of native creatures use poison to kill or

Cursing under his breath, Gungh sloshed his way through the sweltering, squishy marsh. With his left hand he wiped the perspiration from his brow. In his right hand he clutched a spiked mace, the only weapon he had left that wasn't sheathed in rust.

Four weeks now. A month, stuck in this hellish jungle, surrounded by buzzing insects and chattering monkeys. Everything looked the same as it had the previous day. Nothing but thick undergrowth, brackish water, dangling vines and rain. Every day, without fail, the rains came and went. Gungh couldn't remember the last time he was dry. He couldn't even remember what dryness felt like.

Gungh tramped along, splashing through a series of foul-smelling pools. Colorful, triangle-shaped flowers as tall as his shoulders barred his way. Swearing, Gungh pushed his way through, certain he had come this way before. The jungle couldn't be this endless. He knew he was lost, but there was nothing to do but continue on.

He stepped through the flowers onto the fringe of a small pond, next to the bole of a moss-covered tree. Suddenly, a sharp pain bit into his shoulder. He slapped at it with his free hand, thinking this was just another insect bite, and was surprised to find a snake's head firmly attached.

Instantly Gungh grabbed the snake and jerked its fangs free from his flesh. With an angry curse he crushed the viper's head into pulp. Throwing the reptile's twitching corpse away, he inspected the wound. To his dismay, the flesh there was already turning purple.

Gungh felt woozy. He sank to his knees, squeezing at the twin holes in his skin, amazed at how numb the injury was. Two ruby-red drops of blood appeared and quivered.

He heard a voice. Or was it his imagination?

"Stay still, warrior. Woothi will help."

Gungh was already sinking onto the ground. In his swimming vision, he caught sight of a blue-skinned troll, dressed in ragged animal skins. Jewelry festooned with pearl-white teeth hung from numerous piercings in his ears, nose and eyelids. Gungh thought briefly of challenging this savage-looking creature, but his arm no longer seemed to work. In fact, he wasn't even sure where his mace was anymore.

Woothi reached into a large sack and withdrew an oval-shaped, brown pad with something akin to a toothy mouth visible on one side. Gungh imagined he should protest as the troll pressed these teeth against his wound. Woothi squeezed once, hard, and searing pain shot through Gungh's arm. The agony faded quickly, but the troll continued squeezing.

After a moment, the strange device pulled away. Blood flowed freely now from Gungh's torn flesh, but the purple color was already fading.

"You will survive, warrior." The troll put the brown device away. "Now, Woothi wearies of watching you walk in circles. When you recover, follow and I will show you the path."

incapacitate prey. Though trolls are tough, the jungle can be tougher, and even a brief encounter with a poisonous beast can leave a troll weakened or dying — assuming he survives at all. To counter this threat, a troll engineer developed a device capable of swiftly extracting poison from any wound.

Operation: The poison extractor is a leather case containing hollow teeth attached to a suction-inducing bladder. Using it requires a DC 15 Use Technological Device check; the user receives a +2 synergy bonus on this check if he has at least 5 ranks in Heal. Using this device provokes an attack of opportunity.

If placed against a wound and vigorously squeezed, the device withdraws toxic substances from the body. However, the teeth deal 1d3 points of damage in the process, bypassing all damage reduction (if the poison extractor is unable to penetrate the skin, it provides no benefit).

If used within 1 round of the poison's application, the extractor permits a second saving throw. If this save succeeds, the extractor halves the initial damage (or reduces the duration of a special effect, such as sleep or paralysis, by 50%), and eliminates any secondary damage or effects.

If used more than 1 round after the poison's application but before the poison's secondary damage, the extractor allows the creature to make two Fortitude saving throws against the secondary damage and choose the higher.

If used as part of a Heal check made to treat poison, the poison extractor provides a +4 bonus on the check.

A poison extractor works only against poisons that enter the body through wounds. The device has no effect on inhaled or ingested toxins.

Fuel: The poison extractor uses no fuel.

Malfunction: The device deals double normal damage (i.e., 2d3 points) but provides no benefit.

Hardness 1; 3 hp; Size Diminutive; Weight 1/2 lb.; MR 1; TS 5; Craft DC 15; Price 250 gp.

Portable Wall

Description: Living on open plains brings with it numerous dangers. Campsites are open, allowing potential enemies and creatures to creep up and strike from any direction. To provide additional cover, tauren engineers developed the portable wall — a collapsible barrier that protects against incursions from anything but a very determined foe.

When carried, a portable wall is about the size of a large, bulky suitcase. When opened, it expands into a 10-foot high, 10-foot wide flat metal barrier on a heavy iron base. The wall is about a foot wide and provides total cover to anyone on the opposite side.

Operation: A portable wall takes 2 full rounds to unfold, or 5 full rounds to put away. Either action requires a DC 20 Use Technological Device check and provokes attacks of opportunity. When unfolded, it occupies 2 adjacent non-diagonal squares. The wall is 10 feet high and blocks line of sight and provides cover just like any other wall or similar formation.

The wall is tough, but can be knocked over with a DC 20 Strength check. A Medium or larger creature that charges the wall and throws its weight against it gains a +2 bonus on this check. If the wall falls, it deals 3d6 points of bludgeoning damage to anyone it lands on in a 10-foot square area; though creatures can make Reflex saves (DC equals the result of the Strength check) to negate the damage. A creature who makes this save moves to the closest available square the fallen wall does not occupy; if this square is occupied, the creature falls prone in it. A creature who fails its Reflex save falls prone and is pinned by the wall. It has full cover, but can take no actions except trying to escape, which requires a DC 15 Strength or Escape Artist check.

Fuel: A portable wall requires no fuel.

Hardness 10; 100 hp (25 hp per 5-foot-by-5-foot section); Size Small (folded) or Large (unfolded); Weight 200 lb.; MR 3; TS 12; Craft DC 22; Price 650 gp.

Repeating Drums

Description: Orc and troll inventors designed this device to free up war drummers in combat. The repeating drums consist of a set of mechanical arms that loosely attach to the drummer's arms. The mechanical limbs attach to a surprisingly complex movement-recording machine located in a sealed compartment underneath the drum set.

Operation: To use this item, the operator sits down to play the drums and braces the arms adjacent to his own. He then activates the device by clamping down with his feet, locking himself in place. All of this requires a DC 15 Use Technological Device check and provokes an attack of opportunity.

The owner then starts playing, using the Drums of Courage feat for at least 1 round. While he plays, mechanical servos and gears inside the drum's base analyze and record his movements and sounds. At the conclusion of this period, the operator passes the drumsticks to the device's arms (a standard action that doesn't provoke attacks of opportunity). The repeating drums then play themselves, continuing the effect of the Drums of Courage feat for up to 10 minutes.

The machine's arm action is precise, and is vulnerable to damage. If the device takes even 1 hit point of damage (after hardness), the drumbeats are altered and no longer provide any benefit. If the device hasn't been destroyed, the operator can reset the drums by starting the startup procedure from scratch.

Fuel: Repeating drums use 1 vial of liquid phlogiston for every 10 minutes of continuous use. The fuel compartment is located inside the sealed gearbox, however, so additional phlogiston cannot be added without shutting off the machine. Refueling takes 1 minute.

Hardness 5; 20 hp; Size Medium; Weight 25 lb.; MR 2; TS 6; Craft DC 36; Price 1,620 gp.

Retract-O-Arm, Spelltouch

Description: Originally designed by gnomes to perform dangerous machine adjustments without risking one's fingers, the retract-o-arm was later adopted for spellcasting use by Forsaken tinker/arcanists. The arm resembles a short staff slung underneath the forearm. When the hand is twisted in a certain way, a rod telescopes outward and then snaps back into place.

Operation: This device is used as part of a spellcasting action. Using the retract-o-arm requires a DC 20 Use Technological Device check. If successful, the arm allows the wearer to deliver a melee touch attack on a target up to 20 feet away. The user takes a –4 penalty on the attack roll due to the ungainliness of the arm. After the attack, the arm immediately retracts without any special action on the wearer's part. If the touch attack misses and the caster holds the spell, the arm can be employed again in the following round, but each activation requires a separate Use Technological Device check.

When the arm extends, it provokes attacks of opportunity when it exits threatened squares.

Spelltouch retract-o-arms must include fragments of the owner's flesh, taken from his own body and woven into the device's framework. This bodily connection is what permits a touch attack to succeed at a distance.

Fuel: A spelltouch retract-o-arm requires 1 vial of liquid phlogiston for each 20 attacks it makes.

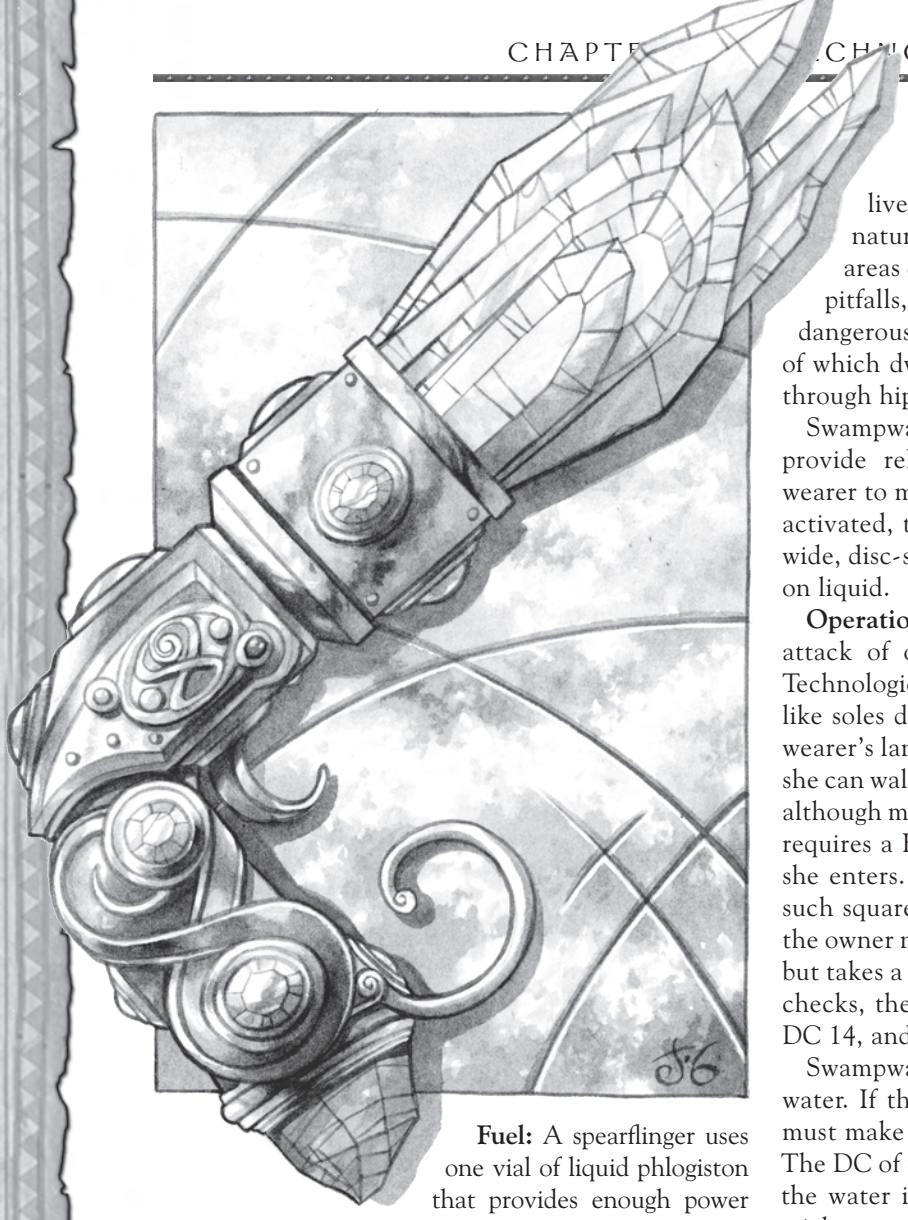
Malfunction: The device doesn't work and the spell is lost.

Hardness 5; 15 hp; Size Tiny; Weight 14 lb.; MR 2; TS 3; Craft DC 14; Price 280 gp.

Spearflinger

Description: This is one of the more practical technological items developed by the jungle trolls. A spearflinger is an arm-like assistant, like a giant atlatl: a flexible wooden shaft with a connecting slot for a spear or javelin. When the wielder loads the flinger with a spear, he can throw the weapon with a consistent degree of strength and accuracy.

Operation: Loading a javelin or spear into a spearflinger is similar to loading a light crossbow (i.e., it is a move action that provokes attacks of opportunity). Putting the weapon properly in place requires a DC 12 Use Technological Device check. The wielder then swings the spearflinger as a standard action. A mechanical assist kicks in, doubling the weapon's range increment and throwing the javelin or spear as if the wielder had a Strength score of 18 (regardless of his actual Strength score).



Fuel: A spearflinger uses one vial of liquid phlogiston that provides enough power for 25 throws.

Hardness 5; 10 hp; Size Small; Weight 5 lb.; MR 1; TS 8; Craft DC 18; Price 640 gp.

Spellgun

Description: A spellgun is a hand-held device that focuses rays down a specially treated crystalline barrel. Various roughly faceted gems line the interior of the tube, collecting and focusing rays along its length. Forsaken scientists originally designed this item to improve the *polar ray* spell, but it has since been enhanced to work with any kind of ray.

Operation: If a spellgun is held in the hand, it can be used as a free action when the wielder casts any ray spell. This requires a Use Technological Device check; the DC is 12 + the spell's level. If the device functions properly, the ray's range increases by one-half and its threat range doubles. This latter benefit does not stack with similar effects such as the Improved Critical (ray) feat.

Fuel: A spellgun is a passive device that requires no fuel to operate.

Malfunction: The spell fails and is wasted.

Hardness 1; 3 hp; Size Diminutive; Weight 2 lb.; MR 2; TS 5; Craft DC 25; Price 750 gp plus 500 gp in low-quality faceted gems.

Swampwalker Shoes

Description: Many tribes of jungle trolls live in or near swamps, marshes and other natural wetlands. Moving through these watery areas can be perilous. In addition to underwater pitfalls, the swamps are home to numerous dangerous creatures, insects and diseases, many of which dwell unseen under the water. Just moving through hip-deep water is a slow, tedious process.

Swampwalker shoes, a recent troll invention, provide relief from these problems, allowing the wearer to move along the surface of the water. When activated, the soles of these leather boots swell into wide, disc-shaped platforms that let their owner walk on liquid.

Operation: Activating these boots provokes an attack of opportunity and requires a DC 15 Use Technological Device check. Once their balloon-like soles deploy, the swampwalker shoes reduce the wearer's land movement speed by one-half. However, she can walk on water at her normal movement speed, although moving any farther than her base movement requires a Balance check in each extra water square she enters. The DC of this check is 10 for the first such square, plus +2 per additional square. Thus, if the owner normally has a base movement speed of 30, but takes a double move, she would make six Balance checks, the first at DC 10, the second DC 12, then DC 14, and so on.

Swampwalker shoes work correctly only on calm water. If the water is flowing or choppy, the wearer must make a Balance check for every step she takes. The DC of this check varies depending on how rough the water is. A slowly moving stream, for example, might require a DC 10 check, while stormy seas require DC 30 or more.

If the wearer falls, the shoes make swimming difficult, imposing a –5 penalty on Swim checks. Furthermore, standing back up on the surface of the water is a considerable challenge. To stand, the wearer must take a full-round action and make a DC 15 Balance check. This DC increases appropriately in flowing or rough water.

Fuel: Swampwalker shoes use a single vial of liquid phlogiston for 1 hour of continuous operation.

Hardness 3; 5 hp (each shoe); Size Tiny; Weight 2 lb. (each); MR 1; TS 5; Craft DC 25; Price 750 gp per pair.

Thunderstomper

Description: Goblin engineers developed this device to improve and enhance their tauren clients' stomping ability. The thunderstomper is a set of mechanical pistons connected to a tauren's powerful legs, increasing their strength when driven downward into the ground.

Operation: Activating or deactivating the thunderstomper provokes attacks of opportunity and

requires a DC 15 Use Technological Device check. Once turned on, the device provides its benefits automatically whenever the user makes a war stomp (using the War Stomp feat) with his legs. The DC of the Balance check to resist a thunderstomper-assisted war stomp increases by +4. However, while the device is active, it reduces the wearer's land speed by –5 feet.

Fuel: A thunderstomper requires 1 vial of liquid phlogiston for up to 1 hour of continuous operation. Every time the wearer makes a war stomp, this counts as 5 minutes against this time.

Hardness 5; 10 hp; Size Small; Weight 10 lb.; MR 1; TS 4; Craft DC 24; Price 560 gp.

Porcupine Harness

Description: Originally envisioned by an orc gladiator after an encounter with a quilboar, the porcupine harness has since seen numerous improvements. The device looks and functions like a regular suit of studded leather armor until the wearer tugs on a pair of concealed rods. Quill-like spines pop out of concealed slots all over the armor's surface. The quills slice through flesh, delivering painful wounds to anyone grappling the wearer.

Operation: The porcupine harness is activated with an immediate action and requires a DC 15 Use Technological Device check. If the wearer is already engaged in a grapple, the DC is 20 (this doesn't apply if he activates the device just prior to grappling or being grappled).

When the wearer is grappling a foe, the quills automatically deal 1d6 points of piercing damage each round, on the wearer's turn, to each creature he grapples. If a creature pins the wearer (or takes an action that requires achieving a pin, such as swallowing him whole), the quills deal double damage. Some unintelligent creatures automatically release a creature wearing one of these devices — grabbing hold of someone equipped with a porcupine harness is about as fun as seizing a live porcupine.

Crafting this device requires a suit of masterwork studded leather armor. The harness has the same armor statistics, including armor bonus and arcane spell failure chance, with the exception of weight. A porcupine harness is considered light armor.

Fuel: The porcupine harness uses 1 vial of phlogiston for up to 20 minutes of continuous use.

Malfunction: The quills do not activate and some pierce the wearer's flesh, dealing 1d6 points of piercing damage.

Hardness 5; 10 hp; Size Small; Weight 29 lb.; MR 1; T S 3; Craft DC 23; Price 1,135 gp.

Will Brann Ever Finish His Book?

I've said it before, and I'll say it again. Right now, in fact: I've been around and I've seen a lot. I've traveled all the lands in Azeroth and have written about them. I've rubbed shoulders with kings and queens and giant bugs. Yet I don't know if I'll ever see anything as fascinating to me as mortal societies.

The history and cultures of the Horde's races are particularly interesting — they span worlds and have undergone vast changes in their mentalities over the generations. What this means for their societies is fascinating. I've made no secret of the fact that I think the hostilities between the Alliance and the Horde are foolishness; we need to work together against the *real* bad guys. Perhaps, if our peoples can learn to understand each other, such a day might come to pass. Thus, to facilitate such understanding, I have compiled my notes and thoughts in the following sections. Enjoy.

— Brann Bronzebeard

Orc History

Creatures who embody absolute, irredeemable evil do exist. However, regardless of what is said in some quarters, the name of that creature is not "orc." They do not hate life, nor do they exalt in cruelty and deceit like the commanders of the Burning Legion. Yes, they can be vicious brutes, and you don't want to get on their bad sides unless you've got a good swordarm, and perhaps an army at your call (and a mage or two). Yes, when they slay your family and raze your homestead to the ground, I can understand when you want to turn their names into cusswords. However, let's face facts: orcs do not spend their every waking moment practicing new ways to torture people, nor do they spend time thinking about new ways to torment you. If they did, they'd probably be less deadly.

Okay. I know that no one's going to listen to me. But that's never stopped me before, so let's talk about orcs.

Where do we begin? I suppose it all began in a swamp on a world far away. A sunlit marsh on a lost world, where the first orcs crawled around the murks of Draenor and built crude shelters and raised pillars to honor the spirits. In the summerlands of Draenor, where steam rose from fissures amid wild vegetation, flowers and ferns, orcs broiled and baked themselves in pursuit of the spirits, contemplating the universe in sweat lodges and going on vision quests. (I'm taking some creative liberties with rumors here.)

We have no idea about the early days of orc history. On Draenor, the early orcs learned primitive arts: building, farming and mining. They developed the twin traditions of shamanism, to answer the great mysteries of the world, and clans, to govern their lives. Their faith also included a respect and reverence for their ancestors.

My knowledge of this time is sketchy, but I've put together some myths and some stories orcs have told me over the years.

Eventually, not too many decades ago, the orc shaman Ner'zhul allowed the demon Kil'jaeden to use him to spread bloodlust and savagery throughout the orc clans. (Of course, it was Kil'jaeden's idea in the first place to use the orcs against Azeroth, to soften up Azeroth's defenses before the Burning Legion's second invasion.) Kil'jaeden also manipulated Ner'zhul into leading the orc race in attacking the draenei. The two races clashed numerous times, but neither gained the advantage.

Ner'zhul refused to take the final step. He resisted Kil'jaeden's command to make the orc race drink demon blood (thus endowing the orcs with demonic powers) and devote itself entirely to the pursuit of death and war. (Ner'zhul would pay for that resistance later.) Ner'zhul sensed that obeying Kil'jaeden in these things would cause his people to be enslaved to hatred forever.

Frustrated and infuriated by Ner'zhul's resistance, Kil'jaeden turned to the old shaman's ambitious apprentice, Gul'dan. In return for Gul'dan's obedience, Kil'jaeden promised Gul'dan untold power. Gul'dan agreed and, steeped in demonic magic, became the most powerful mortal warlock in history. He spread his arcane teachings among the clans and strove to eradicate the orcs' shamanistic traditions.

Kil'jaeden helped Gul'dan found the Shadow Council, a secretive sect that manipulated the clans and spread the use of warlock magics throughout Draenor. Under Blackhand and Gul'dan and the Shadow Council, the orcs renewed their attack on the draenei. The orcs' attacks were devastating, especially after Gul'dan and the other warlocks began summoning demons to fight the draenei. It was also around this time that the orcs appointed Blackhand as the Horde's first warchief.

Before the last big battle between the orcs and the draenei, all the orcs (except Durotan and the Frostwolf clan) drank the blood of the mighty pit lord Mannoroth

"I wish to fight him, father," Rufus announced. The youth had been staring at the young gladiator orc — Thrall — for the entire evening. Several of the mercenaries who were spectators for the spectacle spat out their drinks.

"Don't be absurd!" Morgan snapped at his son. "He is an orc and you are high-born!"

Thrall, standing alone in the pit, stared back at the unexpected challenger. There was a look in the boy's eye that he'd never seen in the faces of the drunkards and shady dealers that his master regularly brought to Durnholde. It was a look he could respect. Thrall smiled slightly, even though he didn't understand the emotion.

"I want no damage done to my property!" Blackmoore shouted. "Not that your runt would stand a prayer against my Thrall, Morgan!"

The spectators laughed, but Morgan responded to the boast with a snarl and almost drew his sword. The young Rufus grabbed his father's shoulder and, aided by his father's inebriated state, managed to hold him in his chair. Morgan glowered in response, but Rufus returned the expression and cowed him. Then the youth stepped forward, untied his purse and threw it at Blackmoore's feet.

"Five gold should suffice for a fee," the youth barked. "There does not need to be any blood or injury, only combat. Wrestling or battlesticks, let it be *his* choice."

"I will not have my son wrestling with an orc like two brats rolling around in the straw!" Morgan said.

"I would know, as my grandfather knows, how an orcish heart beats when battle is upon him," Rufus answered. "If I should be called upon to make war against their breed, I would know their spirit."

One of the merchants sighed. "Morgan, that's what you get when you tell your offspring too many war stories!" The captain chafed at their laughter.

"Let the boys fight," another mercenary added. "It will be entertaining. Such impudence deserves its reward."

the Destructor. Hate and bloodlust — and great power — overwhelmed the orcs. Their demon-fueled rage sealed the fate of the struggling draenei. As the war wound down, Kil'jaeden, pleased with the results of his machinations, broke off further contact with the Horde.

With the draenei defeated, the orcs had no further significant enemies to fight. They eventually turned on one another. Bereft of anything big enough to challenge the Horde and lost without further demonic guidance, Gul'dan soon realized that the Horde was going to devour itself.

Fortunately for the orcs, another outside force contacted Gul'dan. This being was the Guardian Medivh, though at this point possessed by the spirit of Sargeras. Medivh showed Gul'dan the way to Azeroth. Gul'dan saw a way to sate his people's bloodlust, at least temporarily, and to conquer and enslave another world. Medivh/Sargeras created the first Dark Portal; and the orcs, again united with a common cause, poured through.

And so the First War began. Blackhand amassed his army near Stormwind. The human defenders were unprepared. A group of human heroes slowed the invasion by slaying Medivh, but the First War ended with the orcs ascendant, the kingdom of Stormwind firmly in the Horde's grasp, King Lane dead, and the humans fleeing north across the sea.

Sometimes I wonder what the difference is between the First and Second War. Except for a two-year respite between the conquest of Stormwind and the invasion of Lordaeron, there certainly wasn't much peace, nor any hope of peace. Those who went as embassies to sue for peace with Gul'dan returned to their peoples as undead mockeries. Arrogant brute. Even with the death of his ally Medivh, the warlock believed that no force on Azeroth could stop him. And so the Horde built ships and followed the humans north, begetting the Second War.

I don't know what goes through the minds of creatures like Gul'dan. If he wasn't so selfish, I don't think any force could have stopped the conquest of Lordaeron, for all the Alliance's elven puissance and human valor (and dwarven ingenuity). But Gul'dan just didn't care about the Horde; he cared far more about gaining power for himself.

Gul'dan and several loyal orc clains deserted the Horde. The warlock raised a chain of islands and invaded the tomb of the demon Sargeras in an attempt to ascend to godhood. Orgrim Doomhammer could not abide this.

Seeking to punish the wayward orcs for their costly betrayal, Doomhammer sent his forces to kill Gul'dan and bring the renegades back into the fold. For his recklessness, Gul'dan was torn apart by the maddened demons he had set loose. With their leader dead, the renegade clans quickly fell before Doomhammer's enraged legions. Though the rebellion had been quelled, the Horde was unable to recoup the terrible losses it had suffered. Gul'dan's betrayal had afforded the Alliance not only hope, but also time to regroup and retaliate.

Lord Lothar, seeing that the Horde was fracturing from within, gathered the last of his forces and pushed Doomhammer south, back into the shattered heartland of Stormwind. There, the Alliance forces trapped the retreating Horde within the volcanic fortress of Blackrock Spire. Lothar and Doomhammer met each other on the battlefield, and Doomhammer slew the human lord. However, his death incited a righteous anger in the Alliance

Orcish Primer

Here are a few of the more common Orcish phrases. Orcish is a coarser language than Common, and many words lack the subtlety of Common. Orcs rely on context, repetition and volume to add emphasis or meaning.

- "Aka'magosh." = "A blessing on you and yours."
- "Dabu." = "I obey."
- "Gol'kosh!" = "By my axe!"
- "Kagh!" = "Run!"
- "Lok-Narash!" = "Arm yourselves!"
- "Lok-Tar!" = "Victory!" (A war cry. Also a greeting while in combat.)
- "Lok-Tar Ogar!" = "Victory or death!" (A war cry.)
- "Swobu." = "As you command."
- "Throm-Ka." = "Well met." (A greeting.)
- "Zug-zug." = Acknowledgement and agreement; roughly the equivalent of "okay."

forces; they defeated Doomhammer's army and pushed the Horde back to the Swamp of Sorrows, where the Dark Portal rested. The orcs hoped to meet with reinforcements from Draenor. The reinforcements never came.

The Alliance was not kind toward the Horde survivors. They shackled them until they ran out of chains in which to fetter them, and forced them to march to internment camps. The war ended in disaster for the Horde, but the worst was yet to come.

Back in Draenor, Ner'zhul chafed at his bargain with Kil'jaeden and sought a way to power that circumvented the Burning Legion. Seeing Gul'dan's "success" with the Dark Portal, the shaman figured he could open new portals and lead his people to a place where the Burning Legion wouldn't trouble him. This was not a bad idea, but Ner'zhul had neither Gul'dan's knowledge nor his skill. More than one portal on Draenor caused a magical instability that rocked the world to its core. Volcanoes rose out of the burning plains and unleashed fumes and tumults in every region on the world. Seas rose in wild storms that shattered coastlines. Realizing that their world was doomed, two of Ner'zhul's best generals, Grom Hellscream and Kilrogg Deadeye abandoned their lord and rallied as many orcs as they could find, driving them through the Dark Portal to the questionable safety of Azeroth, just before Draenor was destroyed in a mighty explosion that shook the Twisting Nether itself.

Unfortunately, Ner'zhul and the warlocks of his Shadowmoon clan also survived the cataclysm. They traveled through a portal and fell into the unforgiving claws of Kil'jaeden, who was furious at the shaman for defying him years ago on Draenor. Ner'zhul and his followers were tortured, broken and transformed into the Lich King of Northrend and his followers. Eventually, they would create the Scourge.

If there is any darkness in *my* soul, it's in what I'd do to Kil'jaeden if I ever had the power to pass judgment on him for birthing that atrocity.

Despite the arcane energy that ravaged the world, Draenor wasn't *completely* destroyed. Some pieces of Draenor, now called Outland, survived the cataclysm. Rumors say it is nightmarish, fit only as a base for the Burning Legion. (Call me crazy, but I hope to see it someday.)

In the meantime, the vast majority of the Horde on Azeroth was imprisoned in internment camps. The Alliance survivors were not in a kindly mood; most felt that orcs were nothing but animals; some even urged mass exterminations. The defeated orcs were remarkably dull and docile, rousing themselves only to whine unanswered prayers to demon gods to save them. The warlocks of the Horde, acolytes of the demon-religion of Ner'zhul, were almost entirely slain. With the effects of the blood of Mannoroth fading from their veins, the orcs felt weak and uncertain. I should note that a few orc clans, including Grom Hellscream and his Warsongs, eluded capture.

At this point a new champion arose, the greatest leader in the orcs' thousands of years of history. His name was Thrall, son of the orc chief Durotan, supposedly the sole orc chieftain who had refused to partake of demon blood. Tales say assassins of the Blackrock clan murdered Durotan, and the infant Thrall was left to die. A scheming human named Blackmoore rescued him, however. Blackmoore felt an orc of such noble lineage could be trained to be a puppet who would keep the defeated orcs in line. He gave him the name "Thrall" and raised him as a gladiator to fight and kill other orcs for human amusement.

Thrall did not live up to his name. Blackmoore wanted Thrall to be knowledgeable of military tactics and history so that he would be a good fighter and a good leader in combat, and the human commanded tutoring for Thrall. However, Thrall received far more education than Blackmoore intended. This was thanks to a human friend of Thrall's: Taretha Foxton, whose mother (Clannia Foxton) had nursed Thrall when he was a baby. Taretha secretly smuggled books to Thrall: books about all sorts of non-military topics.

Finally, after enduring years of punishment and cruelty, Thrall escaped from human control before he could be broken. After months of wandering, Thrall tracked down Grom Hellscream and his band of Warsong orcs. After passing a series of tests, Grom told Thrall about a group of orcs who took refuge in the far north who still honored the old orc ways, the Frostwolf clan. Taking his leave of the grim chieftain, Thrall ventured into the north; after more months of searching he finally encountered the Frostwolves, who identified Thrall as Durotan's son and the rightful clan heir.

Thrall stayed with the clan and learned shamanism from Drek'Thar, an old shaman. In doing so, Thrall realized how far his people had fallen. They needed to

be liberated in body and spirit, from the captivity of man and the poison of demons.

Eventually Thrall encountered the old orc chief Orgrim Doomhammer, who had been living a hermitic existence since the end of the Second War. He sensed a power and purity of spirit in Thrall that he had not felt in decades. He taught Thrall cunning tactics to quickly attack an enemy and retreat before there could be reprisal. Later, when Doomhammer fell in battle, he appointed Thrall as the Horde's new warchief. Taking up Doomhammer's weapon, Thrall vowed to free every orc in Azeroth from the internment camps, and set about doing just that.

Thrall's name began to be heard on every lip in Azeroth, and Alliance commanders were left to wonder just what they were doing wrong in allowing some upstart warchief assemble a new Horde. Unfortunately, before the Alliance could organize its magi, diviners and paladins in a concerted effort to destroy this new Horde, another threat emerged: the Scourge. Most of us know what happened then.

As the opening movements of the Third War played, Thrall, after assembling his Horde (and engaging in a little revenge against Blackmoore), received a call from a mysterious prophet to take his Horde across the sea to the shores of Kalimdor, sparing them from the ravages of the Scourge. He did so, and on the way he met and befriended the jungle trolls. Upon arriving in Kalimdor, Thrall arrived in the Barrens, where he made the acquaintance of Cairne Bloodhoof, chieftain of the Bloodhoof tauren. It was here orcs and tauren sealed their alliance, and the tauren joined the Horde.

Despite Thrall's alliances, the work of the orcs was being undone by one of their own. Grom Hellscream had been ordered to avoid conflict in Kalimdor, but was drawn into battle against humans, and then angered the local night elves by ravaging their forests. Surrounded by enemies, Grom found a spring that had been tainted with the blood of Mannoroth. Grom and his warriors drank of the spring and became powerful enough to defeat the elves — and to slay the demigod Cenarius. Immersed in demonic bloodlust, Grom and his fel orcs no longer wished to follow Thrall. Filling his ranks with demons, Grom established a base at the edge of the Barrens. Thrall was determined to save his old friend from damnation. Thrall fought his way to Grom and smacked him back to his senses. Grom was repentant, and both burned to defeat the creature that had manipulated and murdered their people for centuries. They encountered Mannoroth in a mountain pass, and Grom sacrificed himself to kill the demon. Despite his earlier transgressions, the Horde now sees Grom Hellscream as one of its foremost heroes.

Blackmoore handed each of them a quarterstaff with slightly padded tips, ignoring young Rufus's request to let Thrall decide the battle. "Don't bore us or I might not pull him off you."

Rufus removed his cape, hat and tunic and jumped down into the pit. Thrall, sensing the drama of the moment, snarled slightly. He knew that it pleased his master.

Rufus bowed — Thrall thought it was an odd gesture — and stepped back into a combat stance. Thrall charged. The two clashed near the center of the pit, grinding their sticks together in a test of strength. Thrall was immersed like a sunken ship in battle, but he still managed to admire the fire in his opponent's eyes.

Thrall muscled Rufus down to one knee, but the human rolled out of the way of Thrall's attempted finishing blow. Rufus caught Thrall with a hard smack to the back of his ankle that swept the orc off his feet, but Thrall blocked a downward follow-up, countering it with a blow to Rufus's arm that tested the strength of the bone. The human howled in pain, spun, and went back to his fighting stance. He was smiling slightly.

"Try that again," he said. Thrall grunted in response.

The fight continued with the exchange of numerous blows. Thrall was clearly the stronger, but his opponent was no weakling. Rufus was clearly the quicker, but the orc was no sluggard. The combat lasted for a minute, then two, then three. Both youths fought at a dizzying pace; sweat covered their bodies, lending a red torchlight glow even to a green-skinned orc.

Finally, Thrall managed to back Rufus into a corner, and made his move. When Rufus tried to spin away from him at close quarters, Thrall anticipated the move, spun and drove the butt end of his staff upward, landing it squarely in the human's solar plexus. Rufus gasped for breath. His knees buckled. Thrall spun again, and landed a solid blow to the side of the head that would have cracked the human's skull had it not been for the padding. Beaten, Rufus fell to his back. The merchants cheered. Morgan and a few of his mercenary friends silently scowled.

Thrall stared at his opponent, who moaned as he got to his feet but strangely smiled once he had regained his footing. Thrall, realizing that the battle was over, allowed himself to relax. Rufus extended his hand.

"Well done, savage," the human said. Thrall had no idea what the gesture meant, and wasn't sure how to put his emotion into words. He had never been taught to express respect. He reached for the hand.

"What foolishness is this!" Morgan shouted. "My son will *not* shake hands with an orc! Get him out of that pit at once!" he demanded.

Thrall had little time to mourn. Soon, from across the sea, came the demon Archimonde and the Scourge, striking for the World Tree and the Well of Eternity it protected. Once again warned by the mysterious prophet (who turned out to be Medivh reborn), Thrall united with Jaina Proudmoore and opposed Archimonde. Together, they destroyed Archimonde and scattered the Burning Legion's forces.

Triumphant, Thrall set about building a new nation for his people — Durotar, named after his father. However, his people's bloody past would come back to haunt them. Jaina's father, Grand Admiral Daelin Proudmoore, a hero of the Second War, was determined to wipe out the Horde once and for all before they could get a foothold in Kalimdor. Given the orcs' brutal history, I

can understand Proudmoore's initial anger, but he didn't change his mind even in the face of evidence. So, sadly, I have to slap him with the "big fat jerk" brand.

Jaina tried to reason with her father, but Admiral Proudmoore called her naïve, and said she'd been deceived. Realizing that her father wouldn't budge in his hate, Jaina Proudmoore was forced into making a choice that only a lord of the Burning Legion could enjoy: She could either dishonor her alliance with Thrall, or help slay her father.

Poor girl. First she falls in love with someone who destroys Lordaeron, and then she allies with her father's archenemy. Rumors say she and the blood elf leader Kael'thas once had a thing, too. She's certainly not the luckiest woman in history.

Thrall promised to spare as many humans as possible in the invasion of Theramore, the new Alliance capital off the coast of Kalimdor. In the end, Jaina sided with the Horde. Thrall's champion, the half-ogre Rexxar, slew Daelin Proudmoore, and Jaina assumed leadership of the Alliance in Theramore and pledged herself to the truce with the Horde. However, the truce barely holds in Kalimdor, let alone in the rest of Azeroth.

Recently, Thrall dissolved the traditional orc clans, so that no further arbitrary decisions could separate one orc from another. Thus, most orc clans no longer exist. Beyond Durotar, however, remnants of the old clans survive, particularly among the Blackrock and Dragonmaw clans, who have no part in the current Horde. These clans accept warlocks into their ranks,

so they haven't abandoned their demonic heritage. Another lurking poison that waits to seep into the wound is the Shadow Council: Gul'dan's old band of ghouls (figuratively speaking) were never completely destroyed. Rumors place them in Felwood. When they decide to leave their bolthole, we might be in trouble. We saw what Kel'Thuzad could accomplish on his own — the Council is an entire league of arch-warlocks, and Theramore and Durotar's defenses against magic are not as great as I would wish.

And that is why both the Horde and the Alliance are in such a bloody mess today, and why it's not likely to get any better any time soon.

Orc Culture

Even though the orcs no longer behave like brutal savages, they have not abandoned the martial spirit that consumed their souls for the past centuries. The way of the orc requires discipline and courage. Orcs are such physically powerful creatures that if they were incapable of controlling their rages, they'd kill each other over minor insults. To avoid unnecessary death and bloodshed, long ago the orcs developed a rigid and sophisticated code of honor.

Politically, the orcs have been in transition over the last decade, as they move from a clan structure to a more traditional monarchist structure. Led by the young and charismatic Thrall and freed from the effects of the demon bloodthirst, the orcs of Kalimdor find themselves increasingly drawn away from their old tribal structures to establish themselves as citizens of the great orc nation.

In the old days, orcs were a patriarchal society; men were men and women "knew their place." Thanks to the policies of Thrall, however, women have much greater freedom in orc society. Orc women are free to take the same tests as men, to pursue careers as shaman and warriors, and gain as much honor in society as men.

One area in which orcs might be seen as backwards is in their treatment of peons. The poor wretches! Orcs who fail to pass the tests of a warrior or shaman (or who have no desire to pass the test) often become peons. Peons are the lowest of the low in orc society. While they're not technically slaves, they effectively fill that role (as peasants do in the Alliance). The lot of peons is so low that one of the tests of a new warrior is to sneak into the fields and use blackjacks to wake peons who are sleeping on the job!

Warriors occupy the highest strata of orc society. All young men and women who pass the test of strong flesh are expected to receive some training knocking each other's heads, and training among the battle masters of Orgrimmar is considered among the highest honors that a warrior can obtain. They do not fight for the pleasure of others, or even for the joy of the kill. For orcs, skilled combat is sport, much like wrestling or running on the village commons serves human children, or mine racing for dwarves. It is also, I fear, a part of Thrall's personality cult; because the great orc was a gladiator in his youth, young orcs are expected to emulate him, almost without question.

Orc Sayings

"By Mannoroth's blood!"
"Fear is for the enemy."
"Weakness brings only death."
"Steel and thunder before meat and slumber!"
"War first—ask questions after humans are dead."
"Bloodthirst is the only thirst."

Because orcs value honor, challenges are commonplace. These are rarely duels; rather, they take the forms of physical challenges that tasks each orc with something other than personal combat. Some are tests of skill (climbing a particular mountain and retrieving a treasure from its peak), some are tests of endurance (lasting in a desert in the height of summer), and some are tests of ferocity (forcing a wild beast to withdraw from a confrontation without striking a blow). When a young orc wishes to prove himself to an established warrior, it's expected that the orc will be put through a series of grueling tests. Sometimes orcs apply these tests to members of other races who wish to prove themselves, even humans and dwarves. I suppose being treated like an orc is intended as a sign of respect.

Aside from warriors, the other honored group is the shaman, who are masters of the spirit just as warriors are masters of the body. The shaman is the explorer of the elements, which are as essential to the orc religion as the Light is to humans. Shaman are both masters and slaves of the natural world. Some of the greatest orc shaman train as far seers. Those who show great aptitude train and even live among the spirits in the Valley of Spirits, the spiritual heart of Orgrimmar. As Thrall combines both martial prowess and shamanism, he exemplifies the current orc mindset.

Arcanists such as magi still hold some power in orc society; they are not loved, but they are useful, so they are tolerated. This does not, however, apply to warlocks. Because of their links to the Burning Legion, warlock strongholds are razed when they are found, and warlocks are forced to operate in secret in Durotar. However, beyond Thrall's reach, orc clans still embrace the hateful

Orc Culture...

- is concerned with survival over artistic achievement.
- reveres its elderly and honors its ancestors.
- does not apologize for past actions, nor does it demand apologies from its enemies.
- values valor over cunning — as long as valor doesn't lead to disaster.
- resembles primitive human societies, but is far more sophisticated when examined closely.
- distrusts arcane magic, especially the magic of warlocks — but does not (yet) shun arcanists.

The bodies of Admiral Proudmoore's forces lay scattered over the battlefield. Although most of the bloodshed had been averted, not all of Proudmoore's knights had surrendered upon his death: A few were fanatical in their hatred of the Horde, a few were fanatical to their duty. Thrall allowed Jaina to accompany him in the grim task of inspecting the battlefield, so she could identify her father's most cherished knights, and allow their corpses to be tended with honor.

In a field of tall grasses, a handsome red-haired knight lay dead upon the ground. Two arrows were lodged in his back, a half-score of wounds marked his body, but his face was unmarred. Four orc soldiers, all of high rank, also lay dead within six paces of the corpse. Here the battle had been particularly fierce.

Though dead, the battlelight had not completely dimmed in the eyes of Sir Rufus Montaine.

"Sir Rufus," Jaina sighed, recognizing the fallen by crest and reputation. "A heavy loss," she added. "His grandfather fought alongside my father in the Second War. Rufus's father had gotten into shady dealings, so he left home in his youth and pledged his service to my family. His honor was…."

"Without stain," Thrall said admiringly. "He grew into a great warrior."

Jaina wondered at her ally's turn of phrase. "Did you know him?"

"Yes," Thrall nodded as he bent over the body. "He taught me about respect. He was a very good teacher," the great orc said. He closed the dead soldier's eyes.

little invokers as warmly as a fire imp kissing the embers of a burnt-out building. I've heard some say that a new generation of warlocks is secretly gathering in Durotar to use their craft to *protect* the realm from demonic forces. (If these reports be true, that lot ought to talk with the blood elves. As one observer commented: "Most of Azeroth's problems stem from the fact that the elves couldn't hold their magic.")

For orc warriors and shaman, life is a series of trials. In Durotar, young warriors and barbarians who graduate from the pits are sent into the Valley of Trials, a hunting ground that's expected to prepare them for battle. Here they hunt (relatively weak) prey and hone their skills. Likewise, shaman and priests are expected to travel out into the plains and commune with spirits, learning to heed the spirits' voices. From the tauren, orcs have adopted sweat lodges and other practices designed to test the body and bring it closer to the elements. (A few grumble that tauren religious practices have become so commonplace in Durotar that they've effectively been conquered again. But such grumblings are, at least for now, muted).

Orcs expect trials of themselves and their compatriots, and orcs love to boast of their accomplishments. One

Half-orcs

Since the beginning of the First War, orcs have interbred with a number of species: mostly humans, but half-ogres and half-draenei are not unheard of.

For the most part, half-orcs live in Theramore or Orgrimmar, and attempt to coexist with their parent races. There, half-orcs are under suspicion at the best of times, and viewed as possible traitors at the worst. They fearlessly pursue chances for advancement (be it jobs in Theramore, or opportunities to take the tests in Orgrimmar); their courage and ferocity has won them respect in some quarters, but it's also made them many enemies. Half-elves, despite the potential for rivalry, are sympathetic to their cause. On the Horde side, most tauren are bewildered over why anyone would hate half-orcs, and do not hesitate to teach or befriend them. Goblins admire their willingness to take risks and often find employment for them, particularly in Ratchet.

There are many instances where a half-orc's desire for acceptance has led her to take suicidal risks; in professions from mining to shipbuilding to herding, when things look dangerous "send in the half-orc" and "we're gonna need another half-orc" are common refrains. Young half-orcs can be easily manipulated into proving their courage in foolish dares or challenges. Sometimes this produces interesting results: The half-orc twins who mooned Thrall during a procession at the summer festival in Orgrimmar were ordered to repeat the act at the winter festival; when they did so (in freezing weather), the amused Thrall inducted them into his guard.

The way of the half-orc is generally unfair, unkind and unwelcome; nonetheless, where there's struggle, there's hope. Half-orcs are more welcome in the Horde than in the Alliance; the tauren are remarkably welcoming, and, as the orcs change their fundamental beliefs, they reinvent their views of half-orcs. Jungle trolls and Forsaken are apathetic about half-orcs, which is a far sight better than the distrust they see in Alliance lands.

Half-orcs can belong to any profession; however, they're most often suited to the roles of barbarian or warrior. With their great strength and quick tempers, it's a natural fit. Half-orcs are also skilled animal wranglers — beasts view half-orcs as just another loud, foul-stinking two-legged creature, like orcs and humans — and many young half-orcs demonstrate considerable skill as beastmasters.

Orc Knowledge

What a character knows about orc history and culture depends on his intelligence and training, which a Knowledge check represents. A hero who makes an appropriate Knowledge check knows the following information about orcs at the indicated DCs.

- **DC 0 Knowledge (history):** Orcs and humans have been enemies for decades. Most blame the orcs for starting the First and Second Wars.
- **DC 10 Knowledge (local) or Knowledge (the planes):** Orcs come from another world called Draenor, but are now scattered across Azeroth.
- **DC 15 Knowledge (history) or Knowledge (nobility and royalty):** Before the Third War, the orc warchief Thrall came to power, united his people, and led them to a new life in Kalimdor.
- **DC 15 Knowledge (history) or Knowledge (nobility and royalty):** While they were once savage demon-worshippers (and some still are), most orcs now embrace shamanism and ancestor worship.
- **DC 20 Knowledge (local) or Knowledge (history):** Long ago, the orcs made a pact with demons that tainted them with bloodlust, which is why many view them as savages. Thrall, however, helped his people overcome this taint.

thing they also expect of each other is humility; just as Thrall paid homage to great predecessors like Doomhammer and Grom Hellscream, every orc is expected to revere his immediate elders. Shrines and memorials to ancestors are commonplace; and many orcs make pilgrimages to the memorials of great orcs, especially to the memorial of Grom Hellscream in Ashenvale, which is an important part of the orc autumn harvest festival.

Battlefield remembrances are also important observances. Orcs share many of the common observances of humans, including coming of age, marriage and funeral ceremonies. Orcs prefer to burn their dead.

As orc religion revolves around the elements and nature, the equinox and solstice festivals are important. And yes, orcs have the Winter Veil festival too, and orc children wait on (a green-skinned) Grandfather Winter just as eagerly as dwarven and human children do. In fact, if there's anything that gives me hope that one day the Alliance and Horde will one day set aside their differences and unite for the good of Azeroth, it's in their mutual affinity for a kindly old man who loves to hand sweets to children.

Jungle Troll History

Few historians have studied troll history, and fewer still have dared to live among them and learn their ways — as some erudite academicians sometimes do with other, gentler races, supposedly to gain a better understanding of their history, values and traditions. As I was saying, few people have ever dared do this with the trolls. And who can blame them?

Although my personal experience dealing with members of the various troll races hasn't been too bad, it hasn't been great either. True, the forest troll Moz'jin once sat down with me and explained everything I wanted to learn about the history of the forest trolls, but I haven't yet met another troll willing to extend me the same courtesy.

My unfortunate encounter with a primal — one of those ferocious savages whose uncontrollable fits of rage turn them into bestial creatures — formerly from the Darkspear tribe, however, provided me with a unique perspective into jungle troll history and culture. Though I had dealings with trolls before, especially those of Zandalar, I would never have guessed that this unfortunate encounter would give me unexpected insight. I now look upon trolls — all trolls — with a more open mind. Despite the strange circumstances of our meeting, the outcast Vok'fon acted honorably and showed me great respect.

A few years back, a group of bandits ambushed the party I was traveling with. During the fight, Vok'fon, the most powerful among them, knocked me out — though I had nicked him pretty good. Later, I awoke to learn I was the sole survivor of my group and the jungle troll's prisoner. Because I had fought like a "true warrior," as he said, Vok'fon respected me and treated me surprisingly well — something I wouldn't have expected from a troll, whose savagery and mercilessness are well-known facts. During the many days I spent with him — as his prisoner — we shared many conversations. From Vok'fon and a handful of his comrades, whom we met during our travels, I learned the complicated history of the jungle trolls, some of which the Darkspears didn't confide when I came to them with my questions.

Long ago, when Kalimdor was still part of the single great continent, the trolls were lords and masters of the land. They headed two great empires: The Amani Empire of the forestlands and the Gurubashi Empire of the southern jungles. Though the forest trolls of the Amani Empire and the jungle trolls of the Gurubashi Empire had little love for each other, they frequently

combined their forces to battle an ancient and mysterious civilization called Azj'Aqir. The aqir were intelligent insectoids who ruled the lands of the far west. The clever aqir were expansionistic and evil. They were obsessed with eradicating all non-insect life from the fields of Kalimdor.

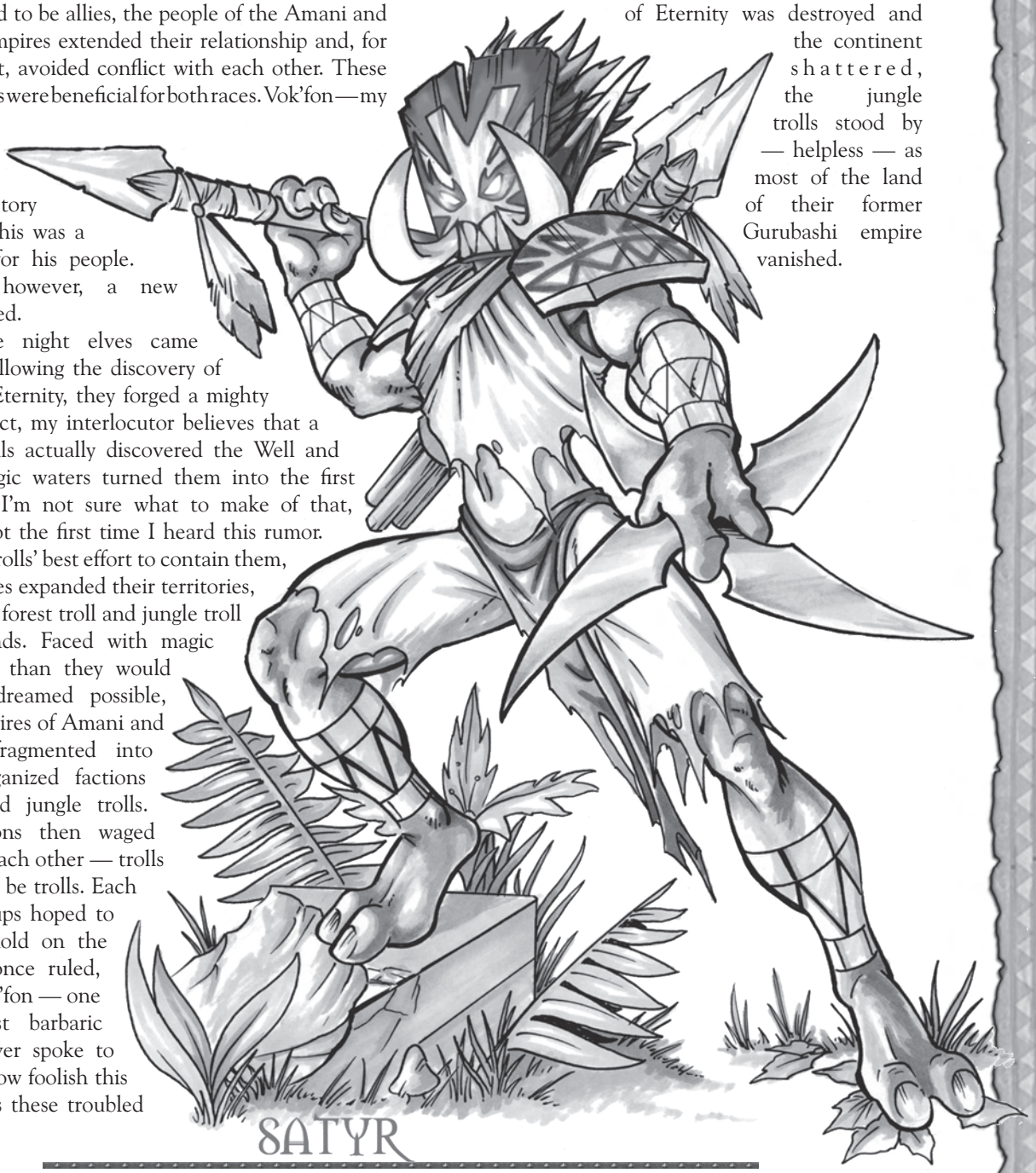
For thousands of years, the allied forces of the forest and jungle trolls fought the aqir, but never succeeded in winning a true victory. Eventually, due to the trolls' persistence, the aqiri kingdom split in half, as its citizens fled to separate colonies in the far northern and southern regions of the continent. Two aqiri city-states emerged: Azjol-Nerub in the northern wastes, and Ahn'Qiraj in the southern desert. Thus, the qiraji and the nerubians are descended from the same race: the aqir.

After years of relative peace, both troll empires solidified their hold upon primeval Kalimdor. Though they no longer needed to be allies, the people of the Amani and Gurubashi empires extended their relationship and, for the most part, avoided conflict with each other. These peaceful times were beneficial for both races. Vok'fon — my unexpected teacher in jungle troll history — believes this was a golden age for his people. Eventually, however, a new threat emerged.

When the night elves came into being following the discovery of the Well of Eternity, they forged a mighty empire. In fact, my interlocutor believes that a group of trolls actually discovered the Well and that the magic waters turned them into the first night elves. I'm not sure what to make of that, but this is not the first time I heard this rumor. Despite the trolls' best effort to contain them, the night elves expanded their territories, stealing both forest troll and jungle troll ancestral lands. Faced with magic more deadly than they would have ever dreamed possible, the twin empires of Amani and Gurubashi fragmented into small, disorganized factions of forest and jungle trolls. These factions then waged war against each other — trolls will, after all, be trolls. Each of these groups hoped to gain a foothold on the lands they once ruled, but even Vok'fon — one of the most barbaric warriors I ever spoke to — realized how foolish this was. He calls these troubled times the "dark hours," but they lasted many years.

The great empires of the trolls were now broken. Forest trolls fought with their former jungle troll allies, but worse was that the various jungle troll tribes waged a bloody civil war against each other — even as the night elves continued to wreak havoc among them. These internal conflicts caused almost as much damage as the night elves, and soon left the trolls of the formerly great twin empires in a vulnerable position. In one final attack, the night elves crushed the Amani and Gurubashi trolls.

Shamed by their defeat and unable to face the mightier forces of their enemies, the surviving Gurubashi fled to the jungle wildernesses, where they nursed their wounds, just as their Amani cousins retreated to the dark forests. Meanwhile, the night elves' reckless use of magic brought the Burning Legion into the world — and thus eventually caused their downfall. When the Well of Eternity was destroyed and the continent shattered, the jungle trolls stood by — helpless — as most of the land of their former Gurubashi empire vanished.



SATYR

The centuries that followed were especially harsh on the jungle trolls, who abandoned a portion of their civilized traditions and reverted to a more primitive way of life. Famine, disease and war with other races continued to decimate the population, which was now thinly spread throughout the lands of the south. Desperate, the Gurubashi trolls turned toward mystical forces, praying to their primitive gods for help. Among them, only Hakkar — the vilest — answered.

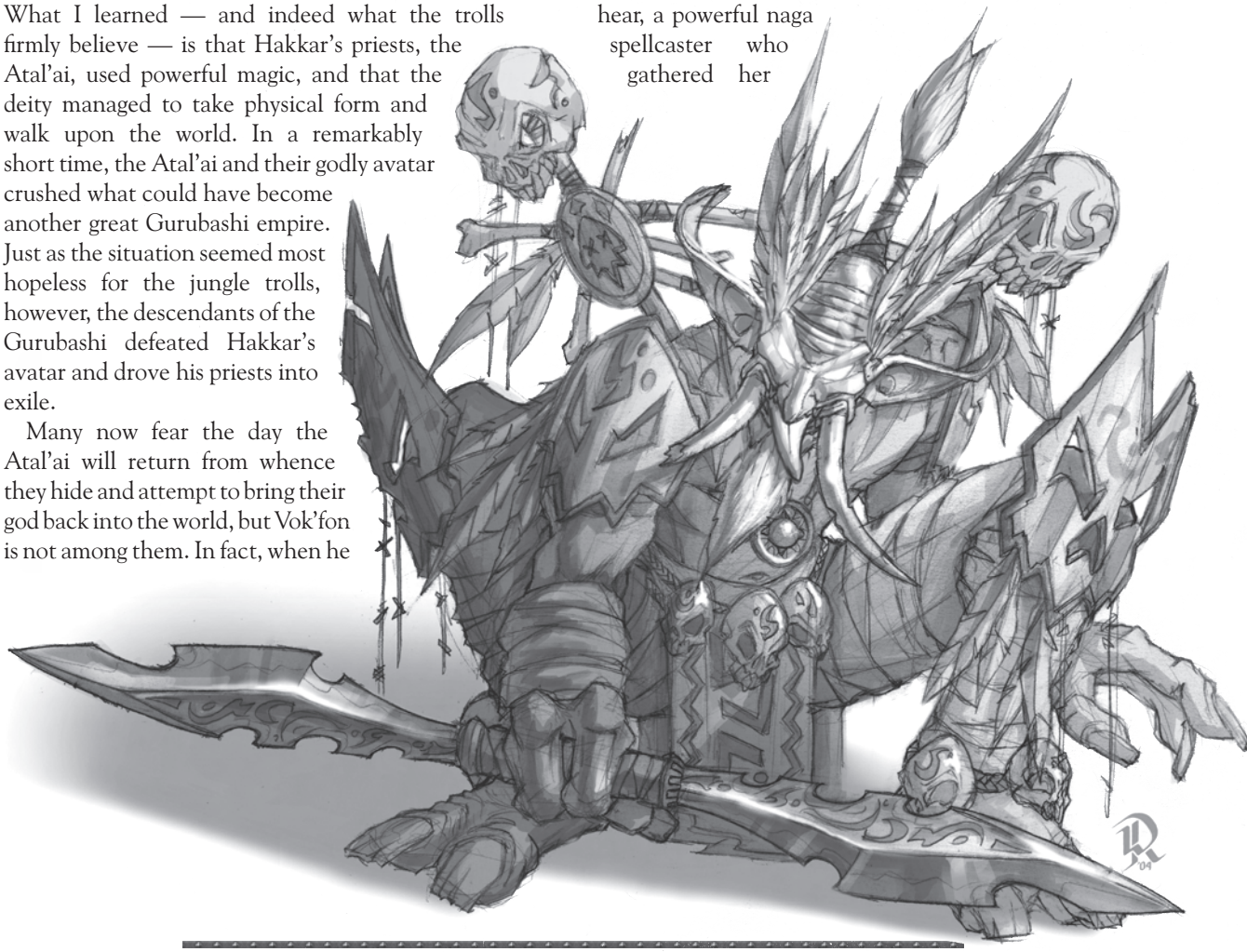
According to Vok'fon, Hakkar, called the Soulflayer by many, offered his secret of blood to the Gurubashi trolls. Blessed with powers only the entity could provide, the jungle trolls expanded their hold across most of Stranglethorn Vale as well as upon many islands of the South Seas. Hakkar, however, was a greedy spirit who demanded that souls be sacrificed on a daily basis. Vok'fon, like many Darkspears, believes that Hakkar helped the jungle trolls of olden days only in order to gain enough power to enter the physical world. The deity's secret dream, Vok'fon revealed to me in a half-whispered voice, was to devour the blood of every mortal on the planet. When the jungle trolls realized this fact, they turned against their god and his priests, which were called the Atal'ai.

Vok'fon did not reveal much of the conflict that opposed the strongest Gurubashi tribes against Hakkar's followers. To this day, every troll I talk to about this mysterious conflict speaks to me in hoarse whispers. What I learned — and indeed what the trolls firmly believe — is that Hakkar's priests, the Atal'ai, used powerful magic, and that the deity managed to take physical form and walk upon the world. In a remarkably short time, the Atal'ai and their godly avatar crushed what could have become another great Gurubashi empire. Just as the situation seemed most hopeless for the jungle trolls, however, the descendants of the Gurubashi defeated Hakkar's avatar and drove his priests into exile.

Many now fear the day the Atal'ai will return from whence they hide and attempt to bring their god back into the world, but Vok'fon is not among them. In fact, when he related to me this part of his people's history, he spat and sneered at the foolishness of such a notion. I wouldn't bet my left eye — or even my right eye, for that matter — that Vok'fon's contempt is well founded. For all I know, the Atal'ai may indeed be a lurking menace threatening to doom the world again, as the jungle troll prophecies predict.

Whatever the case may be, the old Gurubashi tribes — which had pulled their resources together to defeat Hakkar and his vile priests — split up after this latest war. Among others, the Darkspear tribe set off to claim their lands — or rather reclaim them, as Vok'fon would insist. The jungle trolls reestablished their homes in the jungles of Stranglethorn.

Vok'fon's tale, however, does not end here. He claims that the Darkspear tribe from which he is now an outcast lived in relative peace and found a home on isolated islands near Kalimdor. Sen'jin, a wise leader, led the Darkspear tribe when they met Thrall. Vok'fon says that Thrall and his orcs were fleeing from some human internment camp when they crashed into one of the Darkspear islands, near the Maelstrom. There, Thrall defeated the pursuing humans. Vok'fon says the orc chieftain was about to pay tribute to Sen'jin when a group of murlocs surprised both the orcs and the trolls. The murlocs took everyone prisoner and planned to sacrifice their victims to a mysterious goddess they called the Sea Witch — which turns out to have been, from what I hear, a powerful naga spellcaster who gathered her



murloc followers through magic. Working with Thrall and the orcs, the Darkspear trolls escaped from their prison, but Sen'jin lost his life in the final battle.

Vok'fon said it was at this time that Thrall offered friendship to the jungle trolls of his tribe. The Darkspear refugees had lost their homeland — which had sunk to the bottom of the sea — and they agreed to travel to Kalimdor with Thrall. The alliance between the Darkspear and the Horde thus began.

The bulk of the Darkspear tribe lived on the Echo Isles, away from the influence of Thrall and the Horde. When a human armada attacked the Darkspear trolls' home on the Echo Isles, Vol'jin, their emerging leader, was forced to evacuate his people to Orgrimmar. The orcs once again aided the jungle trolls in their time of need, and the bonds between them and the Darkspear tribe were once again solidified. The trolls of the Darkspear tribe now dwell in a village they named Sen'jin in honor of their fallen leader, along the harsh, rocky, eastern coast of Durotar, some distance south of Orgrimmar.

Jungle Troll Culture

Considering what I learned of the recent history of the Darkspear tribe — and indeed from Vok'fon, one of their former members — it comes as no surprise that the Darkspear trolls feel a great debt of gratitude toward the orcs and that they are now part of the Horde. Among the many jungle troll groups, however, the people of the Darkspear tribe are the exception.

Anyone who ever met a jungle troll knows how savage and merciless these creatures can be. These wily humanoids are brutal, cruel and evil fiends who constantly wage war against civilized societies. They are especially fond of slaughtering the "inferior" races — as they call those who rely more on magic than on brute force. They particularly enjoy targeting human and elf settlements, caravans and travelers, and rarely leave any survivors when they do. In battle, a group of jungle trolls maneuvers to face any kind of elf foes in melee whenever they can. Though I couldn't say why most jungle trolls seem to hate elves this much — even moreso than they hate humans — it may have something to do with their past experiences with the night elves. After all, they almost destroyed the trolls — not to mention the world itself. On the other hand, it could simply have something to do with the elves' incomprehensible table manners.

The majority of jungle trolls today hail from Stranglethorn Vale and Zandalar, but some are also found in other areas, especially throughout southern Azeroth. Though it is unclear what drives the many jungle troll tribes, they all seem to be haunted by a willingness to reclaim the past glory of their once great Gurubashi Empire. Their inability to ally themselves with other races — even other jungle trolls — prevents them from fashioning any sort of long-lasting or powerful army. The Darkspear tribe, again, is an exception, as they have by now proven their loyalty to the Horde. However, each jungle troll tribe is highly regimented and led by the slyest or strongest individual.

From what I gathered from Vok'fon, jungle troll males control every aspect of their people's lives. The males of the tribes can hope to become mighty chieftains, wise councilors, blessed healers, powerful witch doctors, eerie shadow hunters, fierce warriors, resourceful scouts and cunning hunters.

Females, on the other hand, are considered property owned by the males of the tribe. They have no voice in the complex social structure of their people, and their lives depend on the males who own them. Female jungle trolls serve only one purpose: to proliferate the species. A female is the property of her father (or her elder brother if her father is dead) until the patriarch offers her to a husband. Though I didn't dare inquire too much about the intricacies of troll marriages and the role that such unions play in their society, I gathered from Vok'fon that the jungle trolls consider their wives as both trophies to be proud of and lowly slaves who have no rights.

Among jungle troll society, the more wives a warrior has, the more ties he shares within the tribe and the more allies he has. Though the warrior must have the means to care for all of his wives, it is a matter of prestige but also of political and social interest to own as many wives as possible. After all, only a willing father or brother agrees to give a female to a husband; unless, of course, a husband decides to hand out one of his own wives to another jungle troll to show his appreciation. Such a valuable gift shows a mark of respect and mutual friendship between the giver and the recipient. Vok'fon says that this ancient tradition allows jungle trolls to cut deals and alliances with other tribes, but most men I know would find it as abhorrent as I do. It is indeed not rare to see the members of a weaker jungle troll tribe offer wives as tributes or peace offerings to the warriors of a bigger or more organized tribe. Unfortunately, the jungle trolls are simply this primitive, but among the members of the Darkspear tribe — who suffer the influence of the gentler Horde, as Vok'fon would say — some are beginning to question this outdated way of life. I dare say there might be hope for them, but I honestly doubt it after seeing Vok'fon's reaction to the possibility of equality, or at least mutual respect, between the genders. However, even among savage jungle trolls, females who distinguish themselves in battle earn respect, so perhaps there is hope.

Jungle trolls are split into several tribes, which have little or nothing to do with one another. While pacts and temporary alliances can be made, the majority of jungle trolls believe such things are made to be broken. Perhaps more than any other troll species, jungle trolls trust no one but members of their own tribe. Thus they wage frequent war against all humanoids, including jungle trolls belonging to other tribes. It is a wonder they survived to this day. Then again, I learned long ago that these creatures are resourceful and willful individuals blessed with sharp survival instincts.

One of the most fascinating aspects of jungle troll society is the way each tribe is fragmented into a series of

castes. Though they do not refer to them as such, several subgroups divide a tribe. At the top of the hierarchy is the chieftain. Usually the strongest, vilest and most astute individual of the group, the chieftain makes all the important decisions pertaining to his people. A chieftain is often a warrior who has proven himself in countless battles against enemy forces, but who is also able to lead great armies to victory. He may also be an accomplished and charismatic witch doctor, priest or shadow hunter. Whatever the case may be, a chieftain is first and foremost a powerful and highly respected individual who has proved again and again his invaluableness to the tribe.

A jungle troll tribal chieftain usually rules his people with an iron fist, because at the first sign of weakness any warrior of his tribe may challenge his leadership. While such things do not happen every day, when someone openly questions a chieftain's ability to lead, a duel between the chieftain and the challenger usually ensues. They fight to the death and the winner either keeps his position as the leader of his people or becomes the new chieftain. In other instances, a sly individual works with other trolls to assassinate a chieftain deemed weak in order to take his place. When such an act is put to light, most jungle trolls simply accept that a strong chieftain would have prevented the assassins from acting in the first place, and thus they willingly accept the new chieftain as the stronger, more cunning and ambitious of the two — and thus as the troll most capable of leading them to greatness.

A shrewd chieftain, however, knows how to earn the loyalty of his people. Perhaps more importantly, he is able to surround himself with capable individuals who share his hopes and ambitions. He also rewards warriors and sages loyal to him. A chieftain's entourage is thus important, not only to ensure the tribe's present and future well being but also for the survival of its leader. The chieftain's entourage comprises his most cunning advisors and the tribe's mightiest witch doctors as well as his most ardent bodyguards.

Unless a chieftain is also the tribe's foremost witch doctor or priest, his second-in-command usually fills that divine role. Typically, a chieftain relies on the counsel and spells of the most powerful spellcaster of the tribe. This second-in-command assists the chieftain in all tasks. Primarily, his role is to provide sound advice and support the chieftain in all decisions he makes.

When the chieftain is the mightiest spellcaster among his people, a strong sword arm seconds him. If the chieftain goes missing, or if he is killed, it is up to the second-in-command to take temporary leadership of the tribe until a new chieftain is proclaimed.

Also among the chieftain's entourage are a number of sages. These individuals form a "sage council" headed by the most experienced among them. While most members of this council are experienced shadow hunters, priests and witch doctors, some veteran warriors are also invited to become members. These trolls help the chieftain in internal matters, such as mediating disputes between tribesmen, planning important forays into enemy territory or, at times, ensuring that a former foe becomes an ally — at least for a short period of time. This council usually speaks through a single voice: the voice of the most venerable member. For a jungle troll, a place on this council is a high honor, one that ensures constant wealth and further prestige for his entire family.

Least among the chieftain's entourage are loyal bodyguards, called "carvers" for obvious reasons. Typically headed by one of the chieftain's old comrades-in-arms, the carvers form an elite band of warriors whose duty it is to protect the chieftain and his family. In times of war, this group serves two functions. The first and most obvious is to ensure that no harm comes to their leader as he leads his troops into battle. However, because the carvers are among the strongest warriors of the tribe, the chieftain uses them as shock troopers and sends them on important missions, such as flanking the ranks of the enemy, assailing the leader of an opposing army or stealing a foe's standard to lower morale.

The bulk of a jungle troll tribe is comprised of warriors. The most accomplished of them are ferocious barbarians who have proved their worth in battle. These warriors organize raids and lead less experienced fighters into battle. All jungle trolls are daring adversaries, but they are also skilled hunters. Jungle trolls provide for their children and elders (and maintain their wives) by doing what they do best: fighting and hunting.

From an early age, jungle trolls learn to wield spears and knives. In fact, jungle troll younglings often play with pointy wooden spears and sharpened blades, and many of them are wounded during their brutal, make-believe combats. Youngsters are also taught to track animals and wild beasts. As early as three years of age, jungle troll younglings accompany the males of the tribe on hunts several times each month. By the time one of their kind reaches maturity, he is already an accomplished hunter. The harsh tribal way of life of the jungle trolls forces them to adapt to change and to remain constantly on guard for trouble. Even a young, inexperienced jungle troll can prove to be a remarkable foe in battle, but the most lethal combatants among them are those who learn to master their rage. The most impressive of these berserkers nurture what Vok'fon referred to as the beast within. No ordinary barbarians, these savages call themselves primals.

Few jungle troll males shy away from battle, but some are blessed with greater spirit than their brethrens. These often feel the pull of the traditional faith of their ancestors and answer its call, becoming, like many of their peers, witch doctors, priests, or (in the case of Darkspears) shaman; some of the mightiest go on to become shadow hunters. These trolls play a special role within the tribe, and indeed enjoy many privileges. Healers, advisors, keepers of knowledge and ancient rites, these individuals learn the oral tradition of their people. Through them, the tribe's history, achievements

Vornal looked upon the newly constructed jungle troll village of Sen'jin, named in honor of his fallen brother-in-arms. There was a strange look in his eyes; not proud or happy, but concerned. Vornal, like the former chieftain, was a venerable elder from the Darkspear tribe. Like many warriors his age, the years of ceaseless battle and constant grief creased his face. These years obviously took their toll on the old troll, who stood with shoulders bent as if the weight of the entire continent pressed upon him.

Vornal's gaze turned to one of his many sons, who now stood outside the village's perimeter with a group of troll younglings. An experienced warrior was teaching them how to properly wield a spear. The shadow of a smile crossed Vornal's face as he saw the young males practicing the art of war all trolls should learn to master, but his mind was somewhere else. He thought of the events that followed Sen'jin's death. His people found unexpected friends in the orcs, and now the Darkspear tribe owed a great debt of gratitude to them. The people Sen'jin proudly led for many years were now part of the Horde. No longer would they be independent.

The elder's face darkened as these thoughts crossed his mind. He knew, in the bottom of his heart, that the glory days of the Darkspear tribe would never come again. Now, a competent and wise leader named Vol'jin — a highly respected troll who promised that the ancient traditions of the jungle trolls would not change — led the tribe. Vornal, who had fought many battles alongside Vol'jin, was now one of his most important advisors. However, Vornal did not share his friend's faith. In fact, Vornal strongly believed that even the combined will of all the people of the Darkspear tribe could not stop the influence the Horde already had on them.

As the young trolls engaged in mock battle, Vornal began to slowly walk back in the direction of his new home. His thoughts drifted to the uncertain future of the Darkspear tribe, but more importantly he wondered what fate had in mind for his family. The elder and his entire lineage recently took a damaging blow to their reputations when another one of his sons, a strong primal named Vok'fon, openly spoke against the Horde. Vok'fon had tried to warn his jungle troll brethren that the Horde would make them soft, that they would gradually lose their ways and eventually forget their ancient heritage. He was declared an outcast of the Darkspear tribe and an enemy of the Horde.

An outcast… for voicing what Vornal already believed would inevitably happen.

and past glory days rekindle the flames of youth and inspire new hope to the people.

Like many of their cousins, jungle trolls practice voodoo magic. Witch doctors and the occasional priest, considered to be the keepers of the age-old faith, perform regular rites and ceremonies believed to be beneficial for the tribe. Though highly respected by their troll brethren, witch doctors and voodoo priests are regarded with some measure of suspicion by all other races — after all, few people understand their strange ways. In the Darkspear tribe, these ancient practices share their place with shamanism, which slowly but gradually becomes more commonplace since they joined the Horde.

In most tribes, jungle trolls regularly practice cannibalism. Jungle trolls believe that by eating the flesh of their enemies, they not only appease the spirit of the deceased but also consume a portion of that spirit. Thus, by cannibalizing fallen foes, jungle trolls make sure that the mischievous spirits of their enemies do not visit misfortune upon them. They thus have no qualms about devouring an enemy defeated in combat, be he troll or not. Though until recently the Darkspear trolls adhered to these ancient beliefs, their interaction with the Horde has taught them restraint and other virtues. Other beliefs, especially those of the orcs, also "pollute" their ancient traditions — as Vok'fon reminded me countless times. Though it seems to me that the Darkspear trolls have a long way to go before they can truly be called civilized, at least the noble orcs teach them some basic manners. The Darkspear tribe no longer practices cannibalism — at least not openly.

Vok'fon obviously does not like what is becoming of his Darkspear brethren. He thinks they are gradually turning softer, and that civilization will be the cause of their eventual and inevitable downfall. Nevertheless, the outcast Darkspear still feels he owes a great debt of gratitude to the orcs, and he will not betray them. This strange barbaric code of honor seems common to all members of the Darkspear tribe. Whatever Vok'fon believes, the jungle trolls of the Echo Isles have always been the most civilized of their kind. In olden times, before the War of the Ancients, they built and maintained a vast empire that stretched far and wide throughout primordial Kalimdor. Wouldn't it be logical to believe that the germs of civilization have always been an intrinsic part of all jungle trolls? Wouldn't it be feasible to think that, with the influence of the Horde, they may become once again a civilized people? Well, a dwarf can always dream.

After three weeks of traveling with Vok'fon, he considers me an equal. Aren't we not, after all, but two kindred spirits fighting on opposing sides? The two sides of an old gold coin, each trying unsuccessfully to take a good long look at the other? I'm not saying I like the trolls. 'Cause I don't. But I did share something special with my former captor. Yes, you read that right, my *former* captor. Vok'fon set me free (otherwise you wouldn't be reading this) — an odd sort of kindness from a raging warrior I would have killed if he hadn't been lucky enough to knock me out first. The next time we meet, we will be on opposite sides. In the meantime, I do appreciate what he has taught me about his people, their history and their alien way of life.

Jungle Troll Knowledge

What a character knows about jungle troll history and culture depends on his intelligence and training, which a Knowledge check represents. A hero who makes an appropriate Knowledge check knows the following information about jungle trolls at the indicated DCs.

- **DC 10 Knowledge (history) or Knowledge (local):** Jungle trolls are among the oldest races on Azeroth. They are savage and barbaric, and hail from warm environments throughout southern Azeroth. A group of jungle trolls, the Darkspear tribe, recently joined the Horde.
- **DC 15 Knowledge (local) or Knowledge (religion):** Jungle trolls practice the ancient religion of voodoo. Among each tribe, at least one witch doctor or priest acts as advisor to the chieftain. Sometimes, a witch doctor becomes chieftain himself.
- **DC 20 Knowledge (history):** The ancient Gurubashi Empire was once ruled by jungle trolls, but shortly after the night elves appeared on Azeroth their great civilization was destroyed. Thus ended the jungle trolls' golden age.
- **DC 25 Knowledge (local) or Knowledge (religion):** Most trolls revere dark voodoo spirits, and some among them devote their entire lives to these strange entities. These trolls, called shadow hunters, are revered for their ability to heal and curse on a whim. Other trolls focus on curses and the malevolent aspects of voodoo; these trolls become hexers. Among the jungle troll tribes, hexers and shadow hunters hold places of honor.
- **DC 30 Knowledge (local) or Knowledge (nobility & royalty):** Vol'jin, who leads the Darkspear tribe, maintains the delicate balance between the ancient and bloody traditions of his people and the influence the Horde has upon them. While all Darkspear trolls owe a dept of gratitude to the Horde and most willingly accept the influence the Horde has on their culture, a handful of traditionalists now openly question Vol'jin's ability to maintain their traditional way of life.

Tauren History

Ever seen humans poleaxe a cow? On big farms they need to slaughter a lot of cattle, but you don't want the cows to kick up a big fuss and start butting people and panicking the other cows. Gotta keep 'em nice and calm so that the rest of the herd doesn't know what's going on. So what the humans do is, they take a big ol' stone hammer with an axe blade on the other side and coax the first cow into the slaughter shed. Then they wind up and knock the beast right between the eyes.

After that, the cow stands there and stares at the wall without makin' a sound while the humans turn the poleaxe over and cut its throat. Falls over and dies without a fuss.

Tauren are good people. Strong as a mountain, calm as a stream, and been across Kalimdor so many times they know the rocks by names. But sometimes I get a look at their eyes and see that blank, poleaxed cow-stare lookin' back at me.

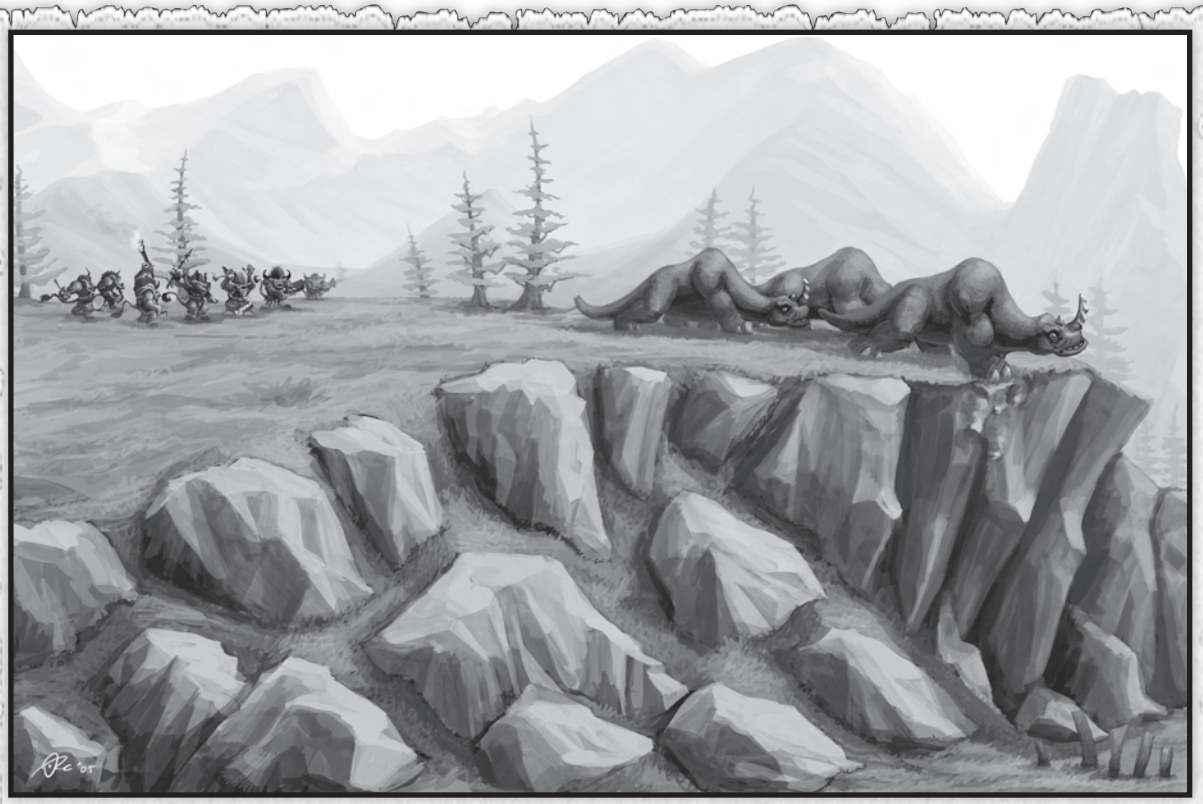
See, the thing is, the plains of Kalimdor have been home to the tauren pretty much forever. They never developed technology, as they always felt that doing so was wrong. I don't know about that — I'd rather have a solid rifle in my hand over rocks talkin' in my head. There's those that say I've got both, but that's another matter entirely. Though the tauren never had an inclination toward technology, I've seen the Great Lift in Thousand Needles and the tri-level city of Thunder Bluff. The tauren have inventor potential, that's for sure.

They don't care for that potential, though. They want to keep on living the way they've always lived. And that's where the trouble starts.

Well the trouble really started when Cairne Bloodhoof ran into Thrall, the orc Warchief, about five years ago. Doomhammer was dead by then, and Thrall was on his own as the new warchief. He had the idea that orc progress lay in rediscovering their shamanistic traditions and abandoning the current traditions of killing anything that moved and then dancing on their entrails. The days of ancestor worship and spirit-talking were long past, though, and Thrall needed some help. When he met up with Cairne, he realized the tauren could offer that help. And Cairne saw potential in the orcs; he was more than willing to steer them back on the right path.

This was all during the mess and blunder of the Third War. Supporting the orcs sounded good in theory, but the tauren soon found that in practice, it meant going to war. Killing night elves, fighting off humans, chopping down trees to build siege engines. Of course the tauren tried to temper the destruction as much as they could. Tauren have always been mighty warriors and tough hunters, but they had no precedent for mass warfare.

The Third War was a rough time for the tauren, as they tried to figure out their place in the conflict. They willingly lent their might to their new allies, but something about killing night elves and humans (and dwarves and high elves) didn't sit right with them. Perhaps they sensed the foolishness of the mortal races bludgeoning each other. Eventually,



Kodo Run

A kodo run happens maybe once a year, if the season is good for kodos and if the shaman declare it an auspicious time. A group of tauren hunters roam the area near a cliff, searching for signs of a kodo herd. Once they find one, they hide behind portable grass blinds in a staggered pattern leading up to the cliff.

Kodos, it seems, don't have very good eyesight. They're big and strong but almost blind as bats. So when the herd nears, hidden tauren light a big bonfire behind the massive beasts. The kodos spook and charge away. Tauren pop up from behind their blinds, one by one, yelling and jumping up and down. They wave big rattles in the air to spook the kodos more. The kodos charge one way, another tauren jumps out, the kodos charge the other way — it's a big wave of controlled panic. I couldn't have believed it possible if I hadn't seen it myself.

Then the lead kodo hits the cliff. He can't see it until it's too late. The rest of the herd follows faithfully and one by one they hit the rocks 30 feet down. A handful of tauren hunters can take out a whole herd in one run. Then the rest of the tribe shows up, kills any kodos that survived the fall and hauls the carcasses back to camp; this begins a week-long ritual of feasting, tanning and preserving. At the end of it all, the bits of kodo they didn't use could all fit in a single bucket. They've got tanned skins, preserved meat, bleached bones and wound sinew enough to last them for months. All the time they sing and chant praises to the Earth Mother and to the kodos' spirits.

they worked it out all right; after the war the tauren and orcs drove away the centaur, and Thunder Bluff sprung up atop a series of buttes like a giant mushroom popping out of the ground one night. They've patched up some of their differences with the night elves; tauren druids even study up at the Moonglade.

The tauren portray their race as the healers and counselors of the Horde. They know how to keep the land happy, they help train the orcs as shaman, and in general the tauren are the ones who know what's really going on.

So they say, anyway. Then you look at the Grimtotem tribe — I'll talk more about that later. Suffice to say there are some tauren who think that violence is a perfectly acceptable way to solve problems. And you look at all these young tauren headed off to the big city — that's Orgrimmar — to train as warriors. They listen to the stories of grizzled orc veterans and come away with the idea that there's nothing more glorious than charging into battle so some tin-clad human can run a pike through your gut. And you look at the Forsaken lurking underneath Thunder Bluff, whispering with the Elder Crone, tolerating their nature-loving allies while remaining completely unnatural creatures.

Tauren seem to have it all figured out, sure. They are good people, and Cairne Bloodhoof is the best leader they'll ever have (though he's showing his age, lately).

But sometimes I look at their eyes and wonder if they'll see the hammer coming. And the hand that cuts their throat ain't necessarily gonna be Alliance.

Tauren Culture

For the most part, tauren possess a unified culture. Some folks see tauren as just big, dumb lumbering beasts, but they're really one of the most intelligent races out there. Tauren don't live primitive lives because they're too stupid to build big stone cities. They choose to live the way they do because they thought it over and it makes sense to them.

Tauren believe that all life is and nature is sacred. In a way they think that nature is alive, so it falls under the philosophy of all life being sacred. I asked a shaman if that meant he thought rocks were alive, and he explained that "life" didn't mean breathing and bleeding (though that's always how I defined it). When a tauren says life is sacred, he's talking about a kind of spiritual energy that permeates the natural world. The Earth Mother represents that big spirit, and little spirits all inhabit rocks, trees and the like. That's why the tauren don't like mining and deforestation; it disrupts all those spirits and disrupts the Earth Mother. They try to live while making as little impact on the world as they can. For example, they respect the animals they hunt by never hunting more than they need and by using every bit of the animal they can.

That reminds me of kodos. I had the chance to see a kodo run last time I was in Thunder Bluff. Never seen anything like it before in my life. If you ever have the chance to watch one, I recommend it.

Tauren hold great respect for their elders. An old tauren expression goes, "It takes a lifetime to make all the mistakes in the world, but only an hour to sit at a grandfather's knee." Basically tauren think that it's smarter to learn from your elders than to blunder around and muck up things yourself. The young ones always find ways to make their own mistakes, of course, no matter how carefully they listen.

Tauren tribes always take care of the elderly. Even if all your relatives are dead, or you never had any to begin with, elders always get fed and housed first. In lean months, adults go hungry while the aged and the young eat first. This might seem backward to some, as the adults are the ones who hunt and protect the tribe, but tauren have always lived like this and will likely do so until the end of time.

I heard many stories and legends in my time with the tauren. That's another of their cultural beliefs; while they're a literate people, the tauren don't believe in writing down history or legends. They pass down their traditions orally. Tauren don't understand why you'd leave a piece of paper to teach your child the important things in life. Through storytelling, they turn history into a living entity. They bond with their young ones and impress them with the importance of their peoples' stories. Maybe that's why tauren youth are so willing to live as their ancestors have done for years and years, when so many races' youths are rebellious.

Tauren's respect for elders is a facet of their larger cultural belief, the importance of family. Tauren don't believe in small family units; tauren children are the responsibility of all the members of the tribe. If someone needs help, it doesn't fall to his closest relatives to help him. Every member of the tribe is "related" where responsibilities are concerned. It's a nice idea, and works great in small tauren tribes. I wasn't sure it would work in bigger settlements, but Thunder Bluff has the feel of being one big family.

I gotta tell you, too; these guys know how to throw a party. The tauren celebrate everything with a big festival. They celebrate the change of the seasons. The rising and setting of the sun. When a baby is born. When an old person dies. When there are lots of animals to hunt. When there's nothing to hunt.

Each celebration has distinctive touches to distinguish it from other celebrations, but they all share three things in common.

First, food. You'll never go hungry at a tauren party. Roasted meat, dried meat, stewed meat, dried berries, fresh berries, boiled root vegetables, baked root vegetables with oil and herbs… at the Renewal of the Sun in Thunder Bluff, I once saw six whole roasted pigs lined up on a single table. Tauren hate waste; I sometimes suspect they invent a celebration every time their stores get too full, so the stuff doesn't go bad.

Tauren Legend: Osak and the White Kodo

In the year when the kodo left the land and the birds had but one egg in their nests, Chief Osak looked at his people and saw how thin they were and how sunken their eyes.

"I must feed my people," Chief Osak said. "I must bring them through the white season and into spring."

Chief Osak looked at the food stores and he spoke to the hunters and he knew there was not enough food to bring his people through the white season. Chief Osak walked through the still forest and meditated. He meditated for a long time, but no wisdom came. Finally, he stood, his bones aching. He turned his steps back to the tribe.

As Chief Osak passed through the still forest, he came upon a startling sight: An old kodo with a pure white hide. The kodo glanced at Chief Osak and kept moving through the forest. Enchanted, Chief Osak followed the kodo, and before long they came upon a clearing. In the clearing was a lake of clean, fresh water, with many fish. Deer drank from it. Chief Osak looked a smile toward the white kodo, then returned to his tribe to tell them where to find food and water.

The white kodo is now a symbol of prosperity among the tauren.

Tauren Celebrations

Most tauren tribes engage in the following celebrations once a year.

• **Dance of the Earth Mother:** This four-part celebration marks the change of the seasons. Performed at the start of spring, summer, fall and winter, the ritual involves burning scented grass and herbs to ease the Earth Mother's transition into her new form. At this time tauren feast on the traditional staples from the previous season; for instance, to usher in spring, tauren consume the last of their winter stores, such as dried meat and preserved vegetables.

• **Renewal of the Sun:** This ritual, performed at the height of summer, celebrates the continued rising and setting of the sun. Tauren view this ceremony as a celebration of the possibilities of a new day, and use it to motivate them to change over the following year. At the Renewal of the Sun, all tauren dress in shades of red and orange and wear gold or copper jewelry. Corn, carrots and other sun-hued vegetables make up most of the feast.

• **Kodo Drum Circle:** Despite its name, this festival celebrates the sacrifice all animals made to the tauren tribe over the last year. A drum circle, in which a tauren constantly beats a drum until another tauren takes her place, forms and lasts all of a day and a night. The drumming honors the slain animals and asks the blessing of living animals who will give their lives for the tribe in the coming year. It is a bad omen for the drum circle to break before the end of the festival.

Second, dancing. Tauren love dancing, especially dances that involve pumping their arms. They have about sixteen different tribal dances to show when they're happy, sad, thankful or angry. Tauren teach their children how to dance almost as soon as they can walk.

Third, drums. You can't dance without drums. Tauren build these giant wooden frames and stretch them tight with tanned animal hide. It's hard to pound those giant drums hard enough to make a good sound; ritual drummers have enormous muscles. You can see the sweat flying off them during a celebration. I figure you could shoot a cannon off in the middle of some tauren rituals and no one would hear it over the din.

Hunting, of course, is a big deal in tauren culture. Hunting is how the tauren live; in past years, they were an entirely nomadic culture. Tauren would wander Kalimdor, following kodo herds and relying on the land to sustain them. Hunting is therefore almost sacred to tauren.

It's a mark of pride — and adulthood — when a tauren child goes on his first hunt. Hunting doesn't just mean you're big enough to hold a spear, now. It shows that your elders believe you are wise enough to appreciate the sacrifice the animal makes for you, and mature enough to honor that sacrifice. Children who go hunting learn how to bring prey down but also learn how to treat the carcass after you've bagged it. Tauren don't let their prey just rot in the dirt. Hunters must offer appropriate prayers to its spirit and skin the beast with the proper rituals. Some involve herbs and a shaman's intervention. It's a complicated practice that requires many years of study.

Shaman teach the hunters the right rituals because shaman connect the tauren to the Earth Mother. Shaman deal with animal spirits and the elements. They're the ones who hear voices on the wind and interpret signs and portents. Tauren look to their shaman for spiritual guidance and education, so shaman (particularly old shaman — see my earlier notes on respect for the elderly) are considered the most powerful and important members of a tribe.

Tauren can't just decide to be shaman, mind you. It's a calling. A tauren who has dreams about the past and hears spirits talk to her could be destined to be a shaman. She could just be crazy, too.

A nascent shaman learns the history and legends of the tribe — and the tauren people — by heart. She has

Spiritual Hierarchy and Tauren Titles

The tauren possess a structure of spiritual hierarchy. The most talented and powerful shaman traditionally hold positions of power, though rulership is not limited to spellcasters. Shaman interpret the voice of the Earth Mother and the wishes of the ancestors; sometimes these interpretations lead to the rise of hunters and warriors in the tribe. Such is the case with Cairne Bloodhoof, the current chieftain.

The leader of a tribe uses the title "chief" and/or "chieftain." The three most powerful healers in the tribe support the chief, the most powerful of whom takes the title "seer." A chief generally consults his seer and her two contemporaries before making a decision, but this consultation is not required.

The leader of the United Tauren Tribes — Cairne Bloodhoof, these days — also uses the title "chieftain." During council meetings, chiefs make recommendations to the chieftain, but again the final decision is the chieftain's alone to make.

"Chief," "chieftain" and "seer" are genderless titles. Aged female shaman sometimes take the title of "crone" or "elder crone," which others use as a sign of respect.

to visit the sacred sites of Kalimdor, go on vision quests (see Chapter 4: Magic and Faith for more information on vision quests) and learn about all the different types of herbs and plants shaman use in their rituals. Most young shaman study for years, though some particularly fast learners seem born with the gift. These fast learners might become true shaman in less than a year.

Once a tauren becomes a shaman, she usually stays on to assist her tribe. Some feel called to wander, though, and take year-long (or longer) sabbaticals where they walk the length of Kalimdor, learning all they can about the land. Some shaman also feel called to leave their tribes and form new tribes, particularly if game in the area grows thin.

Bottom line is, the tauren aren't just big brutes who wander around the plains and hunt gazelles. Their culture developed over hundreds of years, and each tauren fulfills a particular place in their complex society. They have troubles and trials just like all of us, but solid tauren culture provides a safe place for youngsters to develop and learn.

Forsaken History

I almost feel bad for these guys.

See, some years ago, the death knight Arthas led the Scourge into the forests of Quel'Thalas, to use the Sunwell there to revive his companion Kel'Thuzad. During the assault, he slew the high elves' Ranger General Sylvanas Windrunner and turned her into a banshee. Soon after, Quel'Thalas burned to the ground. Later, Arthas sacked Lordaeron, and turned the entire countryside into the Plaguelands, corrupting the Tirisfal Glades and the Silverpine Forest. By this time, Sylvanas had returned to her body as a corporeal undead creature.

Also at this time, Arthas was forced to flee Lordaeron for two (related) reasons: his powers were weakening, and the Lich King sent Arthas a warning that the Frozen Throne was in danger and commanded that Arthas come to Northrend as soon as undeadly possible.

As Arthas's powers weakened, Sylvanas broke free of his control. Three dreadlord brothers — Detheroc, Balnazzar, and Varimathras — didn't like the way Arthas was running the Scourge. They thought they could do a better job, and bring the Scourge firmly back into the Legion's control. The dreadlords, knowing that Sylvanas had freed herself, contacted her and explained that the Lich King's powers were weakening — and so, as a result, were Arthas's powers. The dreadlords proposed that she help them overthrow Arthas. Sylvanas replied that she might participate in their coup, but in her own way. And so she did.

Sylvanas's banshees, pretending to be Arthas's allies, escorted Arthas on his escape from Lordaeron. As the dreadlords' forces drew close, Sylvanas appeared and launched a poisoned arrow into the death knight. The poison was painful and slow, and Sylvanas let it do its work, watching as her enemy's body failed. However, before the poison overcame Arthas, Kel'Thuzad and his forces appeared. The lich rescued Arthas, and Sylvanas and her banshees fled. By this time, Kel'Thuzad had made all the preparations for Arthas to travel to Northrend. As Arthas left, he commanded Kel'Thuzad to watch over Lordaeron and the surrounding areas, which had become the Plaguelands.

Sylvanas declared that she and her undead were free of the Lich King's control. She immediately set out to conquer territories from the Scourge's three dreadlords, and won the Tirisfal Glades. Pleading for his life, the dreadlord Varimathras earned the Dark Lady's favor and joined her newly-dubbed Forsaken, acting as general of her martial forces.

During this time, Varimathras' brother, Detheroc, bewitched the last human remnants in Lordaeron, including Grand Marshal Garithos. Sylvanas's forces freed the humans from Detheroc's forces, and she and her army defeated and slew the dreadlord.

Sylvanas and her forces then turned to Balnazzar. The dreadlord had fortified the ruins of the capital city of Lordaeron, and challenged his backstabbing brother and the Lady Sylvanas to conquer the city. Understanding that she was not powerful enough to tackle Balnazzar on her own, she struck a hasty alliance with Garithos, who also did not desire to see Lordaeron in the Scourge's hands.

The dreadlord was unprepared for the alliance between the Forsaken and Lord Garithos's forces, and Varimathras slew his brother before night fell. Lady Sylvanas then turned on Garithos and slew him and his army to the man; she declared the city, as well as Silverpine Forest and Tirisfal Glades, as the territory of the Forsaken. Sending amnesty out to all undead who broke free from Ner'zhul's control during the assault on the Frozen Throne, Lady Sylvanas bolstered her forces, creating a nation and race of undead. Discovering the sewers under the ruined capital of Lordaeron, Sylvanas rebuilt and extended the tunnels, creating the infamous Undercity, the capital of the Forsaken's power.

Soon, however, Sylvanas realized that she was unable to keep her territories safe. The newly restored Lich King demanded that Sylvanas and her undead rejoin the Scourge, sending increasingly more aggressive assaults against her capital. Furthermore, a faction of humans known as the Scarlet Crusade declared a war against all undead in Lordaeron with the hopes of freeing the continent and restoring it to its former glory. The Scarlet Crusade was unable, or perhaps unwilling, to see a difference between Sylvanas's Forsaken and the Scourge, destroying her undead with the same fervor as they did the Lich King's. Envisioning the fall of her race

The Forsaken Language

Forsaken speak Gutterspeak. Forsaken characters receive this language as a bonus language, in addition to Common.

Gutterspeak is a lower form of Common that uses little (very little) bits of Dwarven and Thalassian. It has existed for a while (longer than the Forsaken have). It evolved in the shady underground of black markets and rogues' guilds; it was the tongue spoken by people of ill repute. When the Forsaken took Undercity, they adopted Gutterspeak as their official language. To sum up the Forsaken's attitude: "We've been thrown away like trash — abandoned by everyone, even our friends and loved ones." Thus, Gutterspeak, as the language of outcasts, seemed appropriate to the Forsaken.

Note that Forsaken can still understand and speak Common. However, they never speak Common under normal circumstances. They take fierce pride in speaking Gutterspeak instead.

before she could achieve her ambitions, Sylvanas became desperate and sought allies. Humans were out of the question, for many reasons. Sylvanas knew that humans were irrational creatures, and would never hear out an undead ambassador. The actions of the Scarlet Crusade had also turned her people against the Alliance. Instead, the Dark Lady turned to the next greatest faction: the Horde.

The Forsaken sent ambassadors to Durotar, hoping that Thrall would receive them. Despite the destruction of some of her ambassadors (mistaken for vile members of the Scourge), her message got through.

Convincing the Horde to accept them was difficult, but the Banshee Queen is resourceful. Sylvanas knew that the Horde needed the Forsaken, too, and her formidable intelligence and skillful manipulation proved their value. She persuaded the Horde that the Forsaken had much to offer as allies.

I don't know how, but Thrall bought it. Not entirely, though. Thrall and his advisor, the tauren chieftain Cairne Bloodhoof, had fought the undead for years, and were suspicious of this proposition. I asked him one day why he did it. He told me that a council of sages, known as the Earthen Ring, asked him to. They claimed that the Forsaken battle demons that Thrall's own race is still fighting to this day. To turn his back on the Forsaken was to forget the horrors the orc race fought for generations.

The Horde was also in a rough bind. It was not nearly as numerous as the Alliance; Azeroth saw aggressions against the Horde once again. Even though Thrall explained isolated conflicts away as individual territorial conflicts and not racist aggression, he saw the truce between the Alliance and Horde tottering on the verge of collapse. He also had no presence in the Eastern side of the world, as he hadn't yet met the Revantusk tribe (see "Forest Trolls," below). He needed the alliance as much as the Forsaken did. Grudgingly, he accepted the Forsaken into the Horde.

Sylvanas sent diplomats to Durotar and Mulgore, to seed the Forsaken fully into the Horde. Likewise, the Horde sent an ambassador to Undercity, to keep tabs on Lady Sylvanas and see that she pursues only agendas that benefit the Horde. Thrall and Cairne remain suspicious of the Forsaken, and with good cause, might I add. Perhaps if they knew the truth of what the Forsaken were up to these days, they would order an extermination of their race, and to hell with how weakened it would leave him. Perhaps Thrall and Cairne already know, but believe the alliance's benefits outweigh the possible consequences of forsaking the Forsaken.

Recently, I heard rumors that the Forsaken have been talking with another faction. My informants tell me that they seek new allies. Whether this allegiance is for the Horde, or if the Forsaken found another, even better ally, no one knows. When I went to verify these rumors, I found nothing. It's disturbing, to say the least, but I guess only time will tell what the undead buggers are really up to.

Forsaken Culture

Forsaken are a wild hodgepodge of different ideals and beliefs. No two Forsaken are alike, even more so than any other race. Even referring to them as a race is misleading, as they exist more as a state of being than a race. The Forsaken are made up of undead humans, and the occasional elf.

Perhaps the greatest element of the Forsaken culture, and their culture's only universal element, is their reverence of death. Every Forsaken respects the dead, and damns those who do not. General society coddles new Forsaken like children, while venerating those who are losing themselves to the Scourge, giving them the greatest comforts before they are put out of their misery. Forsaken treat each other with a measure of respect, as it takes a strong soul to rise, and a stronger soul to not fall to mindless undeath (more on this later). Arthas earns

Why Only Humans?

With the exception of a few elves, all Forsaken are former humans. Even the Forsaken don't understand the process by which they are created. The leading theory involves the power of humans' spirits. Humans are perhaps the most stubborn race on Azeroth (what about dwarves? I ask you), and fear nothing. Some scholars agree that this will to live extends even into the grave, thus explaining why most ghosts and wraiths are former humans. The unique nature of the Plaguelands, combined with human resolve, created the Forsaken, people who literally crawled from their graves simply because they didn't want to die yet. Of course, no one *really* knows, but they like to pretend they do.

their greatest ire, as the Lich King shows no respect for the living or dead. While Forsaken create undead, they do so with respect to the souls and bodies they use. Life and death is a balance. The Lich King, however, enslaves the dead, stripping their free will. His path is an abomination to the Forsaken.

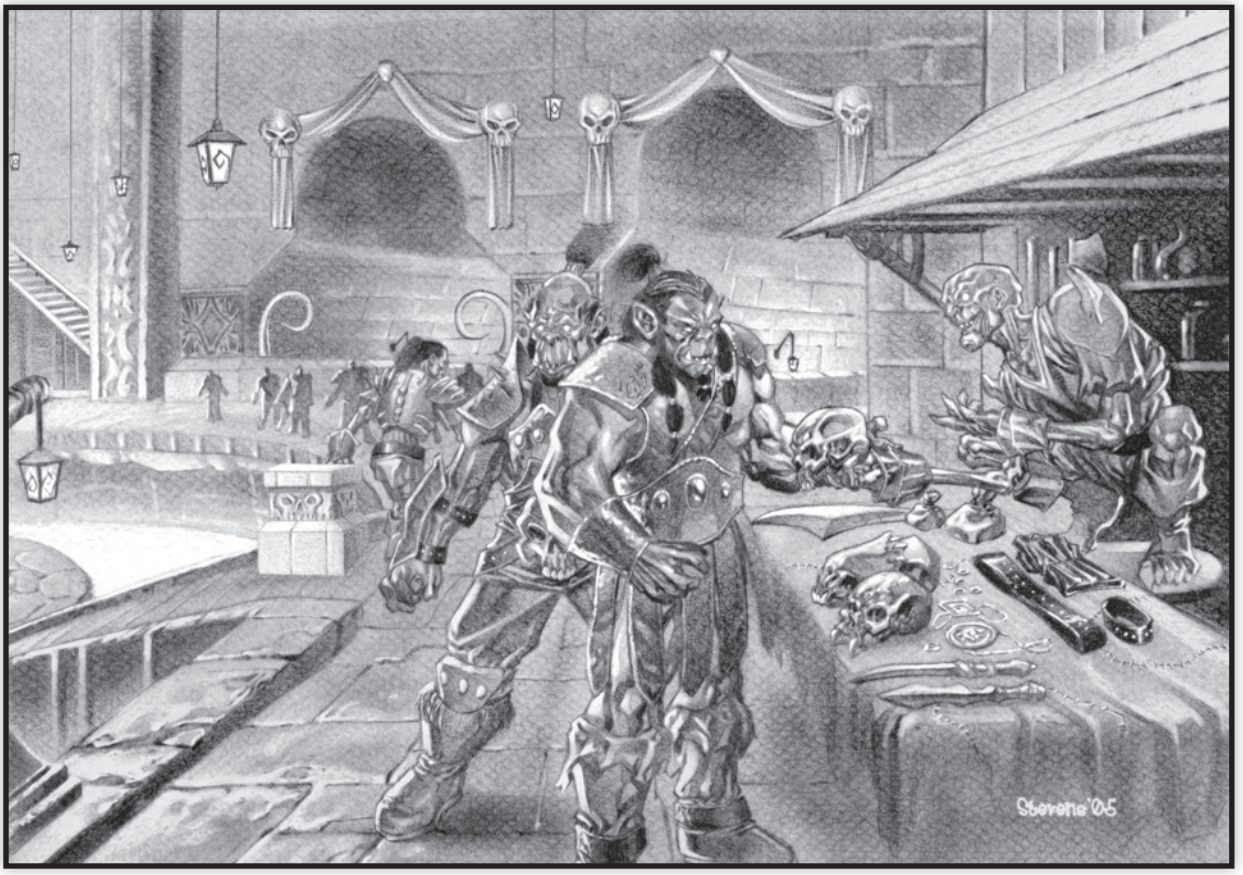
Most newly risen Forsaken have a difficult time adjusting. Old habits such as eating and sleeping are hard to give up, and many are simply unwilling to accept that they're dead. Violent rages and extreme cases of depression are prevalent among new Forsaken. Almost always, a priest of the Forgotten Shadow greets a newly risen Forsaken. These emissaries ease the transition between life and death, and teach the new undead the ropes. When the priest feels the new undead is "old" enough, he releases the Forsaken into the world, to make a place for himself.

While technically immortal, some Forsaken exhibit signs of old age, losing their identities and eventually their sentience. I met a fellow who reminded me of a dying old human, huddled in his home in Deathknell. Feeble and scared, he complained about the cold growing within him, and how he was starting to forget who he was. A priest explained to me that this creature was losing his mind to the Scourge, and would eventually become a "mindless one" — an unintelligent zombie. All Forsaken fear this process, as it means they revert to the Scourge's will and lose themselves to the Lich King and his dominance. As I turned, I saw the priest draw a knife and slowly advance to the man. Perhaps these guys do have mercy, after all.

While many Forsaken are genial, few trust the living. They feel a bitter envy toward the living, and visions of their former lives haunt them. Furthermore, the living in Lordaeron and Kalimdor rarely understand what the Forsaken are, and destroy them as if they were mindless zombies. If it breathes, many Forsaken believe, it's out to kill you a second time. Unfortunately, the Scarlet Crusade doesn't help; between their assaults and the Scourge, the Forsaken have little trust for anyone. Perhaps Thrall actually *can* help them, in this respect at least.

Since no two Forsaken are the same, their structures are never quite the same. Most Forsaken live in hovels they found deserted during the Scourge invasion, remodeled to suit their eclectic tastes. Let me give you an example. In Brill, I came across two houses, side by side. One was patched with some sickly hides, and reinforced with bones, in the orcish style. The other was reinforced in finely-carved woodwork, with extra levels built skyward. Reminded me of many homes in former Quel'Thalas, if you ask me. Mixed in between are the hellish buildings acolytes summon to spread blight. In war, acolytes also summon structures, creating mobile fortresses and graveyards from which to summon creatures and strengthen their forces.

While the Forsaken control most of the Tirisfal Glades and Silverpine Forest, the race is focused mainly in the Undercity and Deathknell. Here you find the undead's heaviest concentration, not to mention Sylvanas's underground throne. Other Horde races also have a presence here, with dedicated chambers in Undercity and an inn located in Deathknell, run by a rather moody



Kalasan stood silent as death, waiting his turn. It did not matter that he stood for hours while waiting for the Dark Lady to receive him. Undeath was amazing for patience and muscle fatigue. But, the waiting was taking too long, and patience was wearing thin for the young spy.

Kalasan had discovered not too long ago a strange rumor that might threaten the peace of the Undercity. Small groups of Forsaken were seen consulting in corners, being called into special meetings. Secret messages were being sent out; mindless undead birds carried these letters to their final destinations. All precautions were taken to insure the secrecy of the messages. Each paper was treated with magics that would turn the message to ash in the hands of anyone but the intended receiver. Despite the odds, Kalasan managed to intercept one of these messages before the self-destructing enchantments were laid. Unfortunately, the author of the message destroyed himself before Kalasan could put him to the question, but no matter. He had the letter. And the unsettling message written on it.

Unable to contain himself any longer, he forced open the massive doors to Lady Sylvanas's antechambers, and entered. Before he even set foot in, he spoke. "My Queen, I have news of treason! Someone has been corresponding with Kel'Thuzad in Stratholme, leaking many of our defensive secrets! And I believe I know who the traitor is!" It was then that he realized he had made a terrible mistake. In his hurry, he did not check to see if his queen was in the throne room.

A pale, horned face grinned, showing sharp, vampiric canines, from Sylvanas's throne. The door closed behind Kalasan, and a deep, haunting voice answered his call.

"Is that so? Please, do tell more."

Forsaken woman. I wouldn't eat anything a rotting corpse cooked, however, so, like all intelligent visitors, I brought my own food.

Not surprisingly, you won't find many living creatures in Forsaken lands, even their allies. While Forsaken tolerate other members of the Horde, that doesn't mean they like anyone with a breath and pulse. They remember the Scarlet Crusade's past and present aggressions too well, and are simply too paranoid to trust anyone who hasn't died at least once. I'm perhaps the only living being outside of the Horde who has ever seen the Undercity — and if they have it their way, I'll be the last.

While wandering the Tirisfal Glades, I noticed at least three distinct groups among the Forsaken: the dark rangers, the Royal Apothecary Society, and the Cult of Forgotten Shadow.

Sylvanas's dark rangers are a perverted group of necromantic assassins formed from the teachings of former elven rangers. The first dark ranger was Lady Sylvanas herself. Sylvanas, after Arthas granted her undeath, soon realized that she was bereft of the powers she relied on as a ranger. Her aim was still true, her arrows still sharp, but, so the story goes, nature would no longer follow her commands. At the time, she was still Arthas' servant, and she feared that she would be of no use to her king any longer. Speaking to several necromancers and assassins, Sylvanas learned the power of necromancy and curses, and focused on the shadows more than nature. Soon she taught her newfound arts to other former rangers, and created the dark rangers. All dark rangers are fanatically devoted to Lady Sylvanas, acting as her eyes, ears and arrows outside of the Undercity.

I talked about the Royal Apothecary Society in an earlier manuscript (Lands of Conflict), but for completeness' sake, I'll discuss them again, as they are an important element of Forsaken culture. Until recently, necromancers were unheard of among the undead (more on this later), and the closest Lady Sylvanas had were her dark ranger's curses. Noting the alchemical prowess of the forest trolls living in the Hinterlands and other wooded areas, she found a temporary solution and brought together the brightest Forsaken to form the Royal Apothecary Society. These guys' alchemical masterpieces are simply amazing. I've seen them bottle everything from healing potions to elixirs that raise the dead.

The Cult of Forgotten Shadow is a more recent movement, and I'll talk more about them later on. Suffice to say, the religion spreads like crazy, especially among Sylvanas's dark rangers. There's a certain appeal to a faith that preaches the ability to ascend to godhood, but I don't buy into it. I've seen a couple of odd Forsaken running around with powers that they shouldn't have, though, so some credence to this philosophy exists. Also, many of their roles in society are just like priests of the Holy Light. They offer comfort to grieving or "young" Forsaken, heal the wounded, and act as pillars of society. While some of their ideas are a bit questionable, they're rather decent folk, for twisted undead.

As I said before, Sylvanas was bereft of necromancers. Priests of the Forgotten Shadow, as well as Forsaken apothecaries, have the ability to raise the dead, but this wasn't enough. Sylvanas desired her own necromancers, to combat the Scourge's arcane powers. When she first broke free of the Scourge, she brought a small number of necromancers with her, but these necromancers either died during the battles against Balnazzar, or fled, fearing the Lich King's wrath. Recently, however, Sylvanas "attracted" several necromancers to her cause during hunting forays into the Plaguelands. Willing or not, these captured necromancers taught their arts to the Forsaken, and now the Dark Lady has a number of her own necromancers. This change creates tension between the necromancers and the Royal Apothecary Society, which believes that their usefulness to the Dark Lady

Forsaken Knowledge

What a character knows about Forsaken history and culture depends on his intelligence and training, which a Knowledge check represents. A hero who makes an appropriate Knowledge check knows the following information about the Forsaken at the indicated DCs.

- **DC 10 Knowledge (arcana) or Knowledge (local):** The Forsaken are undead creatures that exist in the ruined areas of Lordaeron. Unlike most undead, the Forsaken are completely independent of the Scourge, pursuing their own goals instead.
- **DC 15 Knowledge (geography) or Knowledge (history):** Arthas and the Scourge sacked the lands of Lordaeron and Quel'Thalas during the Third War, turning northern Lordaeron into the blighted Plaguelands. Only undead rule this area. However, the undead are split between the Scourge-controlled Plaguelands and the Forsaken-controlled Silverpine Forest and Tirisfal Glades.
- **DC 20 Knowledge (history) or Knowledge (nobility & royalty):** Lady Sylvanas Windrunner, the late Ranger General of Quel'Thalas, was the first Forsaken. Arthas originally raised Sylvanas to rule over his territories in Lordaeron and keep an eye on the dreadlords there. However, when his power waned during the attacks on the Frozen Throne, Sylvanas used her anger and hatred to break free, taking many of the Scourge forces with her. She became the Banshee Queen, and rules the newly dubbed Forsaken as their Dark Lady.
- **DC 25 Knowledge (religion):** Former priests of the Holy Light lost their faith when they became undead. Lost and hurt, these priests founded a new religion based on a self-centered version of their former faith. Dubbed the Forgotten Shadow, this philosophy centers around self-empowerment and a desire to balance life with death. Many of the virtues and principles of the Holy Light exist within the Forgotten Shadow, but are twisted to an egocentric view. While small, the Cult of Forgotten Shadow grows in popularity, especially among Sylvanas's dark rangers. The cult claims Deathknell as its home, as well as a section of the warrior sector in Undercity, but it is not yet organized enough to claim much control over anything.
- **DC 30 Knowledge (arcana) or Knowledge (local):** The Royal Apothecary Society, a sect of Forsaken alchemists, are fanatically loyal to the Dark Lady. Recently, the alchemists were assigned to a project to create a master plague, similar to Ner'zhul's, to wipe out the living races as well as the Scourge. However, at this point their plague kills only humans, and doesn't affect the Scourge at all.

may be coming to an end. If they cannot finish their master plague soon, they may find their Society disbanded.

While Lady Sylvanas is the Queen of the Forsaken, she does not rule alone. The dreadlord Varimathras polices the Forsaken, and holds almost as much power as she does. I've noticed a trend among the undead. They seem to be split between revering Sylvanas and following Varimathras. I fear that the Dark Lady got a bum deal when she allowed the demon to ally with her. While she doesn't truly trust Varimathras, she believes that he is her willing servant. She may find out that, one of these days, she no longer rules the Forsaken. I don't look forward to the battle between these two.

The Forsaken, for the most part, show complete respect and almost total servitude to the Dark Lady. The same, however, cannot be said about the Horde, with whom they allied only out of necessity. According to a few sources (who I will not speak of, for their safety), the Forsaken created a project headed by the Royal Apothecary Society. The apothecary Faranell heads the project, constructing a new plague to wipe out all of humanity and the Forsaken's nemesis, the Scourge. So far, the Society has not yet produced results. Since the world at large refuses to accept them as people instead of undead, they will continue their dark designs to eliminate all non-Forsaken life forms on Azeroth. Whether time spent as allies of the Horde will change their opinion of who should live or die is yet to be seen. I do hope Thrall gets to them, however. I'd hate to have to kill these guys. Again.

Ogre History

There I am, wandering the Barrens when this 14-foot bear leaps on me, ready to rip out my throat at the orders of the biggest orc I've ever seen. After some dramatic persuasion (and some damn fine luck), I was able to calm down both, and discovered the orc was actually the half-ogre champion, Rexxar. Feeling a need to talk about ogres, and glad I didn't have to fight the epic beastmaster, I convinced him to spare a few moments to give me a refresher course in ogre history and culture. Enjoy.

There isn't much known about ogres from before the Dark Portal. Originally from Draenor, ogres were one of the last races of Draenor's giants. Some orc scholars believe that the ogres were once intelligent and the dominant species of Draenor before the orcs rose to power. Orcs ruthlessly conquered ogre territory, enslaving or killing the ogres as they went; the war

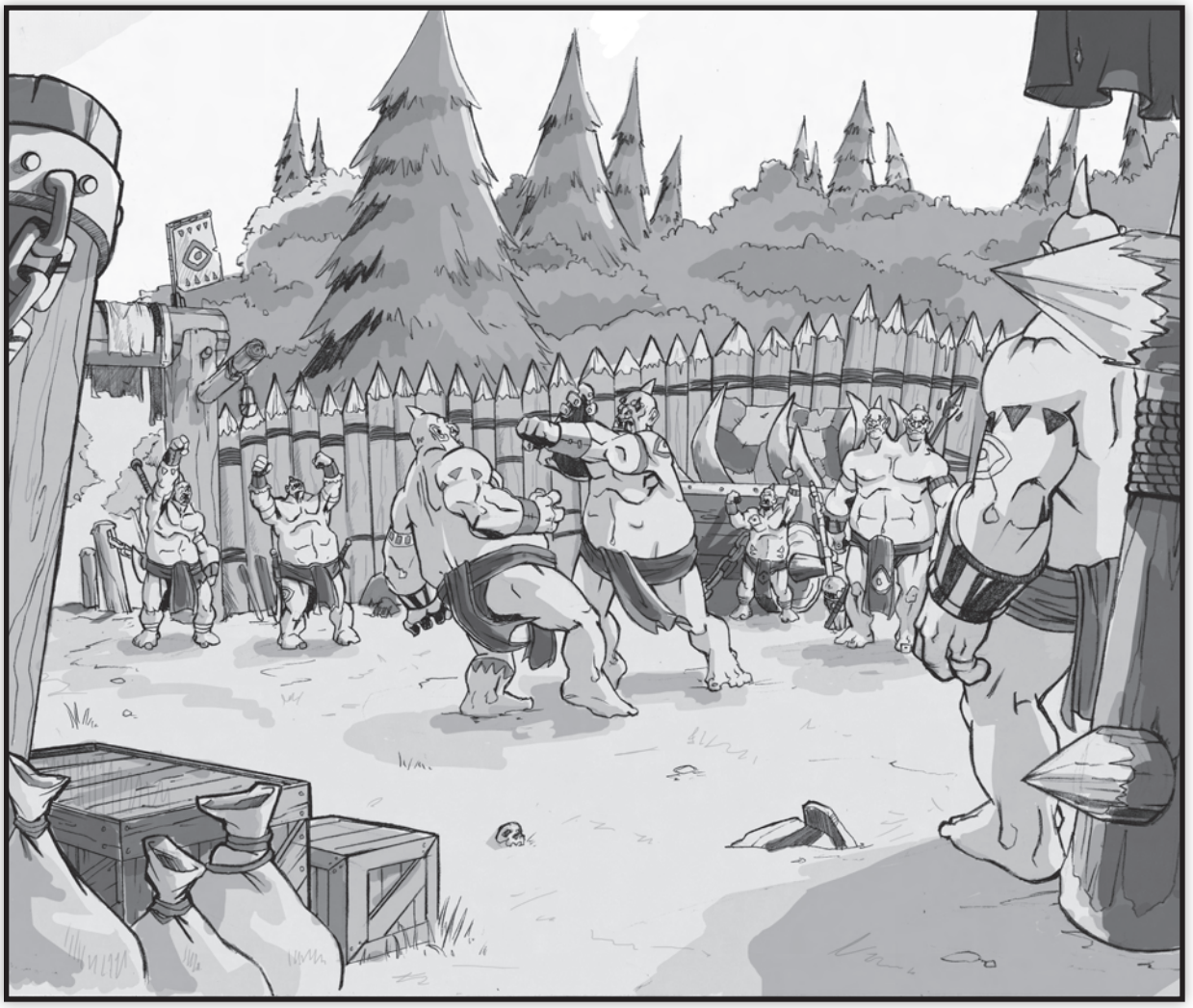
Ogre Magi

Ogre magi are rare these days. From what I heard, it took altars made from elven runestones to make the big blue guys, and most of these altars were wiped out after the Second War. Seems that elves don't really like people corrupting their magics. Go figure.

Despite many being killed during the Second War, ogre magi still exist today. Now, these guys should be extinct by now. I know I killed my fair share of these brutes during the Second War. However, they still pop up every now and then. From what I gathered, they can't breed true. Something about requiring souls to turn your average, stupid ogres brilliant and blue or something. However, I heard from a few disreputable sources (mostly ogres, who told me this between bouts of searching for belly button lint and nose bogies), that some particularly brilliant ogre magi learned to breed. Now, this tale may just be hearsay, but I think ogre magi found some abandoned runestones and started up the process again. Ogre magi appear even in Kalimdor, where the high elves have no presence whatsoever. Thus, it is unlikely that their runestones exist in Kalimdor — perhaps the night elf equivalent works?

Naturally, since ogre magi are smarter than most folk in the Alliance, many run the show in their tribes. However, this isn't always the case. Remember, ogres respect power, and many ogre magi aren't as physically strong as other ogres. Thus, a smart ogre mage will run the show from the sidelines as an advisor to a powerful ogre warlord or barbarian. It's humbling, but better than being forgotten entirely — and less dangerous.

Rexxar has mixed feelings about these guys. He respects their power and intelligence, but he worries about their schemes. Ogre magi can't be happy with their particular lot in life, that's for sure, and scheme to fix the odds. Many say Mok'Morokk listened to a wandering ogre mage when he became power-hungry. Though it wouldn't take much, maybe one of the blue guys gave him the nudge he needed. Now that Mok'Morokk's disappeared, who knows?



between the two races lasted quite a while, fueled by corruption from demonic forces. Soon the ogres were broken, the race either forced into exile or enslaved and used in experiments. To this day, most ogres hate orcs with a passion, remembering the wars they fought against each other.

When the Dark Portal opened, several free clans of ogres crossed over to our world, and frequented places that were far removed from orc encampments. The Horde used other ogres as shock troops. During the Second War, Gul'dan experimented on the ogre race, binding the souls of evil warlocks into ogres, and created the ogre magi. Intelligent and supernaturally powerful, the ogre magi dominated legions and many rose to lead forces. The greatest ogre mage, Cho'gall, impressed Doomhammer so much that the orc warchief granted the ogre mage his own clan, Twilight's Hammer.

When the Horde lost the Second War, humans killed most of the ogres, viewing the giant creatures as a danger to everything around them. The rest fled to the wilds and made their own settlements. While most were nomadic, some stayed put. The few remaining ogre magi naturally rose to leadership positions, but some chose instead to act as advisors to weak-willed and dull-witted ogre chieftains.

Of special note is the Stonemaul clan. Some years ago, Admiral Proudmoore of the Alliance assaulted Durotar. Realizing the Horde needed help, the mok'nathal Rexxar sought out the Stonemaul clan and attempted to join. Their leader, the tyrannical Kor'gall, had discovered the ancient orcish axe Serathil and used the artifact to control the clan. He forced Rexxar to undergo the Trial of Strength, running a monster-filled gauntlet, to join. Rexxar succeeded, but Kor'gall still refused to help the Horde. Rexxar sensed the corruption within Kor'gall and slew the ogre chieftain in the Trial of Blood, earning Serathil and assuming control of the clan to lead them against the Alliance.

After this battle, Rexxar dissappeared into the Barrens, leaving the ogre warrior Mok'Morokk in command. Power corrupts, however, and Mok'Morokk broke many of the tribe's tenets and angered the clan. He attempted subvert their lawful society, and instead ruled the ogres as a dictator. Furthermore, tragedy struck the clan as Onyxia's brood overran Stonemaul Village. Mok'Morokk led the clan to Brackenwall Village, where he ruled unquestioned until an unknown challenger drove him out. While Draz'Zilb runs the show from the shadows, the clan seeks a new leader; but they have renewed their ties to the Horde. The aging Tharg is the most likely candidate for leadership of the clan, but most of the Stonemaul ogres secretly desire Rexxar's return. The clan hopes that, under a strong and true leader, they can drive back Onyxia's brood and return home. From what I've seen of Rexxar, if he returns, it'll be a cakewalk killing a few dragons. He has no comments on whether he will return to his clan or not.

Ogre Culture

Ogres don't have much in the way of a true culture. Most ogres are savage and nomadic brutes, whose clans wander and destroy anything in their paths. While most are dumb as bricks, more than once a supposed idiot surprised me with deceptive intelligence and cunning. While not the most spiritual creatures, ogres are similar to their orc cousins in that they favor shamanistic arts. When it comes to leaders, the most powerful ogre rules the clan, but a chieftain rarely lasts long. In ogre society, any ogre (or, rarely, half-ogre) can come up and kill a chieftain and assume leadership, even in foul and underhanded schemes.

Exceptions to the rules exist. The biggest exception is the Stonemaul clan. I actually faced off against these guys when the Horde invaded Theramore, and I can tell you these are

Mok'nathal

I can't discuss ogres without mentioning their kin, the half-ogres. Orcs today respect the massive creatures, naming them mok'nathal, which I believe translates to "The Sons of Nath," who I hear is an ogre war god. It is an honorable title. For a while everyone though half-ogres were extinct, and I had never heard of them before tales of Rexxar circulated. I was pleasantly surprised by what he had to say of his race.

No one really knows how it happened, but some orcs a while back would get a little frisky and decide that ogres weren't that ugly after all. Probably after drinking five gallons of ale. Their offspring showed the intelligence of orcs but the strength of ogres. Orcs realized how useful these creatures would be, and bred more. However, like their ogre parents, mok'nathal were too darn stubborn, and after awhile the breeding stopped. Half-ogres crossed into Azeroth with several ogre clans during the First War and disappeared into the wilderness, preferring to be left alone. "Wild" doesn't begin to describe these guys, who believe that tree-living critters are more interesting than we are. They don't hate other races; they just want to live their own lives, by themselves.

Apparently some orcs still get drunk today, as after Rexxar's exploits, half-ogres appear again. Following their hero's ways, they joined the Horde, telling the orcs to call upon the mok'nathal should Thrall ever need them. Perhaps, with the Stonemauls rejoining the Horde, we'll see a rise in their ranks. As of right now, though, only a handful, probably no more than a hundred or two, still exist in the world. Rexxar believes that his people can make a comeback, and I don't doubt him. Half-ogres are the ultimate survivalists, and I doubt they'll ever completely die out. Not while orcs and ogres share barrels of ale, anyhow.

Ogre Knowledge

What a character knows about ogre history and culture depends on his intelligence and training, which a Knowledge check represents. A hero who makes an appropriate Knowledge check knows the following information about ogres at the indicated DCs.

- **DC 10 Knowledge (history) or Knowledge (the planes):** Ogres are savage giants foreign to Azeroth. They hail from the orc world of Draenor, and first crossed over when the orcs opened the Dark Portal.
- **DC 15 Knowledge (arcana) or Knowledge (history):** Ogres were once slave creatures of the Horde, who conducted many experiments on them. Among these experiments were two-headed ogres and, later, Gul'dan's crowning achievement, the blue-skinned ogre magi. However, after the Second War, ogres freed themselves from their orc slavers and made new homes all over Azeroth.
- **DC 20 Knowledge (local) or Knowledge (nobility and royalty):** Half-ogres, who the orcs call mok'nathal, are the rare hybrids of orcs and ogres. Solitary and rare, these creatures call nature their home. Recently, the half-ogre beastmaster Rexxar became the chieftain of the Stonemaul ogre clan and led the Horde in an invasion of Theramore, slaying Admiral Daelin Proudmoore. He disappeared into the Barrens afterward.
- **DC 25 Knowledge (local):** Most ogres are savage and evil, as unruly as any forest troll. However, the Stonemaul clan defies this mold, and exists in a lawful and semi-democratic society. They perform trials to decide anything from a new leader to going to war, and have willingly joined the Horde. The hero Rexxar is technically the leader of the Stonemaul ogres, but after his disappearance, the ogre Mok'Morokk led the clan. Mok'Morokk was a despot who lost their village to Onyxia and her brood. Mok'Morokk was quickly driven out or killed; no one knows his fate. The clan currently has no leader.
- **DC 30 Knowledge (arcana) or Knowledge (history):** Ogre magi are not typical ogres. During the Second War, the warlock Gul'dan committed several atrocities, including experimentations on the ogre race. He bound the souls of foul orc warlocks to ogres, thus creating creatures of immense power and intelligence. These blue-skinned creatures are rare these days, as they were created rather than bred, and should not be able to reproduce. However, they still appear, and rumors mention an ability to breed, or perhaps create additional members.

no ordinary ogres. Unlike the wild and uncontrollable clans elsewhere on Azeroth, the Stonemaul ogres are tightly organized, following a specific hierarchy of power. A single chieftain rules the clan, through either a failing chieftain's wish or a trial of rights. The society is roughly democratic, and settles many debates with various trials of strength and intelligence (for ogres, anyhow). They even require a trial of strength to enter the clan! They still align themselves with Thrall's Horde, even after the muck that Mok'Morokk left when he high-tailed it outta there. As I said before, Stonemaul ogres have no chieftain at the moment, and a consensus of the eldest ogres of the clan makes most of the Stonemauls' decisions, along with words of advice from Horde emissaries and counselors.

Forest Troll History

Ah, forest trolls, everybody's favorite beasties. I journeyed to the Hinterlands, and fought my way through some forest trolls to learn exactly where these guys came from and what made them so fierce. I was surprised to meet no resistance when I went to Revantusk Village, where I met an old troll, Moz'jin, who sat me down and explained all I wanted to know about his race.

Before the Sundering, forest trolls held a vast empire that predated even the night elves. Their vast Amani Empire, combined with the jungle troll's Gurubashi Empire, fought off the aqir and ruled most of the primitive world. Oh and don't tell the night elves this, but some rumors among both forest and jungle trolls have it that night elves were created when exiles from the Amani Empire first encountered the Well of Eternity. They said it, not me.

Anyhow, when the night elves emerged, they declared all-out war against the trolls, and attacked both empires with their primitive magics. Remember, before the destruction of the Well of Eternity, Lordaeron and Kalimdor (and Northrend too) were one big continent. Neither troll empire was able to master the use of magic, despite their voodoo, and were unable to defend against the night elves' powers. One final night elf attack shattered the Amani and Gurubashi Empires, leaving the trolls reeling in defeat. Soon after, the Legion entered the world, and, seething, the forest trolls withdrew from the night elves' lands.

Though no records indicate that the demons battled either troll empire, I imagine that violence spread across the continent. The trolls must have fought the demons as well; they had no choice. At the war's end, the

destruction of the Well of Eternity shattered the forest troll homeland and separated them from the jungle trolls, ruining any chances of cooperation — at least for the next ten thousand years.

After a bit, the remnants of the Amani Empire struck out into the newly-formed continent of Lordaeron, and slowly rebuilt. Settling in Zul'Aman, they conquered lands about them and licked their wounds. Believing the night elves now gone forever, and knowing that the humans and dwarves were nothing compared to the night elves' might, Zul'Aman grew up faster than mushrooms after a spring rain. However, around the year –6,800, the exiled Highborne invaded Zul'Aman. The newly-dubbed high elves used their magic to devastate the trolls, driving them from the land they claimed. Once again this mysterious power defeated the trolls, and they let the high elves be, concentrating instead on strengthening the rest of Zul'Aman. The area the high elves conquered became Quel'Thalas.

Four thousand years later, Zul'Aman was a force to be feared, and finally the trolls felt ready to destroy the hated high elves. Amani warbands left the city and conquered elven city after elven city. You all know what happened next. Reaching out to the humans of Arathor, promising them magic in return for strength, the high elves finally fought back. The newly formed alliance all but destroyed the troll empire, a defeat from which the trolls have never recovered. The forest trolls then existed as many small warring tribes, turning the territory of Zul'Aman into a constant battlefield.

Flash forward about twelve hundred years, to the Second War. At this time, a mighty troll warlord, Zul'jin, had accomplished an incredible feat — he had united all the forest trolls under his banner. The orc chief at the time, Orgrim Doomhammer, asked the forest trolls to join the Horde. In return, Doomhammer promised to help them eradicate the high elves (who were also the orcs' enemies) and restore the Amani Empire. The offer was tempting, but Zul'jin declined; his fight was with the high elves, not the humans or dwarves, and he was skeptical of the Horde's plans.

Shortly after Zul'jin refused the Horde's offer, he and a war party he led was captured by a group of human soldiers. When the Horde rescued the trolls, Zul'jin changed his mind. He agreed to an alliance with the Horde. Thus, a few tribes of forest trolls joined the Horde on the battlefield, adding axe throwers, berserkers, and troll destroyer ships to the Horde's might.

After the death of Gul'dan, however, it was painfully obvious that the Horde was not going to win, and the forest trolls ditched the orcs. Forest trolls were never known for their honor or integrity, unlike some better races out there. Zul'jin disappeared after the Second War, and most believed he died under a hail of Alleria Windrunner's arrows. His alliance fell apart, and the forest trolls returned to their savage and undisciplined ways.

Since the fall of Lordaeron and Quel'Thalas, the forest trolls have seen a great opportunity to retake their lands. They ignored the warnings of the refugees and struck out into the northern reaches of Lordaeron, actually conquering some territory. However, they underestimated the Scourge, and now most of the trolls in the Plaguelands are undead monsters that listen only

Forest Troll Knowledge

What a character knows about forest troll history and culture depends on his intelligence and training, which a Knowledge check represents. A hero who makes an appropriate Knowledge check knows the following information about forest trolls at the indicated DCs.

• **DC 10 Knowledge (geography), Knowledge (history), or Knowledge (local):** Forest trolls are a savage and barbaric race native to Lordaeron. They were part of the Horde during the Second War, and the forest troll hero Zul'jin led them; but they left the Horde when they realized the Horde was losing. To this day, they hate the orcs for failing them.

• **DC 15 Knowledge (religion):** Trolls practice voodoo as a religion. Among forest trolls, every village has at least one witch doctor or priest, who acts as an advisor or, occasionally, the chieftain.

• **DC 20 Knowledge (geography) or Knowledge (history):** Forest trolls used to rule a massive stretch of Lordaeron called Zul'Aman. They were the strongest force on what is now Lordaeron over 10,000 years ago, but were all but wiped out when the high elves allied with the early human nation Arathor to destroy the trolls. Zul'Aman still exists in Lordaeron, though it is much smaller than it once was.

• **DC 25 Knowledge (religion):** Most forest trolls practice voodoo and revere the primal gods of the troll pantheon. However, some still worship Hakkar the Soulflayer.

• **DC 30 Knowledge (local) or Knowledge (nobility & royalty):** A forest troll tribe recently rejoined the Horde. The Revantusk tribe attempts to throw off its race's savagery and become civilized, following the Darkspears' example. The Horde and the Revantusk tribe formed a loose pact of mutual assistance and friendship. The Revantusk tribe is based out of a coastal village in the Hinterlands.

to the words of King Arthas. Despite this, more trolls branch out through the Eastern Kingdoms, following dreams of power and glory.

Recently, a tribe of the forest trolls called Revantusk sent emissaries to Thrall . After some negotiations, the two forces agreed to a pact of mutual friendship and protection. I should note that Revantusks did not want to *rejoin* the Horde; they remembered the crazed and reckless Horde of the First War, and were understandably hesitant about becoming true members.

Forest Troll Culture

Culture is an odd word to associate with forest trolls. Their entire society is focused solely on war. Even the youngest trolls are taught how to throw an axe with frightening accuracy, and more than a few are lectured in cruelty before they can even speak. Pleasant people, eh?

Like all trolls, forest trolls organize into tribes. They guard their territory with rabid ferocity. However, unlike other trolls, these guys don't like even each other. Each tribe wars with its neighbors, whether they're human, dwarf or troll. I once witnessed a battle between two forest troll villages, and it was one of the bloodiest confrontations I have ever seen. And I've seen a lot of death in my years.

A single chieftain rules each tribe. Each village also has at least one priest or witch doctor, who acts as a spiritual advisor for the chieftain and a healer for wounds trolls cannot heal themselves. Occasionally, this priest or witch doctor is the chieftain of the village, ruling with the voices of the voodoo spirits.

Most trolls learn how to fight with thrown weapons from an early age, until all forest trolls are deadly ranged warriors. Unlike their jungle troll cousins, forest trolls favor axes, particularly handaxes. Disturbing, since we dwarves favor axes as well, but in different ways. Moz'jin informed me that his race, while quick and agile, preferred brute force. Nothing cleaves like an axe, Moz'jin went on, and the feel of forcing such a massive blade of steel through the bodies of their enemies is intoxicating. The axe is a symbol of bloodthirsty power, of cleaving through anything before you. His gnarled hands gripped the air as if feeling for one of his axes. I could barely see beyond that scarf he wears to hide most of his face, but I swear he was ecstatic. That was one of the creepier experiences in my life.

Forest trolls practice voodoo witch doctor magic, though priests and shaman are becoming common as well. Even with the Horde's influence on the Revantusk tribe, shaman forest trolls perform voodoo dances and create effigies, and their priests almost uniformly worship Loa, or the godlike dark spirits of their faith.

The Revantusk forest trolls call the Horde their friends, but other forest trolls do not extend that title to anyone. Cunning and vicious as the forest trolls are, few creatures would willingly associate with them. Most forest trolls hate orcs with a passion, believing them weak and pathetic. They also like to remind the orcs that they failed to restore Zul'Aman to its former glory, and they hold grudges, boys. Humans and other members of the Alliance also earn the hatred of the race, for protecting and supporting high elves. Forest trolls also hate losing, and seeing as the Alliance won the Second War, it's not hard to understand why forest trolls hate us.

Of special note is the forest trolls' relationship with the high elves. Each race despises the other, and the two have been battling since the high elves landed in Lordaeron thousands

of years ago. Forest trolls hate the high elves for invading their lands and nearly eradicating them, while the elves view trolls as barbarians intent on destroying their homeland. While the high elves are technically correct, they did take over parts of the trolls' kingdom when they established Quel'Thalas, so I can see both sides of the argument. Due to help from the humans and, in the Second War, we dwarves, the elves have been on top of this conflict for several millennia, which only made the trolls even more furious. However, with the destruction of Quel'Thalas and the loss of most of the high elf race, the forest trolls see an opportunity for revenge. And they're taking it. Few forest trolls bother to differ between the three groups of elves (high, blood and night), preferring to kill them all and call it a day. It's a bad time to be an elf in eastern Lordaeron.

The Revantusk tribe breaks the mold when it comes to trolls. They are a good and honorable people. Many Revantusks have become more spiritual, learning divine magic that used to evade even the best of the race. The Revantusks are pretty civil for forest trolls. I'm surprised to admit it, but I enjoyed the time I spent talking with Moz'jin. I wish them the best of luck.

Cult of Forgotten Shadow

Membership: 700.

Alignment: Lawful evil, though chaotic neutral and neutral evil individuals are just as prevalent.

Affiliation: Horde. As the Forsaken are aligned with the Horde, so is the cult.

Regions of Influence: The cult has the greatest influence in Deathknell and the Undercity, though its members extend all over Forsaken-controlled territories.

Activities: Inducting new Forsaken into the fold, healing Forsaken troops, and culling the mindless ones.

I met some creepy bastards while wandering through the Tirisfal Glades. One of them was a prophet, preaching some whack-job philosophy to the Forsaken wandering around. Curious, I approached the undead and questioned him on what he was teaching, and he told me of something that sounded similar to the Holy Light, but at the same time, horribly wrong. I had heard rumors about this undead faith, so I wandered around a bit, and found many more of these preachers and philosophers. Slowly I pieced together the worshippers and many of the ideas, and dubbed them the Cult of Forgotten Shadow.

The Forgotten Shadow follows many of the Holy Light's concepts and virtues. Former Holy Light priests created this new philosophy when they lost their faith. They felt that the Light forgot them, and turned to the Shadow instead. The philosophy (remember, the Holy Light isn't a religion as much as a philosophy, and the Forgotten Shadow is pretty much a twisted version of the Holy Light) has some significant changes.

For one, instead of seeing both a self and a universe and seeking to create a bond between them through compassion, the Forgotten Shadow preaches a much more self-oriented idea. Priests preach that the self has power over the universe, and the universe revolves around the self. You were powerful enough to rise from your own grave and become sentient, and you may continue to strengthen yourself by increasing your control of the world about you, thus becoming more godlike. Many priests dub this concept "divine humanism." They also preach that there must be a balance between Light and Shadow, and you must learn the Light as well, but never forget that you were born from the Shadow.

Priests of the Forgotten Shadow share important roles in Forsaken society. Most priests, especially those in Deathknell, guide newly awakened Forsaken, inducting them into the fold. The first thing they tell you, if you've just gotten up from a dirt nap, is that the Light has abandoned you, and that *your* strength, not something else, granted you the ability to rise from the dead. It's a bunch of self-empowerment baloney, but it works, giving comfort to those new undead. They also act as pillars of society, like most priests, offering atonement and comfort for those seeking help. They're a bit nobler than I first gathered.

Errata: Forsaken and Healing

Chapter 2 of **WoW RPG** misquotes that undead cannot heal naturally. Intelligent undead, such as the Forsaken, are capable of healing naturally.

The Mindless Ones

Forsaken heroes should never fear becoming mindless ones. Only those too weak to resist the Lich King fall to that state. However, mindless ones can be a good plot hook. Perhaps a former ally has fallen, or a friend is feeling herself slip away, and the PCs must do something about it.

Mindless ones are simply Forsaken with the zombie template applied to them. This is an exception to the fact that undead cannot have the zombie template. Also, do not adjust their Strength or Agility scores.

See the **Monster Guide** for the zombie template.

They, like apothecaries, also provide a service to the undead — the ability to heal. Forsaken "live" in dangerous places, and their unlife is fragile enough as it is without worrying whether the next nick is gonna send one back into his or her grave. The priests even have the power to restore those foolishly slain in battle, though only to unlife. Nothing short of a miracle can return true life. While an apothecary can perform many of the same services, most are too busy with their potions to bother. Priests are cheaper, as well. A powerful acolyte is respected as much as an apothecary or necromancer, perhaps even more so.

Forsaken priests also work to understand and cull the mindless ones. Apparently, some Forsaken are not strong enough to resist the Lich King's call, and they slowly find themselves losing their minds. These guys eventually revert to mindless killer zombies. The priests of the Forgotten Shadow consider it their duty to put these former friends to rest, and to find out why this is happening. It's cold, but I can accept why they do it. I wouldn't want to see my best friend walking around as an unintelligent corpse.

Organization

The cult is loosely organized, with a hierarchy defined by power and experience. Novice acolytes work at menial tasks, while a single shadow priest serves as bishop for a community. Dark priests seem to be more like archbishops, ruling over wide territories. These are just rough guesses, though. Even the priests can't focus on a strict organization yet.

Locations

The cult has two major bases: a church in Deathknell, and a section of the warrior's quarter in Undercity.

Members

The cult suckers in any undead who displays half a brain cell and a bit of curiosity about death and his own damned soul. By and large, most of the members of this cult are converters from the Church of the Holy Light. Rather typical of a faith, if you ask me.

Leaders

The cult has no official leader. While its members occasionally revere Sylvanas or Varimathras, it is too loosely organized to have any sort of true management. The closest thing to a true leader is the banshee Aelthalyste, in the Undercity, whom most priests report to.

The Grimtotem Tribe

Membership: 1,430.
Alignment: Neutral evil.
Affiliation: Horde.
Regions of Influence: The Grimtotem tribe operates mainly in the Stonetalon Mountains and Thousand Needles, though some also live in Thunder Bluff.

Activities: The Grimtotem tribe fights to eliminate enemies of the tauren; though by Grimtotem standards, almost everyone is an enemy of the tauren.

I'd heard tales of the Grimtotems, and asked about them at Thunder Bluff. I was expecting stories about a warrior clan that was a little overzealous but accepted by the rest of the tauren. Instead I heard tales of unprovoked attacks, slaughter and mayhem. The Grimtotem tribe seems to have declared war on the world.

An elderly tauren told me that while the Grimtotem name is generations old, the clan as an organization has existed only for a few years. Magatha Grimtotem and her tribe felt that Cairne Bloodhoof's friendship with the orcs was a bad idea; the tribe felt that Kalimdor belonged to the tauren, and no other race held claim to it. In recent years the Grimtotems have conducted raid after raid on goblin, centaur and orc settlements. Some dark tales even hint that the Grimtotems kill tauren who live in non-tauren settlements, considering them traitors.

No one seems to know why the Grimtotems feel this way, though. Popular theory holds that a centaur warband slaughtered Magatha Grimtotem's family when she was just a kid. She grew up swearing to purge the land of all its vile influences. Later they say her visions came, and she developed into a powerful shaman. Some say Magatha claims the spirits told her of the devastation outsiders wrought on the land; some say Magatha hears the Earth Mother weep in dreams. I don't know; I've seen the Elder Crone, and it's hard to believe she ever cared enough about anyone else to join a cause. I'm more inclined to believe the tales that say Magatha's father was an old spirit walker who listened to his ancestors' cries so long they drove him mad. Supposedly he decided too many of his people had died at the hands of outsiders, and that all intruders had to die. Then he passed on his madness and his zeal to his daughter, who seems happy to follow his example.

The tauren seem almost embarrassed by the Grimtotems' actions, but more than that, they're upset with their kin. The Grimtotems reject the peaceful spiritual teachings of tauren shaman and cause pain to the Earth Mother. Not to mention that relations between the Horde and the Alliance are strained as it is; all it would take would be for the Grimtotems to slaughter a pack of humans to make all sorts of trouble. The tauren can't just walk in and wipe out the Grimtotems, though; they're not into wholesale slaughter, and not all the stories about the Grimtotems are true. I'm sure Cairne Bloodhoof lets Magatha Grimtotem stay in Thunder Bluff because he wants to keep her close. He's keeping an eye on her, trying to figure her out, trying to decide what to do next. Hopefully he'll figure it out soon, because it's certain that the Grimtotems are going to make trouble for the tauren in the long run.

Organization

Magatha Grimtotem resurrected the old honorific "Elder Crone" to use. The tauren I talked to swear it's a title of respect. Should a male ever replace her, he'd likely use the title "Elder Sakem," apparently the male version and a whole lot nicer sounding to me.

The Grimtotem tribe doesn't go for organized structure or a complicated hierarchy. There's just over a thousand of them, split pretty evenly between Thunder Bluff and the three major settlements. The chief of each settlement reports directly to Magatha, and she uses her magic to keep in touch with them. Their information might influence her, but the Elder Crone makes all the decisions.

Locations

Three main settlements of Grimtotems exist: Camp Aparaje and Grimtotem Village in the Stonetalon Mountains, and Darkcloud Pinnacle in Thousand Needles. Magatha Grimtotem, leader of the clan, makes her home on Elder Rise in Thunder Bluff. Several hundred Grimtotems live in Thunder Bluff as well, to be close to the Elder Crone, but their influence is limited. Magatha's the one with all the power and brains.

Members

Tauren disillusioned with Cairne Bloodhoof's message of peace and harmony seek to join the Grimtotems. You'd think young rebels would make up a large part of the group, but it's mostly older tauren who're used to peace and solitude and don't like the new interlopers. Warriors and hunters seem the most likely to join — not many shaman favor the Grimtotem philosophy, though there are a few who subscribe to Magatha's "the spirits are angry" philosophy. They're convinced that the land is sick and requires "purging."

Several Forsaken reputedly belong to the Grimtotem organization. These Forsaken are special consultants who aid the Grimtotems in brewing virulent toxins with which to fight the intruders on their land. Sounds rather like playing catch with a loaded pistol to me, but I suppose the Forsaken and the Grimtotems have a lot in common. They both seem to hate everybody.

Allying with the Grimtotems isn't an easy thing. You can't just walk up and ask to join; the Grimtotems are

Grimtotem Titles

Ordinary Grimtotem warriors have different titles depending on who you ask. Other Horde members, like the orcs, use the term "raiders" or "bandits." They don't necessarily understand the cause the Grimtotems fight for; to the Horde, the Grimtotems seem to be an undisciplined, bloodthirsty mob. Which isn't too far from the truth.

Individuals outside the Horde who have dealings with the Grimtotems use the term "brute" or "mercenary" to identify Grimtotem tauren. Most of these individuals have never heard the name Grimtotem; they don't use clan names at all.

Among themselves, Grimtotems call their fighters "warriors" or "hunters" without any extra distinction.

(rightly) suspicious of spies. It's traditional to bring an offering. Up in the Stonetalon Mountains, the head of a goblin is customary. Proves that you're serious about aiding the Grimtotem cause. Usually the chief sends a tauren who wants to join on a series of increasingly dangerous raids against centaur or goblin encampments. If you survive and do a good job of killing, you're in, though the leaders watch you carefully for the first little bit.

New members have to keep killing to stay in, too. I heard one story about a Grimtotem who lost his taste for carnage, and his tribemates killed him rather than let him leave. Another story told of a Grimtotem who balked at killing "traitor" tauren; his war party turned on him and tore him apart.

Obviously the Grimtotems allow only tauren to join. If a non-tauren tried to join they'd probably laugh at him before they killed him. The only exception to this rule is, as previously stated, the Forsaken, and even then their involvement is rare.

Leaders

Elder Crone Magatha Grimtotem (female tauren shaman 10): Magatha's the oldest living Grimtotem and the most powerful shaman of the tribe. I saw her in Thunder Bluff, an elderly tauren female with powerful shoulders and a white muzzle. From what I heard, she hasn't let age slow her down one bit, and she defends her position with every spark of magic at her command. Rumor has it she's forging ties with the Forsaken. She seems to think they're the type to understand an unwavering hatred against all other races. Some even whisper she's planning on killing Bloodhoof, though she's not nearly strong enough to do so now.

See **Lands of Mystery** for Magatha's statistics.

Arnak Grimtotem (male tauren warrior 6/gladiator 1): This outcast once served as the leader of Darkcloud Pinnacle. Supposedly he's Magatha's nephew, but she disowned him when word of his "indiscretions" (kidnapping and murder) leaked out. Now he's a fugitive wanted by the tauren.

Supposedly. I did some digging and heard a few conflicting tales. According to the rumor mill, the Grimtotems of

"I'm just saying, I don't like this place," Helda repeated.

"There's nothing to be afraid of," Karg scoffed. "The Stonetalons are the oldest mountains in the world. The spirits are strong here. They'll protect us."

"You and your spirits."

"When we get to Thunder Bluff, you'll understand," Karg said. "The tauren know so much. They taught me so much. They'll show you how—"

"I know, I know," Helda said quickly. "And I'm looking forward to it. Just don't tell me about it again. I don't think I could… did you hear that?"

The two orcs stopped and looked around. Spindly trees crowded close to them. A bird fluttered past.

Then five tauren emerged from the trees ahead. They strode onto the path and faced the orcs. Scars crisscrossed their black muzzles, and the leader had heavy gray horns long enough to spit Karg clean through.

Karg relaxed. "Greetings, brothers," he said, shaping the Taur-ahe words carefully. "We travel to Thunder Bluff to study with your people."

The tauren drew their weapons and advanced. The leader growled, "The Elder Crone welcomes you to the Stonetalons."

Karg grabbed Helda's arm and stepped back.

"Brothers...?"

Darkcloud Pinnacle know exactly where Arnak is and deliberately hide him. They consider him a great leader and hate the other tauren for hunting him. Rumor's torn on how Magatha feels about this; one camp says that she knows all about Arnak's murderous tendencies and encourages them, the other says that Magatha's furious at Arnak's lack of discretion and wants him dead.

Grundig Darkcloud (male tauren hunter 8): Grundig Darkcloud leads the tauren of Grimtotem Village. A ruthless hunter, he enjoys stalking and killing intelligent prey. I've heard that Darkcloud holds some bitter grudge against tauren and he's the most likely to kill his own kind. I didn't see Darkcloud myself, but the area residents say he's a bulky fellow with jet-black hide and dangerously sharp horns.

State of the Horde

First, I would like to thank the wise warrior Eitrigg for his aid in compiling this information, especially on the history of the Horde. The Warchief was kind enough to lend Eitrigg's services as a loremaster to me for this work, and I feel that I could not have possibly done as complete a report without his aid. At Thrall's request, I have made a copy of this text for each of the leaders of the Horde, and he has given me his blessing to distribute copies to Jaina Proudmoore and Tyrande Whisperwind as well. I will also retain my own copies of the work for use in the Explorers' Guild; however, due to the nature of some of the information contained herein I have agreed not to distribute it to every ol' lad in the Alliance. After all, I'm not trying to help orcs kill humans here, or vice versa — I believe both the Alliance and the Horde need to make some major changes in order to survive this bloody war, and you'll see more of what I mean here. My thanks as well to the many other contributors to this text, though you are far too numerous to name.

Leaders of the Horde, I humbly beseech you to pay heed to my words in this report. I know some among you believe my goal is to weaken and divide you, and I can give you only my word that that is the furthest from my intent. Read on, and learn what I have learned.

Sincerely,

High Explorer Brann Bronzebeard of the Explorers' Guild

History of the Horde

Before the existence of the Horde, the races that represent most of it today had never even heard of each other — or in some cases, didn't even exist. The orcs, the traditional "fathers" of the Horde, slaughtered the few other creatures living on their world and turned to fighting each other; at this point, the only race they might have called allies was the ogres. At this time, only the single-headed ogres existed; they were massive, single-minded warriors who served as little more than walking siege engines for the orcs as they plundered and conquered. I have a lot more to say about the orcs and their role in the start of things, but let me touch on the other races briefly.

The Forsaken did not exist at this point, and half-ogres were all but unheard of, and thus there isn't much point in talking about what they did early on. The noble tauren, on the other hand, have a long history. Before the coming of the Horde to Kalimdor, the tauren fought a virtually eternal war against the centaur, living their humble lives from day to day and camp to camp. Deeply shamanistic, probably even more so than the early orcs, the tauren revered nature; this fact allowed them to maintain some level of peace with the night elves, whom they rarely encountered. The night elves and the tauren were well aware of the other's existence at this time, and simply kept their distance without war or any major trade.

Like most people, the young knight had little fondness for the sewers, and yet here he found himself. Having already been inside the tunnels for over an hour, he barely noticed the stench; rather, it was the unidentifiable slime and goo that pooled on the floors and coated the walls that disturbed him. Soon, it would be over, he told himself, though he was not entirely sure of the truth of that statement. He had convinced himself the guard would have to move eventually, having conveniently ignored the fact that said guard was not alive. He chanced a glance around the corner, confirming that the abomination still stood vigil over the next tunnel.

Andarin had been to the Undercity only once before — not counting when it was still considered Lordaeron, of course. That time, he had led a large group of his fellow adventurers inside through this very tunnel, launching a surprise strike at Varimathras while the Banshee Queen had been away in Northrend. That experience had given him a fair knowledge of the tunnels into the city, but they felt somehow larger and more intimidating without fifty-odd companions by his side. It was no surprise, then, that he was having second thoughts about his chances. As his patience slipped and he reached for his blade, something caught his attention. Footsteps. Someone was approaching the abomination; he pressed himself back against the wall, out of sight, and listened. He could not make out the words spoken to the massive, fleshy construct, but after a few moments, the sound that followed was unmistakable — the guard was leaving, and swiftly. Relieved but suspicious, he waited, not having heard the other footsteps depart.

"I know why you are here, paladin."

The trolls, however, weren't so fond of elves; hell, they still aren't. Not much has really changed there, although it's important to note that two different sorts of trolls belong to the Horde. The most plentiful, jungle trolls, are not the same group that worked with the fledgling Horde during its first days in Azeroth. In those days, the forest trolls, lead by the mighty Zul'jin, spent much of their lives staging hit-and-run attacks on the high elves of Quel'Thalas. Once, these trolls might have assaulted the elves directly, but the combined power of the human and elf nations whittled the forest trolls down to a mere fraction of their old strength and power. While the forest trolls broke with the Horde after the Second War, recently a small tribe, under their old leader Zul'jin, has rejoined it.

The trolls of the Darkspear tribe are an entirely different group; before the Third War, they lived in the Broken Isles, on an island near the Maelstrom, practicing their ancient cannibalistic variety of voodoo and tainted shamanism. The Darkspear tribe had few enemies; I suspect they fought with the murlocs on occasion, or perhaps a night elf here and there, but generally these trolls were highly secluded and had very little contact with the remainder of the world.

The Horde's history begins in hellfire. Over 130 years ago, the shaman Ner'zhul was contacted by an extraplanar being called Kil'jaeden. It is unknown if Ner'zhul was tricked (much like the night elves had been) into thinking that Kil'jaeden was a god or spirit of some kind, or if the powerful shaman knew at the time of their meeting what he was dealing with — a demonic lord of the Burning Legion. Though he had dedicated much of his life to balance and nature, Ner'zhul was lulled by the archdemon's offers of power and was convinced to abandon his teachings in favor of a new path: that of the warlock. I cannot know if he believed he could use this power to help his people, or if his reasons were entirely selfish. The consequences, however, were dire, regardless of Ner'zhul's intent. Once he had learned the basics of manipulating this new, infernal magic, his fame grew, and others abandoned the old ways to follow his new, quicker path to the manipulation of the natural world.

It took nearly 50 years before Ner'zhul realized his error. By this time, he had convinced many to follow his dark path, and the orcs waged war against the draenei. Ner'zhul helped in the first efforts to unify the Horde into a cohesive unit; but when he saw what had become of his race — and what it was still becoming — he denied Kil'jaeden. He refused to compel the orcs to drink demon blood.

It was far too late. Kil'jaeden, furious, found a new pawn in the form of Gul'dan, one of Ner'zhul's strongest apprentices, who shared none of his master's honor or compassion. Where Ner'zhul had been held back by a lingering feeling of guilt and regret, Gul'dan's greed and ambition allowed him to grow even more powerful and cruel than his former master; he became Kil'jaeden's

instrument of destruction on Draenor, leading the newly-founded Horde to levels of brutality never previously conceived of by the orc race. He did not have Ner'zhul's compunctions, and convinced the orcs to drink the blood of the demonic pit lord Mannoroth the Destructor, which irrevocably tainted the orcs who consumed it.

With their aggression heightened by demon blood, the draenei were no match for the orcs. The ensuing slaughter united the orcs under a single mantle for the first time; the Horde was born from this bloodshed. Gul'dan continued to influence the Horde from the sidelines, but he still desired yet more power and influence. To this end, with Kil'jaeden's assistance, he founded the dreaded Shadow Council.

The Shadow Council was a collection of the most vicious warlocks the Horde had to offer. The willingly followed Gul'dan, and united these warlocks found it easy to bend the leaders and common orcs of the Horde alike to their will. The overwhelming majority of the Horde did not even know of the Shadow Council's existence, and that was their greatest strength.

At this point, Kil'jaeden, pleased with the orcs, cut off contact with them and with Gul'dan. Without significant enemies to fight, the orcs turned on each other. Gul'dan realized that, unless he found a new enemy for the Horde, it would consume itself.

Soon after this, Gul'dan was contacted by a powerful being known as Medivh — the possessed human mage we all know and love — offering a world called Azeroth that was ripe for the picking. Medivh even created a Dark Portal connecting the two worlds. Gul'dan orchestrated the orcs to bring their army, the now-massive Horde, through the portal. The construction and use of the first Dark Portal marked the beginning of the Horde's invasion of Azeroth, and thus the start of the First War.

By this time, a large percentage of the orc race had been affected by the taint of demons, and they were thoroughly under the sway of Kil'jaeden and his followers. This is not to say there were no virtuous orcs at this time; many heroes of the First War refused any contact with the demons, or were blissfully ignorant of their existence. The first assaults against the humans lulled the orcs into a false sense of security. The orcs had expected every settlement to have warriors; the farms they slaughtered on their initial invasion made the orcs believe that all humans were like the simple farmers they swiftly put to the axe. Thinking an easy victory was at hand, the orcs moved toward Stormwind at Gul'dan's urging; Gul'dan believed if he took Stormwind, Medivh would grant him the location of the Tomb of Sargeras.

Stormwind proved an overwhelming shock to the Horde. The footmen guarding the city's entrance put up the first fight the orcs had seen, but they still managed to push their way through the gates. By the time they realized that this minimal resistance was a trap, it was far too late. Armored warriors riding beasts of pure muscle and sinew — creatures we know as horses — flanked the Horde's disorganized group, crushing warriors under the hooves of their mounts and striking down even the mightiest of orcs with their lances and blades. The orcs learned to call these mounted warriors knights, and cursed the world that had cost them victory for the first time. Shamed, the orcs retreated, hounded by the leaders of the Brotherhood of the Horse every step of the way. Gul'dan concealed the final steps of the orc retreat with a wall of impenetrable fog; this simple spell may have saved the Horde from complete destruction.

Furious, the warchiefs blamed each other for the failure, and the Horde's fractured remains threatened to tear each other apart. Gul'dan knew he needed to act quickly to salvage what he could; to this end, he convinced the Shadow Council to do something unheard of. Blackhand the Destroyer was named Warchief of the Horde; he would lead the entirety of the orc race, not just his own (already formidable) clan. Many challenged the mighty Blackhand in these early days, but all were crushed, either by Blackhand's own prowess or Gul'dan's shadowy enforcers. Another unusual creature emerged from the darkness at this time: Garona, the now-legendary assassin. Garona was a lowly servant of Gul'dan, tasked with recording the war in writing; the mighty orc warriors held little value in reading and writing, and the warlocks had little interest in spending their time chronicling history. Garona was a half-orc, but to this day I cannot say what her other parent was; we had thought her to be half-human early on, but she was already a young woman at this time. It would seem impossible for a human and an orc to have produced her, but her features did not match those of the draenei, or any other known race.

The Blackrock Clan

The Blackrock Clan was the first through the portal, and the mightiest of all clans in the First War. Led by Blackhand the Destroyer, the Blackrock Clan later splintered into smaller, but still formidable pieces after his death at the hands of Orgrim Doomhammer. Those orcs who remained with the main body of the Blackrock Clan were fanatically loyal to Orgrim; others eventually followed the sons of Blackhand — Rend and Maim — and formed the Black Tooth Grin clan.

Though the majority of the clan was slaughtered in the Second War, Rend Blackhand returned from the shadows and seized control of the clan after Doomhammer's death. Rend has now pledged his service to Lord Victor Nefarius — also known as Nefarian, or Blackwing, the son of Deathwing — and he resides in the clan's namesake fortress of Blackrock Spire. This is perhaps the largest body of orcs remaining in the world that do not belong to Thrall's Horde. The Blackrock Clan still counts a few warlocks among its numbers; and thus they are likely allied with the Burning Blade and other groups that retain some demonic influence.

The Blackrock Clan's color was red.

The humans proved to have even more tricks up their sleeves; the archmagi of the Kirin Tor and the priests of Northshire added much-needed magical support to the human armies as the battle was joined in earnest. It seemed that the catastrophic assault on Stormwind may have cost the orcs too much, but at a key point in the battles, the mighty Lord Anduin Lothar disappeared. In Lothar's absence, the human forces were left with inferior leadership, and fell back to Stormwind's walls. Anduin returned for only a short time, routing the orcs briefly, before disappearing again; the orcs learned later that he had first sought the Tome of Lost Divinity in the Deadmines, but his second departure was far more significant. With help from Garona and the apprentice mage Khadgar, Lothar slew his life-long friend, the traitor Medivh, in his tower. Gul'dan attempted to wrest the secret of Sargeras's Tomb from Medivh's mind as the Guardian died, but a psychic backlash slammed Gul'dan as Medivh perished.

At the same time, Garona infiltrated Stormwind, where she assassinated the mighty King Llane Wrynn before Lothar had a chance to return. With the king slain, morale fell, and Stormwind fell with it. Lothar arrived only in time to gather the surviving forces and retreat to the north; the orcs had won the First War.

Victory cost the orcs much; while Gul'dan remained comatose, Orgrim Doomhammer gained the title of Backstabber by slaying Blackhand and taking the mantle of Warchief of the Horde. While Orgrim was unusually loyal for an orc, he had uncovered the existence of the Shadow Council, and the truth about their manipulations of Blackhand. Doomhammer led a surprise assault on the citadel where the Shadow Council resided, and slaughtered nearly every warlock. Gul'dan awoke with a blade at his neck, and was forced to pledge his fealty to Doomhammer, whispering promises of vengeance under his breath.

The orcs followed the humans north, enjoying the conquest of yet more land. The fledgling Alliance rose to combat them, but the Horde too proved capable of finding allies. The forest trolls had long hated the humans and elves, but proud Zul'jin initially refused to join with the Horde; this changed when the troll leader was captured by

The Black Tooth Grin Clan

This clan formed from a splinter of the Blackrock Clan after the death of Blackhand. Lead by Rend and Maim, this clan represented those orcs who did not trust Doomhammer or wished for vengeance against him, but were unwilling to strike against him directly. The clan's name comes from their tradition of knocking out one of their own teeth as a sign of loyalty. As the clan charged with the protection of the Dark Portal, they were almost all destroyed at the end of the Second War. While Rend survived and slipped into the shadows, it is unknown if his brother died here, or also survived. Some rumors say that Maim retreated with Kilrogg Deadeye to Draenor, only to die there to human blades or betrayal.

The Black Tooth Grin's clan color was black.

The Stormreaver Clan

When Doomhammer crushed the Shadow Council, Gul'dan was forced to pledge his service to the new Warchief of the Horde. This did nothing to ensure the warlock's safety, however, and the former leader of the Shadow Council drew power-hungry orcs to him to form his own clan simply to give him some measure of protection from the remainder of the Horde. These would-be warlocks harbored little loyalty for Gul'dan, but their desire for power led them to sacrifice their lives in his service. He trained a select few in dark magic, but most of the clan served as little more than fodder or bodies for his experiments. When the orcs lost at the Dark Portal, Gul'dan brought his clan to the Tomb of Sargeras, where they were slaughtered by the Tomb's guardians. There are rumors (true ones, in fact) that one or two warlocks survived, but the clan has no meaningful presence in the modern world.

The Stormreaver Clan's color was blue.

human forces in Hillsbrad, and rescued at Doomhammer's command. With trolls, ogres and orcs fighting side by side, it was not long before the enterprising goblins saw the potential profit in aiding them. Dark magic brought the Horde the remainder of their allies.

Gul'dan was furious at the slaughter of his council, but he found little difficulty in training others to follow his path. Kil'jaeden whispered secrets to him again for the first time since Medivh's coming, and at the demon lord's coaxing, he learned to command the dead. Gul'dan learned to stretch his consciousness into the Great Dark Beyond, and found the souls of his fellow warlocks eagerly awaiting a new host. His first attempts at resurrection and raising the dead met with failure; the flesh of his necrolytes and apprentice warlocks proved too weak to house the spirits of these ancient warlocks. When the Horde laid siege to Caer Darrow, they were repelled for a time by a massive artifact; a powerful runestone, enchanted with ancient magic of unknown origin. Gul'dan perverted the artifact, slicing it into great slabs to construct the first Altar of Storms.

Gul'dan called his minions to the altar, sacrificing many of them in dark rituals to ensure his success. His efforts were not without fruit; Gul'dan first experimented with the living, and used the runestone's magic to create a new breed of warlock that would not so easily fall to Doomhammer's swords: the ogre magi. Cho'gall, the first of these new ogres, was fanatically loyal to Gul'dan for his gift. Together, the two created yet more ogre magi, and prepared for the next step of their plan. Doomhammer, having betrayed his own master, was highly suspicious of others; Gul'dan convinced him that Rend and Maim, the sons of Blackhand, planned to turn against him. Doomhammer disbanded Rend and Maim's legions of raiders and dispersed them to save his own hide, but this weakened the Horde's mounted cavalry in the process.

Gul'dan, of course, had the solution — he would create an army of undead riders, loyal only to Doomhammer. This concept pleased the warchief, although he clearly did not trust the warlock, and with good reason. This situation bought Gul'dan time, however; and while his initial experiments with Cho'gall failed, the two gathered orcs and ogres around them, forming the Stormreaver and Twilight's Hammer clans. As time went on, Orgrim demanded results; Gul'dan, not yet prepared for war with the warchief, searched desperately for a solution. He realized he had been working only with the bodies of his own ground troops; he needed trained riders, with bodies built for mounted combat. In a stroke of insane genius, he placed the spirit of one of his former companions, Teron Gorefiend, in the corpse of a mighty human knight. To his surprise, Gorefiend took control of the body, and perhaps more importantly, still proved capable of channeling dark magic while his spirit was encased in the skeletal shell. Thus, the first death knight was born.

Even with death knights and ogre magi, the Horde suffered

The Twilight's Hammer Clan

This unusual clan was formed by Cho'gall, the leader of the ogre magi and loyal follower of Gul'dan. This gave the Twilight's Hammer a strong tie with the Stormreaver Clan, although their methods and goals proved much different. While the Stormreavers emulated the secretive ways of the old Shadow Council, the Twilight's Hammer proved to be a destructive juggernaut, nearly unstoppable in battle. The ogres and orcs of the Twilight's Hammer embraced raw fury, enjoying the feeling of annihilating everything in their path. They remained loyal to the Horde for a time, only because it gave them a means to focus their slaughter; as the Horde weakened and the Stormreavers died, the remainder of the Twilight's Hammer abandoned both. It is likely that Cho'gall died defending Gul'dan at the Tomb of Sargeras, but the Twilight's Hammer retreated for a time, rebuilding its forces and biding its time.

While the truth behind how this happened remains a mystery, the modern Twilight's Hammer retains the destructive nature of Cho'gall's clan, but almost nothing else. Somehow, one of the Old Gods has managed to make this clan its pawn; and since that time, the clan's numbers and power have dramatically increased. Even humans and other former members of the Alliance flock to join the service of the elemental lords and help bring about the complete destruction of Azeroth. The largest groups of the Twilight's Hammer now camp near the locations where they believe the Old Gods and their minions are sealed away; many wait for C'Thun's awakening in Silithus, and others serve Ragnaros in the Blackrock Depths alongside the Dark Iron dwarves.

The Twilight's Hammer clan's color was violet.

The voice was hollow and cold; one of the Forsaken. Not surprising, considering this was their home, but Andarin was a bit miffed that he had been discovered so quickly. He couldn't even see the figure who was addressing him, since he (or she?) was still around the corner. For the moment, Andarin contented himself to listen, as the Forsaken continued to speak.

"Worry not, mortal. The queen's minions do not know of your presence here — not yet. And I will choose not to inform them if you are willing to assist me." There was a moment of silence following the statement, as if the figure awaited a response. So be it.

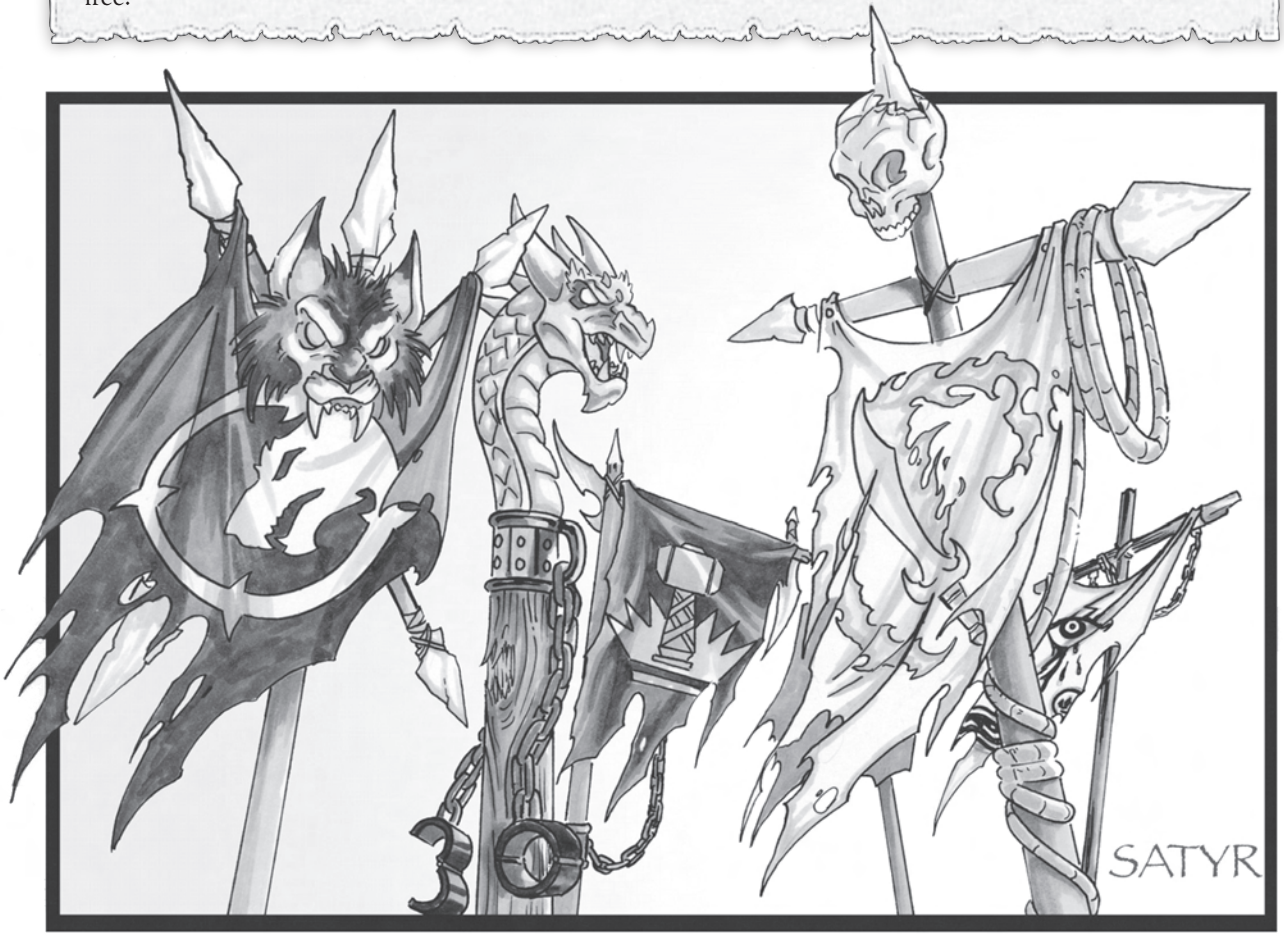
Andarin stepped forward and turned to the tunnel entrance, regarding the figure in front of him. The figure wore the robes of a priest of the Holy Light — not uncommon among the Forsaken, who mocked the order by wearing their garments and allowing the sacred robes to be soiled and tainted by their bloody work. Somehow, Andarin sensed, this figure was different; the robes seemed to be in almost tolerable condition, even if the body wearing them was not. The man wearing the robes was clearly long dead, having been reduced to little more than a skeleton.

"How and why would I assist you?" Andarin asked. He took no pleasure in the idea of working with one of the undead, and expected to be stabbed in the back if he accepted, but he was a man of honor and he would hear the creature out. The knight took no offensive action, noting that the cleric in front of him appeared unarmed.

"I fear we have no time for stories of why, nor even detailed introductions. Suffice to say that though my own name may have rotted with time, I remember those of my friends — notably Leonid Barthalomew, someone I believe you know well yourself. Though I initially felt indebted to the Banshee Queen," he paused for a moment, seeming to scoff at the name, "for freeing us from the mindless servitude of the Lich King, I realized we had simply traded unconscious slavery for a consious variety of the same. Thus, I have made the decision to follow my old friend's example. I know why you are here, and I will help you. In exchange, I would ask that you speak on my behalf with the Argent Dawn, and help me perform another task."

Andarin considered his words. It seemed too simple. "I do indeed know Barthalomew the Revered, and your request seems reasonable enough — but what of this other task?" He made no attempt to hide his skepticism, and the priest did not seem to mind. In fact, the knight would have been certain that the Forsaken smiled if the creature had flesh to twist into a grin.

"You have come here to free a prisoner, Commander Lightblade. I would have you set another person free."



The Dragonmaw Clan

Though it was a warlock with the Demon Soul who enslaved the Dragonqueen, few would take a cripple for their warchief, no matter how skilled. Zuluhed the Whacked, one of the few remaining shaman of the Horde, took the credit for enslaving the dragons. He was the chieftain of the Dragonmaw Clan, a small clan that existed before the creation of the Horde, and one of those had a few shaman among its ranks. Nearly all of the tribe's members knew the truth about the Dragonqueen, but Zuluhed proved a capable enough leader to prove he deserved command over the dragonflight, and Nekros controlled the dragons with great cunning and ruthlessness. The Dragonmaw Clan was loyal to Blackhand before his death, and they pledged their loyalty to the Black Tooth Grin when it was formed. When the Black Tooth Grin fell at the Dark Portal, most of the Dragonmaw Clan was still at Grim Batol; they remained one of the only clans that survived the Second War.

After the Second War concluded, they controlled the red dragonflight for some time, before a human mage lead a group of adventurers to Grim Batol with the aid of one of the Dragonqueen's consorts and a small army of dwarves. Rhonin, the mage, defeated Nekros and destroyed the Demon Soul with a scale from Deathwing, the Aspect of the black dragonflight. Most of the Dragonmaw Clan fell in the battle, but a few survive to hound the dwarves and humans near Menethil Harbor today. Nek'rosh, the son of Nekros, leads the survivors.

The Dragonmaw clan's color was white.

many defeats early in the Second War; this could partially be attributed to the strength of the newly-formed Knights of the Silver Hand, but the main reason was far more blatant: the Alliance had air support. The mighty Wildhammer dwarves of Aerie Peak rained lightning from the heavens on the helpless ground forces of the Horde, evading the counterattacks of the Horde's spellcasters and troll axe-throwers. The veterans of the war knew the Horde desperately needed their own beasts of the skies, but found none to answer their call.

Then an orc chieftain, the shaman Zuluhed, through mysterious resources, uncovered an ancient talisman said to be capable of tremendous wonders. The only trouble was that it did not respond to shamanistic spellwork, no matter how great Zuluhed's effort. That led Zuluhed to turn to the only warlock he felt he could trust, a warrior loyal to Dragonmaw clan. Thus Nekros inherited the Demon Soul. With this object, the orc was able to call upon great feats of magical power — but the Soul's true secret was the power to control dragons.

In time, even the mighty Alexstrasza, the Dragonqueen, succumbed to the power of the Demon Soul. Chained within Grim Batol, Nekros forced her to produce an army to serve as the airborne cavalry of the Horde. The red dragonflight served the orcs, knowing their queen would be destroyed if they did not, with only a handful managing to escape or resist. Zuluhed the Whacked took credit for Nekros's victory, and his Dragonmaw Clan lead the reds to war. With the dragons at the orcs' sides, the Second War ground to a near stalemate; but somehow the Knights of the Silver Hand and their allies managed a push to the citadel of Blackrock Spire, led by none other than the champion Anduin Lothar.

Lothar was separated from the main body of his troops in this, perhaps one of the greatest of all of Azeroth's battles. Amid the chaos, he fought with Orgrim Doomhammer; some say he was defeated in single combat, others claim that he was ambushed and slain by a group. Regardless, his blade fell from his dead grasp, though it did not lie cold for long. One of Lothar's lieutenants, Turalyon, took up the rallying cry, "For Lothar!" which spread among the troops of the Alliance until the piercing howl struck fear even into the hearts of the mighty orcs. Turalyon's unbridled assault pushed the Horde back again and again, forcing them all the way to the Dark Portal.

Somewhere around this time, the chieftain of the Frostwolf Clan, Durotan, learned the truth of Gul'dan's contact with demons. He spoke against Gul'dan, and the Horde banished his clan to the frozen tundra of the Alterac Mountains in punishment. In time, he gathered more information and proof, and sought Orgrim Doomhammer. He explained to Doomhammer the truth about Kil'jaeden, and Doomhammer believed him and sent Durotan off for a few days with an armed escort

The Frostwolf Clan

The loyal and shamanistic Frostwolf Clan, lead by Durotan, came through the portal and fought bravely in the First and Second Wars. After their banishment from the Horde and the assassination of their chieftain, the clan was led for a time by Drek'Thar, an ancient and wise shaman. Drek'Thar organized the day-to-day activities of the clan, but he never assumed the title of chieftain. The shaman also created a strong tie between his clan and the native white wolves of the mountains; they were different from the large black wolves the Horde had worked with, but the white wolves proved equally loyal. When the young Thrall fled Aedelas Blackmoore and reunited with his clan, he trained with Drek'Thar and learned the ways of his clan, undergoing many trials before learning the ways of the shaman and taking on the mantle of the clan. When Thrall took command of the Horde as a whole, the Frostwolf Clan joined. Like all clans the joined the Horde, the Frostwolf clan no longer exists as a separate entity. Many former members of the clan still reside in the clan's old territory.

The Frostwolf clan's colors were blue and white.

The Bleeding Hollow Clan

Perhaps the second largest of the clans in the First War, the Bleeding Hollow followed the fearsome warrior Kilrogg Deadeye with unquestioned loyalty. When the Second War began, the Bleeding Hollow had the most surviving veterans of any clan, and they were tasked with taking the dwarven lands of Khaz Modan. Kilrogg's forces pushed the dwarves back to Ironforge, but as Turalyon reached Blackrock Spire, the clan's loyalty forced it to retreat to aid Doomhammer and the other clans at the Dark Portal. The Bleeding Hollow fought until the Dark Portal was sundered, but the aging Kilrogg refused to surrender, even after Doomhammer was captured. He led the surviving orcs in retreat, eventually finding a way to open a new portal and return to Draenor. On Draenor, the Bleeding Hollow Clan led the old clans of Draenor into battle against the humans who followed them. It is said that Kilrogg Deadeye perished in the final battle against Khadgar on Draenor, but his body was never found.

The Bleeding Hollow Clan's color was green.

while he considered what to do. One of the guards, however, was a traitor; he called in assassins who killed Durotan and his wife, leaving only their infant child alive. Lord Aedelas Blackmoore, a cunning man, found the babe in the forest and took the orc child as a slave, naming him "Thrall."

At the Dark Portal, the orcs stood proud, with Doomhammer refusing to retreat through the swirling gateway. As the battle raged on, Khadgar, once the apprentice of Medivh and now the Archmage of Nethergarde, began to channel the greatest destructive spell seen since the days of Aegwynn. Thousands had died that day, but as a glow appeared in the sky above the portal, human and orc alike stopped for a moment to watch in wonder and anticipation. The pillar of light that Khadgar called pierced the portal and sundered it, shattering the massive gateway and the morale of the orcs along with it. Kilrogg Deadeye of the Bleeding Hollow clan led a retreat; the Alliance captured all others, including the Warchief, Orgrim Doomhammer.

As the humans pursued Kilrogg's remaining forces, Gul'dan led the remainder of his clan to the Tomb of Sargeras, no longer willing to wait to claim his godhood. There, he released the demons within the tomb, and a mighty battle ensued. It is unknown what demon finally took the warlock's life, but only a handful of his clan lived to tell the tale. I'm thankful Gul'dan never found the Eye of Sargeras; it's likely this world would have been shattered if he had succeeded in his goal.

Kilrogg Deadeye, the last orc hero of the First War, led his people to another portal to Draenor — I'm still not sure how it was created, but I've been told the orcs

Clans of Draenor

Nearly as many clans remained on Draenor as came to Azeroth. Few of them survived Draenor's destruction intact, but a few members of each clan probably still live to this day.

- **The Shadow Moon Clan:** Led by the ancient shaman Ner'zhul, the Shadow Moon was the dominant clan on Draenor. Their clan focused on the use of magic; the Shadow Moon was heavily influenced by ancient shamanistic principles and exemplified the raw power of dark orc magic. Their color was black.
- **The Warsong Clan:** Lead by the near invincible Grom Hellscream, the Warsong Clan is known to sing and shout as they tear their way through their opposition. Loyal, they eagerly awaited Ner'zhul's order to invade Azeroth, but it never came. When it became evident that their world was about to be destroyed, Hellscream led his clan through the portal into Azeroth, where they survived in the wilds and slaughtered any humans they encountered. When it came time to free the other clans from enslavement, the Warsongs were the first into the battle, singing their mighty battle hymns as they finally had the chance to engage the humans in earnest. Though their chieftain fell in battle in the Third War, the Warsong Clan remains a loyal part of the modern Horde. Their color was red.
- **The Shattered Hand Clan:** The Shattered Hand are often viewed as insane even by the other clans, for they practice rituals of self-mutilation. Upon reaching his status as a warrior, an orc of the Shattered Hand broke or removed his hand, often replacing it with a weapon like his chieftain, Korgath Bladefist. The color of the Shattered Hand was white.
- **The Thunderlord Clan:** The Thunderlord Clan represented some of the best mounted cavalry in any clan. They had strong connections to the Blackrock Clan; in fact, Orgrim Doomhammer initially rose to power as a member of this clan. Fenris the Hunter led these wolf riders into battle. Their color was violet.
- **The Laughing Skull Clan:** One of only two clans lead by an ogre, the Laughing Skull was the least trusted of any clan. They were thieves, assassins and brigands with little control. It is unlikely many or any of the Laughing Skull survived the battles on Draenor. Their color was yellow.
- **The Bonechewer Clan:** These terrifying cannibals ornamented themselves with the bones and ruined organs of their foes. Lead by Tagar Spinebreaker, they were one of the most vicious and well-respected clans on Draenor before its implosion. Their fate after the destruction of Draenor is unknown. Their color was green.

gathered several artifacts in order to summon the portal for their retreat. The Alliance, fearful that the Horde would return with greater numbers later on, sent some of their bravest to follow Kilrogg through the portal. With the Alliance hot on their heels, the Bleeding Hollow Clan reunited with the orcs who had remained on Draenor, and they braced themselves for a new battle.

Kilrogg found the orcs of Draenor under the control of Ner'zhul, the ancient shaman who had once refused Kil'jaeden. Many ancient clans were still strong in Draenor, and the humans found themselves outnumbered; Ner'zhul was quick to put Kilrogg's experience to good use, and they coordinated to devise the best possible tactics to defeat the humans.

The fighting on Draenor had not raged for long before Ner'zhul made an unusual decision that would change the course of history. The shaman no longer found Azeroth *or* Draenor suitable for his people; and so, he used his immense power to open another portal — and another, and another, each to a different world, potentially ripe for conquest. What the crazy bastard didn't realize was that Draenor couldn't handle that many portals at once — oops. The world began to tear itself apart. Khadgar and the humans who had followed the orcs through the portal thought that was pretty keen at first, until they realized that if Draenor exploded, the explosion might leak back through their portal and hit Azeroth as well.

The humans set up camp at the last portal back to Azeroth and defended it with their lives — not to protect the portal, but to shield Khadgar as he prepared the spell to destroy it. Nearly every human was slain as the orcs turned their full might upon the small group, but their lives bought the archmage enough time to finish his spell and shatter the portal. With no known world to retreat to, the orcs and humans alike likely fled to a random portal — or failed, and died in the blast as Draenor combusted. What remained of the orcs' homeworld was a blasted continent of floating red rocks in the Twisting Nether, with only a handful of survivors, most of whom were horribly wounded. The fate of the most of the heroes of that battle — orc and human alike — remains a mystery. There's one exception that we know all too well: Kil'jaeden plucked Ner'zhul and his followers from Draenor after they entered one of their portals and stuffed him into Northrend, where he became the Lich King.

Many orcs slipped through the portal to Azeroth before Khadgar's forces set up their defensive perimeter; among them was Grom Hellscream, who brought a large chunk of the Warsong Clan through the portal. The Warsong Clan became a nuisance for the humans, who had placed most of the remaining orcs in internment camps rather than simply slaughtering them.

During this time, the family of one of Lord Aedelas Blackmoore's servants raised Thrall for the first few years of his life. These fleeting years were more kind to Thrall than the next score; the young daughter of the servant's family befriended him and treated him as a younger brother. Her name was Taretha, and she was the closest thing to family that Thrall ever had. Sadly, Thrall was torn away from the servant family as soon as he was old enough to begin his scholastic training, and even that was brief; he was taught the basics of how to read before his military training would begin. Blackmoore intended to use Thrall as a gladiator at first, but later developed a much darker plan to give himself power over the Alliance.

As the young Thrall trained, Grom Hellscream fought his guerilla war, and Doomhammer escaped from Varian Wrynn. Doomhammer did not immediately join the rebel clans; rather, he became a hermit, and spent his days in contemplation. Such was the way of many warriors who were not ready to give up the fight, but neither did they have the strength left to rally the fragments of the Horde.

Thrall's arena matches grew more brutal as time went on, and he eventually fled with help from his human "sister." He first sought the internment camps, getting captured and observing them from the inside, but finding it amazingly simple to escape. The orcs had fallen into a pitiful state of apathy; few resisted capture. Thrall investigated, eventually seeking out the legendary Grom Hellscream. After proving himself to Grom, Thrall learned that the orcs were in withdrawal; they had grown dependant on the demonic magics wrought by Gul'dan and his servants. Grom also told Thrall about the young

The unarmed priest — "Trevor" — hurled himself on top of one deathguard and pummeled it viciously while Andarin drew his blade to deal with the other. The seven runes on the weapon's blade sprang to life, bathing the sword in holy fire. His first stroke shattered the deathguard's steel, the second severed the monster's neck. He could not afford to allow the guard to shout an alarm. By the time he had dealt with the first guard, the second had pinned Trevor to the floor and stabbed its dagger into the priest's shoulder. Andarin turned and ran his blade through the back of its head. It passed through as if tearing tissue paper.

Andarin offered Trevor a hand to stand, only realizing afterward how awkward it was to help one of the Forsaken to his feet.

"You wear the robes of a priest, Trevor. Why do you not channel the Light in battle, if you seek redemption?" The priest seemed to wince at that.

"While I refuse to wield the shadow, the Light has refused me, or so it seems. And so, I am truly a broken man; I learned to wield the spears of Light in the First War, not a solid weapon like Uther's knights did in the Second. Without the Light, I am unarmed and unarmored — but not entirely helpless, as you see." Andarin couldn't help but feel a little bit sorry for the fallen priest, if his story was true. Perhaps a man, no matter how virtuous, could not channel holy power while in such a form.

Eitrigg and Fordring

After the Second War, the orc Eitrigg, an experienced warrior who was beginning to feel the effects of his age, settled in the ruins of an abandoned tower. He lived in peace until by chance a Knight of the Silver Hand approached. Both being veterans of the Second War, they fought to an impasse; unfortunately, a section of the tower collapsed on the knight and interrupted their duel. Falling rubble knocked the knight senseless. Eitrigg held no animosity for the injured man, who had fought with honor. The orc rescued him from the collapsing tower and tied him to his horse's saddle, trusting that the steed would carry him home. Eitrigg sent the horse on its way, and it did indeed return the knight to his camp. This knight, Tirion Fordring, would never forget Eitrigg's mercy.

When other knights came in search of Eitrigg after finding Tirion unconscious, the knight attempted to convince them to leave the old orc be, but his efforts were futile. Eitrigg was captured, too weary from his battle with the paladin to put up a fight. Rather than allow the orc to be executed, Tirion broke his oath to the knighthood and tried to free Eitrigg.

Tirion's attempt was hopeless, and he failed. Eitrigg remained imprisoned and sentenced to death, and the knights imprisoned Fordring as well for his treachery. Soon after, Uther Lightbringer stripped him of his rank and his ability to call upon the Light and exiled Tirion. Unbeknownst to Tirion, Thrall and the Horde had mobilized to free Eitrigg and were marching on the camp.

Tirion, banished and stripped of his powers, armor, and weapons, threw himself at the guards around the stockade where Eitrigg was about to hang. He knew his battle was hopeless… but then Thrall and the Horde appeared, clashing their weapons and shouting their warcries. The distraction allowed Tirion to free Eitrigg, who fell unconscious, badly hurt. Tirion, in spite of Uther's actions, was able to call upon the Light to heal the noble orc.

The two went their separate ways; Tirion now resides in the Plaguelands, watching over his son, and Eitrigg serves as one of Thrall's advisors in Orgrimmar. Eitrigg's story is significant because it shows that humans and orcs of honor can work together and sacrifice for each other — the battle of Mount Hyjal was a great tribute to their example. I would like to live long enough to see it happen again.

orc's rightful clan, the Frostwolves; and Thrall sought them out, vowing to return and work with the mighty chieftain when he could.

Thrall nearly died of the cold trying to reach the Frostwolves, and they concealed their surprise at being reunited with the heir to their chieftain. The Frostwolves, now lead by the shaman Drek'Thar, tested Thrall before accepting him into the clan. After he proved himself, he trained as a shaman. One day, a cloaked warrior wandered into the camp, and the Frostwolves offered him hospitality. Thrall thought the warrior was insulting him and his clan, and he challenged the traveler; the other orcs gasped as the wanderer threw off his cloak to reveal black plate and a massive hammer. Thrall, unaware who he faced, defeated the wanderer in a brief duel; the warrior then laughed and revealed himself to be Orgrim Doomhammer, the Horde's warchief. He made the mighty Thrall his second, and together they planned to assault the human camps and show their brothers how to fight again.

Thrall reunited with Grom, and the three mighty warriors led the orcs in reclaiming the prisoners of war. Blackmoore hounded Thrall at every turn, until finally Thrall turned his growing Horde toward Blackmoore's forces at Durnholde Keep and crushed him. Orgrim Doomhammer fell in the fighting, and Thrall took his place as Warchief of the Horde.

The Horde avoided conflict with the Alliance as much as possible for a time, sacking only the prisoner camps, until a mysterious visitor — the prophet Medivh — visited Thrall and told him that his people would find a home in the west, on the forgotten continent of Kalimdor. While we do not know how Medivh returned to this world, he made his offer to many, hoping to bring enough strength to Kalimdor to protect the World Tree when the Burning Legion arrived. Thrall was one of few who heeded Medivh's warnings, and he took the majority of the Horde across the sea, meeting with the Darkspear trolls and allying with them on the way.

When Thrall reached Kalimdor, the orcs encountered the shamanistic tauren, led by Cairne Bloodhoof. The two races allied, since the tauren were in need of aid against the centaur, and the orcs needed friends and guides in this foreign land. They found that their people were similar, but the tauren had fortunately not lost so many to the study of dark magic. After aiding the tauren against the centaur, Thrall and Grom split up for a short time while Grom's clan went to gather supplies in Ashenvale Forest. When the orcs took their axes to the ancient trees, the night elves responded, seeing it as an attack on nature. Hellscream fought a downhill battle against the elves, but just as the last of his troops were about to be defeated, a familiar figure entered the scene — Mannoroth the Destructor. Mannoroth secretly offered Hellscream a chance to regain his former fury and power — enough for his people to defeat the elves, and their demigod, Cenarius — if Grom was willing to drink from a well tainted with Mannoroth's blood. Grom knew the price of his actions, but he was not willing to lose in battle. He, and his troops, drank from the fel-tainted water and were imbued with demonic strength. They slew Cenarius and many elves in their berserker

rage. After the battle, Mannoroth revealed himself to Grom and asserted his dominance.

As Grom succumbed to the will of the Burning Legion, Medivh visited Thrall again. Thrall's orcs united with Jaina Proudmoore's human forces at Medivh's request, and together they captured Grom's spirit and freed him from his demonic taint. Thrall and Grom then went alone to seek their vengeance against Mannoroth. The two defeated the pit lord, but Grom suffered a mortal wound after saving Thrall's life. Thrall grieved for his friend, whom he had seen as a brother, but he knew that the orc's sacrifice had not been in vain.

As the Burning Legion and the Scourge took more of Kalimdor, the orcs and humans allied with the night elves, and together the three forces stood at Mount Hyjal, fighting the fury of Archimonde, lord of the Burning Legion. It was there that Archimonde fell, though at the cost of many lives from every race. The Legion retreated in the aftermath, and for a brief time, there was peace.

Thrall founded the city of Orgrimmar, named after Orgrim Doomhammer, in the valleys of Durotar, named after his noble father Durotan. Jaina of the humans and Malfurion of the night elves allowed the Horde to live in peace, and tauren constructed on their own city for the first time — Thunder Bluff in Mulgore. It was not long before tensions rose again, however.

Admiral Daelin Proudmoore, one of the leaders of the Alliance in the Second War, came to find his daughter Jaina. In spite of her protests, he launched assault after assault on the orcs, until Jaina was forced to aid the Horde against her father. Thrall honored her sacrifice by sparing those loyal to her within her city of Theramore, but the battle proved to many that lasting peace between the Alliance and the Horde was impossible. More and more battles sprung up in spite of the efforts of both leaders to keep diplomatic relations strong. When the naga emerged from the sea and attacked both human and orc cities, each side blamed the opposing faction. And so, things grew worse and worse.

Back in Lordaeron, Sylvanas Windrunner, a banshee and former Ranger General of Quel'Thalas, broke free of Arthas's control and created her own undead faction — the Forsaken. As the situation in Kalimdor grew bloodier, Sylvanas offered an alliance to Thrall, which he grudgingly accepted. The introduction of the undead to the Horde infuriated the Alliance further; while Jaina still did her best to stop the fighting, the humans in Stormwind took action against the Horde again, and the situation deteriorated. More recently, Thrall has been in communication with the Revantusk forest trolls, who agreed to a tentative alliance with the Horde.

That pretty much brings us up to date, sadly. Jaina and Thrall continue to communicate, but it seems the Fourth War may be on the horizon.

Leadership in the Horde

Unlike the Alliance, the Horde has clear leaders for every race represented in its ranks. The clearer hierarchy makes things a bit more organized for the Horde, although the Horde has the disadvantage of having one race that is only interested in looking out for their own — I'm looking at you, Sylvanas. I'll talk about the roles of each race in the Horde here, as well as the leader who represents each individual race. We'll start with the obvious.

Orcs

Thrall retains the mantle of Warchief of the Horde and rules with wisdom and strength. In the Eastern Kingdoms, Drek'Thar serves as his primary representative; this is good because Thrall has someone he can trust in charge, but it's also inefficient, because Drek'Thar's home in the Alterac Mountains is not readily accessible to the main body of the Horde.

The warchief delegates most military leadership to other leaders, such as Nazgrel, his captain of security, and to other chiefs. The orcs are probably the most numerous of the Horde races, and they serve as the bond that links the others together. Without the orcs, the Horde would likely fall apart overnight; I for one can't even picture a Horde without thinking about orcs. That being said, the orcs also rival the Forsaken as being the most hated by everyone outside the Horde; dwarves, elves, humans and many less common races hold a grudge against the orcs for their actions in all three wars. That makes things awkward when the Horde wants to make new allies — Thrall might be a reasonable politician, but few orcs are willing to be quite so diplomatic. The orcs are used to ruling by force of arms and only recently has Thrall taught them another path. Many find themselves more suited toward the old ways of slaughter, and it remains to be seen if Thrall's teachings will prove effective in making his people capable of working with others on a long-term basis.

The warchief has long opposed the use of demonic magic, and distrusts all arcane magic, especially warlock magic. However, he has not (yet) issued an edict against either warlocks or magi. Perhaps Thrall follows the old adage of keeping his friends close and his enemies closer. Perhaps he seeks to redeem these wayward orcs, much like he feels Grom was redeemed in his battle against Mannoroth, but I honestly don't know. One thing that remains clear, however, is that there are more practitioners of the dark arts in the ranks of the Horde than we had ever imagined — though they keep their presence discreet. After the butchering of the Shadow Council in the Second War, the warlocks and necrolytes of the Horde were all but eradicated, but it would appear that a staggering number have fallen back to the old path of destruction. This situation causes a rift within the ranks of the proud orcs, and it grows increasingly difficult to tell friend from foe.

Tauren

Sadly, the orcs are not the only faction within the Horde with internal problems. The tauren have been perhaps the strongest supporters of the Horde in recent years, and more specifically supporters of the peaceful, shamanistic

Warchief Thrall's Role in the Horde

As an orc who was raised as a slave, Thrall is a staunch believer in freedom for his people, and he's willing to fight for it if necessary. That being said, the warchief remains one of the strongest supporters of peace between the Alliance and the Horde, frequently meeting with Lady Jaina Proudmoore of Theramore in secret to plan for ways to unite their factions. He supports the peace primarily by directing most of the Horde's military might at other targets, such as the Scourge, and by attempting to find ways to show the Alliance that they are willing to work together.

Thrall's role has changed dramatically since the first days of the Horde, however. He has evolved into more of a political leader than a front-line commander, which disturbs many of the eldest orcs, who expect their warchief to lead them into combat. When asked about the subject, he replies with some sorrow that he simply lacks the time to deal with two types of combat at once — and it's clear Thrall values the political side more highly in recent days. He has not forgotten that people like Jaina are willing and capable of sacrificing a great deal for a peaceful relationship, and he intends to honor that by doing whatever he can to lead his people in that direction. With his champion, Rexxar, wandering the wastelands of Desolace, Thrall also seeks strong adventurers to represent the Horde on the battlefield and elsewhere in the world. One of his highest priorities is eliminating the so-called Warchief Rend Blackhand, ruler of the Blackrock Clan. The orcs of Blackrock Spire harass the Alliance and the Horde alike, and Thrall knows that his old enemy is one of the main reasons why the humans still see his people as disgusting monsters.

With many enemies, such as the Burning Blade, trying to infiltrate his home, Thrall is forced to keep a constant vigil and trust only those who have proven their loyalty with blood. As such, he relies heavily on old friends like Drek'Thar and Nazgrel, as well as the leaders of the other factions, such as Cairne Bloodhoof and Vol'jin.

side of the Horde that Thrall envisions. There are three major factions within the tauren, in my estimation. The first represents the majority; these are the noble, brave followers of Cairne Bloodhoof and worshippers of their ancestors. These tauren are loyal to the Horde, and you find them on the forefront of the battlefield; I speak much of the shaman, but there are many strong warriors and agile hunters among the tauren as well.

The next group is strongly connected to the first, but generally refuses to participate in the fighting with the Alliance. These are the tauren who belong to the Cenarion Circle, and they represent the majority of the tauren druids. The Cenarion Circle is a neutral faction, but most associate them with the night elves due to their greater numbers. In the last few years, however, almost as many tauren have taken up the path of the wild as druids. Interestingly, this causes a number of problems in the druidic hierarchy. While the tauren greatly respect Archdruid Malfurion Stormrage, acknowledging that he played a key role in the defeat of Archimonde, the new night elf archdruid refuses to acknowledge the tauren as being "true" druids. Needless to say, the tauren aren't too pleased about that.

I'm sure everyone has heard my take on ol' Fandral Staghelm by now, but in case someone missed it, he's a real bastard. If we could drag poor Malfurion out of his coma and get him back in charge, I'll wager the relationship between the tauren and the night elves would improve dramatically. Let's get to work on that, shall we? At any rate, as much as Fandral Staghelm might frustrate these tauren, they remain among the most peaceful of any faction within the Alliance or the Horde. That's a good thing — they set an excellent example for the rest of us.

The third group among the tauren is the Grimtotem tribe, who deserve a category of their own because I'm damn near certain they intend to stab Cairne in his large back. Magatha Grimtotem, the "Elder Crone" and leader of her clan, constantly vies for a higher political position among the tauren; she seems to believe that she should be the leader of their council. Cairne is old, but not stupid. I'm confident he sees through her deceptive ways, at least for the most part, but he's not willing to just kick her out. At any rate, the Grimtotems used their influence to allow a few Forsaken into Thunder Bluff, and now they're experimenting with alchemy and poison. No surprise there. It's funny, until I heard about the Grimtotems I assumed the tauren were beyond having such blatant traitors in their midst. Bah.

In spite of having a large number of noncombatants and potential traitors, the tauren still contribute more to the Horde than nearly everyone. They seem to be setting up outposts everywhere — and as former nomads, they're good at doing it quickly. Mulgore, their new home, is also perhaps the single most solidly controlled Horde area; the few dwarves and goblins mining there are hardly a threat to the security of Thunder Bluff. The tauren serve as a good example for the other Horde races, at least in general, and most people recognize that.

Cairne Bloodhoof's Role in the Horde

The ancient leader of the tauren retains his wisdom and strength in age, grooming his son for leadership while continuing to guide his people. While he does not reside with Thrall in Orgrimmar, he might be considered the warchief's right hand in that he is a one of Thrall's strongest supporters. The two shaman find they have much in common and share many of the same viewpoints; as such, Cairne has made an effort to "adopt" many young orcs, teaching them the ways of his people in hopes that it will bring the Horde's peoples closer together. Thunder Bluff is the most idyllic of all the Horde cities, although the elder shaman knows that some (notably Magatha Grimtotem) could spoil that tranquility with their greed.

Much like Thrall, Cairne rarely leads on the battlefield these days, though his people are a bit more understanding due to Bloodhoof's age. Nevertheless, he is widely respected, and he uses that respect to do everything he can to improve the lives of his people. While Cairne agrees with Thrall that peace with the Alliance would be preferable to war, he is not as active in pursuing treaties and similar arrangements. Rather, he tends to simply focus on improving the well-being of the Horde, and chasing out the few potential threats that wander into his land.

Trolls

If the tauren are the best example of how to act (at least, as far as living races go), the trolls are probably the worst. This isn't the fault of the main body of trolls that serve the Horde, but rather the few who refuse to follow Vol'jin's leadership. While Thrall convinced many trolls to change their traditional practices, the fairly significant number who refused cause no end of hell for Vol'jin, his people, and the rest of the Horde.

After the defeat of Admiral Daelin Proudmoore, the Darkspear trolls had only a few moments to settle down on the Echo Isles before one of their own, Zalazane, betrayed them. Zalazane was a witch doctor, but he somehow learned the secrets of undeath — perhaps he was lured by the Scourge, much like the human Kel'Thuzad was. Regardless, Zalazane took his now-peaceful people by surprise, and his zombies and other minions forced Vol'jin to retreat from the Echo Isles to the coast of Durotar. This situation still hasn't been resolved, and some trolls have deserted the Darkspears to serve Zalazane. Not a pretty scenario, to be sure.

Vol'jin founded Sen'jin Village on the coast, named after his father, before moving to Orgrimmar to serve Thrall and request his aid in dealing with the traitors to his people. While the warchief values the support of the

Vol'jin's Role in the Horde

The leader of the trolls is a powerful witch doctor, and perhaps the only Horde leader that still actively travels and fights alongside his people. This makes him a less influential political figure than some, but his role is necessary with Thrall and Cairne both dealing with matters within their own cities. Vol'jin knows that his people need a home of their own, and he hopes to reclaim the Echo Isles for that purpose, but for the time being he is content with expanding Sen'jin Village. He spends much of his time trying to convince his people that giving up voodoo was worthwhile — not an easy argument with so many things going wrong. Interestingly, not much has been seen of one of his strongest followers, Rokhan the shadow hunter. It is unknown if Rokhan now roams the wilds like Rexxar, or if Vol'jin has sent him on some secret and important mission; both are equally likely.

trolls, for some reason he has not yet sent a large force to retake the Echo Isles. I'm honestly not sure why; perhaps he wishes to see who taught Zalazane necromantic magic before he acts. Regardless, the trolls are stuck in a terrible position; they can either support the Horde and wait for help, or turn to some other source for aid. Many trolls are loyal to the Horde, remembering that Thrall aided them against the murlocs on the Broken Isles and then later against Proudmoore's fleet, but others are less certain. Vol'jin is not a weak leader, but he certainly does not command as much influence over his people as Thrall or Cairne.

The Darkspear trolls offer one unique contribution to the Horde: They establish a stronger bond with some other jungle troll tribes, such as the legendary Zandalar. If the Darkspear trolls could convince another group of jungle trolls to join the Horde, that could be an immense power shift, depending on which tribe agreed. At this point, the issue of religion seems the main barrier; the Darkspears may have embraced shamanism, but few of the other tribes have any respect for Thrall's ways.

Ogres

I should take a brief moment to mention the Stonemaul ogres, or what few are left of them. The Stonemaul clan served the Horde following the defeat of their former chieftain, Kor'gall, at the hands of Rexxar. Unfortunately, with Rexxar's departure, the clan has deteriorated. Mok'Morokk, a powerful warrior, was placed in charge by Rexxar when the Champion of the Horde departed for the wilds. While he served as a fair chieftain for a time, he was not intelligent enough to know how to react when the black dragon Onyxia laid waste to Stonemaul village. After the destruction of their former home, Mok'Morokk led the ogres to a new village, called Brackenwall, but did not investigate the source of Onyxia's aggression. Rather, he became a more and more self-centered leader, and power disputes began to arise.

Currently, an intelligent ogre — isn't that oxymoronic? — called Draz'Zilb runs things from the shadows, and

Rexxar's Role in the Horde

The Champion of the Horde, who was instrumental in combating Daelin Proudmoore's invasion, is little more than a simple wanderer now, much as he was before meeting the warchief in the first place. Rexxar supports the Horde by advising the few adventurers he encounters and keeping the roads in Desolace and the Stonetalon Mountains relatively safe, but his days of active leadership seem to be over. It is possible that Rexxar will one day return to Thrall's side and lead the Horde into battle once again; but for now, he needs time to reconnect with the wild and with Misha, his bear companion. He is a beastmaster first and the Champion of the Horde second, much to the dismay of some within the Horde's ranks. Fortunately, his knowledge may come in handy if an adventurer seeks to fight against Onyxia; perhaps he could even be persuaded to aid the Stonemaul ogres if properly coerced, though he would likely return to his wandering after vanquishing the threat.

"I have no way of combating an abomination. If you are willing to keep the guards occupied, however, I will free the prisoners."

Andarin took a moment to consider his options. Alone, he would have had to destroy the guards one by one, then fight his way inside and free the prisoners as reinforcements arrived. He could still try something similar, but he knew that even if he succeeded, there was a far greater risk the prisoners would be slain on their escape. Trevor's suggestion was, sadly, a reasonable one — albeit one that required an immense amount of trust. If he failed, he knew it was more than likely the prisoners would be slain. He considered the possibility of betrayal, but he knew that there was little Trevor could do to attract any more attention once he had attacked the guards; the whole city would know of his assault within minutes if an abomination fell. "Something tells me I'm going to regret this. Let's go."

The knight stepped forward, his blade appearing in his hand, and he shouted a challenge to the massive undead creature outside the main entrance to the prison. The abomination advanced, seeming almost confused, and it was only moments later that more guards burst from the inside of the building. "Time to dance." The knight braced himself, closing his eyes and calling the Light to his hand.

plans to put a new ogre in charge. In the meantime, Draz'Zilb uses the clan's few remaining resources to investigate why Onyxia attacked them in the first place. The bottom line here is that the Stonemaul clan is no longer in any condition to support the Horde on the battlefield. A number of ogres survived Onyxia's attacks, but they are disorganized and fight among themselves. Many long for Rexxar's guidance, but it is unlikely the champion will return to lead them anytime soon.

Forsaken

The final group of note within the Horde is the Forsaken. Regardless of my opinion of them, the Forsaken are one of the largest and most powerful groups within the Horde, if not the strongest overall. Sylvanas and the Forsaken are dangerous, primarily because they are desperate and few (compared to the Scourge forces that try to reintegrate them). I don't know if anyone can really truest her, but for now she is a powerful — if unreliable — ally of the Horde.

The Forsaken's role in the Horde right now is manifold; they are the only Horde race that openly practices arcane magic, which means that the Forsaken provide much needed teleportation for the faction leaders, and other powerful magic-related services. The Forsaken are also renowned for their knowledge of alchemy, and it is possible they will eventually discover a new "plague" that targets only the Scourge — although I find it far more likely they are working on a plague that affects everyone except themselves. The Horde views the Forsaken as a necessary risk, and the Forsaken view the Horde as the means to an end — survival until they can reach their goals. The fact that Varimathras still has not betrayed Lady Sylvanas means that she must have a powerful ace up her sleeve, and only time will tell what that might be.

Then again, when I think about it, it's possible that Varimathras *has* betrayed the Forsaken and we just don't know about it yet. There are rumors that his brother, Balnazzar, lives; perhaps they have some grand scheme to manipulate the Forsaken and reclaim them for the Burning Legion, or for their own faction. I'm curious if Varimathras retains any contact with other dreadlords, such as Lord Banehollow of the Shadow Council. I'm equally curious why Sylvanas keeps a possible threat like him around; I'm confident she's not a stupid enough lass to think he can be trusted.

Lady Sylvanas Windrunner's Role in the Horde

Sylvanas's role is straightforward; she is the unquestioned ruler of her people, and she makes certain that the rest of the Horde needs her. By making the Forsaken useful, she ensures the loyalty of the Horde, and so long as they are loyal she has a far greater chance of surviving the impending assault from the Scourge. In the meantime, she has her alchemists researching every possible toxin for ways to kill off any potential threat. Right now, much of their energy is devoted to dealing with the Scourge, but she has forgotten neither the Alliance nor the Horde.

Interestingly, reports say Sylvanas moves to and from Northrend; it's unknown if she is scouting for a possible attack on the Lich King, or if she has darker plans. In any case, she remains an enigmatic figure, her motivations unknown even to her most trusted advisors. She has placed command of most of her troops in the hands of Nathanos Blightcaller, who was once the first and only human ranger lord. She had a hand in training Nathanos, alongside her sisters and others, and as such he is one of the few people she actually appears to trust — and perhaps care for as well.

Conclusions

The cohesion within the Horde is relatively strong, although clearly the Forsaken are separated by the rest in beliefs and trust as well as geography. It would appear that there are traitors in the midst of every group; not unlike the Alliance, really. Time will tell how the bonds between the races of the Horde hold together; I expect them to be sorely tested soon when Kel'Thuzad brings the Scourge to bear. I can only hope that the Horde is ready for his assault, for if they fall before the undead, it is likely the Alliance will be fighting undead orcs and trolls immediately afterward. Let us hope things do not come to that.

Politics and Relationships Among the Races

For a brief time, the Horde was united; trolls, orcs and tauren stood proudly together and learned from each other. Their shared shamanistic beliefs brought these three races close together after the end of the Third War, and Warchief Thrall taught the trolls of the Echo Isles less violent ways to worship the ancient spirits of their ancestors. The assaults of Admiral Daelin Proudmoore taxed the Horde's military strength, but served to

strengthen their ties with each other, as well as other groups such as the ogres of Dustwallow. Rexxar, the Champion of the Horde, was integral both in bringing allies to the Horde and defeating the usurped forces of Theramore. In the aftermath, the Horde was strong; in some senses, the strongest they had ever been. A number of more recent problems have cut gaping wounds in this affiliation's body, however.

It was only recently that the leaders of the Horde permitted Lady Sylvanas Windrunner and her Forsaken to join them, much to the shock and disappointment of many of the most spiritual of Thrall's followers. Some have deserted the Horde out of disgust for this alliance of convenience; others have embraced it, and joined with the Forsaken in the pursuit of foul magic and poison. I asked Thrall if he regretted his decision to admit the Forsaken into the Horde, and he seemed to have mixed feelings on the subject; clearly, the warchief has no affection for these cunning corpses, but with the Alliance's aggression increasing, he knew his people were in desperate need of allies. It is clear that the warchief expects to be stabbed in the back, he simply knows that Sylvanas still finds their situation convenient enough to maintain.

The tauren and trolls follow the warchief with great loyalty, but they do not necessarily agree with his judgment. The tauren, with the notable exception of the Grimtotem tribe, consider the Forsaken abominations — much like all other undead. Cairne feels his people owe the orcs a debt of honor, which is one of the only things that keeps him from outwardly speaking against this relationship. In general, however, the tauren get along with the orcs well and the trolls almost as well; there's still a bit of distrust for the Darkspears, knowing that they only recently abandoned voodoo and cannibalism.

The trolls are a mixed bag; some are just as critical of the undead as the tauren, others find the walking dead fascinating. The shadow priests among the trolls find the Forsaken to be kindred spirits, minus the whole spirit part. Of the other races of the Horde, the trolls are the least quick to judge the Forsaken; part of this is probably because they are so used to being stereotyped as evil themselves. In some cases, they support the Forsaken because they *are* evil, however — it's important to keep in mind that the entire Darkspear tribe didn't give up their culture overnight, however things might appear. There are clearly a number of trolls who side with the Horde for convenience, much like the Forsaken do, without abandoning their old beliefs. As one might expect, the viewpoints of the trolls about the orcs and tauren vary; some see these other races as friends and mentors, others as fools to be used. Vol'jin, fortunately, is of the former belief, and the majority of the trolls are willing to follow his leadership and listen to his wisdom.

I've talked a lot about how the other races don't care much for the Forsaken, but it's important to remember their perspective on things, too. I'll admit I can't speak for Lady Sylvanas as well as I can for the other leaders, seeing as I didn't really have a chance to interview her, but it wasn't difficult (surprisingly) to get a few of her people to sit down and share their feelings on the other races. Interestingly, a few of them seem to genuinely like the Horde — they see the Horde as a group of outcasts, which is something the Forsaken can respect. These few legitimate Horde supporters also tend to focus on the sides of the Horde they like — you know, the good stuff like warlocks and the Grimtotem tribe. The majority of the Forsaken I spoke to, however, were fairly open in their contempt. It's a miracle the Horde even allows some of these people in their cities; it sounded to me as if many were just waiting for the best chance to poison Orgrimmar.

In spite of all the issues with the Forsaken, the Horde is generally as or more united and cooperative than the Alliance in many respects. You'll see orcs, trolls, and tauren training together on a regular basis — it's something I mention frequently, because I admire that sort of thing. On a military level, it's not difficult to get the three living races to work together as a unit; after all, they practically live on top of each other. The Alliance has the disadvantage of having it's two largest centers of power separated by the ocean, whereas few of the Horde expect or rely on the Undercity for support. That makes the Horde somewhat more self-sufficient, at least on Kalimdor. I'd like to see the Alliance learn a bit from their example.

Lands and Resources

The Horde controls lands across Azeroth.

Kalimdor

Central Kalimdor is easily the most Horde-dominated part of the world; you can hardly walk ten feet without tripping over a tauren in the Barrens these days. Not that tripping over a tauren is a wise idea, mind you.

Durotar is the Horde's ultimate base of operations, and from there Thrall leads his people, but Durotar and the surrounding areas are fairly devoid of natural resources. The Horde has been forced to plunder nearby Ashenvale for usable wood — much to the irritation of the native night elves — and they have been forced to compete with the dwarves for high quality ore and stone in the Barrens and Mulgore. Fresh water is a precious resource in Central Kalimdor; small pools dot the land, but there are few major bodies of water.

Desolace and everything further south is up for grabs at this point; neither the Alliance nor the Horde has a strong presence in Tanaris, for example. The Horde

still outnumbers the Alliance in southern Kalimdor, and here they can actually gather lumber, fish and the like without much competition, but there are no major establishments yet due to interference from native creatures. Hippogryphs and ogres dominate much of Feralas, not to mention corrupted green dragons in the far north, near the Twin Colossals. The "sandy lands," as I call them (Tanaris, Silithus, and the Shimmering Flats) have almost no major resources to speak of, but the Un'Goro Crater's power crystals could be immensely valuable. Neither the Alliance nor the Horde has set up anything major in that area yet, however. It's important to know that the Horde imports some resources through southern Kalimdor; Steamwheedle Port in Tanaris is neutral, and one of the best places to get exotic goods from the South Seas.

Northern Kalimdor has many resources desired by the Horde, such as ample gold, lumber, and in some cases fresh water. This is perhaps why it remains one of the most hotly contested areas in the world. The night elves are dominant here, but a group of orcs pushes their way north from the Barrens, much to the dismay of the Alliance. This is one of many situations where an agreement could probably be reached, but no one bothers. The Horde needs lumber, the Alliance wants to keep the trees alive — so the Alliance could just give the Horde some wood extracted by their wisps. Seems simple enough to me.

Beyond the Warsong Lumber Mill, the Horde doesn't have much in northern Kalimdor. There's a small encampment in Felwood dedicated to getting rid of the corruption in the forest — those guys have the right idea — and another camp in Azshara. Azshara is littered with magical objects, or at least Azuregos the Blue thinks so. A number of powerful adventurers search the ruins of ancient cities here for both magical and mundane objects, but beyond that, Azshara isn't that strong by way of resources. The Horde could probably gather some lumber here with less harassment than they get elsewhere, however. Some parts of Azshara are still inhabited by naga, ghosts and worse, but others seem almost completely abandoned.

Northrend and the South Seas

I'll touch on Northrend only briefly to acknowledge its existence; the Horde has essentially nothing there, nor would it be safe to import anything. There are rumors that Lady Sylvanas Windrunner is setting up a Forsaken city up there somewhere, but I don't buy it. I was up there pretty recently myself, and I didn't see anything of the sort. There are a few tauren camps scattered among the snows, but beyond that, don't expect to see a Horde presence in Northrend. The Alliance forces here would probably be more friendly than elsewhere, however, simply because they're so used to dealing with the cold and the dead. I'm sure seeing any other living creature would be refreshing for most of those poor bastards.

The situation in the South Seas is similar, but not quite as grim. The Alliance and the Horde simply haven't touched that area yet. There are a few ambassadors in Undermine and Zandalar, but that's about it for now.

The Eastern Kingdoms

The Horde's presence in the Eastern Kingdoms isn't particularly strong, because their main city there is stuck in the middle of the undead-infested Tirisfal Glades (I'm talkin' about Undercity here) and they haven't managed to put up anything else that's much bigger than a single fortress. The Forsaken are strong in the north, but they care little about mortal resources; rather, Sylvanas's followers gather herbs and other supplies for their alchemical research. The Forsaken aren't far from the valleys of Alterac, however, where many proud orcs, formerly members of the Frostwolf Clan, reside. These orcs, though separated from Durotar, remain strong under the leadership of Drek'Thar, but they have recently come into conflict with the Stormpike dwarves over the resources in the area — mostly gold, steel and other types of metal. The fighting in this region is intense; only a stone's throw away, the Forsaken assault the League of Arathor at Refuge Pointe, trying to steal what little is left of value from the people of Stromgarde. In the Hillsbrad foothills, Tarren Mill, once a human town, is under Horde control now, and the Alliance constantly sends troops from Southshore to retake it. And so the bloody perpetual battle continues.

The Horde's other establishments in the Eastern Kingdoms are few, and fairly spread out. A small town called Kargath operates in the western side of the Badlands, frequently coming into conflict with the dwarves who have lived nearby for centuries — and I'm not just talking about Ironforge dwarves here. The Dark Iron dwarves have a strong presence in the Searing Gorge and near Uldaman, so Kargath is stuck right between the two groups. Kargath, as I understand it, is primarily a military establishment — there's a lot of mining to be done in the Badlands, but that's about it. Further south, the Horde has less and less; you'll find a Horde settlement in the Swamp of Sorrows, a tower in eastern Duskwood, and a small city in Stranglethorn — that's pretty much it, actually. None of these provide much for the Horde, with the exception of Stranglethorn, where the Horde has an easier time than the Alliance at conducting trade with the goblins of Booty Bay. Additionally, the Horde has one of few operational zeppelin platforms there, and that allows for easy transportation of goods.

Overall, the Eastern Kingdoms are an investment for the Horde — they put in more than they get out of it at this point. The only way I can see that changing is if relations improve with the Alliance, because there's simply too much competition for, well, everything there right now.

Threats to the Horde

The Horde has the largest list of allies it ever has, by my estimation, but their enemies are also great in number. Some of the greatest of these enemies spring from their own ranks, such as the Burning Blade and the Shadow Council — which, by the way, seem to be working together. Others are far more ancient, such as the qiraji empire, which stirs within the sands of Silithus. I'll give a brief rundown of each.

Internal Threats

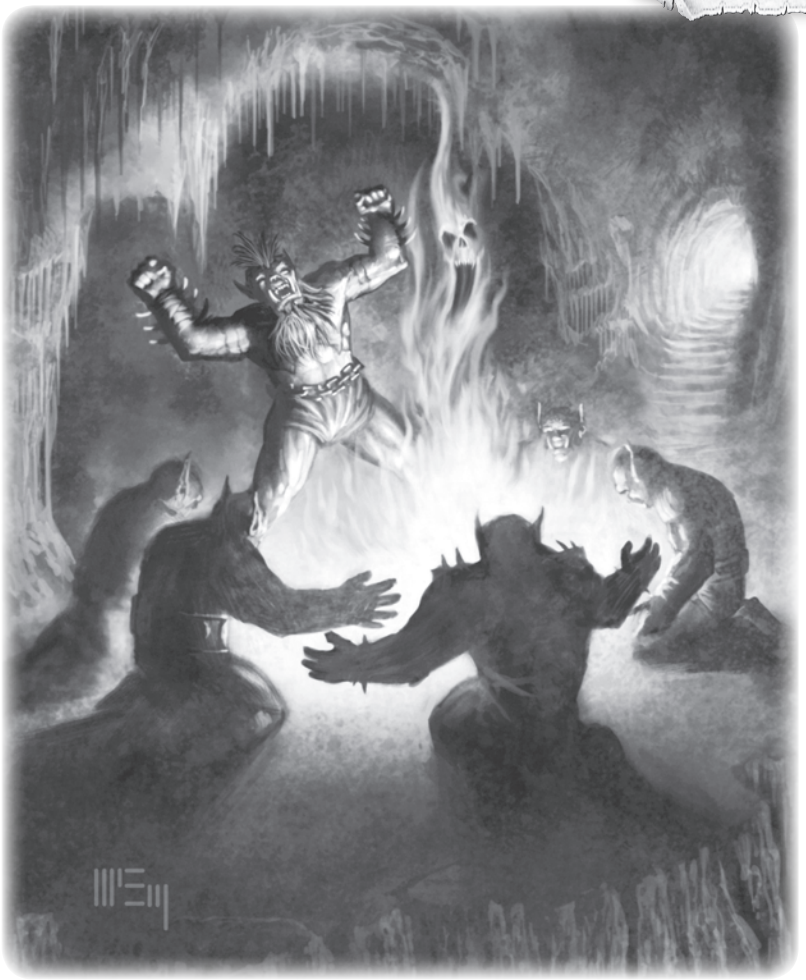
The Burning Blade Clan has been around since before the Horde came to Azeroth, and even at that time many of their members bore the taint of demons. It is no surprise, then, that these bastards have turned toward demonic magic and worship. To be clear, the Burning Blade houses members of every occupation, not just warlocks — although I sincerely doubt you'll find any demon-worshipping shaman. The clan is too small these days to pose a direct military threat toward the Horde, and so they settle for infiltration, hoping to undermine the government of Orgrimmar or assassinate Thrall.

The Burning Blade Clan

In the First and Second Wars, the Burning Blade was less a clan and more a group of (somewhat) organized orcs who had no banner of their own. They were something of a force of nature; these orcs were some of the first to drink the blood of demons, and simply wished to kill everything in sight with no regard for their own lives. The other clans used the ogres to keep the Burning Blade in check, lest this clan turn on the rest of the Horde in their permanent state of aggression.

In more recent times, the Burning Blade has grown more organized, and they are definitively anti-Horde. The Burning Blade harbors many of those whom Thrall exiled or otherwise refused to incorporate in his new society, such as warlocks and the worst of murderers. The clan has a leader now; many whisper that he is none other than Neeru Fireblade, a warlock residing within the very halls of Orgrimmar. It is unknown if Thrall is aware of his existence, or if he intentionally keeps the Burning Blade's leader close to watch his actions.

The Burning Blade Clan's color is orange.



Not likely to work, but they'll try nonetheless. Most of the big shots are situated in the Ragefire Chasm, which can be accessed through Orgrimmar. They are building up a healthy presence in Desolace, too, but I can't fathom why. That place is just so… boring.

The Burning Blade is one of the many groups that pledges fealty to the much larger and more expansive Shadow Council. The Shadow Council is a real and imminent threat; it controls the majority of Felwood, and its agents work to spread corruption into Ashenvale, Winterspring, Darkshore and other nearby territories. The Shadow Council is directly supported by the Burning Legion, making them formidable. In fact, some demons even look to the Shadow Council for guidance; with the loss of Archimonde, many demons are like lost evil puppies, searching for a new master.

The Shadow Council constantly damages the Horde in an unusual way — by hurting its image. There are still humans alive who remember the Shadow Council when it belonged

The Shadow Council

The first incarnation of the Shadow Council was put to the sword by Orgrim Doomhammer while Gul'dan lay comatose in the Second War, but a new Shadow Council has formed in recent years. A powerful warlock named Fel'dan — perhaps a descendant or apprentice of Gul'dan — leads the council in Felwood under the watchful eye of the dreadlord Banehollow. The new Shadow Council is not a part of the Horde; rather, it encompasses warlocks and demonic servants of nearly every race.

It is important to know that demons are not members of the Shadow Council (either old or new), but warlocks can summon demon minions. Humans form a large part of the current incarnation of the Shadow Council, and there are few complaints; no members of the old council survived to complain about the changes. In many ways, the Shadow Council remains true to its name, with agents in nearly every city and organization. They learn from the mistakes of their predecessors, however, and these dark conjurors keep a large number of troops in their employ as well as spellcasters.

to the Horde in the First and Second Wars, and other groups look upon these demonic thralls and take them as proof that orcs will never truly be free of corruption.

The Shadow Council gains strength each day; nearly every traitor banished from the Horde joins their ranks, and many aspiring warlocks from the Alliance and the Horde alike seek them with a lust for greater power.

I'll finish this section with the biggest threat of all — politics. I'm not suggesting Thrall and Sylvanas start holding hands and prancing together, but the Horde isn't going to hold up if the Forsaken continue to serve as an independent group. I'll be honest — I frankly have no idea why Thrall accepted the dead into his "proud" army in the first place, but it's clear that a lot of orcs and Forsaken alike don't agree with it, and their leaders need to solidify the pact somehow. I'm not suggesting marriage here, but Sylvanas especially needs to do something to demonstrate she can be trusted.

The Silithid

We've heard enough about corrupted orcs — there are other groups, sure, but the big ones I've mentioned. The Horde has a lot of enemies left to choose from, so we'll start with the most immediate threat — Silithus.

A thousand years ago, a being of unimaginable power — an Old God? — is said to have unleashed an army from the southern sands of Kalimdor. The night elf druids rose from their slumber to combat this threat, and along with the Sentinels, they fought these insectlike invaders as the monsters threatened to spread out and engulf the whole of the continent. I don't know all the details yet (although I'll be revisiting Silithus soon to continue my research), but I do know that it was a timely (heh) intervention from the bronze dragonflight that salvaged the battle. Other dragons came at their behest, and the silithid were pushed back. The good guys win, but no one lived happily ever after. Instead, we got a big wall holding the silithid at bay, and if the Cenarion Circle knows what it's talking about, that wall is not going to last much longer.

I've already bashed enough giant wasps and spiders to know that silithid are starting to tunnel under the wall — took 'em long enough to think of that. Well, at any rate, the silithid are coming — and there are lots of them. You see, the dragons didn't actually wipe them out; far from it, in fact. And these days, it's hard to assume the dragons have got our backs, so it's going to be up to mortals to handle this one. Considering back in the day it took both of the most massive troll empires just to slow these guys down, I'm not confident about our odds. Maybe we'll luck out and the Scourge or the Legion will decide to target them. On second thought, then we'd have an army of undead insects — damn, that would be nasty. I'll just keep my mouth shut now.

I don't know enough about the silithid invasion to say anything other than, "Kill them until they die." It's important to know that the Twilight's Hammer is supporting them, however, as are some elementals — that definitely makes it seem like an Old God is involved, and if that's the case, we're in for a whole new kind of nightmare.

Corruption

Speaking of nightmares, I'll touch on that briefly. The Emerald Dream, the most pristine world imaginable, is being corrupted. Nothing seems safe from this spreading darkness — recently, several green dragons emerged from the portals in Ashenvale, Feralas, the Hinterlands and Duskwood. Anger and hatred burned in their eyes, and it's taken many of our greatest adventurers to hold vigil over the portals and slay the poor bastards as they emerge. Something tells me that as impossible as this may sound, the corrupted dragons are the least of our worries. Something *dark* is in there, something truly horrible. Nearly every druid connected to the Emerald Dream suffers as a result; elf, tauren and otherwise. I spoke to Keeper Remulos, the son of Cenarius, while I was writing **Lands of Mystery,** and he told me that even he could not determine the source of the corruption.

One likely suspect is Hakkar; not the long dead Houndmaster of the Burning Legion, mind you, but the troll blood god. The Ancients sure like to confuse us with repeating names, don't they? For those of you who haven't heard about this bugger yet, he's mean — Hakkar came to the ancient trolls and corrupted a group of priests called the Atal'ai, giving them great power in exchange for sacrifices of — you guessed it — blood. Well, the other trolls didn't fancy that much, and after a terrific war (which is probably why we don't see quite as many trolls these days as the legends indicate) Hakkar was sealed off. Temporarily, it would seem; rumors indicate some foolhardy adventurers were tricked into performing a ritual in the Sunken Temple of the Atal'ai that awakened Hakkar in the ancient city of Zul'Gurub. Stupid adventurers. Well, the other trolls responded immediately; in fact, they sent some of their greatest champions. And a fat lot of good it did them; their superheroic priests of the ancient troll deities now feed their power to Hakkar in their defeat. Isn't that just perfect? Now, the legendary Zandalar tribe has set up camp on Yojamba Isle in hopes that some other adventurers will be foolish — and powerful — enough to try to help them. We don't know what Hakkar's plans are yet, but since the green dragonflight was watching over his skeleton in the Sunken Temple, it's safe to say he might be involved in the problems in the Emerald Dream. Perhaps he's the child of an Old God? It's hard to say; I don't even know if they can have children. I'm not entirely sure I want to find out, either.

The Burning Legion

I'm sure you've all heard of the horrors wrought by the demons in the Third War, if you haven't experienced them yourselves. Thousands died to the might of Archimonde's warriors, but the battle at Mount Hyjal

Trevor didn't wait to see if the swordsman had succeeded outside. It wasn't that he was entirely unconcerned, but the former priest had more pressing matters on his mind. In the chaos, the few remaining Forsaken inside the jail paid him little attention; he was nothing but another dead holy man to them. That changed abruptly when he borrowed a dagger from the rack on the wall, jamming the pommel into the skull of the single remaining guard as he walked by. "Hey!" The guard said, starting to stand before Trevor smashed him again, this time fracturing his skull completely. As the guard slumped to the ground, looking dejected in true death, the former priest dropped the weapon in disgust, frowning at the necessity of his actions. One of the prisoners, a dwarf, noticed him slip the keys off the guard's belt. "Ey! You gettin' us out of 'ere?"

A typical dwarf, Trevor thought to himself, with what would have been a sigh. "Not everyone," he said, with no hint of emotion in his tone.

He walked past the dwarf's cell, seeking his targets. Fortunately, one of the two was the same the paladin had come for. He found the mage first. His keys were in the lock before the human could even rouse himself; Trevor was forced to slap the man to force the recently tortured bastard to wake up. "Traitor." the mage muttered, registering his companion. He coughed violently and did not yet stand, but the cleric was content that he was awake, and would rise in time. He left the arcanist's cell.

The girl, in contrast, snapped to attention immediately as he approached. Blood, mostly dry but some still fresh from a recent wound, gave most of the exposed skin on her arms and face an unearthly red color. It matched well with the fire still burning fiercely in her eyes. When she noticed who approached, her first reaction was a moment of recognition, then shock.

Trevor bowed. "Good evening, my princess."

decisively turned things back in the favor of mortals. That is no longer the case; we have squandered our victory. Rather than press for a finishing strike, the Alliance and the Horde allowed the surviving demons to linger, corrupt our friends and allies, and seek reinforcements from their infernal masters. Lord Kazzak in the Tainted Scar, if given guidance from a greater demon, stands ready to conquer the regions nearby with minimal opposition; he could perhaps reopen the Dark Portal as well. Demons mass at Darkwhisper Gorge, their plans unknown. Felwood's corruption spreads with each passing day, as does the power of the Shadow Council that resides within its borders. We've also all heard by now that Illidan is alive and up to no good (as usual) in everyone's favorite hellhole, Outland. Seems like he's got a good number of demons following him, too, and I'm sure that's the only reason Kil'jaeden keeps him around. Only time will tell what Illidan's plans are, but we can't allow any more races to get sucked into his plans like the blood elves did. Poor bastards. Kael'thas was a good lad; a real pity things came to this. We need to do something about the Legion, orcs and humans alike. Fringe groups of crazy orcs like the Burning Blade are bad enough, but we've got real demons to deal with now, and it's only a matter of time before they bring their numbers to bear. And it's not going to be pretty.

Lord Kazzak

Let's start by talking about our good old friend Kazzak, and the Blasted Lands. Kazzak is clearly the main threat here in terms of sheer power and influence, but he lacks the initiative necessary to storm Nethergarde or push toward the Horde settlements in the Swamp of Sorrows.

Raze'likh the Defiler

I certainly wouldn't forget about Kazzak, but there's a more immediate threat to the Horde — Raze'likh the Defiler. Raze'likh is a powerful dreadlord who has claimed the Blasted Lands as his seat, and he steadily expands his influence, corrupting some of the Horde and Alliance's best or turning them into monsters under his control. I've heard reports that one of the lieutenants sent to investigate was turned into a monstrous felbeast; we need this dreadlord dead, and right quick. I frankly have no idea how the dreadlord became so powerful, but he has granted boons — some say even immortality — to the greatest of his servants.

The three servants who serve as Rzae'likh's enforcers, Allistarj, Sevine, and Grol, each control a fairly considerable group of followers. Allistarj was a powerful mage of the Kirin Tor before being corrupted, and he tricked many of his fellows into following him into his fall from grace. Now, these pitiful magi are almost completely under his control. Not much is known about Lady Sevine, but she leads a group of warlocks near an Altar of Storms overlooking the Dark Portal. I suspect they plan to reopen the portal, but this is pure speculation. Grol controls the large group of ogres inhabiting the legion. All three are extremely dangerous, but they only control a fraction of Raze'likh's power.

Raze'likh's most dangerous power is his ability to bind the souls of the fallen to a crystal, through some wicked spell of unknown origins. This grants the person — or rather, the body — bound to the crystal near immortality, but a complete lack of free will. Raze'likh has used this to begin creating an army of nigh-invulnerable guardians for his areas of interest, including the Dark Portal. Someone needs to get down there and find the source of this dreadlord's power, else he will push his way further into both Alliance and Horde lands. I suspect he may have connections with whatever is controlling Karazhan right now, but it's hard to know; even I haven't been able to make my way into that dreaded tower just yet.

Karazhan

Karazhan is another point of interest; I have no information to confirm that a demon is, in fact, what is controlling the ghosts and ogres nearby, but I find it unlikely any other being would be capable of the gruesome murders that occur in Deadwind Pass. There are tales that Teron Gorefiend, the dreaded death knight from the Second War, has taken possession of the tower; this is entirely possible, but I suspect a much more ancient evil is responsible for the chaos linked to the tower. In fact, it is entirely possible that it is the most ancient of all evils controlling Medivh's former home — Sargeras himself. I once spoke to Anduin Lothar about his final battle with his childhood friend, and he described to me something peculiar — an essence, or a spirit, fleeing Medivh's body as he died. While we do know that Medivh has since reappeared in the world, resurrected in the flesh or as a ghost, it is possible that what Lothar saw was not Medivh's soul, but rather the essence of Sargeras that had been trapped in his body since his birth. It's entirely possible — and in my opinion, likely — that Sargeras' spirit lingers within the tower, and perhaps eventually found a physical host as well. If this is the case, we're in for some deep trouble down the line. We're talking about the *lord of the Burning Legion* here; we all know how much trouble he caused when he possessed Medivh. There's going to be a lot of blood spilled if we don't find out if he's back and deal with him soon (and hopefully more permanently this time). How would one banish Sargeras, you ask? That's a question for the titans, my friend, or perhaps an Aspect. I'll get right on it.

Darkwhisper Gorge

While the fraction of Sargeras's essence that may exist in Karazhan is just a rumor, other demonic threats exist that are much more tangible. The most obvious of these is the massive military force still inhabiting Darkwhisper Gorge. I investigated Darkwhisper Gorge while writing **Lands of Mystery,** and let me tell you, it ain't pretty. Not in the least. Those demons aren't going to be kicked out of the gorge anytime soon, either, and it's not from any lack of trying. Three dragonfights stand against them, vigilant

over Mount Hyjal, but something tells me they can't do it alone. The Argent Dawn and other organizations do their best to help, but most of these smallish groups don't have the manpower to make a dent in a demon army. Since we don't really know what this group is up to, or who's organizing them, I'm not going to try to persuade anyone to order a major call to arms yet. The Horde's resources are likely better spent dealing with Raze'likh and Karazhan, as well as finding other locations where demons might be lurking.

Dreadlords

A number of dreadlords other than Raze'likh survived the Third War, and many of them make a major impact with their skills at deception. Lord Banehollow, something of a demonic politician (and thus beyond even our normal concept of evil), serves as the emissary between the Burning Legion's remaining leaders and the Shadow Council. Kill him a lot. I'm serious; just go into Shadow Hold in Felwood and kill him. Taking out leaders like him could cripple communication between the Legion and their mortal allies, which would help a great deal to disperse the current threat.

There are strong rumors that would indicate a demon is pulling some strings in the Scarlet Crusade, too. Sure would explain why they aren't right in the head. That's definitely something to look into; I'm sure our buddy Varimathras would find it especially interesting.

The Mannoroc Coven

There's demonic activity in Desolace, but the Horde already investigates that, so I won't dwell on it in great depth. In essence, the Mannoroc Coven — named of course after our good buddy Mannoroth — opens small portals for more demons to enter the world. I've heard talk of a "Lord Azrethoc" running the show here, but I know almost nothing about him. Fortunately, Thrall already seems to have a good grasp on the situation here, and I'm confident it will be under control soon enough.

In conclusion, the biggest threat from the Burning Legion right now is that we don't really know where their leaders are or what they are up to. You can be sure that there are plans to make a portal great enough for Kil'jaeden to invade sometime in the future; but in the meantime, the Legion's highest-ranking members remain elusive. Now would be an ideal time to strike, while the Legion at least appears vulnerable; if we can destroy most of the demonic remnants now, it could at least buy the Alliance and the Horde enough time to prepare for the next major invasion. Several key targets, such as the World Trees, need to be protected at all costs; it was Nordrassil that destroyed Archimonde, and we may need the power of nature again if the demons push further into our world.

The Alliance

I'm none too pleased about it, but the humans seem intent on picking a fight with the Horde, even now. Let me make this clear; I've bashed a lot of orc heads over the years, but my skull ain't thick enough to try to do it when I'm surrounded by other enemies. We've got a lot of fools in the Alliance, and sadly most of our leaders are among them. The so-called war between the Alliance and the Horde threatens to rip both our affiliations asunder; while the Alliance lacks strong leadership these days, they still have the numbers and the zeal to consistently cross horns with the warchief's forces. The real threat here isn't wiping each other out so much as drawing attention away from more immediate threats; it's unlikely the Horde or the Alliance will sack any of the opposing major cities soon, for example, but their skirmishes open holes for the Burning Legion, the Scourge, and other nasties to sneak through.

Most of the aggression from the Alliance's side started with the followers of Admiral Daelin Proudmoore, and some of them are still around on the coast of Kalimdor. More importantly, however, Daelin's entire nation is still out there — we haven't heard much from Kul Tiras these days, but Proudmoore's son is in charge there. The Horde needs to be ready for another possible assault if Kul Tiras decides to bring its ships to bear, but it would be more logical to start making negotiations for peace with them now. Like Gilneas — though I am loath to make the comparison — Kul Tiras has always functioned somewhat independently from the rest of the Alliance. It would be wise to get Jaina to take a boat out there with Thrall — or teleport, or something — and get a treaty signed. It would be a first step toward peace, and I suspect Jaina could convince her little brother to do it if the Horde is willing to take the risk. It's something to consider.

The Alliance remains dominant in the Eastern Kingdoms, and though the majority of the Horde has little invested there, the Forsaken continue to hold the Tirisfal Glades — a fact that infuriates the human nations. It's likely that if Stormwind ever gets its act together, the Forsaken will be hit first — as completely illogical as that might be. It has nothing to do with who they are; I'm sure even those fools know that Kel'Thuzad is a greater threat. Rather, the fact that Sylvanas inhabits the ruins of the once proud Lordaeron makes her a more likely first target. There's no logic to it — just pure human pride. You'll find that human pride guides a lot of their stupid ideas. If the Forsaken just moved out of Lordaeron City, that would be a huge step toward the possibility of diplomacy, but I simply don't see the Banshee Queen being interested.

The Horde has more firepower in Kalimdor than the Alliance, but not by much. Night elves dominate northern Kalimdor, and Theramore retains a strong military presence, even after the death of Daelin Proudmoore. Fortunately for Thrall and company, neither the elves nor the people of Theramore have much interest in attacking the major Horde cities. That could change if the Horde presses too far into Ashenvale, however, and such a battle would be decimating for both sides. Hey Warsongs: Why cut down the trees in elf-dominated

Ask Not What the Horde Can Do for You

As one might guess, there are a lot of roles heroes might take within the Horde. The Horde still needs every strong sword it can get, but less traditional roles like healers, assassins and politicians are just as important. A group of heroes might focus on trying to improve relations with a specific group, such as the Zandalar tribe, the Argent Dawn, or the Steamwheedle Cartel. Perhaps with enough persuasion, the goblins could be convinced to rejoin the Horde for the first time since the Second War (although that could be just as harmful as helpful, knowing the goblins).

Being a member of the Horde has a different meaning to every individual; Rexxar, the Horde's Champion, is an excellent example. Though he was given the option to reside with Thrall in Orgrimmar, the champion has chosen to live his life in the wild, supporting the Horde — and the world in general — in his own unique way. Some see the "true" Horde as being the orcs, with everyone else allies (if even that). Others are proud to think of the tauren, trolls and (sometimes) the Forsaken as their fellow members of the Horde; some would say that any man or woman who has pledged his sword to Thrall is part of the Horde. It is the players' decision how they chose to interpret their characters' membership within the Horde; it's possible a "traditional" orc might disagree with them, however.

There are a number of ways a hero can aid or harm the Horde. Taking a small group — or any army — against the enemies of the Horde, such as the Burning Legion, could help ensure a safe future. Secretly meeting with the Alliance to forge a plan for peace could also be beneficial, depending on a hero's perspective. Gathering much-needed supplies or helping to set up a new city could help the Horde expand into new territory; or simply exploring and mapping uncharted territory could give the Horde's leadership an idea of new places to focus on or avoid.

On the other side of the coin, spreading misinformation, assassinating key members of the Horde, and aiding groups like the Shadow Council are just a few ways a hero could strike out against the Horde. A powerful PC might assassinate Jaina Proudmoore and implicate a key member of the Horde as being responsible, or start any number of other conspiracies. A double agent might gain the trust of the Horde, then turn her information over to her real masters — or just the highest bidder. There are other simple ways to harm the Horde as well; supporting leaders like Magatha Grimtotem could help to tear the tauren apart from the inside. One might slip to Varimathras that his brother is alive and seeking vengeance on Sylvanas; then again, perhaps he already knows his brother is alive….

The possibilities are nearly endless. Heroes have an amazing amount of potential to influence the Horde for better or for worse, they simply have to choose how they wish to roll the dice.

territory and antagonize the Alliance further, when other locations (such as Feralas) are nowhere near as contested? Just food for thought.

The Scourge

The frozen armies of the Lich King will not stop at the slaughter of Lordaeron, nor at the defeat of the Forsaken and the Alliance if they are successful; this unholy army threatens every living creature, and it may take every living creature to stop them. The Horde may have more nightmares about the Burning Legion, but the Scourge poses just as great of a long-term threat. Only recently has the Scourge dared to expand back into Kalimdor, and their primary focus is on an unusual location — the Razorfen Downs in the Barrens. There, Amnennar the Coldbringer, a lich, has corrupted a solid half of the native quilboars. In addition, he brought other undead along with him, such as ghouls and a fearsome abomination. While this may not seem like a major threat, I recently learned that the Coldbringer has a direct telepathic connection with the Lich King. This fact changes the scenario a bit; with Amnennar controlling the quilboars and the Lich King guiding him directly, this lone lich could be a considerable threat. Due to his location in the Barrens, it appears that the lich intends to throw his army directly against the Horde settlements in the Barrens; not a good thing, considering this would put the Horde between a Scourge force in the south and the Alliance-dominated forests in the north of Kalimdor. While I'm sure the Alliance isn't fond of the idea of an army of undead quilboars either, it is unlikely that the Alliance would send much or any aid to deal with the lich until far after it is too late. It's also important to consider that this is just the first sign of Scourge activity in Kalimdor since the Battle of Mount Hyjal. The Lich King is growing bold by attacking the living on all fronts, not just in Northrend and the Eastern Kingdoms. There are necromantic centaur in Desolace, which is something to keep in mind, but it would appear more likely that the Legion, not the Scourge, influences these tribes.

The Eastern Kingdoms are a whole different world in terms of Scourge activity. While this might not seem like a major threat to the Horde now, undead activity threatens the Horde in several key locations. Large numbers of undead with unknown leadership linger in the lands of Duskwood and the Deadwind Pass; these could easily be turned against the Horde establishments in and around

the Swamp of Sorrows. We all know about the problems in the Plaguelands already, but it's easy to forget that it's not just crazy Scarlets fighting the Scourge; the Forsaken lose — erm, well, "people" — to the Lich King's army every day. Kel'Thuzad remains furious at Sylvanas's betrayal, and I believe it will not be long before he turns the might of Naxxramas against the Banshee Queen. Though Lady Windrunner is indeed formidable, I do not believe any single faction on this world could stand up to the full might of the Scourge — and that is exactly what she may have to face very, very soon. As adventurers learn more and more about the corruption within the Scarlet Crusade, it becomes increasingly likely it will fall apart; if that happens, the Scourge will reign virtually uncontested in the Eastern Plaguelands. Sorry, the little Argent Dawn isn't going to stand up to that kind of firepower for long. With Tyr's Hand under the control of the Scourge, Hearthglen would be unlikely to mount much resistance, in spite of Lord Taelan Fordring's skill in battle. I'm not just randomly speculating here; it's looking likely the Forsaken will have to handle the Scourge alone soon enough, unless the Horde rallies and grants them massive support. I'm not a big fan of anyone dead and still walking — sorry, Sylvanas — but if the Scourge consumes the Forsaken, we're all going to end up real, real dead.

Northrend is also something to consider, though not as much of an immediate danger. Mortals still fight there, Horde and Alliance alike, and if we could secure the area around Stratholme, reinforcing them would be possible. Right now, with Stratholme in Kel'Thuzad's hands, the Scourge has a method of summoning a nearly infinite supply of reinforcements; clearly not a good thing. And then we've got Baron Rivendare to deal with, too — just a reminder: he's a real bastard. I'm hoping the frost wyrms don't come knocking any time soon. That reminds me — it would be good to send some help to the blue dragons, so we don't end up with any more frost wyrms. It's a no-brainer, but somehow both the Alliance and the Horde haven't picked up on the idea of working directly with the dragons yet. The night elves used to, sure, but I don't see too much cooperation with the dragonflights these days — with a few rare exceptions, like those crazy kids at Hyjal.

Not much else to say, really; action needs to be taken, and if the Alliance is too lazy (or caught up in their damned politics) to do it, it falls to the Horde. Warchief, look to Quel'Thalas and Lordaeron; you've seen what the Lich King could do even before his powers were increased through his unholy pact with Arthas. Please pay my words heed, and help me to convince the Alliance and the Horde to turn their swords in a more reasonable direction.

Horde Tactics

The Horde can boast of many strengths in its army; what it lacks in mobility it makes up for in sheer power.

Grunts and shock troopers such as tauren are always the first to charge into battle, swinging axes and massive totems. The generals always charge with their troops; it isn't honorable to let those you command feel the rush of battle without you, not to mention it's rather dull. The Horde's blood sings for battle.

The Horde's tactics are more blunt than the Alliance's. While many great generals do work on more refined tactics, the Horde focuses on overwhelming power. Orc raiders tear paths through tough opposition, often leaping through the lines of battle to cripple stronger foes, and create channels where raging death can flow.

The Horde isn't known for its technology or ranged combat, but it does have elements of both. Troll axethrowers and headhunters dart through wooded areas, sniping at stray targets or flankers, while massive catapults rain death on closely cramped foes. Many siege engineers become reckless in battle, and friendly fire is a constant threat.

Shaman function as both healers and artillery. Calling on the forces of storm, earth and fire, these spellcasters rend holes in enemies, weaken powerful opposing forces, and heal their allies.

Masters of the wild, the Horde is more likely to use animals rather than technological vehicles in battle. Mighty dire wolves or immense kodo beasts serve better than the Alliance's siege engines (they claim), while dwarven flying machines have a hard time keeping up with wyverns and savage vampire bats. The intelligence of most of their beasts often saves riders trouble, as the mount can make instinctual decisions on its rider's behalf.

Even the Horde's navy speaks of slow and powerful warfare. Troll destroyers and orc juggernauts rule the seas, raining flaming death on anything foolish enough to combat them. However, orcs do not have as strong a navy as they used to. The trolls left the Horde after the Second War, and humans put captured orcs into enslavement camps. The Alliance dismantled orc refineries, and stripped their ships for parts. After the founding of Durotar, and the alliance with certain troll and ogre tribes, the Horde's naval power grows once again.

The Forsaken

Forsaken almost never engage directly in physical combat, and are perhaps the only forces of the Horde who think before charging. While physically powerful, the undead realize that they are frail creatures, and know they can serve better in the shadows.

When facing the Forsaken, enemies can expect to never actually see the undead masters themselves. Forsaken, like the Scourge before them, send waves of undead creatures, either summoned by necromancers or created by acolytes or alchemists, to battle. Occasionally a necromancer or alchemist uses spells at range, cursing foes and softening them up for the inevitable onslaught of ghouls, skeletons and abominations.

Many Forsaken forces are led by dark rangers, the shadowy opposition of elven rangers. These former elves are just as deadly as ever with bows, and command powerful curses as well. Forces led by a dark ranger are employed in strategic hit and run tactics, ambushes and other trap-based plans.

Half-ogres

Half-ogres are melee monsters, but melee's perhaps the lesser ability of this race. Most mok'nathal have a bond with nature that rivals the best of the Alliance's night elves. Most half-ogres have at least a modicum of divine abilities, and can surprise unsuspecting forces.

Half-ogres can be seen as walking armies of their own. If a half-ogre hunter or beastmaster is present in a force, expect to fight not only the powerful warrior himself, but the forces of nature. In just a moment, a half-ogre can more than double his worth by summoning wild beasts to fight alongside him. Generals often hide half-ogres among their smaller orc cousins, masquerading them as massive orcs, then order the beastmaster to summon his friends and drastically increase his army.

Half-ogres rarely lead forces of their own, and few half-ogres mass together enough to become a force themselves. Instead, half-ogres, even beastmasters, blend in with orc or ogre forces, lending their strength to their parents.

Half-orcs

More versatile than their orc parents, half-orcs can fill any niche in an army. Most half-orcs work as spies and assassins for the Horde, or secondary shaman and priests.

Old Friends

Goblins fought with the Horde in the Second War, but broke off when they realized that it's more profitable to work both sides. However, many goblins remember the fun of the Horde and are willing to lower mercenary prices to Thrall and his people. Goblins offer almost exclusive transport services for the Horde, whether in their steamboats or zeppelins. You're more likely to find a team of goblin sappers, who take great pleasure in the chaos the Horde creates, meshed into Horde forces than those of the Alliance.

A half-orc in combat is a cunning and deadly foe, more intelligent than her orc parents and more adaptable. Unaffected by orc bloodlust, half-orcs are more apt to employ strategy in their assaults. Naturally, many generals are half-orcs — their cool heads can make the difference between a battle and a slaughter.

Ogres

Some of the most powerful creatures the Horde can muster, ogres are even less subtle than orcs. Ogres care little for well-laid plans and strategies, charging into combat and swinging clubs with the smallest provocation.

Ever since the Second War, however, ogres have been surprising armies. Deceptively intelligent leaders appear in ogre warbands, hiding their great cunning behind ogrish ignorance. These warlords lead intelligent strikes, attacking food lines and isolating villages. They then wait for the village to weaken from hunger and lack of reinforcements, and engulf the doomed people with an onslaught of charging ogres. The increase of intelligent ogre leaderss worries many of the greater races of Azeroth, as generals now find it difficult to guess the capabilities of an individual ogre warband.

Ogre magi bring magical power and intelligence to any army. These blue-skinned brutes combine the physical power of an ogre with the cunning of warlocks. When an ogre mage leads a warband, expect to have a hard battle ahead of you. Even the most brilliant ogres pale in comparison to the masterful intelligence of an ogre mage. Surgical strikes and magical traps are a few of the tactics ogre magi employ, especially *rune trap* spells placed in strategic locations.

Orcs

Orcs are the backbone of any Horde army. Their peons are responsible for building and defending their strongholds, while their grunts and warriors are the basic infantrymen. Like humans, orcs fill many positions in battle: jacks-of-all-trades but masters of none.

When engaging in combat, bloodlust flows over orcs; they fly into blind and frightening rages, cleaving through foes with horrible axes. On Draenor, orcs tamed and rode dire wolves, and the cleaver-like blades of these raiders are just as deadly as any knight's lance. Orcs also borrow kodos from the tauren, loading them with massive drums to inspire fear in their enemies, and ride swift wyverns to combat aerial units. Orc healers are almost universally shaman, summoning the elements of the world and charging into melee with massive claws of attack. Siege engineers manage powerful war machines, tearing swaths in enemy forces.

Despite their roles, however, orcs insist on being in the front lines, and a wise general learns to balance the orcs' battle rage with cunning tactics. Few orcs are willing to sit on the sidelines, unless promised a greater battle elsewhere. Orcs excel in melee, and a general should profit well by using them for this.

The Weak Link

The Horde may seem to be an unstoppable juggernaut, but like the best-laid walls, they have their weak points. In the past, these weak links kept the Alliance from losing the Second War.

Savages: Perhaps its greatest weakness, as a whole the Horde is a group of primitive savages bound together by extreme circumstances. Subtlety is a four-letter word to these guys, and most prefer to talk with their fists. Even the Forsaken are bloodthirsty and prone to violent rages, as well as an inherent distrust in anyone else. A cunning general can incite rages in a warband and laugh as the Horde's best-laid plans fall apart while the savages fly mindlessly into combat.

Small Forces: Despite their power, the Horde lacks the numbers it once enjoyed. They are the underdogs now, and it becomes easy to simply overwhelm their forces with greater numbers. Strength is good, but the many are stronger than the few.

Technology: Similar to their savage weakness, the Horde severely lacks in technological prowess since the goblins left their alliance. The Horde's reliance on divine magic and beasts has proven a downfall due to their unpredictable and exhaustible nature. And technology still baffles the Horde. Enemy forces can overwhelm a Horde warband with a single siege engine; most warbands are simply ill equipped to handle a strong technological presence.

Tauren

The massive tauren are perhaps even more suited to melee combat than orcs. From the greatest tauren chieftain to the lowest totem-bearing warrior, tauren exemplify the Horde's strength, rivaled only by ogres. However, where ogres are simply walking tanks, tauren are strong-willed and cunning. Tauren warbands use terrain to their advantage, setting pincer points and driving enemy forces into dead ends, where tauren above can pelt their foes with stones and spears.

Tauren are also powerful divine casters, and often serve as healers and sources of support magic for their armies. Even the lowest tauren offers respect to the spirit world, and followers of the totem can expect divine help when they need it. Many tauren call upon the spirits as weapons, as do orc shaman, combining their fierce strength with divine might.

A tribe's chieftain joins in battle alongside his forces. The presence of these massive, halberd-wielding creatures bolsters their troops, especially when they see the damage the chieftain inflicts. Tauren have bested many foes after an enemy fought the tribe to a standstill, then the tauren chieftain rallied his forces and led them to victory.

Trolls

Trolls, both the axe-throwing forest trolls and the spear-hurling jungle trolls, serve various roles in battle; but trolls are primarily ranged support, naturally proficient and deadly with all manners of thrown weaponry. Trolls favor stealthy attacks, perhaps with envenomed or cursed missiles, and practice guerilla tactics. While trolls are about as prone to rages as orcs, trolls are more likely to set cunning traps, tricking foes into lowering their guards.

Troll magic-users prefer divine magic. Understandably, troll healers almost always follow the path of the witch doctor, supporting troops with powerful elixirs, potions and totems. Many troll witch doctors and priests become shadow hunters, stealthy warriors blessed with the dark powers of the Loa.

Trolls also fight from the air. These rare trolls tamed the volatile vampire bats of Zul'Aman and Southern Kalimdor, convincing the bloodthirsty beasts to bear them into combat. Most troll batriders are insane, willing to ride to battle bearing explosive elixirs simply to cause chaos.

Military Forces

This section includes statistics for typical members of the Horde military. If you've played the *Warcraft III* computer game, you'll recognize many of the following individuals as units from that game. These are all individuals who have seen several battles, at least, and thus are experienced soldiers; none of them is level 1 (except perhaps some peons), though the Horde military undoubtedly includes some 1st-level recruits.

The military forces here are divided into two broad categories: champions and soldiers. Champions are generals, leaders, and other exceptional individuals. Many are former (or current) adventurers. They are powerful additions to an army and a force to be reckoned with on the battlefield; each one is worth half-a-dozen (or more) common troops. Soldiers are those common troops. Most of them are career soldiers, but they are content to follow orders and work best when combined into units composed of other, similar soldiers. Those presented here are veterans of at least a few battles.

The forces presented here are further divided based on their race and allegiance, as follows:

- **Orcs:** Beastmaster, blademaster, far seer, elite guard, grunt, kodo rider, peon, raider and wind rider.

Possessions

In addition to the possessions listed in a champion's or soldier's description, all these characters are assumed to carry standard campaigning gear: backpacks, bedrolls, equipment for their mounts, flint and steel, pouches, rope, rations, waterskins, perhaps a smattering of coins, and the like.

- **Tauren:** Chieftain, spirit walker and warrior.
- **Jungle Trolls:** Shadow hunter, batrider, berserker, headhunter and witch doctor.
- **Forsaken:** Dark ranger, acolyte, apothecary, bodyguard and necromancer.

Orc Military Forces

Orcs often contribute the following champions and soldiers to the battlefield.

Typical Beastmaster – Tagar Bearclaw, 7th-Level Hunter*/ 6th-Level Beastmaster

Beastmasters are noble savages, wandering the woods and communing with nature. The beastmaster is more at home with wild animals than sentient beings, able to call upon the forces of nature to help him. Most beastmasters are mercenaries, but a few work solely for the Horde.

Tagar Bearclaw, Male Half-ogre Hunter 7/ Beastmaster 6: CR 13; Medium humanoid (half-ogre); HD 7d8+21 plus 6d12+21, hp 116; Init –1; Spd 20 ft. in hide armor (base speed 30 ft.); AC 19, touch 9, flat-footed 19; Base Atk +13; Grp +23; Atk +22 melee (1d8+8/x3, battleaxe); Full Atk +20/+15/+10 melee (1d8+8/x3, battleaxe) and +20 melee (1d8+5/x3, battleaxe); SA aspect of the monkey, aspect of the hawk, call companion, natural weaponry (bite), raptor strike, spell-like abilities; SQ low-light vision, empathic link (animal companion), hunter companion, speak with animals, tame animal, wild empathy, half-ogre traits; AL N; SV Fort +10, Ref +6, Will +5; Str 23 (21), Agy 8, Sta 17, Int 8, Spt 13, Cha 10.

Languages Spoken: Common and Low Common.

Skills: Climb +12, Handle Animal +10, Knowledge (nature) +9, Spot +10, Survival +14.

Feats: Skill Focus (Survival), Toughness, Twin Weapon Mastery† (battleaxe), Two-Weapon Fighting, Weapon Focus (battleaxe).

Spell-Like Abilities: 2/day— *charm animal* (DC 11, caster level 6th), *summon nature's ally IV* (caster level 7th); 1/day— *magic fang* (caster level 6th).

Possessions: Wild mantle (grizzly bear)‡, two *+2 battleaxes*, *amulet of natural armor +4***, *gauntlets of ogre strength*, belt pouch.

* Tagar uses the melee hunter variant class presented in Chapter 2.

† See Chapter 2: Class Options.

‡ See Chapter 4: Magic and Faith.

** See the **Monster Guide,** Chapter 4: Monsters as Characters.

Tagar's Dire Bear Companion: Large animal; HD 13d8+55, hp 114; Init +2; Spd 40 ft; AC 22, touch 11, flat-footed 20; Base Atk +9; Grp +23; Atk +20 melee (2d4+10, claw); Full Atk +20/+20 melee (2d4+10, 2 claws) and +17 melee (2d8+5, bite); SA improved grab; SQ low-light vision,

Orc Tale

"Zug zug," the peon said, and he began to hoist the catapult and put it into place. Doomhammer smiled and returned to his inspection.

"Lazy pushdug," Narg Snarl said, coming to the general's side. "Why do we tolerate the little chillbloods?"

"Captain Snarl, would you like to set up our catapults without them?" Snarl chuckled, but Doomhammer backhanded the officer with such force that he fell to the ground, stunned.

"Captain Snarl, I order you to perform the tasks of a peon for one day, starting this very minute!" Doomhammer shouted.

"But Doomhammer, if the Alliance attacks…." Doomhammer raised his hammer. "Yes, my lord, at once!"

Captain Snarl slunk away and reported to the peonmaster, informing him of Doomhammer's command. Suddenly every peon within earshot broke into fits of hysterical laughter. Snarl was furious. "I am still a captain, and when I am restored to rank there will be bloody retribution!"

The peonmaster caught Snarl with a quick lash to his unprotected neck that made him yelp. "Peons must learn their place!" He ordered the peons to grab him, forcibly remove the captain's armor and hold him to the ground; he allowed each peon Snarl had threatened a chance to kick him in the ribs.

Six hours later, Doomhammer came upon his captain, sweating and shaking in the mire, propped up with his back against a tree.

"The pits. They made me clean the pits," Snarl muttered in a mad voice.

Doomhammer turned to the peonmaster. "Has peon Snarl performed his duties to your satisfaction?"

"No general! He could not assemble a catapult, he broke the porter line's rhythm when he stumbled carrying shot, he was slow with his pickaxe at the quarry and only cleaned two of the pits before he refused to do any more work. And he still refuses to answer my orders with the words 'zug zug'!"

"Lazy pushdug," Doomhammer spat. "Flay him to your satisfaction!"

It was the last time any of Doomhammer's captains ever openly insulted his peons.

Beastmasters and Hunter Companions

As an optional rule, GMs may allow beastmaster levels to stack with hunter levels for the purposes of the hunter companion and tame animal abilities.

The typical beastmaster here uses this optional rule.

devotion, evasion, link, scent, share aspect; AL N; SV Fort +13, Ref +10, Will +9; Str 33, Agy 15, Sta 19, Int 2, Spt 12, Cha 10.

Skills: Listen +10, Spot +10, Swim +15

Feats: Endurance, Run, Skilled (Listen and Spot), Toughness, Weapon Focus (claw)

Tricks Known: A beastmaster's dire bear companion knows attack, come, defend, down, and heel.

Description:

This hulking warrior appears to be either a massive orc or a small ogre. He wears the hide of a bear, including a hood fashioned from its head, and wields two massive battleaxes. A great bear rests at his side, ready to pounce at its master's order.

Tagar is a typical beastmaster, prone to violent melee attacks. When faced with a single foe, he either sends his bear into battle, or challenges the opponent himself. When faced with stronger opposition, he summons quilbeasts or thunder hawks, then charges into melee with his animal allies. Tagar prefers to activate the aspect of the hawk on himself and his dire bear, benefiting from the increased bonuses to hit.

Typical Blademaster – Moogul the Sly, 6th-Level Warrior/ 10th-Level Gladiator

Once part of the Burning Blade clan, the few blademasters who still exist are now loyal to the Horde. They have sworn oaths to free their people from demonic corruption, and they usually do this through example: If they can be as formidable as they are without the Legion's help, other orcs can as well.

Moogul the Sly, Male Orc Warrior 6/Gladiator 10: CR 16; Medium humanoid (orc); HD 15d10+45, hp 137; Init +6; Spd 30 ft.; AC 23, touch 13, flat-footed 20; Base Atk +16; Grp +24; Atk +22 melee (2d6+10/17–20, greatsword); Full Atk +22/+17/+12/+7 melee (2d6+10/17–20, greatsword); SA command (5 rounds), critical strike (+4d4 4/day), maximize blow (3/day), supreme cleave, two-handed mastery; SQ low-light vision, orc traits; AL LN; SV Fort +15, Ref +7, Will +6; Str 17, Agy 15, Sta 16, Int 13, Spt 13, Cha 12.

Languages Spoken: Common, Orcish and Taur-ahe.

Skills: Bluff +15, Climb +21, Intimidate +24.

Feats: Battle Shout, Cleave, Combat Expertise, Dodge, Exotic Weapon Proficiency (bastard sword), Exotic Weapon Proficiency (net); Exotic Weapon Proficiency (whip); Furious Charge, Great Cleave, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Intimidating Shout, Mobility, Power Attack, Spring Attack, Weapon Focus (bastard sword), Weapon Focus (grapple), Weapon Focus (greatsword), Weapon Specialization (bastard sword), Weapon Specialization (greatsword), Whirlwind Attack.

Possessions: Mithril *+3 breastplate, +2 keen greatsword, amulet of natural armor +2, ring of protection +1,* four *potions of cure serious wounds*.

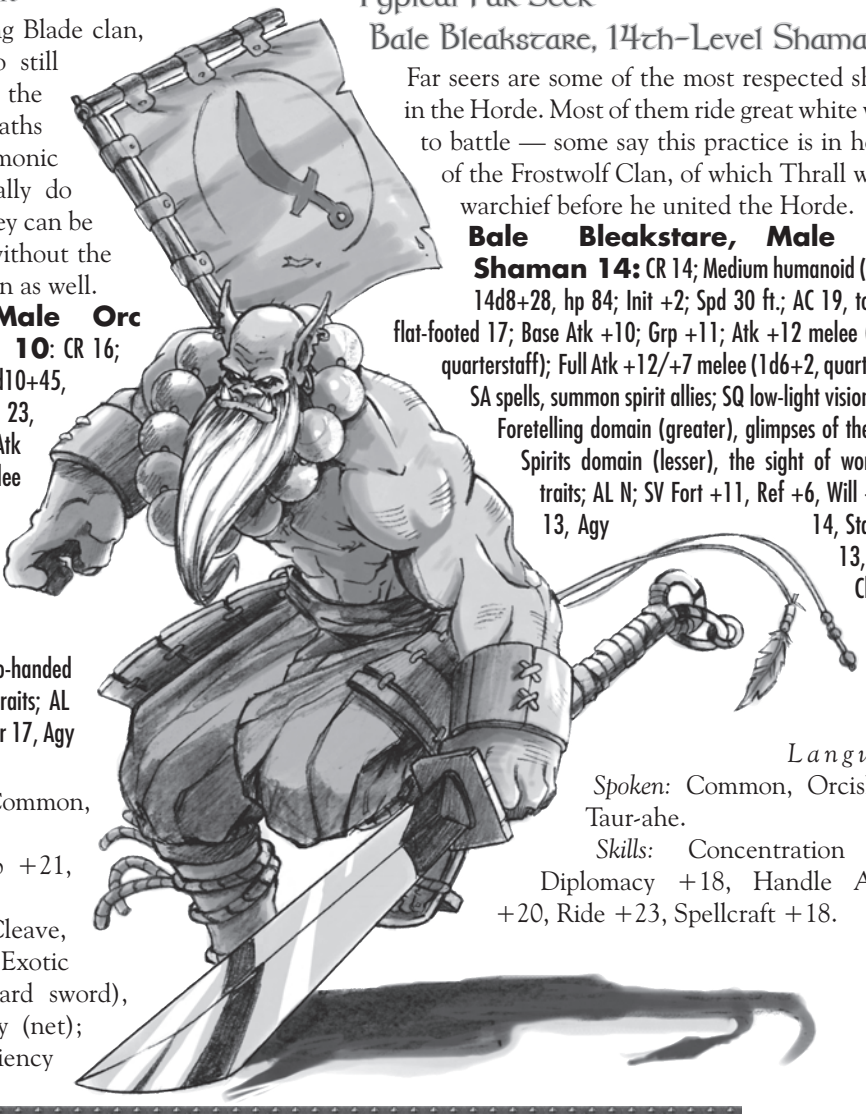
Description:

The orc moves with quickness and fluidity, carrying a long, slender blade in one hand. A red banner rising over his back marks him as a leader, and his long white beard marks him as a sage.

Blademasters lead their people into melee combat, unhesitatingly seeking the most vulnerable enemy champions — magi, druids and the like. Blademasters willingly go toe-to-toe with other melee experts as well, drawing from ages of tradition to fuel their combat prowess. Their sashimono banners allow their troops to identify them on the battlefield and move to where the action is thickest. Many act as bodyguards for other Horde champions.

Typical Far Seer – Bale Bleakstare, 14th-Level Shaman*

Far seers are some of the most respected shaman in the Horde. Most of them ride great white wolves to battle — some say this practice is in homage of the Frostwolf Clan, of which Thrall was the warchief before he united the Horde.



Bale Bleakstare, Male Orc Shaman 14: CR 14; Medium humanoid (orc); HD 14d8+28, hp 84; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +10; Grp +11; Atk +12 melee (1d6+2, quarterstaff); Full Atk +12/+7 melee (1d6+2, quarterstaff); SA spells, summon spirit allies; SQ low-light vision, augur, Foretelling domain (greater), glimpses of the future, Spirits domain (lesser), the sight of worlds, orc traits; AL N; SV Fort +11, Ref +6, Will +13; Str 13, Agy 14, Sta 15, Int 13, Spt 18, Cha 13.

Languages

Spoken: Common, Orcish and Taur-ahe.

Skills: Concentration +19, Diplomacy +18, Handle Animal +20, Ride +23, Spellcraft +18.

Feats: Augment Summoning, Bloodletter, Brew Potion, Craft Wondrous Item, Ride Bareback, Spell Focus (conjuration), Spell Focus (divination).

Shaman Spells (6/6/6/5/5/3/3/2; save DC 14 + spell level): Bale's high Spirit score and his ranks in Spellcraft allow him to prepare 13 spells per level; he can prepare most of the spells on the shaman spell list.

Domain Spells: 1st—*doom*; 2nd—*augury*; 3rd—*clairvoyance/clairaudience*; 4th–*divination*; 5th—*scrying*; 6th—*find the path*; 7th–*scrying, greater.*

Domains: Foretelling, Spirit.

Possessions: +3 chain shirt, +1 quarterstaff, three *potions of cure serious wounds,* spell component pouch, dire wolf mount.

* Bale uses the far seer variant class presented in Chapter 2.

Description:

One individual stands out among his forces: an old orc with white hair that frames his wizened face and keen eyes, and that flows in the wind. He wears totems of great power: animal fangs and claws, feathers of fierce birds, and blood-marked leather wrappings from wyverns and dragons. As the allies around him die, he smiles, not out of sadism but recognition — for spirits are more easily discerned by his aged eyes than the living.

The orc far seer is the most respected of shaman. He is not a dedicated battlefield mage, however the guidance provided by his visionary powers can prove to be more valuable than a dozen skilled warriors. In combat, a far seer prefers to sit back and summon spirits to do his bidding, but if he's pressed into melee, he can be formidable adversary.

Typical Elite Guard, 10th-Level Warrior

When the Horde needs someone to guard their fortresses and towns, these watchmen are called into service. Proven in battle, the Horde takes only the best soldiers and places them before the doors of their chieftains and leaders.

Elite Guard, Female Orc Warrior 10: CR 10; Medium humanoid (orc); HD 10d10+30, hp 89; Init +5; Spd 20 ft. in full plate (base 30 ft.); AC 25, touch 11, flat-footed 24; Base Atk +10; Grp +13; Atk +17 melee (1d8+7/x3, battleaxe); Full Atk +17/+12 melee (1d8+7/x3, battleaxe); SQ low-light vision, orc traits; AL LN; SV Fort +10, Ref +4, Will +4; Str 16, Agy 13, Sta 16, Int 9, Spt 12, Cha 13.

Languages Spoken: Common and Orcish.

Skills: Listen +10, Spot +9.

Feats: Battle Shout, Cleave, Improved Initiative, Intimidating Shout, Great Cleave, Greater Weapon Focus (battle axe), Power Attack, Skilled (Listen and Spot), Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: +2 battleaxe, +2 full plate, +2 heavy steel shield, signal horn, *potion of cure serious wounds.*

Description:

Tall and alert, this orc is clad in well-kept armor. With a battleaxe at her side, and a shield strapped to her left arm,

she looks like she's capable of dealing with any threat — and if she weren't, the ivory horn draped around her neck could probably summon a capable force.

The elite guard is the watchful eye of the Horde. Under capable military commanders, guard duty is seen as a necessity and not a punishment, so the Horde actively seeks out capable and patient orcs and promotes them into this position. Guards remain on duty, either stationed at a key area, or marching on patrol. If the guards spot an intruder, first they sound the alarm; then they attack if they think they can handle the opposition, or retreat to bolster the reinforcements if they cannot. If they're guarding a critical installation, they fight to the death. Horde elite guards tend to be more aggressive than their Alliance counterparts.

Typical Grunt, 1st-Level Warrior/3rd-Level Orc*

The first line of orc defense (and sometimes the last), the grunt has swarmed over hundreds of battlefields in the last 30 years. Despite — or perhaps because of — their primal natures, grunts hold a place of honor in orc society.

Grunt, Male Orc Warrior 1/Orc 3: CR 4; Medium humanoid (orc); HD 4d10+8, hp 34; Init +1; Spd 20 ft. in breastplate (base 30 ft.); AC 17, touch 11, flat-footed 16; Base Atk +3; Grp +5; Atk/Full Atk +7 melee (1d12+3/x3, greataxe); SA rage 2/day; SQ low-light vision, favored of the spirits, orc traits; AL N; SV Fort +7, Ref +2, Will +1; Str 15, Agy 13, Sta 15, Int 11, Spt 12, Cha 10.

Languages Spoken: Common and Orcish.

Skills: Climb +1, Intimidate +8, Survival +5.

Feats: Cleave, Power Attack, Weapon Focus (greataxe).

Possessions: +1 breastplate, masterwork greataxe, dagger, *potion of cure serious wounds*.

* The grunt uses the orc racial class presented in Chapter 2.

Description:

He growls — the axe-bearer, the short, well-muscled orc, clad in a breastplate with a howl of fury on his face. He holds the huge axe high above his head as he takes powerful strides toward his enemy, bound like an ensorcelled demon to a single purpose, bound to the kill.

Relying more on brute force and ferocity than skill, a grunt charge sometimes resembles a stampede of wild animals. They enter their battle rage and rush the enemy, withdrawing only under explicit orders.

Typical Kodo Rider, 4th-Level Warrior/1st-Level Rogue

What is it like to ride a mountain into battle? That is the job of the kodo rider, the orc who commands of one of the Horde's deadliest weapons. Aided by orc war drums (whose rhythm helps to keep the beast in check), the kodo rider is less of a warrior and more of a driver, but anyone who doesn't believe he's a good fighter should stay out of the reach of his spear.

Kodo Rider, Male Orc Warrior 4/Rogue 1: CR 5; Medium humanoid (orc); HD 4d10+1d6+10, hp 40; Init +2; Spd 20 ft. in breastplate (base 30 ft.); AC 18, touch 12, flat-footed 16; Base Atk +4; Grp +6; Atk/Full Atk +7 melee (1d8+3/x3, longspear) or +6 ranged (1d6+2, throwing axe); Reach 5 ft. (10 ft. with longspear); SA backstab +1d6; SQ low-light vision, trapfinding, orc traits; AL N; SV Fort +6, Ref +5, Will +2; Str 15, Agy 14, Sta 14, Int 10, Spt 12, Cha 13.

Languages Spoken: Common and Orcish.

Skills: Handle Animal +8, Perform (percussion instruments) +9, Ride +11.

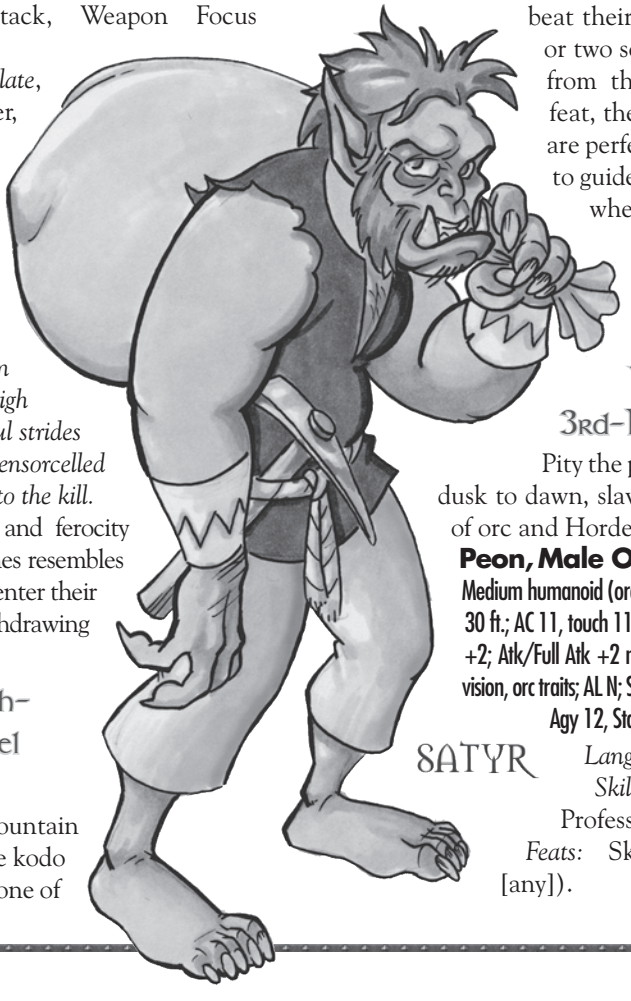
Feats: Drums of Courage, Expert Rider, Mounted Combat, Quick Draw, Trample.

Possessions: +1 breastplate, masterwork longspear, throwing axes, set of masterwork war drums, *potion of cure serious wounds*, riding kodo mount.

Description:

It is hard to see him, the squat figure riding the huge kodo at it strides across the field, perched on the howdah. He beats a set of drums in a steady rhythm, to which the kodo moves as steadily as a gnomish automaton. A look of confidence is fixed on his face, and with such a great beast beneath him, under his control more surely than a spell, who is to say such confidence is unwarranted?

Kodo riders guide their beasts to about 20 feet behind their grunt and raider allies, taking up position with the headhunters and other ranged support. They beat their war drums for a round or two so their allies can benefit from their Drums of Courage feat, then fling their axes. They are perfectly capable and willing to guide their kodos into melee, where the great beasts gore and swallow opponents and the orcs skewer their enemies on their longspears.



Typical Peon, 3rd-Level Commoner

Pity the poor peon, working from dusk to dawn, slaving away in the service of orc and Horde.

Peon, Male Orc Commoner 3: CR 2; Medium humanoid (orc); HD 3d4+3, hp 12; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d6+1, club); SQ low-light vision, orc traits; AL N; SV Fort +2, Ref +2, Will +1; Str 13, Agy 12, Sta 13, Int 10, Spt 10, Cha 8.

SATYR

Language Spoken: Orcish.

Skills: Profession (any) +9, Profession (any) +6.

Feats: Skill Focus (Profession [any]).

Possessions: Club, pickaxe, sack.

Description:

Permanently bent from years of labor, the expressionless orc trudges in his duty, a large sack slouched over malformed shoulders that are broader than any soldier's.

Commonly treated with contempt, the wise Horde chief knows that without these sturdy little guys, the Horde war machine would grind to a halt. They are nearly worthless in combat, which is why they prefer to hide in burrows and throw spears out the windows, if it comes to that.

Typical Raider, 5th-Level Warrior

A raider is among the most feared members of the Horde, for he can strike at any time, relying on the stealth of his steed and his skill with nets to entrap his prey. It's unlikely he'll be encountered in a pitched battle, but when the Horde wishes to raid supplies or send a force to pursue a routed army, he will be sent out of his kennel, and the Alliance will know fear.

Raider, Male Orc Warrior 5: CR 5; Medium humanoid (orc); HD 5d10+10, hp 42; Init +3; Spd 20 ft. in breastplate (base 30 ft.); AC 18, touch 13, flat-footed 15; Base Atk +5; Grp +7; Atk/Full Atk +9 melee (1d8+2, warblade) or +9 ranged (special, net); SQ low-light vision, orc traits; AL N; SV Fort +6, Ref +4, Will +1; Str 15, Agy 16, Sta 14, Int 10, Spt 12, Cha 12.

Languages Spoken: Common and Orcish.

Skills: Handle Animal+9, Ride +11.

Feats: Exotic Weapon Proficiency (net), Mounted Combat, Skilled (Handle Animal and Ride), Weapon Finesse, Weapon Focus (net).

Possessions: +1 breastplate, masterwork warblade, three nets, *potion of cure serious wounds*, giant wolf mount.

Description:

Howling and barking in harmony with his lupine steed, the wolf-rider holds one hand on his reins, the other lifting an evil-looking blade above his head. At his side, several nets rest on the wolf's flank, ready to be thrown at attractive prey.

Raiders are swift shock troopers, adept at outflanking enemies to strike at vulnerable war machines, spellcasters, supply lines and buildings. Under a capable commander, raiders save their nets to ensnare flying prey; but if left to their own, raiders are notoriously trigger happy with their nets, frustratingly wasting them against enemies who really don't need to be netted.

Typical Wind Rider, 5th-Level Warrior

The wind rider is one of the most feared of all Horde troops. Riding huge venomous lizards into battle, he uses poison on his own weapons (a tactic considered by some to be dishonorable), and enjoys seeing his foes writhe beneath him when they're struck.

Wind Rider, Male Orc Warrior 5: CR 5; Medium humanoid (orc); HD 5d10+10, hp 42; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +5; Grp +6; Atk/Full Atk +7 melee (1d8+1/x3, lance) or +9 ranged (1d6+1 plus poison, javelin); Reach 5 ft. (10 ft. with lance); SA poison; SQ low-light vision, orc traits; AL N; SV Fort +5, Ref +4, Will +1; Str 13, Agy 16, Sta 13, Int 11, Spt 10, Cha 15.

Languages Spoken: Low Common and Orcish.

Skills: Handle Animal +12, Ride +12.

Feats: Expert Rider, Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (javelin).

Possessions: +1 chain shirt, masterwork lance, poisoned javelins, wyvern poison, *potion of cure serious wounds,* wyvern mount.

Description:

Clad in chain mail and a scaly cloak that matches the color of his steed, the wind rider pulls on his reins and shouts a command word that is all but unintelligible — except to his steed. The wyvern chafes slightly, but only for a moment; she leaps into the air, stretches out her wings, and beats the air like a great drum as she ascends into the sky.

A wind rider's favored tactic is to swoop close to land-bound enemies and fling a few javelins before flying away. They are also useful for harassing enemy settlements, harrying supply lines and vulnerable siege weapons, much as raiders do.

Tauren

Tauren often contribute the following champions and soldiers to the battlefield.

Typical Tauren Chieftain – Kel Stonebull, 6th-Level Warrior/3rd-Level Gladiator/3rd-Level Tauren

Tauren chieftains possess impressive battle skills combined with a knowledge of tactics, geography and current affairs. A tauren chieftan knows where alliances are strongest and where they are likely to break down; he also knows where best to stage a mass battle and what location works for a small ambush. A tauren chieftain's competence and wisdom inspires his troops.

Kel Stonebull, Male Tauren Warrior 6/ Gladiator 3/Tauren 3: CR 12; Medium humanoid (tauren); HD 12d10+24, hp 94; Init –2; Spd 20 ft. in hide armor (base speed 30 ft.); AC 13, touch 8, flat-footed 13; Base Atk +11; Grp +16; Atk +19 melee (2d6+14/19–20/x3, tauren halberd); Full Atk +19/+14/+9 melee (2d6+11/19–20/x3, tauren halberd) or +17/+12/+7 melee (1d8+5, gore) or +9/+4/–1 ranged (1d8+4/x3, composite longbow); SA command, critical strike, supreme cleave, tauren charge, improved tauren charge; SQ two-handed mastery, +4 on saves against fear effects, tauren traits; AL NG; SV Fort +13, Ref +2, Will +9; Str 21, Agy 6, Sta 14, Int 10, Spt 16, Cha 12.

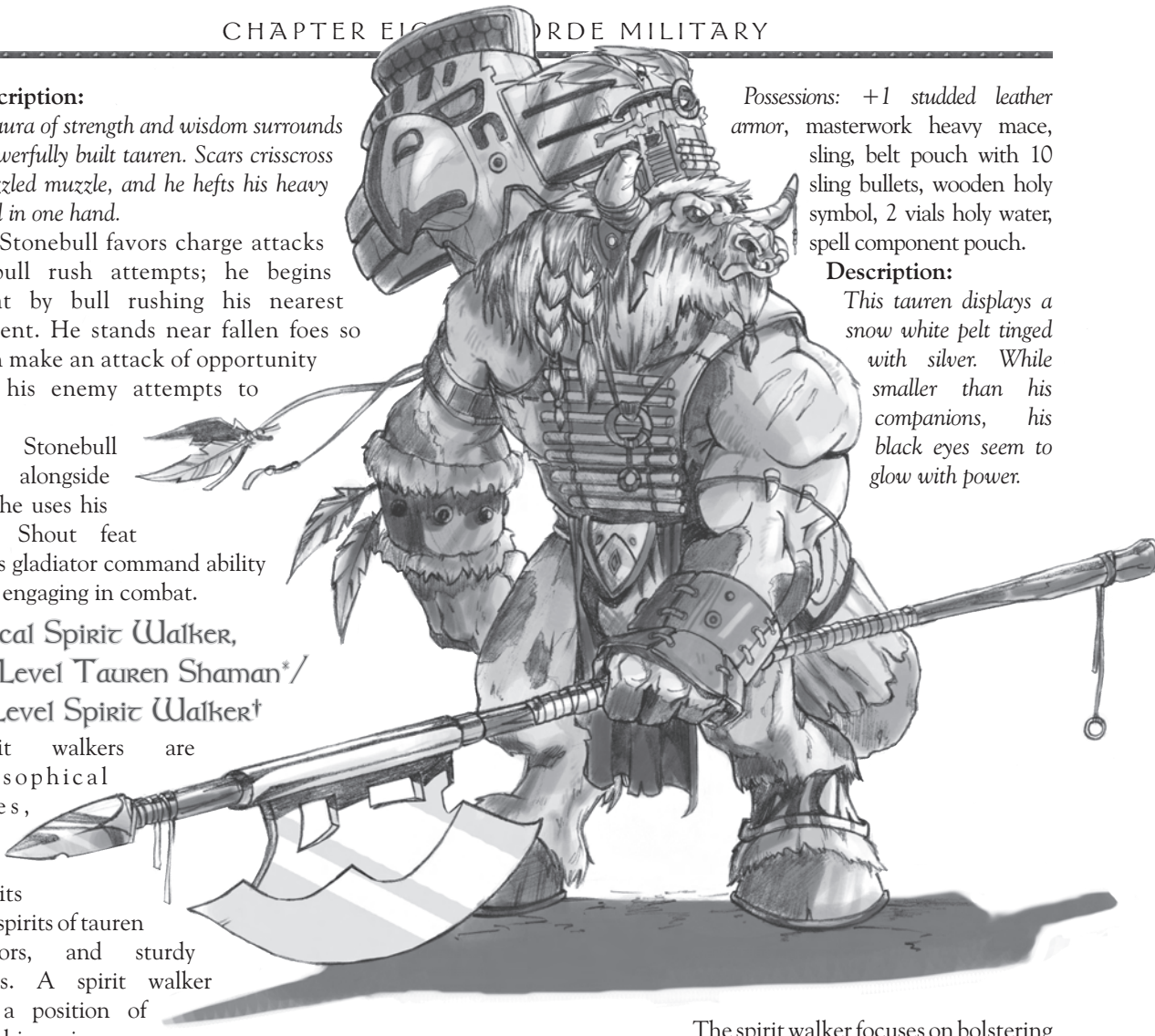
Languages Spoken: Common and Taur-ahe.

Skills: Bluff +3, Handle Animal +9, Intimidate +7, Knowledge (military tactics) +6, Survival +11.

Feats: Battle Shout, Cleave, Dodge, Follower of the Totem, Improved Bull Rush, Improved Critical (tauren halberd), Power Attack, Weapon Focus (gore), Weapon Focus (tauren halberd), Weapon Specialization (tauren halberd).

Possessions: +2 tauren halberd, masterwork composite longbow (+4 Strength bonus) with 20 arrows, *thunder lizard hide*, banner of the Horde*, 2 potions of cure moderate wounds*, *potion of bull's strength*, pouch with five 30-gp pieces of quartz.

* See Chapter 4: Magic and Faith.



Description:
An aura of strength and wisdom surrounds this powerfully built tauren. Scars crisscross his grizzled muzzle, and he hefts his heavy halberd in one hand.

Kel Stonebull favors charge attacks and bull rush attempts; he begins combat by bull rushing his nearest opponent. He stands near fallen foes so he can make an attack of opportunity when his enemy attempts to stand.

If Stonebull fights alongside allies, he uses his Battle Shout feat and his gladiator command ability before engaging in combat.

Possessions: +1 *studded leather armor*, masterwork heavy mace, sling, belt pouch with 10 sling bullets, wooden holy symbol, 2 vials holy water, spell component pouch.

Description:
This tauren displays a snow white pelt tinged with silver. While smaller than his companions, his black eyes seem to glow with power.

Typical Spirit Walker, 5th-Level Tauren Shaman*/ 1st-Level Spirit Walker†

Spirit walkers are philosophical guides, conduits to the spirits of tauren ancestors, and sturdy soldiers. A spirit walker takes a position of leadership in a tauren unit; while he is subordinate to the chieftain, the spirit walker helps his fellow soldiers come to terms with the spiritual repercussions of killing. He also casts spells to aid the troops and speaks to ancestral spirits, gaining their blessing and asking their guidance.

Spirit Walker, Male Tauren Shaman 5/Spirit Walker 1: CR 6; Medium humanoid (tauren); HD 6d8+6, hp 36; Init –1; Spd 30 ft.; AC 13, touch 9, flat-footed 13; Base Atk +3; Grp +6; Atk +7 melee (1d8+3, heavy mace); Full Atk +7 melee (1d8+3, heavy mace) or +6 melee (1d8+3, gore) or +2 ranged (1d4+3, sling); SA rebuke earth elementals, spells, turn water elementals; SQ *augur*, aura of peace, Spirits domain (lesser), spiritus mundi +1, tauren traits; AL CN; SV Fort +5, Ref +0, Will +9; Str 16, Agy 8, Sta 13, Int 10, Spt 16, Cha 12.

Languages Spoken: Common, Orcish, Taur-ahe.

Skills: Handle Animal +3, Heal +7, Knowledge (religion) +8, Knowledge (the planes) +8, Survival +5.

Feats: Brew Potion, Enlarge Spell, Extend Spell, Follower of the Totem, Vision Quest‡.

Shaman Spells (5/4/4/3; save DC 13 + spell level): The spirit walker's high Spirit score allow him to prepare 7 spells per level; he can prepare many of the spells on the shaman spell list.

Domain Spells: 1st—*bless*; 2nd—*call of the spirits*; 3rd—*bloodlust*.

Domain: Spirits (the spirit walker casts Spirits spells as a 7th-level caster).

The spirit walker focuses on bolstering his allies with spells. The spirit walker casts *bloodlust* first on three of his nearest allies; if he fights alone, the spirit walker protects himself with *lightning guardians* first. If he witnesses an enemy casting spells, he tries to target the spellcaster first with his most powerful destructive spells (such as *frost nova)*. The spirit walker usually prepares several healing spells to assist his allies, or himself, in battle.

* The spirit walker uses the tauren shaman racial iconic class presented in Chapter 2.

† See Chapter 3: Prestige Classes.

‡ See Chapter 2: Class Options.

Typical Tauren Warrior, 2nd-Level Warrior/1st-Level Scout

Tauren warriors form the backbone of tauren military forces. These versatile warriors excel in melee combat, plus they can track, scout and forage for food. Tauren warriors are calm and self-sufficient, not given to boredom and despair like many low-ranking soldiers. In large skirmishes, tauren warriors serve as shock troopers and front-line fighters; in small warbands, they might serve as leaders or scouts as well.

Warrior, Male Tauren Warrior 2/Scout 1: CR 3; Medium humanoid (tauren); HD 2d10 plus 1d8+6, hp 26; Init +0; Spd

20 ft. in hide armor (base speed 30 ft.); AC 13, touch 10, flat-footed 13; Base Atk +2; Grp +5; Atk +7 melee (2d8+4, tauren totem); Full Atk +7 melee (2d8+4, tauren totem) or +5 melee (1d8+3, gore) or +2 ranged (1d4+3, sling); SQ nature sense, tauren traits; AL N; SV Fort +7, Ref +2, Will +3; Str 17, Agy 11, Sta 14, Int 10, Spt 12, Cha 8.

Languages Spoken: Common, Taur-ahe.

Skills: Handle Animal +6, Intimidate +4, Knowledge (nature) +3, Survival +11.

Feats: Cleave, Iron Will, Power Attack, Track, Weapon Focus (tauren totem).

Possessions: Hide armor, masterwork tauren totem, sling with 10 bullets, backpack with two days of rations, waterskin.

Description:

Muscles ripple under this tauren's brown hide. His compact frame hints at tenacity and endurance, while his scarred armor tells of many past battles.

A tauren warrior is wise enough not to lose his head in the heat of battle. He flanks with his allies, positions himself to make best use of his Cleave feat, and obeys his superior's orders. A tauren warrior uses Power Attack to its fullest effect at the start of combat, but stops if he misses twice in a row.

Jungle Troll Military Forces

Jungle trolls often contribute the following champions and soldiers to the battlefield.

Typical Shadow Hunter – Zul'ras, 5th-Level Witch Doctor*/5th-Level Shadow Hunter†/2nd-Level Jungle Troll

Shadow hunters hold places of honor and authority among the jungle trolls of the Darkspear tribe, and Zul'ras is no exception. His many years of experience and his dedication to the tribe and the future of its people have made him a veritable pillar among his jungle troll brethren. Zul'ras plays the role of advisor, historian and defender of the ancient ways of the Darkspear tribe. Like other shadow hunters, he is an expert at voodoo magic and shares a special connection to the ancient Loa — the powerful spirits that grant him the power to heal, but also to curse.

Zul'ras, Male Jungle Troll Witch Doctor 5/ Shadow Hunter 5/Jungle Troll 2: **CR 12; Medium humanoid (jungle troll); HD 12d8+36, hp 93; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +8; Grp +9; Atk +12 melee (1d6+3/17–20, fel glaive); Full Atk +12/+7 melee (1d6+3/17–20, fel glaive) or +14 ranged (1d6+3/17–20, fel glaive) or +12 ranged (1d6+1, throwing axe); SA spells, stormspear, turn undead; SQ low-light vision, *healing shower*, *hex* (DC 20), Spirits domain (lesser), spontaneous casting (totem spells), totem power, fast healing 1, jungle troll traits; AL CN; SV Fort +13, Ref +9, Will +15; Str 12, Agy 15, Sta 17, Int 13, Spt 20, Cha 11.**

Languages Spoken: Common, Orcish and Zandali.

Skills: Concentration +11, Heal +10, Intimidate +5, Craft (alchemy) +11, Knowledge (nature) +6, Knowledge (religion) +11, Listen +9, Profession (herbalist) +15, Spellcraft +11, Spot +9 and Survival +9.

The Fel Glaive

The traditional shadow hunter weapon is the fel glaive, which looks a bit different from a moon glaive but has the same statistics.

Feats: Brew Potion, Empower Spell, Exotic Weapon Proficiency (fel glaive), Fetish Spell‡, Skilled (Knowledge (religion) and Spellcraft), Skilled (Listen and Spot), Weapon Focus (fel glaive).

Witch Doctor Spells (6/6/5/4/4/3; save DC 15 + spell level): Zul'ras' high Spirit score and his ranks in Spellcraft allow him to prepare 13 spells per spell level; he can prepare many of the spells on the healer spell list.

Domain Spells: 1st — *bless*; 2nd — *call of the spirits*; 3rd — *bloodlust*; 4th — *divination*; 5th — *true seeing*.

Domains: Spirits (Zul'ras casts Spirits spells as a 11th-level caster).

Possessions: +4 studded leather armor, *+2 keen fel glaive of returning*, two masterwork throwing axes, *cloak of resistance +2*, spell component pouch.

Description:

A wooden mask with stripes of red paint covers the features of this tall troll, making his face a fearsome and expressionless one. Long, colorful feathers cover the shoulders of this veteran's simple leather armor, and he holds a weapon of ancient design in his clenched fist.

Zul'ras is a haughty and confident troll who enjoys tormenting weaker foes. When facing such opponents, he engages them in melee and avoids wasting his spells or the use of his class abilities. Zul'ras, however, is no fool, and he quickly changes tactics if he misjudged the strength of an enemy. This shadow hunter never hesitates to charge an opponent, but usually uses hindering spells and abilities before doing so. Zul'ras also employs spells to boost his own strength or that of others, provided he has time to cast them before battle begins. When battling alongside the Horde, he fights wisely and patiently, waiting for the enemy to come to him and preferring to use his healing powers to help as many of his comrades as possible.

* Zul'ras uses the jungle troll witch doctor racial iconic class presented in Chapter 2.

† See Chapter 3: Prestige Classes.

‡ See Chapter 2: Class Options.

Typical Batrider, 3rd-Level Warrior

The Horde frequently uses troll batriders, which are light flying units, on reconnaissance missions. Expert at riding and caring for their special steeds — vampire bats — troll batriders are perceptive and dangerous foes. In battle, troll batriders use their flying mounts to swoop down upon enemy targets. When fighting alongside the Horde, batriders are often equipped with blazing torches and fire bombs

with which they can set buildings, war engines and other devices ablaze.

Batrider, Male Jungle Troll Warrior 3: CR 3; Medium humanoid (jungle troll); HD 3d10+6, hp 27; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +3; Grp +4; Atk/Full Atk +5 melee (1d6+1/19–20, short sword) or +7 ranged (1d6+1, throwing axe); SQ low-light vision, jungle troll traits; AL CN; SV Fort +5, Ref +4, Will +1; Str 12, Agy 17, Sta 15, Int 10, Spt 11, Cha 8.

Languages Spoken: Low Common and Zandali.

Skills: Handle Animal +5, Jump +3, Ride + 9, Spot +5 and Survival +2.

Feats: Improved Initiative, Skill Focus (Spot), Skilled (Handle Animal and Ride), Weapon Focus (throwing axe).

Possessions: Masterwork studded leather armor, masterwork short sword, four throwing axes, two *concussive spheres**, one *exploding sphere**, one *destructive sphere**, vampire bat mount.

* See Chapter 4: Magic and Faith.

Description:

A simple leather vest of deep blue, studded with the teeth of various creatures, covers the lean body of this troll, leaving the taut muscles of his pale, sea-hued arms exposed. A thick belt around the creature's waist holds several axes as well as a simple black scabbard with a short but wide sword.

In wartime, the Horde sends batriders on missions against specific enemy targets. A well-equipped flight of batriders can wreak havoc and leave a trail of blazing buildings and dead people behind them. When targeting soldiers, batriders concentrate their attacks on lone warriors and small groups, preferring to swoop down on their targets and throw axes rather than engage them on the ground.

Typical Berserker, 2nd-Level Barbarian*/2nd-Level Scout/ 1st-Level Jungle Troll

Jungle troll berserkers hail from the same ranks as the headhunters. These veteran soldiers, however, learn to channel their rage to become even more fearsome in combat. Troll berserkers often lead small bands of headhunters against the enemy, setting up ambushes or performing devastating raids against their foes. In battle, these elite combatants are even more fearsome than the dreadful headhunters.

Berserker, Male Jungle Troll Barbarian 2/ Scout 2/Jungle Troll 1: CR 5; Medium humanoid (jungle troll); HD 2d12 plus 3d8+10, hp 40; Init +3; Spd 40 ft.; AC 19, touch 13, flat-footed 16; Base Atk +4; Grp +6; Atk +8 melee (1d6+3, shortspear); Full Atk +4 melee (1d6+3, shortspear) and +4 melee (1d6+1, shortspear), or +10 ranged (1d6+2, shortspear); SA throwstorm rage 1/ day; SQ low-light vision, fast movement, improved rapid healing, nature sense, uncanny dodge, wild healing, jungle troll traits; AL CN; SV Fort +10, Ref +8, Will +0; Str 14, Agy 17, Sta 15, Int 10, Spt 10, Cha 6.

Languages Spoken: Common and Zandali.

Skills: Climb +5, Craft (weaponsmithing) +4, Heal +5, Jump +8, Knowledge (nature) +7, Listen +5, Spot +5, Survival +9 and Tumble +8.

Feats: Track, Two-Weapon Fighting, Weapon Focus (shortspear).

Possessions: +2 chain shirt, +1 shortspear, six masterwork shortspears, backpack with waterskin, one week's trail rations, rope, flint and steel.

* The berserker uses the troll barbarian racial iconic class presented in Chapter 2.

Description:

Many scars mark the light-blue skin of this battle-hardened troll. A chain shirt of dark gray covers his muscular torso.

The warrior carries several spears, which stick out from an specially designed quiver strapped upon his back.

Troll berserkers receive the same training as headhunters, but raise their battle prowess to a new level. Expert at throwing spears, berserkers enjoy attacking their foes from afar before charging into the fray. Whenever they can, they rage and spend several rounds throwing projectiles, targeting the least armored foes and any known spellcaster first. Then they charge into melee with their last spears in hand, focusing the bulk of their attacks on the most heavily wounded opponents in order to drop as many of them in as short a time as possible. One of the troll berserkers' favorite tactics is to hide in the undergrowth and catch their enemies by surprise. When a berserker works with a band of headhunters or other berserkers, they carefully prepare lethal ambushes.

Typical Headhunter, 2nd-Level Scout/ 1st-Level Jungle Troll

Trained from birth to track down and trap dangerous wild beasts, jungle trolls have long been renowned for their hunting and survival skills. The best among them are also cunning warriors able to fend for themselves against capable enemies. Troll headhunters excel at two things: Tracking down quarries and flinging spears at their foes. Because of these reasons, they are invaluable to the Horde. Their ability to hurl spears at distant enemies with deadly accuracy make the jungle troll headhunters among the best soldiers at providing cover fire to the other warriors of the Horde. Their superior tracking skills also make them tremendous scouting and reconnaissance experts as well as capable bounty hunters.

Headhunter, Male Jungle Troll Scout 2/ Jungle Troll 1: CR 3; Medium humanoid (jungle troll); HD 3d8+6, hp 23; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +2; Grp +3; Atk/Full Atk +5 melee (1d6+2, shortspear) or +7 ranged (1d6+1, shortspear); SQ low-light vision, improved rapid healing, nature sense, wild healing, jungle troll traits; AL CN; SV Fort +7, Ref +8, Will +0; Str 13, Agy 17, Sta 14, Int 10, Spt 10, Cha 6.

Languages Spoken: Common and Zandali.

Skills: Heal +5, Jump +7, Knowledge (nature) +7, Listen +5, Spot +5, Survival +9 and Tumble +8.

Feats: Point Blank Shot, Track, Weapon Focus (shortspear).

Possessions: Masterwork chain shirt, *+1 shortspear*, six shortspears, backpack with waterskin, one week's trail rations, rope, flint and steel.

Description:

This troll wears a well-wrought, dark brown chain shirt decorated with small black metal beads. Upon his back is a large pack designed to carry many spears, and their points jut out over the creature's coarse, red mane.

Like most of their kind, troll headhunters excel at throwing things. They make good use of their natural talent, extensive training and hunting expertise when engaged in combat. During the first few rounds of battle, the jungle troll headhunters attack from afar — often targeting the same opponent with a volley of spears when working in groups. They continue to throw spears at their enemies until forced into melee (or until they have only one spear left).

Typical Witch Doctor, 4th-Level Witch Doctor*

The wise witch doctors of the jungle troll tribes are adept magic users who thrive on causing harm to their foes and augmenting the combat capabilities of their compatriots. Because they are also adept healers, the jungle troll witch doctors of the Darkspear tribe are especially useful to the Horde. In times of war, they are valuable support units able to lend all sorts of help to the troops, from healing the wounded, boosting the troops and even assisting in combat when necessary.

Witch Doctor, Male Jungle Troll Witch Doctor 4: CR 4; Medium humanoid (jungle troll); HD 4d8+8, hp 29; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +3; Grp +2; Atk/Full Atk +3 melee (1d6–1 , masterwork quarterstaff) or +6 ranged (1d4–1/19–20/x2, dagger); SA spells; SQ low-light vision, Spirits domain (lesser), spontaneous casting (totem spells), totem power, jungle troll traits; AL CN; SV Fort +6, Ref +5, Will +7; Str 8, Agy 15, Sta 14, Int 10, Spt 16, Cha 8.

Languages Spoken: Common and Zandali.

Skills: Concentration +9, Craft (alchemy) +9, Jump +1, Profession (herbalist) +12, Spellcraft +7, Survival +5 and Tumble +4.

Feats: Brew Potion, Dodge, Fetish Spell†, Lighting Reflexes.

Witch Doctor Spells (5/4/3); save DC 13 + spell level): The witch doctor's high Spirit score and his ranks in Spellcraft allow him to prepare 14 spells; he can prepare many of the spells on the witch doctor spell list.

Domain Spells: 1st—*bless*; 2nd—*call of the spirits.*

Domains: Spirits (the witch doctor casts Spirits spells as a 5th-level caster).

Possessions: Leather armor, masterwork quarterstaff, dagger, three potions of *lesser demon skin*, potion of *moon glaive*, spell component pouch.

* The witch doctor uses the jungle troll witch doctor racial iconic class presented in Chapter 2.

† See Chapter 2: Class Options.

Description:

This troll's flaming red hair is turning gray, and a wide golden ring protrudes from his broken nose. Garbed in a simple tunic of soiled brown cloth covered with a battered leather vest, the witch doctor holds a wooden staff. The surface of this weapon is covered with intricate tribal carvings, and a handful of shrunken skulls dangle from a cord tied to it.

Witch doctors remain behind the action and as far away from melee as they can. It is not that jungle troll witch doctors are cowardly, but rather that they know they can be of better use behind the front lines. By remaining close to the other combatants of the Horde but away from melee combat, witch doctors can freely cast spells to aid their troops and hinder their enemies. They can also heal those in need and, at times, charge

into the fray to aid a fellow soldier. Jungle troll witch doctors use helpful totems — especially healing ones — judiciously, and most warriors of the Horde consider them an invaluable asset to their ranks.

Forsaken Undead Military Forces

Forsaken undead often contribute the following champions and soldiers to the battlefield.

Typical Dark Ranger – Anya Eversong, 7th-Level Scout/8th-Level Dark Ranger*

Dark rangers serve as generals for Forsaken armies, as well as elite scouts and assassins. Like most Forsaken, dark rangers remain in the back lines, performing precision attacks and curses.

Anya Eversong, Female Forsaken Scout 7/Dark Ranger 8: CR 15; Medium undead (Forsaken); HD 15d8, hp 71; Init +4; Spd 30 ft.; AC 21, touch 15, flat-footed 17; Base Atk +13; Grp +15; Atk +15 melee (1d6+3, bow strike); Full Atk +17/+12/+7/+17 ranged (1d8+4/19–20/x3, composite longbow) or +15/+10/+5 melee (1d6+2, bow strike); SA bow strike, keen arrows, ranged backstab +4d6, spells; SQ darkvision 60 ft., anticipation, extended range, heightened perception, improved uncanny dodge, *locate object* 1/day, nature sense, shadowmeld, swift tracker, trackless step, trap sense +1, uncanny dodge, wild healing +5, woodland stride, Forsaken traits; AL N; SV Fort +11, Ref +15, Will +7; Str 14, Agy 18, Sta —, Int 13, Spt 16, Cha 10.

Languages Spoken: Common, Gutterspeak, Low Common and Thalassian.

Skills: Climb +12, Craft (bowmaking) +11, Jump +12, Knowledge (military tactics) +11, Knowledge (nature) +8, Listen +17, Search +6, Spot +26, Stealth +22, Survival +23.

Feats: Close Shot, Dodge, Far Shot, Manyshot, Mobility, Point Blank Shot, Rapid Shot, Shot on the Run, Track.

Dark Ranger Spells (3/2/2/1; save DC 13 + spell level): Anya's high Spirit score allow her to prepare 5 spells per level; she can prepare many of the spells on the dark ranger spell list. Anya favors the following spells:

1st—*charm person*; 2nd—*silence*; 3rd—*black arrow*†; 4th—*drain life*.

Possessions: +3 studded leather, +2 composite longbow (+4 Str bonus) with 20 normal arrows, ten *+3 arrows*, twenty adamantine arrows, twenty arcanite arrows, five truesilver *+1 ghost touch arrows*, 2 mana draughts‡, *amulet of natural armor +1***, *boots of elvenkind*††, *cloak of elvenkind*††, *eyes of the eagle*†, *gloves of Agility +2*, *lesser bracers of archery*††, *ring of protection +1*, *periapt of Spirit +2*, *quiver of Jennala*††.

* See Chapter 3: Prestige Classes.

† See Chapter 4: Magic and Faith.

‡ See **More Magic & Mayhem,** Chapter 2: Enchantments, Runes, and Brews.

** See the **Monster Guide,** Chapter 4: Monsters as Characters.

†† See the **Alliance Player's Guide**, Chapter 4: Magic.

Description:

The unsettling undead figure wears a long, shadow-laden cloak, obscuring most of her features and causing her to fade into the darkness. She holds a dark, glowing bow of elven make.

Anya is first and foremost a ranged fighter. Her magical quiver contains arrows of all types and makes, variable enough for any encounter. She prefers to snipe from the cover of shadows, where her cloak and shadowmeld abilities make her invisible. She is perfectly capable of firing arrows while on the move, or even in melee. She targets spellcasters with *silence* spells to prevent them from casting, and weak-willed targets with *charm person*. She casts *black arrow* on her bow when strong foes surround her, or when she needs the extra skeletons her arrows create. If she is low on life, she casts *drain life* on slow targets, siphoning their life and recovering from her wounds.

Typical Acolyte, 3rd-Level Priest

Novice priests are most often used in grunt work, summoning and repairing buildings and structures with their magic. Occasionally, an acolyte enters battle as a medic, though few are strong enough to actually engage directly in battle.

Note that these statistics also represent the acolytes that the Scourge uses.

Acolyte, Male Forsaken Priest 3: CR 3; Medium undead (Forsaken); HD 3d8, hp 17; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +2; Grp +2; Atk/Full Atk +3 melee (1d4/19–20, dagger) or +3 ranged (spell); SA death touch, spells; SQ darkvision 60 ft., aegis, Death domain (lesser), rebuke undead, spontaneous casting (*inflict* spells), Forsaken traits; AL LE; SV Fort +3, Ref +1, Will +5; Str 10, Agy 10, Sta —, Int 14, Spt 15, Cha 13.

Languages Spoken: Common, Gutterspeak and Low Common.

Skills: Concentration +6, Heal +8, Knowledge (arcana) +7, Knowledge (religion) +9, Spellcraft +7.

Feats: Brew Potion, Spell Focus (conjuration), Ritual of Summoning*.

Priest Spells (4/3/2; save DC 12 + spell level): The acolyte's high Spirit score and his ranks in Spellcraft allow him to prepare 8 spells per level; he can prepare many of the spells on the priest spell list. An acolyte favors the following spells:

0-level — *repair minor damage*†; 1st — *repair light damage*†; 2nd — *repair moderate damage*†.

Domain Spells: 1st — *doom*; 2nd — *lesser death coil.*

Domains: Death (death touch 1/day).

Possessions: Masterwork dagger, 2 *potions of inflict moderate wounds*, spell component pouch.

* See Chapter 2: Class Options.

† See Chapter 4: Magic and Faith.

Description:

The undead man stands dressed in dark robes covered in arcane writing. Most of his face is covered in a dark scarf and the hood of his robes, and he clutches a wicked, wavy-bladed dagger.

The acolyte is absolutely pitiful in battle, and lets other Forsaken forces fight for him. His main role is to

summon buildings and repair damage to vehicles and other undead units. If pressed, the acolyte casts spells like *lesser death coil* or stabs with his dagger.

Typical Apothecary, 5th-Level Witch Doctor*

Apothecaries are a new sight on the battlefield, and unique to the Forsaken. Like acolytes, apothecaries are support soldiers, administering potions and alchemical brews to heal and strengthen their allies.

Apothecary, Female Forsaken Witch Doctor 5: CR 5; Medium undead (Forsaken); HD 5d8, hp 26; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +3; Grp +3; Atk +4 melee (1d4+1/19–20, dagger); Full Atk +4 melee (1d4+1/19–20, dagger) or +3 ranged touch (spell); SA spells; SQ darkvision 60 ft., dark potions, dark study, Healing domain (lesser), juju potion, rebuke undead, spontaneous casting (*inflict* spells), undead traits; AL LE; SV Fort +4, Ref +1, Will +7; Str 10, Agy 10, Sta —, Int 14, Spt 16, Cha 13.

Languages Spoken: Common, Gutterspeak, Low Common and Thalassian.

Skills: Concentration +8, Craft (alchemy) +12, Heal +12, Knowledge (arcana) +12, Profession (alchemist) +11, Spellcraft +12.

Feats: Brew Potion, Empower Spell, Extend Spell, Spell Focus (necromancy), Journeyman Alchemist†.

Witch Doctor Spells (5/4/3/2; save DC 13 + spell level): The apothecary's high Spirit score and her ranks in Spellcraft allow her to prepare 8 spells per level; she can prepare many of the spells on the witch doctor spell list.

Domain Spells: 1st— *cure light wounds*; 2nd— *cure moderate wounds*; 3rd — *cure serious wounds*.

Domain: Healing (the apothecary casts Healing spells as a 6th-level caster).

Possessions: +1 dagger, basic alchemical elixirs and potions of any 1st–3rd level spell from the necromancer or healer list, as well as basic alchemical creations, worth no more than 2,000 gp total, robes, spell component pouch.

* The apothecary uses the Forsaken apothecary racial iconic class presented in Chapter 2.

† See **More Magic & Mayhem,** Chapter 1: Spell Slingers and Gear Grinders.

Description:

The undead female smirks with supreme confidence as she uncorks a vial from one of her numerous pouches.

The apothecary is new to her role in war, and rarely takes a place in the front of battle. She is the ultimate support soldier, however, carrying a variety of potions and alchemical brews with which to reinforce the lines and keep everyone in top shape. If pressed into battle, she imbibes a strengthening elixir and uses her enchanted dagger. Her Healing domain is both useful to her living allies, and deadly against the Scourge.

Typical Necromancer, 5th-Level Necromancer

Necromancers fill both support and artillery positions in battle. A single necromancer in a particularly bloody battle can easily double or triple his band's forces in a matter of rounds.

Note that these statistics also represent the necromancers that the Scourge uses.

Necromancer, Male Forsaken Necromancer 5: CR 5; Medium undead (Forsaken); HD 5d6, hp 20; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +2; Grp +2; Atk/Full Atk +3 melee (1d6, quarterstaff) or +2 ranged (spell); SA death touch, spells; SQ darkvision 60 ft., death resistance, Forsaken traits; AL NE; SV Fort +1, Ref +1, Will +5; Str 10, Agy 10, Sta —, Int 18, Spt 13, Cha 14.

Languages Spoken: Common, Gutterspeak, Low Common and Thalassian.

Skills: Concentration +8, Craft (alchemy) +12, Decipher Script +12, Knowledge (arcana) +14, Knowledge (religion) +12, Spellcraft +14.

Feats: Extend Spell, Scribe Scroll, Spell Focus (necromancy), Spell Mastery (*summon undead I–III*).

Necromancer Spells (5/5/4/3; save DC 14 + spell level): The necromancer's high Intellect score and his ranks in Spellcraft allow him to prepare 8 spells per level; he can prepare many of the spells on the necromancer spell list. A necromancer favors these spells:

1st—*summon undead I*; 2nd—*cripple, summon undead II, unholy frenzy*; 3rd—*summon undead III*.

Possessions: Masterwork quarterstaff, *headband of Intellect +2*, spell component pouch, spellbook.

Description:

The undead creature wears a horrible goat skull atop his head, and bears a withered staff with a miniature goat skull at the top. His crimson robes display his magical nature, as does the spellbook he holds in his right hand.

The necromancer serves as artillery and support for his army. His primary service in battle is summoning undead to bolster the ranks. He also strengthens his allies with *unholy frenzy*, while weakening enemies with *cripple* or simply launching damaging spells like *shadow bolt* (described in **More Magic & Mayhem**).

A Horde Bestiary

The Horde makes use of many creatures. Some are intelligent and friends of the Horde, while others are beasts of burden or mounts. Some are both. They all accompany troops to war.

Feats marked with an asterisk (*) appear in Chapter 2: Class Options; those marked with a dagger (†) appear in **Lands of Mystery,** Chapter 9: New Rules; those marked with a double dagger (‡) appear in the **Monster Guide,** Chapter 4: Monsters as Characters; and those marked with a double asterisk (**) appear in the **Alliance Player's Guide.**

See the **Monster Guide** for more information about monsters and their abilities.

Summoning These Creatures

See the **Monster Guide** for updated spell lists that include the creatures in this book.

Abomination

Large Undead

Hit Dice:	25d12 (162 hp)
Initiative:	–2
Speed:	20 ft. (4 squares)
Armor Class:	23 (–1 size, –2 Agy, +16 natural), touch 7, flat-footed 23
Base Attack/Grapple:	+12/+23
Attack:	Spiked chain +19 melee (2d6+7/19–20)
Full Attack:	2 cleavers +19/+14/+9 melee (2d6+7/19–20/x3) and spiked chain +19/+14/+9 melee (2d6+7/19–20)
Space/Reach:	10 ft./10 ft. (15 ft. with spiked chain)
Special Attacks:	Hook handler, rot, rot cloud, superior multiweapon fighting
Special Qualities:	Darkvision 60 ft., cannibalize, damage reduction 10/—, damage reduction 20/piercing or slashing, spell resistance 25, undead traits
Saves:	Fort +10, Ref +6, Will +13
Abilities:	Str 24, Agy 6, Sta —, Int 4, Spt 8, Cha 6
Skills:	Listen +13, Spot +13
Feats:	Ability Focus† (rot), Awesome Blow**, Cleave, Exotic Weapon Proficiency (spiked chain)[B], Great Fortitude, Improved Critical (cleaver), Improved Critical (spiked chain), Power Attack, Weapon Focus (cleaver), Weapon Focus (spiked chain)
Environment:	Any land
Area:	Any
Organization:	Solitary, pair, or troop (3–6)
Challenge Rating:	**15**
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	21–28 HD (Large); 29–40 HD (Huge) or by character class
Level Adjustment:	+4

This creature is a mound of corpses cobbled together. Its stomach-churning reek is choking, and a green-brown haze surrounds it. Its guts spill from a jagged gap in its stomach, and flies buzz about it, feasting. Three disproportionate, armlike limbs emerge from its bloated body, two bearing bloody cleavers and the other a thick chain with a hook on the end. Its tongue is thick and round and dangles from between crooked, yellow teeth.

Description

Abominations are undead monstrosities created by combining many different corpses. They are slow of body and mind, but tough and strong — excellent troops for the Scourge and the Forsaken. Disease spreads about them in visible clouds, but their enchantments ensure that, while they rot, they remain horribly alive.

Abominations are some of the most powerful undead creatures in Azeroth. The Forsaken use them to guard Undercity, and the Scourge employs them in a similar role. While not speedy, they are excellent at staying in one area and pounding anyone who gets close.

Abominations understand Common and speak it… sort of.

Combat

Abominations' dim brains don't allow much room for tactics. They follow their master's orders, trundling to where they're supposed to trundle and then hacking and ripping until their opponents are no longer recognizable. They love to carve flesh and tear their enemies apart.

Treat their cleavers as battleaxes.

Hook Handler (Ex): Abominations are adept at wielding spiked chains with one hand and do so with no penalties.

Rot (Ex): Abominations carry horrible rotting diseases. Because of its immediate nature, this ability functions as a poison instead of a disease, but creatures treat it as a disease for any special abilities they have (such as immunity to disease or a bonus on saving throws against

disease), rather than a poison.

Injury (cleaver or spiked chain), initial and secondary damage 1d6 Sta, DC 29 Fort negates. The save DC is Strength-based.

Rot Cloud (Ex): A cloud of disease surrounds an abomination in a 10-foot radius. A living creature that begins its turn in the cloud is subject to the abomination's rot, just as if it had been struck with an attack. In addition, the creature must make another DC 27 Fortitude save or be nauseated for 1d4 rounds. The save DC is Strength-based.

Superior Multiweapon Fighting (Ex): An abomination takes no penalties for fighting with weapons in all its limbs.

Cannibalize (Ex): Abominations can devour fresh corpses to heal their wounds. If an abomination spends a full round cannibalizing a corpse, it regains hit points equal to its Hit Dice (25, in the case of the abomination presented above) at the end of the round. The corpse cannot be more than one day old. A typical Medium corpse has enough meat to feed an abomination for 10 rounds; after this time, the corpse is stripped of flesh. The corpse can be no more than 1 hour old.

A cannibalized corpse is befouled. If an abomination cannibalizes a corpse for at least 3 rounds, *raise dead* is no longer effective on it, though *resurrection* and *true resurrection* function normally. Cannibalized corpses can be raised as zombies (if they still possess some flesh) or skeletons.

Banshee

Medium Undead (Incorporeal)

Hit Dice:	15d12+60 (157 hp)
Initiative:	+4
Speed:	Fly 60 ft. (12 squares) (perfect)
Armor Class:	18 (+4 Agy, +4 deflection), touch 18, flat-footed 14
Base Attack/Grapple:	+7/—
Attack:	Incorporeal touch +11 melee (2d6 cold plus 1d6 Str damage)
Full Attack:	Incorporeal touch +11 melee (2d6 cold plus 1d6 Str damage)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Possession, spell-like abilities
Special Qualities:	Darkvision 60 ft., +4 turn resistance, spell resistance 22, unnatural aura, incorporeal traits, undead traits
Saves:	Fort +5, Ref +9, Will +10
Abilities:	Str —, Agy 18, Sta —, Int 11, Spt 12, Cha 19
Skills:	Knowledge (any two) +18, Listen +19, Spot +19
Feats:	Ability Focus† (*banshee's curse*), Ability Focus† (possession), Dodge, Mind Over Matter*, Mobility, Quicken Spell-Like Ability** (*banshee's curse*)
Environment:	Any
Area:	Northern Kalimdor, the Plaguelands, Quel'Thalas, Tirisfal Glades
Organization:	Solitary or group (2–7)
Challenge Rating:	12
Treasure:	Normal
Alignment:	Often chaotic evil
Advancement:	16–23 HD (Medium) or by character class
Level Adjustment:	+7

The spectral elf is beautiful but terrible. Her face is stretched in an expression of madness, misery and rage. Her mouth drops open as she lets out a moan that reverberates and wavers strangely; it grates on the ears and stabs the mind.

Description

Banshees were once elf women, returned to a horrible, spectral existence. Their intangible forms make them difficult to destroy, and they have numerous spell-like abilities to cripple their foes and protect their allies. Their most feared ability is that they can possess a living being, taking over its body.

When the Burning Legion and the kaldorei clashed in the War of the Ancients, 10,000 years ago, many night elf women fell. Their brutal murders returned them as banshees, and for millennia they wandered the world in lamentation, losing ever more of their dwindling sanity. Eventually, the Lich King, Ner'zhul, learned of their existence and recruited them into the Scourge. Banshees fought in the Third War alongside other undead, and when Arthas attacked Quel'Thalas, he found that he could make banshees of high elves as well.

The most famous banshee was, in life, the high elf Ranger General Sylvanas Windrunner. Not long after Arthas raised her as a banshee, she broke from his control, taking many of her fellow banshees with her. She regained her physical body and established the Forsaken. This act gives many banshees hope, and a strong cadre of free banshees owes allegiance to Undercity. Other banshees still serve the Scourge, and many wild, unaffiliated banshees exist as well.

Combat

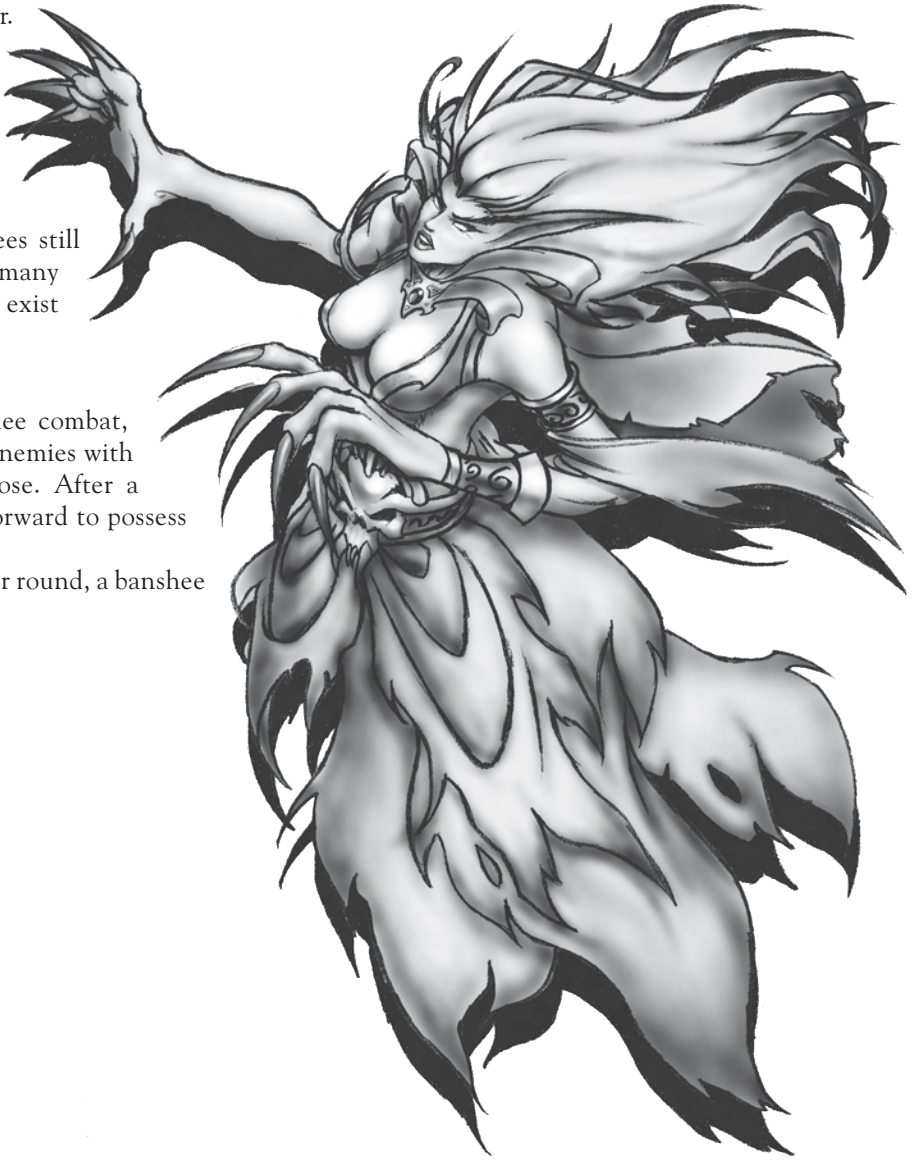
Banshees stay out of melee combat, preferring to hamper their enemies with curses while their allies close. After a few curses, banshees drift forward to possess their enemies.

Possession (Su): Once per round, a banshee can merge its body with a corporeal creature. This ability is similar to a *possession** spell, except that it does not require a receptacle. To use this ability, the banshee must try move into the target's space; moving into the target's space to use the possession ability does not provoke attacks of opportunity. The target can resist the attack with a DC 23 Will save. A creature that successfully saves is immune to that same banshee's possession for 24 hours, and the banshee cannot enter the target's space. If the save fails, the banshee vanishes into the target's body. The save DC is Charisma based.

Spell-Like Abilities: At will—*banshee's curse** (DC 19). 3/day—*anti-magic shell**. Caster level 15th.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a banshee at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within 30 feet of the banshee.

* See Chapter 4: Magic and Faith.



Bat

	Bat	Giant Bat	Vampire Bat
	Diminutive Animal	**Small Animal**	**Large Magical Beast**
Hit Dice:	1/4d8 (1 hp)	2d8 (9 hp)	4d10+12 (34 hp)
Initiative:	+2	+2	+6
Speed:	5 ft. (1 square), fly 40 ft. (good)	15 ft. (3 squares), fly 40 ft. (good)	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	16 (+4 size, +2 Agy), touch 16, flat-footed 14	15 (+1 size, +2 Agy, +2 natural), touch 13, flat-footed 13	18 (–1 size, +6 Agy, +3 natural), touch 15, flat-footed 12
Base Attack/Grapple:	+0/–17	+1/–5	+4/+12
Attack:	—	Bite +4 melee (1d4–2)	Bite +10 melee (1d6+6 plus wounding)
Full Attack:	—	Bite +4 melee (1d4–2)	Bite +10 melee (1d6+6 plus wounding)
Space/Reach:	1 ft./0 ft.	5 ft/5 ft.	10 ft./5 ft.
Special Attacks:	—	—	Wounding
Special Qualities:	Blindsense 20 ft., low-light vision	Blindsense 20 ft., low-light vision	Blindsense 120 ft., low-light vision, keen scent
Saves:	Fort +2, Ref +4, Will +2	Fort +3, Ref +5, Will +2	Fort +6, Ref +9, Will +3
Abilities:	Str 1, Agy 15, Sta 10, Int 2, Spt 14, Cha 4	Str 6, Agy 15, Sta 10, Int 2, Spt 14, Cha 4	Str 19, Agy 22, Sta 17, Int 7, Spt 14, Cha 7
Skills:	Listen +8*, Spot +8*, Stealth +6 (+14 to hide)	Listen +8*, Spot +8*, Stealth +7 (+11 to hide)	Listen +12*, Spot +12*, Stealth +13 (+9 to hide)
Feats:	Skilled (Listen and Spot)	Skilled (Listen and Spot), Weapon Finesse[B]	Skilled (Listen and Spot), Weapon Finesse
Environment:	Temperate deserts	Temperate deserts	Temperate jungles
Organization:	Colony (10–40) or crowd (10–50)	Pair or colony (5–8)	Solitary, pair, or colony (5–8)
Challenge Rating:	1/10	1/3	3
Alignment:	Always neutral	Always neutral	Always chaotic neutral
Advancement:	—	2–3 (Small); 4–6 (Medium)	5–8 HD (Large)

A small animal flutters past you on leathery wings, hunting for bugs.

Description

Bats are nocturnal flying mammals. The statistics presented here describe small, insectivorous bats.

Combat

Blindsense (Ex): A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

Skills: *A bat has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

Giant Bat

Giant bats are bats about the size of a cat or a small dog. They make prey of small rodents or toads.

Combat

A giant bat swoops down on its prey and bites, attempting to kill it quickly.

Vampire Bat

The creature is a bat the size of a pony, with black fur. Its ears are massive, as is its shriveled nose, and its jaws bear two up-curving tusks. The creature hangs upside down in its cave, watching its surroundings with obvious intelligence.

Description

The vampire bats of Azeroth are massive and intelligent creatures native to warm jungles. These savage creatures live for battle, where they may unleash their full uncontrollable frenzies. Both forest and jungle trolls respect these chaotic bats, and ride them into battle against their enemies. More recently, vampire bats have been allying themselves with the Forsaken, acting as both transport and scouts for the Dark Lady.

Vampire bats understand Low Common, but cannot speak it.

Combat

Vampire bats fly into combat with savage ferocity, biting ruthlessly at their victims. When faced with a stronger foe, they bite once or twice then retreat, letting the prey weaken from blood loss before swooping in for the kill.

Blindsense (Ex): A bat notices and locates creatures within 120 feet. Opponents the bat cannot see still have 100% concealment (see **Monster Guide**, Chapter 5: Monster Types, Subtypes, and Abilities, "Blindsense").

Wounding (Ex): A vampire bat's saliva contains an anticoagulant that causes bite wounds the creature inflicts to bleed freely. A wound from a vampire bat's bite attack bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks

result in cumulative bleeding loss (two wounds result in 2 points of damage per round, and so on). The bleeding stops after 1 minute. Alternatively a DC 15 Heal check stops it, as does any spell that heals at least 1 point of damage.

Keen Scent (Ex): A vampire bat can notice creatures by scent in a 180-foot radius and detect blood in the air at ranges up to a mile.

Skills: *A vampire bat has a +8 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

Vampire Bat Mounts

The trolls of Zul'Aman train vampire bats as mounts, though some Forsaken in Undercity learn as well. This training requires a successful Handle Animal check (DC 22 for a young vampire bat, DC 29 for an adult) and that the vampire bat is willing to be trained. The process takes about 2 years.

Trainers sell trained vampire bats for prices in the 6,000–7,000 gp range.

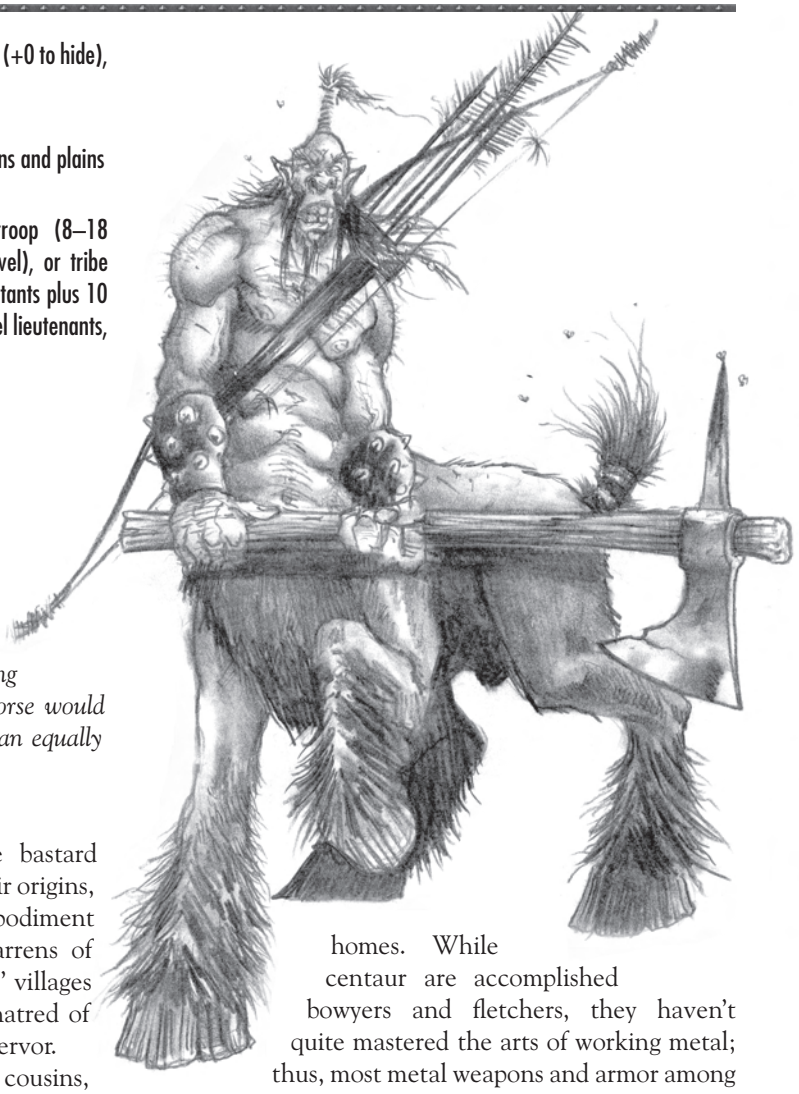
Carrying Capacity: A light load for a vampire bat is 232 pounds, a medium load 233–466 pounds, and a heavy load 467–700 pounds.

Centaur

Large Monstrous Humanoid (Centaur)

Hit Dice:	4d8+8 (26 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (–1 size, +2 Agy, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+4/+12
Attack:	Greataxe +7 melee (3d6+6/x3) or composite longbow (+4 Str bonus) +5 ranged (2d6+4/x3)
Full Attack:	Greataxe +7 melee (3d6+6/x3) and 2 hooves +3 melee (1d6+2); or composite longbow (+4 Str bonus) +5 ranged (2d6+4/x3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +6, Will +5
Abilities:	Str 18, Agy 14, Sta 15, Int 8, Spt 13, Cha 11

Skills: Listen +3, Spot +3, Stealth +4 (+0 to hide), Survival +2
Feats: Dodge, Weapon Focus (hoof)
Environment: Temperate and warm mountains and plains
Area The Barrens
Organization: Solitary, company (5–8), troop (8–18 plus 1 leader of 2nd–5th level), or tribe (20–150 plus 30% noncombatants plus 10 3rd-level sergeants, 5 5th-level lieutenants, and 1 khan of 5th–9th level)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: +2



A great creature charges through the plains, snarling a challenge. He has the upper torso, arms and head of a wild and savage human, emerging from where the head and neck of a great warhorse would be. He bears a massive axe in his hands, while an equally massive bow hangs from his back.

Description

Night elves claim that centaur are the bastard children of the demigod Cenarius. Despite their origins, these primitive, barbaric horsemen are the embodiment of savagery. Centaur tribes terrorize the Barrens of Kalimdor and ransack the indigenous peoples' villages and cities. They have an especially violent hatred of tauren, who return the racial animosity with fervor.

Centaur have little in common with their cousins, dryads and keepers of the grove. While it is unknown how these creatures came to be, centaur prove to be a thorn in both night elf and tauren sides.

Centaur live in rough tribal groupings. While not quite as stupid as ogres, centaur are not ranked as the wisest of the races of Azeroth, and few provide true crafts of their own. Their establishments tend toward crude mud-and-thatch huts, built to look more like stables than real homes. While centaur are accomplished bowyers and fletchers, they haven't quite mastered the arts of working metal; thus, most metal weapons and armor among centaur are stolen from other races. Melee weapons consist of heavy and powerful weapons such as clubs or axes, though many centaur utilize lances due to their body makeup.

Centaur are organized into several tribes, scattered across the Barrens. A khan, the eldest and most powerful centaur in the territory, rules each tribe, delineating a strict hierarchy of power underneath him, and enforcing

The ancient and wizened tauren sat in front of the fire, warming his old bones. Around him sat several young calves, eager for their elder to begin storytelling. One, however, was too impatient, and asked a question of the elder. "Elder, what are centaur?"

The old tauren laughed and reached over to pat the young child. "This was told to me once by a wandering night elf, long ago, little children. Long ago, the kaldorei god Cenarius bore three children: the centaur, the dryad and the keeper of the grove. However, one son, the centaur, grew to despise his beautiful siblings, then all other creatures of the world, and challenged Cenarius. The centaur believed that he was the strongest of the three children, and that Cenarius refused to love him and instead doted on his other children.

"In embracing his hatred and savagery, he struck his father in a blind rage, trying to force his father to love him above all other creatures. In retort, the god cursed the centaur, stripping him of his beauty and powers, leaving him only with his hatred and anger. The centaur fled in rage, and swore a blood feud on all the creatures of the world. He reserved most of his hatred for Cenarius' favored children, and thus the night elves drew his ire as well. We too drew his anger, as he was jealous of our strength and power with the world, the same power he lost.

"His children carry his anger, and destroy everything they touch, bearing their father's hatred of all things of the world." The children nodded, then smiled, as the elder turned the subject to something more pleasant.

the laws of his tribe. Strength is power among the centaur, and the easiest way to earn respect among centaur is to prove your power. While stupid, centaur are strong-willed and cunning, and mental wits impress them just as much as physical prowess. Like most primitive societies, females are viewed as little better than baby-makers, but occasionally a female proves strong enough to earn some respect.

Like all of Cenarius's children, centaur favor druidism over other divine arts. However, centaur druids are not in the least respectable. Rather than striving for a balance with nature, centaur druids control nature, using it to further their own ambitions. If an animal or plant refuses to subject itself to the centaur's rule, then the creature finds itself either enslaved or, more commonly, destroyed. It takes weeks for night elf or tauren druids to correct the damage a centaur druid inflicts on any territory it comes across.

A centaur is as big as a heavy horse, but much taller and slightly heavier. A centaur is about 7 feet tall and weighs about 2,100 pounds.

Centaur speak Low Common.

Combat

Centaur are cruel and vicious in combat. They accept no surrender, and they rarely retreat from battle. Under the proper leaders, a group of centaur armed with greataxes and longbows would make short work of those ill equipped to defend themselves.

A centaur employing a lance deals double damage when it charges, just as a rider on a mount does. Centaur also are considered to have the feat Mounted Combat for purposes of feat and prestige class prerequisites.

Kodo

	Kodo Beast	Kodo, Riding
	Huge Animal	**Large Animal**
Hit Dice:	11d8+58 (107 hp)	8d8+40 (76 hp)
Initiative:	+0	+1
Speed:	40 ft. (8 squares)	60 ft. (10 squares)
Armor Class:	16 (–2 size, +8 natural), touch 8, flat-footed 16	17 (–1 size, +1 Agy, +7 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+8/+26	+6/+18
Attack:	Gore +16 melee (2d6+15) or bite +16 melee (2d6+15)	Gore +13 melee (2d6+12)
Full Attack:	Gore +16 melee (2d6+15) or bite +16 melee (2d6+15)	Gore +13 melee (2d6+12)
Space/Reach:	15 ft./10 ft.	10 ft./5 ft.
Special Attacks:	Improved grab, powerful charge, stampede (DC 25), swallow whole, trample 2d6+15 (DC 25)	Improved grab, powerful charge, stampede (DC 20), swallow whole
Special Qualities:	Low-light vision, scent	Low-light vision, scent
Saves:	Fort +12, Ref +7, Will +5	Fort +11, Ref +7, Will +4
Abilities:	Str 30, Agy 10, Sta 21, Int 2, Spt 15, Cha 7	Str 26, Agy 12, Sta 21, Int 2, Spt 15, Cha 7
Skills:	Listen +11, Spot +11	Listen +10, Spot +9
Feats:	Endurance, Skilled (Spot and Listen), Snatch, Toughness	Endurance, Skilled (Spot and Listen), Improved Natural Attack‡ (gore)
Environment:	Temperate and warm plains	Temperate and warm plains
Area:	Central Kalimdor	Mulgore
Organization:	Solitary, pair, or herd (5–50 plus 50% young plus 1 Gargantuan kodo per 10 adults)	Solitary or herd (4–16)
Challenge Rating:	7	4
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	12–16 HD (Huge); 17–28 HD (Gargantuan)	9–12 (Large); 13–24 HD (Huge)
Level Adjustment:	—	—

The ground trembles with each step that the massive reptilian beast takes. Its gray hide is covered in the dust that it kicks up as it grazes with a horned snout across the plains.

"The kodo is our life, children," began the elder tauren, smiling at the young faces across him in the firelight, "and in turn, our life is theirs. Long ago, the tauren wandered Kalimdor, lost and hungry, and they called to the Earth Mother for respite. The world was new, just Sundered, and the tauren lost everything in the great quakes that followed.

"The Earth Mother granted their wishes, and created the kodo from her own strength and spirit. She came to us, pained from the making, and spoke unto us the following words: 'I have heard your pain, and I have felt it too. This world is new, but you shall never be alone. I give you the kodo, and tie you to the great beasts as they are tied to you. The kodo shall be your food, your friends, your shelter, and your power. As long as you respect the kodo, honor the kodo, and love the kodo, it shall always be there for you.'

"She then set the kodo to wander the plains, to test the power of the tauren race, and to prove her love for us. To this day, we still honor and protect the great beasts of the plains. The kodo gives us everything we need: meat, clothing, weapons, armor, shelter. Nothing goes to waste; to do so would be to dishonor the Earth Mother's sacrifice. And still we remember the great gift our Mother gave unto us, and offer our thanks in prayer."

Description

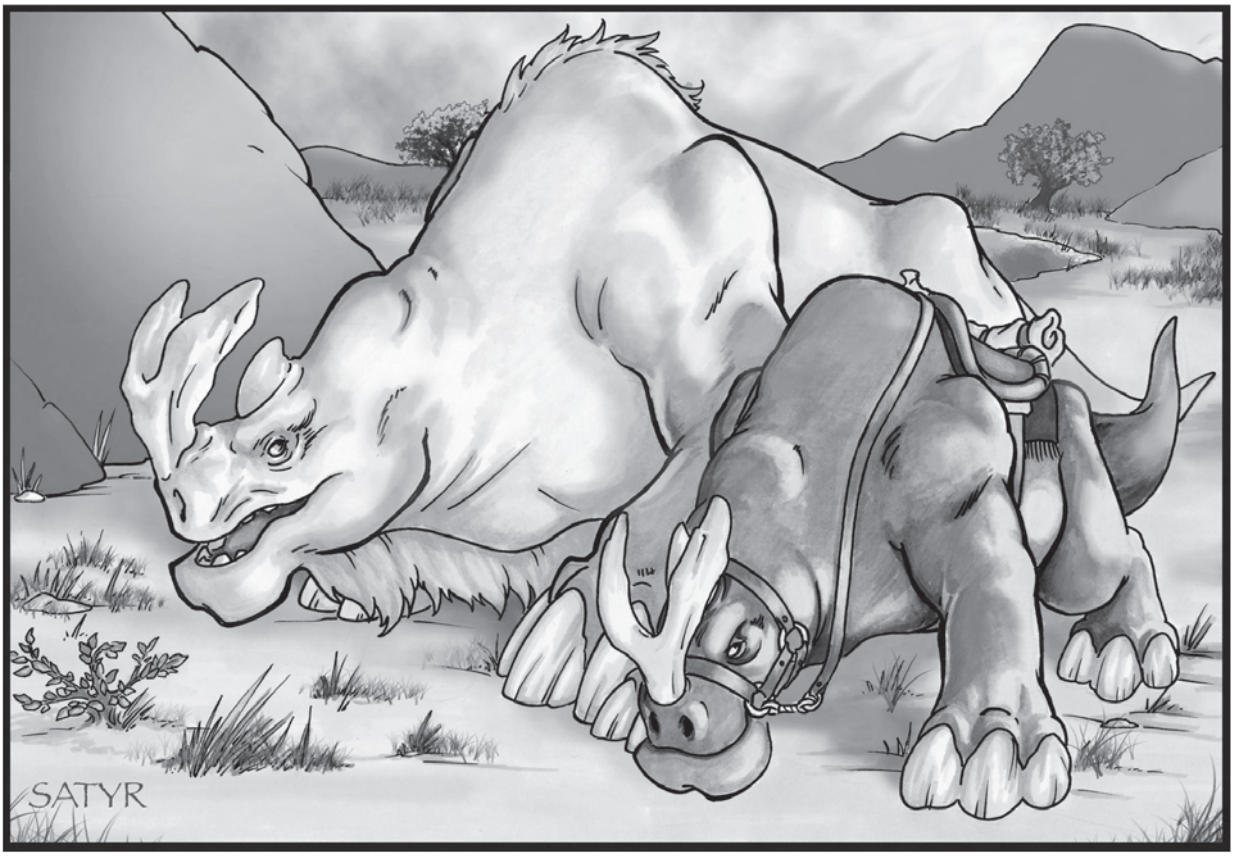
Giant quadrupedal reptiles, the kodo beasts wander the plains in thunderous herds. Kodos are warm-blooded herbivores, similar to the dinosaurs of the Un'Goro Crater, or native raptors. They graze primarily on quick-growing grasses, but eat the leaves of shrubs and trees they encounter as well. Kodos occasionally eat insects, small mammals and eggs, but these items are a limited part of their diet.

Kodos are key to tauren culture. Tauren hunt and use every part of kodos for their equipment, clothing and food. Kodos can be trained and are used as beasts of burden by the tauren and as mounts for both orcs and tauren. Kodos are a symbol of vigor and power among the tauren, and hunting them is an important rite of passage for young warriors. The warriors' bravery, strength and ability to work together are tested.

Like many herd animals, kodo beast groups are composed of mothers and young, led by a single powerful male or female. A few younger males may be present, but they are eventually driven out to establish their own herds. During mating season, typically in early spring, kodos make loud bellowing sounds to guard their territories. Kodo beasts are dangerous at this time, as males are on the watch for rivals and become territorial. Mothers become dangerous later, protecting their nests.

Combat

Though terrifyingly large and powerful, kodo beasts are by nature quiet, lumbering animals. They are content simply to wander away from potential threats. One notable exception is when they are protecting eggs or yearlings, which are small enough to be threatened



Howdahs

A howdah is a seat or box, usually with a canopy and railing, placed on the back of a Huge or larger creature, such as a kodo beast or elephant. Four Medium riders can fit on a howdah. Many creatures, especially orcs and tauren, build ornate and elaborate howdahs as symbols of prestige, or open-aired and spiked howdahs for military applications. In addition to being well out of infantry's range, howdahs grant their occupants cover.

Cost: 200 gp; *Weight:* 100 lbs.

by most predators. Kodo beasts form rings around the young, barring attack with simple mass. Sufficiently annoying opponents are charged and swallowed whole. More significant threats, particularly those too large to swallow, are run down. Spooked kodo herds stampede. During mating or nesting seasons, kodos are more aggressive, particularly if startled or surprised. They leave small annoyances alone, though they make mock charges to scare off persistent annoyances.

Improved Grab (Ex): To use this ability, a kodo beast must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round (see below).

Powerful Charge (Ex): A kodo beast deals 4d6+30 points of damage when it makes a charge.

Stampede (Ex): A frightened herd of kodos flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five kodos in the herd (Reflex DC 25 half). The save DC is Strength-based.

Swallow Whole (Ex): A kodo can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d6+5 points of bludgeoning damage and 3 points of acid damage per round from the kodo's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 11 points of damage to the gizzard (AC 14). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge kodo's gizzard can hold 2 Medium, 8 Small or Tiny, 32 Diminutive, or 128 Fine creatures.

Kodo Mounts/Riding Kodo

A kodo beast is rarely trained as a mount, being too big and feisty to be trained as a typical mount. However, tauren breed smaller riding kodos, which lack much of their larger cousin's strength. Riding kodos are quicker, however, and easier to train. This training requires a successful Handle Animal check (DC 21 for a young riding kodo, DC 28 for an adult) and that the kodo is willing to be trained. The training takes approximately 1 year.

Theft of kodo eggs is punishable by death, but a poacher can sell riding kodo eggs for upwards of 1,400 gp. Fully-trained riding kodos are rarely sold, but their market price is about 2,000 gp.

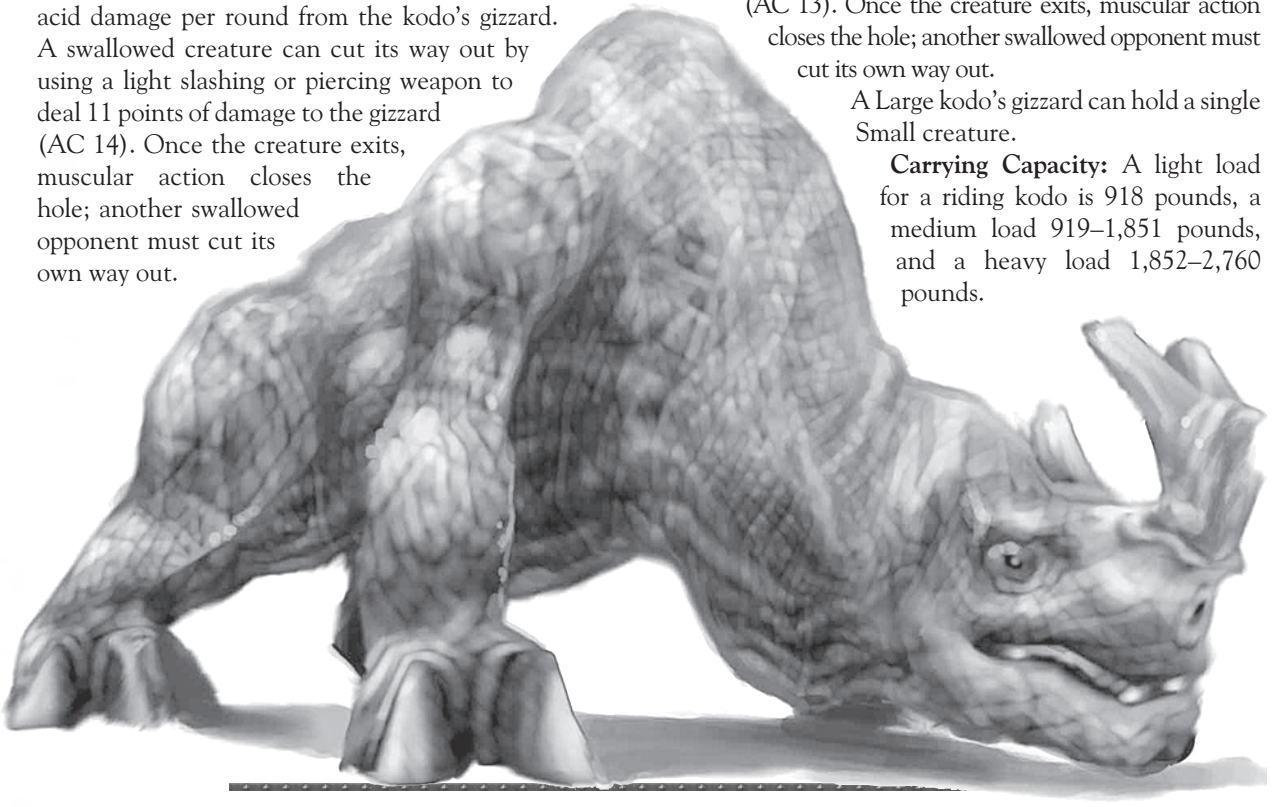
Powerful Charge (Ex): A riding kodo deals 4d6+24 points of damage when it makes a charge.

Stampede (Ex): Reflex half DC 20. The save DC is Strength-based.

Swallow Whole (Ex): A riding kodo can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 1d8+4 points of bludgeoning damage and 2 points of acid damage per round from the kodo's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 8 points of damage to the gizzard (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Large kodo's gizzard can hold a single Small creature.

Carrying Capacity: A light load for a riding kodo is 918 pounds, a medium load 919–1,851 pounds, and a heavy load 1,852–2,760 pounds.



Ogre

Large Monstrous Humanoid (Ogre)

Hit Dice:	4d8+11 (29 hp)
Initiative:	–1
Speed:	20 ft. in hide armor (4 squares); base speed 30 ft.
Armor Class:	16 (–1 size, –1 Agy, +5 natural, +3 hide armor), touch 8, flat-footed 16
Base Attack/Grapple:	+4/+13
Attack:	Greatclub +9 melee (2d8+7) or javelin +3 ranged (1d8+5)
Full Attack:	Greatclub +9 melee (2d8+7) or javelin +3 ranged (1d8+5)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +3, Ref +3, Will +4
Abilities:	Str 21, Agy 8, Sta 15, Int 6, Spt 10, Cha 7
Skills:	Listen +2, Spot +2, Survival +5
Feats:	Toughness, Weapon Focus (greatclub)
Environment:	Temperate and warm land
Area:	Alterac, Arathi Highlands, Badlands, Blasted Lands, Burning Steppes, Dire Maul, Duskwood, Feralas, Loch Modan, Tanaris
Organization:	Solitary, pair, gang (3–4), or band (5–8)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Often chaotic evil
Advancement:	By character class
Level Adjustment:	+2

This flabby humanoid is large and smooth-skinned. Its two heads stare down, one with an expression of anger, the other of confusion. A horn sprouts above a cyclopic eye on one head. The creature looks exceedingly stupid, but the way it hefts a massive club proves that it is still dangerous.

Description

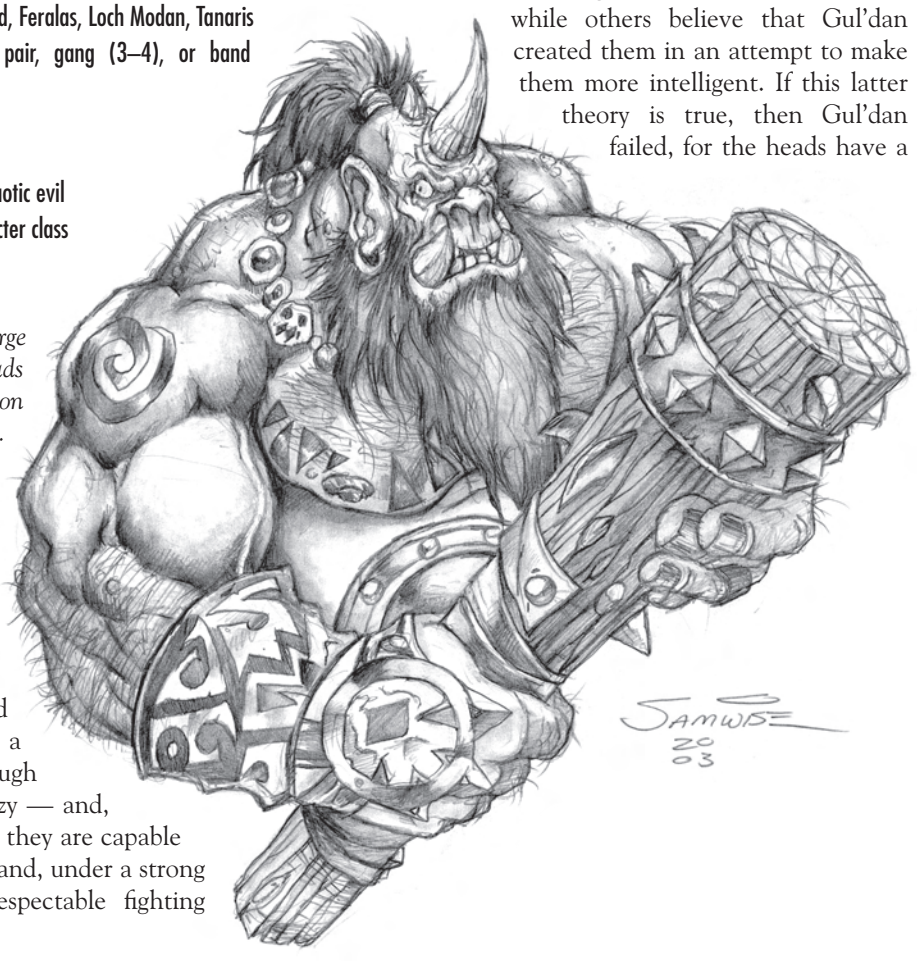
Ogres are large, strong and dim-witted humanoids with a clannish social system. Though they may seem stupid and lazy — and, in fact, *are* stupid and lazy — they are capable of dealing incredible damage and, under a strong leader, organizing into a respectable fighting force.

Ogres are not indigenous to Azeroth; rather, the orc warlock Gul'dan brought them through the Dark Portal from Draenor during the First War. Gul'dan used the ogres as enforcers to keep a modicum of peace between the feuding orc tribes. The ogres fought with the orcs in the First and Second Wars, but by the time the Third War rolled around, the ogres had scattered across Azeroth. They took to the land well, thriving particularly in places reminiscent of their homes on Draenor — arid and rocky land, such as Dire Maul and the Badlands.

Even though ogres are undeniably dumb, they are not as disorganized as they once were. In the years since the Second War, several ogre chieftains rose to prominence, bludgeoning their lessers into worthy clans. Ogres are now a danger in the wilds, as they tend to cooperate and use tactics. Also, many ogres hire themselves as mercenaries. Goblins in particular are fond of both their great physical strength and their dim intelligence.

Recently, the Horde hero and half-ogre Rexxar approached one of these organized ogre clans — the Stonemauls — and asked them for assistance. The ogres refused, so Rexxar defeated their leader and took command of the clan. In this way, a handful of ogres rejoined the Horde.

Some ogres have two heads. Some scholars believe that two-headed ogres are a natural occurrence, while others believe that Gul'dan created them in an attempt to make them more intelligent. If this latter theory is true, then Gul'dan failed, for the heads have a



tendency to bicker and fight rather than work together. Two-headed ogres often have compound names, which are actually the names of their two heads. For example, the famed ogre mage Cho'gall has two heads — Cho and Gall.

Ogres dwell in ogre mounds: rough collections of wood, dirt, and stone huts and caves. An explorer can tell he's approaching an ogre mound by the detritus and excrement nearby. In their mounds, ogres train by heaving and crushing large rocks and by pounding on each other.

The ogre race includes much physical variability. Some ogres are small, barely larger than 6 or 7 feet, while others tower above these runts at 15 feet. Their skin comes in many colors; brown and yellow are common, as is peach, orange and black.

Ogres speak Low Common. Some of the more intelligent ones may speak Common or Orcish.

Combat

Ogres love melee combat — "clobberin' time." Their preferred method is to approach their enemies — which are hopefully smaller and softer than them — and bash the tar out of them. Ogres under a skilled leader are capable of more advanced tactics, such as ambushes, flanking maneuvers, and ranged attacks.

Skills: Ogres have a +2 racial bonus on Survival checks.

Ogre Mage

Ogre magi are intelligent, spell-wielding ogres.

In the Second War, the orc warlock Gul'dan and a group of ogres captured the elven runestone at Caer Darrow. The runestone held great power, and Gul'dan had the ogres hew it into slabs. From these slabs Gul'dan created altars of storms, which harnessed old dark magic to transform normal ogres into intelligent spellcasters. The most famous ogre mage was Cho'gall, Gul'dan's apprentice.

Altars of storms appeared in many orc camps in the Second War, but the Alliance destroyed most of them in the time since. A few altars of storms are still scattered about in desolate places, and their evil magic draws dangerous beasts. Perhaps a powerful warlock could make use of one of these altars to create more ogre magi.

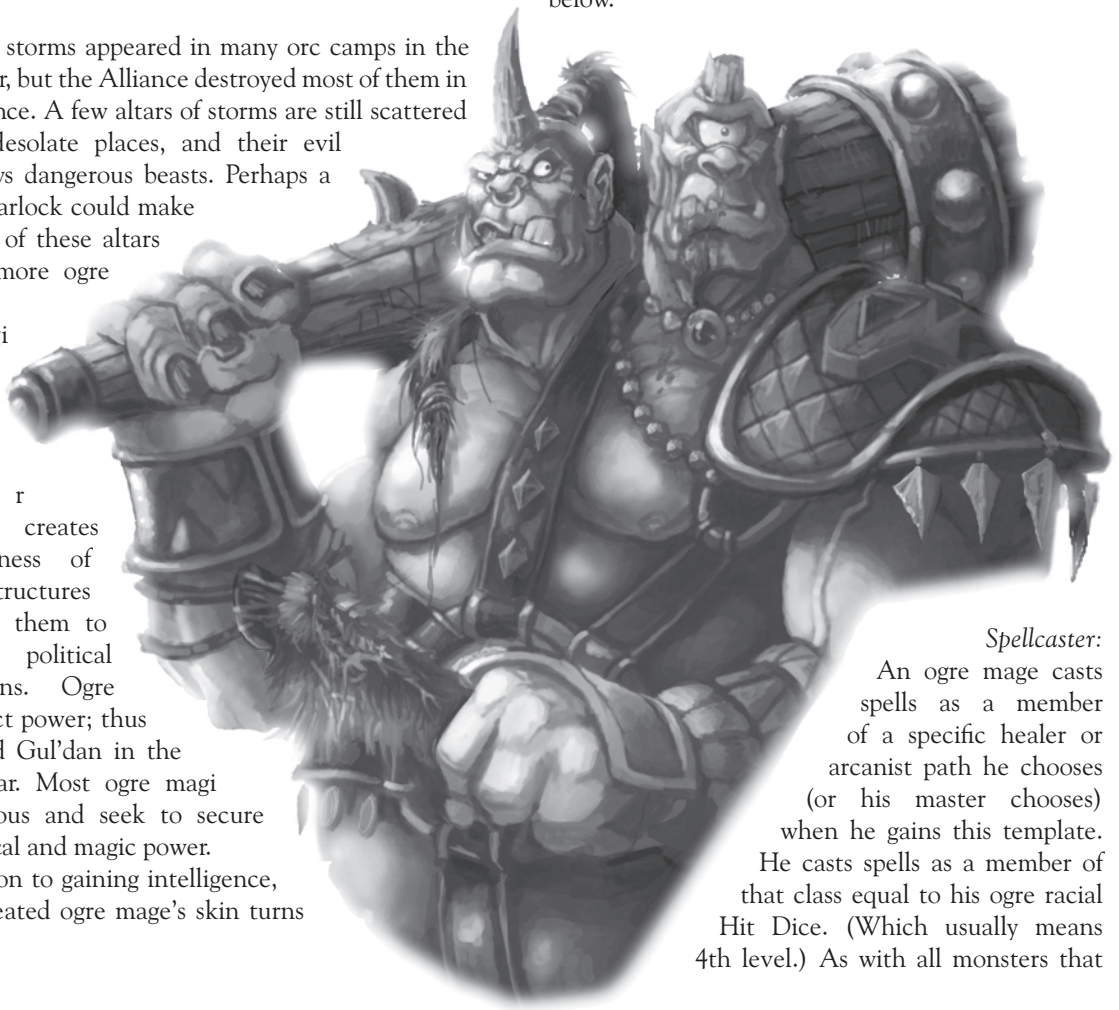
Ogre magi are less chaotic than their brethren. Their intellect creates an awareness of power structures and allows them to understand political machinations. Ogre magi respect power; thus they served Gul'dan in the Second War. Most ogre magi are ambitious and seek to secure both political and magic power.

In addition to gaining intelligence, a newly created ogre mage's skin turns blue.

Creating an Ogre Mage

"Ogre mage" is an acquired template that can be added to any ogre (referred to hereafter as the base creature). An ogre mage uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: An ogre mage retains all the special attacks of the base creature and gains those described below.



Spellcaster: An ogre mage casts spells as a member of a specific healer or arcanist path he chooses (or his master chooses) when he gains this template. He casts spells as a member of that class equal to his ogre racial Hit Dice. (Which usually means 4th level.) As with all monsters that

cast spells, these levels stack with actual class levels to determine the ogre mage's spellcasting ability.

Spells: Ogre magi have certain spells that are inherent to their natures: spells that Gul'dan considered important for his purposes. Therefore, no matter what the ogre mage's spellcasting class, he adds the following spells to his spell list at the indicated levels: *bloodlust* (3rd), *eye of Kilrogg* (4th), and *rune trap* (3rd; see Chapter 4: Magic and Faith).

Abilities: Increase from the base creature as follows: Int +6, Spt +2, Cha +4.

Skills: Ogre magi have a +2 racial bonus on Knowledge (arcana) and Spellcraft checks. Otherwise same as the base creature.

Environment: Same as base creature.

Organization: Solitary or band (1 plus 3–6 ogres).

Challenge Rating: Same as the base creature +1.

Treasure: **Double standard.**

Alignment: Usually lawful evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +1.

Example Ogre Mage

Male Ogre Mage 4th-Level Warlock
Large Monstrous Humanoid (Ogre)

Hit Dice:	4d8+4d6+19 (51 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	12 (–1 size, –2 Agy, +5 natural), touch 7, flat-footed 12
Base Attack/Grapple:	+6/+16
Attack:	Greatclub +12 melee (2d8+9) or javelin +3 ranged (1d8+6)
Full Attack:	Greatclub +12/+7 melee (2d8+9) or javelin +3 ranged (1d8+6)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spells
Special Qualities:	Darkvision 60 ft., low-light vision, fel companion (imp)
Saves:	Fort +3, Ref +2, Will +9
Abilities:	Str 22, Agy 6, Sta 14, Int 19, Spt 15, Cha 14
Skills:	Concentration +10, Knowledge (arcana) +16, Listen +4, Spellcraft +16, Spot +4, Survival +7
Feats:	Improved Initiative, Scribe Scroll, Toughness, Weapon Focus (greatclub)
Environment:	Temperate and warm land
Area:	Alterac, Arathi Highlands, Badlands, Blasted Lands, Burning Steppes, Dire Maul, Duskwood, Feralas, Loch Modan, Tanaris
Organization:	Solitary or band (1 plus 3–6 ogres)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+3

This blue-skinned ogre has dark designs painted on his body.

Description

This ogre mage studies as a warlock and is more than willing to support his clan with conjured monsters and blasts of shadow.

Combat

Ogre magi usually remain out of the front lines, using their magic to enhance their allies or hamper their foes. When they run out of powerful spells, though, they have no problem wading in and engaging in some quality clobberin' time. Unlike other ogres, ogre magi are smart enough to retreat when the fight turns sour.

Spells: This ogre mage is a 4th-level warlock. Combined with his ogre mage template, this means he casts spells as an 8th-level warlock.

Warlock Spells (5/6/5/5/3; DC 14 + spell level): The ogre mage's high Intellect and his ranks in Spellcraft allow him to prepare 13 spells per level; he can prepare most of the spells on the warlock spell list. Note that he has only three 4th-level spell slots per day (instead of four) because his imp fel companion requires one of them (see the **Monster Guide**).

Quilbeast

Quilbeast

Medium Animal

Hit Dice:	4d8+15 (33 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	17 (+1 Agy, +6 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+3/+5
Attack:	Gore +5 melee (1d8+3) or quill +4 ranged (1d6+2/19–20)
Full Attack:	Gore +5 melee (1d8+3) or quill +4 ranged (1d6+2/19–20)
Space/Reach:	5 ft./5 ft.

Dire Quilbeast

Large Animal

Hit Dice:	8d8+24 (60 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	16 (–1 size, +1 Agy, +6 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+6/+18
Attack:	Gore +13 melee (1d8+12) or 6 quills +6 ranged (1d8+8/19–20)
Full Attack:	Gore +13 melee (1d8+12) or 6 quills +6 ranged (1d8+8/19–20)
Space/Reach:	10 ft./5 ft.

Special Attacks:	Ferocity, quills	Ferocity, quills
Special Qualities:	Low-light vision, scent	Low-light vision, scent
Saves:	Fort +6, Ref +4, Will +2	Fort +9, Ref +7, Will+9
Abilities:	Str 15, Agy 13, Sta 17, Int 2, Spt 13, Cha 4	Str 27, Agy 13, Sta 17, Int 2, Spt 13, Cha 8
Skills:	Listen +7, Spot +6	Listen +9, Spot +8
Feats:	Skilled (Listen and Spot), Toughness	Endurance, Iron Will, Skilled (Listen and Spot)
Environment:	Temperate and warm forests and plains	Temperate and warm forests and plains
Area:	The Barrens	The Barrens
Organization:	Solitary or herd (3–6)	Solitary or herd (2–5)
Challenge Rating:	3	6
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	5–8 HD (Large)	9–16 (Large)
Level Adjustment:	—	—

The creature resembles a large boar, but it has a set of quills along its shoulders and back.

Description

Quilbeasts are strange boars found only in the Barrens of Kalimdor. The creatures seem to be a cross between a boar and a porcupine, and show the unique ability to launch their quills at both prey and predators. It may be that quilbeasts are related to quilboars, and the humanoids certainly breed the boars, keeping them as prickly pets and guards.

Combat

A quilbeast starts combat by launching a sharp quill at its enemies before charging recklessly into melee.

Quills (Ex): With a thrust of its hackles, a quilbeast can loose a single quill as a standard action. This attack has a range increment of 10 feet and a maximum range of 5 range increments (50 feet). The creature can launch only 6 quills in any 24-hour period.

Ferocity (Ex): A quilbeast is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Dire Quilbeast

The creature is an immense boar the size of a small pony, its tusks as big as swords. Literally hundreds of quills run along its shoulders and back, bristling with rabid fury.

Description

Dire quilbeasts are rare and massive quilbeasts. Bearing many more quills than normal, dire quilbeasts can launch a multitude of quills at their targets. They are even more savage than normal quilbeasts, prone to launching quills at the slightest provocation.

Combat

Dire quilbeasts always launch a volley of quills on enemies before charging into melee, goring with their massive tusks.

Quills (Ex): With a thrust of its hackles, a quilbeast can loose a volley of 6 quills as a standard action (make an attack roll for each quill). This attack has a range increment of 20 feet and a maximum range of 5 range increments (100 feet). All targets must be within 30 feet of each other. The creature can launch only 24 quills (4 volleys) in any 24-hour period.

Raptor

Large Animal

Hit Dice:	4d8+16 (34 hp)
Initiative:	+2
Speed:	60 ft. (12 squares)
Armor Class:	16 (–1 size, +2 Agy, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+3/+11
Attack:	Talons +6 melee (2d6+4)
Full Attack:	Talons +6 melee (2d6+4) and 2 foreclaws +1 melee (1d3+2) and bite +1 melee (2d4+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +6, Will +2
Abilities:	Str 19, Agy 15, Sta 19, Int 2, Spt 12, Cha 10
Skills:	Jump +26, Listen +10, Spot +10, Stealth +12 (+8 to hide), Survival +10
Feats:	Run, Track
Environment:	Warm forests and plains
Area:	Any
Organization:	Solitary, pair, or pack (3–6)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5–8 HD (Large)
Level Adjustment:	—

This creature is a man-sized reptile, with wicked claws on its feet and a brightly-striped hide. Its teeth and foreclaws look almost as savage, and a massive black horn extends from between its yellow eyes.

Description

Native to the plains of Durotar, raptors are savage and fierce predators of Kalimdor. The Darkspear jungle trolls were instantly impressed by the ferocity of these creatures, and set about taming the beasts.

Raptors come in many colors, from green-striped red to yellow-striped turquoise. A raptor's tail extends straight out, held aloft by an intricate structure of bony supports, thus allowing its weight to be carried entirely by the back legs. It weighs about 600 pounds.

Combat

A raptor uses a combination of speed, grasping forearms, large teeth, and hind legs with ripping talons. It hunts by running at prey, leaping, and ripping with its rear talons as it claws and bites. The talons count as one attack. A raptor has a relatively large brain for a dinosaur, and its pack hunts with cunning tactics.

Pounce (Ex): If a raptor charges, it can make a full attack.

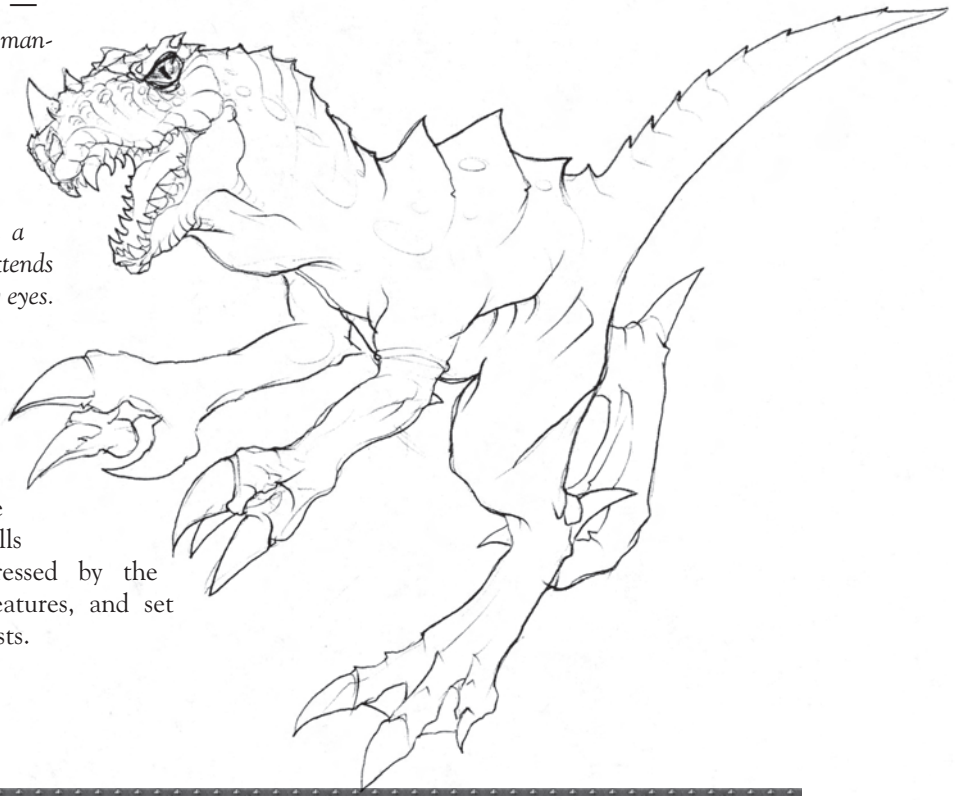
Skills: A raptor has a +8 racial bonus on Jump, Listen, Spot, Stealth and Survival checks.

Raptor Mounts

Raptors are the fierce troll mounts, common in many villages. Taming a raptor is a sign of prestige among trolls. Training a raptor requires a successful Handle Animal check (DC 15 for a young raptor, DC 20 for an adult) and that the raptor is willing to be trained. The training takes approximately 2 years.

Raptors are typically sold for about 600 gold pieces, but trolls warn outsiders that their mounts are volatile.

Carrying Capacity: A light load for a raptor is 232 pounds, a medium load 233–466 pounds, and a heavy load 467–1,000 pounds.



Spirit Beast

Spirit beasts are the embodied spirits of the natural world. These creatures are naturally incorporeal, but may take a true physical form to fight for the druid or shaman who called them. Fighting a spirit beast is harrowing, as the creature phases in and out of existence, rarely appearing in the same place twice during battle.

Spirit beasts appear like regular animals, but bear glowing auras and are slightly translucent, even when visible.

Creating a Spirit Beast

"Spirit Beast" is an inherited template that can be added to any animal (referred to hereafter as the base creature). A spirit beast uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Types changes to magical beast. Size remains unchanged. Spirit beasts encountered outside the Emerald Dream have the extraplanar subtype.

Hit Dice: Increase all current and future Hit Dice to d10s.

Armor Class: A spirit beast has a +2 deflection bonus to its AC.

Attacks: A spirit beast retains all the natural weapons of the base creature. A spirit beast's base attack bonus is equal to its Hit Dice.

Special Qualities: A spirit beast retains all the special qualities of the base creature and gains those described below.

Darkvision (Ex): Spirit beasts have darkvision out to 60 feet.

Dimension Blink (Sp): A spirit beast can use *dimension blink* at will as a spell-like ability. Its caster level equals its Hit Dice. (See the **Alliance Player's Guide**, Chapter 4: Magic for the *dimension blink* spell.)

Invisibility (Su): A spirit beast is invisible at all times, as if affected by a permanent *invisibility* spell. The spirit beast may suppress or resume this ability as a free action (including becoming invisible again after attacking).

Abilities: Increase from the base creature as follows: +4 Int, +4 Cha.

Environment: The Emerald Dream.

Area: The Emerald Dream.

Challenge Rating: Same as the base creature +2.

Advancement: As base creature.

Example Spirit Beasts:

	Spirit Wolf	Shadow Wolf
	Wolf Spirit Beast	**Dire Wolf Spirit Beast**
	Medium Magical Beast (Extraplanar)	**Large Magical Beast (Extraplanar)**
Hit Dice:	2d10+4 (15 hp)	6d10+18 (51 hp)
Initiative:	+2	+2
Speed:	50 ft. (10 squares)	50 ft. (10 squares)
Armor Class:	16 (+2 Agy, +2 natural, +2 deflection), touch 14, flat-footed 14	16 (–1 size, +2 Agy, +3 natural, +2 deflection), touch 14, flat-footed 14
Base Attack/Grapple:	+2/+3	+6/+17
Attack:	Bite +4 melee (1d6+1)	Bite +14 melee (1d8+10)
Full Attack:	Bite +4 melee (1d6+1)	Bite +14 melee (1d8+10)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Trip	Trip
Special Qualities:	Darkvision 60 ft., low-light vision, *dimension blink,* invisibility, scent	Darkvision 60 ft., low-light vision, *dimension blink,* invisibility, scent
Saves:	Fort +5, Ref +5, Will +2	Fort +8, Ref +7, Will +6
Abilities:	Str 13, Agy 15, Sta 15, Int 6, Spt 12, Cha 10	Str 25, Agy 15, Sta 17, Int 6, Spt 12, Cha 14
Skills:	Listen +3, Spot +3, Stealth +3, Survival +1*	Listen +9, Stealth +4 (+0 to hide), Spot +9, Survival +2*
Feats:	Track[B], Weapon Focus (bite)	Skilled (Listen and Spot), Run, Track[B], Weapon Focus (bite)
Environment:	The Emerald Dream	The Emerald Dream
Area:	The Emerald Dream	The Emerald Dream
Organization:	Solitary, pair, or pack (7–16)	Solitary or pack (5–8)
Challenge Rating:	3	5
Advancement:	3 HD (Medium); 4–6 HD (Large)	7–18 HD (Large)

This black wolf flickers, and is almost translucent. A faint glow emanates from its body.

Description

According to orc shaman, spirit wolves prowl the spirit realms, always hunting and killing. Shaman summon spirit wolves to act as invisible trackers and stalkers, and deadly allies in battle.

Combat

Spirit wolves are canny combatants, teleporting around the battlefield and making stealthy, invisible attacks when their foes are most vulnerable.

Shadow Wolf

The creature resembles a massive dire wolf, solid black and powerful. Its image is hazy, and it faintly glows when it shows itself.

Description

Shadow wolves are essentially more powerful spirit wolves, summoned when a little extra muscle is needed. Many orc shaman summon shadow wolves as quick and powerful temporary mounts.

Thunder Lizard

Huge Magical Beast

Hit Dice:	12d10+84 (150)
Initiative:	–1
Speed:	40 ft. (8 squares)
Armor Class:	18 (–2 size, –1 Agy, +11 natural), touch 7, flat-footed 18
Base Attack/Grapple:	+12/+30
Attack:	Gore +20 melee (2d8+15) or bite +20 melee (2d6+15)
Full Attack:	Gore +20 melee (2d8+15) or bite +20 melee (2d6+15)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Breath weapon (DC 23 Reflex), improved grab, powerful charge, swallow whole, trample 2d8+15 (DC 26)
Special Qualities:	Low-light vision, immunity to electricity, scent
Saves:	Fort +14, Ref +7, Will +5
Abilities:	Str 30, Agy 9, Sta 25, Int 1, Spt 12, Cha 7
Skills:	Listen +11, Spot +10
Feats:	Endurance, Skilled (Listen and Spot), Toughness (x3)
Environment:	Temperate plains
Area:	Central Kalimdor
Organization:	Solitary, pair, or herd (5–8 plus 1–2 Gargantuan thunder lizards)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	13–20 HD (Huge); 21-28 HD (Gargantuan)
Level Adjustment:	—

The creature resembles a massive kodo beast, with two horns on its snout and a row of pointed plates down its back. Lightning flares from its eyes, and the stench of burnt ozone hovers about the creature.

Description

The tauren have tales of legendary kodo beasts, gifted by the spirits of the sky and bound to the power of the storm. These legendary beasts are known as lightning lizards or thunder lizards, though particularly old and massive beasts are called storm wyrms. Tauren consider it a significant life event to encounter one of these creatures — an omen, though for good or ill is not always apparent.

Thunder lizards may be distantly related to kodo beasts, but thunder lizards are so far removed that resemblances are minor. They are larger and more heavily scaled, and bear a row of plates down their backs. Scholars believe these plates absorb and store electricity, as they sparkle while the thunder lizard is using its breath weapon.

Combat

Thunder lizards are easy to anger, and not too bright. Furious roars, followed by a blast of lightning, warn off threatening targets. If a foe persists, the thunder lizard charges head on into its enemies, goring and trampling, occasionally letting loose blasts of lightning. If a herd is protecting its young, it forms a circle around its young and blasts lightning in all directions, attempting to frighten away or kill predators.

Salamanders

Deep underground or in sweltering landscapes, living near pools of magma, lives a cousin to the thunder lizard, the salamander. These orange lizards are a rare and exotic offshoot of the race, and should not be confused with flamewakers (see the **Monster Guide**). Tauren claim the existence of these fire-breathing creatures as further proof of spirits of the elements on earth, representing the burning fury of fire.

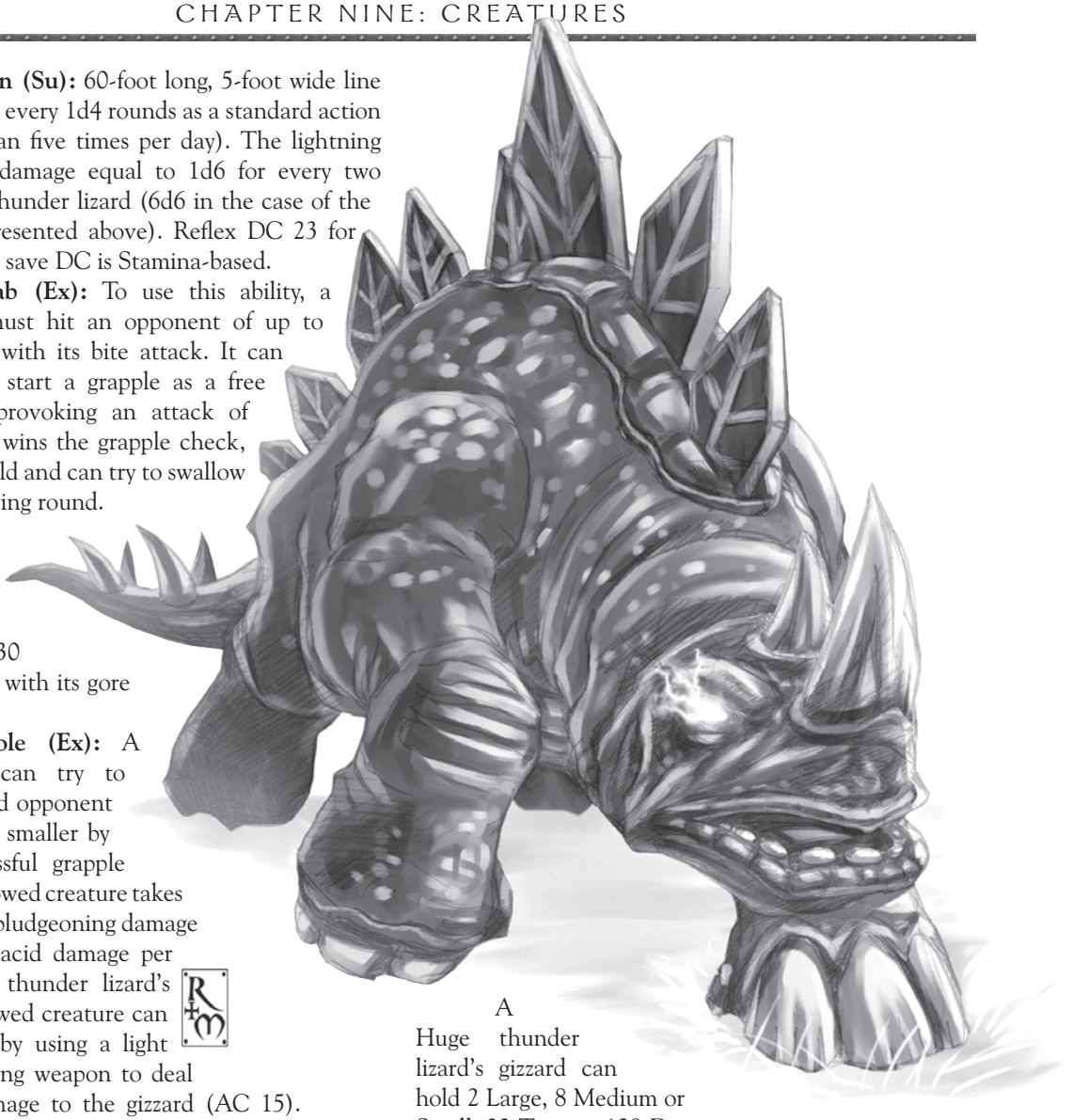
Salamanders breathe a line of fire and have immunity to fire, rather than electricity. Otherwise, they are identical to thunder lizards.

Breath Weapon (Su): 60-foot long, 5-foot wide line of lightning, once every 1d4 rounds as a standard action (but no more than five times per day). The lightning deals electricity damage equal to 1d6 for every two Hit Dice of the thunder lizard (6d6 in the case of the thunder lizard presented above). Reflex DC 23 for half damage. The save DC is Stamina-based.

Improved Grab (Ex): To use this ability, a thunder lizard must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Powerful Charge (Ex): If a thunder lizard charges, it deals 2d8+30 points of damage with its gore attack.

Swallow Whole (Ex): A thunder lizard can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. The swallowed creature takes 2d8+7 points of bludgeoning damage and 4 points of acid damage per round from the thunder lizard's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.



A Huge thunder lizard's gizzard can hold 2 Large, 8 Medium or Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Wolf

	Wolf	Giant Wolf	Dire Wolf
	Medium Animal	**Large Animal**	**Large Animal**
Hit Dice:	2d8+4 (13 hp)	4d8+8 (26 hp)	6d8+18 (45 hp)
Initiative:	+2	+2	+2
Speed:	50 ft. (10 squares)	50 ft. (10 squares)	50 ft. (10 squares)
Armor Class:	14 (+2 Agy, +2 natural), touch 12, flat-footed 12	13 (–1 size, +2 Agy, +2 natural), touch 12, flat-footed	14 (–1 size, +2 Agy, +3 natural), 12 touch 12, flat-footed 13
Base Attack/Grapple:	+1/+2	+3/+11	+4/+15
Attack:	Bite +3 melee (1d6+1)	Bite +7 melee (1d6+6)	Bite +11 melee (1d8+10)
Full Attack:	Bite +3 melee (1d6+1)	Bite +7 melee (1d6+6)	Bite +11 melee (1d8+10)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Trip	Trip	Trip
Special Qualities:	Low-light vision, scent	Low-light vision, scent	Low-light vision, scent
Saves:	Fort +5, Ref +5, Will +1	Fort +6, Ref +6, Will +2	Fort +8, Ref +7, Will +2

Abilities:	Str 13, Agy 15, Sta 15, Int 2, Spt 12, Cha 6	Str 19, Agy 15, Sta 15, Int 2, Spt 12, Cha 7	Str 25, Agy 15, Sta 17, Int 2, Spt 12, Cha 10
Skills:	Listen +3, Stealth +3, Spot +3, Survival +1*	Listen +8, Stealth +4 (+0 to hide), Spot +8, Survival +2*	Listen +9, Stealth +4 (+0 to hide), Spot +9, Survival +2*
Feats:	Track[B], Weapon Focus (bite)	Skilled (Listen and Spot), Track[B], Weapon Focus (bite)	Run, Skilled (Listen and Spot), Track[B], Weapon Focus (bite)
Environment:	Any forest	Any forest	Any forests
Area:	Any	Any	Any
Organization:	Solitary, pair, or pack (7–16)	Solitary, pair, or pack (6–13)	Solitary or pack (5–8)
Challenge Rating:	1	2	3
Advancement:	3 HD (Medium); 4–6 HD (Large)	5–10 HD (Large)	7–18 HD (Large)

The fierce animal is a wild canine, with a powerful set of jaws. Its hackles rise like a mane and its bushy tail twitches as it prepares to attack.

Description

Wolves are pack hunters known for their persistence and cunning. The wolves of Azeroth exist anywhere there are woods, from temperate and even tropical locations to the tundras of Northrend. Wolves run the gamut of colors, from deep black to albino.

Combat

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Giant Wolf

Giant wolves are wolves of exceptional size and strength. While they do not match the sheer power and ferocity of the Horde's dire wolves, they are certainly impressive and deadly creatures.

Giant wolves resemble normal wolves, but are about 7 and half feet long and weigh some 450 pounds.

Combat

Giant wolves fight much like their smaller cousins, only on a larger scale.

Skills: A giant wolf has a +2 racial bonus on Listen, Spot and Stealth checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

Dire Wolf

As tall as a man, this great wolf has long tusked jaws that look like they could snap an iron bar. It peers with burning red eyes.

Description

Dire wolves are efficient pack hunters that kill anything they catch. Orcs have always been enthralled with the creatures' cunning and strength, and train them as their preferred mounts.

Dire wolves are mottled gray or black, about 9 feet long and weighing some 800 pounds.

Combat

Dire wolves prefer to attack in packs, surrounding and flanking a foe when they can.

Skills: A dire wolf has a +2 racial bonus on Listen, Spot and Stealth checks. *It also has a +4 racial bonus on Survival checks when tracking by scent.

Dire Wolf Mounts

Orcs are renowned for training dire wolves as mounts. This training requires a successful Handle Animal check (DC 15 for a young dire wolf, DC 18 for an adult) and that the dire wolf is willing to be trained. The orcs can complete this training in about 8 months; for most others, the process takes about 2 years.

Trainers sell trained dire wolves for 400 gp on average.

Carrying Capacity: A light load for a dire wolf is 700 pounds, a medium load 701–1,600 pounds, and a heavy load 1,601–2,400 pounds.

Wyvern

Large Magical Beast

Hit Dice:	5d10+10 (37 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), fly 70 ft. (average)
Armor Class:	16 (–1 size, +1 Agy, +6 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+5/+13
Attack:	Sting +8 melee (1d6+4 plus poison) or bite +8 melee (1d8+4)
Full Attack:	Sting +8 melee (1d6+4 plus poison) or bite +8 melee (1d8+4) and 2 talons +3 melee (1d4+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison (DC 14)
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +6, Ref +5, Will +2
Abilities:	Str 18, Agy 13, Sta 15, Int 11, Spt 13, Cha 11
Skills:	Listen +8, Spot +8, Stealth +11 (+7 to hide)
Feats:	Flyby Attack†, Multiattack[B], Skilled (Listen and Spot)
Environment:	Warm desert, mountains and plains
Area:	The Stonetalon Mountains, Thousand Needles
Organization:	Solitary, pair, or flight (5–9)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral
Advancement:	6–8 HD (Large); 9–11 HD (Huge)
Level Adjustment:	—

The creature looks much like a lion with great leathery wings that flare out from its forelimbs. It has strong hind legs and a scorpion-like tail.

Description

A flight of wyverns is an awe-inspiring sight. More than one adventurer has spun a thrilling tale of the mighty beasts flying across skies streaked with the reds and violets of sunset.

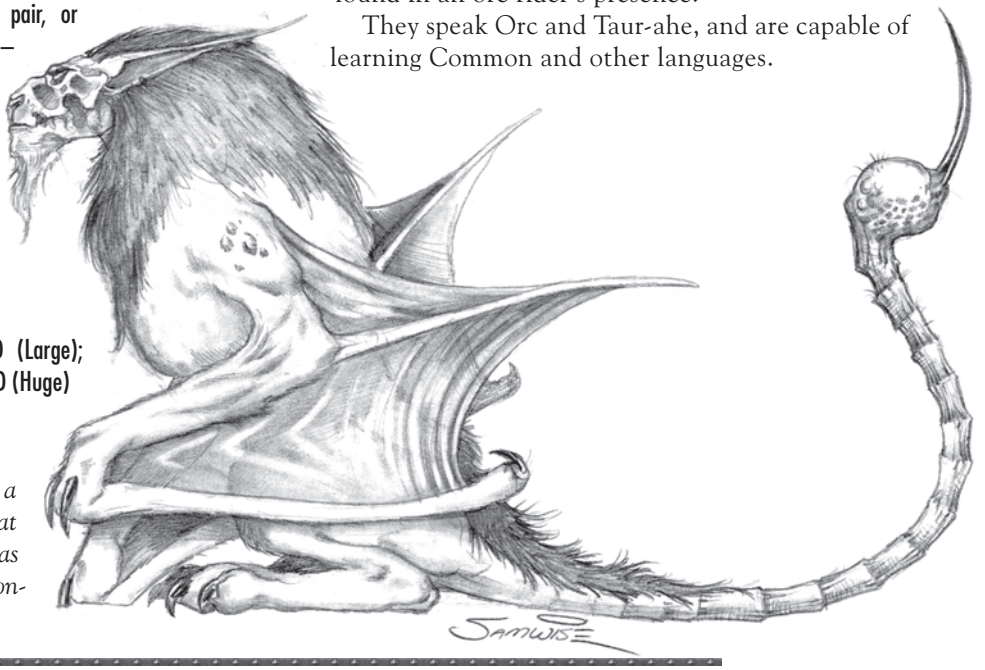
Wyverns live in the harsh cliff-terraces of Kalimdor's mountains. They hold great enmity for harpies, as the vile creatures like to capture young wyverns for food and to subvert and train as guardians.

Like hippogryphs, wyverns are intelligent creatures, as smart as any humanoid. Their fierce predator instincts, as well as their harsh environments, lend little trust for humanoids, however. Despite this, wyverns are new allies to the Horde. The green-skinned orcs proved themselves to wyverns in battle against harpies attempting to kill a Stonetalon Mountain flight. Since then, the two species have a growing respect for one another.

Wyverns share respect for the tauren just as they do the orcs, though the former are simply too large to join forces with a flying wyvern. A wyvern may choose an orc with a willingness to take to the air, and the two establish a formidable aerial scouting and combat team. Such orcs are known as wind riders.

Wyverns are encountered alone as often as they are found in an orc rider's presence.

They speak Orc and Taur-ahe, and are capable of learning Common and other languages.



Combat

Wyverns have a keen awareness of aerial tactics. Without riders, they attack in quick dives, striking with their teeth or tail followed by swipes with their claws. If trapped on the ground, a wyvern bites and slashes to clear enough space to take to the air again. Carrying orcs, wyverns favor strafing runs that allow their riders to fire at short range before streaking off to a safe distance. Wyverns with riders act on their own initiative.

Poison (Ex): Injury (sting), Fort DC 14, initial and secondary damage 1d4 Sta.

Skills: Wyverns have a +4 racial bonus on Stealth checks.

Wyvern Mounts

Orcs train wyverns as scouting and war mounts. This training requires a successful Handle Animal check (DC 24 for a young wyvern, DC 31 for an adult) and that the wyvern is willing to be trained. Wyverns are fast learners; a trainer can complete this process in about 8 months.

Wyvern cubs are rare and treasured thefts, and can be sold at around 4,000 gp. Orcs rarely sell the wise creatures, but a fully-trained wyvern costs somewhere between 7,000–10,000 gp.

Carrying Capacity: A light load for a wyvern is 200 pounds, a medium load 201–400 pounds, and a heavy load 401–600 pounds.

Shrine of the Scarab

"Shrine of the Scarab" is a **World of Warcraft RPG** adventure designed for four 8th-level Horde heroes. Any classes may participate, but at least one shaman or witch doctor is a good idea. Boxed text is meant to be read aloud or paraphrased to the players.

The action takes place in the Barrens and involves centaur, animals, and undead.

Adventure Background

Among the beliefs of the small Krenka centaur tribe is that every animal in the Barrens has a "guiding spirit" that controls its actions and destiny. By venerating a guiding spirit, a tribe can gain the blessing of that guiding spirit. Although similar ideas appear in many tribal cultures, the Krenka take this to extremes, going so far as to construct elaborate idols and following various ceremonies aimed at pleasing the Barrens' spirits.

The Krenka have not been doing well of late. Rival centaur clans slowly gobble up Krenka lands, and recent raids against orcs, tauren and harpies have been poor at best. Surely a spirit must be displeased… but which one? And what must be done to placate it?

Seeking the answers, the Krenka shaman have spent the last month performing rituals, ceremonies and meditations, often with the use of mind-altering magic and substances. One such shaman, Forgol, recently saw, through a haze of hallucination, a vision of a scarab beetle scuttling into a cavernous chamber somewhere underground. Within this cave, a pyramid of stones rises out of a natural pool, surrounded by four ornate pillars. In the vision, the beetle crawls into the pile of stones, which fall away to reveal a skeletal centaur dressed in a regal array of high-quality animal skins. In one hand the skeleton wields a long spear that glows with a bluish light.

Forgol believes that this vision shows the final resting place of Krenka himself, founder of his tribe. According to ancient tales, when Krenka grew old he wandered out into the Barrens to die, but promised to return to aid his people if the need was great. To this day, following his example, those centaur who grow too old or injured to fight leave the tribe to die alone, their fates never known by their people.

Forgol thinks that the scarab spirit has given him explicit instructions to find Krenka's remains and bring them back to the tribe. The spear's glow indicates it is a powerful weapon meant for the chieftain. Furthermore, as the follower of one of the lesser Barrens creature (the beetle), Forgol thinks that succeeding in this challenge will prove his worth and move both him and his totem spirit up in the hierarchy. To this end, he has gathered a group of followers and set off to locate Krenka's tomb.

To aid him in this task, Forgol spent the last week constructing a totem to guide him through his vision. This totem takes the form of a finely carved staff tipped with a black chunk of obsidian in the shape of a scarab. When this talisman was complete, Forgol jammed it into the ground. Immediately a large scarab beetle crawled from the hole and set off across the Barrens. Forgol and his escorts now follow the slow-moving creature toward its destination: a hidden side entrance to the Wailing Caverns.

Adventure Synopsis

The adventure begins as the heroes encounter the centaur band and its slowly scuttling guide. After defeating the centaur, the heroes then follow the beetle to a concealed entrance to an underground cave network.

As Forgol surmised, deep within these caves lies the final resting place of Krenka. However, Forgol misunderstood the reason for the vision. Krenka's remains have been corrupted by the dark magic that infuses the Wailing Caverns. His tortured spirit cannot escape unless his remains are removed and given a proper burial upon purified lands. When the heroes reach Krenka's tomb, the skeleton of Krenka attacks in desperate fury.

For the Heroes

The adventure begins in the northern Barrens, at virtually any location within that area except Crossroads. The Krenka centaur tribe is semi-nomadic, so their home territory can be set at whatever spot is convenient for the flow of events. Forgol's party is traveling on a direct line from his tribe to the side of the mountain where the Wailing Caverns are located. Where this path intersects the heroes, the adventure begins.

The heroes could be in the Barrens for any number of reasons, including the following:

- Traveling from one place to another to deliver a message or item.
- Hunting for a specific creature or type of creature.
- Hunting the centaur.
- On their way to the Wailing Caverns to search for treasure.
- Collecting ingredients for a special elixir, formula or other item.
- On the run and looking for a place to hide.

If the heroes already have a good reason for going to the Wailing Caverns, this adventure makes an excellent addition to their itinerary. For example, an alchemist among their group may be searching for certain ingredients found only among the deviate creatures within the caves, or they may simply have heard rumors that vast treasures await deep within the underground tunnel network.

Centaur and a Beetle (EL 8)

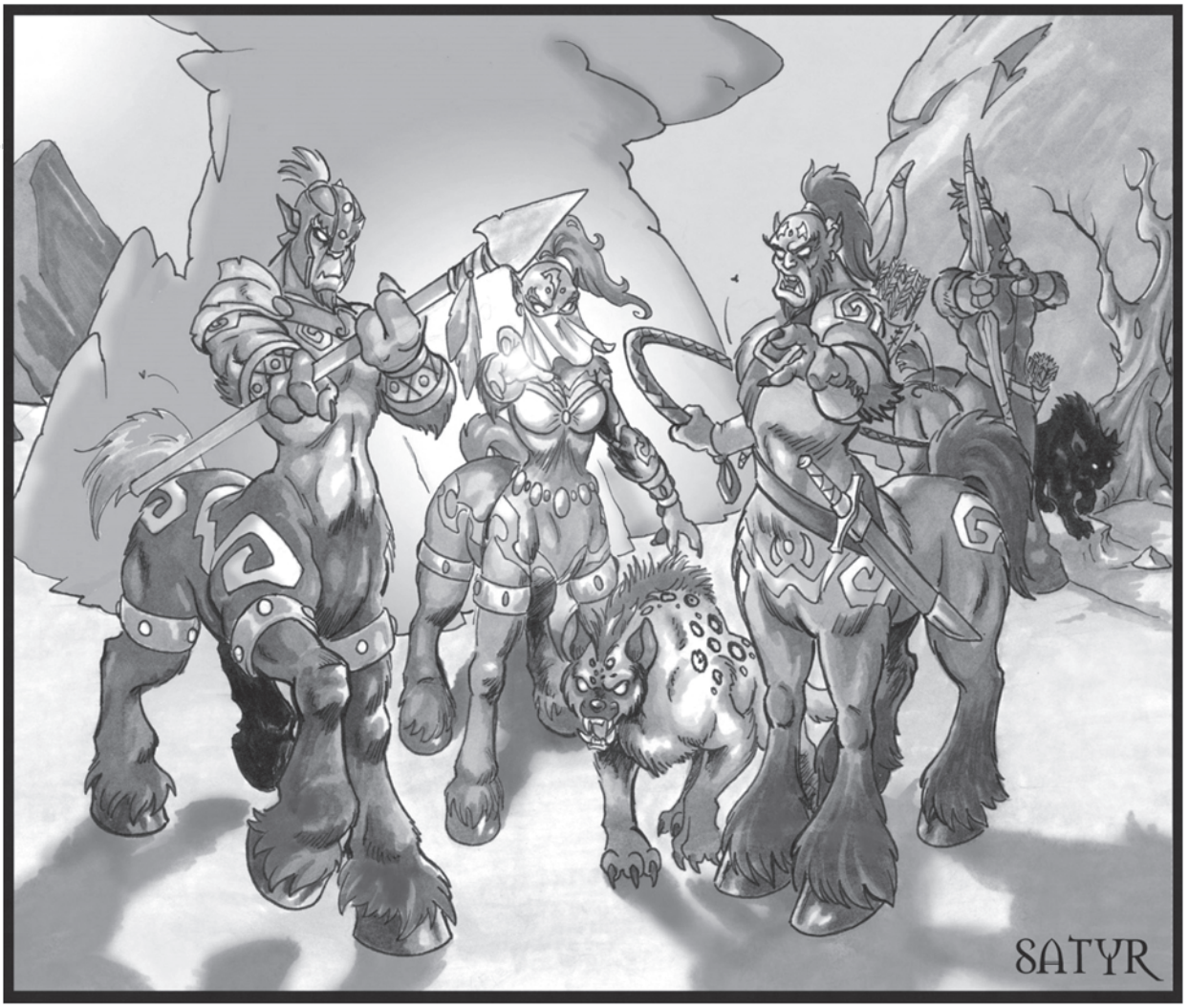
The rocky terrain of the Barrens stretches ahead of you. Above, a hawk circles in the bright sunlight, seeking small prey for a midday meal. In the distance, a dark shape that might be a kodo beast meanders across the plains. The wind gusts occasionally, whipping clouds of dust about your group. Then you hear it, carried along with the breeze — hoofbeats! Even as you reach for your weapons, a small troop of centaur, bronzed bodies decorated with garish blue tattoos, emerges from behind a ridge. They seem to be following something small and black on the ground before them. Even as you try to figure out what that might be, the centaur spot you!

Depending on how alert the heroes are, initiative rolls might be appropriate at once. If they are traveling carefully, or are concealed in some manner, the centaur might not notice them immediately (in which case modify the text as appropriate).

Set up the conflict on relatively even terrain. The centaur group has just emerged from behind a low ridgeline about 60 feet ahead of the nearest hero. They are carefully watching the scarab, which moves at a speed of 10 feet per round, and take –4 circumstance penalties on their Listen and Spot checks. Depending on how quickly events take shape, some of the centaur may not be immediately visible to the heroes.

Alternatively, this encounter might occur at night, with the heroes camped about a cozy fire. Again, adjust the boxed text appropriately. The path of the scarab beetle takes the centaur directly through the heroes' camp, so a conflict is inevitable.

It is possible that a fast-talking hero might attempt to use diplomacy (or intimidation) to forestall conflict with the centaur. Forgol speaks his tribe's tongue (appropriately named Krenkese) as well as Low Common. However, Forgol and his followers see themselves as being on a holy quest. The heroes are just an obstacle to be overcome — part of the challenge placed upon them by the scarab spirits. Therefore, Forgol simply uses any diplomacy attempt as an excuse to prepare for combat. While he talks, he casts various protective spells, making no attempt to hide this fact. Meanwhile, he utters occasional low grunts in Krenkese, giving instructions to his followers: hunters to the flanks, warriors prepare to charge, and so forth. These grunts can be detected (but not enough to pick out individual words) with a DC 10 Listen check, and overheard on a DC 15 Listen check. Remember to add



appropriate penalties for distance, as any diplomacy will likely occur from at least 50 feet away.

Ideally (as far as Forgol is concerned) the centaur attack with surprise. The lead warriors charge, while two hunters remain in back firing ranged weapons. Forgol approaches behind his warriors, planting totems in the best locations to aid his allies and harm enemies. If things go badly in this fight, and defeat appears inevitable, he orders his hunters to slay the scarab guide and then attempts to retreat. He figures that as long as he escapes with his staff, he can always summon another guide later.

Throughout this fight, you should carefully track the location and status of the beetle. Use a miniature to represent the beetle; it moves 10 feet per round, traveling in a straight line from one side of the battlefield to the other. The scarab never attacks. It is Small, has 1 hit point, and an AC of 11 (+1 size). It radiates strong divination magic. Even if picked up, its legs continue to move, trying to propel it along its pre-determined course.

Creatures: Forgol, a 6th-level centaur shaman, leads the centaur band. Two 4th-level hunters, as well as two 2nd-level warriors, accompany him.

Forgol, Male Centaur Shaman 6: CR 7; Large monstrous humanoid (centaur); HD 4d8+6d8+40, hp 88; Init +2; Spd 50 ft.; AC 20, touch 12, flat-footed 18; Base Atk +8; Grp +16; Atk +12 melee (1d8+5, quarterstaff); Full Atk +12/7 melee (1d8+5, quarterstaff);Space 10 ft.; SA spells, spontaneous casting (*inflict* spells), turn/rebuke fire elementals; SQ darkvision 60 ft., augur; AL CN; SV Fort +10, Ref +8, Will +13; Str 18, Agy 15, Sta 18, Int 8, Spt 18, Cha 17.

Languages Spoken: Low Common, Krenkese.

Skills: Concentration +13, Listen +15, Spot +6, Stealth +2 (–2 hiding), Spellcraft +9, Survival +5.

Feats: Brew Potion[B], Combat Casting, Dodge, Empower Spell, Weapon Focus (hoof), Widen Spell[B].

Shaman Spells (5/4/4/3; save DC 14 + spell level): Forgol's high Spirit score and ranks in Spellcraft allow him to prepare 11 spells per level; he can prepare many of the spells on the shaman spell list.

Domain Spells: 1st—*lesser lightning guardians*; 2nd—*fog cloud*; 3rd—*frost nova.*

Domain: Elements (Forgol casts Elements spells as a 7th-level shaman).

Possessions: Scarab staff totem (see adventure text; functions as a *+1 quarterstaff*), *+1 chain shirt*, *ring of protection +1*, *wand of cure light wounds* (10 charges).

Centaur Hunter 4 (2): CR 5; Large monstrous humanoid (centaur); HD 4d8+4d8+16, hp 55; Init +4; Spd 50 ft.; AC 19, touch 13, flat-footed 15; Base Atk +8; Grp +16; Atk +11 melee (1d8+4, shortspear) or +13 ranged (1d8+1, shortbow); Full Atk +11/+6 melee (1d8+4, shortspear) or +13/+8 ranged (1d8+1/x3, shortbow); Space 10 ft.; SA serpent sting 3/day; SQ darkvision 60 ft., animal empathy, aspect of the monkey; AL CN; SV Fort +4, Ref +12, Will +6; Str 18, Agy 19, Sta 15, Int 8, Spt 13, Cha 11.

Language Spoken: Krenkese.

Skills: Handle Animal +8, Listen +10, Spot +3, Stealth +6 (+2 hiding), Survival +9.

Feats: Point Blank Shot, Precise Shot, Weapon Focus (shortbow).

Possessions: +1 shortbow, masterwork studded leather armor.

Centaur Warrior 2 (2): CR 5; Large monstrous humanoid (centaur); HD 4d8+2d10+24, hp 54; Init +6; Spd 40 ft. in breastplate (base 50 ft.); AC 21, touch 11, flat-footed 19; Base Atk +6; Grp +15; Atk +12 melee (2d6+5/19–20, longsword);Full Atk +12/+7 melee (2d6+5/19–20, longsword); Space 10 ft.; SQ darkvision 60 ft.; AL CN; SV Fort +8, Ref +6, Will +5; Str 21, Agy 14, Sta 18, Int 8, Spt 13, Cha 11.

Languages Spoken: Krenkese.

Skills: Intimidate +5, Listen +3, Spot +3, Stealth +4 (+0 hiding), Survival +2.

Feats: Dodge, Furious Charge[B], Improved Initiative, Power Attack[B], Weapon Focus (longsword).

Possessions: Masterwork longsword, masterwork breastplate, heavy wooden shield.

Tactics: Forgol directs his allies while first casting protective and enhancement spells, such as *bless*, *roar*, *bear's endurance* and *war drums*. If given time to prepare before the fight, he casts *frost armor* and *lesser lightning guardians* on himself, as well as any other enhancements he can get away with.

His hunters remain at range, letting the warriors intercept foes. The warriors lead off with a furious charge and then tie up the opposition.

Continuing the Adventure

After the fight with the centaur, the heroes must decide to follow the scarab along its journey. If they don't, the adventure ends here, unless Forgol somehow escaped and returns later following another beetle — he'd certainly do this, but the odds that the heroes would randomly encounter him a second time are low, unless they are staying in the same area for some reason.

On the surface, there is little reason for the heroes to follow a centaur spirit guide. They might simply be curious enough to wonder what's going on and try to solve the mystery. It's best to let the players decide to get involved on their own, as this eliminates the feeling that they are being led by the nose. If they choose not to continue, for whatever reason, that's their call. If, however, you do feel they need more motivation, here are some additional hooks:

• If the heroes recover Forgol's staff, they may attempt to learn more about it. The staff radiates a minor conjuration aura if *detect magic* is used upon it, and also functions as a *+1 quarterstaff*. If anyone attempts to identify its powers (through whatever arcane or divine means is available), they see a vision similar to Forgol's, as described in the introduction. Furthermore, somewhere in this vision, they see the staff sticking out of the ground, suggesting that they jam it into the earth. Doing so within the natural terrain of the Barrens summons a new scarab guide.

• If the heroes have (or have already had) a friendly encounter with another tribe of centaur, they might ask

about the purpose of the staff, or why a group of Krenka might be following a big bug. Any other Barrens tribe would be aware of the Krenka's belief in animal spirits. The other tribe may even hire the heroes to find out exactly what the Krenka were up to, and recover whatever it was the scarab guide was leading them toward.

• If the heroes investigate centaur activity at Crossroads, they learn that the Krenka tribe (easily identified by their distinctive blue tattoos) has been on the downswing lately, suggesting that they might be seeking help from other sources.

• If the heroes take the staff and leave any evidence of their passing, additional Krenka might attack in an attempt to recover the talisman. This could happen even if the heroes are following the scarab — especially if they allowed any of the original troop to escape. In this case, form another centaur team similar to that described above, except that this one attacks using ambush tactics.

Note that the scarab staff is itself a fairly unimportant-looking talisman, worth no more than a standard *+1 quarterstaff* if sold on the open market. A rival tribe to the Krenka would pay double this amount for it, while the Krenka would cough up at least three times that much — assuming they didn't just attack whoever tried to sell them their own property!

If the heroes follow the scarab — or call forth a new one and follow it instead — the adventure proceeds as the beetle slowly scuttles unerringly toward the Wailing Caverns. The creature takes a direct line, walking over or through anything in its path, paying no heed to terrain obstructions or deadly threats. If it comes to a tree, the scarab climbs all the way up and over rather than simply walk around. If it encounters a sleeping kodo, the beetle crawls right over the beast, tickling it and arousing its ire. And so on. Feel free to insert any random encounters as might seem appropriate.

The beetle never stops moving. The players can, however, put it inside a box or other container if they wish, in which case the bug walks around the floor and ceiling in endless circles. This gives them time to rest if they wish, or to avoid encounters with passing beasts. If the scarab's path takes them through particularly dangerous terrain, they can put the beetle in a box, move around the obstruction, and release it again. The bug continues directly toward the cavern regardless of how far away it might be moved. If the beetle is killed or incapacitated, a new one can be summoned, but only once per day and only from the soil of the Barrens.

Eventually, the scarab arrives along the edge of the mountain containing the Wailing Caverns. However, it doesn't move directly to the main entrance. Instead, it moves up the side of the hill, stops at a large rock, burrows into the earth and disappears from sight.

The Couatl Cave

You follow your beetle guide as it makes a beeline directly toward the side of the rocky hill ahead. The creature climbs toward a large stone embedded in the slope. Just as you think it will continue on, however, the insect comes to a halt and digs into the earth. Before you can do anything to stop it, the scarab disappears into the ground, leaving nothing but dirt in its wake.

The rock, an oblong chunk of granite about 7 feet long and 5 feet wide, lies sideways in a natural depression in the ground. A DC 15 Knowledge (nature) or Survival check reveals that this stone isn't a natural occurrence. It has, in fact, been purposely placed here to cover something up.

Actually, the rock covers a small cave being used as a lair by a deviate couatl. This creature hunts at night, normally staying within the Wailing Caverns but sometimes emerging to seek prey outdoors. The couatl can bypass the rock with its *dimension door* spell-like ability.

The heroes can move the stone with a DC 23 Strength check. Up to four Medium or Small creatures can help at the same time.

If the heroes recognize the rock's position as unnatural, a DC 20 Survival check identifies slight grooves on the ground where the stone previously slid. Making this identification affords them a +2 circumstance bonus on Strength checks used to move the stone aside, assuming they choose to push it in that direction.

If the heroes move the stone on their first attempt, they surprise the sleeping couatl inside the cave. If they take two or three attempts, the couatl awakens but is unprepared for combat. If they take longer or take a 20, the beast is hidden amid the bones and carcasses of its previous victims and attacks with surprise. For more information on the couatl, see area **1**, below.

Cavern Features

At this point, the adventure enters a small subset of the Wailing Caverns. The caves are natural and water-carved, so dripping water, small pools, and rivulets are commonplace. Moist cavern walls are coated in a thin layer of moss and fungus, some of which glows with an eerie light. Torches and other light sources are unnecessary.

The Wailing Caverns are so named because of winds that occasionally gust through the entranceway, creating an unnerving, howling sound not unlike that of wolves baying at the moon. The side area the heroes explore is a closed system, however, so there are no winds. In fact, the caves are silent except for the constant drip-drip-drip of water from almost every ceiling.

In various places within the caverns are small rivulets, streams and pools. Nearly all of these interconnect via tiny passageways and channels cut through the rock by geologic activity and natural erosion. Small, yellowish fish dart along in the water. These fish radiate faint transformation magic. For more information on them, see area **1,** below.

Random Encounters

The caves are inhabited by a variety of small creatures, which make their way through the tunnel network by squeezing into tight crevices. Medium and larger creatures do not dwell in this section of the caves unless they are capable of changing their shape to fit through small crevices (such as water elementals and oozes) or can move naturally through rock (such as a rock borer).

All randomly encountered creatures possess a deviate special ability (see below). Multiple creatures of the same type always have the same ability. Determine deviate abilities randomly, or simply choose a spell that would be particularly interesting or an effective challenge.

Once every 10 minutes, roll 1d6. On the roll of a 1, and random encounter occurs.

Random Encounters in the Shrine of the Scarab

Die Roll (d6)	Creature(s)	Die Roll (d6)	Creature(s)
1	1d4+7 dire rats (3 HD each)	4	2 ice revenants
2	1d4+3 deep elementals (watery areas only)	5	1 rock borer (dry areas only)
3	1d4+5 mana surges and 1 man		

Deviate Creatures

Deviate creatures exist only in the Wailing Caverns (as far as anyone knows), where natural, raw magic wells up from an unknown underground font of power. This magic infuses creatures that dwell in or near the caverns, but has no permanent effect on temporary visitors. Studies of this area attempt to identify the source of the deviate magic, but all attempts thus far have ended in failure.

Creatures that live most of their lives in the Wailing Caverns gain the use of a spell-like ability for as long as they continue to dwell in or near that area. This deviate spell-like ability is always an arcanist spell of a level equal to or less than one-half the deviate creature's Hit Dice (minimum 1). If the spell has multiple variations, such as *fire shield*, the creature can use only one version. The caster level of any such ability is equal to the deviate creature's Hit Dice. Typically, a deviate creature can use this spell-like ability once per hour, although some creatures of an inherently magical nature might use their power more often (GM's discretion). Save DCs, where appropriate, are 10 + the spell's level + the creature's Cha modifier.

A deviate creature radiates an aura identical to its spell-like ability's effect. A deviate black ooze with a *mirror image* ability bears a faint illusion aura, even if the *mirror image* is not active.

The *identify* spell can determine a deviate creature's spell-like ability, although most will not sit still long enough for this spell to be cast. *Dispel magic* has no effect on a deviate creature's spell-like ability until it is used, in which case resolve the dispel effect normally.

Encounters

Consult the map for keyed encounters.

Area 1: Couatl Lair (EL 6)

With the stone moved aside, you see a natural cavern ahead. The area is about 40 feet across and made of smooth rock. To your left, you see a large collection of sticks and straw, held together with dried mud. Ahead, your eyes catch the glimmer of water along the far wall. To your right, a pile of skeletons and corpses attracts your attention. The smell of carrion assaults your noses, causing the bile to rise in your throats.

This area is the lair of a deviate couatl. The creature sleeps in a bed of feathers, dried mud and sticks formed into a nest along the north wall. There are no eggs, or any sign of eggshells. Couatl normally dwell along the coasts; this one is a solitary creature that moved inland for reasons only it will ever know.

The southern wall of this room is a mess of carcasses: raptors, young kodo, flightless birds, and anything else the couatl could kill and carry back here to devour. Several centaur skeletons are buried deep within the offal, along with a partially consumed tauren corpse.

A small underground stream dominates the eastern wall, occupying the 5-foot section all the way along that edge. This stream is actually part of the vast subterranean river network that winds throughout the Wailing Caverns. The water passes through the wall in three places, two of them tiny tunnels about 6 inches across and the third about a foot and a half wide. The latter tunnel, extending eastward, has an air pocket above it, and clearly enters an open space beyond. However, it's too small for Medium creatures to enter, and even a Small creature would have a tight squeeze (DC 15 Escape Artist check).

There is no sign of the scarab guide once the heroes enter this room. Once the beetle burrowed inside, it swiftly made its way past the sleeping couatl and deeper into the caves. The heroes won't see it again until they reach area **6**. The creature cannot be tracked via nonmagical means as it doesn't leave any discernable sign of its passing.

Creatures: A deviate couatl dwells here.

Deviate Couatl: hp 90. See **Dark Factions** for statistics. This deviate version can use *dimension door* once per hour as a 9th-level caster.

Tactics: Depending on the heroes' actions pushing the rock aside, the couatl could be unprepared for combat or may be hidden and waiting to ambush the group. If hidden, it uses targeted *dispel magic* repeatedly until its foes are stripped of most or all of their magical protections. Otherwise, it uses *dispel magic* only if given time to do so. It spits acid as often as possible, flitting nimbly about the room until most of its opponents are blinded. If cornered or severely wounded, it uses its deviate *dimension door* ability to escape, either outside or deeper into the cave network. If the couatl escapes, it may appear again later to menace the heroes (50% chance on any random encounter).

Treasure: Amid the remains of the couatl's former meals, the heroes can find a total of 86 gp, a jeweled bracelet worth 50 gp, one suit of masterwork studded leather armor (of tauren make), and a *+1 spear*.

Development: If the party doesn't consist of all Small creatures, they have at least three ways into the cave network beyond:

• Dig out the area around the hole, widening it enough for a Medium creature to squeeze through. A DC 16 Knowledge (architecture and engineering) or Knowledge (dungeoneering) check suggests that this could take hours, and requires considerable effort to prevent a ceiling collapse. After all, the flow of water through this area has weakened the naturally porous surrounding rock. A DC 15 Craft check (of any appropriate trade skill, such as carpentry or stonecutting) is required to build the proper framework. Ad-hoc technological devices might also be a good way past this obstacle. All this building and digging requires 2d6+2 hours, but if any character succeeds at a DC 15 Knowledge (architecture and engineering) check while the work is in progress, he reduces this time by 2 hours. Make a random encounter check once per 10 minutes, as normal, keeping in mind that unless steps are taken to keep quiet, all this work makes a lot of noise.

• If the heroes have access to certain magical or technological items, they can alter their size to fit through the hole. *Reduce person* spells (described in **More Magic & Mayhem**), scrolls and potions work, as do gnomish world enlargers and shrink rays. However, all of these methods are temporary. Once the durations expire, the heroes return to normal size and are trapped until they can use their spells or items again.

• The small fish living in the stream are tiny because they have been altered by the deviate magic of the Wailing Caverns. Anyone examining the fish and making a DC 15 Knowledge (nature) check recognizes them as a full-grown, but remarkably little, version of a common freshwater species of trout. The deviate fish are about 2 inches long, whereas a normal adult trout grows upward of 1 foot long. Furthermore, the deviate fish radiate faint auras of transformation magic. Consuming one of these fish, either alive or cooked, produces a

reduce person effect that lasts 2 minutes (caster level 2nd). The fish are common throughout this part of the caverns and can be caught easily with a DC 5 Profession (fisherman) check or by making an attack against AC 15 (+4 size, +1 Agility). A deviate fish has 1 hit point and no combat abilities. They do not survive more than a day or so outside the Wailing Caverns, and once dead, their power fades after 1d4 hours.

Ad Hoc XP Award: If the players think of an especially innovative way to enter the tunnels without complex digging, or discover the deviate fish method without prompting or hints, award each of them a 250 XP bonus.

Area 2: Tunnel Junction (EL 5)

Squeezing through the tiny passageway for perhaps 20 feet, you emerge into a wider area. Water sloshes about your feet as you take your bearings. The tunnel continues eastward, expanding to about 5 feet wide in all directions. The water seems to be flowing in that same direction, but slowly. Bluish light emanating from the moist walls illuminates the passageway in an eerie glow. The sound of dripping is constant.

Here, the small entrance tunnel widens out into a 5-foot-wide passageway leading east. The floor of this entire hall is covered by about a foot of water. Phosphorescent fungus coats the walls, as it does throughout most of the rest of the cave complex.

Two additional tunnels, each too small for Medium creatures to enter without size alteration, lead north and south. These holes are just barely visible above the waterline, requiring a DC 20 Spot check or DC 15 Search check to notice. Creatures of Small size or smaller can squeeze through in either direction (DC 15 Escape Artist check), but this time the passages go on far too long for any digging to be worthwhile.

Traps: Ten feet beyond the tunnel junction shown on the map, a trip wire extends across the passageway, just underneath the waterline. The wire is connected to a concealed copper rod that emits a continuing surge of electricity when triggered. Anyone sloshing along in the water sets off the device, which affects everyone in the water to a range of up to 40 feet away (even around corners). The surge continues for 10 rounds, unless the device is deactivated, which can only be done by reaching underwater. Heroes can also avoid the effect by getting out of range or standing on dry ground.

The gnome explorer Teenik (see area **6**) set this trap for both protection and as a warning device, as the surge produces a visible violet-yellow glow. Creatures indigenous to the caverns are now aware of the trip wire and know to avoid it when traveling down this corridor.

Lightning Trap: CR 5; magic device; location trigger; automatic reset; never miss; multiple targets (all creatures within 40 feet and in contact with the underground stream); surge dealing 1d6+2 electricity damage each round for 10 rounds; Search DC 20; Disable Device DC 25.

Area 3: Ooze Pit (EL 8)

The corridor ahead narrows before opening into a larger chamber. Squeezing through the tiny opening, you emerge into a beautiful natural cavern. Three columns of limestone flow from the ceiling to the ground in what looks like a frozen waterfall. Growths of crystal and gypsum sparkle in the faint blue light. Between the columns, water drips into a black pool about 15 feet across. Light wisps of smoke, possibly steam, rise up from this pool, and as you watch, an occasional bubble rises to the surface and pops with a soft hiss.

The 60-foot deep pool sits atop a small natural hot spring. The water is dark because no phosphorescent fungi dwell nearby — apparently due to the heat, but actually because of the black ooze (see below). If the heroes approach, they can feel the heat emanating from the water, which is about halfway to the boiling point. The water radiates a moderate enchantment aura.

Along the walls, natural growths of gypsum abound. These are beautiful, but exceptionally fragile. A DC 20 Appraise check identifies them as worth up to 10 gp each, and there are 120 different growths of all shapes and sizes. However, handling these gypsum formations in all but the most cautious manner reduces them to dust. They must be carefully packed with loving care (a DC 10 Craft (gemcutting) or Profession (jeweler) check). Even so, if their bearer falls 10 feet or more, takes any sonic damage, or fails a Reflex save, all gypsum formations on his person are destroyed (unless carried in an extradimensional space or via some other means that totally protects them). If the bearer becomes engaged in combat, one gypsum formation is destroyed for every blow he delivers or takes (regardless of damage dealt).

Creatures: A black ooze dwells in the black pool, feeding on any creatures foolish enough to venture close.

Black Ooze: hp 145. See the **Monster Guide** for statistics. This deviate version can use *hold monster* once per hour as a 12th-level caster.

Tactics: The black ooze lurks in the watery pit until someone touches or enters the water, whereupon it employs its *hold monster* ability and lurches forth to attack. If it achieves a hold on an enemy, it immediately drags that foe into the water to digest its meal. Once it has consumed someone, the beast is sated and remains dormant for 1d4+1 days, remaining motionless at the bottom of the pool.

Area 4: Rat Lair (EL 8)

The passageway widens as you climb slightly upward, leaving the waterlogged tunnel behind. Ahead, a natural cavern widens into a larger chamber. Stalagmites and fallen rocks litter the floor, creating a broken, jumbled mess of obstructions. Somewhere amid these, near the far side of the room, a yellowish glow stands out amid the normal blue light. The stench of rotting matter fills

the air. Endless dripping continues, but between drops you hear something else — a faint scratching, coming from deeper in.

The floor here is lined with dozens of tiny tunnels, each no more than a few inches across. These are places where water naturally flowed through the rock, but a DC 20 Search check determines that digging has artificially widened at least some of them. If this check succeeds by more than 5, or if a character makes a DC 20 Knowledge (nature) check, the searcher can identify tiny claw marks similar to those of rodents.

Movement within this room is difficult due to the jumbled mess of fallen stones, holes, and stalagmites. Movement into any square costs 2 squares of movement, although a 5-foot step is still permitted. Characters may not run or charge within this terrain, and Move Silently checks take a –2 circumstance penalty.

If the heroes examine the rocks on the floor, a DC 18 Survival or Knowledge (dungeoneering) check identifies a few of the smaller rocks as part of a recent fall. Investigating the ceiling also identifies, on a similar check, that some of the stones and stalactites up there (about 40 feet high) might also be dangerously loose. However, they won't fall unless the heroes do something exceptionally noisy or violent, such as detonate an explosive, cast spells that produce significant pressure or winds, and the like. Such actions bring down a hail of rocks that deal 4d6 points of bludgeoning damage to everything in the room. A DC 17 Reflex save halves the damage. The rockfall deals no damage to the rat swarms.

Traps: The yellow glow comes from a rotted backpack near the southeast corner of the room. The backpack was Teenik's (see area **6**) and contained various rations; the rats dragged the pack here while attempting to break in and devour the contents. The light emanates from a crystal disc attached to the end of an ornately carved golden handle — a *gold magister's rod* (see "Treasure," below). Teenik, ever cautious, protected this treasure with a sonic trap that activates if anyone but him picks up the rod. In addition to the damage dealt, the noise has the side effect of bringing not only the rat swarms from below, but also alerting the water elemental from area **5**. The creature arrives to investigate the disturbance 2 rounds after the trap goes off.

Furthermore, the sonic burst has a 25% chance of triggering a rockfall, as described above. Even if a shower of stones doesn't occur, the rocks are loosened — each round of combat (or anytime there is a loud noise or disturbance in the room), there is a 1 in 6 chance that rocks fall. Make this check at the end of each round.

Sonic Trap: CR 6; magic device; location trigger; single use; never miss; multiple targets (all creatures within 30 feet, not including any rats that are still underground); sonic burst dealing 3d6 points of sonic damage and causing deafness for 1 minute, a DC 15 Fortitude save halves the damage and negates the deafness; Search DC 21; Disable Device DC 28.

Creatures: The tunnels in the floor lead to a warren of rats about 2 feet down. If the heroes make any significant noise (such as talking in normal voices, digging, or engaging in combat), the rats emerge in several swarms. These swarms do not pursue retreating heroes beyond the waterline in each exit tunnel — although rats can swim, they prefer not to.

Rat Swarms (8): 20 hp each. See the **Monster Guide** for statistics. These deviate versions can use *lesser immolate* (described in **More Magic & Mayhem**) once per hour as a 4th-level caster.

Tactics: The swarms cast *lesser immolate* (DC 7) as they emerge, attacking anyone affected like moths to the flame. They are fearless and fight until destroyed.

Treasure: The backpack mentioned above contains some of Teenik's personal effects, as well as a *gold magister's rod* bearing his personal symbol. (See **More Magic & Mayhem**, Chapter Four: So Shiny!, "Rods.") The bag has been torn apart by the rats, scattering the contents into a loose clump on the floor. By searching through these items, the heroes can find a small pouch containing 125 gp, several unused torches, flint and tinder, four shredded wineskins, 50 feet of knotted rope, a rusty grappling hook, and a sealed scroll case containing four arcane scrolls: *dimensional anchor, identify*, *protection from evil*, and *tongues*.

Area 5: Secret Tunnel Entrance (EL 6)

The narrow passage here dips down, leaving only a tiny air pocket overhead for breathing. Even as you carefully move forward, you can tell you're going to have to go completely underwater to proceed.

The 20-foot area at the middle of this passage — where it's at its narrowest — is completely filled with water. Even so, swimming through here should not be a problem, except for the presence of an invisible water elemental. Assuming it hasn't already moved to investigate a disturbance in area **4** or **6**, the creature attacks anyone trying to move down this corridor, waiting until they become submerged before engaging.

The secret door marked on the map is a rusted grating covered over with limestone deposits. The grating is so encrusted with grit that it appears to be nothing more than a cluster of tiny passages like so many others that line the waterways. Only if someone moves close to look through will he see that a wider tunnel extends beyond. A DC 25 Search check or DC 30 Spot check recognizes the grating for what it is. Once discovered, it can be yanked from its moorings with a DC 16 Strength check.

The passageway beyond the secret door descends deeper into murky, dark waters where no phosphorescent fungi are present. The heroes need a light source (assuming they don't all have darkvision) in order to see clearly if they proceed to area **7**.

Creatures: This section of tunnel is home to a greater deep elemental. The creature has been trapped here for some time, compressed into an unfamiliar shape by the

tight quarters around it, and is quite insane. It attacks anyone who attempts to enter its lair or disturbs it from any adjoining chamber.

Advanced Greater Deep Elemental: CR 6; Large elemental (water); HD 12d8+48, hp 102; Init +7; Spd 20 ft., swim 90 ft.; AC 20, touch 12, flat-footed 17; Base Atk +9; Grp +18; Atk +14 melee (slam, 2d8+5); Full Atk +14/+14 melee (2 slams, 2d8+5); Space/Reach 5 ft./10 ft.; SA drench, numbing blow (DC 20), vortex; SQ darkvision 60 ft., bracers, damage reduction 5/—, spell-like ability, squashed, elemental traits; AL CN; SV Fort +13, Ref +7, Will +4; Str 21, Agy 16, Sta 19, Int 6, Spt 11, Cha 10. *Skills*: Listen +6, Spot +7, Swim +15. *Feats:* Cleave, Combat Reflexes[B], Great Cleave, Improved Initiative, Power Attack, Weapon Focus (slam).

Spell-Like Ability: This deviate version can use *invisibility* once per hour as a 12th-level caster.

Squashed (Ex): Being forced to exist in this small space has compressed this elemental into a compact form. Although it is still a Large creature, it occupies only two squares and can safely squeeze into extremely narrow tunnels without impairing its movement. However, it cannot use its vortex ability in such close quarters.

Tactics: The elemental attacks anyone who disturbs it, turning *invisible* at the first sign of intruders. It pursues foes anywhere in the complex, including dry rooms, but doesn't leave the caves. If severely wounded, it retreats by flowing through the grating into area **7**, an act that might give away the secret door's existence. Area **7** is the only place in these caves large enough to allow the elemental to create a vortex.

Area 6: Teenik's Resting Place (EL 6)

This chamber is a wide and spacious natural cave. The water gets deeper ahead, then ends about halfway across the room. Beyond that, stalagmites dot the floor, coated in a dark blue moss. Several fallen stalactites lay strewn about. A portion of the far wall appears to have collapsed inward, creating a pile of loose stones and rubble. Just visible there, amid the fallen rocks, something small twitches in the shadows.

The "something" is the scarab guide. After tunneling into area **1**, the creature headed straight here and started to dig its way through the rubble. Unfortunately, a heavy chunk of rock fell over on the creature, which is now dying. If the heroes release it, the bug's legs twitch a few more times before it finally perishes. The creature dies facing the pile of rubble along the wall.

To get to that side of the room, the heroes have to cross the deeper section of water that occupies the left half of this chamber. This section is about 15 feet deep. However, lurking in the depths is a school of deviate frenzies. These hungry creatures attack anyone who attempts to swim across the deeper section of water, but don't pursue into the shallow tunnels.

If the heroes look over the rubble on the far side of the room, they might notice a skeletal hand partially covered by debris. A DC 35 Spot check notices the moss-covered bones amid the rocks, while a DC 25 Search check also detects them. If the heroes dig or remove rocks while they search, the Search DC drops to 15. However, this also triggers a cloud of fungal spores (see **Trap**, below). Furthermore, unless they take care to be quiet, the clattering of stones attracts the elemental from area **5**.

The corpse buried here is that of Teenik, a gnomish arcanist and explorer seeking treasure within the Wailing Caverns. His research suggested that a great centaur hero was laid to rest in this area, and searching the main body of the caves so far produced no results. He found this side area while exploring tiny passageways using the deviate fish size-reduction effect combined with *Noggenfogger elixir*. While attempting to investigate another, larger passage formerly located in the southeast corner of this room, he created a rockslide that took his life.

Note that since the beetle died pointing in the general direction of Teenik's corpse, the heroes may think it was leading them to his body. This is not the case, but if that's what they want to believe, let them. If they attempt to carefully line up the beetle's path with the spot where it died, a DC 15 Wisdom check reveals that although the line seems at first to point at Teenik, it's actually off to the side slightly. In any case, further digging doesn't reveal the tunnel Teenik was investigating, as that exit is now permanently plugged. Only further exploration can discover the secret door in area **5** that leads to the final set of chambers.

Trap: The moss growing on the stalagmites and debris in this room is unusually dry. Water dripping from the ceiling bounces right off of its dark green, crusty surface. If this moss is disturbed (by searching the area, for instance), a faintly visible cloud of dusty spores bursts forth, filling a 5-foot radius area. Anyone within this cloud must make a DC 16 Fortitude save or spores lodge in his air passageways. The spores germinate immediately; the growing mold parasitically drains bodily fluids while slowly choking the unfortunate victim. Treat this as a poison: Inhaled, Fortitude DC 16, initial damage fatigue, secondary damage 1d6 Sta. The spores then become a disease, dealing 1d6 points of Stamina damage each day unless the victim makes a DC 16 Fortitude save (two successful saves in a row eliminate the disease). The fatigue effect cannot be removed by any means unless the disease is cured. If the disease kills the victim, he chokes to death. One week later, his body is reduced to a desiccated husk covered with dark green mold.

Spore Trap: CR 6; natural hazard; action trigger; multiple targets (all creatures within 5 feet); cloud of poison and disease (see above for effects); Search DC 24; Disable Device DC —.

Creatures: The deep water is home to a small school of freshwater deviate frenzies that hungrily attack any creature attempting to swim through their territory.

Deviate Frenzies (24): hp 10 each. See the **Monster Guide** for statistics. These deviate versions can use *reduce person* (described in **More Magic & Mayhem**) once per hour as a 1st-level caster.

Tactics: The frenzy employ *reduce person* liberally. They gnaw on anyone who remains in the deep water but ignore anyone in the side tunnels.

Treasure: Teenik's body has the following items: rotted wizard's robes, a belt pouch containing 280 gp, a flask with two doses of *Noggenfogger elixir*, a set of *bracers of armor +4*, a necklace with five diamonds (each worth 50 gp), and an *amulet of health +2*. A set of broken digger's tools are underneath his chest, where he fell across them when the collapse occurred.

Area 7: Waterlogged Grotto

The tunnel makes a sharp turn and widens into a murky, dark chamber about 50 feet across. Several flattened columns rise up from the bottom, carved into beautiful swirling patterns. A natural current seems to pull the water into the center of the chamber, drawing it slowly toward a black spot on the floor.

The spot on the floor is a drainage hole about 6 inches across. Water flowing into this room from elsewhere in the caverns drains out through this spot into a river below. The heroes are (ordinarily) too large to fit through this opening (and the suction isn't strong enough to trap them there under most circumstances). Should they employ multiple means to reduce their size, they can slip through, but all that happens is they wind up carried by the current into the lake outside the entrance to the main section of the Wailing Caverns.

If the heroes plug this hole, the caverns slowly fill with water at the rate of about an inch a day. Within a couple of months, this entire section of caves is completely underwater — at least, until natural forces cut another hole somewhere else to permit drainage to continue.

The water in this room is 20 feet deep, and the ceiling a scant 2 feet above the water line. A DC 20 Search check reveals that one of the stones in the north wall is loose and can be pulled out. This stone was apparently placed where it is on purpose. Beyond it, a 5-foot passageway opens up, heading up at a slant. The entire area beyond is dark and dry.

Development: If the water elemental from area **5** retreats to this location, it makes a last stand here, using its vortex ability.

Area 8: Tomb of Krenka (EL 9)

The narrow passage rises at a slight angle as you walk. The air is musty and stale. Ahead, the corridor takes a sudden turn. The wall to the left appears to be blocked by a rockfall, while the right-hand side opens up into a wide, natural cave.

Around the corner, a pyramid of stones rises out of a pool, surrounded by four ornate pillars. Atop each pillar is a carved image of a creature: a kodo, a serpent, a lion, and a scarab. The water in the pool encircles the stone pyramid like a moat.

The stones are the cairn of Krenka, whose desiccated corpse lies beneath the rocks. If the heroes so much as

touch a single stone, or disturb the water that surrounds the cairn, he bursts forth and savagely attacks.

The pillars are beautifully carved. They are each worth about 500 gp, but weigh upwards of 2,000 pounds. The dusty statues atop the pillars are removable. They weigh about 100 pounds each and sell for 500 gp. Krenka centaur recognize them immediately, however, and seek to destroy anyone who possesses them (unless, of course, they are in the process of returning them to their rightful owners).

Creatures: Krenka's animated body is a risen centaur. **Risen Centaur Warrior 4**: CR 9; Large undead; HD 8d12+24, hp 81; Init +9; Spd 50 ft.; AC 26, touch 14, flat-footed 21; Base Atk +8; Grp +15; Atk +17 melee (2d6+9/19–20/x3 plus 1 Sta, longspear); Full Atk +17/+12 melee (2d6+9/19–20/x3 plus 1 Sta, longspear); Space/Reach 10 ft./10 ft.; SQ darkvision 60 ft., damage reduction 10/bludgeoning, immunity to cold, unholy toughness, +2 turn resistance, undead traits; AL NE; SV Fort +8, Ref +11, Will +2; Str 25, Agy 21, Sta —, Int 1, Spt 10, Cha 1.

Languages Spoken: Common, Krenkese.

Skills: None.

Feats: Cleave, Combat Reflexes, Dodge, Improved Initiative[B], Great Fortitude[B], Mobility, Power Attack, Spring Attack, Weapon Focus (longspear), Weapon Specializaton (longspear).

Possessions: Krenka's longspear (see **Treasure,** below), *+2 studded leather armor,* and a jeweled necklace (identifying him as the Krenka clan leader) worth 1,500 gp. Krenka centaur attack anyone openly using or displaying either the spear or the necklace.

Tactics: Krenka ferociously attacks the nearest living creature, seeking to slay whoever interrupted his tortured rest. He attacks anyone in the room or the corridor, but does not pursue creatures into area **7**. If he is slain, anyone close enough hears a single whispered phrase as he collapses into dust: "At lasssst… I can ressssstttt…."

Treasure: Krenka's unique spear was crafted from the intact spine of a kodo beast. Sharpened lion teeth surround the wicked-looking barbed tip. The weapon is a *+2 keen longspear of wounding*.

Additionally, buried in amid the stones are 20 gems of various sizes and types totaling 600 gp in value, as well as a carved bone scroll case containing a map of a section of the Wailing Caverns. This map could lead to further adventures in the area, if you desire. The scroll case is also a good spot for other adventure hooks.

Concluding the Adventure

If the heroes destroy Krenka's corpse, they hear his whispered words of freedom, and realize they have done this poor creature a favor. A DC 15 Knowledge (local) check allows them to realize they've stumbled across the burial site of a centaur chieftain, assuming they didn't figure that out already. They can now either leave and say nothing about what they found, or attempt to inform the centaur of what happened here.

If they do nothing, there is no further action by the centaur. Since Krenka's spirit was released from this plane, his visions no longer torture his tribe's shaman. The Krenka may still attempt to extract retribution on the heroes for slaying Forgol, assuming enough evidence exists to point in their direction, but otherwise the Krenka believe their founder rests in much-needed peace.

If the heroes approach the Krenka, let them proceed with whatever diplomatic efforts they wish. If the heroes are respectful and return any specifically identifiable objects and jewelry (anything described as recognizable on sight by the Krenka centaur), the Krenka are friendly to the heroes thereafter. If the heroes show greed or attempt to sell the Krenka their own property, the centaur either attack at once, or, if the heroes are too powerful to face directly, retreat and attempt to extract vengeance later.

"Shrine of the Scarab" can lead to other adventures, such as the following.

- If the heroes antagonized the Krenka, the centaur attempt to pursue them, possibly even beyond the Barrens. The word may spread to other centaur tribes that the heroes are enemies of the centaur. This situation can lead to a variety of side events — for example, another tribe might kidnap one of the heroes, forcing the rest to rescue him before he is sold to the vengeful Krenka.
- If the heroes become friendly to the Krenka, the centaur may grant them various favors (knowledge, enchantments, magic items, and so forth) in exchange for another service. Perhaps the Krenka want a blow struck against an enemy centaur tribe, or need one of their people tracked down from another part of the Barrens.
- If the heroes are seen with Teenik's *gold magister rod*, which bears his personal sigil, members of his family might come looking for it.
- Alchemists, witch doctors, and the like could look to the heroes for information about some of the abilities shown by deviate creatures within the Wailing Caverns.
- The map found among Krenka's belongings can lead to a greater adventure within the larger cave complex.

Unearthing Bael Modan

"Unearthing Bael Modan" is a **World of Warcraft RPG** adventure designed for four 2nd-level heroes. The party should include a healer, but any other combination of classes and races is suitable. Boxed text is meant to be read aloud or paraphrased to the players.

The action takes place on Kalimdor at the site of Bael Modan, shortly before the dwarves excavate the place. See **World of Warcraft RPG** and **Lands of Mystery**, Chapter 2, "Central Kalimdor," *The Barrens* for further details. If in your campaign Bael Modan has already been excavated, simply use a new, recently discovered ruin instead.

Adventure Background

Over 100,000 years ago, beings known as titans built great libraries, workshops and laboratories throughout Azeroth. Bael Modan was one such site. The titans encrypted their research on banded platinum discs in a runic language now forgotten to mortal races. The site at Bael Modan served the titans as a storage facility for these discs before they packed up most of their gear and left. A few guardians remained to protect the site for eternity and the titans sealed off the main entrance.

Geological forces worked over the millennia to sink the titan ruins deeper and deeper under a mountain. Earthquakes and shifting ground broke the ruins into several large areas and separated them, sometimes hundreds of feet apart. Natural tunnels and caves developed around the ruins as erosion and time took their toll. The area is now a great wilderness inhabited by fierce creatures, including the mighty Kolkar centaur tribe.

A year ago, troggs escaped hibernation chambers deep underground after an earthquake broke open some of their hibernation chambers. The strongest of the troggs, a hideous creature named Angerlok, leads this band. The troggs now dwell in the caves above the ruins where they have easy access to food and water.

Adventure Synopsis

The heroes journey along the Gold Road near Bael Modan when they notice a pillar of smoke rising above the canyon walls. They investigate and discover the remains of a dwarf archeologist who was looking for titan ruins in the area. Searching his camp, the heroes find a map indicating the way to the ancient site. To investigate the place, the heroes need to clear the caves of its current inhabitants: troggs and cave spiders.

Beneath the earth, the heroes locate a grand titan hall protected by Acheras the Custodian and discover unused trogg hibernation chambers and long-forgotten research materials.

For the Heroes

The adventure begins along the Gold Road, an ancient highway that ran the breadth of Kalimdor a millennium ago.

The heroes could be on the Gold Road for any number of reasons, including the following:

- The heroes just emerged from Thousand Needles and are headed for Theramore Isle. Or perhaps they are headed in the other direction toward Feralas, or meeting someone in Ratchet. They stumble upon the ruins of Bael Modan by chance.
- Merchants from Ratchet hire the heroes to locate the lair of troggs that frequently raid their caravans. They offer a 50-gp reward for every trogg killed and one-third of the value of any stolen goods retrieved.
- As newly recruited soldiers of the Horde, the heroes are sent on a simple mission: To patrol the length of the Gold Road and ensure it is safe for travel. After discovering the lair of the troggs, they rightly assume it is part of their duty to cleanse the place.
- One of the heroes inherited an old map from a member of his family who explored the world in his youth. The map indicates the way to Bael Modan and the phrase "ancient titan ruins" is written upon it. The hero gathers his friends and the adventure begins.
- Concerned Horde citizens hire the heroes to investigate a rumor suggesting that members of the Alliance — dwarves in particular — are exploring a specific stretch of wilderness (which will later be known as Bael Modan). No one knows what the dwarves are looking for, but the Horde hopes the heroes will find out. Each hero will receive a 100-gp reward if they uncover this secret.
- Gorgun Stonemane, a renegade dwarf, hires the heroes to travel to the caves where he believes ancient ruins can be uncovered. He offers the heroes a substantial reward for every disc retrieved without explaining what they actually are. Gorgun, however, is not really a renegade but an Alliance spy. While the heroes clear up the caves and uncover the buried treasure, he leads a strong party of dwarf warriors to the caves' entrance. He still rewards the heroes handsomely, but the dwarves want to take control of the site.
- If the heroes are part of the Alliance, Gorgun Stonemane hires them to locate Hogun, one of their most accomplished explorers already in the region, and assist him in his task, which is to locate the ancient site and the titan ruins buried within.

The Wilderness

The adventure begins when the heroes, traveling along the Gold Road, notice the following:

The road continues to twist and turn through the rocky terrain. In the distance, a thin pillar of smoke winds lazily in the air. It is too small to be anything more than a simple campfire, and comes from over a ridge to the north, a few thousand feet away.

Wilderness Camp (EL 2)

If the heroes investigate, they see the following:

The body of a dwarf holding a pistol lies besides a dying fire. A wolflike beast stands close to the half-eaten dwarf corpse, its muzzle red with blood. A closer look at the creature reveals two bloody wounds upon its coarse, black pelt.

Creature: A lone worg recently surprised a dwarf explorer at his camp. The dwarf, Hogun, was seeking to uncover the secrets of the past in the area. Before he perished, he wounded the worg with two shots from his pistol. The creature is now extremely angry.

Wounded Worg: hp 27 (max 45). See the **Monster Guide** for statistics.

Tactics: The worg attacks the heroes on sight. It uses little thought or tactics, striking at the closest opponents in a desperate attempt to kill. It fights to the death.

Treasure: Hogun's possessions include: a dwarven waraxe, a flintlock pistol, a powder horn, 19 pistol balls, a backpack, a bedroll, a journal, quills, ink, and a waterskin. Anyone browsing through Hogun's journal learns that the explorer was on an archeological mission to survey and map the area around Bael Modan. From his notes, Hogun was convinced he could find a cave or tunnel leading to an underground chamber of titan design in the area. A roughly drawn map shows the way to a place he supposed could be an entrance.

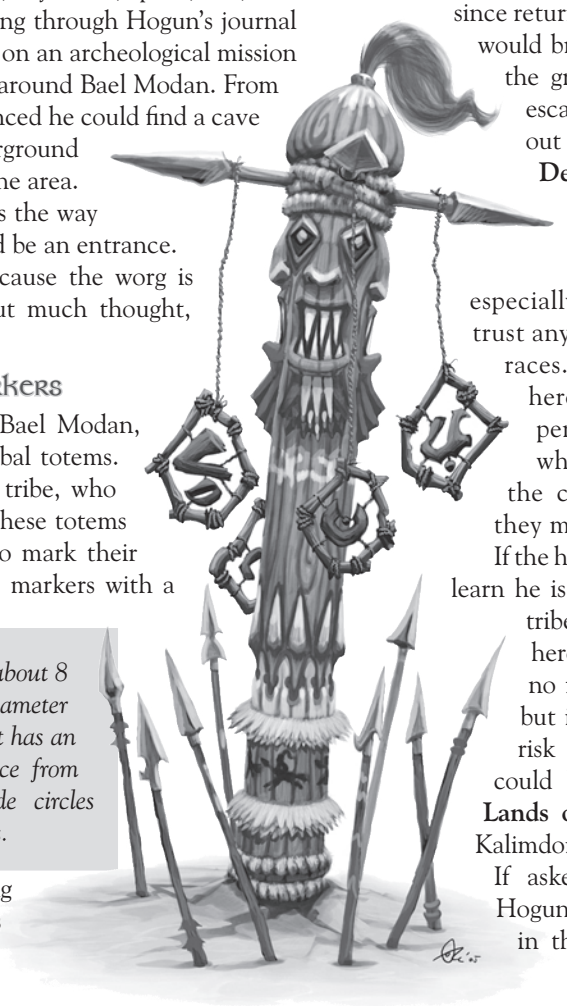
Ad Hoc XP Award: Because the worg is wounded and fights without much thought, treat it as a CR 2 encounter.

Centaur Tribal Markers

As they move closer to Bael Modan, the heroes locate Kolkar tribal totems. The centaur of the Kolkar tribe, who live in this region, erected these totems every few thousand yards to mark their territory. Heroes notice the markers with a DC 12 Spot check.

A carved wooden totem about 8 feet tall and 6 inches in diameter rises from the dirt ground. It has an arrowhead shaped crosspiece from which hang symbols inside circles bound out of wrapped sticks.

The actual symbols hanging in the bound stick hoops differ from totem to totem. A DC 18 Knowledge (local) check reveals these totems were made by centaur to mark their tribe's territory.



Centaur Scout (EL 3)

The following encounter takes place shortly after the group leaves Hogun's camp. Regardless of the direction the party travels, a centaur scout eventually follows them, waiting for the opportune moment to attack.

Creature: Every hour the centaur trails the heroes, they get a Spot check (opposed by the centaur's Stealth check to hide). The centaur keeps far away from the heroes and behind cover, so a spotter catches a glimpse of the creature before it moves away from the party.

The centaur tests the group at the first opportunity. When the heroes move over relatively flat terrain, the centaur hides behind some large rock approximately 80 feet away and fires arrows.

Centaur: hp 26. See Chapter 9: Creatures for statistics.

Tactics: The centaur attempts to surprise the PCs, firing arrows from behind cover. The centaur continues to fire from behind cover (+4 AC, +2 on Reflex saves) until the group advances. When anyone approaches his position, the centaur charges, targeting a hero separated from the group if possible. He uses full actions to make attacks with his greataxe and hooves, but flees if reduced to fewer than 10 hit points.

The centaur scout shows no mercy if the group is weak, since returning the heroes' heads to his chief would bring him great honor. However, if the group defeats him and he cannot escape, he attempts to bluff his way out — in Taur-ahe.

Development: The centaur's attitude is hostile, as the Kolkar clan has a history of bloodshed with the Horde — especially the tauren. They also do not trust anyone, especially not the Alliance races. If a tauren in the group, the heroes take a –4 circumstance penalty on Diplomacy checks when dealing with any member of the clan. Furthermore, any centaur they meet targets him first.

If the heroes parley with the centaur, they learn he is part of a group from the Kolkar tribe that controls the area. If the heroes show mercy to him, they have no further trouble from the centaur, but if they humiliate or kill him they risk alienating the entire clan. This could lead to further adventures. See **Lands of Mystery**, Chapter 2, "Central Kalimdor," *The Barrens* for details.

If asked about the caves shown on Hogun's map or about other creatures in the area, the centaur reveals the

presence of the troggs as well as the location of their lair. He speaks about these vile fiends with hatred and contempt, saying the sooner the Kolkar tribe is rid of them the better.

Approaching the Trogg Caves

Whether the heroes are just looking around or whether they are actively searching for the caves, they eventually see the following:

A hideous creature moves through a cluster of trees, some distance ahead. It is powerfully built, with a thick forehead and a jutting lower jaw. It walks hunched over and drags a bone club. After a few yards, the beast disappears inside a dark cave entrance.

A DC 15 Knowledge (local) check identifies the creature as a trogg.

The troggs who dwell here come and go from the caves during daytime. Occasionally, a group of hunters return with slain prey slung over their shoulders. The caves are relatively quiet at night.

Dungeon Features

Regardless of the temperature outside, the caves are cool and damp year round due to underground streams of cool water that run above and below. The ground is always moist, and in some locations puddles form on humid days. Unless otherwise noted, the caves are naturally formed with approximately 20-foot high ceilings.

If the heroes come and go from the caves several times, some trogg hunting parties in the field return. Hunting parties return with the carcass of a Medium creature (perhaps even a humanoid). You can use returning hunting parties over time to restock the caves' loses. Six troggs (two groups of 3) are currently outside of the caves hunting.

Consult the map for keyed encounters.

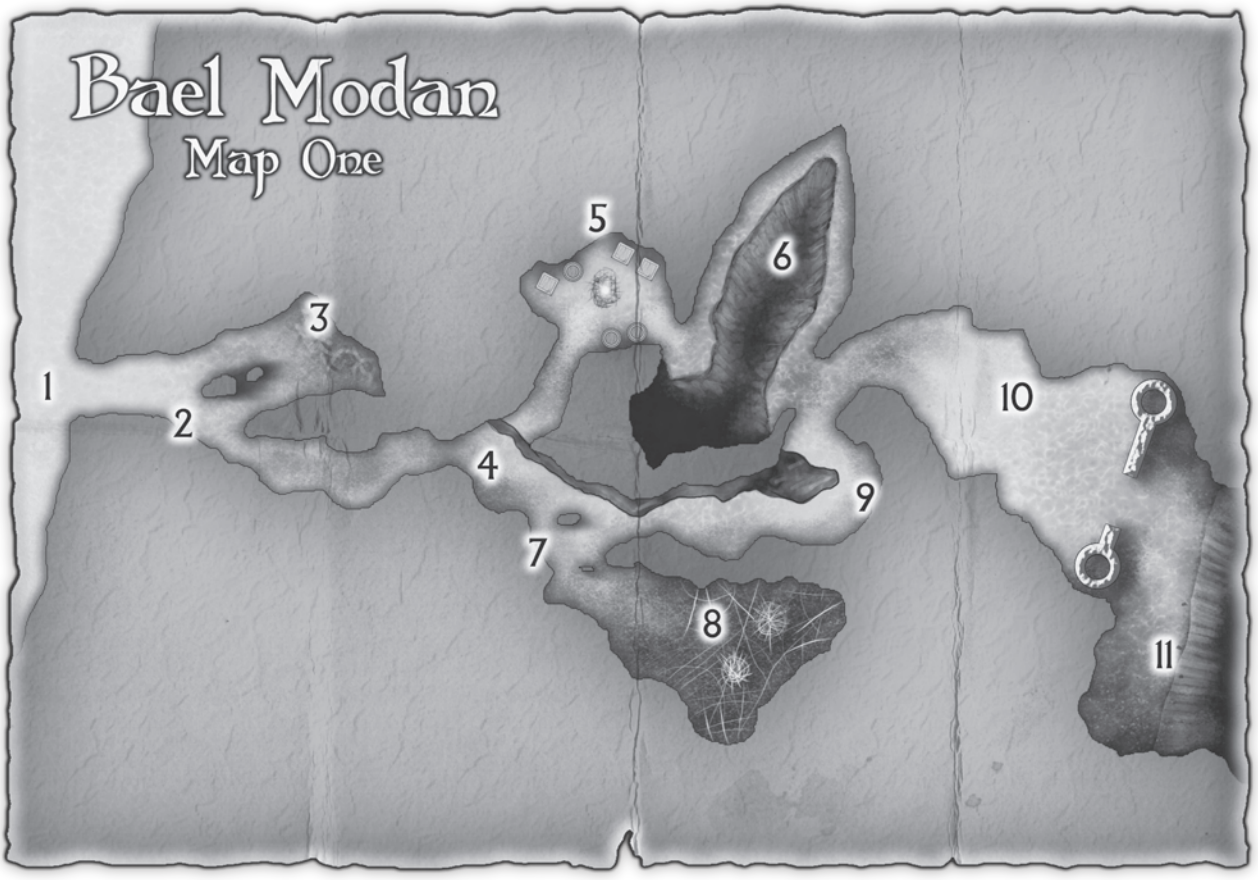
Random Encounters

Five troggs that are not assigned to any area in the adventure dwell in the caves. Every half hour on a roll of 1 on a 1d6, 1d3 of these troggs are encountered inside or outside the caves. You can also use these troggs to bolster the forces in area **10** or serve as bodyguards to Angerlok in area **11**.

Area 1: Cave Entrance

Cool dampness greets you, as does a moldy smell that permeates the air of this natural formation. From inside comes the sound of dripping water. Several yards into the cave, a large column of natural stone splits the passage in two sections.

During the day, light from outside illuminates the cave entrance up to the split in the tunnel.



Area 2: Camouflaged Pit Trap (EL 1)

A DC 17 Survival check made by a hero with the Track feat reveals this passage (to the left of the pillar) was not used for several months, as a thin layer of undisturbed dust covers the floor. If the heroes trigger the trap or are otherwise noisy, the troggs in area **3** can make a Listen check (DC 13 if the trap is triggered) to hear them. Likewise, heroes making a DC 13 Listen check hear the troggs in area **3** (see that area for details).

Trap: This passage contains a natural pit concealed by the troggs with a dirt covered animal skin to disguise it as cave floor. The troggs never use this passage.

Camouflaged Pit Trap: CR 1; mechanical; location trigger; manual reset; DC 18 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 15; Disable Device DC 15.

Area 3: Guard Chamber (EL 3)

Broken bones and tiny fragments of rotting flesh lie scattered about this chamber.

Creatures: Two troggs are on guard duty here at all times. If the troggs are on alert from previous raids (or if they hear the heroes approach), they expect trouble and keep quiet. Otherwise, the troggs grunt and growl at each other in their primitive method of communication. They are supposed to be keeping a closer watch on the tunnel leading to area **4**, but stealthy heroes may be able to skip past this cave undetected. The guards change every 4 hours. If the heroes depleted the troggs over several days of raids, this chamber is empty, as all remaining troggs gather in area **10** for a final stand.

Troggs (2): 9 hp each. See the **Monster Guide** for statistics.

Tactics: The troggs are confident — too confident. They initiate their rage and charge the heroes, targeting less armored foes first. They fight to the death, convinced they can win the battle. The troggs deeper in the complex are too far away to hear the sound of combat. If one of the guards can maneuver a hero near the camouflaged pit trap (area **2**), he bull rushes him into it.

Area 4: Stream

A 3-foot wide, 1-foot deep stream of water flows in this tunnel, disappearing into a hole at the base of the north wall. A large quantity of phosphorescent moss grows along the stream banks and cave walls.

A DC 10 Search check reveals a charcoal symbol scratched on the wall. An arrow in charcoal beside the symbol points to the southeast, toward area **7**. A DC 20 Decipher Script check reveals the meaning of the symbol: "Danger! Do not go this way!" The troggs know the southeastern path leads to the spiders in area **8** and never travel anywhere near that cave, not even to pursue fleeing heroes.

The corridor leading to area **5** ascends at a 45-degree angle while the one opening into area **7** descends at approximately the same angle.

The stream originates in area **9** and flows to this chamber, disappearing into the wall and eventually emerging again lower down the chasm wall in area **6**. The water is cool and drinkable. Heroes can cross the stream without getting their feet wet with a DC 3 Jump check (DC 6 without a running start). A hero can walk through the 1-foot deep stream. However, this leaves his feet making squishing sounds. Heroes who walk or fall through the stream take a –2 penalty on Stealth checks for 10 minutes. The stream's tunnel is too narrow, even for a Small character, to get into.

Area 5: Kitchen (EL 1)

This chamber is stocked with provisions and firewood. Animal carcasses lie in an alcove to the west while boxes, sacks and firewood are stocked in an alcove to the north. A trogg tends to a spit over a fire in the center of the cave. The smoke from the fire rises to a tiny opening in the 40-foot high ceiling.

The light from the fire spills out to the tunnels, illuminating the first 10 feet of both corridors leading to the area. A DC 11 Listen check made up to 20 feet outside the chamber reveals occasional footsteps and the sound of things being moved around.

Creature: Markilog, the trogg in charge of cooking, flees to area **6** when he sees the heroes. If the troggs are on alert, two troggs (from those normally wandering about) are posted here to protect Markilog. They defend the cook until they can escape through the same tunnel. Troggs fleeing to area **6** rally in area **10**; troggs escaping through area **4** rally in area **3** instead, or flee out of the caves.

Markilog, Trogg: 9 hp. See the **Monster Guide** for statistics.

Tactics: If combat occurs, any trogg involved in the fight uses the fire to his advantage; to prevent flanking, to bull rush a hero into it or to retrieve a flaming log as a weapon. If a creature is bull rushed into the fire, it must make a DC 15 Balance check or fall into it. Success indicates the creature merely steps into the fire, taking 1d4 points of fire damage. A creature falling on the fire must make a DC 15 Reflex save or catch on fire as well. (See the **Monster Guide,** Chapter 5: Monster Types, Subtypes, and Abilities, for a description of catching on fire.)

A single log in the fire can be grasped as a club without dealing fire damage to the wielder. This makeshift club deals 1d4 points of damage plus 1 point of fire damage for 10 rounds. It then cools off and deals no more fire damage. Other logs in the fire are too hot or too brittle to pick up.

Kicking the fire toward a creature counts as a ranged attack (range of 10 feet with no range increment). A hit deals 1d4 points of fire damage. The fire can be kicked twice; kicking the fire a third time deals no damage, since too many coals are dispersed in the first two attempts.

Treasure: The carcasses are not worth anything, but

they are edible. The boxes and sacks of provisions show merchant symbols and are worth 450 gold pieces. A DC 12 Knowledge (local) check reveals the stolen provisions mostly belong to an important merchant company that frequents the Gold Road. Heroes may wish to see the provisions returned to their rightful owners in Ratchet. Doing so rewards them 150 gp and the gratitude of the merchants. The boxes and sacks weigh a total of 200 pounds.

Area 6: Deep Chasm

A shelf hangs over the edge of a deep chasm. The ceiling looms high above in darkness and the bottom cannot be seen over the edge of the chasm. The sound of a waterfall from below echoes throughout the chamber and a faint mist of water vapor permeates the air. A narrow ledge runs north along the west wall, bends and heads back south along the east wall to the bottom of the cave.

Looking over the edge of the western ledge reveals the exit of the stream from area **4**. The waterfall drops 60 feet to the bottom of the chasm.

The ledge's width varies between 12 and 20 inches. Heroes must make a DC 9 Balance check to move along the slippery ledge without falling. Those who fall hit the pool at the bottom and take 2d6 points of nonlethal damage and 2d6 points of bludgeoning damage.

A falling creature can make a DC 15 Jump or Tumble check to control its fall. If successful, it the impact with the pool deals 3d6 points of nonlethal damage.

Tactics: If the troggs are aware of the heroes' presence, 2 troggs hide at the bottom of the cave, throwing stones behind cover to dislodge heroes off the ledge and knock them into the chasm. Remember to subtract these troggs from the 5 who normally roam about, or from area **10** if none of these remain.

Ad Hoc XP Award: If combat breaks out here, award heroes 50% more experience for the encounter.

Area 7: Stalagmites

This section of cave tunnel is thick with stalactites and stalagmites. Many of them have merged over the years to create 8-foot tall pillars and all are coated with the same phosphorescent moss that runs the length of the brook. Despite the forest of stone, a clear split in the tunnel is obvious. One fork continues along with the stream; the other heads south.

If the heroes move to area **9**, the spiders from area **8** attack the rearmost party member. The forest of stone gives the spiders many places to scurry away and hide, allowing them to sneak up on heroes from different angles and attack with surprise (+4 circumstance bonus on their Stealth checks to hide). See area **8** for details.

Area 8: Spider Cave (EL 3)

The cave becomes gradually larger and there are many nooks and crannies along the walls and ceiling. Far to the southeast, cobwebs cover the walls and ceiling. There are two large mounds of webbing upon the floor in the southeast portion of the cave.

Creatures: A Medium cave spider and its offspring live in this chamber. The troggs leave the spiders alone and post warning glyphs in the outer tunnels. These spiders are of the hunting variety.

Medium Monstrous Spider: hp 11. See the **Monster Guide** for statistics.

Small Monstrous Spiders (3): hp 4 each. See the **Monster Guide** for statistics.

Tactics: The mother spider stands in the middle of its lair when the heroes enter. To protect its young, it attacks the most armored hero by recklessly charging him. The Small spiders use cunning tactics and attack from many different points, dropping from the ceiling or scurrying along the walls to leap in from the flanks and poison their foes.

If the heroes bypass this cave, the brood mother attacks them from the rear in area **7** while its offspring maneuver to surprise the heroes — unless the heroes were stealthy enough to avoid their attention. The Small spiders fight as long as the brood mother survives. If the brood mother dies, they retreat to their lair and climb to the ceiling.

Treasure: One of the web-wrapped mounds contains the desiccated corpse of a trogg with no possessions. The second mound holds the remains of a night elf. The following items are on the body: two masterwork moon glaives, masterwork studded leather armor, *gloves of Agility +2*, three *potions of cure light wounds*, one *potion of roar* and a pouch with three small gems (each worth 7 gp).

Area 9: Pool

Delicate phosphorescent moss covers the entire chamber, which has obviously not been entered in months. Along the northwest wall, about 10 feet up from the floor, is a tiny hole with clear water rushing out. The water falls into a 3-foot deep pool that flows away via a stream heading west out of the chamber.

The troggs know this cave is dangerously close to the spiders in area **8**, and they never come this way, not even to pursue fleeing heroes. At the north entrance (close to area **10**) is a rune almost identical to the one in area **4**, but its arrow points to the south. A DC 10 Search check reveals the charcoal symbol scratched on the wall and a DC 20 Decipher Script check uncovers its meaning.

Area 10: Living Chamber (EL 4)

The floor of this chamber slopes gently upward toward the east. The rough, natural ceiling is at least 60 feet high and the far eastern wall appears to be an immense fortification half-buried in solid rock. Its open gate is 35 feet tall. The gate wall is 80 feet wide and flanked by two towers that stretch from the cave floor and bury

themselves in the ceiling. Several troggs lie upon animal skins strewn about the rocky floor.

The fortress wall was once part of a much larger structure that stood on this site, 100,000 years ago. The titans built the wall to protect their laboratories from indigenous creatures. Now, the gate and wall in this chamber represent a portion of the structure that once ran around the compound, when it was above ground. The majority of the ruins are further below ground.

The fortress walls are crafted from superior materials, but the stone used in their construction is not from Azeroth. A DC 30 Knowledge (architecture and engineering) or Knowledge (the planes) check recognizes this.

Creatures: There were 54 troggs when they originally emerged from hibernation in the titan ruins, but they have suffered many losses since then. Disease and conflict with the centaur of the Kolkar tribe killed most of the group. Of the 18 remaining, 6 currently hunt outside the cave complex, 5 wander about, 2 stand guard in area **2**, 1 cooks in area **5**, and Angerlok stays in area **11**. The other 3 are in this chamber, but there are more if hunting or wandering troggs joined them.

Troggs (3): hp 9 each. See the **Monster Guide** for statistics.

Tactics: The troggs grab their clubs at the first sign of trouble and prepare to defend their lair. Unless they were expecting the heroes, it takes them 1 round to ready themselves. On the second round, the troggs initiate their rage and charge the hero closest to them, focusing their wrath on him before targeting another. On the third round, Angerlok (in area **11**) appears at the ruined fortress gate. He allows the battle to continue as he surveys the situation until one of the troggs is incapacitated. He then uses spells from afar to hinder the heroes until forced into melee, at which time he uses his rage.

If Angerlok is killed, the group is effectively destroyed and any remaining troggs flee in fear. If cornered, however, they fight for their lives. Troggs that escape might survive the centaur attacks and join their hunting compatriots. It is also possible that a new leader eventually rises and recruits more troggs (as many other hibernation chambers exist across Azeroth). The heroes might face them again in a future adventure.

Treasure: The animal pelts are in good condition and could fetch upward of 65 gp.

Area 11: Chieftain's Quarters (EL 2)

More of the fortress walls are visible here and the chamber appears to be the ruins of an age long gone. If it were not for the cave ceiling, one might think this place should be outside to defend some important trade route.

Further to the east is a fissure in the cavern floor where the rest of the fortress should be. Stacked against the north wall is a massive mound of animal furs that serves as a bed. Freshly gnawed animal bones lie scattered beside it.

The fissure is 90 feet deep and there are many handholds and ledges on the way down. It leads to area **12**. Heroes may descend with a DC 14 Climb check or use a knotted rope (Climb DC 0). About a year ago, the troggs climbed up through this fissure from the ruins below. A DC 17 Search check shows evidence of their passage.

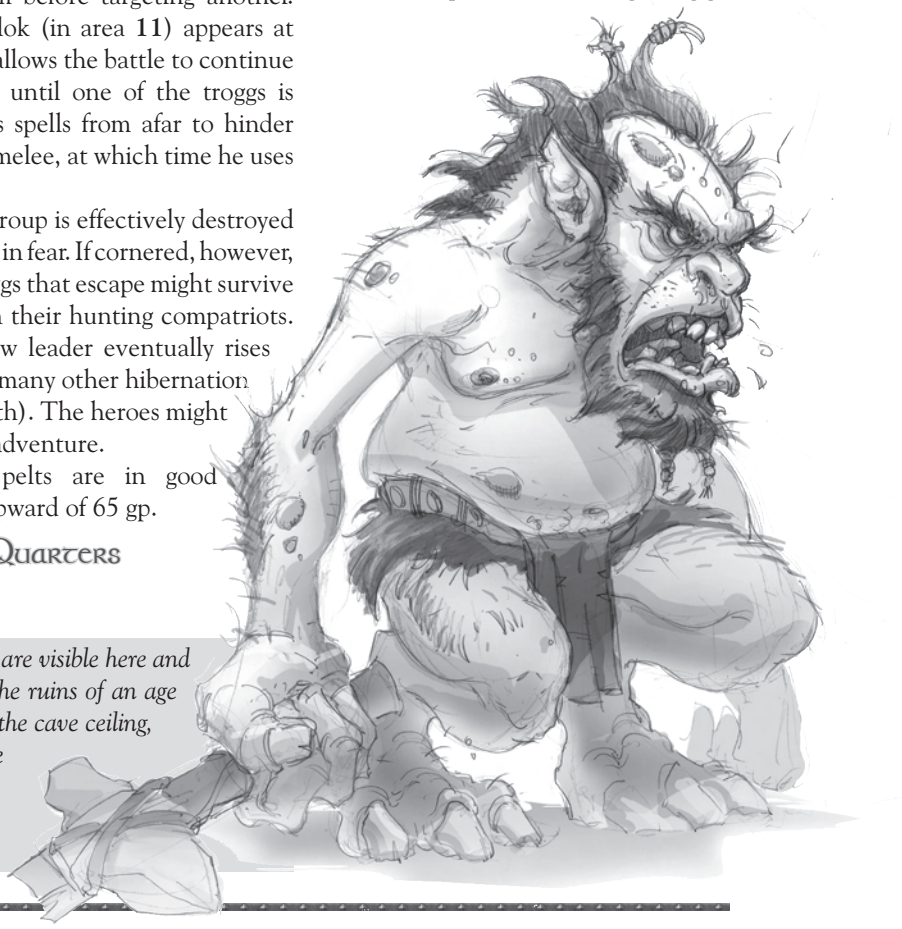
Creature: Angerlok is the leader of the troggs. He disallows others from keeping jewelry of any kind, but he wears a bone necklace made from the remains of his victims. He wields a mace stolen from a healer slain shortly after the troggs emerged from below, in the days when his group was stronger.

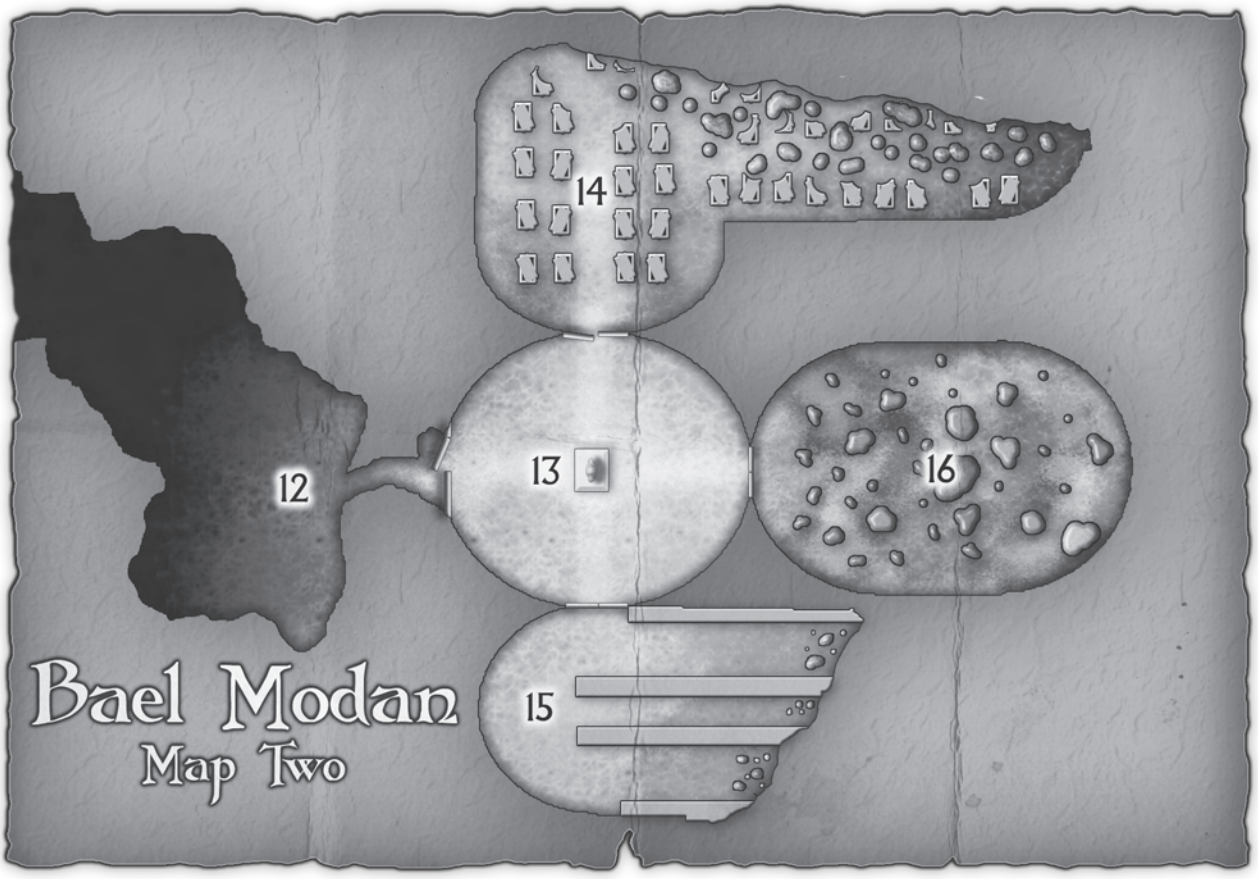
Angerlok, Male Trogg Shaman 1/Trogg 1: CR 2; Medium humanoid (earth, trogg); HD 1d12+1d8+4, hp 20; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +1; Grp +4; Atk/Full Atk +5 melee (1d8+3, heavy mace); SA rage 1/day, spells, spontaneous casting (*inflict* spells); SQ darkvision 60 ft., *augur*, Elements domain (lesser), rebuke earth elementals, turn air elementals, rage of the earth, trogg traits; AL CE; SV Fort +6, Ref +3, Will +4; Str 16, Agy 12, Sta 14, Int 8, Spt 15, Cha 8; *Skills:* Concentration +5, Intimidate +7; *Feat:* Endurance.

Shaman Spells (3/2); save DC 12 + spell level): Angerlok's high Spirit score allows him to prepare 7 spells per day. He favors the following spells:

0—*detect magic*, *flare*, *resistance*; 1st—*burning hands*, *war drums*.

Domain Spell: 1st—*lesser lightning guardians*.





Domain: Elements (Angerlok casts Elements spells as a 2nd-level caster).

Possessions: Studded leather, masterwork heavy mace, spell component pouch, bone necklace (worthless), assorted coins and gems (worth 37 gp).

Tactics: Angerlok casts *lesser lightning guardians* and joins the battle in area **10**, but if the heroes somehow manage to take care of the troggs there without alerting him, they find Angerlok relaxing on his bed. If surprised, Angerlok fights to the death, using spells to harm his foes before using his rage and engaging them in melee.

Treasure: The pelts in this chamber are worth 135 gp.

Area 12: The Foot of the Fissure

A massive set of arched double doors is set directly into the east wall of this natural cavern. One of the doors is slightly ajar. The faint light from the chamber beyond spills out into the cave.

The doors are stuck into the bedrock and unmovable. They are open just enough for a Medium creature to squeeze through.

Area 13: Titan Grand Hall (EL 4)

Over 100 feet in diameter, this circular, domed chamber is almost too beautiful to be real. The walls are composed of yellowish-gray stone with green accents and pillars are set into alcoves, giving this grand hall an overall regal appearance. Along the domed ceiling, some 70 feet above, translucent tiles glow with a soft light from an unknown source.

The hall includes three other pairs of arched double doors like the one in the western wall, spaced evenly about the chamber. The one set to the north is slightly ajar, but the other doors are closed. In the center of the chamber is a wide, two-foot high pedestal upon which a stone statue stands. Bright green crystals cover the humanoid shaped statue's left forearm. The bony remains of several creatures lie around the chamber.

The skeletal remains of 11 troggs lie upon the floor of this chamber. (A DC 15 Heal check identifies them as trogg remains.) Acheras, the stone keeper, killed them when they emerged from area **14**. The rest of the unarmed troggs escaped to area **12**.

The walls of the chamber are composed of alabaster, jade and a material not native to Azeroth. A DC 15 Knowledge (architecture and engineering) check identifies the common types of stone. A DC 30 Knowledge (architecture and engineering) or Knowledge (the planes) check reveals the otherworldly nature of the other material.

A DC 24 Strength check is required to push open a closed door, but only after a hidden latch (Search DC 15 to notice) is released. Up to four heroes can push on one of these huge doors at the same time.

Creature: Acheras, the statue, is one of many stone keepers that served the titans, ages ago. Stone keepers

are seemingly intelligent, but are in fact operated by sophisticated programming. Acheras can communicate and carry on intelligent conversations with any creature, in any language (thanks to its *tongues* spell-like ability).

One round after the heroes enter, Acheras speaks in the ancient titan language. If they move further into the room without answering, it repeats itself once. If another round goes by without a response, it attacks. If the heroes attempt communication, Acheras realizes they cannot understand and proceeds to manipulate the crystals on its left forearm to use *tongues*. It then repeats what it said earlier: "I am Acheras the Custodian. Please state your intentions for entering this facility."

Acheras was programmed to maintain and protect this titan library and research facility. He also served as a laboratory assistant and information repository 100,000 ago, when the place was still in operation. Acheras does not allow anyone to search the chamber. The heroes are free to leave, or remain where they are and converse. Acheras answers anything question it can; it might provide the following information:

- Acheras' master, a titan named Khaz'goroth, formerly ran the facility. Acheras does not say anything more about Khaz'goroth other than his position as facility overseer.
- The titans ceased facility operations 100,000 years ago.
- Acheras does not know where the titans went.
- Acheras was left in charge of the facility's maintenance. It awaits its master's return.
- The facility was once a multi-level complex above and below ground surrounded by a fortress wall. Geological forces and instability slowly sunk the facility into the ground and tore it apart into many sections at many different elevations in the mountain.
- About a year ago, an earthquake damaged the hibernation chambers (in area **14**). The troggs entombed within awoke and Acheras tried to stop them, but most managed to escape.
- The troggs were the mistaken first attempt at crafting a mortal race of guardians from living stone for Azeroth. When the titans saw how brutal and misshapen the troggs were, they buried them in the northern vault.
- Acheras knows the titan scientists referred to the successful second race experiment as Series Two. (Note: Dwarves were the successful conclusion of the titan's experiments, called "earthen" in ancient times, but they looked different before 100,000 years of evolution. Acheras does not recognize a dwarf for what he is, even if there is one in the party.)
- The area beyond the south doors is the library chamber, but it was damaged by quakes almost 50,000 years ago.
- The area beyond the east doors caved-in long ago.

Acheras has strict orders. The heroes cannot bluff their way past him even if they claim to be titans, or to be working for titans. Acheras simply says, "Only my master can authorize access to the other chambers. You may wait outside for his return." Of course it has

already been 100,000 years and it therefore may take a while before Khaz'goroth returns. The heroes need to deal with Acheras (by defeating him) or give up their exploration of the lower ruins.

Acheras the Custodian: CR 4; Medium construct; HD 3d10+20, hp 36; Init –1; Spd 30 ft.; AC 21, touch 9, flat-footed 21; Base Atk +2; Grp +5; Atk/Full Atk +6 melee (1d8+3, slam); SQ darkvision 60 ft., damage reduction 5/adamantine, immunity to magic, programmed intelligence, spell-like abilities, construct traits; AL N; SV Fort +1, Ref +0, Will +1; Str 17, Agy 9, Sta —, Int 17, Spt 11, Cha 1; *Skills:* Appraise +9, Jump +9, Listen +8, Search +9 and Spot +8; *Feats:* Skilled (Listen and Spot), Weapon Focus (slam).

Spell-Like Abilities: A stone keeper can manipulate the crystals on its forearm to generate any number of spell-like abilities. Acheras is programmed with the following abilities:

At will—*detect magic*, *legend lore*, *read magic*, *tongues* and *true seeing*. Caster level 12th.

Immunity to Magic: Acheras is immune to any spell or spell-like ability that allows a saving throw.

Programmed Intelligence (Ex): Stone keepers are programmed with an intelligence so sophisticated that observers are hard pressed to distinguish one from a sentient being. A stone keeper is able to communicate in the ancient language of the titans.

Further, a stone keeper can manipulate its forearm crystals to retrieve archived information. The stone keeper can retrieve any information stored.

Tactics: Acheras targets the hero closest to area **15** and follows anyone who moves into area **14**, **15** or **16**. The stone keeper does not normally leave this chamber, but it fights heroes who retreat to area **12** if they continue to attack with ranged weapons. If they pose no more threat to the facility, it leaves them be and returns to its place upon the pedestal. While on the pedestal, it heals 1 hit point per day.

Area 14: Hibernation Chamber

This huge chamber has similar architecture as the grand hall, but is L-shaped. The ceiling slopes into a semicircular dome and has the same glowing translucent stone tiles.

Along the floor are 6-foot long stone sarcophagi. The lids are pushed aside, or laying on the tiled floor. Each lid is embedded with a smoky glass window about 1-foot square. The far side of the chamber appears to have suffered a cave-in and heavy boulders have fallen in and crushed or buried some sarcophagi.

Each sarcophagus, left here 100,000 years ago when the titans abandoned the facility, once contained a trogg in hibernation. A natural earthquake caused a cave-in that disturbed some troggs' hibernation cycle. The creatures escaped and freed the other surviving troggs. Eventually, dozens of troggs were released from their long slumbers. Angerlok, the strongest among them, took control of the group, and after several aborted attempts to get past Acheras they finally managed to escape to the surface.

The titans could manipulate the smoky glass in each lid and turn it clear to peer inside the sarcophagi, but now the glass remains smoky at all times. The sarcophagi once radiated magic, but the arcane energy was released when the lids were removed or smashed in the quake. The crushed or buried sarcophagi each contain one trogg skeleton.

A door is completely buried (and not visible) at the east end of the chamber. It leads to other titan ruins, but it will take weeks to clear the rubble to gain access to the deeper chambers.

Area 15: Ruined Library

The walls and semicircular domed ceiling of this chamber are covered in translucent glowing tiles, but a portion of the room has been torn away, leaving a jagged stone wall. Shelves, like bookcases, cover most of the walls, and two massive cases lie in the center. The first shelves of these structures, however, begin 10 feet off the ground. Most of the shelves contain metallic discs.

A DC 13 Climb check allows a hero to reach the shelves and bring down the metallic discs. Each one is platinum coated, 10 inches in diameter and half an inch thick. Each also has a 1-inch diameter hole through its center. A DC 15 Search check of a disc reveals tiny markings forming a circular pattern running from the outside edge to the central hole.

Treasure: Eighty-nine discs are scattered on the shelves, and each one has a platinum piece's worth of metal coating. However, the discs may be more valuable if collected undamaged and sold to an organization interested in ancient history. A number of dwarf groups would be willing to pay the equivalent of 50 to 100 gp in money, gear or land holdings for each undamaged disc retrieved. The platinum discs explain that the troggs were the titans' first attempt to create life from living stone, but the experiment was a failure. When the titans saw how brutal and misshapen the troggs were, they buried them in vaults all over the land. Acheras is not aware of the other vaults, much less where they are.

Some slightly larger discs, called the *Discs of Norgannon*, are powerful magic artifacts and hold a secret history of the titans' war against the Old Gods. Several factions would do anything to get their hands on these invaluable discs. If the heroes retain possession of the discs here, some might believe that they are the *Discs of Norgannon*; the heroes risk being harassed by thugs hired by several opposing groups, including dwarf historians. They may even feel political pressure from Alliance and Horde authorities and become the victims of extortion — or murder.

Translating the discs is a difficult prospect for anyone, as there may be no one alive who can read the titan language.

Area 16: Caved-in Chamber

This chamber once contained hundreds glass vials with living specimens, but it now lays in ruins as most of its ceiling fell down long ago. The chamber is packed with debris and nothing of value can be uncovered here.

Concluding the Adventure

One way or another, dwarves eventually learn of the trogg caves and the titan ruins found within. They soon send armed excavation crews that will change the face of the region for good. Centaur also begin assaulting the dwarf camp for intruding on their lands, prompting the construction of walls for defense. Over time, digging crews uncover more and more titan artifacts and the dwarves invest more money into the operation. The site grows into a permanent settlement in the following months.

"Unearthing Bael Modan" can lead to other adventures, such as the following.

- The Alliance or the Horde may hire the heroes to take care of the centaur raiders in the region. They may have to cut a deal with the Kolkar tribe, perhaps even negotiate some sort of truce.
- Heroes loyal to the Horde could take a firm stand against the dwarves who took control of the site they uncovered. This could lead to several forays against the newly arrived dwarves in the area.
- The heroes may decide to compete with the dwarves and search for more titan ruins themselves, which they could then offer to the dwarves — for a price.
- If the heroes cut a deal with the dwarves, they could work as soldiers in the defense of Bael Modan.
- Heroes on good terms with the Alliance could also work as delvers and explorers, earning a steady pay from the dwarves while exploring deeper ruins.