

WORLD WARCRAFT

THE ROLEPLAYING GAME



DARK FACTIONS

A FANTASY ROLEPLAYING GAME FOR REVISED THIRD EDITION RULES





DARK FACTIONS

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To everyone who reads books that I write. You people rock.
– Luke Johnson



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TABLE OF CONTENTS

Introduction	4	Steam Armor Enhancements	103
Chapter 1: New Races	6	Technological Devices	104
Dragonspawn	6	Chapter 6: History and Culture	112
Dwarf, Dark Iron	8	Dark Iron Dwarf History	112
Murloc	10	Dark Iron Dwarf Culture	113
Naga	12	Goblin History	114
Pandaren	15	Goblin Culture	115
Quilboar	17	Naga History	118
Satyr	19	Naga Culture	119
Tuskarr	21	Quilboar History	120
Vital Statistics	24	Quilboar Culture	121
Chapter 2: Class Options	25	Satyr History	121
Equipment	25	Satyr Culture	122
Variant Classes	26	Tuskarr History	122
Aquatic Druid	26	Tuskarr Culture	123
Druid of the Nightmare	26	Chapter 7: The Nations	124
Martial Enchanter	27	The Argent Dawn	124
Dark Inscrber	27	The Atal'ai and Hakkari	127
Arcane Alchemist	28	The Cenarion Circle	129
Elementalist	29	The Cult of the Damned	131
Contender	30	The Dark Horde	133
Lone Wolf Runemaster	31	The Darkmoon Faire	136
Dungeoneer	31	The Defias Brotherhood	139
Aquatic shaman	32	The Dragonflights	142
Shadowmage	32	The Earthen Ring	148
Racial Iconic Classes	32	The Explorers' League	150
Goblin Tinker	33	The Farstriders	152
Naga Mage	34	The Scarlet Crusade	154
Priestess of the Tides	34	The Syndicate	158
Pandaren Wardancer	35	The Thorium Brotherhood	160
Quilboar Thornweaver	35	The Twilight's Hammer	162
Satyr Hellcaller	37	The Zandalari Tribe	166
Creature Classes	38	Chapter 8: Dark Warriors	169
Dragon	39	Argent Dawn Forces	169
Flamewaker	41	Atal'ai and Hakkari Forces	170
Nerubian	43	Cenarion Circle Forces	171
Sea Giant	46	Cult of the Damned Forces	171
Vital Statistics	48	Dark Horde Forces	172
Feats	50	Dark Iron Dwarf Forces	173
Chapter 3: Prestige Classes	54	Darkmoon Faire Forces	173
Brewmaster	54	Defias Brotherhood Forces	174
Death Knight	57	Dragon Forces	175
Dragonsworn	60	Dragonspawn Forces	175
High Divinist	63	Earthen Ring Forces	177
Naga Anomaly	66	Explorers' League Forces	177
Pandaren Transcendent	69	Farstrider Forces	178
Subversive	72	Goblin Forces	178
Scarlet Battle Mage	76	Murloc Forces	180
Scarlet Inquisitor	78	Naga Forces	180
Vindicator	81	Pandaren Forces	181
Chapter 4: Magic	84	Quilboar Forces	183
Independent Faiths	86	Satyr Forces	183
Azshara	86	Scarlet Crusade Forces	184
Hakkari the Soulflayer	86	Syndicate Forces	185
The Old Gods	88	Thorium Brotherhood Forces	186
Xavius	88	Tuskarr Forces	187
The Pantheon of the Zandalari Tribe	89	Twilight's Hammer Forces	187
The Cult of the Damned	89	Zandalari Forces	188
Spells	89	Chapter 9: Creatures	190
Arcanist Spell List	89	Arachnathid	190
Mage Spell List	90	Clockwerk Goblin	192
Necromancer Spell List	90	Couatl	193
Healer Spell List	90	Dragon, Chromatic	194
Druid Spell List	90	Dragon Turtle	196
Priest Spell List	90	Hobgoblin	197
New Healer Domains	90	Makrura Prawn	198
Spell Descriptions	91	Mur'gul	199
Magic Items	95	Nerubian	202
Armor	95	Pandaren	204
Rod	95	Snap Dragon	205
Wondrous Items	96	Spiderling Swarm	206
Set Items	98	Tube Wurm	207
Chapter 5: Technology	100	Tuskarr	207
Races and Technology	100	Chapter 10: Adventures	209
Tech-Mods	101	Goldknuckle	209
		The Lost Idol	217

WELCOME TO DARK FACTIONS!

You might subtitle this book the **Independent Player's Guide**, since it does for many independent, dark and neutral factions what the **Alliance** and **Horde Player's Guides** do for the Alliance and Horde. This book details many races that are important in the **Warcraft** world but are not members of the Alliance or Horde. It also details many factions — dark factions, indeed, though some are darker than others — that have their own motivations, intrigues and agendas. They all possess a degree of separation from the Alliance or Horde, though they are of concern to Alliance and Horde characters.

Specifically, this book is concerned with the following races and factions.

Races: Dark Iron dwarves, dragonspawn, murlocs, naga, pandaren, quilboar, satyrs and tuskarr.

Factions: The Argent Dawn, the Atal'ai and Hakkari, the Cenarion Circle, the Cult of the Damned, the Dark Horde, the Darkmoon Faire, the Defias Brotherhood, the dragonflights (all five), the Earthen Ring, the Explorers' League, the Farstriders, the Scarlet Crusade, the Syndicate, the Thorium Brotherhood, the Twilight's Hammer, the Zandalari troll tribe.

Within these pages, behold the following chapters:

Chapter 1: New Races

Our List of Allies Grows Thin

This chapter presents the races mentioned above (except for goblins; they appear in **World of Warcraft the Roleplaying Game**). Note that these races appear in other books as well (especially the **Monster Guide**); they are present here for a couple reasons. The first is convenience — it puts all the playable races close together. The second is that the **Monster Guide** is primarily a Game Master (GM) resource; he probably doesn't want his players pawing through it. Also, the racial descriptions in this chapter appear in the standard player character race format, so they include some interesting details about the races (particularly about adventuresome members) that don't appear in the **Monster Guide** (or **Lands of Mystery**, in the case of dragonspawn and murlocs).

Chapter 2: Class Options

Nothing Can Stop Us Now

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.

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.warcrafttrpg.com.

Equipment is first. Several races in this book — especially pandaren — possess unique weapons that don't appear in **WoW RPG**.

Variant Classes take the classes in **WoW RPG** and alter them slightly, creating classes that are somewhat different than the standard rogue, scout and so forth that appear in **WoW RPG**. If you want to play a rogue who focuses on combat (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 naga mage, for instance, is an icon on Azeroth, and this section gives you the rules to play one.

Creature Classes allow you to play a dragon (specifically, a red whelp), flamewaker, nerubian or sea giant from level 1.

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

Chapter 3: Prestige Classes

Bring Pandemonium!

This chapter includes 9 new prestige classes to which your character can aspire. Though aimed at members of the races and factions presented in this book, any character who meets the prerequisites can take these classes.

Chapter 4: Magic

Gather the Darkness

This chapter provides an overview of how many independent races feel about magic in general and about specific kinds of magic. It contains new spells and magic items, as well, which the dark races and factions developed or use extensively.

Chapter 5: Technology

The Random Explosions Will Continue Until Morale Improves

This chapter provides an overview of how many independent races and factions feel about technol-

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.



ogy. It also contains new tech-mods and technological devices that the dark races and factions developed or use extensively. This chapter includes tech-mods created by goblins!

Chapter 6: History and Culture

Filling the Knowledge Gaps

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; these are some of his notes and working drafts concerning the history and culture of each of the independent races included in this book.

Chapter 7: The Factions

A Place for Everyone

This chapter, also narrated by Brann Bronzebeard, delves into the many dark factions included in this book. He discusses everyone from the Argent Dawn to the Earthen Ring to the Zandalari troll tribe.

Chapter 8: Dark Warriors

I Like Fightin' Best

This chapter is similar to Chapter 8 in the *Alliance and Horde Player's Guides*, which delve into the military, tactics, soldiers and champions of the Alliance and Horde. Each race and faction receives its own section in this chapter, including a description of its tactics and military ideas, followed by statistics describing one or two typical members of the faction who could hold their own in combat.

Chapter 9: Creatures

A Dark Bestiary

This chapter includes many creatures that are important to the races and factions in this book, from clockwork goblins to watery minions.

Chapter 10: Adventures

I Expect You to Die

This chapter includes two adventures for heroes of any faction: "Goldknuckle," which involves a crazed goblin's plans to become the wealthiest creature in the world, and "The Lost Idol," which focuses on a hostile murloc tribe.

OUR LIST OF RACES GROWS THIN

Included in this chapter are many new playable races for the **WoW RPG**. These races are unaffiliated with the Alliance or Horde, though the occasional, exceptional individual may join one of these affiliations.

Table 1-1: Racial Ability Modifiers

Race	Ability Adjustments	Favored Class
Dragonspawn (wyrmlin)	+1 Str, -2 Cha	Warrior
Dwarf, Dark Iron	+1 Agy, -2 Cha	Rogue
Murloc	+1 Agy, +1 Spt, -2 Cha	Scout
Naga (female)	+2 Int, +2 Cha, -2 Str	Mage
Naga (male)	+2 Str, -2 Int, -2 Cha	Warrior
Pandaren	+2 Sta, +2 Cha, -2 Int	Warrior
Quilboar	+2 Str, +2 Sta, -3 Int, -3 Cha	Barbarian
Satyr	+2 Agy, -2 Spt, -2 Cha	Rogue
Tuskarr	+2 Sta, -2 Int	Scout

DRAGONSPAWN

Description: The dragonflights of Azeroth are not without retainers and assistants. Noble creatures serve the dragons with absolute loyalty, acting as footmen, soldiers, assistants and companions. They are endowed with many of the dragons' mystic abilities and virtuous qualities. Exactly how they came into being is a mystery to many, though dragons may have the answers.

Each wyrmlin is born into a specific flight of draconic servitude. Each dragonspawn race is shaped to serve a specific dragonflight, and each dragonspawn exhibits hereditary traits that represent the dragonflight he serves.

Though they have dragonlike qualities, these creatures are not descended from dragons. Instead, they are distant kinfolk, descended from humanoids who spent their lives close to the dragons and took on the qualities of their masters after generations of service. As a result, dragonspawn are gifted with unique advantages, including immunity to their dragonflight's breath weapon.

Wyrmlin dragonspawn are the least of the dragonspawn. They are tough and hardy, but not particularly intelligent. Most lack self-motivation, requiring a leader to give them specific instructions and commands. Dragonspawn have no social mobility.

Dragonspawn serve their draconic masters eagerly, considering the task an enormous honor. No dragonspawn breaks with his patron dragonflight or strikes out alone. They follow the commands of their dragon masters willingly — and a dragon might command a dragonspawn to undertake a mission by himself, or perhaps join forces with a group of heroes.

Appearance: The lower bodies of dragonspawn are much like dragons: a scaled hide, four legs and a tail. They have humanoid torsos with long, thick arms, and scaled, draconic heads. Their hides and draconic features are the color of their patron flight (black, blue, bronze, green or red).

Dragonspawn have similar physiques regardless of the flight they belong to. Most dragonspawn bear a mark upon their breastplates or shields that identifies their draconic mentor or patron, giving honor to the dragon who trained them. Armor and clothing reflect the scale coloring of the dragonspawn's patron dragonflight.

Region: Dragonspawn can be found wherever dragons dwell. For example, the Burning Steppes teem with black dragons, drakes and other servants of the black dragonflight. In Grim Batol, where the red dragon Alexstrasza was once imprisoned, there now waits a host of red dragonspawn legionnaires eager to protect the remnants of the red dragonflight.

Affiliation: Independent. Dragonspawn are loyal to their specific dragonflights, and to no one else.

Faith: Many dragonspawn revere dragons, particularly their own dragonflights. The Dragon Aspects — Alexstrasza the Life-Binder, Malygos the Spell-Weaver, Ysera the Dreamer, Nozdormu the Timeless, and Deathwing (once Neltharion the Earth-Warder) receive special attention.

Names: Dragonspawn names are harsh and simple, with no family name to speak of; they are usually referred to by their place in the hierarchy, much like a military rank, and the name they were given at birth. Dragonspawn adventurers often refer to themselves simply by their given names.

- **Male Names:** Kaz, Brak, Fash, Shez, Verrik, Yzyr, Zoar.
- **Female Names:** Fraya, Mahut, Adru, Shanza, Zstrsa.

Wyrmkín Dragonspawn Racial Traits

• **+1 Strength, -2 Charisma.** Wyrmkín are physically powerful, but their culture teaches them to be submissive.

• **Large Quadruped:** Wyrmkín are 7 to 8 feet tall and their quadrupedal bodies give them great girth. As Large creatures, wyrmkín take a -1 size penalty to Armor Class, a -1 size penalty on attack rolls, and a -4 size penalty on Stealth checks to hide; they have a +4 bonus on grapple checks, and a natural fighting space and reach of 10 feet. Wyrmkín have a total +8 bonus on checks to avoid being tripped. They must use larger weapons and armor than Medium creatures.

As Large quadrupeds, wyrmkín have carrying capacities triple those of Medium bipeds. Their strange frames mean that armor must be custom-made, however, and costs four times the normal amount.

• **Wyrmkín base land speed is 30 feet.**

• **Monstrous Humanoid:** Wyrmkín are monstrous humanoids, not humanoids. As such, they are immune to *hold person* and similar effects that specifically target humanoids.

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

• **Heritage Immunities (Ex):** By virtue of their unique lineage, dragonspawn are immune to the breath weapon of their own flight. For example, red wyrmkín are immune to the fiery breath of a red dragon. Dragonspawn are likewise immune to the frightful presence of any dragon of their flight as long as that dragon does not have at least twice as many Hit Dice as the dragonspawn.

Black and red dragonspawn also have the fire subtype.

Chromatic dragonspawn technically have both the cold and fire subtypes, which effectively negate one another; they end up having resistance to acid 5, cold 5, and fire 5. They take a -2 penalty to both Intellect and Charisma.

• **Automatic Languages:** Common and Draconic.

• **Bonus Languages:** Any. Some wyrmkín are scholars and often learn many languages; some pass this knowledge onto their wyrmkín allies.

• **Racial Levels:** Unlike humans and some other races, wyrmkín can take a few levels in "wyrmkín" as a class to develop their racial qualities more fully.

• **Favored Class: Warrior.** A multiclass wyrmkín's warrior class does not count when determining whether she suffers an experience point penalty for multiclassing (see **WoW RPG**, Chapter 3: Classes, "Multiclass Characters," XP for *Multiclass Characters*).



Table 1-2: The Wyrmlin

Wyrmlin Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	+1 Strength, +1 Stamina, light armor proficiency, martial weapon proficiency
2nd	+2	+3	+0	+3	+1 Strength, +1 natural armor bonus, medium armor proficiency, martial weapon proficiency
3rd	+3	+3	+1	+3	+1 Strength, +1 Stamina, +1 natural armor bonus, heavy armor proficiency, martial weapon proficiency

Wyrmlin Levels

Wyrmlin can take up to three levels in “wyrmlin” at any time. Wyrmlin levels represent the individual’s exploration of her draconic heritage, tapping into the talents granted by her association with her dragonflight.

Wyrmlin levels stack with an arcane spellcasting class level for purposes of determining caster level for spells. If the wyrmlin has more than one arcane spellcasting class, add the racial levels to the highest.

Hit Die: d8.

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

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

“Class” Skills: Knowledge (arcana) (Int), Listen (Spt), Spellcraft (Int), and Spot (Spt). See Chapter 5: Skills in *WoW RPG* for skill descriptions.

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

Weapon and Armor Proficiency: Wyrmlin with levels in wyrmlin are proficient in the use of simple weapons and shields (but not tower shields).

Armor Proficiency: Wyrmlin gain proficiency with light armor at 1st level, medium armor at 2nd level, and heavy armor at 3rd level.

Martial Weapon Proficiency: A wyrmlin gains proficiency in one martial weapon of her choice at 1st level and another martial weapon of her choice at 2nd level. At 3rd level, a wyrmlin gains proficiency in all martial weapons.

DWARF, DARK IRON

Description: About three centuries ago, war rocked Khaz Modan. The Bronzebeard, Wildhammer, and Dark Iron clans clashed in the bitter War of the Three Hammers, and eventually the Bronzebeards drove the Wildhammers and Dark Irons out of their city. Not content to establish a new homeland, Thaurissan, the sorcerer-king for the Dark Irons, led his people against both Ironforge and the Wildhammers of Grim Batol. This was a mistake, as it caused Ironforge and Grim Batol to join forces against him; they defeated his attacking forces and marched on his stronghold. In desperation, Thaurissan summoned a blazing entity.

He made a horrible mistake. The creature who answered the summons was Ragnaros the Firelord.

Ragnaros’s cataclysmic arrival shattered the land, scoured the armies, and ended the war. The Firelord then descended into what is now Blackrock Depths, exerting his will over the remaining Dark Irons and bending them to his will. Now, the Dark Irons serve Ragnaros, but nurture their hatred against the Bronzebeard and Wildhammer dwarves who defeated them centuries ago — just a few generations, for the long-lived dwarves.

Appearance: Dark Iron dwarves resemble their Bronzebeard cousins, but their skin is pale or an ugly gray. Their hair and beards are black, bluish, white or

orange, and their eyes glow with a flamelike luminance that recalls their fiery overlord.

Region: The Dark Irons dwell in Blackrock Depths. They battle the black dragon Nefarian’s forces for control of Blackrock Mountain. With the devastation of the Third War, many Dark Irons returned to the surface, ranging across the Arathi Highlands and the Searing Gorge for their master.

Affiliation: Independent. Ragnaros’s motives are unknown, but the Dark Irons serve his will. Others pursue their own agendas, when these don’t clash with Ragnaros’s. Many relish the opportunity to cross blades with their ancestral enemies, the Bronzebeard and Wildhammer dwarves. Dark Irons are evil, selfish and arrogant. They don’t get along well with others, so their allies are few; however, rumors say that they and Mekgineer Thermaplugg, head of the leper gnomes in fallen Gnomeregan, seek an alliance.

Faith: The Dark Irons don’t place much emphasis on faith, but, as they are servants of Ragnaros, they tend to revere fire and fire elementals — particularly big, powerful fire elementals like Ragnaros.

Names: Dark Irons follow naming practices similar to Bronzebeard dwarves’.

• **Male Names:** Beld, Francorn, Lokhtos, Grall.

- **Female Names:** Aster, Channis, Mogran, Wellia.
- **Surnames:** Angerforge, Darkbargainer, Firesmite, Forgewright.

Dark Iron Dwarf

Racial Traits

• **+1 Agility, -2 Charisma.** Dark Iron dwarves are more precise and subtle than their Bronzebeard and Wildhammer kin, but just as surly (if not more so).

• **Medium:** As Medium creatures, Dark Iron dwarves have no bonuses or penalties based on their size.

• **Dark Iron dwarf base land speed is 20 feet.** Medium and heavy armor does not slow Dark Iron dwarves.

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

• **Stonecunning:** Stonecunning grants Dark Iron dwarves a +2 racial bonus on checks to notice unusual stonework such as sliding walls, stonework traps, new construction, unsafe stone structures (surfaces, ceilings and columns) and the like. A Dark Iron dwarf can make a Search check for stonework traps as a rogue can. Dark Iron dwarves can also sense their approximate depth underground.

• **Weapon Familiarity:** Dark Iron dwarves treat blunderbusses, dwarven battle hammers, dwarven tossing hammers, dwarven waraxes, flintlock pistols, and long rifles as martial weapons rather than exotic weapons.

• **+2 racial bonus on saving throws against poison.**

• **+2 racial bonus on Appraise and Craft checks related to stone or metal.** Appraise and Craft are class skills for all Dark Iron dwarf characters.

• **Automatic Languages:** Common and Dwarven.

• **Bonus Languages:** Goblin, Kalimag, and Low Common. Dark Iron dwarves sometimes learn Goblin and Low Common to speak with the creatures around their territory, and their elemental masters teach some of them their ancient language.

• **Racial Levels:**

Unlike humans and some other races, Dark Iron dwarves can take a few levels in "Dark Iron dwarf" as a class to develop their

racial qualities more fully.

• **Favored Class: Rogue.** A multiclass Dark Iron dwarf's rogue class does not count when determining whether he suffers an XP penalty for multiclassing (see **WoW RPG**, Chapter 3: Classes, "Multiclass Characters," XP for Multiclass Characters).

Dark Iron Dwarf Levels

Dark Iron dwarves can take up to three levels in "Dark Iron dwarf" at any time. Levels in Dark Iron dwarf represent the individual drawing upon his heritage as both a member of the Dark Iron clan and a servant of fiery elementals.

Hit Die: d8.

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

Skill Points at Higher Levels: 4 + Int modifier.

"Class" Skills: Appraise (Int), Climb (Str), Concentration (Sta), Craft (Int), Listen (Spt), Search (Int), Sense Motive (Spt), Spot (Spt), and Stealth (Agy). See Chapter 5: Skills in **WoW RPG** for skill descriptions.

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

Weapon and Armor Proficiency: Dark Iron dwarves with levels in Dark Iron dwarf are proficient with simple weapons, light armor and shields (but not tower shields).

Bonus Weapon Proficiency: At each level, the Dark Iron dwarf chooses one weapon from the following list: blunderbuss, dwarven waraxe, dwarven battle hammer, dwarven tossing hammer, flintlock pistol, and long rifle. He is proficient with that weapon.

Fire Magic Affinity (Su): Whenever the Dark Iron dwarf casts a spell with the fire descriptor, he may add his levels of Dark Iron dwarf to his caster level for the purposes of any level-dependent effects (such as range, duration and so forth).

Resistance to Fire

(Ex): Dark Iron dwarves' association with Ragnaros grants them some protection against fire. A Dark Iron dwarf has resistance to fire equal to three times his Dark Iron dwarf level.

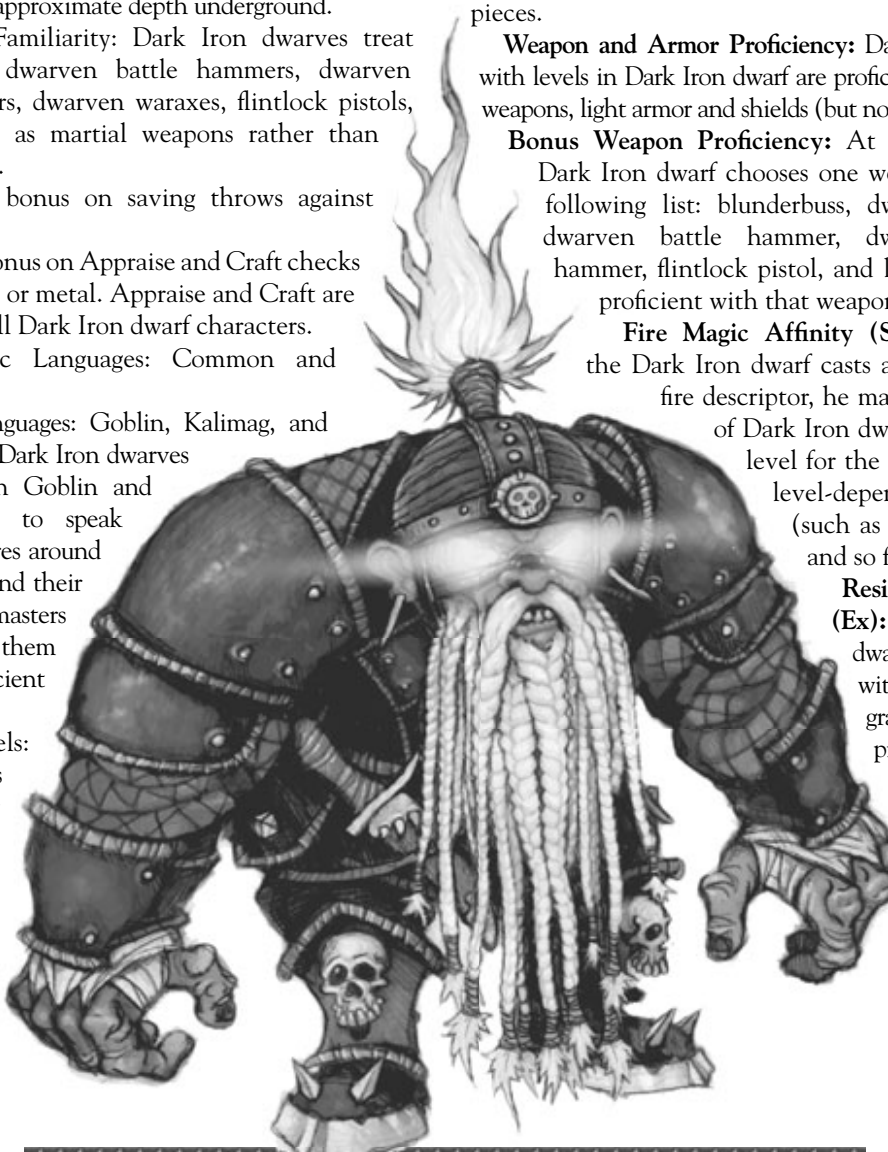


Table 1-3: The Dark Iron Dwarf

Dark Iron Dwarf Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	+1 racial bonus on attack and damage rolls against Bronzebeard and Wildhammer dwarves, bonus weapon proficiency, fire magic affinity, resistance to fire 3
2nd	+1	+3	+0	+0	+2 Stamina, bonus weapon proficiency, resistance to fire 6
3rd	+2	+3	+1	+1	+1 Agility, bonus weapon proficiency, resistance to fire 9

MURLOC

Description: Murlocs are fishlike humanoids who dwell throughout Azeroth. They hate most other races and attack intruders on sight, viciously defending their territories. Most other races consider murlocs a nuisance but not a real danger, as murlocs tend to be weak individually and their tribes are not large enough to pose a threat to the civilized world. Still, to a group of adventurers who accidentally stumble into a murloc village, murlocs can be deadly.

Murlocs appeared on land only recently, leading some to speculate that the race is newly formed — or, at least, their ability to move about on land is a new development. Some experts believe that the murloc race, in its current form, is far, far older than this, perhaps predating even the kaldorei empire of 10,000 years ago. If this is true, then they must have good reason for clambering onto dry land.

Many murloc tribes exist, and the tribes get along with each other reasonably well. Members of a single tribe are usually similar in appearance. Multiple tribes in the same area are organized into clans, and every so often a clan meets to discuss issues of importance — though exactly what is important to a murloc is a matter of some debate.

Appearance: Murlocs look like fish crossed with humans. They stand 6 feet tall, but walk with a hunch, making them appear shorter. Their hands and feet are webbed, and fins run along their heads and backs. Their mouths are wide and set with numerous sharp teeth; their eyes are large, and set on opposite sides of their heads.

Murlocs are scaled in almost every color imaginable — purple, orange, green, yellow, and many others. Their bodies are marked with patterns as well; many murlocs bear stripes, spots, swirls and similar markings. Their bellies are often of a different, lighter color than the rest of their bodies. In addition, murloc scales shine like fish scales — in the light, turned at certain angles, they glimmer with all the colors of a rainbow.



Region: As far as anyone knows, murlocs don't have a single region they call their homeland, but they exist on coastlines throughout the world — Azeroth, Kalimdor, and Northrend all boast tribes of murlocs. They live in both fresh water and salt water, and many tribes exist inland, around lakes and marshes. They are particularly plentiful in the South Seas.

Affiliation: Independent. Murlocs hate all other races, though they occasionally work with powerful aquatic races (like naga) out of fear or misguided religious fervor. Each murloc tribe has its own agenda, though scholars don't agree on whether these agendas are ever more than just existing and killing anyone who comes close. Every once in a while, a murloc leaves the tribe to embark upon adventure, but a murloc joining the Alliance or Horde is unheard of.

Faith: Murloc faith is strange. Some accounts report that religion plays a dominant role in their society, but they do not revere a common deity — at least, as far as anyone knows. Murloc beliefs incorporate powerful creatures that live around them, and their pantheons are dynamic, changing as the surroundings do. A tribe may venerate a whale (or may even raise its status to whale-god) until a giant sea serpent drives it away, at which point their beliefs change to incorporate the sea serpent as the chief object of their reverence.

Some whispers assert that all murlocs honor an entity above all these others — accounts of murlocs occasionally speaking of “the One in the Deeps” is, supposedly, evidence of this. Whether this is true or not, and, if it is, whether “the One in the Deeps” is simply a representation of the ocean or if it is an actual entity, is unknown.

Names: If fish gave themselves names, they would be similar to murloc names. Their names contain many wet, soft sounds; SH's, L's, and M's are common. Their tribe names recall something of the tribe's accomplishments, appearance, history, or tradition.

- **Male Names:** Ashmol, Loshof, Molgloo, Shlesh.
- **Female Names:** Malash, Orgloom, Seeshen, Shyresh.
- **Tribe Names:** Blindlight, Bluegill, Greymist, Saltspittle.

Murloc Racial Traits

- **+2 Agility, +1 Spirit, -2 Charisma.** Murlocs are faster than most people realize, even above the water, and surprisingly focused and strong-willed. Their appearance makes most surface-dwellers uncomfortable, however.
- **Medium:** As Medium creatures, murlocs have no special bonuses or penalties based on their size.
- **Murloc base land speed is 20 feet. Murloc base swim speed is 30 feet.** Like all creatures with a swim speed, a murloc can move through water at her swim speed without making Swim checks. Murlocs gain a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. A murloc always can choose to take 10 on a Swim check, even if distracted or endangered. A murloc can use the run action while swimming, provided she swims in a straight line.

- **Monstrous Humanoid:** Murlocs are monstrous humanoids, not humanoids. As such, they are immune to *hold person* and other effects that specifically target humanoids.

- **Aquatic Subtype:** Murlocs have the aquatic subtype.

- **Darkvision:** Murlocs can see up to 60 feet in total darkness. Darkvision is black and white only, but it is otherwise just like normal sight.

- **Amphibious:** Murlocs can breathe both air and water indefinitely. They are uncomfortable on land, but can function on it.

- **Dehydration:** Murlocs must immerse themselves in water for at least 1 hour once per day. A murloc who spends 24 hours without immersing herself in water takes 1d6 points of damage and a -1 penalty on attack and damage rolls, skill and ability checks, and saving throws. Every 8 hours thereafter, the murloc takes the same damage and penalties, which stack. Damage from this effect cannot be healed by any means until the murloc immerses herself in water for at least 1 minute for every hour she was out of water.

- **Swim** is a class skill for all murloc characters.

- **Automatic Language:** Nerglish.

- **Bonus Languages:** Common, Dwarven, Nazja and Zandali. Murlocs sometimes learn the languages of the creatures with which they interact.

- **Racial Levels:** Unlike humans and some other races, murlocs can take a few levels in “murloc” as a class to develop their racial qualities more fully.

- **Favored Class:** Scout. A multiclass murloc's scout class does not count when determining whether she suffers an experience point penalty for multiclassing (see **WoW RPG**, Chapter 3: Classes, “Multiclass Characters,” *XP for Multiclass Characters*).

Murloc Levels

Murlocs can take up to three levels in “murloc” at any time. Murloc racial levels represent the individual drawing upon her mysterious heritage and training in the unique ways of her race.

Murloc levels stack with a divine spellcasting class level for purposes of determining caster level for spells. If the murloc has more than one divine spellcasting class, add the racial levels to the highest.

Hit Die: d8.

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

Skill Points at Higher Levels: 2 + Int modifier.

“Class” Skills: Concentration (Sta), Spot (Spt), Stealth (Agy), Survival (Spt), and Swim (Str). See Chapter 5: Skills in **WoW RPG** for skill descriptions.

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

Weapon and Armor Proficiency: Murlocs with levels in murloc are proficient in the use of simple weapons and shields (but not tower shields).

Bonus Weapon Proficiency: A 1st-level murloc gains proficiency with tridents.

A 3rd-level murloc gains proficiency with nets.

Improved Darkvision: A 1st-level murloc's darkvision increases to 90 feet. A 3rd-level murloc's darkvision increases to 120 feet.

Increased Swim Speed: A 1st-level murloc's swim speed increases to 40 feet. A 3rd-level murloc's swim speed increases to 50 feet.

Bonus Feat: A 2nd-level murloc can choose one of the following bonus feats: Point Blank Shot, Quick Draw or Track.

Increased Land Speed: A 2nd-level murloc's base land speed increases to 30 feet.

Table 1-4: The Murloc

Murloc Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	+2 racial bonus on Stealth checks, bonus weapon proficiency, improved darkvision, increased swim speed
2nd	+2	+0	+3	+3	+1 natural armor bonus to AC, +1 racial bonus on Concentration checks, +1 racial bonus on Stealth checks, bonus feat, increased land speed
3rd	+3	+1	+3	+3	+1 natural armor bonus to AC, +1 racial bonus on Concentration checks, +1 racial bonus on Stealth checks, bonus weapon proficiency, improved darkvision, increased swim speed

NAGA

Description: Naga are insidious, snakelike humanoid who dwell deep beneath the ocean. They have an ancient and complex culture steeped in arrogance and arcane magic.

Long ago, at the end of the War of the Ancients, the Well of Eternity — the source of all arcane magic on Azeroth — imploded. The Well was destroyed, and much of the land around it crashed to the bottom of the sea, shattering the world in the process. The force of the implosion smashed a hole in the ocean's floor, revealing the planet's molten core. This crack still exists — it's called the Rift — and Azeroth's molten interior is open to the ocean, heating the nearby waters.

Many night elves sank to the bottom along with their cities. However, they were no longer kaldorei — these night elves were cursed, and during the Sundering they became the water-breathing naga. On the ocean floor, the Well of Eternity left behind residual energies. Over 10,000 years, these energies mutated the surrounding sealife — including the naga. Now, the naga make their presence known again on the surface and seek to retake their place as rulers of the world.

Naga men are strong and fierce, and are valuable soldiers and generals in the naga's armies. Naga women are smarter and boast a natural ability with arcane magic, and thus naga see them as superior. Naga society is clearly matriarchal, with women assuming leadership positions and men serving them willingly. All naga owe fealty to their queen, Azshara — the same Azshara

responsible for bringing the demons to Azeroth ten millennia ago.

Appearance: The ancient curse worked its changes differently on naga men and women, and their culture reflects this fact. They draw clear lines between genders. Naga men are larger and reminiscent of dragons — particularly their heads. Their bodies are powerfully muscled and often boast spikes, bony ridges, and other fierce adornments. Naga women appear almost delicate in contrast. They are slender and sinuous, more like serpents than dragons, and their faces are recognizably elflike. Their bodies are streamlined, and their movements almost sensuous. Most naga women are born with four arms.

Naga skin coloring varies greatly. Naga men usually have darker skin than women — dark blues and greens are common. Naga women usually have lighter skin, often pale green, yellow and turquoise. Naga's bellies are often lighter than their backs. Eye color is similarly varied, though green and blue are common. Naga coloration clearly reflects their oceanic ancestry.

The changes wrought by the ancient arcane energy are unpredictable, and their mutative powers affect every naga in different ways — and affect some much more than others. All naga bear unique signs of these mutations, mostly cosmetic: soft spines, tendrils, extra fins, bony plates and ridges, swirls and other markings on their skin, and the like. In some naga, these mutations are much more pronounced, and may have a useful function.

Region: The naga capital is Nazjatar, at the bottom of the ocean in the Eye, beneath the Maelstrom. Their city is built into the cliffside and adorned with fantastic decorations. Nazjatar is in fact built upon the remains of the former kaldorei capital of Zin-Azshari — as the naga changed with the Sundering and evolved over the millennia, so too did their city.

In current times, many naga range out from Nazjatar. They prefer sea coasts, and can be found throughout Azeroth. A group of naga under Lady Vashj has joined Illidan Stormrage in Outland.

Affiliation: Naga. Naga serve their own purposes and are united in their efforts to return their race to glory. All others — Alliance, Horde, Scourge, Legion and all the rest — are either tools to further this goal or obstacles that must be destroyed.

Faith: Over the eons, Queen Azshara, the most powerful arcanist of the ancient world, has grown in power and magnificence. To the naga, she is a living demigod, and they venerate her. Her presence in Nazjatar is a powerful motivating force for the naga, and in their minds Azshara, Nazjatar, and the naga are inextricably linked — perhaps the same thing, in a way. Naga pay homage to their heritage and their queen. The beings they once revered as kaldorei — Malorne, Cenarius, even Elune — are nothing but shadows.

Names: Naga names have little in common. Some retain kaldorei traditions, taking surnames that speak to the strengths of their race. Others prefer more exotic names that may have some meaning in the naga tongue or in some other forgotten language. Still others adopt titles purely for their intimidation value, or to assert claims to leadership. Their names often include many sibilants, Z's and V's.

• **Male Names:** Sakrasis, Shezril, Velrash, Zoniss.

• **Female Names:** Anna, Asprah, Charib'dishal, Scilla, Ursula.

• **Surnames:** Darkscale, Rendclaw, Serpens, Stormbow.

Naga Racial Traits

Naga men and women have slightly different racial traits, as shown below.

• **Naga Men:** +2 Strength, -2 Intellect, -2 Charisma. Naga men are larger and stronger than women, but not as intelligent or mentally forceful.

• **Naga Women:** +2 Intellect, +2 Charisma, -2 Strength. Naga women are more intelligent than men and tend toward leadership, but they are physically weaker.

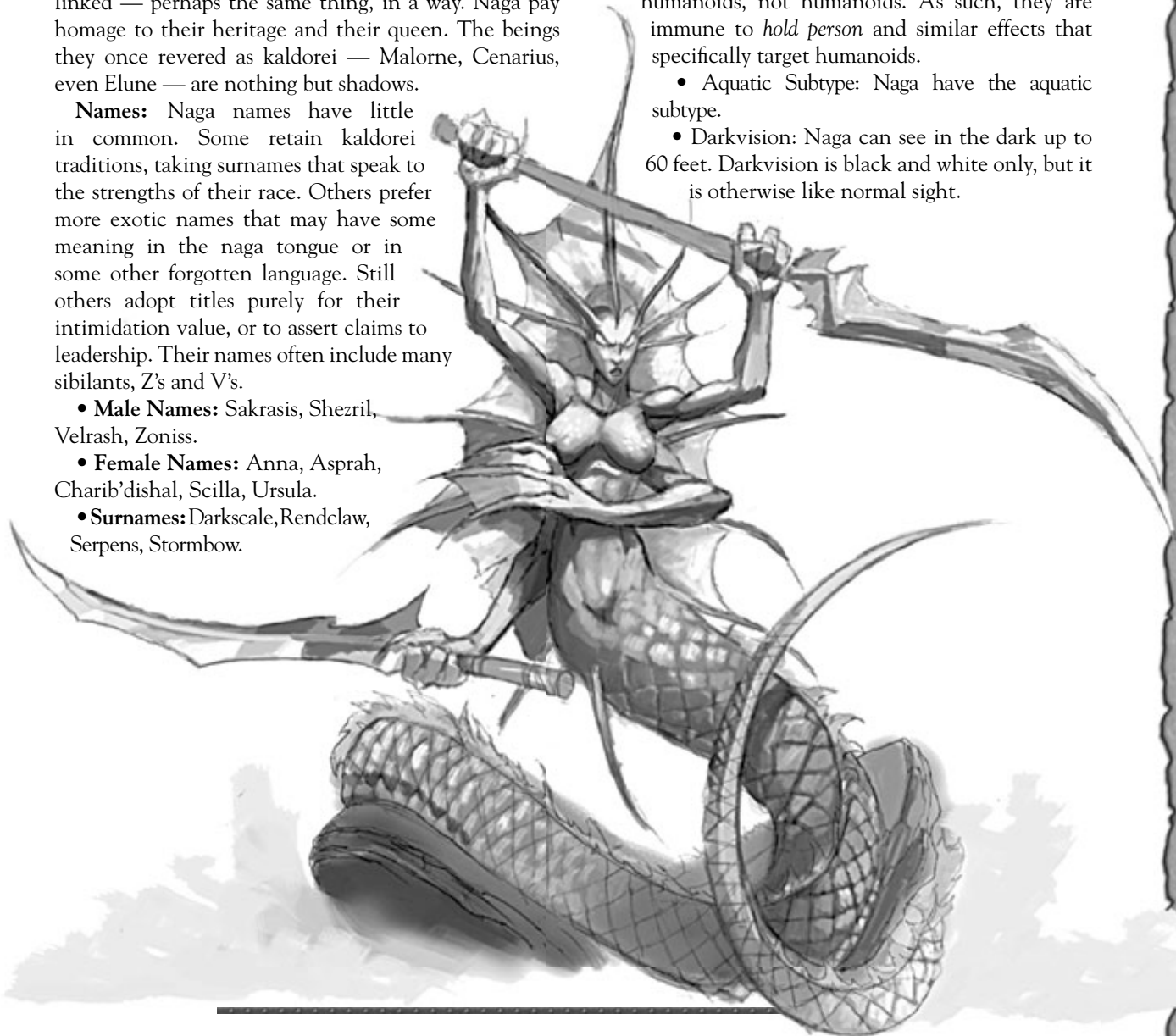
• **Medium:** As Medium creatures, naga have no bonuses or penalties based on their size.

• **Naga base land speed is 20 feet. Naga base swim speed is 30 feet.** Like all creatures with a swim speed, a naga can move through water at her swim speed without making Swim checks. Naga gain a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. A naga always can choose to take 10 on a Swim check, even if distracted or endangered. A naga can use the run action while swimming, provided she swims in a straight line.

• **Monstrous Humanoid:** Naga are monstrous humanoids, not humanoids. As such, they are immune to *hold person* and similar effects that specifically target humanoids.

• **Aquatic Subtype:** Naga have the aquatic subtype.

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



- **Amphibious:** Naga can breathe both air and water indefinitely. They are equally comfortable on land and in water.
- **+1 natural armor bonus to AC.**
- **Naga have a +2 racial bonus on Knowledge (arcana) and Spellcraft checks.** These skills are class skills for all naga characters.
- **Swim is a class skill for all naga characters.**
- **Automatic Languages:** Common and Nazja.
- **Bonus Languages:** Darnassian, Low Common, and Nerglish. Naga learn to speak with the creatures with which they interact. Some learn the language of their heritage as well.
- **Racial Levels:** Unlike humans and some other races, naga can take a few levels in “naga” as a class to develop their racial qualities more fully.
- **Favored Class:** Mage (women) or warrior (men). A multiclass naga’s mage (for women) or warrior (for men) class does not count when determining whether she or he suffers an XP penalty for multiclassing (see **WoW RPG**, Chapter 3: Classes, “Multiclass Characters,” XP for Multiclass Characters).

Naga Levels

Naga can take up to three levels in “naga” at any time. Naga racial levels represent individuals drawing upon both their Highborne legacy and the power that mutated them over thousands of years.

Naga men and women evolve in slightly different ways.

Hit Die: d8.

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

Skill Points at Higher Levels: 2 + Int modifier.

“Class” Skills: Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (military tactics) (Int), Knowledge (religion) (Int), Spellcraft (Int), Stealth (Agy), Survival (Spt), and Swim (Str). See Chapter 5: Skills in **WoW RPG** for skill descriptions.

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

Weapon and Armor Proficiency: Naga are proficient with simple weapons. They do not gain proficiency with any armor or shields.

Mutation (Ex): The Well of Eternity’s residual energies are unpredictable, and their mutative power manifests in different ways. In all naga, many of these mutations are simply cosmetic — soft spines running down their backs, or extra fins adorning their arms, for instance. Some naga, though (those with racial levels), also possess mutations that have a more substantial effect.

At each level, the naga chooses one of the mutations listed below. Some mutations are available only to men or to women, and a few have other prerequisites as well (noted in italics). Unless otherwise noted, a naga can take any given mutation only once. Other mutations are also possible; these are merely some of the most common.

Arcane Aptitude (Female only): The naga’s Intellect is considered to be +2 points higher when determining bonus spells and her spells’ DCs.

Arcane Puissance (Female only): The naga gains new spell slots per day as if she had also gained a level in an

arcane spellcasting class in which she possesses at least 1 level. She does not gain any other benefit a character of that class would have gained. If she has more than one spellcasting class in which she can cast arcane spells, she must decide to which class she adds this level of naga for the purpose of determining spell slots per day. A naga can gain this mutation any number of times.

Claws (Male or Female): The naga gains two claw attacks that deal 1d4 points of damage each as primary or secondary natural weapons. See the **Monster Guide**, Chapter 5: Monster Types, Subtypes, and Abilities, “Natural Weapons,” for more information.

Extra Arms (Female only): This mutation is especially common; indeed, most naga women have it, being born with four arms instead of two. All four of the naga’s arms are equally dexterous and strong and can wield weapons. One hand is considered the primary hand and the other three are secondary. The naga can take the Multiweapon Fighting feat to reduce the penalties for fighting with multiple weapons (see the **Monster Guide**, Chapter 4: Monsters as Characters). However, naga born with extra arms tend to be frail; the naga suffers a –2 penalty to Stamina.

This mutation can be chosen only at 1st character level.

Growth (Male only): The naga grows to great size. The naga becomes a Large creature. His space and reach increase to 10 feet. He takes a –1 size penalty to AC and a –1 size penalty on attack rolls. He takes a –4 penalty on Stealth checks to hide, but gains a +4 bonus on grapple checks and on checks to avoid being tripped. 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. If he has claws, their base damage increases to 1d6. *Prerequisite: Three levels in naga.*

Hard Scales (Male or Female): The naga’s natural armor bonus improves by +4.

Poison (Male or Female): The naga secretes poison. If the naga has claws, the poison applies to her claws; if not, the naga can run a weapon along her poison gland (often in the palm) to coat it with poison. Doing so is a standard action that provokes attacks of opportunity. Initial and secondary damage 1d4 Agy; save DC 10 + the naga’s racial class level + the naga’s Stamina modifier.

Slippery (Male or Female): The naga’s skin is especially slippery. She gains a +6 bonus on Escape Artist checks and her natural armor bonus improves by +1.

Snake Hair (Female only): The naga has small snakes on her head, like hair. The naga has a limited ability to see through the snakes’ eyes. She cannot be flanked and gains a +2 bonus on Spot checks.

Spell-Like Ability (Male or Female): Choose one 1st-level spell from the arcanist or mage spell list. The naga can use this spell three times per day as a spell-like ability as a caster of a level equal to her character level. The spell’s saving throw DC is 11 + the naga’s Charisma modifier.

Increased Swim Speed: A 1st-level naga’s swim speed increases to 40 feet. A 3rd-level naga’s swim speed increases to 50 feet.

Table 1-5: The Naga

Naga Level	Base	Fort	Ref	Will	Special
	Attack Bonus	Save	Save	Save	
1st	+0	+2/+0*	+0	+0/+2*	Mutation, increased swim speed
2nd	+1	+3/+0*	+0	+0/+3*	Mutation
3rd	+2	+3/+1*	+1	+1/+3*	Mutation, increased swim speed

* Naga men have good Fortitude saves, while naga women have good Will saves. The statistics for naga men are listed to the left of the slash, those for women to the right.

Broken night elves lay scattered across the ground like the remains of a meal carelessly discarded. Zaj'tal breathed deep. Forest smell with the tang of blood — the smell of victory. He watched his warriors slither among the wreckage, searching the bodies and ruined structures for valuables. Perhaps they would be lucky and find the scepter they sought. Perhaps they would need to press on to destroy more of these loathsome creatures that were once his kin.

Something was not right, though. Zaj'tal slithered away from the village, to the edge of the forest. His heightened perceptions prickled. These night elves were tricky and sneaky. Some could easily hide in the forest. His eyes scoured the shadows, but he saw nothing. His grip tightened on his trident, then he let out a growling sigh and turned, presenting his back to the trees, as if disinterested. He had heard something.

A rush, a cry: "For Pandaria!" Zaj'tal spun and caught the edge of a slender sword between his trident's tines. He twisted, but the swordsman pulled his weapon back before Zaj'tal disarmed him. Zaj'tal slithered backward several feet to regard his opponent: deep in shadows, with a wide-brimmed hat, blotchy markings on his face. He wore a long garment, and was short and stocky.

"You are no elf," Zaj'tal growled, sliding to the side, forcing his opponent to circle into the moonlight. "What are you?"

"I am Shinjo Greatpaw, creature," the swordsman replied in an odd accent, "pandaren wardancer." Shinjo exploded into motion, forward and upward, slashing down at Zaj'tal's head as the ursine creature flipped over him. Zaj'tal parried and thrust up with one hand, slashing through cloth and flesh with his claws. He twisted and thrust at Shinjo's back as the pandaren landed, but Shinjo was too quick and rolled to the side, fully into the moonlight.

"Pandaren," Zaj'tal mused, gazing at his opponent and seeing the claw slashes along his belly. "I have heard of your kind, but never seen one. I thought you were unaffiliated. What do you care what I do to these elves?"

"I have friends among them!" Shinjo shouted, and lunged. Zaj'tal parried easily, once, twice.

"I believe, little panda," he rumbled, "that you had friends among them." He parried again, thrust, but Shinjo dodged. "I am Zaj'tal of the naga."

"I believe," Shinjo said — and suddenly he was pressed against Zaj'tal's chest. The naga had time to be surprised before he felt three feet of steel thrust through his belly. "That you were Zaj'tal of the naga." Shinjo twisted his blade, and pain shivered through Zaj'tal.

The naga clenched his teeth, blood dribbling down his jaw. "We shall see, little panda." He enveloped Shinjo in a crushing embrace and twisted a bracer on his arm. The two vanished.

PANDAREN

Description: Pandaren are much like furbolgs in that they display bearlike traits while being a humanoid race.

While pandaren are similar in appearance to furbolgs, they do not possess the feral qualities of the coarse furbolg race. Indeed, pandaren are significantly calmer and more graceful.

Pandaren are often found in the company of dwarves in the Eastern Kingdoms. Many have made journeys to Khaz Modan. While pandaren are neutral in the affairs of Horde and Alliance, they have aided both sides in matters of great importance.

Whatever their relation to the Alliance, it does not seem that the pandaren will join the humans, elves and other Alliance races in their struggle against the Horde. For the pandaren, the internal politics of the Alliance are another noisome formality they must endure while learning all they can of the races that occupy the land.

Appearance: Where the furbolgs are broad shouldered and muscular, powerful and wild, pandaren are round shouldered, with a stocky build and blunt, ursine face. All pandaren have

a short-furred, soft white pelt with black markings around eyes, ears and nose, as well as dark fur “sleeves” marking their arms and legs down to the prehensile paws they have for hands, and their feet. They favor garments of finely wrought silk or cotton, with pandaren ascetics often wearing canvas cloth robes made from rice flax.

The typical pandaren male is between 5 feet and 6 feet in height and weighs between 200 to 300 pounds. Pandaren females are similar in stature, with sligher, more feminine builds, being from 160 to 240 pounds.

Region: Pandaren dwell in the isolated and insular reaches of Pandaria. This nation remains undiscovered to this day.

Pandaren society has changed over the course of its long history. Where once the pandaren had a mighty empire, standing proud beside their kaldorei allies (so scholars believe), now they are a simple people who want only peace and a safe home. Yet the world is a dangerous place, and only through an acceptance of the violence that comes with life can the pandaren continue to prosper.

Each pandaren belongs to a shao'din, which is their word for “clan.” Pandaren society is, in many ways, compartmentalized. At their core, the pandaren treasure peace and creativity. Most pandaren are poets and singers, and the craftsmen of their culture are revered. The dangers of Azeroth, however, necessitated the evolution of a class of warriors to defend those ideals — it is these warriors, from the simplest pikeman to the great shodo-pans, who ensure that pandaren culture survives.

Affiliation: Neutral.

Faith: Pandaren have a fierce and deep belief in the connection of the material and spiritual worlds. In many ways their faith mirrors the ancient beliefs of the night elves, and the tribal beliefs of the tauren, troll and orc races. However, pandaren veil their beliefs in the trappings of a mystical and ancient method called geomancy. Geomancy teaches that the land is a reflection of the spirits, but that spirits are also a reflection of the land.

Names: Pandaren naming practices are similar to those of humans: each pandaren has a given name and a surname. The names themselves, of course, are different.

• **Male Names:** Chen, Jinto, Kesha, Masha, Mushi, Polo, Sinjo.

• **Female Names:** Huan, Jiang, Lian, Mei, Ping, Shui, Zi.

• **Surnames:** Earthsong, Greentouch, Honeybrew, Lightgrace, Reedwine, Sweetbarrow, Swiftpaw.

Pandaren Racial Traits

• **+2 Stamina, +2 Charisma, -2 Intellect.** Pandaren are tough and quite friendly, but their isolated culture has limited their exposure to intellectual stimulation.

• **Medium:** As Medium creatures, pandaren have no bonuses or penalties based on their size.

• Pandaren base land speed is 30 feet.

• **+1 natural armor bonus to AC.**

• All pandaren gain Dodge as a bonus feat, even if they do not meet the prerequisites.

• Pandaren have a +2 racial bonus on Listen and Spot checks. Pandaren are attuned to the world around them.

• **Automatic Language:** Common and Pandaren.

• **Bonus Languages:** Any unrestricted. Pandaren enjoy learning new languages.

• **Racial Levels:** Unlike humans and some other races, pandaren can take a few levels in “pandaren” as a class to develop their racial qualities more fully.

• **Favored Class:** Warrior.

A multiclass pandaren's warrior class does not count when



Table 1-6: The Pandaren

Base					
Pandaren	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+0	+2	+2	+2	+1 Agy, Combat Expertise
2nd	+1	+3	+3	+3	+1 Spt, +1 Agy
3rd	+2	+3	+3	+3	+1 Str, attuned defense

determining whether he suffers an XP penalty for multiclassing (see **WoW RPG**, Chapter 3: Classes, “Multiclass Characters,” XP for Multiclass Characters).

Pandaren Levels

Pandaren can take up to three levels in “pandaren” at any time. Pandaren have a millennia-long history from which they draw their beliefs, philosophies, and combat styles. Pandaren levels represent the individual focusing upon his culture’s heritage and training.

Pandaren levels stack with a divine spellcasting class level for purposes of determining caster level for spells. If the pandaren has more than one divine spellcasting class, add the racial levels to the highest.

Hit Die: d8.

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

Skill Points at Higher Levels: 2 + Int modifier.

“Class” Skills: Climb (Str), Jump (Str), Knowledge (nature) (Int), Listen (Spt), Spot (Spt), Survival (Spt),

Stealth (Agy), and Swim (Str). See Chapter 5: Skills in **WoW RPG** for skill descriptions.

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

Weapon and Armor Proficiency: Pandaren with levels in pandaren are proficient with all melee and thrown martial weapons and with light armor and shields (but not tower shields).

Combat Expertise (Ex): The pandaren gains Combat Expertise as a bonus feat, even if he does not meet the normal prerequisites.

Attuned Defense (Ex): Pandaren are attuned to their surroundings, which helps them avoid blows. They sway to the side or spin to the back just before attacks strike them, moving with practiced grace. At 3rd level, as long as the pandaren wears light armor or no armor, he adds his Spirit modifier (if it is positive) as an insight bonus to his AC. This bonus applies to both his flat-footed and touch AC.

QUILBOAR

Description: Quilboar are primitive, aggressive, swinelike humanoids who live in desolate places on Kalimdor. They are large and strong, but not particularly bright; never a dominant race, in recent times their numbers and territory have decreased further as orcs, tauren and other races from across the sea encroach on their land. They battle these creatures — and most others — ferociously.

Quilboar have strong loyalty to their tribes and an ingrained desire to make their tribe — and, by extension, their race — as strong as possible. Their society is regimented and supports strong warriors and shaman. Males generally become warriors or shaman while females care for young quilboar.

Appearance: Resembling pigs crossed with humans, quilboar are ugly to most other races. Their heads are those of boars, and they have dry, prickly hair that protrudes from their heads and necks. Tusks jut from their piglike jaws. Stocky and powerful, quilboar stand 5-1/2 feet tall and weigh 225 pounds. Quilboar rarely wear clothes on their upper bodies, but usually wear tattered pants on their legs; warriors wear armor (of course). As befits their name, quilboar have a mane of

sharp quills. Quilboar can fight with these quills, but prefer manufactured weapons.

Region: Most quilboar live in the Barrens of Kalimdor, though a few range farther afield. Quilboar prefer to make their homes in thickets of huge brambles; they claim that when the Eternal Agamaggan fell in ancient times, these brambles sprouted from splashes of his blood.

Affiliation: Independent. Quilboar are fiercely territorial and attack most other species on sight. Their mentality leaves little room for alliance with other races.

Faith: Quilboar revere Agamaggan, an ancient Eternal associated with the night elves. Quilboar believe the boarlike Agamaggan was their creator, though he fell to the Burning Legion in ancient times. Quilboar shaman are common and an important element of both quilboar society and their military, though recently rumors speak of quilboar tribes turning to necromancy.

Names: Quilboar names are usually guttural, multisyllabic, and involve snorts and growls. Their surnames are honorific, recalling a difficult, heroic, or otherwise memorable deed that the quilboar accomplished.

• **Male Names:** Achrengrok, Murgrek, Thagmagron, Vermalk.

- **Female Names:** Almondi, Egrenna, Gormeginia, Shmagnetess.
- **Surnames:** Mudwater, Orcbane, Razorflank, Snarlsmout, Thorncurse, Thornmantle.

Quilboar Racial Traits

• +2 Strength, +2 Stamina, -3 Intellect, -3 Charisma. Quilboar display great strength and hardiness, but are neither quick-witted nor pleasant.

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

• **Quilboar base land speed** is 30 feet.

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

• **Scent:** Quilboar can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as humans do familiar sights. See the **Monster Guide**, Chapter 5: Types, Subtypes, and Abilities, for more information.

• **Monstrous Humanoid:** Quilboar are monstrous humanoids, not humanoids. As such, they are immune to *hold person* and other effects that specifically target humanoids.

• +1 natural armor bonus.

• **Pack Fighting (Ex):** A quilboar's fanatical devotion to his tribe causes him to celebrate an ally's demise: A quilboar who witnesses an ally's death gains a +1 morale bonus on attack and damage rolls for the duration of the combat. (Morale bonuses do not stack.) The fallen ally must possess Hit Dice equal to or greater than the quilboar's level (or Hit Dice) for him to gain this bonus.

• **Quills (Ex):** Quilboar can fight with their quills as natural weapons. Their quills

deal piercing damage equal to 1d4 + Str modifier. A quilboar cannot attack with his quills in the same turn he attacks with a manufactured weapon.

• +2 racial bonus on Survival checks.

• **Automatic Languages:** Common and Low Common.

• **Bonus Languages:** Goblin, Orcish, Taur-ahe and Zandali. Sometimes quilboar learn the languages of their enemies.

• **Racial Levels:** Unlike humans and some other races, quilboar can take a few levels in "quilboar" as a class to develop their racial qualities more fully.

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

Quilboar Levels

Quilboar can take up to three levels in "quilboar" at any time. A quilboar who takes racial levels shows his utter devotion to his tribe or adventuring party and its survival. He puts aside all care and concern for his own well-being and devotes himself to his comrades. While all quilboar possess this instinct, those who take racial levels discard their individuality, becoming paragons of self-sacrifice.

Quilboar levels stack with a divine spellcasting class level for purposes of determining caster level for spells. If the quilboar has more than one divine spellcasting class, add the racial

levels to the highest.

Hit Die:

d8.

Skill

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

Skill Points at Higher Levels: 2 + Int modifier.

"Class" Skills:

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

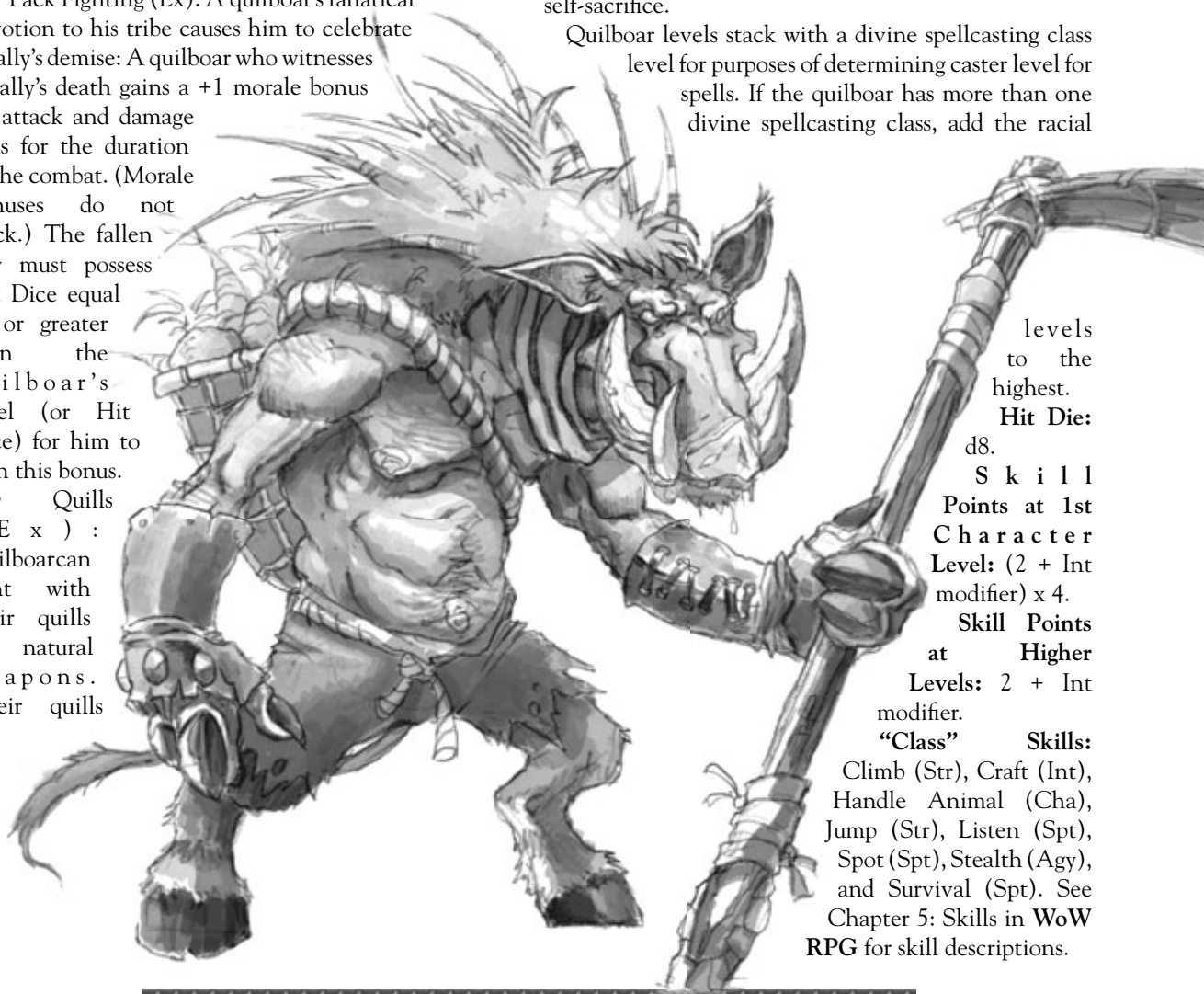


Table 1-7: The Quilboar

Base					
Quilboar	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+0	+1 Stamina, greater pack fighting
2nd	+2	+3	+0	+1	Bonus feat, tribal defense
3rd	+3	+3	+1	+1	+1 Strength, deathboon, supreme pack fighting

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

Weapon and Armor Proficiency: Quilboar with levels in quilboar are proficient with simple weapons, and light and medium armor.

Greater Pack Fighting (Ex): This ability functions as pack fighting, but the quilboar may gain the bonus twice (i.e., gaining a +2 morale bonus to attack and damage rolls) before it ceases to stack.

Bonus Feat: At 2nd level, the quilboar gains a bonus feat. He must select this feat from the list of warrior bonus feats.

Tribal Defense (Ex): The quilboar's dedication to his tribe's defense grants him great combat prowess. At 2nd

level, when the quilboar flanks an enemy, he gains a +4 bonus on attack rolls instead of +2.

Deathboon (Su): A quilboar's fanatical devotion to his tribe grows so great at this point that, should he die, his sacrifice infuses all around him with strength. Upon his death, a ghostly form of the quilboar appears above his place of death and grants all allies within 30 feet a morale bonus to Strength equal to the quilboar's Hit Dice and/or character level. This bonus lasts for 1 minute per the quilboar's character level.

Supreme Pack Fighting (Ex): This ability functions as pack fighting, but the quilboar may gain the bonus three times (i.e., gaining a +3 morale bonus) before it ceases to stack.

SATYR

Description: Satyrs are sadistic and depraved demons. Like naga, the first satyrs were once night elves. Other races have since joined their ranks; all are now twisted and evil. They delight in bloodshed and pain.

Satyrs have their genesis in the War of the Ancients. A kaldorei named Xavius, a Highborne, was one of Queen Azshara's closest advisors. Xavius helped bring the Burning Legion to the world, and over the course of events leading up to the war, fell more and more under demonic influence. He clashed with Malfurion Stormrage, and the young druid came out on top. He killed Xavius and annihilated his body.

Xavius faced punishment for his failures. Sargeras tortured Xavius's disembodied spirit for a time, but eventually decided that Xavius could be of further use after all. He created a new body for Xavius: a body with cloven hooves, shaggy goat legs, goatlike horns, razor-sharp claws, and a long, leonine tail.

Xavius the satyr perished in the War of the Ancients — Xavius died twice, and both times at Malfurion's hand — but the satyrs revere him as their creator. As part of his corruption, Xavius could inflict other creatures with his demonic curse, and thus the satyrs came to be. These new satyrs could also pass their affliction to others, and the satyrs' ranks multiplied. In recent years, though, the curse has weakened, and thus few new satyrs appear today.

Satyrs are corrupt through and through. Their greatest joy is in abandoning themselves (whatever selves still exist) to slaughter, tearing their opponents apart and reveling in the spatter of fluids and entrails. Satyrs blend recklessness and patience. They have the patience of predators, and delight in the hunt, reveling in their prey's terror — but sometimes their bloodlust and sadism overtakes them. Most are rogues or tricksters, and calm enough to sneak through the forest shadows toward unsuspecting travelers — but when combat is joined, they are crazed dervishes.

Their society is loosely hierarchical, and they are organized into groups. Each group, called a sect, has a specific mission. Satyrs hate pretty much everyone who doesn't work to further the Legion's goals. They don't even get along with each other. However, they have a special hatred for night elves, as these creatures handed the demons their first defeat in the War of the Ancients.

Appearance: Satyrs resemble the creatures they once were in some respects, particularly the head and torso. However, they develop cloven hooves, furry goat legs, a long leonine tail, elongated limbs, claws, and horns. Skin and fur color varies; many satyrs were once night elves and are deep purple, recalling the skin tone of their former selves, but sickly yellows and dark, moldy greens are also possible.

Region: Satyrs live in the forests in northern Kalimdor, where they have dwelt for ten millennia. Felwood is particularly rife with them. Some also live in Desolace, halfway down Kalimdor's western coast. Rumors say that a few satyrs have established tribes in forested areas across the sea, but these stories remain unsubstantiated.

Affiliation: Burning Legion. Satyrs are demons and members of the Burning Legion. However, they are chaotic, and don't necessarily get along with each other; different groups occasionally go to war.

Faith: Satyrs have little inclination toward philosophy or religion. Healers are unknown in their society. Most satyrs venerate Xavius as their creator and patron, and satyrs give their allegiance to the Burning Legion unconditionally.

Names: Satyr naming practices are similar to those of their original race, but focus on their unique and corrupt natures. Their surnames often develop from their evil deeds, while some go without surnames. A few satyrs don't change their names after their transformations.

• **Male Names:** Zalan, Delmanis, Makron, Zevrim.

• **Female Names:** Akhzor, Marigore, Nektis, Zydaxxis.

• **Tribe Names:** Banebreath, Darkthought, Thornhoof, Vileclaw.

Satyr Racial Traits

• +2 Agility, -2 Spirit, -2 Charisma. Satyrs are quick and dexterous, but their senses are too wild to remain focused for long and their crazed mindset does not endear them to others.

• **Medium:** As Medium creatures, satyrs have no bonuses or penalties based on their size.

• **Satyr base land speed is 30 feet.**

• **Outsider:** Satyrs are outsiders, not humanoids. They are immune to *hold person* and other effects that specifically target humanoids.

• **Subtypes:** Satyrs have the chaotic, demon, evil, and native subtypes. A satyr possesses these subtypes even if he is not evil and/or chaotic.

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

• **Claws (Ex):** Satyrs have razor-sharp claws. Each claw deals 1d4 points of damage + the satyr's Strength bonus. Satyrs can make two claw attacks in the same round without penalty. See the **Monster Guide**, Chapter 5: Monster Types, Subtypes, and Abilities, "Natural Weapons," for more information on natural weapons.

• Satyrs have a +2 racial bonus on Knowledge (nature) and Survival checks. These skills are class skills for all satyr characters.

• Satyrs have a +2 racial bonus on Stealth checks.

• **Immortality:** As demons, satyrs are immortal and never suffer the effects of aging (either bonuses or penalties), nor can they die of old age. They can die through other means, as can mortal creatures.

• **Automatic Languages:** Eredun and whatever was the primary language of the satyr's former race.

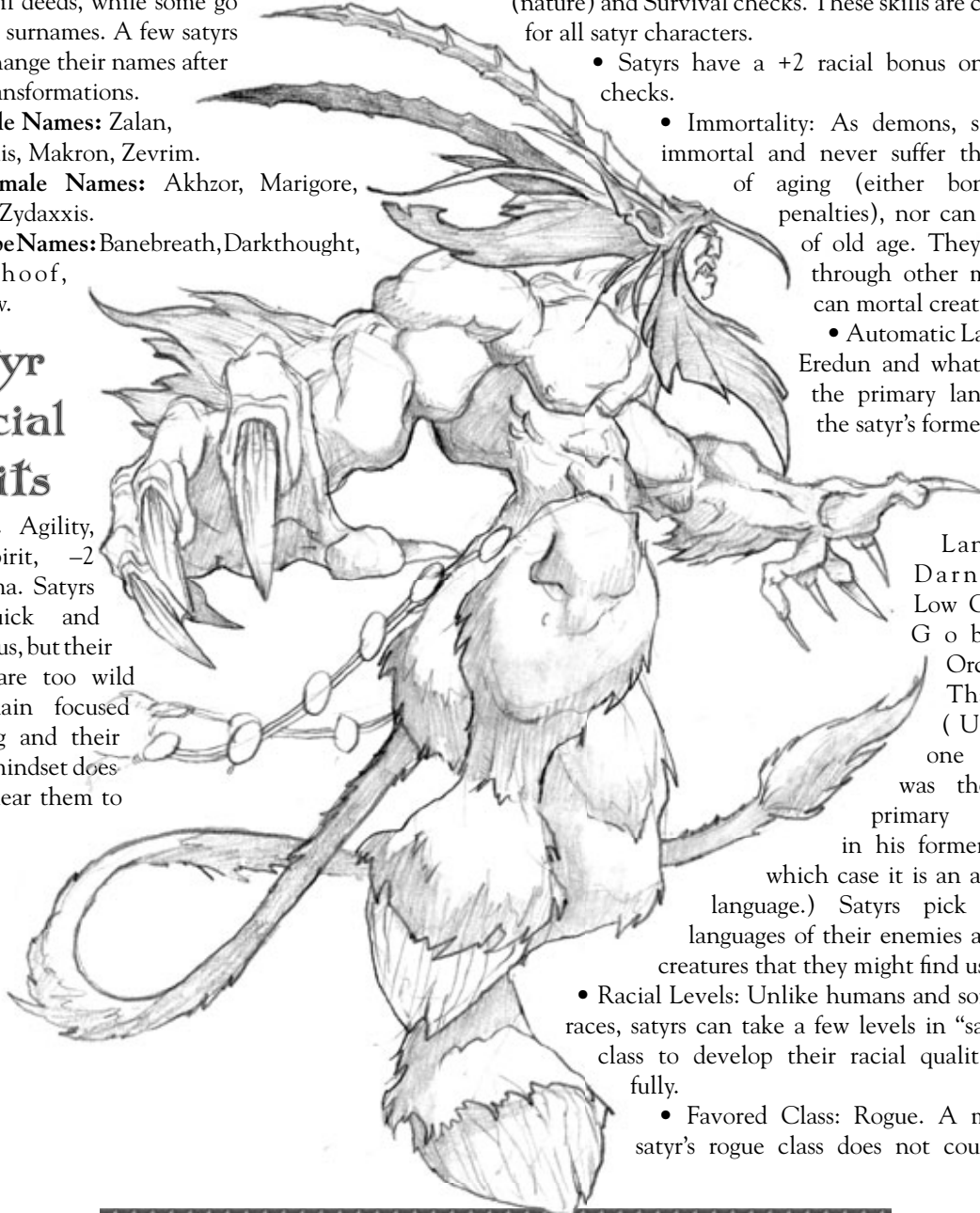
• Bonus

Languages: Darnassian, Low Common, Goblin, Orcish and Thalassian.

(Unless one of these was the satyr's primary language in his former life, in which case it is an automatic language.) Satyrs pick up the languages of their enemies and those creatures that they might find useful.

• **Racial Levels:** Unlike humans and some other races, satyrs can take a few levels in "satyr" as a class to develop their racial qualities more fully.

• **Favored Class:** Rogue. A multiclass satyr's rogue class does not count when



determining whether he suffers an XP penalty for multiclassing (see **WoW RPG**, Chapter 3: Classes, "Multiclass Characters," *XP for Multiclass Characters*).

Satyr Levels

Satyrs can take up to three levels in "satyr" at any time. A satyr who takes racial levels gains power based on the satyr's legacy as part of the Burning Legion. Satyrs with racial levels embrace the wild depravity characteristic of their kind.

Hit Die: d8.

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

Skill Points at Higher Levels: 4 + Int modifier.

"Class" Skills: Bluff (Cha), Escape Artist (Agy), Intimidate (Cha), Knowledge (nature) (Int), Stealth (Agy), Survival (Spt), Tumble (Agy), and Use Rope (Agy). See Chapter 5: Skills in **WoW RPG** for skill descriptions.

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

Weapon and Armor Proficiency: Satyrs with levels in satyr gain proficiency with all simple weapons and with light armor.

Backstab (Ex): The satyr has the backstab ability, just like a rogue (see **WoW RPG**, Chapter 3: Classes, "Rogue"). This ability stacks with the rogue ability.

Stealthy (Ex): The satyr gains a +2 bonus on Stealth checks.

Shadowmeld (Sp): At 2nd level, the satyr can use *shadowmeld* as a spell-like ability. He can use this ability a number of times per day equal to his satyr level; his caster level equals his satyr level.

Satyr Finesse (Ex): Satyrs are skilled at wielding their weapons dexterously. At 3rd level, the satyr selects a one-handed melee weapon with which he is proficient (such as morningstar or scimitar). He can add his Agility bonus instead of his Strength bonus on attack rolls with that weapon.

Wild Rush (Ex): At 3rd-level, if the satyr charges a foe, he can make a full attack. However, the opponent gets an attack of opportunity against the satyr before the satyr attacks. In addition, the satyr takes a -4 penalty to AC for 1 round instead of the normal -2.

The satyr can opt to make a normal charge instead of a wild rush.

Table 1-8: The Satyr

Satyr Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+2	+0	Backstab +1 d6, stealthy
2nd	+1	+0	+3	+0	+1 Agility, <i>shadowmeld</i>
3rd	+2	+1	+3	+1	Backstab +2d6, satyr finesse, wild rush

TUSKARR

Description: Tuskarr are friendly, stouthearted humanoids resembling walruses. They live in Northrend and their thick bodies are well adapted to the cold winters of the region. Although peaceful, tuskarr wage constant battle against the Drakkari ice trolls and nerubians. They have thus far managed to avoid the Scourge, but the tuskarr know that eventually they must either fight them or flee.

Tuskarr society revolves around fishing and whaling. Not only do the tuskarr excel at these trades, but their self-contained economy is based upon these professions. Fishing and whaling are not just the mainstays of tuskarr society, but also a reflection of one's own character. Being skilled at fishing is considered evidence of good morals, whereas poor fishing is seen as evidence of some moral deficiency.

Tuskarr communities are not organized. Villages arise out of a need to coordinate efforts at fishing, whaling, animal husbandry, and defense, rather than for political reasons. Tuskarr do not have community leaders, and

the family is the primary social structure. Kinship usually involves three generations from both the mother and father's sides. Functionally, these extended families are treated as one, so the action of any member is the responsibility of the entire group. Marriage occurs for a tuskarr man when he can support a wife, and for a tuskarr woman as soon as she reaches puberty.

Tuskarr law requires all tuskarr to help supply the community with food, clothing and other necessities. Also, all tuskarr must contribute to the defense of their village. The sea is considered communal property for fishing and whaling, and catches are always divided equally among the community. Tuskarr laws are simple and meant to maintain communal peace. Punishment is generally mild and involves loss of social standing through ridicule or ostracism. However, when someone takes a tuskarr's life, blood vengeance is the only allowable response.

Tuskarr make good heroes. While few tuskarr leave their villages and families, a few are driven to explore

the world or to take more direct actions against the Scourge, whose depredations the tuskarr see but do not combat. Tuskarr are good-hearted folk who are devoted to their friends. A tuskarr makes friends easily, but takes a long time to consider a group of friends the equivalent of her family. When she does, though, these individuals have her loyalty for life.

Appearance: A tuskarr is a squat and muscular humanoid who has broad shoulders and a strong back. A tuskarr's face resembles that of a walrus. It is blunt and almost hairless, with two long tusks that extend down from her upper jaw. Tribal carvings of reds, blues and greens adorn her tusks. Most tuskarr wear thick, oilskin jackets.

Region: Tuskarr dwell along Northrend's coasts, where they have several villages. These small communities, which bustle with activity, are scattered across the icy beaches. The center of the tuskarr civilization is Kaskala, a cluster of villages in the Borean Tundra.

Affiliation: Independent. Tuskarr have little contact with anyone and they long ago learned to fend for themselves and survive the harsh conditions of Northrend. Though their economy is self contained and they do not need the fabricated goods other races offer, the tuskarr's friendly and peaceable nature allows them to deal with people from both the Alliance and the Horde. Traders offering goods the tuskarr cannot manufacture are especially welcome in their villages. Most tuskarr get along well with dwarves, gnomes and goblins, whom they respect for their ingeniousness. They treat humans and orcs with respect, but are suspicious of elves and trolls.

Faith: The tuskarr picture the afterlife as a place with plentiful catches and successful whaling with minimal work. Tuskarr have simple rituals relating to social functions rather than religious circumstances.

Birth, marriage, healing a sickness, and death cause the most prominent ceremonies. Other rituals relate to celebrating a good catch and venerating those who are lost at sea or who fell in battle.

Tuskarr shaman influence the weather, cure the sick and facilitate the gathering of food; they hold an important place in society. Shamanic magic is quite a production, and most shaman perform elaborate rites while casting spells. Even something like curing the sick is a remarkable event: The shaman may speak with ghosts of the patient's relatives and even battle other spirits into submission before forcing them to help heal the patient.

Names: Tuskarr names derive from ancient words no longer in use in their own tongue. These words have hidden meaning none but the tuskarr understand. Because family is of prime importance to their society, tuskarr family names take precedence over the names of the individuals. Thus, tuskarr family names are stated before an individual's personal name, and most tuskarr who travel outside their own communities are known simply by such a name.

Tuskarr family names are ancient and sacred. The meaning of the family's name is related to some important characteristic or great historic deed. A tuskarr's father gives his family name to his child, but the mother picks out a personal name for her son or daughter shortly after birth. Tuskarr family names are long and complex, while personal names are short and simple. The meaning of a personal name relates to one of the child's personality or physical traits.

• **Male Names:** Bok, Girok, Frinn, Koss, Nirr, Orinn, Kurr.

• **Female Names:** Almh, Darji, Jirg, Lilmh, Sorji, Zurg.



Table 1-9: The Tuskarr

	Base				
Satyr Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	+1 natural armor bonus, bonus weapon proficiency, resistance to cold 3
2nd	+1	+3	+0	+0	+2 Strength, resistance to cold 6
3rd	+2	+3	+1	+1	+1 Stamina, +1 natural armor bonus, resistance to cold 9

• **Family:** Anniveldruun, Brathadral, Derganul, Erandruun, Gerkadrul, Looposul, Moondral, Vermolkral.

Tuskarr Racial Traits

• **+2 Stamina, -2 Intellect.** Tuskarr are sturdy and easily weather physical hardship, but their simple society does not allow for much intellectual stimulation.

• **Medium:** As Medium creatures, tuskarr have no bonuses or penalties based on their size.

• **Tuskarr base land speed is 30 feet.**

• **+1 natural armor bonus to AC.** A tuskarr has a layer of tough blubber beneath his hide.

• **Weapon Familiarity:** Tuskarr treat the net as a martial weapon instead of an exotic weapon.

• **+2 racial bonus on Fortitude saving throws against cold effects.** (This includes magical and nonmagical cold effects.)

• **+2 racial bonus on Profession (fisher), Profession (whaler) and Survival checks.** These skills are class skills for all tuskarr characters.

• **Automatic Languages:** Common and Tuskarr.

• **Bonus Languages:** Low Common and Zandali. Most tuskarr do not learn more than Tuskarr and Common, but those who do speak the tongues of their enemies.

• **Racial Levels:** Unlike humans and some other races, tuskarr can take a few levels in “tuskarr” as a class to develop their racial qualities more fully.

• **Favored Class:** Scout. A multiclass tuskarr’s scout 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).

Tuskarr Levels

Tuskarr can take up to three levels in “tuskarr” at any time. Tuskarr levels illustrate the character drawing strength from her society’s values and history. Most tuskarr characters take at least one level in tuskarr.

Hit Die: d8.

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

Skill Points at Higher Levels: 4 + Int modifier.

“Class” Skills: Appraise (Int), Craft (Int), Diplomacy (Cha), Listen (Spt), Profession (Spt), Spot (Spt), Survival (Spt) and Swim (Str). See Chapter 5: Skills in **WoW RPG** for skill descriptions.

Starting Gold: A 1st-level tuskarr with a level in tuskarr begins play with 3d4 × 10 gold pieces.

Weapon and Armor Proficiency: Tuskarr with levels in tuskarr are proficient with simple weapons, light armor and shields (but not tower shields).

Bonus Weapon Proficiency: The tuskarr gains proficiency with the net.

Resistance to Cold (Ex): Tuskarr live in Northrend and are adapted to survive in the coldest of environments. A tuskarr has resistance to cold equal to three times her tuskarr levels.



VITAL STATISTICS

The following tables allow you to determine random ages, heights and weights for members of these races.

Table 1-10: Random Starting Ages

Race	Adulthood	Healer/Warrior/Barbarian/Paladin	Rogue/Runemaster/Scout/Tinker	Arcanist
Dragonspawn	200 years	+4d6	+10d6	+5d6
Dwarf, Dark Iron	40 years	+3d6	+7d6	+5d6
Murloc	12 years	+1d6	+3d6	+2d6
Naga	500 years	+5d10	+12d10	+6d10
Pandaren	80 years	+4d6	+10d6	+6d6
Quilboar	17 years	+1d6	+2d6	+1d6
Satyr	300 years	+5d6	+12d6	+6d6
Tuskarr	50 years	+1d4	+3d6	+2d6

Table 1-11: Aging Effects

Race	Middle Age	Old	Venerable	Maximum Age
Dragonspawn (wyrmkín)	400 years	550 years	600 years	+4d% years
Dwarf, Dark Iron	125 yrs	188 yrs	250 yrs	+2d% years
Murloc	25 years	40 years	60 years	+2d6 years
Naga*	650 years	800 years	1,000 years	+25d% years
Pandaren	175 years	263 years	350 years	+4d10 years
Quilboar	30 years	47 years	69 years	+2d6 years
Satyr†	—	—	—	—
Tuskarr	75 years	95 years	110 years	+4d10 years

* In addition to their natural longevity, a number of naga develop mutations that increase their life spans even further. Some are immortal.

† Satyrs are immortal and cannot die due to old age, nor do aging effects apply to them.

Table 1-12: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Dwarf, Dark Iron (female)	3'7"	+2d6	90 lb.	x (2d6) lb.
Dwarf, Dark Iron (male)	3'9"	+2d6	120 lb.	x (2d6) lb.
Dragonspawn (wyrmkín) (female)	6'2"	+2d6	200 lb.	x (2d6) lb.
Dragonspawn (wyrmkín) (male)	6'2"	+2d6	200 lb.	x (2d6) lb.
Murloc (female)	4'8"	+2d10	90 lb.	x (2d4) lb.
Murloc (male)	4'10"	+2d10	120 lb.	x (2d4) lb.
Naga (female)	6'0"	+2d6	190 lb.	x (2d6) lb.
Naga (male)	6'10"	+2d6	240 lb.	x (2d6) lb.
Pandaren (female)	5'3"	+2d4	180 lb.	x (3d6) lb.
Pandaren (male)	5'3"	+2d4	200 lb.	x (3d6) lb.
Quilboar (female)	4'5"	+2d6	100 lb.	x (2d6) lb.
Quilboar (male)	4'11"	+2d6	175 lb.	x (2d6) lb.
Satyr (female)	6'2"	+2d6	190 lb.	x (2d6) lb.
Satyr (male)	6'6"	+2d6	200 lb.	x (2d6) lb.
Tuskarr (female)	4'3"	+2d6	170 lb.	x (3d6) lb.
Tuskarr (male)	4'5"	+2d6	180 lb.	x (3d6) lb.

NOTHING CAN STOP US NOW

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:

- **Equipment.** A few of the races presented in this book use unique weapons, and these are described 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 a quilboar shaman or a pandaren wardancer.
- **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 characters and races who belong to the dark factions described herein.

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.

EQUIPMENT

Table 2-1: Weapons

Martial Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight*	Type**
<i>Two-Handed Melee Weapon</i>							
Great Trident	50 gp	1d10	2d6	x3	—	12 lb.	Piercing
Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight*	Type**
<i>One-Handed Melee Weapons</i>							
Pan-Spear	25 gp	1d6	1d8	x3	30 ft.	3 lb.	Piercing
Sword, Shaktani	60 gp	1d6	1d8	18–20/x2		4 lb.	Slashing

Great Trident: Naga myrmidons and royal guards favor this weapon. Though its great size and weight makes it useless as a ranged weapon (unlike smaller tridents), thrown weapons are not an option underwater anyway. Also, as the great trident is a piercing weapon, it is an ideal choice for strong creatures to wield beneath the waves.

If you use a ready action to set a great trident against a charge, you deal double damage on a successful hit against a charging character.

Pan-Spear: A pandaren weapon, this pikelike implement consists of a long, flat blade attached to a hollow bambus reed. Because of the reed's light weight and hollow nature, a skilled wielder can hurl a pan-spear remarkable distances and still retain accuracy.

If you use a ready action to set a pan-spear against a charge, you deal double damage on a successful hit against a charging character.

Sword, Shaktani: Pandaren favor this long, slim blade, and it allows them to use their agility to great advantage. About the same length as a bastard sword, a shaktani sword is a lighter and more graceful weapon, and its chisel-like end makes particularly grievous wounds. You can use the Weapon Finesse feat to apply your Agility modifier instead of your Strength modifier to attack rolls with a shaktani sword sized for you, even though it is not a light weapon for you. You cannot wield a shaktani sword in two hands in order to apply 1-1/2 times your Strength bonus to damage.

VARIANT CLASSES

The rules in **WoW RPG** allow for a wide range of character customization. No two runemasters (described in **More Magic & Mayhem**) are alike, because they are of different races and have different skill, feat, equipment and rune selections. However, the classes are, by definition, somewhat limiting. Despite the fact that they are all different, all runemasters also share certain traits — they inscribe runes on themselves and others and they are decent fighters among other things. Yet what about those runemasters who, perhaps, don't do all these things? Or do them differently? Do runemasters exist who focus their efforts and runes on themselves and let their allies fend for themselves? 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.

Druid Variant: Aquatic Druid

Druids exist beneath the waves as well as above. These druids bond to the creatures of the water and can call upon these creatures for help.

Aquatic Druid Alterations

Aquatic druids possess the same class features as normal druids, but some of their class features and inspirations are modified, as shown below. See the **Monster Guide** for creature statistics.

- *1st-Level — Animal*

Companion: An aquatic druid may choose to take an aquatic animal as an animal companion. Add the following animals to the druid's available companions:

- *1st-Level or Higher:* Octopus (animal), Medium shark (animal) and squid (animal).
- *4th-Level or Higher (Level –3):* Crocodile (animal) and Large shark (animal).
- *7th-Level or Higher (Level –6):* Threshadon (dinosaur).
- *10th-Level or Higher (Level –9):* Huge shark (animal), orca whale (animal), and sea turtle.
- *16th-Level or Higher (Level –15):* Giant squid (animal).
- *4th-Level — Wild Shape:* Instead of the animals into which a normal druid can transform, an aquatic druid can use wild shape to transform into the following animals only, at the indicated levels:
 - *4th-Level:* Frenzy or octopus.
 - *8th-Level:* Crocolisk.
 - *11th-Level:* Cachalot whale.
 - *16th-Level:* Dragon turtle. (See Chapter 9: Creatures.)

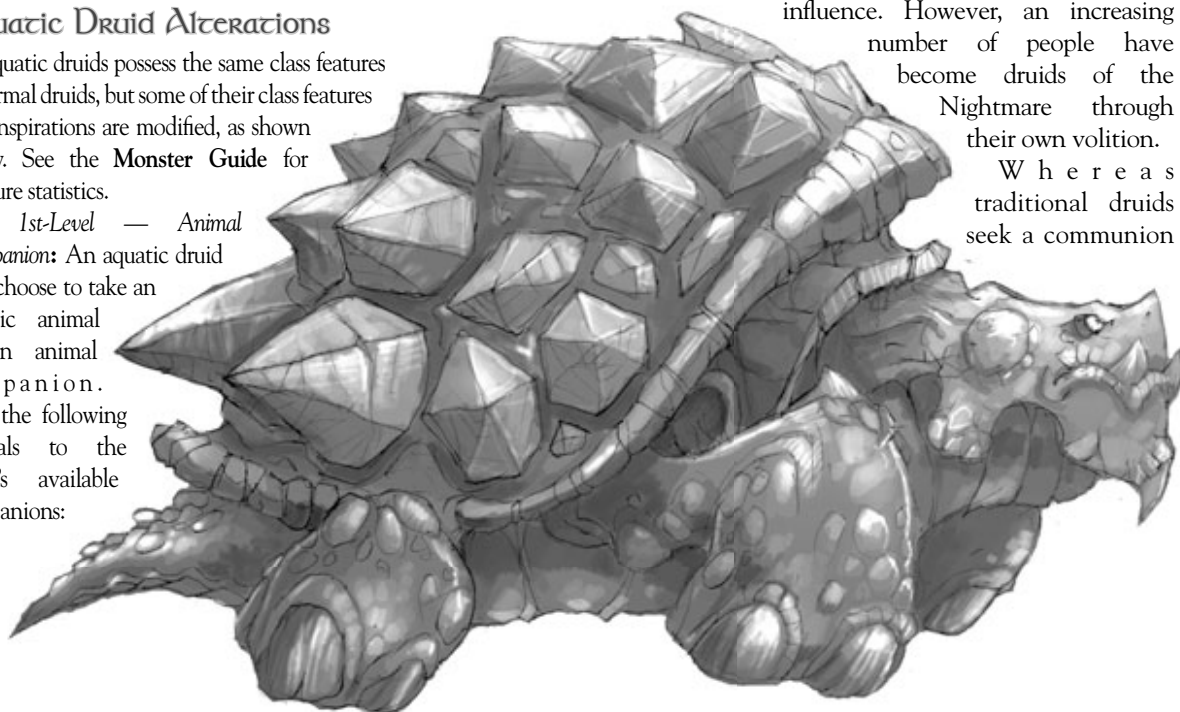
In addition, you gain the form's extraordinary special qualities (amphibious, low-light vision, and spiked shell) as well as its extraordinary special attacks.

Druid Variant: Druid of the Nightmare

Not all druids revere the Emerald Dream. A few rare and twisted individuals channel the Nightmare, a rent in the perfection of the Emerald Dream. Most of these druids of the Nightmare were once normal druids who inadvertently came in contact with the Nightmare (often while dreamwalking) and fell under its insidious

influence. However, an increasing number of people have become druids of the Nightmare through their own volition.

Whereas traditional druids seek a communion



with nature, druids of the Nightmare become increasingly divorced from the natural order.

Druid of the Nightmare Alterations

Druids of the Nightmare do not gain a skill bonus to Knowledge (nature) or Survival. They use the standard druid spell list, save that they gain different domains. Druids of the Nightmare do not have animal companions and cannot rebuke or bolster animals or plants. Druids of the Nightmare do not gain the standard druid inspirations.

- **1st Level—Domains (Ex):** Druids of the Nightmare choose from the Destruction, Elements, and Madness domains. See Chapter 4: Magic for the Madness domain.

- **1st Level—Menacing (Ex):** A druid of the Nightmare gains Intimidate (Cha) as a class skill (in addition to the normal druid additional class skills). She receives a +2 bonus on Bluff and Intimidate checks.

- **1st Level—Child of Nightmares (Ex):** A druid of the Nightmare adds all spells with the mind-affecting descriptor to the druid spell list. She gains one extra spell slot each day for each spell level that she can cast; these extra slots can be used only to cast mind-affecting spells.

- **1st Level—Anathema (Ex):** A druid of the Nightmare is repellent to nature. A druid of the Nightmare can turn or destroy animals and plants.

- **1st Level—Dark Strider (Ex):** The druid of the Nightmare may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at her normal speed and without taking damage or suffering other impairments. Thorns, briars and overgrown areas that have been magically manipulated to impede motion still affect her, however. Unlike the druid's strider ability, the druid of the Nightmare leaves a trail when using this ability.

- **4th Level—Vermin Shape (Su):** Instead of the animals into which a normal druid can transform, a druid of the Nightmare can use wild shape to transform into either a monstrous scorpion or monstrous spider (see the **Monster Guide** web extras). The druid's level determines the largest size vermin into which she can wild shape:

- 4th Level: Tiny or Small.
- 8th Level: Large.
- 12th Level: Gargantuan.
- 16th Level: Colossal.

In addition, she gains the form's extraordinary special quality and its extraordinary special attacks.

- **8th Level—Warp Mind (Ex):** Once per day, a druid of the Nightmare can channel the Nightmare to inflict horrible visions upon a target. She must make a ranged touch attack against a target within close range (25 ft. + 5 ft. / 2 levels). If successful, the target takes 1d4+1 points of damage to his (current) highest mental ability score (Int, Spt, or Cha). This damage does not heal naturally; it can be healed only with magic. The druid of the Nightmare gains an additional use of this ability per day at 13th and 18th level.

- **12th Level—Warp Flesh (Ex):** Once per day, a druid of the Nightmare can channel the Nightmare to warp a target's body into horrific shapes. She must make a

ranged touch attack against a target within close range (25 ft. + 5 ft. / 2 levels). If successful, the target takes 1d4+1 points of damage to his (current) highest physical ability score (Str, Agy, or Sta). This damage does not heal naturally; it can be healed only with magic. The druid of the Nightmare gains an additional use of this ability per day at 16th and 20th level.

- **16th-Level—Timeless Body (Ex):** As the standard druid ability. At this point, the druid of the Nightmare is fully removed from nature; instead of aging as others, she develops random and unusual features (such as scales or tentacle) as she advances in years. These features have no mechanical effect.

Enchanter Variant: Martial Enchanter

The enchanter prestige class in **More Magic and Mayhem** presumes the enchanter is a student of magic. Yet, not all enchanters are spellcasters. The act of destruction releases energy and sometimes a reckless warrior or an inquisitive tinker may stumble upon the means to absorb this energy and channel it into creation.

Martial Enchanter Alterations

The requirements to become a martial enchanter are different from those of the standard enchanter:

Alignment: Any non-lawful. An enchanter must be willing to destroy in order to create.

Base Attack Bonus: +4

Skills: Craft (any) 8 ranks, Spellcraft 4 ranks.

Feats: Spellbreaker* (see **More Magic & Mayhem**)

Special: The character must destroy at least three magic items other than scrolls or potions through experimentation. The character receives no enchantment points (EP) for this (they are lost in the learning process). The items destroyed must equal or exceed a total of 500 XP in value.

Martial enchanters do not gain additional spellcasting as a class feature. Instead they gain the following ability:

- **Martial Focus:** The martial enchanter gains hit points equal to 1d8 + his Stamina modifier at each level (instead of 1d4 + Sta). In addition, the martial enchanter's base attack bonus progression changes to "good." That is, his enchanter base attack bonus is equal to his enchanter level, just as a warrior's base attack bonus is equal to his warrior level.

Inscriber Variant: Dark Inscriber

The inscriber (described in **More Magic & Mayhem**) is a strange one. He has access to arcanist spells and to rune patterns, and as he grows in understanding he can blend the two to create runes of his spells. Most inscribers feel a connection to the ley energies of the natural world. Runes are, after all, a way to harness arcane power without risk of demonic corruption. This fact is no secret.

What is a secret — at least, what many inscribers would like to keep secret — is that they can use runes for a darker

purpose. Just as they can capture the native, pure energies of the world, so too can they contain the blackest evil from the Nether. Some inscribers see runes as another possible conduit through which to channel necromantic or demonic energy. They forsake the standard arcanist spells to focus instead on dark magic. Dark inscribers scribe runes on the foreheads of the dead to raise their bearers as zombies; the inscribers tattoo themselves with demonic signs.

Dark Inscribe Alterations

Dark inscribers have access to all runes, as do normal inscribers. Unlike other inscribers, dark inscribers do not have access to the arcanist spell list. Instead, the inscriber chooses the warlock or necromancer spell list; he has access to that spell list instead. Runes are still his focus, so he gains his extra arcanist spells from the rune list, not from his necromancer or warlock spell list. When the dark inscriber gains the lesser runic mysteries, runic mysteries, and greater runic mysteries arcana, he can cast necromancer or warlock spells (as appropriate) as runes.

- **The following necromancer spells become marks:** 1st-level: *necromantic seed*†; 2nd-level: *blindness/deafness*, *cannibalize*, *cripple*, *frost armor*, *touch of weakness**, *unholy frenzy*, *wandering plague**; 3rd-level: *banshee's curse*†, *dampen magic**, *taint of undeath**, *usurp flesh*†; 4th-level: *amplify magic**, *crushing despair**

*curse of shadow**; 5th-level: *curse of undeath**, *death pact*; 6th-level: *eyebite*; 7th-level: *wandering death**; 8th-level: *hex of weakness**, *vampiric aura*.

- **The following necromancer spells become glyphs:** 4th-level: *animate dead*; 6th-level: *create undead*; 8th-level: *create greater undead*.

- **The following necromancer spells become sigils:** 3rd-level: *frost nova*, *rune trap*†; 5th-level: *withering blight*.

- **The following warlock spells become marks:** 0-level: *sense demons**; 1st-level: *lesser demon skin*; 2nd-level: *curse of recklessness**; 3rd-level: *demon skin*, *hooks of binding*, *life tap**, *water breathing*; 4th-level: *crushing despair**, *curse of tongues**, *Mannoroth's legacy*†; 5th-level: *curse of the elements**, *curse of shadow**, *drain life*, *drain soul*, *greater hooks of binding*; 6th-level: *greater demon skin*; 7th-level: *conflagrate**, *dark metamorphosis*; 8th-level: *blast wave**

- **The following warlock spell becomes a glyph:** 7th-level: *phase door*.

- **The following warlock spells become sigils:** 3rd-level: *rune trap*†; 4th-level: *Ner'zhul's black tentacles*, *rain of fire*; 6th-level: *acid fog*.

* See **More Magic & Mayhem**.

† See the **Horde Player's Guide**.

Mage Variant: Arcane Alchemist

When a normal denizen of Azeroth thinks "witch doctor," she envisions a troll, probably a jungle troll, his neck draped with shrunken skulls as he dances around a bubbling cauldron. Indeed, most witch doctors are of this persuasion. Yet other characters also study potions and brews, but they do not call themselves witch doctors. Some, particularly those dark brewers of the Forsaken, call themselves apothecaries. Others are arcane alchemists.

Arcane alchemists are the arcanists' answer to witch doctors. Where witch doctors use instinct, arcane alchemists use intellect. While witch doctors, with their divine magic and spiritual traditions, invoke spirits and voodoo to infuse their concoctions, arcane alchemists consult old books and perform lengthy mathematical calculations to achieve similar results.

Goblins are the most likely to become arcane alchemists — they have been practicing alchemy for centuries (if not longer), and it is an art that appeals to their off-kilter minds.

Gnomes, humans and

Forsaken sometimes follow the path as well, as do naga.

Arcane Alchemist Alterations

Arcane alchemists do not gain any of the mage arcana, nor do they gain Scribe Scroll at 1st level. Instead, they



gain the following class features, at the indicated levels:

- **1st-Level — Brew Potion:** Arcane alchemists gain Brew Potion as a bonus feat.

- **1st-Level — Journeyman Alchemist:** Arcane alchemists gain Journeyman Alchemist (presented in **More Magic & Mayhem**) as a bonus feat.

- **1st-Level — Potion Planning (Ex):** The arcane alchemist can spend time performing calculations and conducting experiments to reduce the effort of brewing a potion. If he doubles the time he takes to create a potion or alchemical concoction, he reduces the price in both gp and XP by 25%.

- **4th-Level — Metamagic Tinctures (Ex):** The arcane alchemist can brew potions that grant the benefit of metamagic feats. This arcana is identical to the witch doctor's juju potion inspiration (see **More Magic & Mayhem**)

- **8th-Level — Bonus Feats:** In the arcane alchemist's studies, he learns skills that further his quest to create the ultimate potions. He gains two bonus feats. He can choose two alchemy (presented in **More Magic & Mayhem**), item creation and/or metamagic feats. He must meet all the normal prerequisites for the feats he selects.

- **12th-Level — Potion Master (Ex):** This arcana is identical to the witch doctor inspiration of the same name (see **More Magic & Mayhem**)

- **16th-Level — Super Potion Spectacular! (Ex):** Through study and experimentation, the arcane alchemist unlocks the secrets of storing foreign spells, and spells of great power, in his potions. He selects a number of spells equal to his Intellect modifier. The spells can be from any spell list (including divine spells) and can be of any level. The arcane alchemist can brew potions that contain these spells. Once the arcane alchemist selects these spells, he cannot change them. If he chooses a spell available only to a divine spellcaster, he treats that spell as arcane.

Mage Variant: Elementalist

The Twilight's Hammer is a strange cult that worships the mysterious Old Gods. All sources say that the Old Gods are evil, that the titans defeated them when they first came to Azeroth, and that the elementals, even

lords like Ragnaros and Thundarraan, are mere servants of these mighty beings. Aside from these agreements, scholars diverge.

The Twilight's Hammer seeks to emulate the elementals who once served the Old Gods. Fire and lightning answer the cultists' call. The most exalted members of the Twilight's Hammer become elementalists — spellcasters who focus on the elements, particularly their destructive powers. Elementalists study arcane elemental magic to become more like elementals, which they revere.

Elementalists are canny and fervent foes. They are more than willing to die in the service of the Old Gods.

Elementalist Alterations

The elementalist does not have access to the mage spell list, nor does he gain the arcane adept arcana at 12th level or the fire and frost arcana at 16th level. Instead, elementalists possess the following class features at the indicated levels:



• **1st-Level — Elementalist Spell List:** An elemental mage has access to a special elemental mage spell list, which includes all spells with the air, cold, earth, electricity, fire, and/or water descriptors. This means that elemental mages can cast spells like *summon nature's ally*, but only to summon a creature with one of these descriptors. Elemental mages cast all their spells as arcane spells, even those that normally appear only on divine spellcasters' class lists. Elemental mages draw their extra spells per day (for being arcanists) from this spell list.

Elemental mages still have access to the arcanist spell list, as normal mages do.

• **12th-Level — Element Adept (Ex):** An elemental mage becomes more competent in specific elements as he advances, achieving specialty in two or three energy types. The elemental mage chooses two element descriptors (air, cold, earth, electricity, fire or water). He casts spells with one or both of those descriptors at +1 caster level, and the save DCs of those spells increase by +2.

• **16th-Level — Elemental Specialty (Ex):** The elemental mage becomes prodigiously powerful and competent with a specific element. He chooses one element descriptor (air, cold, earth, electricity, fire or water). For each spell level, he can prepare and cast one additional spell with this descriptor. This additional spell automatically benefits from the Maximize Spell feat, though it does not take up a higher-level spell slot. He does not have to be an elemental adept with that element first.

Multiple Variants

If your GM allows, you can incorporate multiple variants into your character class. You can be both an elemental mage and a human mage (from the *Alliance Player's Guide*), for example.

Rogue Variant: Contender

Rogues are Azeroth's jacks-of-all-trades. They possess a wide range of skills that allow them to accomplish feats from disarming traps to finding secret doors to smacking a magic item until it works. They are decent in a fight, and if they can strike quickly or unseen — or are flanking an enemy with the help of a thoughtful ally — they can be truly deadly. Of course, they excel at stealth.

Some rogues sacrifice some of their versatility to focus on their passion: ultimate competition, with their lives at stake. These rogues maintain their stealth — indeed, it is most important to them — but disregard many of the standard rogue dungeoneering abilities. They are not particularly good at finding secret doors, opening locks or disarming traps. Instead, a contender's preferred tactic is to confront an opponent and relieve him of his weapon. A contender is supremely confident in his fighting abilities; sneaking around is beneath him. After surprising his mark, the contender hands him a blade and challenges him to a duel to the death. This duel is the height of adrenaline for a contender. The challenge gives the contender the opportunity to test his abilities against a worthy opponent. Since losing means death, the contender knows he will not hold anything back; he can see his true mettle.

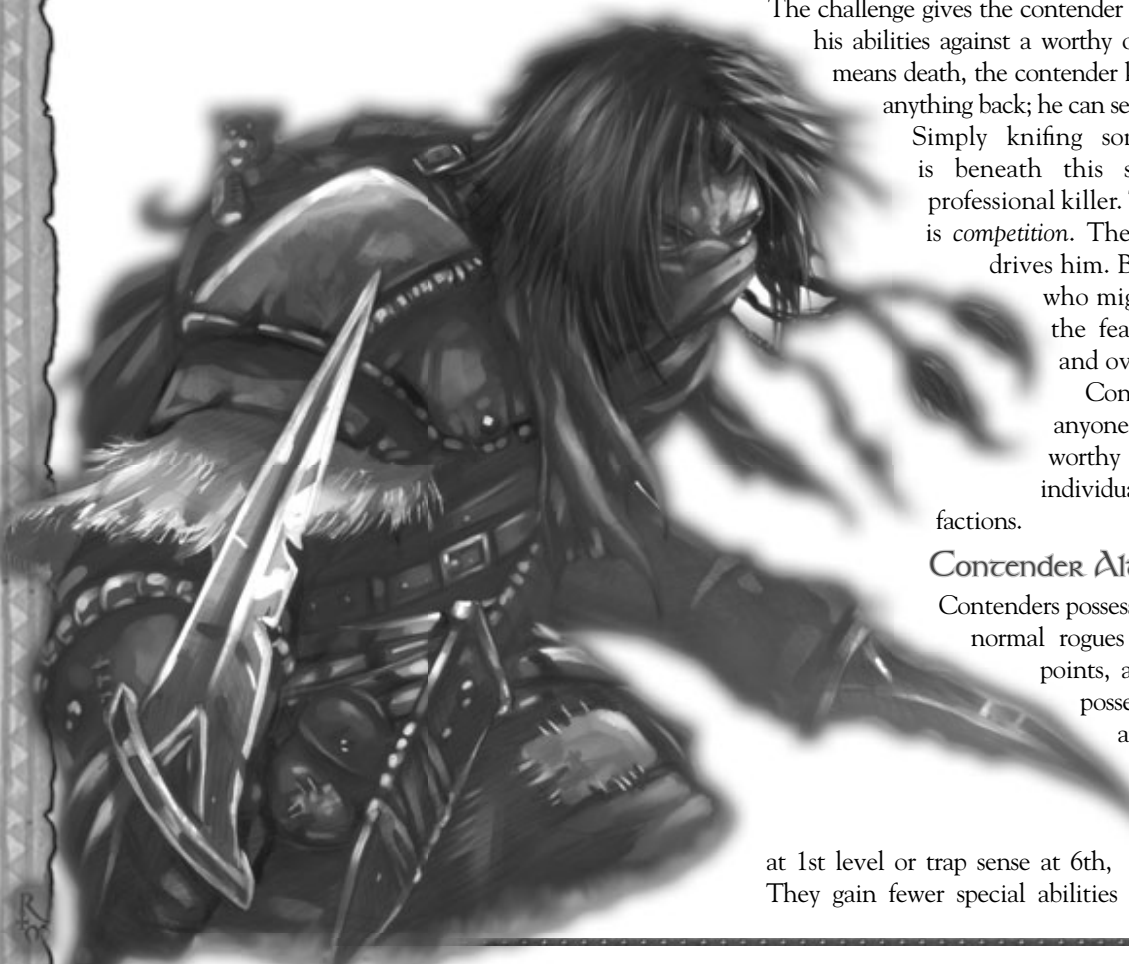
Simply knifing someone in the back is beneath this supremely confident, professional killer. The contender's focus is *competition*. The possibility of failure drives him. By facing an opponent who might best him, he faces the fears within himself — and overcomes them.

Contenders target anyone they consider worthy opponents, especially individuals from opposing factions.

Contender Alterations

Contenders possess fewer class skills than normal rogues and gain fewer skill points, as shown below. They possess different weapon and armor proficiencies.

In addition, they do not gain the trapfinding ability at 1st level or trap sense at 6th, 12th or 18th level. They gain fewer special abilities than other rogues: A



contender gains a special ability at 4th level and every 4 levels thereafter (8th, 12th, 16th and 20th level). A contender cannot gain skill mastery as a special ability.

Instead, contenders possess the following class features at the indicated levels:

- **1st-Level — Class Skills:** The contender's class skills (and the key ability for each skill) are Balance (Agy), Bluff (Cha), Climb (Str), Escape Artist (Agy), Jump (Str), Listen (Spt), Profession (Spt), Sleight of Hand (Agy), Spot (Spt), Stealth (Agy), Swim (Str), Tumble (Agy), and Use Rope (Agy).

- **Skill Points at 1st Level:** $(4 + \text{Int modifier}) \times 4$.

- **Skill Points at Each Additional Level:** $4 + \text{Int modifier}$.

- **1st-Level — Weapon and Armor Proficiency:** Contenders are proficient with simple ranged weapons and with all simple and martial melee weapons, except two-handed martial weapons. They are proficient with light armor but not with shields.

- **1st-Level — Prowess of the Flashing Blade:** The contender's base attack bonus progression changes to "good." That is, his rogue base attack bonus is equal to his rogue level, just as a warrior's base attack bonus is equal to his warrior level. The contender gains iterative attacks when his base attack bonus equals +6, +11, and +16, as normal.

- **5th-Level — Greater Disarm (Ex):** At 5th level, the contender gains Improved Disarm as a bonus feat, even if he does not meet the prerequisites. In addition, when the contender disarms an opponent, he may flip the weapon (or other item) up to 15 feet in any direction. A creature standing in the space in which the weapon lands may make a DC 15 Reflex save to catch it. (The DC is 25 if the contender does not wish the creature to catch the weapon.)

- **10th-Level — Duelist (Ex):** At 10th level, the contender gains a supreme adrenaline rush when facing an opponent one-on-one. If the contender is in melee with an opponent, and no other creatures are adjacent to either of them, the contender gains a +2 morale bonus on attack and damage rolls and a +2 morale bonus to AC.

- **15th and 20th-Level — Bonus Feat:** At 15th level and 20th level, the contender gains a bonus feat chosen from the list of feats warriors can take as bonus feats. He must meet all the normal prerequisites for a feat he takes.

Ranemaster Variant: Lone Wolf Ranemaster

Runemasters (described in **More Magic & Mayhem**) fill many roles. They are adept melee combatants. They possess runes to enhance themselves and their allies, as well as to ward certain areas and otherwise make life difficult for their opponents.

Some runemasters alter these traits a bit. These are the lone wolf runemasters. Many of them travel alone, and have no need of runes that empower others — but extra skill with the fists is always in need. Other lone wolf runemasters join adventuring parties but see no reason to waste their skills on others. Let them take care of themselves! Or, better yet, let the runemaster pound their foes into paste; then her allies won't have to worry.

Among races that produce runemasters (which are few), lone wolf runemasters are common among pandaren, as these creatures often embark on solitary expeditions to explore Azeroth. Tuskarr occasionally become lone wolf runemasters as well, and the occasional male naga runemaster is undoubtedly a lone wolf — they leave most of the spellcasting to the women.

Lone Wolf Runemaster Alterations

Lone wolf runemasters cannot place or empower runes on any creature or object other than themselves. Thus, they cannot use glyphs at all, and can place sigils only on their own bodies. In return, lone wolf runemasters gain the following class features, at the indicated levels.

- **1st-Level — Rune of the Flashing Blade (Ex):** Lone wolf runemasters are the only runemasters who know the secret of the rune of the flashing blade, though it is merely a simple rune. It is the pattern made in the sand by skilled, dueling fighters. Lone wolf runemasters begin with this simple rune (in addition to their other simple runes), and it changes the runemaster's base attack bonus progression to "good." That is, her runemaster base attack bonus is equal to her runemaster level, just as a warrior's base attack bonus is equal to his warrior level. The lone wolf runemaster gains iterative attacks when her base attack bonus equals +6, +11 and +16, as normal.

- **1st-Level — Extended Runes (Su):** The durations of all the lone wolf runemaster's runes double, as if she had used the Extend Spell feat to empower them, though they do not take up a higher level rune slot.

- **9th-Level and 14th-Level — Simple Rune (Ex):** The lone wolf runemaster gains an additional simple rune at 9th level and at 14th level.

Scout Variant: Dungeoneer

Scouts excel at wilderness survival. They are valuable trackers and ambushers. Many scouts operate alone, but others provide reconnaissance for military forces, either on a permanent or mercenary basis. Races like naga, satyrs, and tuskarr make heavy use of scouts. They range through forests, mountains, and tundra, searching out danger and eliminating it.

Yet an entire, other world exists beneath their feet — or so some believe. Caverns and tunnels, some natural, some the work of ancient civilizations (like Azjol-Nerub of the nerubians) or powerful entities (like the titans' Uldaman), some crafted by more recent creatures, riddle Azeroth's surface. The creatures who spend most of their lives in these dark places are myriad: Dark Iron dwarves, faceless ones, kobolds and nerubians, to name a few.

These subterranean realms demand a different sort of scout. Dungeoneers focus their efforts on the dark, enclosed places underground, which allows them to triumph in all dungeonlike areas. They move assuredly through the darkness, helping their comrades avoid danger and preemptively striking at their enemies.

Dungeoneer Alterations

Dungeoneers do not gain nature sense at 1st level or woodland stride at 3rd level. Instead, they gain the following

class features, at the indicated levels. A dungeoneer possesses slightly different class skills, as well, and his *commune with nature* class feature functions slightly differently, as shown below. He retains the wild healing ability, as underground environments offer mushrooms, mosses, powdered beetle nose, and other well-known curative agents.

- **1st-Level — Class Skills:** Remove Knowledge (nature) from the dungeoneer's list of class skills and add Knowledge (dungeoneering).

- **1st-Level — Dungeon Sense (Ex):** The dungeoneer has a +2 bonus on Knowledge (dungeoneering) and Survival checks.

- **3rd-Level — Subterranean Sight (Ex):** The dungeoneer's vision sharpens preternaturally, allowing him to function in his chosen environment. He gains low-light vision. If he already had low-light vision, he instead gains darkvision out to 60 feet. If he already had darkvision, he instead gains Blind-Fight as a bonus feat.

- **13th-Level — Commune With Nature (Sp):** The dungeoneer can use *commune with nature* as a spell-like ability just as any other scout can, with the following changes. The dungeoneer can use the ability only underground. However, the ability functions even in places where construction replaces nature, such as in dungeons.

Shaman Variant: Aquatic Shaman

Shaman are masters of the elements, but some elements don't work well in aquatic environments. Aquatic shaman learn different techniques more suited to underwater environments. Murlocs favor this variant, though some makrura and naga learn it as well.

Aquatic Shaman Alterations

An aquatic shaman does not gain the flametongue/frostbrand inspiration at 4th level or the ghost wolf inspiration at 8th level. Instead, the aquatic shaman gains the following class features, at the indicated levels:

- **4th-Level — Lightninglash/Frostbrand (Su):** This inspiration functions like the flametongue/frostbrand inspiration, but aquatic shaman cannot create flametongue weapons. Instead, they may create lightninglash weapons, which deal electricity damage instead of fire damage. The aquatic shaman retains the frostbrand ability.

- **8th-Level — Ghost Shark (Su):** This ability functions like ghost wolf, except the aquatic shaman turns himself into a Medium shark (see the **Monster Guide** web bonus).

Warlock Variant: Shadowmage

While most warlocks specialize in conjuration and demonic pacts, some focus on other areas of the dark arts. Shadowmages eschew summoning in favor of the destructive power of raw entropy. Some say shadowmages developed the *shadow bolt* spell (see **More Magic & Mayhem**), and it encapsulates their magical style. As well as fel evocations, shadowmages enjoy spells that weaken other's minds and bodies and those that create darkness.

Shadowmage Alterations

Shadowmages gain the following arcana instead of the normal warlock arcana:

- **1st Level — Fel Companion (Ex):** As the standard warlock ability. With their connection to shadow, voidwalkers are shadowmages' preferred companions.

- **4th Level — Insidious Caster (Ex):** The shadowmage gains a +2 bonus on caster level checks to overcome a creature's spell resistance.

- **8th Level — Shadow Jump (Sp):** A shadowmage gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowmage can jump up to 10 feet per level each day in this way. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

- **12th Level — Umbra Master (Ex):** The shadowmage draws upon entropy to empower his spells. The shadowmage casts spells with the fel descriptor at +1 caster level, and the save DC for such spells increases by +2.

- **16th Level — Invoke Shadow (Ex):** Shadowmages may prepare an additional spell per spell level as long as it has the fel descriptor. This additional spell benefits from the effects of the Maximize Spell feat, though the spell's level does not change.

RACIAL ICONIC CLASSES

The quilboar thornweaver. The goblin tinker. The pandaren wardancer. 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. Quilboar possess



tinkers, retrofitting goblin-made devices, studying schematics from previous (probably deceased) goblin tinkers, and refining those devices unique to his race.

Goblin Tinker

Goblins are mad inventors who produce useful gadgets despite their chaotic, crazed, and explosively-oriented mindsets. They are the ultimate tinkers, competing with gnomes to produce the best devices around. This competition is friendly or deadly, depending on the individuals involved — sometimes it's both.

Goblin tinkers differ from their gnome counterparts. Goblins enjoy instant gratification. They work on an invention until it sort of, kind of functions, then they move on to another one. They get a thrill when they finish something, even if “finishing” means that it works properly one out of ten times.

Goblin tinkers also have a penchant for destructive devices. They like blowing things up and tearing them down. Thus, goblins make rockets, bombs, shredders, flamethrowers and similar devices. Even their creations that aren't directly related to warfare and flagrant environmental abuse have a tendency to explode terrifically when they malfunction. Early goblin zeppelins, while quite stable, functioned by using open flames to warm flammable gas — not a combination to inspire confidence in passengers. Though goblin tinkers amuse many, they do so only at a distance; those nearby eye the tinker with expressions of mixed incredulity and fear.

The iconic goblin inventor grins madly through a leather cap and soot-covered goggles. Devices of all sorts are strapped across his body, many of which look broken. He brandishes... something... to threaten his opponents.

Goblin Tinker Alterations

Goblin tinkers do not gain a bonus feat at 1st level, the packrat ability at 2nd level, or energy resistance at 6th,

a natural tendency to become barbarians, for instance; therefore, quilboar's favored class is barbarian. Similarly, quilboar society has long favored shamanism and granted status and recognition to great shaman. The quilboar shaman is a racial icon; the racial iconic class “quilboar shaman” represents it.

Racial iconic classes are variant classes similar to those presented above (the contender, dungeoneer, 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. A goblin who takes the goblin tinker iconic class, for example, spends time corresponding with fellow goblin

12th, 16th or 20th level. Instead, the goblin tinker gains the following class features, at the indicated levels:

- **1st-Level — Bring the Hurt (Ex):** Goblin tinkers enjoy devices that stab, slash and explode. The goblin tinker is proficient with all technological weapons except for firearms, as these are too refined for his taste. He is proficient with firearms that fire bombs or otherwise cause explosions, however.

- **2nd-Level — Explosive Glee (Ex):** At 2nd level, when the goblin tinker causes a nice, big explosion, he gets *really* worked up over it. If he deals damage to an opponent with an explosion, he gains a +1 morale bonus on attack and damage rolls for a number of rounds equal to his tinker level.

- **6th-Level — Mad Inspiration (Ex):** Goblin tinkers are a crazed bunch, but sometimes their mad minds work in their favor, alighting on some perfect idea. Once per week, when the goblin tinker begins constructing a device, he may gain one of the following benefits: +5 on all Craft checks, reduce the base cost by –25%, gain a +2 bonus on his Technology Score, or use his cobble ability without increasing the device's Malfunction Rating (its base MR does not increase, nor does it increase every time it is used). The goblin tinker can use this ability twice per week at 12th level, three times per week at 16th level, and four times per week at 20th level. He can use it multiple times on a single device.

Naga Mage

The naga are powerful arcane spellcasters. Night elves invented the art, after all, and the naga have had 10,000 years to refine it. Indeed, the greatest mortal mage ever to live is the naga queen Azshara, who still lives. In fact, she may no longer be mortal.

Naga women are their race's spellcasters, and over the millennia they have developed a number of talents and techniques related to their art. Through intense study they learn to expand their repertoires to include other, unrelated spells. Their spells strike with the fury of the sea, whipping and crushing their opponents. Naga magi receive some military training as well.

The iconic naga mage is called a siren, and she slithers forward with her brethren, glaives clutched in two of her arms. The other two weave arcane energy, and she protects her allies and decimates her opponents with her spells. She is assured and arrogant, and with good reason.

Naga Mage Alterations

Naga magi do not gain the summon familiar arcana at 1st level, the enhanced counterspell arcana at 8th level, or the arcane adept arcana at 12th level. Instead naga magi gain the following class features, at the indicated levels:

- **1st-Level — Weapon Proficiency:** Naga magi receive some small military training, just in case their myrmidon bodyguards prove insufficient. The naga mage is proficient with a single martial weapon of her choice.

- **1st-Level — Expanded Understanding (Ex):** At 1st level and every level thereafter, the naga mage selects a

single spell from any spell list. She can cast this spell as if it were on the mage spell list, at the same level as it was on the other class's spell list.

- **8th-Level — Ocean's Fury (Ex):** Whenever the naga mage casts a spell with the air or water descriptor, her caster level is considered two higher than it actually is for the purposes of determining level-dependent features, such as duration and range. Also, she gains a +2 bonus on caster level checks to overcome spell resistance with spells with the air or water descriptors; and when she applies a metamagic feat to a spell with the air or water descriptor, it takes up a spell slot one level less than normal. For example, if the naga mage applies the Quicken Spell feat to *cyclone* (as described in the **Alliance Player's Guide**; perhaps gained through her expanded understanding arcana), it is a 6th-level spell. (Normally, it would be a 7th-level spell.) This ability cannot reduce the spell slot increase to less than one. (Thus, a spell altered with Silent Spell still takes up a spell slot one level higher than normal.)

- **12th-Level — Expanded Fury (Ex):** When the naga mage prepares her spells for the day, she can select one spell at each spell level. These spells benefit from her ocean's fury arcana, even if they do not possess the air or water descriptors.

Naga Priest – Priestess of the Tides

Some naga revere their queen, Azshara, and their faith in her and in naga superiority grants them power. They wield the freezing cold of the arctic north; they command the fury of ocean storms. They also draw upon their race's arcane legacy to protect themselves. These potent spellcasters are called priestesses of the tides. Informally, they bear the name “sea witch.”

Most priestesses of the tides are females. The occasional male naga joins their ranks; however, these are vanishingly rare, as most male naga don't have the intelligence (or Spirit) to make spellcasting a viable pursuit. Male naga who join these ranks are called priests of the tides.

The iconic priestess of the tides is a calculating and cunning opponent. She plans her attacks well in advance, and enemies find that other naga support her. She moves among their ranks, frost shimmering at her arrowheads and thunder sounding in the sky.

Priestess of the Tides Alterations

Priestesses of the tides cannot turn or rebuke undead. They do not gain the aegis inspiration at 1st level, the smite inspiration at 4th level, or the greater aegis inspiration at 12th level. Instead, they gain the following class features, at the indicated levels.

- **Domains:** Priestesses of the tides have access to the Arcana (see Chapter 4: Magic and Faith) and Elements domains.

- **Spell Addition:** At 1st level and whenever the priestess of the tides gains access to a new level of spells

(at 3rd, 5th, and 7th level, for example), she chooses any spell with the air, cold, and/or electricity descriptor. She adds this to her priest spell list at the same level as the spell list from which she selected it. She can choose only spells of a level she can cast.

For example, a priestess who selects *cyclone* (a 3rd-level druid spell that appears in the **Alliance Player's Guide**) adds that spell to her spell list at 3rd level. She must be at least 5th level to select this spell.

- **4th-Level — Mana Shield (Sp):** At 4th level, the priestess of the tides can use *mana shield* once per day as a spell-like ability. Her caster level equals her priestess of the tides level.

- **12th-Level — Improved Mana Shield (Sp):** At 12th level, the priestess of the tides can use *mana shield* as a spell-like ability any number of times per day. (Her caster level still equals her priestess of the tides level.) Once per day, she can use it as an immediate action, meaning she can activate the *mana shield* even when it isn't her turn.

Pandaren Warrior – Pandaren Wardancer

Pandaren are by all accounts graceful and skilled warriors. Their wardancers epitomize the pandaren art of warfare — and for the wardancers, battle is indeed an art. Their title does not come coincidentally. Their movements are precise and fluid; they appear to dance through a battlefield, their blades flashing silver, blood spraying into the air, and bodies toppling as they move.

While wardancers are deadly, they, like all pandaren, are inherently peaceful. “The greatest hope of the wardancer,” says the eminent pandaren traveler and warrior Shinjo Greatpaw, “is to not have to use his skills.” However, in Azeroth's current age, the wardancers' skills are needed more than ever. Wardancers move out to confront demons, undead and other horrid creatures, their hearts lightened by the thought that, through their battles, other creatures will live — perhaps, other creatures will never know battle.

The iconic pandaren wardancer wears a long, black tunic with gold buttons and gold trim. He wields a delicate shaktani sword in one hand, and his other hand is empty. He balances on the balls of his feet, eyes watching, and when the time is right, he is a spinning, leaping weapon of destruction.

Pandaren Wardancer Alterations

Pandaren wardancers do not gain warrior bonus feats at 1st, 2nd, 6th or 10th levels. Instead, they gain the following class features, at the indicated levels. In addition, their weapon and armor proficiencies are slightly different, as are their class skills, as show below.

- **1st-Level — Class Skills:** The pandaren wardancer's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Swim (Str), and Tumble (Agy). See **WoW RPG**, Chapter 5: Skills for skill descriptions.

- **1st-Level — Weapon and Armor Proficiency:** Pandaren wardancers are proficient with all simple and martial

weapons and with light armor. They are not proficient with shields.

- **1st-Level — Off-Hand Defense (Ex):** A pandaren warrior usually fights with a single weapon in one hand (traditionally a shaktani sword). This allows him to use his other hand for balance in various acrobatic tricks; he dodges and weaves through battle, avoiding blows with spins and drops. As long as the pandaren wardancer has one hand free, wears light armor or no armor, and bears only a light load, he gains a dodge bonus to his Armor Class equal to half his level in this class (minimum +1).

- **1st-Level — Graceful Strike (Ex):** Wardancers use their grace and dexterity to maximum advantage. The wardancer chooses one weapon with which he can use Weapon Finesse, such a shaktani sword. The wardancer can add his Agility bonus instead of his Strength bonus on damage rolls with that weapon. In addition, the wardancer can take Graceful Strike as a warrior bonus feat to gain this ability with a new weapon.

- **2nd-Level — Evasion (Ex):** At 2nd level, the wardancer gains evasion, as the rogue ability of the same name.

- **6th-Level — Uncanny Dodge (Ex):** At 6th level, the wardancer gains uncanny dodge, as the rogue ability of the same name (see **WoW RPG**, Chapter 3: Classes, “Rogue”). If the wardancer already has uncanny dodge, he instead gains improved uncanny dodge, as the rogue ability of the same name.

- **10th-Level — Wardance (Ex):** At 10th level, the wardancer can enter a special wardance once per day. While his movements in battle are always graceful and dancelike, when he uses this ability, these traits increase many times. He whirls and slashes with blinding speed. While in the wardance, the wardancer gains a +2 dodge bonus to AC and on Reflex saves, and gains a +2 bonus on melee attack and damage rolls. The wardance lasts for 3 rounds + 1 round per the wardancer's Spirit modifier (minimum 1 round). At the end of the wardance, the wardancer is fatigued (–2 to Strength and Agility, can't run or charge) for the duration of the current encounter.

Quilboar Shaman – Quilboar Thornweaver

While primitive, quilboar have a rich spiritual tradition. Their shaman, sometimes called thornweavers, are valued members of the tribe; indeed, shaman are often their leaders. Quilboar respect their shaman, and in turn the shaman aid them in war.

While quilboar thornweavers enjoy using their spells to decimate their enemies, they know that the actual slaying should fall to the tribe's warriors. Thus, thornweavers support their allies with healing magic and by summoning allies. They have a particular fondness for wild boars. All quilboar honor the ferocity of boars, and the animal is their race's totem creature.

Thornweavers call upon vengeful spirits of nature, eschewing the peaceful spirits and the gentle side of the Earth Mother that most tauren revere. The iconic quilboar thornweaver strides forward with his tribe



members, clutching a flail. He plants totems in their midst and summons spirit pigs to aid them, then charges into melee with a fearsome grunt-squeal.

Quilboar Thornweaver Alterations

A quilboar thornweaver does not gain Brew Potion at 1st level, the ghost wolf inspiration at 8th level or the purge inspiration at 12th level. Instead, he gains the following class features, at the indicated levels:

- **1st-Level — Bonus Feat:** Quilboar have a tradition of shamanism. The thornweaver gains the Magical Heritage feat (see below) as a bonus feat. If he does not possess at least one level in the quilboar racial class, he instead gains Fetish Spell (presented in the **Horde Player's Guide**) as a bonus feat, even if he does not meet the prerequisites.
- **1st-Level — Pack Casting (Ex):** Seeing his comrades fall inspires the thornweaver to greatness, as it does with

all quilboar; in addition, the departing ally's spirit briefly infuses him with power. When the thornweaver's pack fighting racial trait grants him a +1 morale bonus on attack and damage rolls, he also gains a +1 morale bonus to his caster level. This bonus applies to level-dependent aspects of his spells, such as range and duration. If the thornweaver has the greater pack fighting or supreme pack fighting abilities (from taking levels in the quilboar racial class), his morale bonus to caster level increases to a possible +2 or +3, as appropriate. This increase in caster level lasts for as long as the morale bonus on attack and damage rolls (i.e., for the duration the current encounter).

- **1st-Level — Spirit Spells (Ex):** Quilboar thornweavers add *summon nature's ally I–IX* to their spell list. They can cast these spells only to summon spirit beasts, and these creatures must be boars, dire boars or similar animals. (See the **Horde Player's Guide** for the spirit beast template).



- **8th-Level — Ghost Boar (Su):** This ability functions like ghost wolf, except the thornweaver turns himself into a boar (see the **Monster Guide** web extras: Animals).

- **12th-Level — Strength of Agamaggan (Su):** The thornweaver can channel his magical and spiritual power to increase his strength and ferocity, calling upon the power of the quillboar's creator, the demigod Agamaggan. As a free action the thornweaver can sacrifice a prepared spell to imbue himself with this power. He gains an enhancement bonus to Strength or Stamina equal to the level of the sacrificed spell and retains these bonuses for 1 minute per caster level. In addition, by sacrificing a 5th-level spell in this way, the thornweaver can instead increase his size, with the same effects as an *enlarge person* spell (see Chapter 4: Magic and Faith).

Satyr Warlock – Satyr Hellcaller

As demons, satyrs hunger for life and magic, and they delight in cruelty. Many members of the Burning Legion are skilled wielders of fel magic. Furthermore, unlike arcane magic, the use of fel magic corrupts the user's body and soul. By contrast the chief danger of arcane magic is that using it inevitably leads to the desire to wield greater power: power that only fel magic can provide. Some satyrs become hellcallers — arcanists who, rather than summon demons, manipulate the entropic fire of fel power.

The iconic satyr hellcaller is large and imposing. He stands close to the rogues and warriors who fight at his side, allowing them to benefit from his spells. The green-yellow flames he summons immolate flesh and consume life.

Satyr Hellcaller Alterations

Satyr hellcallers are warlocks (or, occasionally, other arcanist classes) who manipulate entropic fire. Entropic fire is fel energy given substance: it is entropic fire that burns on infernals, and it is entropic fire that ran down the body of the pit lord Mannoroth the Destructor. Entropic fire burns, as does normal fire, but it is more sinister still: it feeds on life, including the life of its wielder.

Satyr hellcallers do not gain the fel companion arcana at 1st level, the summoner arcana at 4th level, the enslave outsider arcana at 8th level, or the demonologist arcana at 12th level. Instead, a hellcaller gains the following class features, at the indicated levels:

- **1st-Level — Summon Entropic Fire (Sp):** The hellcaller can sear his enemies with blasts of entropic fire. The hellcaller spends an unused warlock spell slot to do so, and doing so is like casting a spell with somatic and verbal components and with the fel descriptor. Creatures can interrupt the hellcaller's attempt to summon entropic fire, just as if he were casting a spell; the spell level is equal to the level of the spell slot the hellcaller spent to use this ability.

The entropic fire manifests in one of two ways: Either a greenish fireball shoots from the hellcaller's fingers, or a blast of entropic flames suddenly and briefly engulfs his enemy. In the former case, the hellcaller must make a ranged touch attack to hit with the blast; in the latter case, the opponent receives a Fortitude save (DC 10 + the hellcaller's Int modifier + the entropic fire's effective spell level) to resist the fire and negate the damage.

In either case, the entropic fire deals 2d6 points of fel damage per its effective spell level. (For example, if the hellcaller spends a 2nd-level spell slot to create the entropic fire, it deals 4d6 points of fel damage.)

- **1st-Level — Extra Burn (Ex):** At 1st level, the hellcaller can choose to permanently remove all conjuration (summoning) and conjuration (calling) spells from his warlock spell list. If he does so, his entropic fire deals an additional +1 point of damage per damage die (4d6+4 for a 2nd-level spell slot, for example). He must make this decision at 1st level and cannot change it thereafter.

• **4th-Level — Fan of Fire (Ex):** At 4th level, when the hellcaller summons entropic fire, instead of manifesting it as a fireball or as a blast, he can manifest it as a fan-shaped sheet of flames. If he does so, the fire extends out in a 15-foot cone. Creatures in the area receive Reflex saves for half damage.

• **8th-Level — Fel Substitution (Ex):** At 8th level, whenever the hellcaller prepares an arcanist or warlock spell with the fire descriptor, he may have the spell use entropic fire instead of normal (magical) fire. If he does

so, the spell has the fel descriptor and deals fel damage rather than fire damage. He must make the decision when he prepares the spell, as if this ability were a metamagic feat.

• **12th-Level — Entropic Puissance (Ex):** At 12th level, when the hellcaller summons entropic fire, he gains a +2 bonus to overcome spell resistance. He also gains a +2 bonus on his ranged touch attack roll to hit or a +2 bonus to the fire's save DC.

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 — harpies, nerubians 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 of a certain minimum character level in order to enter play as one of those races. For example, to play a dryad (as described in the **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 a nerubian can take levels in the nerubian 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 a nerubian and take your first level in mage or rogue, 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, a nerubian with maximum levels in nerubian is an 8th-level character with 4 Hit Dice. If the nerubian gained two levels of warrior, he is a 10th-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 12th-level character with 8 Hit Dice — and at 8 Hit Dice, he gains his second ability increase.

This book presents four creature classes: the dragon, the flamewaker, the nerubian, and the sea giant. 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 dragon whelp has 3 Hit Dice, not 8.)

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. At 1st level, after adding your Intellect

modifier to this number, multiply the result by 4. Like other classes, creature classes get quadruple skill points on 1st level. (Note that this clarification did not appear in the **Alliance Player's Guide** and **Horde Player's Guide**; that was an oversight, and this is the necessary errata.)

Unlike the other columns on the table, skill points are cumulative.

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.

DRAGON

While many like to think that they are above the concerns of other races, dragons have interacted with the common races and changed Azeroth's history numerous times. Dragons joined forces with the kaldorei in the War of the Ancients. The Horde forced dragons to fight for them in the Second War. Currently, dragons keep watch on important sites, ensuring that other creatures do not violate them, and battle against their ancient, demonic enemies.

Legends say that, in times ancient beyond telling, many dragonflights existed. Yet five flights held dominion over their brethren. The titans chose these five flights to shepherd the budding world. The greatest members of the Pantheon imbued a portion of their power upon each of the flights' leaders. These majestic dragons became known as the Dragon Aspects. They were Alexstrasza the Life-Binder, red; Malygos the Spell-Weaver, blue; Neltharion the Earth-Warder, black; Nozdormu the Timeless, bronze; and Ysera the Dreamer, green.

Dragons rarely interact with other races, and when they do they usually move in disguise. Dragons are naturally magical, and many cast spells to alter their appearance. In this way they pass unnoticed in Stormwind, Orgrimmar and other cities, posing as members of the common races. None know how many dragons are concealed in this manner.

Dragons are unlikely to interact with the common races, though some varieties are more likely to do so than others. Red dragons are perhaps the most likely. Many hold a vendetta against the Horde, which imprisoned their queen and forced her children to fight on the side of the Horde in the Second War. A band of Alliance heroes rescued the Dragonqueen, so many reds look favorably on the Alliance. However, despite these possibilities, red dragons have enlisted the aid of other creatures only a handful of times in all of Azeroth's history, so the chances of them doing so again are small.

While green dragons share a certain history with the night elves, they are unlikely to take an interest in them

— or anyone else. Green dragons allow druids to visit them in the Emerald Dream, but that's about as far as such a relationship extends. Green dragons also guard entrances to the Emerald Dream and places that are potentially of great danger to Azeroth (such as the temple of Atal'Hakkar in the Swamp of Sorrows). The dragons do not allow other creatures to enter such areas.

The other dragonflights are less likely to interact peaceably with the common races. The blue dragonflight's numbers are diminished, and most live in isolation in Northrend. The inscrutable bronze dragons maintain the timestream and perform other mysterious tasks, and take little interest in other creatures. Black dragons, while likely to interact with humans (especially), are evil and ambitious beings. In ancient times, their master, Neltharion the Earth-Warder, fell to a mysterious and lasting madness. Neltharion rechristened himself Deathwing, and in the War of the Ancients he and his flight committed atrocities against the other dragonflights and against all of Azeroth. Since that time black dragons have been the enemies of the other dragons and all good creatures. Blacks undoubtedly move in disguise among humans and others, seeking to slay and influence.

Dragons become adventurers often, though they might not think of themselves as such. They may be wandering scholars, seeking to expand their knowledge of the past or of magic, or they might be treasure hunters, looking to secure magic items to keep their power from those who would use it unwisely. Some travel simply because they enjoy it and because they can. Still, dragons are under ancient and ineffable onuses. Many have tasks of protection, stewardship, or more esoteric positions. They carry out their duties for millennia, leaving little time for exploration.

Adventuring dragons usually travel alone, as doing so grants them more freedom. Still, some stories say that an occasional dragon — probably a red one — might join an adventuring group. The possibility is unlikely, but not as much as a green, blue or bronze dragon joining such a group. They are reclusive creatures. Yet even if

a dragon were to join an adventuring group, it would travel in disguise; the other party members wouldn't know it was a dragon.

The dragon described below is a red dragon whelp.

Red Dragon Whelp Racial Traits

A red dragon whelp has the following traits:

- +2 Strength. Dragons are physically powerful.
- Medium Quadruped: As a Medium creature, a red dragon whelp has no special bonuses or penalties due to its size. Because of her four legs, a red dragon whelp's lifting and carrying limits are half again as much as a Medium character. Red dragon whelps also have a +4 bonus on checks to avoid being tripped.

Also, since a dragon's body is not humanoid, armor must be specially crafted for them. This means it costs more than normal, as explained in the "Armor for Unusual Creatures" sidebar in **WoW RPG**, Chapter 9: Weapons and Armor.

- Red dragon whelp base land speed is 30 feet.
- Darkvision: Red dragon whelps can see in the dark up to 60 feet. Darkvision is black and white, but it is otherwise like normal sight.
- Low-Light Vision: Red dragon whelps 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.
- Dragon: Red dragon whelps are dragons, not humanoids. They are immune to effects that specifically target humanoids, like *hold person*.
- Fire Subtype: Red dragon whelps have the fire subtype. They have immunity to fire but vulnerability to cold. This means they take double damage from cold attacks, whether or not they succeed on a saving throw.
- +1 natural armor bonus to AC.
- Immunity to magic sleep effects and all paralysis effects.
- Natural Weapon: A red dragon whelp has a powerful jaw and sharp teeth. It has a single bite attack that deals 1d8 points of damage. See the **Monster Guide**, Chapter 5: Monster Types, Subtypes, and Abilities, for more information on natural weapons.
- Automatic Languages: Common and Draconic.
- Bonus Languages: Any. Dragons learn a wide variety of languages.
- Creature Class: If you play a red dragon whelp, you must take levels in the red dragon whelp creature class.
- Favored Class: Warrior. A multiclass red dragon whelp's warrior class does not count when determining whether she suffers an XP penalty (see **WoW RPG**, Chapter 3: Classes, "Multiclass Characters," *XP for Multiclass Characters*).

Red Dragon Whelp Creature Class

All of the following are features of the red dragon whelp creature class. Note that the bonuses and abilities she gains at 1st level are in addition to those it gains by

Other Dragons

While the example dragon creature class here describes a red dragon whelp, it is a simple matter to adjust the class to represent other dragons, or to create your own creature classes to describe drakes. Other dragon types might possess different subtypes and have slightly different ability score bonuses, breath weapons and spell-like abilities, but most of the other racial traits and class features remain the same.

virtue of its racial traits. (A 1st-level red dragon whelp has a +1 natural armor bonus, for example.)

"Class" Skills: Appraise (Int), Concentration (Sta), Craft (Int), Decipher Script (Int), Gather Information (Cha), Heal (Spt), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (nature) (Int), Listen (Spt), Search (Int), Spellcraft (Int), Spot (Spt), and Swim (Str). See **WoW RPG**, Chapter 5: Skills for skill descriptions.

Starting Gold: A 1st-level red dragon whelp begins play with 0 gold pieces.

Weapon and Armor Proficiency: Red dragon whelps are proficient in the use of their natural weapons only. They are not proficient with armor.

Blindsense (Ex): The red dragon whelp has blindsense (see the **Monster Guide**, Chapter 5: Monster Types, Subtypes, and Abilities) out to 15 feet. The range increases to 30 feet at 4th level, 45 feet at 8th level, and 60 feet at 12th level.

Damage Reduction (Ex): The red dragon whelp has damage reduction 1/magic. The value increases as the red dragon whelp gains levels, as shown on Table 2–2. This also means that the red dragon whelp's natural weapons count as magic for the purposes of overcoming damage reduction.

Boundless Mind (Ex): At 2nd level, the red dragon whelp gains the boundless mind ability (see the **Monster Guide**, Chapter 5: Monster Types, Subtypes, and Abilities).

Breath Weapon (Su): At 2nd level, the red dragon whelp can breathe a 30-foot, white-hot line of superheated air and flame. Using a breath weapon is a standard action. Once the red dragon whelp breathes, she can't breathe again until 1d4 rounds later. A blast from a breath weapon always starts at any intersection (i.e., where any two lines meet on a battlemat) adjacent to the red dragon whelp and extends in a direction of the dragon's choice.

Creatures caught in the area can attempt Reflex saves to take half damage. The save DC against the breath weapon is (10 + 1/2 the red dragon whelp's dragon's HD + the red dragon whelp's Sta modifier). The red dragon whelp's breath weapon deals 1d10 points of fire damage for every two dragon Hit Dice she has, as shown on Table 2–2.

This flame also sears any ground that it strikes: it burns away all soil and vegetation, which starts to grow back within 1d4 days, but three times as bountiful as before. (Plants bear three times their original crop, grow at three times their natural rate, and so forth.) The affected land is otherwise refreshed, renewed and healthy, and is immune to any disease or ailment for one full year.

Table 2-2: The Red Dragon Whelp

Level	HD	BAB	Skill Points	Fort	Ref	Will	Feats	Ab. Inc.	Nat. Arm.	CR	Special
1st	1d12	+1	6	+2	+2	+2	First	—	+0	1	+1 Cha, blindsense 15 ft., damage reduction 1/magic
2nd	2d12	+2	6	+3	+3	+3	—	—	+1	1	+1 Spt, boundless mind, breath weapon 1d10, spells
3rd	2d12	+2	—	+3	+3	+3	—	—	+1	2	+1 Sta, damage reduction 2/magic, increased land speed, spell-like abilities (<i>cure light wounds</i> 3/day)
4th	3d12	+3	6	+3	+3	+3	Second	—	+2	2	+1 Cha, blindsense 30 ft.
5th	4d12	+4	6	+4	+4	+4	—	First	+2	3	+1 Spt, breath weapon 2d10, fly 50 ft.
6th	4d12	+4	—	+4	+4	+4	—	—	+3	3	+1 Str, +1 Sta, damage reduction 3/magic, darkvision 90 ft., spell-like abilities (<i>speak with animals</i> 2/day)
7th	5d12	+5	6	+4	+4	+4	—	—	+3	3	+1 Int, +1 Cha, claws
8th	6d12	+6/+1	6	+5	+5	+5	Third	—	+4	4	+1 Spt, blindsense 45 ft., breath weapon 3d10
9th	6d12	+6/+1	—	+5	+5	+5	—	—	+4	4	+1 Sta, damage reduction 4/magic, spell-like abilities (<i>firebolt</i> 3/day)
10th	7d12	+7/+2	6	+5	+5	+5	—	—	+5	4	+1 Str, +1 Cha, fly 100 ft.
11th	8d12	+8/+3	6	+6	+6	+6	—	Second	+5	5	+1 Spt, breath weapon 4d10
12th	8d12	+8/+3	—	+6	+6	+6	—	—	+6	5	+1 Str, +1 Sta, damage reduction 5/magic, blindsense 60 ft., spell-like abilities (<i>detect thoughts</i> 1/day)
13th	9d12	+9/+4	6	+6	+6	+6	Fourth	—	+6	5	Wings, +1 Int, darkvision 120 ft., fly 150 ft., spell-like abilities (<i> tongues</i> 3/day)

Increased Land Speed: At 3rd level, the red dragon whelp's base land speed increases to 40 feet.

Spell-Like Abilities: As the red dragon whelp gains levels, she can use a number of spell-like abilities, as shown on Table 2-2. The red dragon whelp's caster level with these abilities equals her dragon Hit Dice, and save DCs are 10 + the spell's level + her Cha modifier. See **More Magic & Mayhem** for the *firebolt* spell.

Fly: At 5th level, the red dragon whelp's wings are strong enough to allow her to fly at a speed of 50 feet with a maneuverability of poor. Her fly speed increases to 100 feet at 10th level and 150 feet at 13th level.

Claws: At 7th level, the red dragon whelp's claws are long and strong. She gains two claw attacks that deal 1d6 points of damage. See the **Monster Guide**, Chapter 5: Monster Types, Subtypes, and Abilities, for more information on natural weapons.

Wings: At 13th level, the red dragon whelp can pummel her opponents with her powerful wings. She gains two wing attacks that deal 1d4 points of damage. See the **Monster Guide**, Chapter 5: Monster Types, Subtypes, and Abilities, for more information on natural weapons.

FLAMEWAKER

Little is known about flamewakers. They are fiery elementals, but their bodies are flesh and blood. Most flamewakers dwell in the Firelands of the Elemental Plane, though some live in Azeroth's Blackrock Depths. They are unwavering servants of Ragnaros the Firelord. They answer to a monarch, but that monarch answers to Ragnaros.

Some believe that flamewakers are immortal, but this is not the case. While they can live for one or two

millennia, eventually their fiery bodies burn out and they expire.

An adventuring flamewaker is an unknown sight; no flamewaker has ever left Ragnaros's dominion for other pursuits. However, Ragnaros may send flamewakers out from the Blackrock Depths for his own purposes. These flamewakers may appear to be adventurers, and such a flamewaker may join forces with an adventuring party

if he thinks doing so furthers his task. A flamewaker who leaves the Firelands or the Blackrock Depths must remain near a source of heat (such as a volcano) or use magic to maintain its fiery temperature.

Though it has never happened, the possibility exists that a flamewaker could forsake Ragnaros and his people and move out into Azeroth for a life of adventure. Such a life is probably short. Flamewakers have a demonic appearance and an evil reputation, so other races are likely to give them a cold reception. In addition, the outcast's flamewaker brethren and Ragnaros's other servants—such as Dark Iron dwarves and fire elementals—hunt him, with orders to destroy him on sight.

Flamewaker Racial Traits

A flamewaker has the following traits:

- **+2 Strength.** Flamewakers are remarkably strong.
- **Medium:** As a Medium creature, a flamewaker has no special bonuses or penalties due to his size.
 - **Flamewaker base land speed** is 30 feet.
 - **Darkvision:** Flamewakers can see in the dark up to 60 feet. Darkvision is black and white, but it is otherwise like normal sight.
 - **Outsider:** Flamewakers are outsiders, not humanoids. They are immune to effects that specifically target humanoids, like *hold person*. In addition, they cannot be returned to life with *raise dead* or *resurrection*. See the **Monster Guide**, Chapter 5: Monster Types, Subtypes, and Abilities, for more information on outsiders.
 - **Subtypes:** Flamewakers have the evil, extraplanar, and lawful subtypes. A flamewaker possesses these subtypes even if he is not evil and/or lawful.
 - **Fire Subtype:** Flamewakers have the fire subtype. They have immunity to fire but vulnerability to cold. This means they take double damage from cold attacks, whether or not they succeed on a saving throw.
 - **Fire Dependence (Ex):** A flamewaker must remain near an area of appropriate heat (in excess of 100 degrees) to maintain its elemental existence. A flamewaker can spend up to an hour away from such a heat source, in growing discomfort. After an hour, the creature expires.
- **Adventuring flamewakers** usually wear specially-crafted magic amulets to maintain their temperatures. (GMs may allow flamewaker player characters to begin play with such an item at no cost.)
- **Heat (Ex):** A flamewaker generates so much heat that his mere touch deals 1 point of additional fire damage. Flamewakers' metallic weapons (such as the quarterstaves they often wield) also conduct this heat.
 - **Automatic Languages:** Common and Kalimag.
 - **Bonus Languages:** Any unrestricted. Flamewakers are intelligent and learn many languages.
 - **Creature Class:** If you play a flamewaker, you must take levels in the flamewaker creature class.
 - **Favored Class:** Warrior. A multiclass flamewaker's warrior class does not count when determining whether he suffers an XP penalty (see **WoW RPG**, Chapter 3: Classes, "Multiclass Characters," *XP for Multiclass Characters*).

Increasing Intellect, Skills and Creature Classes

Some creatures, such as flamewakers and keepers of the grove, gain bonuses to Intellect as they gain levels in their creature class. After the creature achieves maximum level in its creature class, its total bonus to Intellect is the same as it would have been had the character entered play at that level. However, as his Intellect increased gradually, he has slightly fewer skill points than he would have had he entered play as a fully developed creature. To solve this problem, if a creature gains bonuses to Intellect due to its creature class, these bonuses retroactively increase its number of skill points. Usually, increases in Intellect do not retroactively increase skill points; this is an exception to that rule. For example, Luke creates a 1st-level flamewaker character with an Intellect of 11. At 1st level, the flamewaker gains 8 skill points. At 2nd level, the flamewaker gains another 8 skill points. However, he also gains a +1 bonus to Intellect. His Intellect increases to 12, which increases his Intellect modifier from +0 to +1. Therefore, he gains an additional skill point this level. Since he gained the Intellect by virtue of his creature class, his increased Intellect retroactively gives him skill points for each other level he has as well. In this case, he gains 1 additional skill point from 1st level. Thus, at 2nd level, the flamewaker gains 10 skill points.

Flamewaker Creature Class

All of the following are features of the flamewaker creature class. Note that the bonuses and abilities he gains at 1st level are in addition to those he gains by virtue of his racial traits.

"Class" Skills: Bluff (Cha), Concentration (Sta), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nobility and royalty) (Int), Knowledge (the planes) (Int), Listen (Spt), Search (Int), Sense Motive (Spt), Spellcraft (Int), and Spot (Spt). See **WoW RPG**, Chapter 5: Skills for skill descriptions.

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

Damage Reduction (Ex): The flamewaker has damage reduction 1/magic. The value increases as the flamewaker gains levels, as shown on Table 2–3. This also means that the flamewaker's natural weapons count as magic for the purposes of overcoming damage reduction.

Spell-Like Abilities: As the flamewaker gains levels, he can use a number of spell-like abilities, as shown on Table 2–3. The flamewaker's caster level with these abilities equals his outsider Hit Dice, and save DCs are (10 + the spell's level + his Cha modifier).

Heat (Ex): The flamewaker's heat racial trait increases in potency as he gains levels, as shown on Table 2–3.

Table 2-3: The Flamewaker

Level	HD	BAB	Skill Points	Fort	Ref	Will	Feats	Ab. Inc.	Nat. Arm.	CR	Special
1st	1d8	+1	8	+2	+2	+2	First	—	+0	1	+1 Sta, +1 Spt, damage reduction 1/magic
2nd	2d8	+2	8	+3	+3	+3	—	—	+1	1	+1 Str, +1 Int, +1 Cha, damage reduction 2/magic, heat 1d2
3rd	2d8	+2	—	+3	+3	+3	—	—	+1	1	+1 Agy, +1 Sta, damage reduction 3/magic, spell-like abilities (blazing column 2/day)
4th	3d8	+3	8	+3	+3	+3	Second	—	+2	2	+1 Str, +1 Cha
5th	4d8	+4	8	+4	+4	+4	—	First	+2	2	+1 Int, +1 Spt, damage reduction 4/magic
6th	4d8	+4	—	+4	+4	+4	—	—	+3	3	+1 Str, +1 Sta, +1 Cha, growth, spell-like abilities (greater shadow word pain 2/day)
7th	5d8	+5	8	+4	+4	+4	—	—	+3	3	+1 Agy, damage reduction 5/magic, heat 1d4
8th	6d8	+6/+1	8	+5	+5	+5	Third	—	+4	4	+1 Str, +1 Int, +1 Cha
9th	6d8	+6/+1	—	+5	+5	+5	—	—	+4	4	+1 Sta, damage reduction 6/magic, spell-like abilities (blazing column 3/day, greater shadow word pain 3/day)
10th	7d8	+7/+2	8	+5	+5	+5	—	—	+5	5	+1 Str, +1 Spt, +1 Cha
11th	8d8	+8/+3	8	+6	+6	+6	—	Second	+5	5	+1 Agy, +1 Int, damage reduction 7/magic
12th	8d8	+8/+3	—	+6	+6	+6	—	—	+6	6	+1 Str, +1 Sta, +1 Cha, heat 1d6, spell-like abilities (fire storm 1/day)
13th	9d8	+9/+4	8	+6	+6	+6	Fourth	—	+6	6	Damage reduction 8/magic
14th	10d8	+10/+5	8	+7	+7	+7	—	—	+7	7	+1 Str, +1 Int, +1 Cha
15th	10d8	+10/+5	—	+7	+7	+7	—	—	+7	7	+1 Agy, +1 Sta, +1 Spt, damage reduction 9/magic, spell-like abilities (dominate monster 1/day)
16th	11d8	+11/+6/+1	8	+7	+7	+7	—	—	+8	8	+1 Str, +1 Cha
17th	12d8	+12/+7/+2	8	+8	+8	+8	Fifth	Third	+8	8+	1 Int, damage reduction 10/magic, heat 1d8

Growth (Ex): A flamewaker achieves Large size at 6th level. The flamewaker's 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. He takes a –4 size penalty on Stealth checks to hide, but gains a +4 size bonus on grapple checks and on checks to avoid being tripped.

NERUBIAN

The nerubian culture is ancient, proud, complex — and destroyed. Thousands of years ago, so legends say, an evil insectile race clashed with the mighty troll empires. The trolls defeated them and the beings fled to the far north and to the far south. In time, the two separated

colonies diverged and evolved differently, becoming two distinct races. Those in the north became nerubians.

The nerubians lived in Northrend. They carved a great nation beneath the ice, tunneling into the cold rock: This was Azjol-Nerub, the spider kingdom. They

clashed with Northrend's native creatures, particularly the Drakkari ice trolls, and claimed many messy and overwhelming victories. They developed into advanced thinkers and maintained great libraries of philosophy — yet they remained cold and evil creatures.

After a time — some legends say millennia, others centuries — the Lich King's Frozen Throne plummeted to Icecrown Glacier in a blazing display. Its coming shook the ice and presaged the doom of Azjol-Nerub. The Lich King's forces fought the nerubians in the War of the Spider, and the nerubians fell. Many of their people became members of the Scourge — crypt fiends and the more powerful crypt lords — including their king, Anub'arak. The surviving nerubians scattered.

Now, the nerubians are a depleted and embittered people. Most live in Northrend and shun all contact with outsiders — indeed, they attack intruders on sight, viewing all creatures not of their kind with suspicion. Understandably, they possess a vitriolic hatred of undead, especially crypt fiends and crypt lords. They realize that they are too weak to overthrow the Lich King, and must content themselves with their pathetic guerilla war.

Nerubians tend toward evil; they have always been ruthless and aggressive, and since the fall of the Spider Kingdom these traits are more pronounced. Still, nerubians are intelligent, and not all fall into dark ways. They may join a group of adventurers in the hopes of striking against the Lich King, or of gaining the power to do so. Other nerubians, often young ones, leave their homes because they want no part of their people's

hopeless conflict and desire to become more than embittered survivors — perhaps they want to attain, at an individual level at least, the heights their people once possessed. The remote possibility exists that a handful of nerubians are *not* evil and could get along with other races better than their brethren.

Nerubians make strange traveling companions. Their thoughts are unfathomable and their minds unknowable. They are not great conversationalists. Nevertheless, anyone who has fought at a nerubian's side is thankful for the opportunity.

Nerubian Racial Traits

A nerubian has the following traits:

- **+2 Agility, +2 Intellect.** Nerubians are smart and, despite their cumbersome appearance, remarkably quick and deft.
- **Small Quadruped:** As a Small creature, a nerubian gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, a +4 size bonus on Stealth checks to hide, and a –4 penalty on grapple checks. He must use smaller weapons than humans use, however. Because of his many legs, a nerubian's lifting and carrying limits are equal to those of a Medium character.
- **Also,** since a nerubian's body is not humanoid, armor must be specially crafted for him. This means it costs more than normal, as explained in the "Armor for Unusual Creatures" sidebar in **WoW RPG**, Chapter 9: Weapons and Armor.
- **Nerubian base land speed is 20 feet.** Nerubians also possess a climb speed equal to half their base land speed (10 feet). Like all creatures with climb speeds, a



nerubian has a +8 racial bonus on all Climb checks. A nerubian must make a Climb check to climb any wall or slope with a DC of more than 0, but he can always choose to take 10 even if rushed or threatened while climbing. A nerubian climbs at his climb speed while climbing. If he chooses an accelerated climb, he moves at double his climb speed and makes a single Climb check at a –5 penalty. He cannot run while climbing. A nerubian retains his Agility bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against him.

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

- **Aberration:** Nerubians are aberrations, not humanoids. They are immune to effects that specifically target humanoids, like *hold person*.

- **Natural Weapon:** A nerubian has strong mandibles that he can use to bite opponents. He has a single bite attack that deals 1d4 points of bludgeoning and piercing damage. See the **Monster Guide**, Chapter 5: Monster Types, Subtypes, and Abilities, for more information on natural weapons.

- Nerubians have a +4 racial bonus on Spot checks and on Stealth checks to hide.

- Automatic Languages: Common and Nerubian.

- Bonus Languages: Draconic, Dwarven, Low Common, Thalassian and Zandali. Nerubians learn the languages of the creatures with which they occasionally interact.

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

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

Nerubian Creature Class

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

"Class" Skills: Climb (Str), Craft (Int), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Spt), Spot (Spt), and Stealth (Agy). See **WoW RPG**, Chapter 5: Skills for skill descriptions.

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

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

Frozen Mind (Ex): Some liken attempts to telepathically communicate with nerubians with drilling through solid ice. The nerubian has a +2 racial bonus on saves against mind-affecting effects and fear effects. He is immune to telepathy.

At 3rd level, the nerubian's bonus against mind-affecting and fear effects increases to +4, and at 5th level to +6. At 7th level, the nerubian is immune to mind-affecting effects and to fear effects.

Web (Ex): Once per day per nerubian level, the nerubian can throw a web as a standard action. This is similar to an attack with a net, but has a maximum range of 50 feet with a range increment of 10 feet and is effective against targets up to one size category larger than the nerubian. An entangled creature can escape with a successful Escape Artist check, or it may burst the web with a Strength check. In either case, the DC is (10 + 1/2 the nerubian's aberration Hit Dice + the nerubian's Sta modifier + 2 racial bonus).

In addition to using webbing as an attack, a nerubian can spin a single strand to ascend or descend at his climb speed. The strand can hold the weight of the nerubian and one creature of up to one size category smaller than him.

Claws (Ex): At 2nd level, the nerubian can use his claws as natural weapons. Each claw deals 1d3 points of slashing damage. See the **Monster Guide**, Chapter 5: Monster Types, Subtypes, and Abilities, for more information on natural weapons.

Growth (Ex): A nerubian achieves Medium size at 2nd level and Large size at 6th level. These changes have the following effects:

Medium: The nerubian loses his +1 size bonus on attack rolls and to AC. The nerubian's base bite damage increases to 1d6 points of damage. His base movement increases to 30 feet (and his climb speed to 15 feet). He wields weapons and wears armor of the same size as humans and other Medium creatures (armor still costs more because of the nerubian's unusual form). His lifting and carrying capacities increase to those of a Medium quadruped (1-1/2 times those of Medium bipeds). The nerubian loses his +4 size bonus on Stealth checks to hide and his –4 size penalty on grapple checks.

Large: The nerubian's space increases to 10 feet (but its reach remains 5 feet). He takes a –1 size penalty to AC and a –1 size penalty on attack rolls. The nerubian's base bite damage increases to 1d8 points of damage and his base claw damage increases to 1d4 points of damage. His base movement increases to 40 feet (and his climb speed to 20 feet). If using manufactured weapons, he must wield weapons of Large size or take penalties. Similarly, he must wear armor appropriately sized for him. His lifting and carrying capacities double (they are triple those of a Medium biped). The nerubian 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 nerubian's gear does not grow along with him.

Poison (Ex): At 4th level, the nerubian's bite develops a debilitating poison. The poison has an initial and secondary damage of 1d4 Str. The Fortitude save to resist the poison is equal to (10 + 1/2 the nerubian's aberration Hit Dice + the nerubian's Stamina modifier).

At 8th level, the poison's initial and secondary damage increase to 1d6 Str.

Table 2-4: The Nerubian

Level	HD	BAB	Skill Points	Fort	Ref	Will	Feats	Ab. Inc.	Nat. Arm.	CR	Special
1st	1d8	+0	2	+0	+0	+2	First	—	+0	1	+1 Agy, frozen mind (+2) web
2nd	1d8	+0	—	+0	+0	+2	—	—	+1	1	+1 Str, +1 Sta, claws, growth (Medium)
3rd	2d8	+1	2	+0	+0	+3	—	—	+1	2	+1 Agy, frozen mind (+4)
4th	2d8	+1	—	+0	+0	+3	—	—	+1	2	+1 Str, +1 Sta, poison (1d4)
5th	3d8	+2	2	+1	+1	+3	Second	—	+1	3	+1 Agy frozen mind (+6)
6th	3d8	+2	—	+1	+1	+3	—	—	+2	3	+1 Str, +1 Sta, growth (Large)
7th	4d8	+3	2	+1	+1	+4	—	First	+2	4	+1 Agy, frozen mind (immunity)
8th	4d8	+3	—	+1	+1	+4	—	—	+2	4	+1 Str, +1 Sta, poison (1d6)

SEA GIANT

Sea giants, like Azeroth's other giants, are titan creations. The titans tasked them with dredging the seas and watching over them. The titans disappeared a long time ago, though, and not all — or even most — sea giants continue this charge. They are individuals and have diverged from their original purpose. Some, however, maintain their duty in current times, untold millennia later. They are fierce protectors of aquatic realms.

Sea giants live a long time: one to two thousand years. After this time, their elemental bodies fail and, like all mortals, they perish.

Sea giants don't like other races. They aren't evil, but they care nothing for others' lives or for the laws that rule other societies. They interact mostly with other aquatic races, such as makrura, murlocs, and naga; they attack these creatures when they violate sea giant territory (which may include some titan remnant the sea giants guard), but otherwise leave them alone. They interact more and more with the land-dwelling races, but only because those races now impinge on sea giant realms.

Unlike mountain giants, sea giants are not allied with any other race. Their tempers and minds are as chaotic as the seas, and other races probably wouldn't enjoy sea giant company. Still, sea giants are intelligent, so a sea giant joining forces or even forming friendships with other creatures is possible. Such an event is more likely to happen when a sea giant is young.

A more likely sea giant adventurer is one who travels the oceans alone. She is probably motivated by the same sorts of inspirations that affect other adventurers: desire for riches, glory, or excitement. If she still follows the titans' ancient commands, she might look for titan ruins or hunt evil sea creatures that are likely to despoil the oceans. She might guard the shores against mortal encroachment.

Sea Giant Racial Traits

A sea giant has the following traits:

- +2 Strength, –2 Intellect. Sea giants, like all giants, are immensely strong (though not as strong as mountain giants), but lacking in intelligence (though not as much as mountain giants).

- Medium: As Medium creatures, sea giants have no bonuses or penalties due to their size.

- Sea giant base land speed is 20 feet. Sea giant base swim speed is 30 feet. Like all creatures with a swim speed, a sea giant can move through water at her swim speed without making Swim checks. A sea giant gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. A sea giant always can choose to take 10 on a Swim check, even if distracted or endangered. A sea giant can use the run action while swimming, provided she swims in a straight line

- Low-Light Vision: Sea giants 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.

- Scent: Sea giants can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as humans do familiar sights. They can use this ability underwater as easily as they can in air. See the **Monster Guide**, Chapter 5: Monster Types, Subtypes, and Abilities, for more information.

- Giant: Sea giants are giants, not humanoids. They are immune to effects that specifically target humanoids, like *hold person*.

- Aquatic and Water Subtypes: Sea giants have the aquatic and water subtypes.

- Amphibious: Sea giants can breathe both air and water indefinitely. They are equally comfortable on land and in water.

- Natural Weapon: A sea giant has a single slam attack that deals 1d4 points of damage. See the **Monster Guide**, Chapter 5: Monster Types, Subtypes, and Abilities for more information on natural weapons.

- +2 natural armor. Sea giants have thick hides.

- Automatic Languages: Common and Titan.

- Bonus Languages: Darnassian, Low Common, Nerglish, and Nazja. The occasional sea giant learns the languages of the creatures with whom she might interact.

- Creature Class: If you play a sea giant, you must take levels in the sea giant creature class.

- Favored Class: Barbarian. A multiclass sea giant'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).

Sea Giant Creature Class

All of the following are features of the sea giant creature class. Note that the bonuses and abilities she gains at 1st level are in addition to those she gains by virtue of her racial traits. (A 1st-level sea giant has a +3 natural armor bonus, for example.)

“**Class**” **Skills:** Knowledge (nature) (Int), Survival (Spt), and Swim (Str). See **WoW RPG**, Chapter 5: Skills for skill descriptions.

Starting Gold: A 1st-level sea giant begins play with 4d4 x 10 gold pieces.

Weapon and Armor Proficiency: Sea giants are proficient in the use of simple weapons and heavy picks. They are proficient with light and medium armor and with shields (but not tower shields).

Anchor Smash (Ex): Sea giants usually fight with huge old anchors (treat as heavy picks). A sea giant can use the Bash feat when attacking with a heavy pick.

Spell-Like Abilities: As the sea giant gains levels, she can use a number of spell-like abilities, as shown on Table 2–5. The sea giant's caster level with these abilities equals her giant Hit Dice, and the saving throw DCs are (10 + the spell's level + her Cha modifier).

Pulverize (Ex): When a sea giant scores a critical hit with a slam or a melee weapon, all creatures adjacent to the target also take 1d6 points of bludgeoning damage. This damage increases to 2d6 at 14th level, and at 21st level the sea giant adds half her Strength bonus to the damage as well.

Growth (Ex): A sea giant achieves Large size at 8th level and Huge size at 16th level. These changes have the following effects:

Large: The sea giant's space and reach each increase to 10 feet. Her base swim speed increases to 35 feet. She takes a –1 size penalty to AC and a –1 size penalty on attack rolls. The sea giant's base slam damage increases to 1d6 points of damage and she may make two slam attacks (as a full attack) with no penalty on the attack rolls. If she uses manufactured weapons, 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. She takes a –4 size penalty on Stealth checks to hide, but gains a +4 size bonus on grapple checks and on checks to avoid being tripped.

Huge: The sea giant's space and reach each increase to 15 feet. Her base swim speed increases to 40 feet. She takes a further –1 size penalty to AC and a –1 size penalty on attack rolls (–2 total). The sea giant's base slam damage increases to 1d8 points of damage. She must wield manufactured weapons of Huge size or take penalties. Similarly, she must wear armor appropriately sized for her, which costs four times as much as normal. Her lifting and carrying capacities double (her lifting and carrying capacities are now four times those of a Medium creature). She takes an additional –4 size penalty on Stealth checks to hide (total –8), but gains an additional +4 size bonus on grapple checks and on checks to avoid being tripped (total +8).

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

Rock Throwing (Ex): At 12th level, the sea giant is skilled at throwing boulders and receives a +1 racial bonus on attack rolls when throwing them.

Rocks that a sea giant throws have a range increment of 140 feet. A sea giant of Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to

Table 2-5: The Sea Giant

Level	HD	BAB	Skill Points	Fort	Ref	Will	Feats	Ab. Inc.	Nat. Arm.	CR	Special
1st	1d8	+0	2	+2	+0	+0	First	—	+1	1	+1 Str, +1 Sta, anchor smash, spell-like abilities (<i>fog cloud</i> at will)
2nd	2d8	+1	2	+3	+0	+0	—	—	+1	1	
3rd	3d8	+2	2	+3	+1	+1	Second	—	+2	2	+1 Str, +1 Sta
4th	3d8	+2	—	+3	+1	+1	—	—	+2	2	+1 Agy, +1 Spt
5th	4d8	+3	2	+4	+1	+1	—	First	+3	3	+1 Str, +1 Sta, spell-like abilities (<i>frost nova</i> 3/day)
6th	5d8	+3	2	+4	+1	+1	—	—	+3	3	
7th	6d8	+4	2	+5	+2	+2	Third	—	+4	4	+1 Str, +1 Sta, pulverize 1d6
8th	6d8	+4	—	+5	+2	+2	—	—	+4	4	+1 Str, +1 Sta, growth (Large)
9th	7d8	+5	2	+5	+2	+2	—	—	+5	5	+1 Str, +1 Sta
10th	8d8	+6/+1	2	+6	+2	+2	—	Second	+5	5	Spell-like abilities (<i>water breathing</i> at will)
11th	9d8	+6/+1	2	+6	+3	+3	Fourth	—	+6	6	+1 Str, +1 Sta
12th	9d8	+6/+1	—	+6	+3	+3	—	—	+6	6	+1 Spt, rock throwing
13th	10d8	+7/+2	2	+7	+3	+3	—	—	+7	7	+1 Str, +1 Sta
14th	11d8	+8/+3	2	+7	+3	+3	—	—	+7	7	Pulverize 2d6
15th	12d8	+9/+3	2	+8	+4	+4	Fifth	Third	+8	8	+1 Str, +1 Sta, spell-like abilities (<i>control water</i> at will)
16th	12d8	+9/+3	—	+8	+4	+4	—	—	+8	8	+1 Str, +1 Sta, +1 Spt, growth (Huge)
17th	13d8	+9/+3	2	+8	+4	+4	—	—	+9	9	+1 Str, +1 Sta
18th	14d8	+10/+5	2	+9	+4	+4	—	—	+9	9	
19th	15d8	+11/+6/+1	2	+9	+5	+5	Sixth	—	+10	10	+1 Str, +1 Sta
20th	15d8	+11/+6/+1	—	+9	+5	+5	—	—	+10	10	+1 Agy, +1 Spt, spell-like abilities (<i>cone of cold</i> 3/day)
21st	16d8	+12/+7/+2	2	+10	+5	+5	—	Fourth	+11	11	+1 Str, +1 Sta, pulverize 2d6 + half Str
22nd	17d8	+12/+7/+2	2	+10	+5	+5	—	—	+11	11	
23rd	18d8	+13/+8/+3	2	+11	+6	+6	—	—	+12	12	+1 Str, +1 Sta

five range increments. These rocks deal 2d6 points of bludgeoning damage. A Huge sea giant can hurl rocks of 60 to 80 pounds (Medium objects) that deal 2d8 points of damage.

VITAL STATISTICS

Use the following tables to determine the starting ages and penalties for aging for dragons, flamewakers, nerubians and sea giants.

Table 2-6: Random Starting Ages for Creature Classes

Race	Adulthood	Addition
Dragon	250 years	+2d%
Flamewaker	100 years	+1d%
Nerubian	15 years	+1d6
Sea giant	100 years	+1d%

Table 2-7: Aging Effects for Creature Classes

Race	Middle Age*	Old†	Venerable‡	Maximum Age
Dragon	1,500 years	2,250 years	3,000 years	+10d%
Flamewaker	750 years	1,070 years	1,500 years	+10d%
Nerubian	35 years	53 years	70 years	+2d20 years
Sea giant	750 years	1,070 years	1,500 years	+10d%

* 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 the races presented above. Remember that flamewakers, nerubians and sea giants grow larger and heavier as they gain levels.

Table 2-8: Random Height and Weight for Creature Classes

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Dragon (red dragon whelp), female	4'0"	+2d6	170 lb.	x (3d6) lb.
Dragon (red dragon whelp), male	4'2"	+2d6	180 lb.	x (3d6) lb.
Flamewaker, female	6'8"	+2d6	220 lb.	x (2d6) lb.
Flamewaker, male	6'10"	+2d6	240 lb.	x (2d6) lb.
Nerubian, female	2'10"	+2d4	70 lb.	x (3d6) lb.
Nerubian, male	3'	+2d4	80 lb.	x (3d6) lb.
Sea giant	7'0"	+2d8	300 lb.	x (3d10) lb.



FEATS

The following section presents many new feats for use in your **WoW RPG** game. These feats are particularly appropriate for members of the races and factions presented in this book, but any character who meets the prerequisites can take them — even Alliance and Horde characters. Warriors may take feats with “Warrior” next to them as bonus feats.

Table 2-9: Feats

General Feats	Prerequisites	Benefit
Bite	Str 13, must be an orc, troll, or monstrous humanoid without a bite natural attack	Bite for 1d4 damage
Cleanse	Heal 6 ranks	+5 on Heal checks against disease and poison
Concussive Shot	Agy 15, Point Blank Shot, Precise Shot	Concussive shot deals no damage, but target makes Fort save or –4 on initiative, 50% speed
Critical Strike	Base attack bonus +10, Improved Critical, favored enemy class feature	Can make critical hits on your favored enemy, regardless of monster type
Extra Holy Strike	Holy strike ability	Holy strike one additional time/day
Extra Wardance	Wardance class feature	Wardance one additional time/day
Foe Hunter	Base attack bonus +4	Gain a favored enemy
Heavy Armor Expertise	Sta 13, Endurance, proficiency with heavy armor	In heavy armor, run at quadruple speed, +1 armor check penalty, and sleep without fatigue
Improved Counterattack	Agy 15, Counterattack, Dodge	No –4 penalty on counterattacks
Improved Dodge	Agy 15, Dodge	+1 AC against a number of opponents equal to your Agy bonus
Magical Heritage	Ability to cast 0-level spells, at least 1 level in your racial class	Gain additional spell slots per day as if you had gained a level in a spellcasting class
Pack Tactics	—	+3 on attack rolls when flanking
Shrewd Negotiator	Cha 15, Diplomacy 6 ranks	Buy and sell at 10% less/more
Wild Expertise	Str 13, base attack bonus +4, wild shape class feature	+1 damage with natural weapons in non humanoid form
Shout Feats	Prerequisites	Benefit
Great Howl	Three other shout feats	Shouts last twice as long
Improved Inner Rage	Inner Rage, ability to rage, one other shout feat	Shout when you enter a rage; has normal duration
Roaring Shout	One other shout feat, wild shape class feature	Shout for free when you enter a wild shape
Technology Feats	Prerequisites	Benefit
Sabotage Magic Item	Disable Device 6 ranks, Knowledge (arcana) 2 ranks, Use Magical Device 6 ranks	Use Disable Device on magic items
Steam Armor Knack	—	+2 bonus on Craft (technological device) checks and +2 Technology Limit to build steam armor; +2 Str in steam armor
Weaponry Knack	—	+2 bonus on Craft (technological device) checks and +2 Technology Limit to build non-firearm weaponry; +1 on attack rolls with self-made weaponry



Bite [General]

You can use your prodigious jaws effectively in battle.

Prerequisites: Str 13, must be an orc, troll or monstrous humanoid without a bite natural attack.

Benefit: You gain a bite attack as a natural weapon. Your bite attack deals 1d4 points of damage, and is a secondary attack.

Special: Larger and smaller characters deal different damage, based on their size, as described in the **Monster Guide**, Chapter 3: Improving Monsters. Also, see the **Monster Guide**, Chapter 5: Monster Types, Subtypes, and Abilities, "Natural Weapons," for more details on natural weapons.

This feat might not be appropriate for some monstrous humanoids (like harpies). As always, the GM has final say.



Cleanse [General]

You are especially good at treating disease and poison.

Prerequisites: Heal 6 ranks.

Benefit: You gain a +5 bonus on Heal checks to treat disease or poison.



Concussive Shot [General, Warrior]

When you use a ranged weapon, you can deal blows that slow down your target, temporary reducing his speed and reflexes.

Prerequisites: Agy 15, Point Blank Shot, Precise Shot.

Benefit: Before making a ranged attack roll, you may declare that the attack is a concussive shot. If your attack hits, it deals no damage, but instead reduces your target's speed and reflexes. The target must make a Fortitude save (DC = 5 + the damage you would have dealt) or take a -4 penalty on initiative checks (and to his current initiative) and a 50% penalty to his base speed for a number of rounds equal to your character level. The effects of multiple concussive shots stack.



Critical Strike [General, Warrior]

Your devotion and knowledge of a particular favored enemy allows you to make critical hits against that enemy, finding weak points in otherwise unknown places.

Prerequisites: Base attack bonus +10, Improved Critical, favored enemy class feature or Foe Hunter (see below).

Benefit: You may make critical hits normally against your favored enemy.

Normal: Certain creature types, such as undead, are immune to critical hits.

Special: Creatures vulnerable to critical hits are likewise vulnerable to backstab attempts. The creature's other immunities, such as immunity to fatigue or ability damage, still function against you.



Extra Holy Strike [General]

You may use your holy strike ability one additional time per day.



Prerequisite: Holy strike ability.

Benefit: This feat grants you one additional daily use of your holy strike ability.

Special: You may select this feat multiple times. Its effects stack.



Extra Wardance [General, Warrior]

You are especially adept at wardancing.

Prerequisite: Wardance class feature. (The pandaren wardancer iconic class possesses this class feature, for example.)

Benefit: You can use your wardance ability one additional time per day.

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



Foe Hunter [General, Warrior]

You are particularly adept at battling a certain type of creature. This may be due to lots of practice, intense hatred, special training or some other reason.

Prerequisite: Base attack bonus +4.

Benefit: Choose one type of creature, such as dragon or undead. You gain the favored enemy ability (as the elven ranger ability of the same name; see *WoW RPG*, Chapter 4: Prestige Classes, "Elven Ranger") against that type of creature.

Special: You may take this feat multiple times; each time you may choose to apply it to the same type of creature (gaining an additional +1 bonus on attack and damage rolls and a +2 bonus on skill checks against that type) or apply it to a new creature type. This feat stacks with the elven ranger ability of the same name.



Great Howl [Shout]

The effects of your shouts last longer.

Prerequisites: Three other shout feats.

Benefit: When you use a shout feat, its effects last for a number of rounds equal to your character level.

Normal: The effects of a shout feat last for a number of rounds equal to half your character level (minimum of one round).



Heavy Armor Expertise [General, Warrior]

You are so used to wearing heavy armor that it doesn't slow you or hamper your movements as much as it does other people, and you do not get fatigued when sleeping in it.

Prerequisites: Sta 13, Endurance, proficiency with heavy armor.

Benefit: When wearing heavy armor, you can run at quadruple speed, and the armor's armor check penalty is reduced by -1. You may sleep in heavy armor without becoming fatigued.

Normal: Characters without Heavy Armor Expertise who sleep in heavy armor are automatically fatigued the next day, even if they have the Endurance feat.



Improved Counterattack [General, Warrior]

Your ability to counterattack your foes becomes even greater.

Prerequisites: Agy 15, Counterattack, Dodge.

Benefit: When you gain an attack of opportunity against an opponent designated through the Counterattack feat, you do not take a -4 penalty on the attack roll.

Normal: When using the Counterattack feat, you take a -4 penalty on your attack roll.



Improved Dodge [General, Warrior]

You are an expert at avoiding attacks and you can properly defend yourself against a large number of foes.

Prerequisites: Agy 15, Dodge.

Benefit: When using the Dodge feat, you may designate a number of foes equal to your Agility bonus. You receive a +1 dodge bonus to AC against attacks from all designated foes.

Normal: The Dodge feat grants you a +1 dodge bonus against a single designated opponent.



Improved Inner Rage [Shout]

When you enter a rage and shout, you do so with vigor rarely matched on the battlefield.

Prerequisites: Inner Rage, ability to rage, one other shout feat.

Benefit: When you enter a rage, you may use a shout feat without using up one of your shouts per day and the shout's effects last as long as normal.

Normal: With the Inner Rage feat, the effects of your shouts when you enter a rage last only half as long as normal.



Magical Heritage [General]

You draw upon your race's legacy of arcane or divine spellcasting to increase your power.

Prerequisites: Ability to cast 0-level spells, at least 1 level in your racial class.

Benefit: Choose one of your spellcasting classes. You gain additional spell slots per day as if you had gained a level in that class. You do not gain any other benefit a character from that class would have gained.

Special: If you have a racial penalty to Intellect, you cannot choose an Intellect-based spellcasting class (such as arcanist) with this feat, because your Intellect penalty implies that your race does not have a strong

tradition with that sort of magic. Similarly, if you have a racial penalty to Spirit, you cannot choose a Spirit-based spellcasting class (such as healer). Some races may have traditions with these sorts of magic anyway, and the GM can waive this limitation in those cases. (Faceless ones, for example, though they have a racial penalty to Intellect, have a strong heritage of necromantic magic.)

You can take this feat more than once; you can take it once for each level you possess in your racial class. You cannot take this feat for a level in your racial class for which you already possess a similar ability (such as a naga's arcane puissance mutation).

Arcanists and healers can take this feat as a bonus feat.



Pack Tactics [General, Warrior]

You fight more effectively in a pack, and are able to land blows easier when surrounding foes.

Benefit: You gain a +3 bonus on attack rolls when flanking opponents.

Normal: You gain a +2 bonus on attack rolls when flanking opponents.

Roaring Shout [Shout]

You can utter a powerful roar when you use your wild shape ability.

Prerequisites: One other shout feat, wild shape class feature.

Benefit: When you use your wild shape ability to take a non-humanoid form other than your own, you can unleash a great roar (or squawk, or whatever). You can use one of your shout feats without using up one of your shouts per day. However, the shout's effects last only half as long as normal.



Sabotage Magic Item [Technology]

You may sabotage magic items, just as you would a technological device.

Prerequisites: Disable Device 6 ranks, Knowledge (arcana) 2 ranks, Use Magic Device 6 ranks.

Benefit: You may use the Disable Device skill to disable or sabotage magic items, as if they were technological devices. The time and difficulty to sabotage the magic item depends on the strength of the magical item's aura:

Aura	Time	Disable Device DC*
Faint	1 round	10
Moderate	1d4 rounds	15
Strong	2d4 rounds	20
Overwhelming	—†	—†

* If you attempt to leave behind no trace of your tampering, add +5 to the DC.

† You cannot sabotage a magic item with an overwhelming aura.



Shrewd Negotiator [General]

You can negotiate like the best goblin traders, easily lowering other's prices or raising the price of your own goods.

Prerequisites: Cha 15, Diplomacy 6 ranks.

Benefit: Whenever you purchase an item, you may lower its market value by 10%. Likewise, whenever you sell an item, you may increase its price by 10%.



Steam Armor Knack [Technology]

You have a talent for building and piloting steam armor.

Benefit: You receive a +2 bonus on Craft (technological device) checks when crafting steam armor. Your Technological Limit for building steam armor increases by +2. (See **More Magic and Mayhem**, Chapter 5: Things That Go Boom in the Night, "Steam Armor".)

You gain a +2 enhancement bonus to your Strength when piloting a suit of steam armor. This is in addition to the steam armor's equipment bonus to Strength.



Weaponry Knack [Technology]

You have a talent for building and using non-firearm technological weapons.

Benefit: You receive a +2 bonus on Craft (technological device) checks when crafting non-firearm technological weaponry. Your Technological Limit for building non-firearm technological weaponry increases by +2. (See **WoW RPG**, Chapter 11: Technological Devices.)

You gain a +1 competence bonus on attack rolls with non-firearm technological weapons you have built.



Wild Expertise [General]

When in animal form, you deal additional damage with each successful melee attack.

Prerequisites: Str 13, base attack bonus +4, wild shape class feature.

Benefit: When you use your wild shape ability, your fangs sharpen, your horns grow longer and your strikes become more powerful. When in a non-humanoid form other than your own, you gain a +1 bonus on damage rolls with natural weapons.

BRING PANDEMONIUM!

This chapter includes many new prestige classes. These classes are particularly appropriate for members of the races and factions presented in this book; however, any character who meets the prerequisites can take a prestige class, including members of the Alliance and Horde.

BREWMASTER

Description: The pandaren are an old and refined culture, with many traditions and arts important to their way of life. Perhaps none influence the pandaren so thoroughly as the art of brewing. Scholars believe that drink influences every aspect of pandaren life, and because of the craft involved, a tradition of brewing potent fluids is a cultural institution for the gentle people of Pandaria.

Pandaren brewmasters travel the world for new and exotic ingredients and recipes. These affable yet deadly warriors practice a unique combination of healing arts and martial skill. With their knowledge of alchemy, potion making and brewery, pandaren create superb ales and liquors that are welcome at any adventurer's table either before or after a battle.

Brewmasters practice a unique fighting style. They combine typical pandaren finesse and strength with the appearance of being drunk, stumbling apparently at random. When they sway to avoid a blow or swing a wild fist, their proficiency appears accidental.

Brewmasters in the World: While the path of the brewmaster might be learned by any race, the pandaren keep the craft of the brewmaster a closely guarded secret. Ancient ways and methods of brewing result in a potent ability to craft traditional pandaren brews. Pandaren are reluctant to share the secrets of this craft, though a brewmaster *might* take the most disciplined and spiritual of individuals under his wing.

Those who do take the path of the brewmaster are typically pandaren, and show allegiance only to the ways of their craft. While brewing is a mystical art, as the pandaren say "good drink shows no bad faces," and anyone who seeks out a brewmaster is likely to find him willing to provide a draught or two in exchange for coin.

Hit Die: d8.

Requirements

Race: Any, though all known brewmasters are pandaren.

Affiliation: Must be neutral.

Base Attack Bonus: +5.

Skills: Craft (alchemy) 3 ranks, Profession (brewer) 3 ranks.

Feats: Skill Focus (Profession (brewer)).

Class Skills

The brewmaster's class skills (and the key ability for each) are Balance (Agy), Bluff (Cha), Craft (alchemy)

(Int), Heal (Spt), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (brewer) (Spt), Sense Motive (Spt), Speak Language (Int), Spellcraft (Int), and Tumble (Agy). See **WoW RPG**, Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Brewmasters are proficient with simple weapons and light armor.

Brew Knowledge (Ex): The brewmaster can create magic pandaren brews as if he had the appropriate spells on his spell list and had the necessary feats. (**More Magic & Mayhem** includes five pandaren brews: *black whiskey*, *Chou's hair of the dog ale*, *Hong's bravery brew*, *Hong's fighting lager*, and *wounded warrior whiskey*.)

Flurry of Blows (Ex): When unarmed, a brewmaster may strike with a flurry of blows at the expense of accuracy. When doing so, he may make one extra attack in a round at his highest base attack bonus, but this attack takes a –2 penalty, as does each other attack made that round. The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column on Table 3–2: The Brewmaster's Drunken Style. This penalty applies for 1 round, so it also affects attacks of opportunity the brewmaster might make before his next action. When a brewmaster reaches 5th level, the penalty lessens to –1, and at 9th level it disappears. A brewmaster must use a full attack action to strike with a flurry of blows.

When using flurry of blows, a brewmaster may attack only with unarmed strikes or with simple weapons. He may attack with unarmed strikes and simple weapons interchangeably as desired. When using weapons as part of a flurry of blows, a brewmaster applies his Strength bonus (not Str bonus $\times 1\frac{1}{2}$ or $\times 1\frac{1}{2}$) to his damage rolls for all successful attacks, whether he wields a weapon in one or both hands. The brewmaster can't use any weapon other than a simple weapon as part of a flurry of blows.

In the case of the quarterstaff, each end counts as a separate weapon for the purpose of using the flurry of blows ability. Even though the quarterstaff requires two hands to use, a brewmaster may still intersperse unarmed



strikes with quarterstaff strikes, assuming that he has enough attacks in his flurry of blows routine to do so.

Unarmed Strike (Ex): A brewmaster gains Improved Unarmed Strike as a bonus feat. A brewmaster's attacks may be with either fist interchangeably or even from elbows, knees and feet. This means that a brewmaster may even make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a brewmaster striking unarmed. A brewmaster may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

Usually a brewmaster's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A brewmaster's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. Creatures with natural weapons who use this ability may not combine it with the use of their natural weapons.

A brewmaster also deals more damage with his unarmed strikes than a normal character would, as shown on Table 3-2: The Brewmaster's Drunken Style. The unarmed damage on Table 3-2 is for Medium brewmasters.

generate massive amounts of power in a single attack.

As a full-round action the brewmaster may make a drunken fist attack. He can make this attack only with an unarmed strike. A successful drunken fist attack deals an additional +1d6 points of damage for every 4 ranks the brewmaster has in Tumble, to a maximum total of +6d6 points of damage. After making a drunken strike, the pandaren brewmaster falls prone.

Drunken Defense: The brewmaster's fighting style relies on deceptive staggering and tumbling to mimic the exaggerated and comedic swagger of a drunken fool. The brewmaster gains a +2 dodge bonus to Armor Class for every 4 ranks he has in Balance when fighting defensively or taking the total defense action (in addition to the normal dodge bonus to armor class for fighting defensively or total defense).

In addition, when prone, the brewmaster takes no penalty to AC against melee attacks.

Drunken

Stance: At 2nd level and every two levels thereafter (4th, 6th, 8th and 10th), the brewmaster refines his martial art and learns methods of evasion, combat, and balance. Each time the brewmaster gains one of these levels he learns one of the following special abilities of his choice.

Drunken Fist: Using the swaggering and tumbling motions of the drunken Chiew-Wu style, the brewmaster can

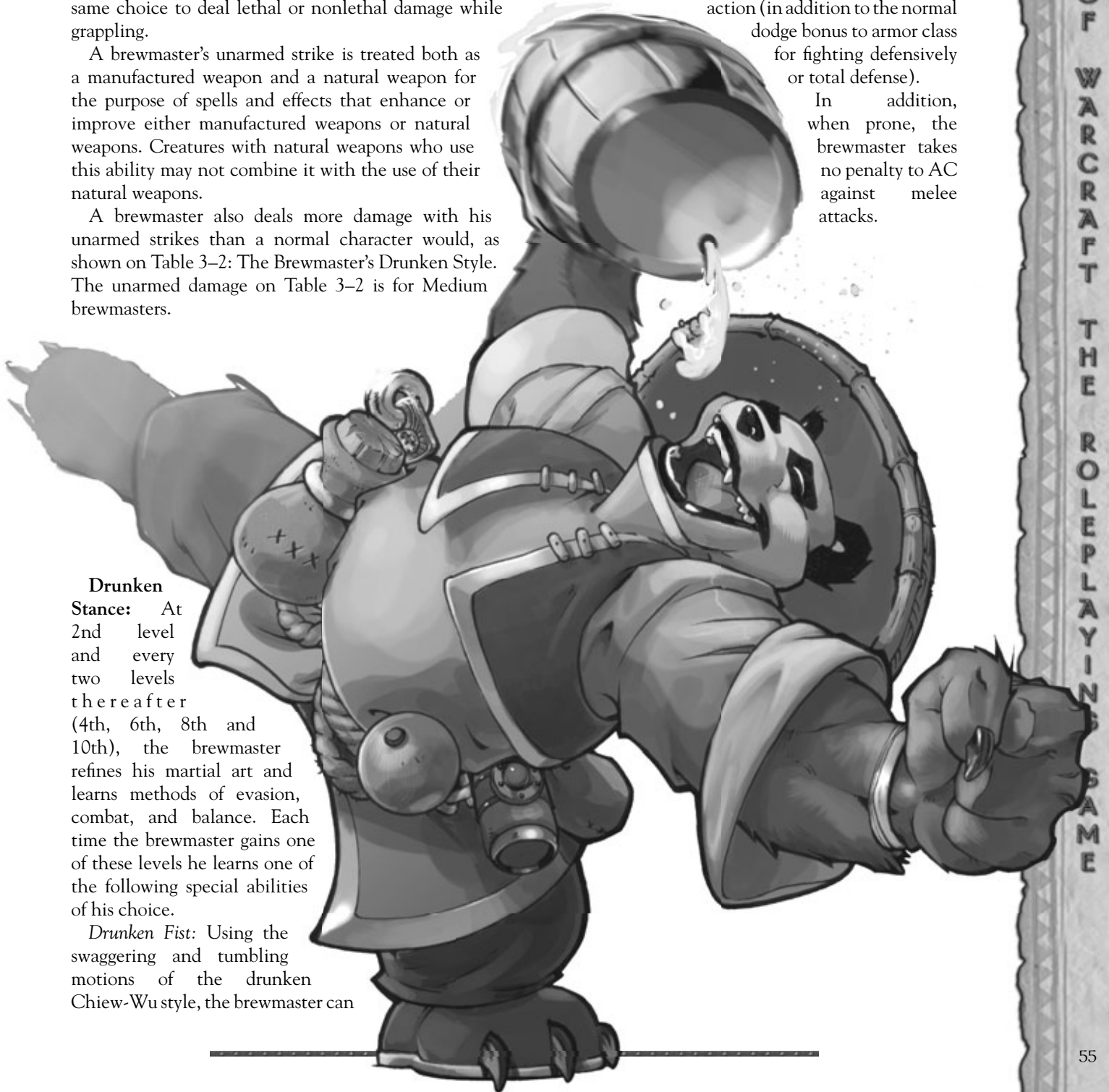


Table 3-1: The Brewmaster (Brw)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Brew knowledge, flurry of blows, unarmed strike
2nd	+1	+3	+0	+3	Drunken stance
3rd	+2	+3	+1	+3	Spirit channel
4th	+3	+4	+1	+4	Drunken stance
5th	+3	+4	+1	+4	Breath of fire, spirit channel
6th	+4	+5	+2	+5	Drunken stance
7th	+5	+5	+2	+5	Spirit channel
8th	+6	+6	+2	+6	Drunken stance
9th	+6	+6	+3	+6	Spirit channel
10th	+7	+7	+3	+7	Drunken stance, improved breath of fire

Drunken Deception: The swaggering step of the Chiew-Wu is a deadly and deceptive technique. The brewmaster may add his brewmaster level on Bluff checks while feinting in combat. If his Bluff check to feint is successful, he gains an attack bonus equal to half of his brewmaster level on his attack roll against that flat-footed opponent. If the Bluff check fails, that opponent gains a +4 bonus on attack rolls against the brewmaster for 1 round. The brewmaster can choose whether or not to use this ability when he feints, but must make the decision before he makes the Bluff check.

Evasion: The brewmaster gains evasion, as the rogue ability of the same name (see **WoW RPG**, Chapter 3: Classes, "Rogue").

If the brewmaster already has evasion from a different class he automatically gains improved evasion (see **WoW RPG**, Chapter 3: Classes, "Rogue").

Uncanny Dodge: The brewmaster gains uncanny dodge, as the rogue ability of the same name (see **WoW RPG**, Chapter 3: Classes, "Rogue").

If the brewmaster already has dodge from a different class he automatically gains improved uncanny dodge instead (see **WoW RPG**, Chapter 3: Classes, "Rogue").

If the brewmaster 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.

Spirit Channel (Ex): The fierce powers of the spirits are for the brewmaster to gain and command. At 3rd, 5th and 7th level the brewmaster learns to channel the power of elemental spirits. Each time the pandaren brewmaster gains one of these levels, he learns one of the following special abilities of his choice. The brewmaster can take a single ability multiple times; each time he does so adds 1 round to the ability's duration.

Using spirit channel is a move action that provokes attacks of opportunity. A brewmaster may use spirit channel a number of times per day equal to half his brewmaster level. A brewmaster may not have more than one of these abilities active at a time.

Table 3-2: The Brewmaster's Drunken Style

Level	Unarmed Strike Damage	Flurry of Blows Attack Bonus
1st	1d6	-2/-2
2nd	1d6	-1/-1
3rd	1d6	+0/+0
4th	1d8	+1/+1
5th	1d8	+2/+2
6th	1d8	+3/+3
7th	1d10	+4/+4
8th	1d10	+5/+5
9th	1d10	+6/+6/+1
10th	2d6	+7/+7/+2



Channel Fire: The brewmaster is wreathed in flame. He deals an additional +1d6 points of fire damage with unarmed strikes. Creatures that make successful melee attacks against the brewmaster take fire damage equal to 1 point per brewmaster level. (Weapons with exceptional reach, such as longswords, do not endanger their wielders in this way.) Channel fire lasts for a number of rounds equal to the brewmaster's Strength bonus (minimum 1 round).

Channel Thunder: The brewmaster gains uncanny reflexes and can charge the air around him with voltaic energy. The brewmaster gains a +1 bonus on initiative checks for every 2 levels of brewmaster, and gains the effects of the *greater lightning guardians* spell (caster level equals the brewmaster's level in this class). Channel thunder lasts for a number of rounds equal to the brewmaster's Stamina bonus (minimum 1 round).

Channel Wind: Elevating his speed to an uncanny level, the brewmaster wreathes himself in a vortex of living air. The brewmaster gains +10 feet of speed and a deflection bonus to Armor Class against ranged attacks equal to +1 per brewmaster level. The brewmaster can use *cyclone* (see the **Alliance Player's Guide**) once while using this ability (his caster level equals his brewmaster level, and the save DC is 10 + his levels in this class + his Charisma modifier). Channel wind lasts for a number of rounds equal to the brewmaster's Agility bonus (minimum 1 round).

Channel Water: The healing properties of water are well known to the brewmasters, for this is the spirit of regeneration and well-being. The brewmaster gains fast healing with a rating equal his level in brewmaster.

Channel water lasts for a number of rounds equal to twice the brewmaster's Spirit bonus (minimum 1 round).

Channel Metal: The power of metal is that of resilience and malleability. The brewmaster becomes an invulnerable juggernaut against all but the most potent weapons. He gains damage reduction equal to his brewmaster level/magic. (For example, if the brewmaster is 7th level, he gains DR 7/magic.) Channel metal lasts for a number of rounds equal to the twice the brewmaster's Intellect bonus (minimum 1 round).

Breath of Fire (Su): At 5th level, the brewmaster knows the amusing and dangerous parlor trick of lighting his breath on fire — without an external source of fire. Such is the power of his metabolism.

As a full-round action that provokes attacks of opportunity, the brewmaster may slug a shot of hard liquor, let it rumble for a couple seconds, then breathe forth a cone of fire. The cone is 20 feet long and deals 1d6 points of fire damage per brewmaster level. Creatures caught in the cone can attempt Reflex saves (DC = 10 + the brewmaster's level in this class + the brewmaster's Sta bonus). The brewmaster can use this ability at will.

Improved Breath of Fire (Su): At 10th level, the brewmaster's ability to breathe fire is truly impressive. By altering the sorts of alcohol that go into the mix he drinks, he can change the fire to be any color he likes. He can also increase the cone's length to 30 or 40 feet, or can breathe a line of fire up to 60 feet long (he selects the actual length). In addition, by imbibing particularly volatile liquors, the brewmaster can increase his breath's damage to 2d6 per brewmaster level. If he does, he takes half the damage himself (no save).

DEATH KNIGHT

Even the most honorable warriors can fall prey to the temptations of the Lich King. Some who devote themselves to his cause become the horrors known as death knights — elite members of the Scourge who lead the Lich King's armies. Neither their personalities nor their skills are lost, but their souls belong to the Lich King.

Becoming a death knight does not, ironically enough, involve actually dying. Thus, most death knights resemble their living selves, though pale and with an unholy light that illumines their malefic eyes. However, as powerful and valuable agents of the Scourge, death knights are not freed from service to the Lich King when they die. They are simply raised into undeath to continue their grim work. As a result, the occasional death knight is undead and more closely resembles a zombie or skeleton, with rotting skin and protruding bones.

Death knights, despite their evil natures, remain true to a code of honor — or, at least, to a semblance of order and discipline

— but only in the strictest sense. In combat, for example, death knights might abide by the rules of warfare even though in all other respects they are ruthless and cruel combatants.

Death Knights in the World: Death knights are elite servants of the Scourge. Few death knights exist, but they are all fearsome individuals — brutal people who willingly pledged their souls and service to the Lich King. All good creatures fear their bloody runeblades.

Most death knights are fallen Knights of the Silver Hand, brought to their knees by their failure to do anything to stop the plague and save Lordaeron from the Lich King's depredations. These once noble warriors have allowed bitterness and defeat to overcome them and propel their souls toward damnation. The occasional member of another class has a will strong enough to make a deal with the Lich King and also become a death knight, but these death knights are exceedingly rare.

Regardless of their class, all death knights embrace the honor of their new status.

Hit Die: d10.

Requirements

Alignment: Any evil.

Affiliation: Scourge.

Base Attack Bonus: +5.

Class: Must have 5 levels in paladin (except in very rare circumstances).

Class Skills

The death knight's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Profession (Spt), Ride (Agy), and Swim (Str).

Skill Points

at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the death knight prestige class.

Weapon and Armor Proficiency: Death knights gain no additional proficiencies in weapons or armor.

Unholy Strike (Su): Twice per day, a death knight may attempt an unholy strike with one normal melee attack. He must declare his intent to use unholy strike before he makes his attack roll. If he hits, he deals 1d6 extra points of damage, +1

additional

point of damage per death knight level + his paladin level. His weapon is considered evil-aligned for the purposes of overcoming damage reduction. If the death knight misses with his unholy strike, the strike has no effect but is still used up for that day.

At 5th and 10th level, the death knight may use unholy strike one additional time per day.

Vampiric Runeblade Powers

Death Knight Level	Runeblade's Magical Enhancement Bonus	Magic Property Bonus Equivalent*	Special
1–2	+2	+1	The weapon (not the death knight) gains a +3 resistance bonus on saving throws.
3–4	+3	+1	The weapon provides the wielder a +1 resistance bonus on all saving throws.
5–6	+4	+2	The weapon provides the wielder a +2 resistance bonus on all saving throws.
7–8	+4	+3	Five times per day, when the weapon strikes an opponent, the death knight can command it to deal an additional 5d6 points of cold damage to the target (no save).
9–10	+5	+4	Whenever the weapon scores a critical hit on a living creature, the death knight regains hit points equal to the damage he deals. These hit points cannot exceed his maximum.

* When the death knight's runeblade increases in power, the death knight can often choose a magical property (such as *frost* or *keen*) that the sword gains as well. This magic property's bonus equivalent cannot exceed the value shown on the table. When it increases, the death knight can add an additional property equivalent to a +1 bonus, or he can eliminate properties he applied before in order to place more powerful properties on the weapon. For example, at 1st level, the death knight might give his runeblade the *keen* property (+1 bonus equivalent). At 5th level, he might give the runeblade the *frost* property as well (+1 bonus equivalent), or he might remove the *keen* property and give the runeblade the *disruption* property (+2 bonus equivalent).



Table 3-3: The Death Knight (Dkn)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Unholy strike 2/day, vampiric runeblade
2nd	+2	+3	+0	+0	Undead minions
3rd	+3	+3	+1	+1	Alabaster skin (+1), dark grace
4th	+4	+4	+1	+1	Death coil 1/day
5th	+5	+4	+1	+1	Death pact 1/day, unholy strike 3/day
6th	+6	+5	+2	+2	Alabaster skin (+2), death coil 2/day
7th	+7	+5	+2	+2	Undying
8th	+8	+6	+2	+2	Greater death coil 3/day
9th	+9	+6	+3	+3	Alabaster skin (+3)
10th	+10	+7	+3	+3	Death pact at will, ranged death pact 3/day, unholy strike 4/day

Undead Death Knights

As described in the death knight description, some death knights are undead. Undead death knights have traits similar to Forsaken. At 7th level, instead of gaining the undying class feature, they gain Mind Over Matter (see the **Horde Player's Guide**) as a bonus feat.

Vampiric Runeblade: When an individual pledges himself to the Scourge and achieves the mantle of death knight, one of the Lich King's favored servants (or, in rare cases, the Lich King himself) grants the new death knight a magic weapon, usually a sword: a *vampiric runeblade*. The death knight can choose the sword's type (such as scimitar, longsword, or greatsword), and every so often death knights wield a different type of runed weapon.

The *vampiric runeblade* is a magic weapon that grows in power along with the death knight. See the "Vampiric Runeblade Powers" chart for more information. Note that, in the hands of anyone but the death knight, the runeblade functions as a simple +1 sword (or other appropriate weapon). Note also that the *vampiric runeblade* can gain additional magical enhancements in the normal way.

Undead Minions (Sp): At 2nd level, the death knight may raise a force of undead to serve as his personal combatants; this ability functions as either *animate dead* or *create undead*. The death knight may use his *animate dead* ability twice per day or his *create undead* ability once per day (but he cannot use both in the same day). At any given time, the total Hit Dice of the undead the death knight

has created or animated must be equal to or less than his Charisma modifier + twice his death knight level.

Alabaster Skin (Ex): At 3rd, 6th, and 9th level, the death knight's skin hardens and grows pale, resembling marble or alabaster. (His hair also develops streaks of white, and some death knights' hair goes completely white as they progress in power.) He gains a +1 bonus to his natural Armor Class.

Dark Grace (Ex): At 3rd level, the death knight gains a bonus equal to his Charisma modifier on all saving throws.

Death Coil (Sp): At 4th level, the death knight can use *death coil* as a spell-like ability once per day. His caster level is equal to his death knight level and the save DC is 13 + his Charisma modifier. At 6th level, he can use it twice per day.

At 8th level, the death knight can instead use *greater death coil* and can use the ability three times per day. The save DC increases to 14 + the death knight's Charisma modifier.

Death Pact (Sp): At 5th level, the death knight can use *death pact* as a spell-like ability once per day. The DC is 15 + the death knight's Charisma modifier.

At 10th level, the death knight can use this ability at will, and three times per day he can increase its range to 30 feet. If he does so, the save DC increases by +5.

Undying (Ex): At 7th level, the death knight becomes immune to all death spells and magical death effects. In addition, he is treated as an undead creature for the purposes of spells and special abilities. (Positive energy damages him and negative energy heals him, for example.) However, he does not gain any other undead traits, such as immunity to critical hits.



DRAGONSWORN

Description: For centuries, the great dragonflights have noted the potential of younger races. In a few select cases, they choose a creature of another race to be one of a select few with the privilege of directly serving a dragon or an entire group of dragons. Such devotees dedicate their lives to the protection and service of their dragonflights, and reap the benefits of the great knowledge and power that their draconic masters share. Rumors say that the first dragonsworn were the forefathers of the dragonspawn race. This is, of course, just a rumor.

Each dragonflight treats its dragonsworn differently, and grants them slightly different boons for their service. The patron dragon for a dragonsworn of the bronze dragonflight might give a faithful disciple a relic from the War of the Ancients, whereas a dragonsworn of Nefarian might be taught the basics of how to manipulate the deadly power of shadow flame. While these rewards might sound tempting, dragons live a long time, and most of the flights barely notice the passing of years. It's possible for a servant to dedicate his life to a flight without any real notice or recognition — especially for the shorter-lived races, such as humans.

The legends tell that while these dragonsworn were always extremely rare, they may have been more common in the past — but there is a large gap in the records where such disciples are practically unheard of. It is the green dragonflight that revived the tradition of bringing

allies of other races into their ranks, and a few of the other flights seem to have followed suit. Regardless of which flight was the first to resume adopting humanoid followers, dragons take more and more dragonsworn into their service; in some cases the reasons are obvious, but it remains a mystery why certain flights (such as the blue) would begin to trust other races now.

Dragonsworn in the World: Traditionally, the most well known dragonsworn are druids in service of Ysera; that is not to say that all druids who walked the Emerald Dream were chosen serve the green dragonflight, but many were taken into Ysera's service in the thousands of years they slept. Most of the typical servants of each flight have an occupation that matches the interests of the flight: Blue dragons favor talented magi, but a trustworthy priest or paladin might also gain their interest. Of course, some people are chosen simply for their dedication — while the bronze dragonflight may not have any particular tie to a warrior, he might impress with his strength and loyalty. All potential dragonsworn show some magical proclivity, though.

Night elves were the most common dragonsworn in the past, due to their immortality. In fact, this immortality actually allowed some elves to outlive their draconic





teachers; such night elves were highly respected by the dragonflights they served. Though lifelong loyalty was once the quality dragons valued most, now the black dragonflight looks for adventurers who show potential for great power; perhaps it hopes to bring the next Medivh into its ranks. The other flights fear that a traitor entrusted with their secrets could be an unparalleled danger, but nevertheless a few dragons have begun teaching the younger races. However, few adventurers are willing to make the sacrifices necessary to earn the trust of an entire flight.

More dragonsworn are in the Alliance than the Horde, primarily because night elves are still the most common dragonsworn of the flights (other than the black), but also because most red dragons won't have anything to do with orcs after the Second War. Most disciples of the dragonflights aren't affiliated with either faction, but a few belong to other organizations, such as the Argent Dawn or Cenarion Circle. Dragonsworn serve as the eyes and ears of the dragonflights in locations dragons may not wish to travel, and some infiltrate other groups to gather information. Since the average adventurer probably doesn't even know that these people exist, most dragonsworn find it easy to keep their service a secret, knowing that many would not understand their dedication. While night elves, magi, and others with knowledge of the dragonflights may see an association with dragons as positive, warriors who fought against the red flight in the Second War probably would not. Some dragonsworn might seek to teach others about the ways of the dragons to dispel the hatred of those who lost family and friends to blacks or reds, but most prefer to lie low and keep to themselves.

A devotee of the Aspects might join a group of adventurers to better serve her flight, perhaps to find a magic object or just learn more about the world. In such a situation, knowledge is the greatest weapon; she may learn secrets and magic unknown to the rest of the world.

Hit Die: d6.

Requirements

Alignment: Any; usually the alignment of the dragonflight the dragonsworn serves.

Affiliation: Any.

Base Attack Bonus: +3.

Skills: Gather Information 2 ranks, Spellcraft 10 ranks, Knowledge (arcana) 10 ranks or Knowledge (religion) 10 ranks.

Feats: Iron Will, Magic Energy Control, one metamagic feat.

Language: Draconic.

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

Special: A patron dragon, who will train the dragonsworn throughout her career, must select the dragonsworn. This patron is responsible for ensuring the dragonsworn remains loyal and uses her abilities and teachings properly.

Class Skills

The dragonsworn's class skills (and the key ability for each) are Bluff (Cha), Concentration (Sta), Craft (Int),

Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Spt), Knowledge (all skills taken individually) (Int), Profession (Spt), Ride (Agy), Sense Motive (Cha), Speak Language, and Spellcraft (Int). See **WoW RPG**, Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Dragonsworn gain no additional proficiencies in weapons or armor.

Spell Slots per Day: At every even-numbered level (2nd, 4th, 6th, 8th, 10th), the dragonsworn 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 dragonsworn 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 he could cast 3rd-level spells before she became a dragonsworn, she must decide to which class she adds each level of dragonsworn for the purpose of determining spell slots per day.

Secret of the Aspects: The dragons entrust their dragonsworn with ancient teaching, which the dragonsworn uses to strengthen her body, mind or spirit. At each odd numbered level (1st, 3rd, 5th, 7th and 9th), the dragonsworn chooses one of the abilities below.

Ancient Magic (Ex): The spells known to orders such as the Kirin Tor are formidable, but the Dragon Aspects have practiced magic since before even the night elves. An adventurer who studies magic among the dragons may learn new spells that are beyond her normal capabilities, or normally only available to another field of study.

The dragonsworn chooses one spell from any spell list up to the maximum level she can normally cast, or a spell from her own list up to two levels higher than the highest level she can normally cast. The dragonsworn can use this spell twice per day as a spell-like ability. The dragonsworn may choose to learn a spell that has been modified by metamagic feats; for example, a mage/dragonsworn who can cast 5th level spells could learn a 5th-level spell from another class list, a 7th-level spell from the mage list, or a 4th-level maximized spell from the mage list.

Eldritch Knowledge (Ex): Dragons are one of the oldest races on Azeroth. An adventurer might choose to study under a dragon simply to have a better understanding of the world. The dragonsworn gains a +8 bonus to a single Knowledge skill. In addition, she gains an additional 8 skill points this level.

Enhanced Senses (Ex): The dragons train their students to enhance their perceptions. The dragonsworn gains blindsight (see the **Monster Guide**, Chapter 5: Monster Types, Subtypes, and Abilities) with a range of 30 feet.

Spell Attunement (Ex): Just as the Aspects are tied to specific facets of the world, one of their dragonsworn can learn to draw upon that strength to enhance the potency of magic tied to that Aspect. The dragonsworn gains a +2 bonus to her effective caster level (for the purposes of range, duration and the like) when using a

spell associated with her patron Aspect. Also, when she applies a metamagic feat to one of these spells, the spells takes a slot one level lower than normal, to a minimum of its normal level. For example, if a dragonsworn of the red dragonflight applies the Maximize Spell metamagic feat to *cure critical wounds*, the spell takes a 6th-level spell slot (instead of 7th).

Use the chart below to determine which spells are enhanced. This ability can be taken more than once, and its effects stack.

Dragonflight	Spells Enhanced
Black	Spells with the fire or earth subtypes
Blue	Spells with the cold or force subtypes, mana burn spells
Bronze	All transmutation spells
Green	Spells with the earth subtype or of the healing subschool
Red	Spells with the fire subtype or of the healing subschool

Training of the Dragonflights (Ex): Dragons learn to perfect their bodies, pushing their abilities beyond their normal limits. This teaching can be extended to their dragonsworn, allowing the trainee to permanently increase any of her ability scores. Each time a dragonsworn chooses this ability, she gains a permanent +2 bonus to a single ability score of her choice. The dragonsworn can choose the same ability more than once.

Power of the Aspects: The greatest dragonsworn are granted supernatural powers that rival those of dragons. The dragonsworn chooses one of the following abilities at 5th and 10th level.

Elemental Breath (Su): The dragonsworn can use a breath weapon similar to that of her patron. Using a breath weapon is a standard action. The breath weapon is a 30-foot-long cone, and deals 1d6 points of damage per class level of the dragonsworn. The

damage type matches that of the dragonsworn's patron flight (see the **Monster Guide**). The save DC is (10 + the dragonsworn's level in this class + the dragonsworn's Sta modifier). The dragonsworn can breathe once every minute.

Draconic Claws (Su): At will as a free action, the dragonsworn can transform her hands into powerful claws imbued with the energy of the Aspects. These claws deal 2d6 points of damage, +1 point of energy damage (the same type her breath weapon would deal) per class level. The claws count as magic weapons for the purposes of overcoming damage reduction. As a full action, the dragonsworn can attack with both claws at no penalty. (See the **Monster Guide**, Chapter 5: Monster Types, Subtypes, and Abilities for more information about natural weapons.)

The dragonsworn cannot cast spells with somatic components while the claws are active, but can transform them back into hands as a free action. A Dragonsworn can maintain his claws for up to one hour per day per three levels in dragonsworn.

Scales of the Protector (Su): Once per day, the dragonsworn can summon dragon-like scales of the color of her flight to cover her form. Doing so is a free action, and the scales last for 1 hour per dragonsworn level. These scales grant her energy resistance 15 to the damage type of her flight's breath weapon, and a +4 enhancement bonus to natural armor. This ability can be taken more than once, and the effects stack (both the duration and the bonuses). The dragonsworn can dismiss or reinstate these scales at will throughout the duration.

Wings of the Aspects (Su): The strongest dragonsworn are granted the boon of flight, and learn to conjure wings to allow them to fly with their patron. Conjuring the wings is a standard action that does not provoke attacks of opportunity. With the wings, the dragonsworn can fly at a speed equal to her base movement speed with average maneuverability. Dismissing the wings is a move action.

Selecting this ability more than once increases the dragonsworn's movement speed by +30 feet and her maneuverability by one grade. A dragonsworn can maintain his wings for up to one hour per day per three levels in dragonsworn.

Table 3-4: The Dragonsworn (Dgs)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+0	+0	+0	+2	Secret of the Aspects	—
2nd	+1	+0	+0	+3	—	+1 level of existing spellcaster class
3rd	+2	+1	+1	+3	Secret of the Aspects	—
4th	+3	+1	+1	+4	—	+1 level of existing spellcaster class
5th	+3	+1	+1	+4	Power of the Aspects, secret of the Aspects	—
6th	+4	+2	+2	+5	—	+1 level of existing spellcaster class
7th	+5	+2	+2	+5	Secret of the Aspects	—
8th	+6	+2	+2	+6	—	+1 level of existing spellcaster class
9th	+6	+3	+3	+6	Secret of the Aspects	—
10th	+7	+3	+3	+7	Power of the Aspects	+1 level of existing spellcaster class

HIGH DIVINIST

Description: High divinists are elite divine spellcasters. Every priest desires to attain the title of high divinist. To reach this level of magical understanding is to, in a small way, transcend mortal existence.

As they gain power, divine spellcasters gradually see more and more of the fundamental nature of their magic. They cast greater spells that draw upon more intense facets of their faith. Such understanding comes to all priests eventually, but some move beyond these tokens to true revelation. These are the high divinists, living icons of the entities or beliefs they represent.

As the archmagi of the Kirin Tor are to magi, so high divinists are to priests. They give up some of their spellcasting potential to unlock esoteric secrets of their magic and other powers. Their foes approach them with wariness, for while they may be able to predict the actions of a normal priest, a high divinist possesses unknown abilities.

High Divinists in the World: High divinists command respect or fear wherever they tread. They are the most direct conduits the mortal races have to the divine.

Many priests who become high divinists call themselves high priests. However, they may not take titles at all, allowing their power to speak for itself.

While they are divine analogues to archmagi, unlike their arcane counterparts, all high divinists do not belong to a single organization like the Kirin Tor. Rather, each faith usually maintains its own cadre of high divinists. Night elves boast high priestesses of Elune and great human healers become high priests of the Holy Light. Other races also become high divinists, of course, and the entities that command their reverence and the powers they wield are much darker. Naga high priestesses of the tides are frightening and powerful creatures of corrupt magnificence, and frothing Atal'ai high divinists spill hot blood in the name of Hakkar the Soulflayer.

In adventuring parties, high divinists continue to serve in the same roles they filled before. Their spellcasting ability remains powerful and important, but their unique abilities add something new to the party's combined efforts.

Spirit remains the most important ability for high divinists.

Hit Die: d8.

Requirements

Affiliation: Any.

Skills: Knowledge (nature) or Knowledge (religion) 15 ranks.

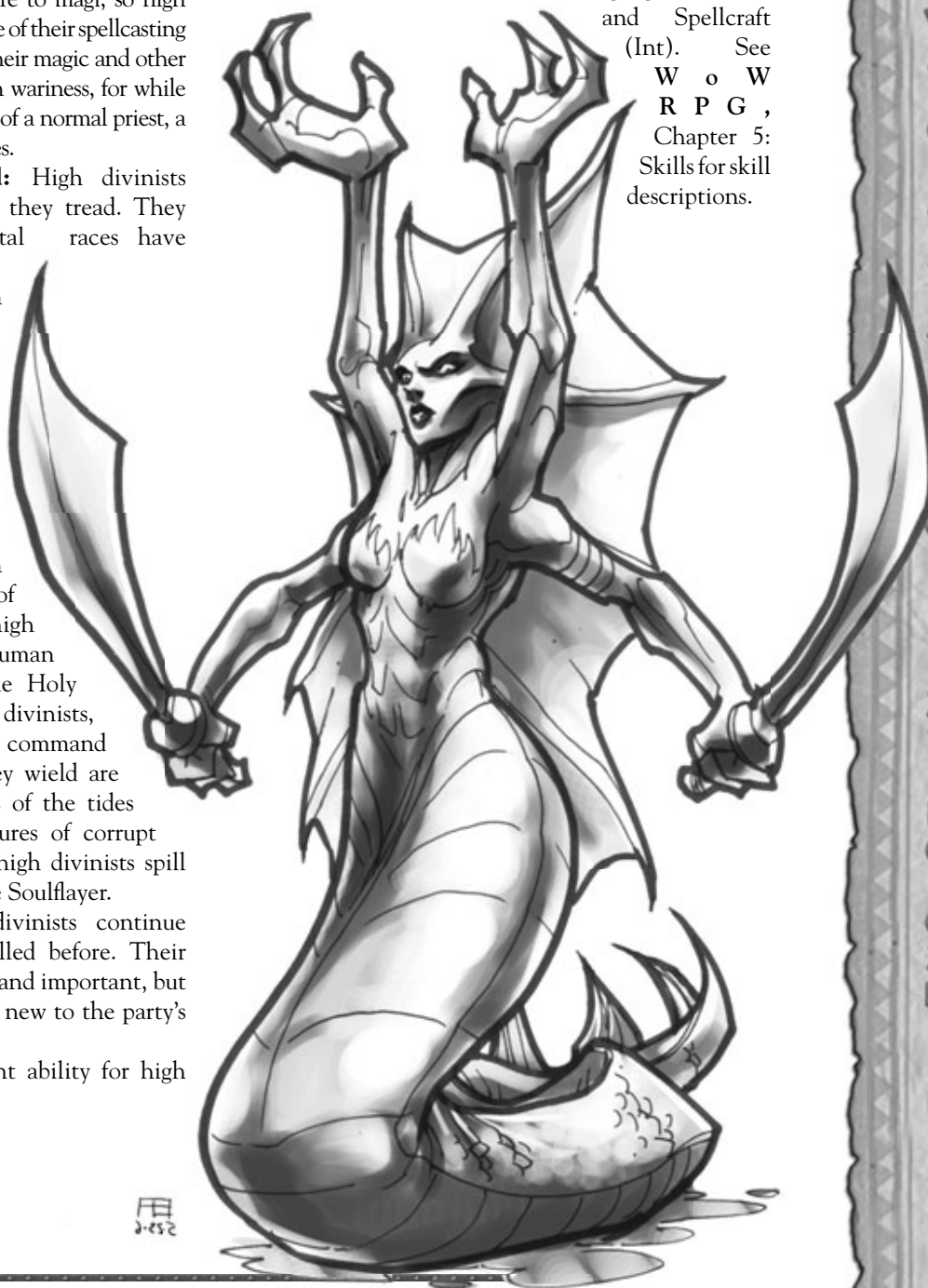
Feat: Any metamagic feat.

Spells: Ability to cast 7th-level divine spells.

Class Skills

The high divinist's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Sta), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Spt), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Listen (Spt), Profession (Spt), Sense Motive (Spt), Speak Language (none), and Spellcraft (Int). See

W o W
R P G ,
Chapter 5:
Skills for skill
descriptions.



GM's Option: Druids, Shaman, and Witch Doctors and High Divinists

The methods by which priests, druids, shaman, and witch doctors gain and cast their spells varies greatly. Priests have access to divine magic, for example, while druids wield nature magic. Despite these differences, in **World of Warcraft: The Roleplaying Game**, all of these classes are paths of the healer class and, in game terms, their magic functions similarly. Therefore, as an option, the GM may allow druids, shaman, and witch doctors to take levels in the high divinist prestige class. Doing so represents mastery of their own unique brand of magic, and obviously they do not call themselves high priests.

Note, though, that no magical crossover can take place among these classes. If you are a priest and you take this class, you can't gain access to shaman abilities. (For example, with the master domain power class feature — you can take master domain powers only for domains with which you already have greater access.)

If the GM decides to use this option, make the following alterations to the high divinist class:

- Remove Gather Information and Sense Motive from the high divinist's class skills. Add the skills appropriate for the character's healer class (for example, a druid would add Handle Animal, Knowledge (nature), Stealth, and Survival).
- High divinist levels count as levels of druid, priest, shaman, or witch doctor for any class features that use those levels.

Class Features

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

Spells Slots per Day: Every time a high divinist gains a level in this class, she gains new spell slots per day as if she had also gained a level in the divine spellcasting class in which she could cast 7th-level divine spells before she added the high divinist level. She does not gain any other benefit a character from that class would have gained. If she had more than one divine spellcasting class in which she could cast 7th-level divine spells before she became a high divinist, she must decide to which class she adds each level of high divinist for the purpose of determining spells per day.

In addition, the high divinist's levels in this class count as priest levels for any class features that use those levels. For example, a high divinist with the Death domain adds her high divinist levels to her priest levels when using a death touch.

Revelation: A high divinist gains the opportunity to select a special ability from among those described below by permanently eliminating one existing spell slot (she cannot eliminate a spell slot of higher level than the

highest-level spell she can cast). Each special ability has a minimum required spell slot level, as specified in its description.

A high divinist may choose to eliminate a spell slot of a higher level than that required to gain a type of revelation.

Divine Reach (Su): The high divinist can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the high divinist must make a ranged touch attack instead. Divine reach can be selected a second time as a revelation, in which case the range increases to 60 feet. This revelation costs one 7th-level spell slot.

Master Domain Power: The high divinist chooses one of her domains to which she has greater access. She gains that domain's master power. Domain master powers are described below, at the end of this prestige class description. This revelation costs one 8th-level spell slot.

Mastery of Channeling (Su): The high divinist can spend turning or rebuking attempts instead of using a spell slot when she casts a spell. Instead of using a spell slot, she uses a number of turning or rebuking attempts equal to the level of the spell. If she does not have enough turning or rebuking attempts left that day, she cannot spend them in this way. The high divinist can spend turning or rebuking attempts to cast a metamagic-enhanced spell in this way. This revelation costs one 7th-level spell slot.

Mastery of Turning or Rebuking (Su): The high divinist can control the energy to turn or rebuke creatures much more effectively, increasing her ability to affect them. She adds a +4 bonus on her turning (or rebuking) checks and turning (or rebuking) damage rolls. This revelation costs one 6th-level spell slot.

Transfer Power (Su): This ability allows a high divinist to temporarily transfer one or more of her priest class features to a willing, sentient, and intelligent creature. The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer); while the transfer is in effect, the high divinist cannot use the transferred power. She can transfer any of her priest class features except spellcasting.

Master Domain Powers

Master domain powers are available to high divinists (and possibly to members of other prestige classes). They represent the pinnacle of faith for healers devoted to these specific ideals.

The Ancestor, Foretelling and Power domains appear in the **Horde Player's Guide**. The Arcana, Crusader and Madness domains appear in Chapter 4: Magic and Faith.

Ancestor Domain

Master Power — Surge of the Ancestors (Su): You can call upon your ancestors to supply you with great power; their spirits infuse you. Using this ability is a free action. You gain a +20 insight bonus on all d20 rolls for 1 round.

Table 3-5: High Divinist (Adv)

Level	Base				Special	Spells Slots Per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+2	+0	+2	Revelation	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Revelation	+1 level of existing divine spellcasting class
3rd	+1	+3	+1	+3	Revelation	+1 level of existing divine spellcasting class
4th	+2	+4	+1	+4	Revelation	+1 level of existing divine spellcasting class
5th	+2	+4	+1	+4	Revelation	+1 level of existing divine spellcasting class

Animal Domain

Master Power — Animal Lord (Su): Whenever an animal comes within 30 feet of you, it must make a Will save (DC 10 + half your caster level + your Charisma modifier). If it fails, it cannot attack you for 24 hours. Even if it succeeds, it takes a –4 morale penalty on attack rolls against you. In addition, if an animal fails this Will save, you can use *dominate animal* on it as a spell-like ability for the next 24 hours. You can use this ability at will, and your caster level with it is equal to your divine caster level.

Arcana Domain

Master Power — Magic Blood (Sp): Choose a spell of 7th level or lower from the arcanist or mage spell list. You can use this spell as a spell-like ability once per day. You can spend a hero point to use it an additional time per day.

Crusader Domain

Master Power — Bend Will (Su): Add the following spells to your spell list at the indicated levels: *charm monster* (4th level), *charm person* (1st level), *dominate monster* (9th level), and *dominate person* (5th level). Add +4 to the saving throw DC whenever you cast these spells.

Death Domain

Master Power — Death Strike (Su): You can use the death touch lesser power of the Death domain three times per day. In addition, you can invoke the power when you make a melee attack. You must state that you are doing so before you make the attack roll. If the attack hits, after dealing damage, roll 1d6 for each priest level (and each high divinist level) you possess. If the result equals or exceeds the target's current hit points, it dies. If the attack misses, the death strike has no effect but is still exhausted for that day.

Destruction Domain

Master Power — Greater Nuke (Su): When you use the nuke greater power of this domain, you do not take damage, the DC of the Reflex save to take half damage is 19 + your Spirit modifier, it affects a 40-foot radius, the weapon is not destroyed, and imbuing the weapon with the ability is a free action.

Elements Domain

Master Power — Aura of Elemental Fury (Su): You are constantly surrounded by an aura in a 10-foot radius. Enemies within this aura take 2d6 points of cold, electricity or fire damage each round, on their turns. You choose what sort of damage the aura deals, and you can change the type on your turn as a free action. You can suppress or resume the aura as a free action. You can also spend a hero point to increase the power and range of the aura; spending a hero point increases the aura's radius to 30 feet and the damage to 6d6 per round. The increased aura lasts for 1 round per your Spirit bonus.

Foretelling Domain

Master Power — Adaptive Magic (Su): Once per day, you may cast any spell of 5th-level or lower. The spell can be from any class list. You cast the spell at your caster level.

Healing Domain

Master Power — Aura of Healing (Su): You exude an aura in a 20-foot radius. You and all allies within the aura gain fast healing 2. You can suppress or resume this aura as a free action. You can also spend a hero point to increase the power and range of the aura; spending a hero point increases the aura's radius to 40 feet and it grants fast healing 10. The increased aura lasts for 1 round per your Spirit bonus. This aura is not aligned to positive energy; undead allies gain the same benefit as your living companions.

Madness Domain

Master Power — Succumb to Insanity (Su): As a free action on your turn, you may allow your apocalyptic visions to consume you. You behave as if confused (as the *insanity* spell), save that you use the table presented below to determine your actions. You also gain the following bonuses: +6 morale bonus to Strength, Agility, Stamina, Intellect and Charisma; +2 caster level (for the purposes of level-dependent effects like range, duration and the like); +4 morale bonus on Will saves. Your madness lasts for a number of rounds equal to your (newly improved) Charisma modifier. You may use this ability as often as you like.

d10 Behavior

- | | |
|-----|---|
| 1 | Flee from battle (or cower, if flight is impossible). |
| 2–3 | Do nothing but babble incoherently. |
| 4–5 | Attack nearest creature (for this purpose, a familiar counts as part of the subject's self). |
| 6–7 | Cast a randomly determined spell from your highest level at a random legal target within range. |
| 10 | Act normally |

Power Domain

Master Power — Heroic Energy (Su): Once per day, as a free action, you can gain 1 hero point. You must use this hero point immediately.

Protection Domain

Master Power — Protective Word (Su): Once per day, as a free action, you may utter a protective word, followed by a name. For 1 round, the named creature cannot take hit point damage. The creature can be anywhere on the same plane of existence and still

receive this benefit. Note that, as invoking this ability is a free action, you can use it on an enemy's turn.

Spirits Domain

Master Power — Join the Spirits (Su): As a free action on your turn, you can make yourself incorporeal. You can turn yourself corporeal again as a free action on your turn, but you cannot do both on the same turn. You can be incorporeal for a total of 2 minutes (20 rounds) every day, and the time need not be consecutive.

War Domain

Master Power — Weapon Master (Ex): You gain the Greater Weapon Focus, Improved Critical and Weapon Specialization feats with your faith or Eternal's favored weapon.

Wild Domain

Master Power — Wild Puissance (Su): When you transform into any animal form, you gain an additional +4 enhancement bonus to Strength, Agility and Stamina. In addition, when you transform, choose adamantium, arcanite or truesilver. Your natural weapons are treated as weapons of that material for the purposes of overcoming damage reduction.

NAGA ANOMALY

Description: Naga are testament to the power of arcane energy gone awry. Once beautiful kaldorei, a curse warped them into the naga. As they were permanently altered, so was the world — the Well of Eternity imploded and brought the surrounding land crashing to the seafloor. While the Well was destroyed, its power was not — it left behind residual energies that wrought changes on the newly-born naga. The mutations these energies bring do not manifest the same way in all naga; while they share many characteristics, each naga develops different mutations. Often these mutations are cosmetic: A naga might have soft spines sprouting from his shoulders or swirls of indigo in his skin. In some naga, the mutations prove useful: Some grow to monstrous size, while others are infused with spellcasting power. These mutations are fairly common among naga — indeed, many naga women are born with four arms.

In some naga, the residual power wreaks even greater changes. Some naga are barely recognizable as related to their cousins. They may grow enormous, unable to enter normal naga buildings. Often their powers are reminiscent of the sea creatures with which they dwell: Some sprout squidlike tentacles and can foil their enemies with clouds of ink; others develop urchinlike spines tipped with deadly poison. These are naga anomalies, and are some of the strangest creatures in a strange race.

Few anomalies are alike; and as they grow and develop their powers, they diverge even more. Occasionally, their mutations prove fatal for them, but more often they prove fatal for their enemies. The arcane energy in the Rift magnifies existing traits and grants additional

powers that play to a creature's strengths or minimize its weaknesses; it doesn't often kill those close to it.

Naga Anomalies in the World: Obviously, all naga anomalies are naga. Most feel a closer tie to naga culture and their queen Azshara than other naga, seeing their mutations as proof that the naga are indeed destined to be the dominant race on Azeroth. They serve willingly and well, and often their mutations provide unpredictable abilities that prove useful for far-flung missions or surprising the enemy on the battlefield.

A naga anomaly's exact role varies by his mutations. Some excel at soaking up damage in the front lines, absorbing the enemy's attention to protect their more fragile compatriots. Others crush opponents with brute strength or a variety of natural weaponry. Some move with surpassing speed, striking and darting like piranhas that tear out throats and eviscerate torsos.

The naga's enemies fear naga anomalies, for they are wild cards — their allies know their capabilities, but their enemies rarely do. An enterprising member of the Explorers' League — Hugh Deepstone — specializes in strange and exotic creatures. The naga intrigue him especially, as they are *all* mutants, and naga anomalies hold great interest for him. Hugh started a catalogue of known naga anomalies, in order to keep track of their capabilities and share this information with the rest of the Explorers' League. No one has seen Hugh for several months, however, and the last anyone heard, his catalogue was up to three listings.

Other naga feel positively toward anomalies. They also see them as signs of the naga's destiny — as the

great mutations continue, perhaps one day all naga will be excellent at everything, becoming the perfect species. Naga anomalies are also useful allies, no matter what their abilities.

Hit Die: d8.

Requirements

Race: Naga only.

Affiliation: Any, though a naga anomaly renouncing Nazjatar is unheard of.

Special: Must have three levels in the naga racial class.

Class Skills

Naga anomalies have no class skills and receive no skill points (but see the insightful skill mutation below).

Class Features

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

Mutations (Ex): At each level, the naga anomaly chooses three mutations from those listed below. Unless otherwise noted, the naga anomaly can take a mutation as often as he likes, though he cannot take a single mutation more than once in the same level. The naga anomaly can take any mutation available through the naga racial class (see Chapter 1: Races) as well. Unlike other naga, he can take these more than once, as well. Some mutations have prerequisites which the naga anomaly must meet before he takes that mutation.

Aquatic Shape (Su): The naga anomaly can take the form of his brethren under the waves. Anomalies often use this ability on scouting or stealth-based missions.

Once per day, the naga anomaly can turn himself into any creature with the aquatic subtype. The effects last for 1 hour per naga anomaly level or until the naga anomaly assumes his natural form. This ability otherwise functions as the *polymorph* spell. You can take this mutation multiple times. Each time, you can use aquatic shape one additional time per day.

This ability counts as wild shape for the purposes of meeting prerequisites.

Battle Insight (Ex): The naga anomaly's mind quickens and his reflexes sharpen; he understands the intricacies of combat. His base attack bonus increases by +1.

Echo of the Octopus (Ex): The naga anomaly can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment. All vision within the cloud is obscured. The naga anomaly can use this ink cloud only when underwater.

In addition, in the water, the naga anomaly can jet backward once per round as a full-round action, at a

speed of 200 feet.

He must move in a straight line, but does not provoke attacks of opportunity while jetting.

You can take this mutation only once.

Gripping Tentacles (Ex): The naga anomaly's tentacles grow strong suckers that adhere to his enemies. The tentacles grant a +4 bonus on Climb and grapple checks, and they gain the improved grab ability. This means that if the naga anomaly hits with a tentacle attack, he can attempt to start a grapple as a free action that does not provoke attacks of opportunity. *Prerequisite:* tentacles.

Insightful Skill (Ex): The naga anomaly's mind expands; he learns things he didn't know before, and understands those things that were mysteries to him. The naga anomaly gains a number of skill points equal to 2 + his Intellect score (minimum 1) and chooses a number of skills equal to 2 + his Intellect score (minimum 1). This level, he can purchase ranks in those skills as if they were class skills.

You can take this feat more than once in the same level. Each additional time you take it increases your number of skill points (and the number of skills you can treat as class skills) by +4.



Spell Level	Naga Anomaly Level									
	1	2	3	4	5	6	7	8	9	10
0	3	5	At will	At will	At will	At will	At will	At will	At will	At will
1	3	3	4	4	5	At will	At will	At will	At will	At will
2	1	1	2	3	3	4	5	5	At will	At will
3	—	1	1	2	3	3	4	5	5	At will
4	—	—	—	1	1	2	3	3	4	5
5	—	—	—	—	—	1	1	2	3	3
6	—	—	—	—	—	—	—	1	1	2
7	—	—	—	—	—	—	—	—	—	1

Monstrous Growth (Ex): The naga anomaly grows enormously. He increases in size to the next largest size category, which has a number of effects on his attack rolls, AC, space, reach, and lifting and carrying capacities. (See the **Monster Guide**, Chapter 3: Improving Monsters for more information.) His ability scores do not change. Note that his gear does not grow with him.

You can take this mutation only once.

Mutant Agility (Ex): The naga anomaly's coordination increases. He gains a +1 bonus to Agility.

Mutant Charisma (Ex): The naga anomaly develops a greater force of presence. He gains a +1 bonus to Charisma.

Mutant Fortitude (Ex): The naga anomaly's body toughens and his organs strengthen. He gains a +2 bonus on Fortitude saves.

You can take this mutation up to three times.

Mutant Intellect (Ex): The naga anomaly's mind sharpens. He gains a +1 bonus to Intellect.

Mutant Reflexes (Ex): The naga anomaly's reflexes sharpen. He gains a +2 bonus on Reflex saves.

You can take this mutation up to three times.

Mutant Robustness (Ex): The naga's body grows tougher. At this level, the naga anomaly's Hit Die is a d12, not a d8. In addition, if he rolls any number less than 8 on this die, he is assumed to have rolled an 8 (i.e., he always gains at least 8 hit points, plus his Stamina modifier as normal.)

Mutant Spirit (Ex): The naga anomaly's senses sharpen. He gains a +1 bonus to Spirit.

Mutant Stamina (Ex): The naga anomaly's body grows harder. He gains a +1 bonus to Stamina.

Mutant Strength (Ex): The naga anomaly's muscles grow. He gains a +1 bonus to Strength.

Mutant Will (Ex): The naga anomaly's mind grows strong. He gains a +2 bonus on Will saves.

You can take this mutation up to three times.

Size Reduction (Ex): The naga anomaly shrinks, becoming leaner, sleeker, and more compact. He decreases in size to the next smallest size category (to a minimum of Tiny), which has a number of effects on his attack rolls, AC, space, reach, and lifting and carrying capacities. (See

the **Monster Guide**, Chapter 3: Improving Monsters for more information.) His ability scores do not change. Note that his gear does not shrink with him.

You can take this mutation twice.

Spell-Like Ability (Ex): The naga anomaly manifests internal power drawn from the arcane influence around Nazjatar. He chooses a single spell that he can use as a spell-like ability. The spell's level and the number of times per day he can use the ability depend on his level, as shown on the table below. After he selects the spell, he cannot change it as he gains levels, though the number of times per day he can use it does increase. If the naga anomaly selects a spell with a material component costing more than 100 gp, he must spend XP equal to the gp cost divided by 5 when he uses the spell-like ability. (He does not need the material component.) The naga anomaly's caster level is equal to his naga anomaly level plus his naga racial level, and the DC is 10 + the spell's level + the naga anomaly's Charisma modifier.

A number indicates how many times per day the naga anomaly can use the ability. A "—" indicates that the naga anomaly cannot select a spell of that level. "At will" means the naga anomaly can use the spell-like ability at will: any number of times per day.

Spine Blast (Ex): In addition to his large spines, the naga anomaly has small, venomous spines along his arms. He can fire these poisoned spines as ranged attacks. The naga has a limited supply of poisoned spines; they grow back after several hours. The naga anomaly can fire 10 of them in an hour. Firing a spine is a normal ranged attack with a range increment of 10 feet and a maximum range of 10 range increments (100 feet). The fired spines do not deal damage, but they carry a poison that numbs and paralyzes opponents. Initial and secondary damage 1d3 Agy; save DC 10 + the naga anomaly's level in this class + the naga anomaly's Stamina modifier.

Note that the naga anomaly can also use these poison spines in melee, but they deal no damage (they are much smaller than his urchin spines) and they must still regrow after being used.

Each time after the first that you take this mutation, you can fire an additional 20 spines each hour before they must regrow. *Prerequisite:* urchin spines.

Table 3-6:
The Naga Anomaly (Nga)

	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+0	+0	+0	+0	Mutations
2nd	+0	+0	+0	+0	Mutations
3rd	+0	+0	+0	+0	Mutations
4th	+0	+0	+0	+0	Mutations
5th	+0	+0	+0	+0	Mutations
6th	+0	+0	+0	+0	Mutations
7th	+0	+0	+0	+0	Mutations
8th	+0	+0	+0	+0	Mutations
9th	+0	+0	+0	+0	Mutations
10th	+0	+0	+0	+0	Mutations

Potent Spines (Ex): The venom on the naga anomaly's spines is especially potent. The initial and secondary damage increases to 1d4. If you take this mutation a second time, it increases to 1d6. You cannot take it a fourth time. *Prerequisites:* *spine blast*, *urchin spines*.

Strong Tentacles (Ex): The naga anomaly's tentacles grow in strength. He can add up to 1 point of his Strength bonus on attack and damage rolls with his tentacles.

Each time you take this mutation, you can add another point of Strength bonus on attack and damage rolls with your tentacles. *Prerequisite:* *tentacles*.

Tentacles (Ex): The naga anomaly's snakelike tail splits into eight tentacles reminiscent of an octopus or squid; instead of looking like a serpent from the waist down, he now looks like an octopus from the waist down. They allow him to slither about on land at his normal land speed. They prove faster beneath the waves, increasing his swim speed by +10 feet. In addition, he can attack with the tentacles, but they are weak. He can attack

with all eight of them as a full attack if he is underwater or flying; on land, he can attack with only four of them at a time. The tentacles deal 1d4 points of bludgeoning damage (if they are Medium) but do not add the naga anomaly's Strength bonus on attack or damage rolls. In addition, most armor must be customized to fit the naga anomaly, which doubles its price (but not the price of magic enhancements).

You can take this mutation only once.

Urchin Spines (Ex): The naga anomaly grows 6-inch spines across his body. These spines allow him to deal extra piercing damage (1d6 for Medium spines) on a successful grapple attack. The spines count as a natural weapon. The naga anomaly can also make a regular melee attack (or off-hand attack) with the spines, and they count as a light weapon in this case. (The naga anomaly can't also make an attack with his spines if he has already made an attack with another off-hand weapon, and vice versa.) You can take this mutation only once.

PANDAREN TRANSCENDENT

Description: Tales say that spirits and energies are at work in the cosmos — spirits and energy that define the essence of reality, and from these vital sources all things are formed. This is one of the central philosophies of pandaren geomancy, and no one is more intimate with these energies than the pandaren transcendent. Seeking to embody the sentient formative powers of the universe and bottle them within her form, the transcendent is an aesthete, a warrior, and most of all a mystic.

Few pandaren healers and wise men seek out this path; even powerful geomancers rarely learn of the necessary hidden techniques to transform into beings composed of

primal forces. Codified within ancient texts, and layered within the rituals of pandaren culture, are the keys to this hidden discipline. Yet only the wisest and most insightful pandaren discover it.

Pandaren revere transients as embodiments of wisdom: the spirit of the universe made flesh, residing in the shell of a pandaren host. These are the pandaren's ultimate heroes: Spiritual avatars capable of summoning vast storms of lighting, smashing mountains with their terrible fists, and breathing winds into existence. Yet the techniques do not come without sacrifice.

Pandaren transcendents are sworn to protect the pandaren people. Anyone seeking to bring war to the pandaren would soon find themselves at the mercy of the transcendents' wrath, amid a devastating whirl of blades and magic.

Pandaren Transcendents in the World: The pandaren who discover this path do so only after years of study and experience. Although only a handful of pandaren alive today travel the path of the transcendent, they all protect their people, and swear no loyalty other than to serve the pandaren and the spirits of their people.

Pandaren transcendents spend much of their time in seclusion in the Pandaren empire. Those who venture beyond its shores are dedicated to rooting out secrets, defending the nation, and building relations with those few who would prove to be useful allies. Those who remain in Pandaria are often secluded hermits who protect a given section of the empire, defending it from potential attack by angry elementals, divine spirits and other threats that most of Azeroth's people cannot understand. These transcendents often counsel geomancers and other pandaren of note, serving to temper all of the decisions of Pandaria's rulers with wisdom and spirituality.

Hit Die: d8.

Requirements

Race: Pandaren only.

Alignment: Any lawful.

Skills: Knowledge (religion) 8 ranks and Knowledge (the planes) 8 ranks.

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

Class Skills

The pandaren transcendent's class skills (and the key ability for each) are Balance (Agy), Craft (alchemy) (Int), Heal (Spt), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Spt), Sense Motive (Spt), Speak Language (Int), Spellcraft (Int), and Tumble (Agy). See **WoW RPG**, Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Pandaren transcendents gain no proficiencies with weapons or armor.

Spell Slots per Day: At every odd-numbered level (1st, 3rd, 5th, 7th and 9th), the pandaren transcendent gains new spell slots per day as if she had also gained a level in the divine spellcasting class in which she could cast 3rd-level spells before he added the pandaren transcendent level.

She does not gain any other benefit a character of that class





Table 3-7: The Pandaren Transcendent (Pa)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+0	+2	+0	+2	Transcendent fist	+1 level of existing divine spellcaster
2nd	+1	+3	+0	+3	Transcendent path	—
3rd	+2	+3	+1	+3	—	+1 level of existing divine spellcaster
4th	+3	+4	+1	+4	Transcendent path	—
5th	+3	+4	+1	+4	—	+1 level of existing divine spellcaster
6th	+4	+5	+2	+5	Transcendent path	—
7th	+5	+5	+2	+5	—	+1 level of existing divine spellcaster
8th	+6	+6	+2	+6	Transcendent path	—
9th	+6	+6	+3	+6	—	+1 level of existing divine spellcaster class
10th	+7	+7	+3	+7	Transcendent body	—

would have gained. If she had more than one divine spellcasting class in which she could cast 3rd-level divine spells before she became a pandaren transcendent, she must decide to which class she adds each level of pandaren transcendent for the purpose of determining spell slots per day.

Transcendent Fist (Ex): The pandaren transcendent practices an esoteric and powerful martial art that relies on the use of touch and spiritual energy. When making a touch attack, a pandaren transcendent adds her Spirit modifier (if positive) as a bonus on her attack roll.

Transcendent Path (Su): The fierce powers of the spirits are for the transcendent to gain and command. At 2nd, 4th, 6th and 8th level the transcendent learns to channel the power of elemental spirits. Each time the pandaren transcendent gains one of these levels, she chooses to learn one of the following special abilities. Each ability may be taken multiple times, amplifying its effect according to the details in its description.

Activating a transcendent path ability is a move action that does not provoke attacks of opportunity; deactivating one is a free action. The pandaren transcendent may use spirit channel any number of times per day, and the effect lasts as long as she wishes. A transcendent may not have more than one of these abilities active at a time.

When the pandaren transcendent uses one of these abilities, her appearance changes to match the spirit she channels. For example, when she uses channel earth, her clothing becomes brown and she moves with slow and stately grace; when she uses channel wind, her clothing turns light blue and her movements are swift and airy. Many other possibilities exist.

Channel Earth: The power of earth is that of resilience and malleability. A transcendent channeling the spirit of earth becomes an invulnerable juggernaut against all but the most potent weapons. The transcendent gains

damage reduction against all forms of attack (#/—) equal to her level in this class.

The transcendent cannot take this ability more than once.

Channel Fire: By summoning the spirit of fire to her breast, the pandaren transcendent is wreathed in flame. She deals an additional +1d6 points of fire damage with unarmed strikes, melee attacks and touch attacks. Creatures that strike the pandaren transcendent in melee while this ability is active take fire damage equal to 1 point for every class level. Weapons with exceptional reach, such as longswords, do not endanger their wielders in this way.

Each time the transcendent takes this ability, the fire damage dealt by touch or unarmed attacks increases by +1d6, and the damage opponents take from striking the transcendent in melee increases by +1 per transcendent level.

Channel Thunder: By calling on the spirit of thunder the transcendent gains uncanny reflexes and can charge the air around her with voltaic energy. The transcendent gains a +1 bonus on initiative rolls for every two levels of transcendent, and she can use *lesser lightning guardians* as a spell-like ability once every minute (her caster level equals her character level; the saving throw DC is 10 + the transcendent's Spirit modifier + the transcendent's level in this class).

If the transcendent takes this power twice, she can use *lightning guardians* instead of *lesser lightning guardians*; if she takes it three times, the spell becomes *greater lightning guardians*. The bonus on initiative rolls also increases by +1 for every two transcendent levels every time the transcendent takes this ability.

Channel Water: The healing properties of water are well known to the pandaren, for this is the spirit of regeneration and well-being. The transcendent gains fast healing with a rating equal to half her Spirit modifier (minimum 1).

Each time the transcendent takes this power, the rate of fast healing increases by +2.



Channel Wind: Elevating her speed to an uncanny level, the transcendent wreathes herself in a vortex of living air. The transcendent's base speed gains a +10-foot enhancement bonus. She also gains a +1 deflection bonus to Armor Class against ranged attacks for every class level.

Each time the transcendent takes this ability, the speed bonus increases by +10 feet and his deflection bonus against ranged attacks increases by +1 per transcendent level.

Transcendent Body (Su): Upon attaining the power of the transcendent body, the pandaren transcendent finally learns to master the elemental spirits and energies under her control. While under the effects of her transcendent path abilities she gains additional benefits:

Channel Earth: The transcendent's damage reduction value doubles.

Channel Fire: Instead of dealing damage, fire effects heal the pandaren transcendent a like amount. (For

example if a fire effect would deal 16 points of damage to her, it instead heals her 16 hit points.)

Channel Thunder: Instead of dealing damage, electricity effects heal the pandaren transcendent a like amount. (For example if an electricity effect would deal 16 points of damage to her, it instead heals her 16 hit points.)

Channel Water: The transcendent can use *cure serious wounds* at will as a spell-like ability; her caster level equals her character level. In addition, the transcendent is immune to all non-magical diseases, even when channel water is not active.

Channel Wind: When transcendent makes a full attack, she may make one extra attack with any weapon she is holding. The attack is made using her full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a weapon of speed or the *bloodlust* spell, nor does it actually grant an extra action, so the transcendent can't use it to cast a second spell or otherwise take an extra action in the round.)

SUBVERSIVE

Description: Subversives are militant defenders of the wild who use guerilla tactics and sabotage to safeguard the land. While their methods may be morally questionable, subversives dedicate their lives to defending nature and its inhabitants. They believe that Azeroth's welfare and survival depend on the state of the wilderness and the creatures populating it. When nature is destabilized, everything in the world is thrown into anarchy — and everyone suffers.

Recent history strengthens this belief, as many men and women already closely tied to nature — such as druids, hunters and scouts — bore witness to the havoc magic and warfare bring. Although subversives have existed for a long time, they are now more convinced than ever that their cause is essential to the future and that the path they walk is the only one worth traveling. Because of their unwavering convictions, subversives strive to defend the fragile balance of nature and protect animals, plants, magical beasts and other creatures that live in the wilderness. Subversives do anything to reach that goal.

A subversive spends most of his time in the wild, honing his knowledge of nature and survival skills and testing his mettle against anyone who would harm nature. Subversives are great trackers and survival experts. They are also competent combatants who take full advantage of terrain and positioning when engaged in battle. They often use guerilla tactics, striking at their enemies when they least expect it. Furthermore, subversives know how to build a variety of dangerous, magical traps using natural materials they collect in the wild. These skills, combined with their unwavering dedication, make subversives dangerous opponents.

Subversives in the World: Subversives spend most of their time in the wilderness and seldom travel to towns, fortresses or similar settlements, preferring instead to remain close to nature. When they need to journey to a humanoid settlement, they take short trips and stay no longer than is necessary. Almost everyone shuns subversives due to their violent and cruel natures, so subversives know not to overstay their welcomes.

Though they may not always agree with their tactics or morals, druids, hunters and scouts view subversives as dedicated members of society — some may even see subversives as necessary. Those who respect nature hold subversives' ideals in some esteem, though many despise their tactics. The Earthen Ring and the Cenarion Circle disapproves of subversives, and most subversives are loners.

Although subversives do not presume to know everything, they believe that the cause they defend is righteous. They often seem more concerned about the well-being of plant and animal life than about the safety of their compatriots. In truth, however, this is rarely the case. Subversives are determined to save nature because they believe that doing so is the only way to protect the people who share the world with the creatures living in it.

Scholars disagree on subversives' origins. Alliance sages believe that subversives developed ages ago in night elf society — though the night elves deny this assertion. Regardless of the race actually responsible for its development, the calling of the subversive is widely spread among both night elf and tauren societies, as heroes from both races frequently come to the same conclusions and harbor the same desires to defend nature. Night elves and tauren share their beliefs and knowledge with their allies, and today some humans and orcs also learn the subversive's mysteries.



Hit Die: d8.

Requirements

Race: Any, though most subversives are night elves or tauren.

Alignment: Any chaotic.

Affiliation: Any.

Base Attack Bonus: +3.

Feats: Bond with the Land (see the **Alliance Player's Guide**), Track.

Skills: Craft (trapmaking) 8 ranks, Knowledge (nature) 6 ranks, Survival 6 ranks.

Class Skills

The subversive's class skills (and the key ability for each skill) are Climb (Str), 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.

Class Features

Weapon and Armor Proficiency: The subversive gains no proficiencies with weapons or armor.

Spells: A subversive gains the ability to prepare and cast a small number of divine spells per day, as shown on Table 3–11: Subversive Spells. To cast a spell, a subversive must have a Spirit score of at least 10 + the spell's level, so a subversive with a Spirit of 10 or lower cannot cast these spells. He may prepare and cast any spell from the subversive spell list, provided he can cast spells of that

level. In addition, he receives bonus spells per day if he has a high Spirit score. When a subversive gets 0 spells of a given level, he gets only bonus spells available to him due to a high Spirit. A subversive prepares and casts spells under the same guidelines as a healer.

Trap Skill (Ex): The subversive's most important ability is creating traps. He gains a competence bonus on Craft (trapmaking) checks equal to his level in this class.

Wild Empathy (Ex): Like druids, the subversive can use body language, vocalizations and demeanor to improve the attitude of any creature of the animal, magical beast or vermin types. He gains wild empathy, as the druid ability of the same name (see **WoW RPG**, Chapter 3: Classes). If he already has this ability (because he has levels in druid, for example), he gains a +4 bonus on wild empathy checks.

Defensive Positioning (Ex): In his role of defender of the wild, a subversive takes time to train himself and hone his skills to become a better combatant. As he gains experience, he learns to take advantage of terrain and position to fend off attacks. At 2nd level, the subversive gains a +1 dodge bonus to his Armor Class as long as he is wearing light armor or no armor. He loses this bonus in any situation that makes him lose his Agility bonus to AC. This bonus increases by +1 at 4th level and every second level thereafter, as shown on Table 3–7: The Subversive.

Nature's Snare (Ex): At 3rd level, the subversive's expertise at wilderness survival and his knowledge of nature allow him to use a variety of mundane objects to design dreadful and deadly traps. By using pebbles, salts, dusts, pieces of wood, pine cones

Table 3-8: The Subversive (Sbv)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Spells, trap skill, wild empathy
2nd	+1	+3	+3	+0	Defensive positioning +1
3rd	+2	+3	+3	+1	Nature's snare 2/day, nature's snare (terror trap)
4th	+3	+4	+4	+1	Beastly sight, defensive positioning +2
5th	+3	+4	+4	+1	Guerilla strike, nature's snare 3/day
6th	+4	+5	+5	+2	Defensive positioning +3, nature's snare (acidic trap)
7th	+5	+5	+5	+2	Nature's snare 4/day, wild sight
8th	+6	+6	+6	+2	Defensive positioning +4
9th	+6	+6	+6	+3	Nature's snare 5/day, nature's snare (immolation trap)
10th	+7	+7	+7	+3	Defensive positioning +5, nature's snare (greenlife strike)

Table 3-9:
Subversive Spells

Level	Slots per Day			
	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

and a variety of other items, a subversive can design well-hidden snares that terrify or damage those caught within — without damaging the surrounding terrain. Animals, magical beasts, and plants are immune to the subversive's nature snares and never trigger them. Thus, the subversive often uses summoned animals to draw enemies into his snares.

To create a snare, the subversive must forage for the ingredients he needs, which takes 1 hour – 5 minutes per subversive level. At the end of that time, the subversive makes a Survival check (the DC depends on the specific snare, as shown below). Success means that he finds everything he needs and can thus build the snare.

A subversive can build a number of nature's snares equal to his Spirit modifier (minimum of 1) with one foraging attempt, as long as the snares are of the same type. Finding the materials to build two different types of snares require two different searches (and thus two Survival checks and additional time).

Note that a subversive who accumulates the materials needed to concoct a nature's snare does not need to build it immediately. However, because some of these components lose their properties after a while, he has 24 hours to do so. After such time, he must search for ingredients again.

A subversive can build one type of nature's snare at 3rd level, but he learns how to create additional sorts as he gains levels. Building the snare requires a Craft (trapmaking) check (the DC depends on the specific snare, as shown below). The subversive must spend a number of rounds equal to 15 – his subversive class level – his Spirit modifier (minimum 1 round). The Search DC, Disable Device DC and save DCs for a nature's snare are equal to 10 + the subversive's level in this class.

A save made against a nature's snare halves its damage (or negates its effect in the case of a terror trap). The type of save is dictated by the kind of snare, as described below.



We walked into the tauren's trap. Our party was hunting one of the fiends who had attacked our camp. The jungle troll and his comrades had killed three of us before we had time to gather our wits. The enemy had been cunning and stealthy, approaching our encampment in secret. Our sentries were deceived. You just can't trust anybody these days; that's what you get for being a bandit.

We were three times their number, so we overcame the hunting party that attacked us once they lost the advantage of surprise. Still, four members of my band perished before we dismantled the small but efficient force that stormed us that night. Unfortunately, their leader escaped.

I pursued, and led some of my best fighters against the enemy who had, presumably in the name of revenge, killed many members of my band. We followed the troll's tracks for the better part of an hour. Even at night, he was easy to follow, with all the crushed saplings and blood he left behind him. I should have suspected something was wrong — things were too easy — but in my fury and haste I hurried the others.

Marka, my second-in-command, triggered the first trap. The burst of acid scorched her flesh, scarring her face. She was still cursing when I heard a strident cry. I turned to see one of my fighters running in fear, his eyes darting in every direction. I could almost taste the magic that took hold of him. I shouted for a halt, but it was too late.

The troll had been waiting for us, and he had company. A tauren wearing tattered leather clothes and holding a massive weapon resembling a tree trunk appeared. My fighters reacted instantly, moving toward them. I shouted again, reaffirming my order to stand their ground, but bandits are not the most disciplined lot. Two walked into other traps, their skin burnt with acid. Marka cried out a warning as she fired arrows at the troll, but our group was in disarray.

The troll hid behind a wide tree and threw javelins while the tauren weaved a spell that changed the surrounding vegetation. A massive wall filled with thick vines and thorns appeared before us. Marka issued another curse and fired one last arrow, in vain. A moment later, everything was quiet, save for the sound of our own breathing.

We had lost sight of the troll and his tauren ally. Furious, Marka insisted that we pursue them, but despite her best efforts she found no trace of our ambushers. It was as though the forest had swallowed them.

I knew better than to venture deeper into the wilderness. Only the spirits of the place knew how many more traps the tauren had laid.

— *Excerpt from the personal diary of Kenry the Robber.*

Once triggered, a nature's snare cannot be reset (though the subversive can rebuild it with new ingredients).

Unless sprung, a nature's snare remains active for a number of days equal to the subversive's level in this class. A subversive may build a nature's snare twice per day at 3rd level, three times per day at 5th level, four times per day at 7th level and five times per day at 9th level.

Following are the nature's snares that the subversive learns. The DC of the Survival and Craft (trapmaking) checks appear in parentheses.

Terror Trap (DC 20): At 3rd level, the subversive can fashion a magical snare that instills fear in any creature (other than an animal or magical beast). An almost imperceptible blue mist rises from the terror trap when a creature steps upon the rigged 5-foot square area, and dissipates almost instantly. A creature in that 5-foot square becomes frightened for 1d4 rounds, after which time he is shaken (–2 penalty on attack rolls, saving throws, ability checks and skill checks) for 1 hour. A Will save negates this effect.

Acidic Trap (DC 25): At 6th level, the subversive learns to build another type of nature's snare. This trap spits a burst of acid upon the creature triggering it (by kicking a tripwire, which can be up to 20 feet long), dealing 1d6 points of acid damage per subversive level. A Reflex save halves the damage. The specially-treated

acid does not harm surrounding wild life, so plants, shrubs and trees are immune to it.

Immolation Trap (DC 35): At 9th level, the subversive can build a powerful fire trap that continues to burn after it is sprung. The fire burns for 5 minutes. The magical fire, however, does not harm anything around it; only creatures or objects passing through it. This trap deals 1d6 points of fire damage per subversive level to the creature triggering it and anyone else attempting to cross the 5-foot-by-5-foot area upon which it is set. A Reflex save halves the damage.

Greenlife Strike (DC 38): At 10th level, the subversive learns perhaps his most fearful trap. He carefully rigs vines, ropes, branches, and/or any other material appropriate to the environment in a 30-foot-by-30-foot area. The trap, though extensive, remains hidden (unless a character finds it based on its Search DC, of course). The subversive can designate any 5 squares within the area as trigger points. When a creature enters one of these squares, the trap activates: the surroundings seem to come alive and lash out at the transgressors with swinging branches, whipping limbs and the like. Creatures within the area take 1d8 points of bludgeoning damage per the subversive's level in this class.

The GM may rule that some environments — such as a bare dungeon — are inappropriate areas for this trap and the subversive cannot create it within those locations.



Beastly Sight (Ex): A subversive spends much of his time in the wilderness, and his eyesight improves. At 4th level, the subversive gains low-light vision. If he already has low-light vision, the range of the subversive's sight in starlight, moonlight, torchlight and similar conditions of poor illumination doubles.

Guerilla Strike (Ex): At 5th level, the subversive is not only at home in the wilderness, but he is also an expert at slaying nature's enemies. When fighting in a natural environment (GM's judgment), he adds a bonus on weapon damage rolls equal to his subversive class level + his Spirit modifier (if positive) any time his target would be denied his Agility modifier to his AC or when the subversive flanks his target. A subversive gains this benefit with ranged weapons only as long as he is within 30 feet of the target. A creature that is immune to critical hits is not vulnerable to a guerilla strike.

Wild Sight (Su): At 7th level, the subversive's eyesight improves again. He gains darkvision up to 60 feet. If he already has this ability, he gains the Improved Darkvision feat (see the *Alliance Player's Guide*) instead.

Subversive Spell List

A subversive's connection to nature is so strong that he draws spells from it. Because of this, and because of his particular calling, a subversive's spells focus on animals, protection, stealth and the wilderness.

1st-Level — *charm animal, detect poison, detect snares and pits, endure elements, lesser faerie fire**, lesser mark of the wild, pass without trace, purify food and drink, roar, speak with animals, summon nature's ally I.

2nd-Level — *bear's endurance, call of the spirits, cat's grace, cure light wounds, delay poison, hold animal, owl's wisdom, reduce animal**, resist energy, summon nature's ally II.

3rd-Level — *cure moderate wounds, dominate animal, entangling roots, faerie fire**, neutralize poison, remove disease, protection from energy, speak with plants, summon nature's ally III, thorn shield.

4th-Level — *commune with nature, cure serious wounds, freedom of movement, mark of the wild, nondetection, renew**, summon nature's ally IV, wall of thorns.

* See **More Magic and Mayhem**.

SCARLET BATTLE MAGE

Description: While most associate the Scarlet Crusade with the decline of the Knights of the Silver Hand, members of the organization come from many different backgrounds — the Scarlet Crusade includes former members of the Kirin Tor and other arcane spellcasters. Battle magi are some of the deadliest members of the Scarlet Crusade; their knowledge of arcane magic is tempered with zeal and training in martial arms. In combat, powerful battle magi might charge into a unit of Scourge creatures and lay it to waste with incendiary magic, and then obliterate any survivors with ordinary or enchanted steel.

Battle magi are among the rarest of their order and are highly respected. The overwhelming majority of battle magi are trained in Tyr's Hand and the newly founded Scarlet Monastery, and then sent to the locations where they are most needed. While the Scarlet Crusade opposes both the Forsaken and the Scourge, battle magi are typically assigned to deal with the latter, since the Scourge is considered more dangerous. Since normal spells and swords are typically ineffective against the stronger members of the Scourge, Scarlet battle magi focus their studies on fire magic. While most of their spells are designed to destroy large groups of weak monsters, battle magi also learn to empower their weapons, knowing that situations arise where ranged magic might fail. Overall, Scarlet battle magi are versatile, and that quality makes them feared by their enemies — and the rest of the world.

Scarlet Battle Magi in the World: Like all members of the Scarlet Crusade, Scarlet battle magi are humans.

Most began their careers as magi.

As members of the Scarlet Crusade, and typically among the most zealous members of the organization, battle magi are unpopular among the educated members of the Alliance. A battle mage who flaunts her title is likely to be considered insane and turned away by any adventuring party; many battle magi know this well enough conceal their identities. Some battle magi despise or disdain the rest of the world and travel only with other members of their organization.

When a battle mage participates in an adventuring group, she often takes a leadership or front line role, in spite of the tendency of most spellcasters to do the opposite. Battle magi have a reputation for fearlessly charging into battle — a reputation that is not always remembered in a positive light. Battle magi deal with their targets quickly, using instantaneous spells to eliminate weak opponents immediately. Their spells and reflexes are impressive, which may ensure the battle mage's stay within an adventuring group, even if she is not entirely trusted.

Hit Die: d6.

Requirements

Race: Human.

Affiliation: The Scarlet Crusade (at least initially; defectors are possible).

Base Attack Bonus: +5.

Skills: Concentration 12 ranks, Knowledge (arcana) 12 ranks, Knowledge (religion) 6 ranks, Spellcraft 12 ranks.

Spellcasting: Ability to cast at least 3rd-level arcane spells.



Special: Proficiency with at least one martial weapon. All new Scarlet battle magi are members of the Scarlet Crusade in good standing.

Class Skills

The Scarlet battle mage's class skills (and the key ability for each) are Concentration (Sta), Decipher Script (Int), Knowledge (arcana) (Int), Knowledge (military tactics) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Spt), Profession (military commander) (Spt), Ride (Agy), Spellcraft (Int), 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: Scarlet battle magi do not gain any additional proficiencies in weapons or armor.

Spell Slots per Day: At the levels shown on Table 3–9, the Scarlet battle mage 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 arcane spells before she added the Scarlet battle mage 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 arcane spells before she became a Scarlet battle mage, she must decide to

which class she adds each level of Scarlet battle mage for the purpose of determining spell slots per day.

Pyromancy (Ex): The Scarlet battle mage specializes in fire magic to incinerate her unholy enemies. Her focus greatly increases the devastating power of her fire-based spells, but this dedication has its cost. At 1st level and every four levels thereafter (5th and 9th), when the Scarlet battle mage casts a spell that deals fire damage, that spell deals an additional +1 point of damage for each die of fire damage. For example, a 5th-level Scarlet battle mage deals an additional +20 points of damage with *fire bolt* (since it normally deals 10d6 points of damage; see **More Magic & Mayhem** for the *fire bolt* spell). However, when the Scarlet battle mage casts a spell with the cold descriptor, that spell deals –1 point of damage per die of cold damage.

Note that this feature affects only the fire and cold portion of the damage; some spells, like *rain of fire*, deal an additional type of damage, such as bludgeoning. Damage dice from non-fire or non-cold damage do not gain a bonus or take a penalty.

Avenging Blade (Ex): Scarlet battle magi blend melee and magic. While battle magi are far more proficient at spellcasting than melee combat, they are trained to adapt to any situation, and take advantage of their enemy's vulnerabilities. At 3rd level, as a swift action, the Scarlet battle mage can make a melee attack at her highest base attack bonus. She can use this ability



Table 3-10:
The Scarlet Battle Mage (Sbm2)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+0	+0	+0	+2	Pyromancy +1	—
2nd	+1	+0	+0	+3	—	+1 level of existing arcane spellcaster class
3rd	+2	+1	+1	+3	Avenging blade	+1 level of existing arcane spellcaster class
4th	+3	+1	+1	+4	Instant spells I	+1 level of existing arcane spellcaster class
5th	+3	+1	+1	+4	Pyromancy +2	—
6th	+4	+2	+2	+5	—	+1 level of existing arcane spellcaster class
7th	+5	+2	+2	+5	Fire resistance	+1 level of existing arcane spellcaster class
8th	+6	+2	+2	+6	Instant spells II	+1 level of existing arcane spellcaster class
9th	+6	+3	+3	+6	Blades of light	—
10th	+7	+3	+3	+7	Righteous fire	+1 level of existing arcane spellcaster class

a number of times per day equal to her class level, but never more than once per round.

Instant Spells (Ex): Battle magi are feared for their ability to remove their targets from combat before the enemy has a chance to react.

At 4th level, when the Scarlet battle mage prepares a spell with the Quicken Spell or Mirror Spell feat, the feat increases the spell's level by one fewer than it normally would. If this feature reduces the overall spell level increase to 0, the spell uses up a spell slot equal to its normal level. At 8th-level, the spell slot cost is reduced by two levels.

For example, Vandis, a 10th-level mage/7th-level Scarlet battle mage, casts a quickened *frost nova*. For another mage, this is a 7th-level spell. For Vandis, however, it is a 6th-level spell. If Vandis were an 8th-level Scarlet battle mage, the same spell would be 5th level.

Fire Resistance (Su): As a battle mage advances in her career, the higher members of her order take note of her

talents and bestow upon her a great blessing. At 7th level, the Scarlet battle mage permanently gains resistance to fire 15.

Blades of Light (Su): At 9th level, the Scarlet battle mage can ignite her weapons with holy fire three times per day as a free action. Her weapons deal +2 additional points of fire damage per class level for one round. She can use this ability only for weapons she wields; if she stops wielding them, the flames go out.

Righteous Fire (Su): At 10th level, the Scarlet battle mage learns her final invocation: righteous fire, the ability to summon a tremendous burst of holy flame to incinerate nearby enemies. Using this ability is a full-round action that provokes attacks of opportunity. All creatures and objects within 100 feet take 1d4 points of fire damage and 1d4 points of holy damage per the Scarlet battle mage's class level. Creatures can make Reflex saves (DC 10 + the Scarlet battle mage's level in this class + the Scarlet battle mage's Cha modifier) for half damage. This ability is extremely taxing, and the Scarlet battle mage can use it only once per day.

SCARLET INQUISITOR

Description: Inquisitors are the reason that even the dead have learned to fear the Scarlet Crusade. These former priests and healers, once dedicated to aiding the wounded, have turned their training in the Holy Light to a more devious end — torturing a captured subject without allowing the prisoner the luxury of death. For this reason, inquisitors are given high authority within their own organization — and are feared by their own people as much as their enemies. In spite of their title, inquisitors do not always torture simply to extract information — many enjoy inflicting pain, and that quality makes them dangerous in combat.

Grand Inquisitor Isillien is one of the most influential figures in the Scarlet Crusade, and rumors say he handpicks the few others who are deemed worthy to bear the mantle of inquisitor. High-ranking inquisitors train pupils in the subtle art of manipulation as well as the destructive and fearsome arts for which the inquisitors are famous. It is the duty of the inquisitor to transform a broken Knight of the Silver Hand into a loyal zealot of the Scarlet Crusade, such as Highlord Taelan Fordring. Inquisitors are also responsible for detecting treachery in their own ranks; hardly a day



passes that the Crusaders do not find an infiltrator loyal to the Cult of the Damned.

With the skill to judge a potential traitor comes the power of the executioner; inquisitors have the right and the responsibility to deal with traitors. Betrayal is not limited to siding with the Scourge, of course; disagreeing with Grand Crusader Dathrohan might be grounds for elimination as well.

The final responsibility of the inquisitor is morale — in many ways, inquisitors retain the role of normal priests, and they ensure the soldiers in their care remain in good spirits. In spite of the fear that even other members of the Scarlet Crusade feel toward inquisitors, they retain the role of confessor, moral support, and other responsibilities that one might expect from a priest of the Church of the Holy Light.

Scarlet Inquisitors in the World: Scarlet inquisitors are almost exclusively human priests, but a few paladins have the dedication and magical skill to follow this path. As high-ranking members of the Scarlet Crusade, individuals outside the organization look down on them even more other Crusaders, and with justification. Even inquisitors who are still sane have a level of zeal that the average person or adventuring party cannot tolerate.

The Church of the Holy Light takes a stand against the inquisitors' torture and other methods, but the Crusaders dismiss such accusations as naïve. The knights and priests of Stormwind have not yet experienced the full force of the Scourge, and the Crusade believes that this lack of knowledge prevents them from being willing to use the necessary

amount of force. The Scarlet Crusade's loyal knights and priests are convinced (by their inquisitors) that the church will eventually see their way of life as necessary. Inquisitors see themselves as the voices of reason in a world clouded with deception; they burn through the lies of the world with the searing flame of truth. Most inquisitors are self-confident, and a large number of them take leadership roles, such as High Inquisitor Whitmane in the Scarlet Monastery.

On the rare occasions that an inquisitor leaves an outpost to go adventuring, he functions much the same as he does within the organization: as a leader and support for his group. Unlike many other members of the Scarlet Crusade, however, inquisitors are cautious in combat and remain as far from melee as possible, using their magic to disorient their enemies or bless their allies with the power of the Holy Light. While inquisitors are potent healers, this role is typically considered secondary to eliminating their targets or enhancing their allies' abilities.

Hit Die: d8.

Requirements

Race: Human.

Affiliation: The Scarlet Crusade (at least initially; defectors are possible).

Base Attack Bonus: +3.

Skills: Diplomacy 7 ranks, Heal 7 ranks, Intimidate 5 ranks, Knowledge (religion) 10 ranks, Spellcraft 5 ranks.

Feats: Iron Will, Leadership.

Spellcasting: Ability to cast at least 3rd-level divine spells.



Table 3-11: The Scarlet Inquisitor (Siq)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+0	+2	+0	+2	Mastery of pain	+1 level of existing divine spellcaster class
2nd	+1	+3	+0	+3	—	+1 level of existing divine spellcaster class
3rd	+1	+3	+1	+3	Extract information I	+1 level of existing divine spellcaster class
4th	+2	+4	+1	+4	—	+1 level of existing divine spellcaster class
5th	+2	+4	+1	+4	Spontaneous casting	+1 level of existing divine spellcaster class
6th	+3	+5	+2	+5	—	+1 level of existing divine spellcaster class
7th	+3	+5	+2	+5	Extract information II	+1 level of existing divine spellcaster class
8th	+4	+6	+2	+6	—	+1 level of existing divine spellcaster class
9th	+4	+6	+3	+6	Scarlet barrier	+1 level of existing divine spellcaster class
10th	+5	+7	+3	+7	—	+1 level of existing divine spellcaster class

Class Skills

The Scarlet inquisitor's class skills (and the key ability for each) are Concentration (Sta), Diplomacy (Cha), Heal (Spt), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Spt), Profession (Spt), Speak Language (none), Sense Motive (Cha), 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: Scarlet inquisitors do not gain any additional proficiencies with weapons or armor.

Mastery of Pain (Su): When the Scarlet Crusade was founded, Grand Inquisitor Isillien realized that the order would be forced to deal with living adversaries as well as undead. Sadly, most spells focused toward either harming one or the other — a difficulty he was determined to resolve. Isillien developed a series of variations on healing spells that would not only inflict harm upon the undead, but on living victims as well. He passed this teaching on to each potential inquisitor, and it has become one of their trademark abilities.

At 1st level, a scarlet inquisitor's *inflict wounds* spells damage both undead and living creatures.

Extract Information (Ex): Inquisitors are experts at intimidation and torture; one of the many purposes of this training is to force their targets to divulge information. While inquisitors train at such torture without concern for what they learn, the Grand Inquisitor requires his students to be proficient at sorting through the information they acquire. At 3rd level, the Scarlet inquisitor gains a +4 competence bonus on Intimidate and Sense Motive checks. At 7th level, these bonuses increase to +8. In addition, at 8th level, the Scarlet inquisitor can, after spending 1 minute interrogating a subject, force the subject to make a Will save (DC

10 + the scarlet inquisitor's ranks in Intimidate). If the subject fails, she must divulge one piece of hidden information. The Scarlet inquisitor can use this ability three times per day. (The revealed information is not necessarily significant, just secret.)

Spontaneous Casting (Su): Inquisitors of the Scarlet Crusade are masters of persuasion, but in many cases mundane means are not sufficient. At 5th level, the Scarlet inquisitor can channel stored spell energy and convert it into mind-affecting spells. This ability works exactly like the way priests can spontaneously cast *cure* spells. Inquisitors may sacrifice their spells for any spell on the following list: *charm person*, *charm monster*, *control undead*, *dominate person* or *dominate monster*. The GM may allow other mind-affecting spells as well.

Scarlet Barrier (Su): Powerful inquisitors can break even the strongest willed men and women, but their targets occasionally escape, or others come to avenge them. The strongest of inquisitors have devised a means to defend themselves, as well as punish those foolish enough to attack one of the priests of the Scarlet Crusade.

At 9th level, the Scarlet inquisitor can produce a barrier of fiery energy that scars any target that dares strike him. This barrier manifests as a glowing crimson aura around the inquisitor that seems to solidify and strike out in retribution against melee attackers. Activating the barrier is a free action.

The first function of the barrier is to absorb damage; it prevents the first 10 points of damage per class level of the inquisitor, similar to a *power word shield* spell. Additionally, targets who successfully strike the inquisitor in melee while the shield is active take 2d6 points of damage, +2 points per inquisitor level. The barrier collapses when it has absorbed its capacity in damage or one minute per Scarlet inquisitor level has passed.

The inquisitor can use this ability once per day.

VINDICATOR



Description: While they may come from any race or culture, all vindicators share one thing in common: They harbor an unwavering desire to bring retribution upon those they deem deserving of punishment. Vindicators, however, need to have personally witnessed or otherwise hold irrefutable proof of the wrongs they are trying to right.

Fueled by a deep hatred — which usually comes from the loss of a loved one, the witnessing of a horrible crime or injustice, or sometimes great personal suffering experienced at some point in the past —

vindicators travel the world to punish those who have harmed others. Stern and humorless loners, vindicators are not the easiest characters to befriend, but once

they call someone a comrade they go to

great lengths to protect

— or

avenge —

him. Driven

by the need

to bring what

they call

justice upon

their enemies,

vindicators

sometimes appear

to be

merciless

zealots who would risk their lives

and those of their friends to

seek retribution. They may

be intense and focused, but

despite their ill-reputed — and

seldom understood — ideas of

what is right and wrong,



Table 3-12: The Vindicator (Vin)

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+0	+0	+2	Hunter's mark +2, revenge 1/day
2nd	+2	+0	+0	+3	Silent seething 1/day
3rd	+3	+1	+1	+3	Bonus feat
4th	+4	+1	+1	+4	Revenge 2/day, silent seething 2/day
5th	+5	+1	+1	+4	Hunter's mark +4
6th	+6	+2	+2	+5	Fearless, silent seething 3/day
7th	+7	+2	+2	+5	Revenge 3/day
8th	+8	+2	+2	+6	Counterstrike, silent seething 4/day
9th	+9	+3	+3	+6	Hunter's mark +6
10th	+10	+3	+3	+7	Revenge 4/day, silent seething 5/day

vindicators view themselves as indispensable tools of justice.

Vindicators seldom respect society's laws, but are willing to work with whoever they need to complete their self-appointed task. Vindicators often take on the roles of vigilantes, imposing their unusual sense of justice on the people of their communities. While vindicators may be rash, their actions are never evil, nor do they consider the act of seeking revenge especially cruel. After all, it is the right thing to do.

Vindicators in the World: Vindicators originate from the human societies of olden days. Traditionally, vindicators remained close to their homelands to ensure that their special kind of justice was brought to their people's enemies. In ancient times, most vindicators focused their attention on creatures and groups that threatened the well-being of their people or the environment in which they lived. Today vindicators roam the world to punish those who harm it.

Sometimes fanatically righteous and perceived as perverted and cruel, vindicators are misunderstood and mistrusted. Although vindicators would argue otherwise, those who meet a vindicator perceive the hatred that drives him as a force stronger than the individual who owns it. Thus many people view vindicators as eerie, zealous individuals who cannot control their emotions. Though it is true that vindicators tolerate little frivolity, they draw strength from their inner rage and the power of their convictions. Those few individuals who call a vindicator friend understand this, and learn to respect those who are driven by this inner fire.

Vindicators work best with people who share similar values. Most vindicators are relentless defenders of whatever noble cause they adopt, and they go to great lengths to bring their special brand of retribution upon those whom they consider enemies of that cause. Vindicators who reside in towns and cities are thorns in the sides of those who live off crime. They target thieves, assassins and slavers, as well as anyone who makes a living by taking advantage of others.

Vindicators are a various lot, but regardless of their pasts, they are heroic characters considered a blessing to those who are on their side, and a deadly threat to individuals whom they deem deserving of their wrath.

Hit Die: d10.

Requirements

Race: Any.

Alignment: Chaotic good.

Affiliation: Any.

Base Attack Bonus: +5.

Feats: Skill Focus (Gather Information or Knowledge (local)) or Skilled (Gather Information and Knowledge (local)); Weapon Focus (any).

Skills: Gather Information 8 ranks or Survival 8 ranks.

Class Skills

The vindicator's class skills (and the key ability for each skill) are Climb (Str), Jump (Str), Knowledge (local) (Int), Listen (Spt), Search (Int), Spot (Spt), Stealth (Agy), Survival (Spt) and Use Rope (Agy). See **WoW RPG**, Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: A vindicator gains no proficiencies with weapons or armor.

Hunter's Mark (Ex): A vindicator excels at hunting those he deems his enemies. His determination and abilities become particularly remarkable against individuals he deems worthy of vindication.

Once per a week, the vindicator can designate one creature with his hunter's mark. The vindicator must be able to identify or recognize this target on sight. The target creature can be of any type, but it must, in the mind of the vindicator, be deserving of punishment. For as long as the creature retains the vindicator's mark, the vindicator gains a +2 bonus on Gather Information, Listen, Spot, Sense Motive and Survival checks made against the



target. He also gains a +2 bonus on initiative checks while in combat with the marked creature, and gains a +2 bonus on damage rolls against it. These bonuses increase to +4 at 5th level and to +6 at 9th level.

Revenge (Ex): The vindicator discovers how to deliver quick, precise and unexpected blows to those who harm him or his companions. The vindicator can, once per day, make an attack of opportunity against an opponent who deals hit point damage to him or one of his allies. He adds his Intellect modifier (if positive) as a bonus on his attack and damage rolls for this attack. At 4th level, 7th level and 10th level, the vindicator may use revenge one additional time each day.

This ability does not grant the vindicator more attacks of opportunity than he is normally allowed in a round. Even with the Combat Reflexes feat, a vindicator may never use revenge more than once per round.

Silent Seething (Ex): A vindicator is a passionate, determined individual who seldom wavers. Much of his power derives from a desire for retribution few can fathom. While many consider the vindicator's inner demons a curse, they can be a blessing.

At 2nd level, the vindicator can call upon his hatred to increase his effectiveness in battle. The vindicator remains in control of his emotions while in this state. He can call upon his silent seething once per day at 2nd level and one

additional time per day every two levels thereafter (2/day at 4th level, 3/day at 6th level, and so on).

While using this ability, the vindicator gains a +2 bonus to Strength as well as a +4 morale bonus on Will saves. He is so focused on his enemies that he cannot use any skill or ability that requires concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand) or spell completion (such as a scroll). He can use any feat he has except for item creation and metamagic feats. A vindicator may prematurely end his silent seething, which lasts for a number of rounds equal to 3 + his Spirit modifier (if positive). At the end of the silent seething, the vindicator is fatigued for the duration of the current encounter.

Bonus Feat: When he attains 3rd level, a vindicator gains Bash, Concussive Shot (see Chapter 2: Class Options), or Counterstrike as a bonus feat, even if he does not meet the prerequisites.

Fearless (Ex): A vindicator is so focused and determined that he is extremely hard to scare. Upon reaching 6th level, he gains a +4 bonus on Will saves against fear effects and Intimidate checks.

Counterstrike: At 8th level, the vindicator gains Counterstrike as a bonus feat, even if he does not meet the prerequisites for it. If he already has this feat, he instead gains Improved Counterstrike (see Chapter 2: Class Options).



GATHER THE DARKNESS

chapter four: magic and faith

Independents, so termed because their affiliations fall outside the borders of both Horde and Alliance, likewise possess differing philosophies on how and why they should use magic. No definition encompasses all the independent views on magic, as that would imply a cohesive faction. Each independent member is its own faction with its own history that formed its own set of beliefs.

The Argent Dawn and the Scarlet Crusade

The Argent Dawn and the Scarlet Crusade both claim to be servants of the Holy Light, though they serve the Light in very different ways. The Argent Dawn accepts members from many different races, and uses cunning, devotion, and might to battle the threat of the Scourge. The Scarlet Crusade is a human organization that fights the Scourge with zealous single-mindedness.

The Atal'ai and the Hakkari

The Atal'ai and the Hakkari devote themselves to Hakkar the Soulflayer, and they succeeded in their goal to summon the god physically into Azeroth.

The Blue Dragonflight

Malygos, Dragon Aspect of the blue dragonflight, embraces magic and lives a life suffused with arcane power, but Malygos tempers his power with centuries of wisdom and self-control. The blue dragonflight uses magic cautiously, as a powerful and dangerous tool.

The Dark Horde

The Dark Horde possesses a history rich with magic influence but little magic power today. The Burning Legion addicted orc warlocks to the drug of arcane power, and used that addiction to help them manipulate the Horde. While Thrall's Horde renounced their ties to the old ways, Rend Blackhand's false Horde continues to traffic with demons.

Dark Iron Dwarves

The Dark Iron dwarves survived the War of the Three Hammers only because their sorcerer-king accidentally summoned the frightful Ragnaros in a ritual that shattered the land. Now Ragnaros exerts his influence over the Dark Iron dwarves, directly shaping their culture and mindset.

The Earthen Ring and the Cenarion Circle

The Cenarion Circle is a druid organization that protects natural places and hunts down the evil forces that might taint primitive areas. The Earthen Ring follows similar ideals, but shaman comprise its membership, and it operates on a lower profile than the Cenarion Circle.

Naga Gender Roles and Magic

Of all the independent factions, only the naga delineate their use of magic along gender lines. In the ferocious, matriarchal naga society, only females pursue arcane studies. Most females train as magi, though some slither along the warlock or necromancer path, and some become priestesses of the tides. Males almost never train as spellcasters of any type, though they are sometimes born with innate magic powers. Naga females possess greater intellect and cunning than males, while males tend to be of lower intelligence and higher strength. This disparity accounts for the female bias in spellcasting.

The Green and Red Dragonflights

Ysera, Dragon Aspect of the green dragonflight, watches over mortals through their dreams. The green dragonflight tends to the natural world through their presence in the Emerald Dream. The red dragons also act as guardians of the wild things of the world, and do so from Azeroth, though few ever see them.

Naga

Naga serve as a prime example of a culture shaped by and still influenced by an obsession with magic. A lifetime of magic experimentation and a great magic cataclysm created the naga race, and the females continue to rule as powerful magi.

The Twilight's Hammer Cult

The Twilight's Hammer cult takes its motivation from the Twilight's Hammer clan. After the clan was mostly destroyed, the cult sprang up, perhaps with encouragement from a few surviving members of the clan. However, the cult is not comprised primarily, or even mostly, of clan members. Instead the cult follows the former clan's nihilistic philosophy, because the cult discovered *why* the clan was nihilistic — they discovered scraps of truth about the elementals and even the mysterious Old Gods. The cult now tries to bring about the destruction for which these entities strive. The Twilight's Hammer cult is much more learned than the old clan. It explicitly attempts to serve the elementals and Old Gods.

A History of Magic

Azshara of the kaldorei studied the Well of Eternity thousands of years ago. Over the years, frequent magic use corrupted Azshara and her supporters. Azshara was addicted to the power of magic, though, and continued to experiment with the Well. She led the other Highborne down a path of decadence and arcane hedonism. She

Zul'armon prowled through the jungle, pushing aside the bushy fronds that obscured his vision. He lifted his big troll feet with exaggerated care to avoid the sucking sound of mud releasing him from its grasp. For three days Zul'armon had stalked his prey. Yesterday he had raced along the trail at top speed, hoping to catch his quarry before he entered the Swamp of Sorrows. Then a snake had slithered across his path and flicked its red tongue at him. Zul'armon had heeded the sign of the animal spirits; the snake signified that it was time to exercise patience. Now Zul'armon crept through the swamp, surrounded by crowds of stinging insects. He slapped at his skin and looked over his shoulder. All day he'd had the feeling someone was watching him. A flash of color startled Zul'armon; he whipped his head around and snatched his dagger from its sheath. A squawking parrot exploded from a nearby tangle of ferns. Zul'armon relaxed and chuckled. Then something crashed into his back. Zul'armon flailed his arms, failed to catch anything, and sprawled forward in the mud. Quick as a greased piglet he slithered forward, and the butt of his foe's quarterstaff slammed into the ground next to Zul'armon, splattering him with mud. Zul'armon flipped to his feet and spun, dagger raised. His heart sank as he saw, not one, but two trolls facing him. Old, dried blood streaked their skin and they wore necklaces made of rodent skulls. One troll leered, then laughed as Zul'armon raised his dagger. "You are far from home, cousin," the troll rasped. "Tonight you will feed Hakkar." Zul'armon prepared to launch himself at the speaker, but a third troll rapped him on the head from behind. His world went dark.

reinforced the Highborne's feelings of superiority. They became even more strict and cruel in preventing others from accessing the Well. Under Azshara, things got much worse — though night elf society was already decadent. Azshara was largely responsible for transforming the Highborne's interest in arcane magic into an obsession.

Over time, the Highborne's actions caught Sargeras's attention. Sargeras encouraged the Highborne to continue their abuse of magic, and the Highborne obliged by summoning demons, and by trying to widen and stabilize a portal so that Sargeras might enter Azeroth (a task that, thankfully, they never accomplished).

The dragonflights were at first inclined to let the elves suffer the consequences of their abuse, but once it became clear that the Burning Legion had invaded, the Dragon Aspects met to discuss how to stop the demons. Neltharion the Earth-Warder, leader of the black dragonflight, proposed that each Dragon Aspect and its

dragonflight place a fragment of their power into a golden disk known as the Dragon Soul. With this powerful artifact, the dragonflights could drive off the demons.

Malygos the Spell-Weaver, master of the blue dragonflight, supported Neltharion. The Dragon Aspects followed Neltharion's plan with disastrous results; the power-hungry — some say maddened — black dragon used the Dragon Soul against the blue, red, green and bronze dragonflights. He killed scores of dragons and nearly destroyed the blue dragonflight entirely. Since that time, the blue, red, green and bronze dragonflights have considered the black dragonflight their enemy, and the feeling is mutual. (See Chapter 7: The Factions for more information on the dragonflights.)

At the end of the War of the Ancients, the Well of Eternity imploded and was utterly destroyed. Azshara and her followers, now cursed to become naga, retreated to the bottom of the ocean, where the residual energies of the destroyed Well of Eternity mutated them.

Kil'jaeden and the ORCS

Over the next 10,000 years, the Burning Legion worked to sow chaos and discord on Azeroth and among the orcs of Draenor. The demon Kil'jaeden corrupted Gul'dan, who became the founder of the Shadow Council. Gul'dan convinced the orcs to drink from Mannoroth's blood, giving the orc race its rage, bloodlust, increased power and a demonic curse that followed them until Grom Hellscream killed Mannoroth in the Third War. Gul'dan also taught the orcs warlock magic, turning them from their shamanistic heritage.

One of Gul'dan's greatest apprentices was Cho'gall, the first ogre mage. Cho'gall passed his teachings on to his clan, the Twilight's Hammer, and shaped their organization with his magic and personal philosophies until the clan was decimated at the Tomb of Sargeras during the Second War.

The War of the Three Hammers

Over two hundred years before the First War, the War of the Three Hammers separated the dwarven clans. The Dark Iron dwarves, led by the sorcerer-king Thaurissan, attempted to conquer Ironforge but lost; in a desperate bid to turn the tide of battle, Thaurissan attempted to summon a supernatural minion who would ensure victory. Instead, he accidentally summoned Ragnaros the Firelord. The magical cataclysm shook the land and created Blackrock Mountain. The Dark Iron dwarves now live in Blackrock Depths beneath the mountain, under Ragnaros's command.

Hakkar and the Gurubashi

During the millennia of arcane upheaval, the faiths of the world also underwent many changes. The Gurubashi trolls worshiped Hakkar the Soulflayer many thousands of years ago, but the worship of the bloodthirsty god split the tribe and provoked a bloody civil war. Eventually the Gurubashi slew Hakkar's avatar and most of his priests.

However, the remnants of the Hakkar-worshipping Gurubashi continued with their plan to bring their god

Primal Magic Sources

The kaldorei first developed their arcane powers through experimentation with the Well of Eternity. When the Highborne separated from the kaldorei and formed their own society, eventually becoming the high elves, they created their own source of magic, the Sunwell.

Arcanists seeking the deepest, most hidden powers of the land sometimes form expeditions to uncover the Sunwell (or its ruined remains). None succeed, of course; the prevalence of undead and blood elves in the ruins of Quel'Thalas prevent anyone from uncovering this ancient secret.

If an explorer were to uncover the Sunwell and drink from it, the effects would be unprecedented. Some researchers speculate that magical energy would fill the explorer to the point where his body could not handle the power, and he would explode. Others claim that while a drinker's body might disintegrate, her spirit would remain behind as an intangible creature of primal arcane power. Still others insist that the drinker would retain his mortality but become the most powerful arcanist on Azeroth.

physically into Azeroth. The green Dragon Aspect Ysera the Dreamer learned of their plans and destroyed their temple. The temple sank in the Swamp of Sorrows, and Ysera left a number of green dragons to guard it.

Religion and the Human Nations

The first human nation, Arathor, formed more than 2,800 years ago, and the philosophy that created the Church of the Holy Light developed soon after. In the last five years, the Argent Dawn and the Scarlet Crusade have both adapted the philosophy to suit their own

agendas and broken off from the Church of the Holy Light as splinter groups.

The Cult of the Damned originated in this time as well. It was originally composed of downtrodden people hoping for social equality and eternal life. At the beginning the cultists didn't know that being undead usually meant a mindless existence. Since the Third War and the Plague, everyone knows that the Cult is evil and serving it often means empty undeath; the only people who join it now are crazed, sadistic people hoping to earn power and immortality.

INDEPENDENT FAITHS

Many independent factions follow the same faiths or philosophical leanings as Horde and Alliance members. Some factions possess unique interpretations of these mainstream faiths, however, and others follow paths unknown to the more established factions.

Cosmetic changes in the nature of worship are not enough to separate a truly independent faction from the rest of the church. Slightly different rituals, name changes or new titles merely indicate a new denomination. Independent factions show their uniqueness with completely different interpretations of the doctrines of the faith. In some cases, these factions might seem completely at odds with their parent organization, but claim to still follow the organization's tenets at heart.

Some faith-based organizations marry several different factions who follow the same philosophy in different ways, and have agreed to ally in order to accomplish a mutual goal. Druidic organizations most often follow this format; druids of different races unite to consolidate their efforts to protect the natural world.

Azshara

The legendary presence of Azshara shaped her empire and continues to inspire her followers centuries later. The naga are the only race that venerate her. The few people who have heard of Azshara, and are not naga, believe her long dead.

All naga respect Azshara to some degree; the most zealous revere her and become priestesses of the tides.

(See Chapter 2: Class Options, "Racial Iconic Classes" for more information on priestesses of the tides, who are also called sea witches.) Females comprise the bulk of the priesthood, though some males also serve Azshara as priests of the tides.

Hakkar the Soulflayer

The bloodthirsty god known as Hakkar the Soulflayer supported the Gurubashi trolls in their time of need. Hakkar aided the trolls in rebuilding their kingdom, shattered when the Well of Eternity imploded and shattered the land, but the increasingly ravenous god demanded blood sacrifices every day.

Finally, Hakkar commanded his priests, the Hakkari, to bring him physically into Azeroth. This way, Hakkar could feed on lives directly without waiting for sacrifices. A small fragment of the Hakkari, known as the Atal'ai, agreed to follow their god's command. The rest of the Hakkari refused, and civil war broke out. The Hakkari, the Gurubashi, and the Zandalari killed most of the Atal'ai, but a few escaped and fled deeper into the Swamp of Sorrows. There, they built the Temple of Atal'Hakkar and continued to try and bring their god into the world.

The Hakkari had allied with the other Gurubashi trolls against the Atal'ai, but after the war found themselves persecuted. The Gurubashi remembered that the Hakkari had willingly made sacrifices to Hakkar and turned their rage on the priests. Some Hakkari escaped



Heretics of the Holy Light

Of the two splinter factions of the Church of the Holy Light — the Argent Dawn and the Scarlet Crusade — the Argent Dawn is by far more palatable to the Church. Still, both technically go against the church's established teachings to blaze new paths.

The Argent Dawn believes the church's old methods of dealing with evil no longer suffice. Evil constantly changes and refines its methods, and good must likewise change. The Scarlet Crusade takes this notion one huge step forward. The crusade rationalizes that evil has no restraints on its tactics, and neither should good if it expects to triumph.

While both groups go against the teachings of the Church of the Holy Light, the church takes no direct action against them. This lack of activity on the church's part derives from its unique structure. While it is the dominant faith among humans, the Holy Light is not a religion so much as it is a philosophy. The "church" is a network of the faithful that exists to bring worshipers together and provide new members with guidance. Adherents to the path of the Holy Light don't attend services once a week or build edifices to celebrate their philosophy (with a few exceptions). Plus, the Church of the Holy Light — and its adherents — have larger problems to worry about.

In addition, while their doctrine might be radical, none can deny that the Argent Dawn and the Scarlet Crusade accomplish what they set out to do. The Argent Dawn has become the preeminent enemy of evil in some areas, and the Scarlet Crusade deals blow after vicious blow to the Scourge. While their methods may be questionable (particularly in the case of the Scarlet Crusade), their accomplishments dissuade most faithful of the Holy Light from interfering.

Priests of the Holy Light who serve the Scarlet Crusade can gain access to the Crusader (see below), Healing and War (favored weapon: longsword) domains (but not Protection).

and made their way to the Temple of Atal'Hakkar, where they threw themselves on the Atal'ai's mercy.

Together, the Hakkari and the Atal'ai continued to try and bring Hakkar into Azeroth. Ysera learned of their plans, however, and buried the Temple of Atal'Hakkar beneath the swamp. (More information on the Atal'ai organization appears in Chapter 7: The Factions).

Witch doctors who worship Hakkar also exist. These witch doctors lead the sacrificial ceremonies to provide Hakkar with the blood he requires.

Sacrifices to Hakkar require much preparation and ritual on the part of the participants. The Atal'ai and Hakkari spend hours dancing and chanting praises to Hakkar. Ritual self-mutilation plays a large part in their ceremonies, and most followers of Hakkar display ugly scars on their limbs and faces. If the Atal'ai and Hakkari capture a particularly powerful sacrifice, such as a troll leader or a servant of the green dragons, they can spend up to three days preparing for the sacrifice. The faithful whip themselves into a frenzy of dancing and singing

Racial Faiths

Most races possess some sort of cultural faith that reflects their values, fears and hopes. Races sometimes personify their faiths in the form of a god, but members of the race understand that their “god” is really just a symbol of their philosophical beliefs, not an actual being.

The murlocs take this belief to a curious extreme; they revere actual animals as representations of their faith. A nearby creature that exemplifies murloc values — such as a strong shark or a quick fish — becomes a living symbol of the murloc faith. As the animals die or move on, the murloc faith mutates to find new symbolism in the murlocs’ surroundings.

Most racial faiths include the concept of an afterlife, along with cultural mores and taboos to indicate the correct path to the afterlife. The tuskarr, for instance, believe in an afterlife plentiful in game; and their rituals (which celebrate positive social behaviors such as marriage, bearing children and hunting) indicate the proper way an individual should act so as to reach the afterlife.

Spiritual leaders who guide their race along the proper philosophical path tend to be shaman or druids. Few races revere an actual deity to whom they can dedicate their lives as priests.

and, sometimes, the cannibalization of lesser prisoners. At the culmination of the ceremony, the head witch doctor bleeds the prisoner until he dies, then shares the blood with the Atal'ai and Hakkari in attendance.

Atal'ai and Hakkari priests can gain access to the Death and Destruction domains. Hakkar's symbol is a fanged maw filled with darkness, ready to swallow the world; Atal'ai priests surround ebony disks with teeth taken from their fallen enemies to make their holy symbols.

The Old Gods

Few researchers know anything about the Old Gods and their mad worshipers; until C'Thun made its presence felt in Ahn'Qiraj, practically no one on Azeroth even knew the Old Gods existed..

The Old Gods do possess worshipers, though, even from their prison below the earth. Most followers of the Old Gods are completely insane and wholly evil. The Old Gods are imprisoned or sleeping, but so great is their power that their unconscious but destructive, maddening auras seep out and influence some denizens of Azeroth.

In some cases, evil but sane individuals turn deliberately to worship of the Old Gods out of spite when the individual feels other, more mainstream powers have mistreated her. Anarchists also sometimes turn to worship of the Old Gods out of a desire to destroy the world; some believe a new, better world will rise up in the wake of the destruction. In either case, these worshippers are deluded or misinformed, and any who do manage to make even the barest real contact with the Old Gods go hopelessly and irrevocably insane.

C'Thun, the only Old God whose name is known, has been awakening for some time. He recently woke completely and physically returned to Azeroth. He now lairs in the ruins of Ahn'Qiraj, and packs of brave heroes have already begun to form and venture into the ruins. Perhaps they can destroy the evil god before he emerges to devastate Azeroth.

Xavius

Xavius was so corrupt that he became a demon before he died. He studied arcane power at the same time as Azshara did, and became corrupted by arcane power —

Zul'armon woke with a pounding headache. His wrists ached and his arms felt like bags of sand. He groaned and cracked his eyes open.

His arms and legs bound, Zul'armon hung from the pole like a trussed boar. A cacophony of chanting swirled around him. Zul'armon twisted his head and saw a group of trolls dancing in a circle. They looked like the ones he'd seen in the swamp: tall, gaunt and painted with old blood and mud. They wore strings of gaudy beads and bones. Bile rose in Zul'armon's throat. One troll, older and taller than the others, danced up to Zul'armon. He grinned, showing rotten yellow teeth. “You will fill Hakkar's empty belly,” the troll said, and poked Zul'armon in the side.

“I had others with me,” Zul'armon lied. “They will track me and destroy this abominable cult.”

The Atal'ai priest laughed and danced back to his tribe. Zul'armon struggled against his bonds to no avail. Panic choked him; he'd heard tales of what the Atal'ai and the Hakkari did to their sacrifices. He faced a long, slow, painful death.

Then the world shook and a thunderous roar drowned out the Atal'ai chants. Everything went dark and, for a moment, Zul'armon thought someone had sapped him again.

He was still conscious, though, and with a blink he cleared the mud from his eyes. His mouth fell open at the sight of the huge green dragon looming in the center of camp. The Atal'ai and the Hakkari shrieked and drew weapons. The green dragon roared again. Zul'armon noticed one of the poles holding him upright had shifted; with a grunt he thrashed and shimmied until his hands slid off the pole. He hit the ground with a thud. His arms woke with painful tingles, but Zul'armon ignored the sensation. He freed himself, grabbed the nearest rock for a weapon and charged.

even more so than Azshara. Indeed, Xavius became the first satyr — a demon. He created the satyr race and,

The Old Gods and the Twilight's Hammer Cult

Rarely does an entire organization turn to worship of the Old Gods; the insanity necessary in the faithful usually precludes any sort of cohesion. In truth, the Twilight's Hammer cult doesn't worship the Old Gods in the strictest sense. Instead the Old Gods seem to exert a powerful fascination over the cult.

The Twilight's Hammer cult is dedicated to the idea of bringing about (or at least bearing witness to) an apocalypse. To this end they research the Old Gods, learning all they can about these mysterious forces and uncovering any influence the Old Gods might still possess over the world. The faction seems especially interested in Ragnaros, the elemental fire lord who rules the Dark Iron dwarves.

as demons, they became the Burning Legion's loyal servants. Satyrs pay homage to Xavius by living gleeful, sinful lives and committing acts of treachery they feel will honor their dark lord. Still, satyrs are evil, sadistic and monstrous demons. Whatever vague loyalty they feel toward Xavius is overshadowed by their devotion to Sargeras.

The Pantheon of the Zandalari Tribe

All trolls worship a pantheon of primal forces; a sacred animal represents each aspect of the pantheon. The Zandalari tribe functions as an overarching priest caste. Most Zandalari spiritual leaders are witch doctors and voodoo priests. If a Zandalari becomes a priest of the primal pantheon, he can gain access to the Animal and Spirits domains.

The Cult of the Damned

Many wonder why anyone would want to become undead. Each member of the Cult of the Damned could give a different reason, depending on when they became a member.

Before the scourging of Lordaeron, Kel'Thuzad's persuasive powers convinced many to join his side. He appealed to the downtrodden, the mistreated and the disenfranchised. He promised a life without hunger, poverty, fear of authority or inequality. Under the Lich King, all would be equally important and none would go hungry, grow sick, or die. This message resonated with the poor and hopeless of Azeroth, and many flocked to the Lich King's side.

Now, the true bent of the Scourge is clear. The Lich King desires the eradication of all of society, all the living. To join the Scourge today means to hate life. Only those who revel in death — true monsters — join the Cult of the Damned.

Faithful of the Cult of the Damned desire undeath and pay any price to get it. They serve their undead masters faithfully, desperately hoping to curry enough favor to obtain the glorious reward of eternal life. Other faiths promise eternal life after death; the Cult of the Damned offers it now.

While all cultists in this organization show insane devotion to the cause, few are actual healers. Druids find the organization repulsive, and most priests once belonged to another faith and have now changed their philosophy to embrace the darkness of existence.

SPELLS

Independent factions use many of the same spells the Alliance and Horde do. However, the focused nature of many of the independent factions sometimes requires specialized spells. Religious orders receive inspiration from their faith, often in the form of new divine spells. Arcanists belonging to a small organization might devote their talents to developing new spells, or the organization might hire outside help to research new magic for the group. While these spells first appeared among the independents, the Alliance and Horde have usurped some of the spells for their own use.

SPELL LISTS

The following spell lists include all the new spells in this book.



Arcanist Spells

1st-Level Arcanist Spell

Enlarge Person: Humanoid creature doubles in size.

4th-Level Arcanist Spell

Enlarge Person, Mass: Enlarges several humanoid creatures.

6th-Level Arcanist Spells

Flesh to Stone: Turns target creature into statue.

Stone to Flesh: Restores petrified creature.

7th-Level Arcanist Spells

Azshara's Eyes: Reveals magic auras, minor item abilities.

Flesh to Gold: Turns target into gold-laced statue.

9th-Level Arcanist Spell

Split Soul: Creates chaotic evil personality in target's mind.



Mage Spell

8th-Level Mage Spell

Incendiary Wave: 5d8 damage in 30-foot radius for 1 round/level; no save.



Necromancer Spell

1st-Level Necromancer Spell

Flash of Darkness: Deals 1 damage/level (max 5 points); immediate action.



Healer Spells

2nd-Level Healer Spell

Detect Taint: Reveals creatures tainted by negative energy and reduces concealment.

7th-Level Healer Spell

Azshara's Eyes: Reveals magic auras, minor item abilities.



Druid Spell

1st-Level Druid Spell

Longstrider: +10 ft. to your speed for 1 hour/level.



Priest Spells

1st-Level Priest Spell

Flash of Darkness: Deals 1 damage/level (max 5 points); immediate action.

9th-Level Priest Spell

Conflagrative Curse: Infection causes undead to catch fire, dealing 10d6 fire damage.

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)
Azshara (priestesses of the tides)	Arcana* and Elements
Hakkar the Soulfayer	Death and Destruction
The Lich King	Death and War (longsword)
Scarlet Crusade	Crusader*, Healing, and War (longsword)
Troll pantheon	Animal and Spirits

* A new domain described below.

Arcana Domain

Lesser Power — Deep Aegis (Su): You gain an additional use of your aegis ability per day. The extra use must apply to a saving throw made against an arcane spell.

Greater Power — Azshara's Legacy (Su): Choose one spell per level (0 through 9th) from the arcanist and/or mage spell lists. You add these spells to your priest spell list at the same levels.

1st—Identify^M: Determines properties of magic item.

2nd—Mana Burn: Target loses spell slots and takes damage.

3rd—Dispel Magic: Cancels spell and magical effects.

4th—Amplify Magic†: Increases the effect of damaging and healing spells on the subject: +1 point/level (max +15).

5th—Globe of Invulnerability, Lesser: Stops 1st-through 3rd-level spell effects.

6th—Dispel Magic, Greater: As *dispel magic*, but up to +20 on check.

7th—Azshara's Eyes*: Reveals magic auras, minor item abilities.

8th—Spell Turning: Reflects 1d4+6 spell levels back at caster.

9th—Protection from Spells^{MF}: Confers +8 resistance bonus against spells.

† See **More Magic & Mayhem**.

Crusader Domain

Lesser Power — Turn Undead: You may both turn and rebuke undead. When you make a turning attempt against undead, you choose if you would like to turn (or destroy) or rebuke (or command) them. You still spontaneously cast *inflict* spells instead of *cure* spells.

Greater Power — Zealot's Strike: Once per day you may attempt a zealot's strike with one normal melee attack. You must declare your intent to use zealot's strike before you make your attack roll. If you hit, you deal +1d6 extra points of damage, +1 additional point of damage per healer level. If you use your faith's favored weapon to make your zealot's strike (longsword for the Scarlet Crusade), you gain a +2 bonus on your attack roll. If you miss with your zealot's strike, the strike has no effect but is still used up for that day.

1st—Detect Undead: Reveals undead within 60 ft.

2nd—Detect Taint*: Reveals creatures tainted by negative energy and reduces concealment.

3rd—Hooks of Binding: Immobilizes a demon or undead creature.

4th—Restoration^M: Restores level and ability score drains.

5th—Hooks of Binding, Greater: Immobilizes a powerful demon or undead creature.

6th—Holy Fire†: Deals 1d6 holy damage/level (max 15d6), plus 8 damage/round for 2 rounds.

7th—True Seeing^M: Lets you see all things as they really are.

8th—Discern Location: Reveals exact location of creature or object.

9th—Conflagrative Curse^{M*}: Infection causes undead to catch fire, dealing 10d6 fire damage.

Gaining the Madness Domain

The Madness domain does not appear on any faith's list of domains. However, GMs may grant it to certain nihilistic cults or crazed priests for which it seems appropriate.

† See **More Magic & Mayhem**.

Madness Domain

Lesser Power — Unreal Vision (Su): Used to the whispers in your head and the blurring between reality and fantasy, you understand that your senses might lie to you at any moment. You gain a +4 bonus on saving throws made against illusion spells and effects.

Greater Power — Share Vision (Su): Once a day you can share your vision of reality with another. If you make a successful touch attack, your target must make a Will save (DC 10 + your healer level + your Charisma modifier) or be stunned for 1 round per two healer levels. This is a mind-affecting effect.

1st—Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

2nd—Mana Burn: Target loses spell slots and takes damage.

3rd—Psychic Scream†: Frightens 1d4 enemies.

4th—Crushing Despair†: Targets take –2 on attack rolls, damage rolls, saves and checks.

5th—Mental Blast†: Deals 1d4 points of damage per level (10d4 max); immediate action.

6th—Nightmare‡: Sends vision dealing 1d10 damage, fatigue.

7th—Mind Flay†: Halves target's movement and deals 7d6 damage/round for 3 rounds.

8th—Insanity: Maddens the target permanently.

9th—Split Soul*: Creates chaotic evil personality in target's mind.

† See **More Magic & Mayhem**.

‡ See the **Horde Player's Guide**.

SPELL DESCRIPTIONS



Azshara's Eyes

Divination

Level: Arcana 7, Arcanist 7, Healer 7

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: 10 min/level (D)

Saving Throw: None

Spell Resistance: No

You automatically detect the number of different magical auras in your vision, along with the strength and location of each aura. Detecting these auras requires no concentration on your part. If you desire, you may concentrate on a single faint aura for one full round and make a Spellcraft check (DC 20 + spell level or object's caster level). Success reveals the spell in effect and its caster level (for a spell) or all the magic properties of the item (for an object).

In addition, if someone targets you with a spell while you are under the effects of *Azshara's eyes*, you immediately receive a Spellcraft check (DC 20 + spell level) to identify the spell and its caster level, and to discern the direction from which it came (this does not require an action on your part). If the spell appears on more than one spell list (*detect magic*, for instance) you also know from what spell list it was cast if you succeed on the Spellcraft check.



Incendiary Wave

Evocation [Fire]

Level: Mage 8

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft. radius cylinder 10 ft. high, centered on caster

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Searing flames erupt around you, extending in a 30-foot radius horizontally and 10 feet vertically. The flames deal 5d8 points of fire damage each round to all creatures within the area (except you). Creatures moving through the area also take this damage, but the flames can damage a creature only once per round. If a creature has spell resistance, it applies against this damage. The flames clearly illuminate a 60-foot radius and provide shadowy illumination out to a 120-foot radius.

Material Component: A bit of phosphorus.



Conflagrative Curse

Evocation

Level: Crusader 9, Priest 9

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One undead creature

Duration: 5 rounds (see text)

Saving Throw: Will negates (see text)

Spell Resistance: Yes



You plant a hidden, deadly curse within an undead creature. If the target fails its Will save, the curse infects the creature and remains dormant for 5 rounds. During this time, any valid targets adjacent to the creature (or who become adjacent to it as the target and creatures around it move about) must also make a Will save or become infected with the *conflagrative curse*. Each newly infected creature also becomes contagious for 5 rounds and can spread the curse further.

At the end of 5 rounds, the target explodes into flame, taking 10d6 points of fire damage (no save). A *break enchantment*, *dispel magic*, *limited wish* or *miracle* cast before an infected creature catches fire negates the curse. The cursed flames gutter out after the initial conflagration and deal no further damage.

Material Component: A pyramid of blackened bone.



Detect Taint

Divination

Level: Crusader 2, Healer 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: 10 minutes/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You detect all creatures in your field of vision who recently came in contact with the taint of undeath. This spell discerns the following creatures: creatures who came into physical contact with an undead creature in the last 24 hours; creatures who took negative energy

damage (such as from an *inflict light wounds* spell) in the last 24 hours; creatures who gained one or more negative levels in the last 24 hours; creatures who took ability drain or ability damage in the last 24 hours; and undead creatures.

You treat detected creatures who had total concealment prior to the casting as if they possessed only regular concealment. You have no miss change against detected creatures who had regular concealment prior to the casting. You gain a +5 bonus on Spot checks made to against detected creatures attempting to hide from you.

The first time a detectable creature enters this spell's area of effect, she gets a Will save. On a successful save the spell does not detect her, even if she leaves and later re-enters the area of effect.



Enlarge Person

Transmutation

Level: Arcanist 1

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 min./level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Agility (to a minimum

of 1), and a –1 penalty on attack rolls and AC due to its increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it — the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee and projectile weapons affected by this spell deal more damage. Other magical properties are not affected by this spell. Any *enlarged* item that leaves an *enlarged* creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of *enlarged* items are not increased by this spell.

Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels *reduce person* (presented in **More Magic & Mayhem**).

Enlarge person can be made permanent with a *permanency* spell (minimum caster level 9th, 500 XP).

Material Component: A pinch of powdered iron.



Enlarge Person, Mass

Transmutation

Level: Arcanist 4

Target: One humanoid creature/level, no two of which can be more than 30 ft. apart

This spell functions like *enlarge person*, except that it affects multiple creatures.



Flash of Darkness

Necromancy

Level: Necromancer 1, Priest 1

Components: V, S

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half; see text

Spell Resistance: Yes; see text

A brief flash of pure shadows and negative energy erupts around an enemy, dealing 1 point of damage per level (maximum 5).

Since undead are powered by negative energy, this spell heals them instead of damaging them.



Flesh to Gold

Transmutation

Level: Arcanist 7

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Goblin arcanists obsessed with turning lesser substances into gold sought a way to modify the *flesh to stone* spell to transform their enemies into gold. After much research, one talented mage developed the *flesh to gold* spell. While not perfect, it has remained a favorite of goblin arcanists ever since.

The target, along with all its carried gear, turns into a mindless, inert statue, just as with *flesh to stone* (see below), except the stone statue displays veins and specks of pure gold.

The amount of gold this spell produces seems dependent on the strength of creature transformed. Arcanists theorize that the gold deposits in the statue are representative of the target's essence; particularly powerful or strong-willed creatures yield more gold than weaker creatures.

A statue yields gold worth 200 x its CR in gold pieces. Extracting and refining this gold is a process that takes 1 hour, a DC 20 Profession (miner) check, and a DC 20 Craft (alchemy) check. A failed check halves the value of the gold. (So if both checks fail, the amount of gold is reduced to a quarter.) Some characters may have moral issues about smashing up a once-living creature for gold.

A *stone to flesh* spell restores a creature targeted by a *flesh to gold* spell as usual. However, if a statue has been completely refined, the original creature is considered dead and must be *raised* or *resurrected*. The slag refuse of the refining process counts as a part of the original creature's body for purposes of resurrection magic.



Flesh to Stone

Transmutation

Level: Arcanist 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells.

This spell only affects creatures made of flesh.

Material Components: Lime, water and earth.

**Longstrider**

Transmutation

Level: Dark Ranger 1, Druid 1, Elven Ranger 1, Wilderness Stalker 1.**Components:** V, S, M**Casting Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 1 hour/level (D)

This spell increases your base land speed by 10 feet. (This adjustment counts as an enhancement bonus.) It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Material Component: A pinch of dirt.

**Split Soul**

Enchantment (Compulsion) [Chaotic, Evil, Mind-Affecting]

Level: Arcanist 9**Components:** V, S, M/DF**Casting Time:** 1 standard action**Range:** Touch**Target:** One creature (see text)**Duration:** Instantaneous**Saving Throw:** Will negates (see text)**Spell Resistance:** Yes

With a touch the spellcaster splits the target's soul in half, separating his darkest desires, secret hates and evil tendencies into a second personality. This dark twin lurks in the target's mind, coaxing him to commit evil acts and give in to his most hedonistic desires.

Only creatures with Intellecets of 5 or higher make valid targets for this spell. Once the caster touches the target, he must make a Will save to resist the sundering; however, the target initially feels no different whether he succeeds or fails on his saving throw. The split soul initially lies dormant, biding its time.

The next day, and every day after that, the split soul attempts to manipulate its host. Once during the 24 hours after the target fails his save, he must make a second Will save (the save DC increases by +1) or feel more inclined to commit evil acts. The target's inhibitions seem loosened and his morals slightly absurd. His alignment shifts one step (either in the Law-Chaos axis or Good-Evil axis) toward chaotic evil (see **WoW RPG**, Chapter 7: Description, "Alignment"). On a successful save the target feels no different; he does not realize there is anything wrong inside his mind.

Each day thereafter, the target must make another Will save. The DC increases by +1 every time the

target attempts a new save. Every failed save weakens the target's moral code a little further and shifts his alignment one step toward chaotic evil.

Of course, the target's friends and family may notice something odd about the target's behavior, but the split soul is cunning and tries to hide itself. The target gains a +5 bonus on Bluff checks when attempting to reassure others that he is the same person he's always been; indeed, he feels just like the same person he's always been. A target in a *zone of truth* can claim to be unaffected and uninjured by any evil spell; to the best of his knowledge, he's fine.

Detect magic and other such spells reveal nothing unusual about the target, although *detect taint* always detects the character unless he makes his save. *Divination* and other such spells might uncover the truth about the target's situation. *Dispel magic* has no effect on the character, nor does *break enchantment*. Only a *limited wish*, *greater restoration*, *miracle* or *wish* restores the character to his old self. *Heal* or *restoration* mends the schism in the character's mind but does not reverse any alignment shifts.

This spell has no effect on chaotic evil targets.

Arcane Material Component: A cracked silver mirror worth 100 gp.

**Stone to Flesh**

Transmutation

Level: Arcanist 6**Components:** V, S, M**Casting Time:** 1 standard action**Range:** Medium (100 ft. + 10 ft./level)

Target: One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long

Duration: Instantaneous**Saving Throw:** Fortitude negates (object); see text**Spell Resistance:** Yes

This spell restores a petrified creature to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any petrified creature, regardless of size, can be restored.

The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. (For example, this spell would turn a war golem into a flesh golem — or at least a flesh-like golem — but an ordinary statue would become a corpse.) You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long, or a cylinder of up to those dimensions in a larger mass of stone.

Material Component: A pinch of earth and a drop of blood.

Screaming incoherently, Zul'armon smashed his rock into every Atal'ai foolish enough to come close. Despite its fearsome size, the dragon seemed hard pressed. The Atal'ai must have been expecting it, Zul'armon thought, as the savage trolls' tactics were flawless. They circled the dragon and stabbed at its flanks. For a time Zul'armon wondered why the dragon had landed at all; then he saw the long rents in one wing. The beast was crippled.

Across the camp, Zul'armon saw the Atal'ai high priest standing back from the melee, chanting arcane words. He also saw his pack lying against a pile of rocks.

Zul'armon hurdled a troll corpse, dashed to his pack, and pawed through its contents. His hand closed over a bottle.

The dragon roared again and snatched up a troll in its teeth. The high priest gestured at the dragon and an array of magical bolts sped out of his hands and slammed into the beast. The dragon keened in pain. It staggered towards the priest, slogging through the muck and the horde of trolls.

Zul'armon downed his potion in one gulp. "Blessed with the mojo of Zanza!" he cried.

His shout drew the attention of the chieftain. With a smile, the Atal'ai began to cast a second spell. Zul'armon charged the old troll, his bloody rock raised in one hand.

Another barrage of magical bolts streaked towards Zul'armon. They impacted an invisible shield before him, bounced back, and reversed course. The Atal'ai screamed in horror as his own spell destroyed him.

The remaining Atal'ai broke and ran. The dragon dispatched two fleeing trolls, then turned to face Zul'armon. Neither spoke. After a moment of silence, the dragon inclined its head. Zul'armon returned the bow.

The dragon melted back into the jungle, and Zul'armon began his long trek home.

NEW MAGIC ITEMS

The following section contains new magic items either created by or controlled by the independent factions. General rules on magic items and magic item creation appear in **More Magic & Mayhem**.

New Armor

Aegis of the Scarlet Commander

Description: This burnished copper shield displays stylized flames on its surface. A dull red glow emanates from the shield.

Rumor holds that these shields, once carried by knights of the Holy Light, used to glow white. As their owners turned to the Scarlet Crusade, so did their light turn blood red.

Powers: This +2 *lightforge iron heavy shield* sheds red light with the intensity of a torch. The shield grants its bearer DR 1/evil and negates the first 2 points of damage dealt by a spell with the evil descriptor. The

shield's bearer also gains a +2 bonus on Diplomacy and Intimidate checks.

Moderate transmutation; CL 6th; Craft Magic Arms & Armor, *eagle's splendor*; Price 18,970 gp; Cost 9,570 gp + 752 XP.

Speed

Description: This special armor increases the wearer's movement rate.

Powers: This armor grants you a +10 enhancement bonus to your base speed.

Weak transmutation; CL 3rd; Craft Magic Arms and Armor, *longstrider* (see "Spells," above); Price +1 bonus.

New Rods

Rod of the Sleepwalker

Description: An egg-sized blue gem glitters atop a length of gnarled and twisted wood. The gem sheds an arcane glow that illuminates the length of the staff.

Table 4-1: New Magic Armor

Item	Price
Speed	+1
Aegis of the Scarlet Commander	18,970 gp

Table 4-2: New Rod

Item	Price
Rod of the Sleepwalker	70,875 gp

The origin of the *rod of the sleepwalker* remains shrouded in mystery, but it belongs to Twilight Lord Kelris of the Twilight's Hammer.

Powers: When held in hand, the *rod of the sleepwalker* grants its bearer a +2 enhancement bonus to Intellect and Spirit. Three times per day, on command, the rod transforms into a +3 *anarchic*/+3 *unholy quarterstaff* for 10 minutes. The owner of a *rod of the sleepwalker* is immune to the *dream* spell and suffers a -4 penalty on saves against the *nightmare* spell. (The rod need not be in hand for the immunity and saving throw penalty, merely in the character's possession. See the **Horde Player's Guide** for these spells.)

Moderate transmutation; CL 9th; Craft Rod, *bestow curse*, *owl's wisdom*, *protection from good*, *protection from law*; Price 70,875 gp; Cost 35,474 gp + 2,835 XP.

New Wondrous Items

BRACERS OF THE Watery Grave

Description: These elegant bracers are formed of fine, flexible silver links. A closer inspection reveals tiny silver scales covering the lightweight items. A tiny moonstone no bigger than a pinhead rests in the hollow of each scale, reflecting every gleam of light until the bracers seem alight with flame.

Naga magi first developed these bracers, and murlocs and sea giants stole the design to make their own.

Powers: The wearer may spend a day attuning the bracers to a particular location. The wearer must visit the location for 4 hours and cannot engage in combat during the day; for this reason most characters choose relatively peaceful locations near their homes.

Once the wearer attunes the *bracers of the watery grave*, she may activate the bracers once per day to teleport her and anyone she touches to the attuned location. Unwilling travelers must make DC 17 Will saves to avoid teleportation. Any teleported creatures, including the wearer, remain at the attuned location for 1 minute. After that time the creatures teleport back to their original location. The return trip occurs even if the bracers' owner no longer touches the transported

subjects, or if she removes or loses the bracers. Unwilling creatures who failed their initial saving throws to resist teleportation do not receive a second saving throw to resist returning.

Bracers of the watery grave impose a -2 penalty on Hide checks in conditions other than total darkness.

Moderate conjuration; CL 9th; Craft Wondrous Item, *teleport*; Price 20,250 gp; Cost 10,125 gp + 810 XP.

Light of the Argent Dawn

Description: This 1-inch diameter, clear gem emits a soft silver radiance. The gem magically adheres to other items; its owner can attach or detach it at will. Most Argent Dawn templars affix the gem to their belts, weapons or helmets. It cannot be grabbed, disarmed or sundered without grabbing, disarming or sundering the weapon or object to which it is attached.

Powers: The *light of the argent dawn* emits a silver glow with the intensity of torchlight; the gem's owner can turn the light on or off with a command word. A character standing within 20 feet of a *light of the argent dawn* when it sheds light gains a +2 sacred bonus on attack rolls made when using a holy strike or argent strike ability.

Faint evocation and transmutation; CL 5th; Craft Wondrous Item, *lesser inner fire*, *light*; Price 3,500 gp; Cost 1,750 gp + 140 XP.

Mithril Spurs

Description: Crafted from the finest mithril, these spurs enchant the rider's mount to move at increased speed.

Powers: All forms of your mount's movement rate increase by +10. This increase stacks with other increases, such as those provided by the *bloodlust* spell.

Weak transmutation; CL 3rd; Craft Wondrous Item, *longstrider*; Price 3,000 gp; Weight 1/2 lb.

Orb of the Darkmoon

Description: An iridescent blue stone sits nestled in a round silver amulet. The heavy silver chain seems tarnished, and no amount of polishing brightens it. Though beautiful, the swirling depths of the blue stone carry a hint of menace.

Table 4-3: New Wondrous Items

Item	Price
<i>Spirit of Zanza</i>	1,600 gp
<i>Thorium Tools</i>	1,600 gp
<i>Mithril Spurs</i>	3,000 gp
<i>Swiftness of Zanza</i>	3,000 gp
<i>Light of the Argent Dawn</i>	3,500 gp
<i>Scarecrow Suit</i>	3,600 gp
<i>Sheen of Zanza</i>	4,900 gp
<i>Satyrmane Sash</i>	10,000 gp
<i>Bracers of the Watery Grave</i>	20,250 gp
<i>Orb of Darkmoon</i>	76,000 gp

Powers: An *orb of the darkmoon* grants its wearer a +4 enhancement bonus to Stamina and a +2 enhancement bonus to Spirit. In addition, if a spell that cures or deals damage is cast on the wearer, the amount of damage it deals or cures increases by +1 point per caster level (maximum 15 points). The powers of the amulet seem tied to the moon, though; when the moon wanes, this power reverses, and the wearer receives -1 fewer point of healing or damage per die (to a minimum of 1 point per die). (The moon waxes for 2 weeks, then wanes for 2 weeks.)

Rumor has it that, during full moons and new moons, truly odd things happen to the wearer of an *orb of the darkmoon*. A goblin tinker once claimed that a *frost nova* spell, cast during a full moon by an enemy mage, exploded harmlessly around him and then reformed into an icy elemental that ran off into the woods. A Forsaken priest whispered, in horrified tones all the more horrifying coming from the walking dead, that a *cure light wounds* spell cast on her beneath a new moon caused the Scarlet Crusader she faced to disappear utterly. Likely these are just rumors, though.

Strong transmutation; CL 15th; Craft Wondrous Item, *amplify magic**, *bear's endurance*, *owl's wisdom*; Price 76,000 gp; Cost 38,000 gp + 3,040 XP.

* See **More Magic & Mayhem**.

Satyrmane Sash

Description: This coarse brown belt appears woven of human hair; in truth, a satyr's pelt forms the sash. Given that these items first appeared among satyrs, it seems likely that the evil creatures slew their own to craft the first *satyrmane sashes*, likely for protection against each other. Non-satyr crafters tend to use animal pelts to make *satyrmane sashes*.

Powers: The wearer of a *satyrmane sash* receives a +2 enhancement bonus to Stamina and Intellect. In addition, the sash's wearer gains a +2 dodge bonus to AC against opponents who flank her.

Moderate transmutation; CL 7th; Craft Wondrous Item, *arcane intellect*, *bear's endurance*, *cat's grace*; Price 10,000 gp; Cost 5,000 gp + 400 XP.

Scarecrow Suit

Description: The Defias Brotherhood commissioned these unusual suits to aid them in their delinquent activities. Some claim that *scarecrow suits* predate harvest golems, and that it was the image of Defias rogues dressed as scarecrows that first inspired the goblins who created harvest golems.

While traditional *scarecrow suits* look like scarecrows, other organizations have adapted the idea using the forms of other "harmless" creatures. Supposedly Forsaken rogues design *corpse suits* to make themselves look like ordinary dead bodies, while special security forces in the Darkmoon Faire wear *clown suits*.

These outfits come in Small, Medium and Large sizes. Only a humanoid creature can wear a *scarecrow suit*.

Powers: A character who dons a *scarecrow suit* takes on the appearance of an ordinary, harmless scarecrow. While

wearing the suit, the character gains a +4 bonus on Bluff checks. Anyone who views the character may make a Spot check opposed by the character's Bluff check to realize the scarecrow is a person and not an inanimate object.

Faint transmutation; CL 5th; Craft Wondrous Item, *eagle's splendor*; Price 3,600 gp; Cost 1,800 gp + 144 XP.

Sheen of Zanza

Description: This bright green potion comes in a round-bellied glass bottle. The Zandalar trolls brew these potions for the tribe's use, and only bestow them on respectful outsiders who prove their worth to the tribe.

Powers: A character who imbibes *sheen of Zanza* must cry, "Blessed with the mojo of Zanza!" immediately after drinking in order to activate the potion (this does not increase the time required to drink it). The imbiber reflects the next spell cast at her back at the caster as if she were under the effects of *spell turning* with 9 levels of turning. The potion's effects end after 2 hours or when a spell reflects, whichever comes first. A character may only enjoy the effects of one Zanza potion at a time.

Strong abjuration; CL 14th; Brew Potion, Craft Wondrous Item, *spell turning*, crafter must be a Zandalar witch doctor; Price 4,900 gp; Cost 2,450 gp + 196 XP.

Spirit of Zanza

Description: This potion looks like *sheen of Zanza*, but is bright pink.

Powers: At any point during the 8 hours after a character drinks this potion, he may call upon the spirit of Zanza to aid him in his endeavors. When the imbiber decides to activate his gift, he cries, "Blessed with the mojo of Zanza!" He then gains a +5 bonus on his next die roll. A character may only enjoy the effects of one Zanza potion at a time.

Moderate necromancy; CL 8th; Brew Potion, Craft Wondrous Item, *call of the spirits*, crafter must be a Zandalar witch doctor; Price 1,600 gp; Cost 800 gp + 64 XP.

Swiftiness of Zanza

Description: This potion looks like *sheen of Zanza*, but is bright yellow.

Powers: A character who imbibes *swiftiness of Zanza* must cry, "Blessed with the mojo of Zanza!" immediately after drinking in order to activate the potion (this does not increase the time required to drink it). The imbiber's base speed increases by +10 feet for the next hour. If the imbiber has several modes of movement, she chooses which to improve on drinking the potion, and cannot later change this decision. A character may only enjoy the effects of one Zanza potion at a time.

Moderate transmutation; CL 7th; Brew Potion, Craft Wondrous Item, *freedom of movement*, crafter must be a Zandalar witch doctor; Price 3,000 gp; Cost 1,500 gp + 120 XP.

Zanza Brews

The magic items *sheen of Zanza*, *spirit of Zanza*, and *swiftiness of Zanza* count as potions for witch doctors' mojo and similar abilities.

Thorium Tools

Description: These craftsman's tools always seem polished and in excellent condition, even when in use. The mark of the Thorium Brotherhood appears engraved somewhere on each tool. The Thorium Brotherhood first designed these items, but other factions have stolen or copied the items.

Powers: These perfectly made tools never rust or grow dirty, and are so well crafted they make even amateur work look good. Anyone using thorium tools gains a +4 competence bonus on Craft (armorsmithing) and Craft (weaponsmithing) checks.

Faint transmutation; CL 3rd; Craft Wondrous Item, arcane intellect; Price 1,600 gp; Cost 800 gp + 64 XP.

New Set Items

These set items come from the Zandalar trolls, who have had millennia to craft their dark weapons.

Demoniac Jewels

It is said that the witchcraft used to empower these ghoulish accessories is similar to the dark magic employed by the Atal'ai priests of the fractured Gurubashi empire. Only the most accomplished troll priests are capable of crafting these macabre artifacts without falling under the sway of the malevolent powers they must wield to do so.

Two-item bonus

The wearer gains the following bonuses when wearing two items from the *demoniac jewels* set.

- The wearer may cast *corruption* (see **More Magic & Mayhem**) once per day.
- The wearer gains resistance to fire 5.

Faint necromancy [evil]; CL 3rd; Craft Wondrous Item, *corruption*, *resist energy*; Price 12,720 gp; Cost 6,360 gp + 509 XP.

Three-item bonus

The wearer gains the following bonuses when wearing three items from the *Demoniac Jewels* set.

- The wearer may cast *greater death coil* (3d8+7 damage) once per day.
- The wearer gains fire resistance 10.

Moderate necromancy; CL 7th; Craft Wondrous Item, *greater death coil*, *resist energy*; Price 32,160 gp; Cost 16,080 gp + 1,286 XP.

Loot Planning

The cheapest item in the *demoniac jewels* is 20,000 gp, which should not be available to a player before 8th or 9th level. Since the second cheapest item increases the total value to 56,360 gp (*Zandalar wraps* plus *Hazza'rah's charm of destruction* plus the 2-item set bonus) the second item should not be available prior to perhaps 12th level. It is appropriate to add the third item at 15th level. Keep in mind the total value of a player's gear, including set bonuses, when considering when to provide additional loot.

Kezan's Unstoppable Taint

Description: A shrunken head with red glowing gems set in its eye sockets hangs from a leather strap of humanoid skin. The skin is blackened and wrinkled. Its oily hair is long and stringy.

Powers: This necklace enables its wearer to cast *rain of fire* once per day. The gem in the necklace's left eye socket goes dim for 24 hours after the spell is cast. The spell is ready to be cast again when its socket resumes glowing red.

The wearer can use *incendiary wave* (see "Spells," above) once per day. The gem in the necklace's right eye socket goes dim for 24 hours after the spell is cast. The spell is ready to be cast again when its socket resumes glowing red.

A character can gain the benefits of both *Kezan's unstoppable taint* and *Hazza'rah's charm of destruction*, despite the fact that the both take up the same body slot.

Strong evocation [fire]; CL 15th; Craft Wondrous Item, *incendiary wave*, *rain of fire*; Price 48,600 gp; Cost 24,300 gp + 1,944 XP.

Hazza'rah's Charm of Destruction

Description: This brooch is carved from humanoid bone to look like many small skulls in tight concentric circles.

Powers: *Hazza'rah's charm of destruction* provides a +2 enhancement bonus on Spellcraft checks concerning necromancy magic, a +2 enhancement bonus on checks to overcome spell resistance with necromancy spells, and a +2 bonus on touch attack rolls made with necromancy spells.

A character can gain the benefits of both *Hazza'rah's charm of destruction* and *Kezan's unstoppable taint*, despite the fact that the both take up the same body slot.

Faint necromancy; CL 5th; Craft Wondrous Item, creator must be able to cast at least one 3rd-level necromancy spell; Price 30,000 gp; Cost 15,000 gp + 1,200 XP.

Zandalar Wraps

Description: Strips of tanned humanoid skin are tightly wrapped into simple bracelets.

Powers: The wearer gains 1 temporary hit point for every 10 points of damage that he deals (by any means) to targets within 30 feet. For example, if the wearer deals 12 points of damage with a melee attack, he gains 1 temporary hit point. If he casts a *blizzard* that deals 25 points damage to each of three creatures within 30 feet, he gains 6 temporary hit points (2 per creature damaged).

The life the wearer gains in this way appears as red wisps of energy that escape the target and fly toward the wearer. Each temporary hit point lasts 10 rounds (1 minute).

Moderate necromancy; CL 9th; Craft Wondrous Item, *drain life*; Price 20,000 gp; Cost 10,000 gp + 800 XP.

Primal Blessing

These gauntlets are enchanted by elder troll priests, who practice a devout belief in a pantheon of powerful primitive gods. By calling upon the favor of these ancient mystical forces, the priests are able to infuse certain rare items, such as these gauntlets, with unparalleled magical abilities.

Two-item bonus

The wearer gains the following bonuses when using both items from the *primal blessing* set.

- The wearer may cast *corruption* (see **More Magic & Mayhem**) once per day.
- The wearer can use *polymorph* once per day, but can take only the form of a nightsaber cat (see the **Alliance Player's Guide**).

Moderate transmutation; CL 7th; Craft Wondrous Item, *corruption*, *polymorph*; Price 11,200 gp; Cost 10,000 gp + 448 XP.

Arlokk's Grasp

Description: Twin daggers extend like fangs from the end of this gauntlet. The back of the hand is crafted from metal plates in the shape of a vicious animal with red gem eyes.

Loot Planning

Each item in the *primal blessing* set is 2,350 gp, which should not be available to a player before 3rd or 4th level. Adding the second item increases the total value to 15,900 gp. The second item should not be available prior to perhaps 8th level.

Powers: This item is a +1 gauntlet, but the twin daggers cause the weapon to deal 2d4 points of piercing damage and threaten a critical hit on a 19 or 20.

Faint transmutation; CL 3rd; Craft Magic Weapons and Armor; Price 2,350 gp; Cost 1,350 gp + 80 XP.

Thekal's Grasp

Description: This gauntlet is crafted from bone plates fastened tightly together with leather straps to protect the hand. Two sharp bones protrude from the end of the gauntlet.

Powers: This item is a +1 gauntlet, but the bone daggers cause the weapon to deal 2d4 points of piercing damage and threaten a critical hit on a 19 or 20.

Faint transmutation; CL 3rd; Craft Magic Weapons and Armor; Price 2,350 gp; Cost 1,350 gp + 80 XP.



THE RANDOM EXPLOSIONS WILL CONTINUE UNTIL MORTALITY IMPROVES

chapter five: technology

Technology requires a certain amount of infrastructure for support. While just about anyone can take up magic with a bit of training and natural aptitude, you can't pursue science without some means to build things, and the natural resources to make this possible. Thus, many of the independent races and factions described in this book either don't use technology at all, or have only the barest access to it.

By far the largest users of technology among the independents are the goblins. Some say they invented the art, although the gnomes and possibly dwarves would contest this. Certainly goblins are among Azeroth's most enthusiastic users of science. They produce more research, devices and inventions than all the other independent factions combined — by far.

With the exception of the Dark Iron dwarves, most other independent races see technology as little more than a curiosity, if they understand it at all. Even the naga and pandaren, both relatively advanced societies, merely dabble in scientific pursuits.

Races and Technology

Although individual exceptions always exist, Azeroth's various races view technology in different ways.

Dark Iron Dwarves

Dark Iron dwarves are no strangers to technology, embracing it as a welcome complement to the arcane arts. However, like orcs, they look at science as a way to gain an advantage over an enemy in war. When Dark Irons make a new discovery or invention, their first thought is, "How can I use this to defeat my foes?" They rarely, if ever, design machines simply to better their lives.

Dark Iron dwarves are fond of weapon tech-mods. They use all the commonly available devices of this type, having acquired the schematics through stealth, guile, ingenuity, or bribery. In addition, they employ a number of rare tech-mods, some of which are found below.

Dark Iron dwarf inventions include the acid bullet, pressure injector, and drill crawler.

Dragonspawn

Most dragonspawn disdain the use of technology, considering it inferior to magic and a waste of resources. Those rare few who dabble in the scientific arts do so either to protect themselves, enhance their unique physical attributes, eliminate their vulnerabilities, or counter specific technological items employed by their enemies. Dragonspawn often perceive tinkers — even those of their own race — as unusual, strange or downright mad.

Dragonspawn devices include the artificial tail.

Goblins

Goblins don't have a tremendous number of truly skilled engineers, primarily because they tend to blow themselves up. It's said that there are old goblins and there are goblin tinkers, but there are no old goblin tinkers. While not one hundred percent accurate, there is truth to this adage.

Many goblin inventions are bizarre, or have no apparent use. A goblin often creates things just to see what happens, then discards her creation when she can't think of a way to make money with it. Some of the most well-known devices in the world came from the trash heaps of goblin inventors who didn't know they had something anybody would want.

Goblin creations include the sphere of chaos and divino-matic rod.

Murlocs

Murlocs hate and fear technology. They perceive science as a form of dangerous, destructive magic that should be destroyed whenever possible. No sane murloc learns the tinker's art. Even if one chooses to do so, the primitive race lacks the means to construct anything other than the simplest of devices.

Naga

Naga dwell almost exclusively underwater, a fact that makes technological research difficult. Most devices require burning some sort of fuel (typically phlogiston), which is hard to arrange in liquid environments. Still, naga build metal tools and weapons, so they have the capability to construct underwater forges and the like. Even so, technology is new to the naga and they haven't yet explored its full ramifications.

In naga society, technology is considered a poor substitute for magic. The problems associated with using scientific equipment underwater discourage its use by all but the most persistent tinkers. Those who do employ technology take steps to protect their devices from seawater and extremes of pressure. Thus, a typical naga device is exceptionally sturdy and bulky.

Naga inventions include the bolt stabilizer.

Pandaren

Pandaren aren't particularly good inventors, but they know a good thing when they see it. Rather than learn the intricacies of technology from the ground up, they prefer to learn about specific types of devices, such as weapons or vehicles. Once they know how to create those, they focus on that particular subset. They almost always build known devices, rather than create new ones, with one glaring exception: brewing equipment.



From the first day they discovered the existence of technology, pandaren tinkers have sought to craft items capable of producing or improving alcoholic beverages. While some pandaren claim that scientifically created brews are inferior or somehow corrupted, those who enjoy such creations say it's the taste that matters.

While most pandaren brewmaking gear is focused solely on producing beverages, a few exceptional devices deserve attention. These include the instant brewmaker, Hong's throat-burner, and the alchemist's stirrer.

Quilboar

Quilboar are a primitive race, with little knowledge of technology. When shown a scientific device, they see it as another type of magic item. To them, there is little distinction between the two arts — and technology is

far too difficult to learn. Although a few rare quilboar dabble in the “new magic,” none have yet produced any noteworthy inventions.

Satyrs

Satyrs despise technology. To them, science represents all that is wrong with the humanoid races of Azeroth. No sane satyr would ever utilize a technological device.

Tuskarr

Tuskarr are, like quilboar and murlocs, a simple people with little in the way of technology. They barely even know that science exists — the few devices they've seen are incomprehensible to them. Even so, tuskarr have the potential to be tinkers. Perhaps one day they will join the gnomes and goblins as some of the world's most skilled engineers — but that day is far in the future, if it ever comes at all.

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**.

Virtually all of the items listed in this section were developed by goblins. Exceptions are noted in the text. While some of these items have started to work their way into general use, for the most part each remains specifically associated with its faction.

In general, activating a tech-mod is 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 apply 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. Dark Iron dwarves, for example, are known for their ranged weapon enhancements.

Table 5-1: New Tech-Mods

Item	Type	Bonus Equivalent
Bolt Stabilizer	Ammunition	+1
Bolt Stabilizer, Greater	Ammunition	+2
Darksilencer	Firearm	+2
Pressure Injector	Firearm	+2
Shield Sparker	Shield (heavy)	+1

Tech-mods for weapons can be used only on melee weapons unless specifically noted otherwise in the text.

Bolt Stabilizer

Description: A bolt stabilizer is a set of special immobile fins, vaguely in the shape of a propeller, that fasten to the front of a crossbow bolt. The stabilizer causes the bolt to travel straighter than usual underwater. Naga and their minions often employ devices of this sort to ambush unwary travelers.

Powers: Ranged weapons normally take a –2 penalty on attack rolls for every 5 feet of water they pass through. A bolt stabilizer reduces this penalty to –1 for every 10 feet. This tech-mod can only be employed on crossbow bolts, not arrows.

The wielder does not need to activate this tech-mod; it is passive.

Craft (fletching) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent: +1.

Bolt Stabilizer, Greater

Description: A greater bolt stabilizer is similar to its smaller cousin, but this device includes a whirring propeller blade. The stabilizer vastly improves a crossbow bolt's effectiveness in underwater environments.

Powers: A bolt equipped with a greater bolt stabilizer takes a penalty of –1 on attack rolls for every 20 feet of water it passes through.

The wielder does not need to activate this tech-mod; it is passive.

Craft (fletching) 12 ranks, Craft (technological device) 15 ranks, Craft Tech-Mod; Bonus Equivalent: +2.

Darksilencer

Description: A darksilencer is a Dark Iron tech-mod that surrounds the barrel of any firearm. It not only muffles sound, but also produces a puff of charcoal-black dark iron dust that clouds the barrel when the trigger is pulled. A tech-mod of this sort is ideal for assassins and snipers.

Garnett tugged at his helmet, adjusting the eye-slots so he could get a better look at his opponent. The goblin warrior was dressed in a simple breastplate, with chain gloves and iron-bound sabatons. In one hand he held a curved scimitar, while in the other he carried a shield nearly three-fourths his own size.

Garnett smiled. This would be an easy fight. The gladiator tournament here in Gadgetzan had attracted some of the best brawlers on Kalimdor, including some powerful-looking orcs and tauren. As a human, Garnett always felt slightly intimidated in the presence of such feral-looking fighters. There was nothing dangerous about a goblin.

Or was there? As he talked with his own trainer, the goblin made a strange motion under his shield. The steel disc suddenly lit up with dancing sparks of electricity. Garnett frowned. Technology!

Well, he had the counter to that, the gladiator thought, running a hand along the edge of his massive two-handed sword. One mighty blow ought to take care of that shield. One thing he knew about tech — it didn't stand up to repeated beatings.

Garnett took his position near the center of the fighting circle. A few cheers sounded, but for the most part the stands were empty. The real crowds wouldn't show up until the second day, when the pretenders had been whittled out of the competition. He was going to be there, even if he had to mangle a few goblin engineers in the process.

With the ring of a bell, the battle began. Garnett advanced, while the goblin danced away. The little creature didn't seem slowed by his bulky armor — in fact, he seemed strangely quick. Probably more technological claptrap.

Finally, Garnett got the opening he was looking for. Charging forward, he swung his trusty sword in a mighty arc, driving toward the goblin's shield. He hit, taking a chunk out of the protective wall — but he recoiled in pain as a surge of electricity coursed up his arms.

Even as Garnett cursed, the goblin made a feint with his scimitar and plunged forward, hammering Garnett with the shield. Sparks flew, and the human warrior grimaced in agony.

Okay, he thought, backing away to catch his breath, maybe this won't be so easy after all....

Powers: When the weapon is fired, the attached darksilencer eliminates much of the muzzle flash and explosive bang that normally accompanies a firearm. This increases the DCs of all Listen and Spot checks used to detect the wielder by +10. This applies only to attempts to react to the shot itself (for example, if he is sniping), not to see the user under other circumstances, or hear him if he makes a different sort of noise.

The wielder does not need to activate this tech-mod; it is passive.

Craft (weaponsmithing) 15 ranks, Craft (technological device) 14 ranks, Craft Tech-Mod; Bonus Equivalent: +2.

Pressure Injector

Description: This Dark Iron invention is a series of tubes fitted with a phlogiston tank and hand pump. The assembly can be attached to any long-barreled gun — typically a rifle or blunderbuss, but any similar weapon can use it. When activated, the injector compresses the air within the gun's firing chamber, producing an extra burst of force when the owner pulls the trigger.

Powers: Activating a pressure injector requires a DC 15 Use Technological Device check. This is a free action that doesn't provoke attacks of opportunity. While operating, the injector adds +1 point of damage per die for every shot fired. Thus, for example, a Medium long rifle deals 3d6+3 damage if fitted with a pressure injector.

A pressure injector operates for up to 20 shots, after which it must be refilled with phlogiston (1 vial) and pumped with the hand crank. This entire operation takes a full-round action and provokes attacks of opportunity. An injector can be "primed" in this way in anticipation of combat, but only holds the pressure for 10 minutes.

After this period, it must be pumped up again — a standard action that provokes attacks of opportunity. The user does not need any more phlogiston.

Craft (weaponsmithing) 10 ranks; Craft (technological device) 15 ranks; Craft Tech-Mod; Bonus Equivalent +2.

Armor Tech-Mods

Armor and shields are another common target of 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 except as noted.

Shield Sparker

Description: This tech-mod adds a series of electrical emitters arranged about the surface of a shield. These cause the shield to crackle and spark with blue-white arcs of energy.

Powers: This tech-mod can apply only to heavy shields. When the shield is used for a shield bash, it deals an additional +1d6 points of electricity damage. Furthermore, if an opponent attempts to sunder the shield with a metal weapon or unarmed attack, he takes 1d6 points of electricity damage (whether the attempt is successful or not).

If the shield is immersed in water while the tech-mod is active, the bearer takes 3d6 points of electricity damage and the tech-mod shorts out for as long as it remains in the water and until it is repaired (requiring a DC 20 Craft (technological device) check).

Craft (armorsmithing) 12 ranks, Craft (technological device) 12 ranks, Craft Tech-Mod; Bonus Equivalent +1.

STEAM ARMOR ENHANCEMENTS

Goblins are always looking for new ways to enhance their steam armor designs. Steam armor is introduced in **More Magic & Mayhem**.

Portable Transformer

Description: One of the difficulties involved with steam armor is moving and storing it. The portable transformer alleviates this difficulty by compacting the armor into the size of a large backpack.

Powers: This item is essentially a portable vehicular transformer (see the **Alliance Player's Guide**, Chapter 5: Technology) adapted for goblin use. (Of course, goblins claim they invented the thing in the first place.) The operator can activate the transformer without exiting

the steam armor — he is automatically ejected from the interior as the device is disassembled.

All other rules for the portable vehicular transformer apply, including the Reflex save for the malfunction effect.

Equipment Slots: 1 (any)

Activation: DC 10 Use Technological Device check
MR: 3

Craft DC: 40

Cost: 5,000 gp

Trundling Treads

Description: Terrain can be a significant problem during battle. Warriors on rocky or soft ground have a tough time getting to their opponents. Steam armor

Table 5-2: New Steam Armor Enhancements

Item	Slot	Craft DC	Cost
Portable Transformer	1 (any)	40	5,000 gp
Trundling Treads	1 (boots)	25	2,000 gp

makes this even harder, considering the great weight of the equipment. To counter difficult conditions, goblin inventors developed a system of treads that attach to the feet, propelling the wearer over rough terrain.

Powers: Trundling treads allow the steam warrior to move at normal speed or charge while moving over or through difficult terrain (although he still cannot enter

obstructed squares). However, a character wearing steam armor equipped with trundling treads cannot run and takes a –10 penalty on Jump and Swim checks.

Equipment Slots: 1 (boots)

MR: 1 (the operator cannot move)

Craft DC: 25

Cost: 2,000 gp

TECHNOLOGICAL DEVICES

This section lists a variety of technological devices that independent tinkers and engineers developed. Goblins created most of these, and these goblin-made devices tend to be unstable and dangerous — after all, the safest and most useful goblin creations worked their way into common use, and the Alliance and Horde claim them. Some Dark Iron dwarf and naga items also appear below, while devices designed by other factions are extremely rare.

In general, activating a technological device is a standard action that provokes an attack of opportunity. Exceptions are noted in the text.

Acid Bullet

Description: Developed by Dark Iron dwarves as a way to aid their fellows against heavily armored opponents, the acid bullet is a crystal-encased hollow projectile that shatters on contact. The resulting burst of acid deals an insignificant amount of damage, but temporarily makes the target vulnerable.

Operation: An acid bullet takes the place of an ordinary bullet or ball in any weapon that employs such ammunition. The item must be crafted to a specific type of weapon — an acid bullet won't work in a pistol, for example, while an acid ball isn't effective in a rifle. All types are referred to as "acid bullets" hereafter. Acid bullets can't be used in spread or area effect weapons, such as a blunderbuss.

To use the acid bullet, the owner simply loads it into her firearm and shoots. No Use Technological Device check is required, other than any normally required by the weapon itself. However, if the weapon malfunctions, the malfunction result listed below occurs in addition to any other malfunction effect.

When an acid bullet is fired, the owner makes a ranged touch attack, not a normal ranged attack. If the attack is successful, the bullet shatters, dealing 1d3 points of acid damage to the target. Furthermore, the target's armor bonus to AC drops by –1d3 points (minimum +1) for 2d6 minutes. If the attack was a critical hit, the armor reduction doubles. Acid bullets don't reduce natural armor bonuses or bonuses provided by non-metal armor, such as hide or leather, but the target still takes acid damage.

Fuel: Acid bullets require no fuel.

Malfunction: The weapon takes 2d3 points of acid damage (no save, ignores hardness) in addition to any other malfunction effects the weapon normally suffers.

Hardness 0; 1 hp; Size Fine; Weight 1/6 lb.; MR special (see text); TS 3; Craft DC 13; Price 33 gp plus a dose of acid costing 5 gp (total 38 gp).

Alchemist's Stirrer

Description: This device is about the size and shape of a fountain pen, albeit a bit thicker. One end has a series of small sampling holes, while the other bears a clear glass bulb encased in a protective sheath of amber.

Table 5-3: New Technological Devices

Item	MR	Cost	Weight
Acid Bullet	Special	38 gp	1/6 lb.
Alchemist's Stirrer	2	540 gp	1/2 lb.
Artificial Tail	1	400 gp	30 lb.
Cluster Rocket Launcher	3	3,420 gp	14 lb.
Divino-matic Rod	2	2,900 gp	2 lb.
Drill Crawler	0	63 gp	1/3 lb.
Giant Turtle Battle Sub	2	5,160 gp	500 lb.
Hong's Throat-Burner	1	1,500 gp	1 lb.
Instant Brewmaker	1	3,825 gp.	10 lb.
Pocket Factory	3	29,060 gp	10/8,000 lb.
Sphere Of Chaos	3	258 gp	1/2 lb.

"Okay, what do we have?" asked Colmir, looking disdainfully at the dark tunnel leading downward.

"Bugs," replied Thrum. The dwarven explorer twisted his beard with thick, meaty fingers. "Lots of 'em. Big ones."

They looked at each other for a couple of seconds. The human hunter finally raised an eyebrow. "Glink?"

"Yeah, Glink. I'll go fetch him. He'll love this."

The dwarf moved off. Colmir waited, watching the tunnel and listening to the rustling coming from within. Fortunately, the insects didn't seem to like the light, or they might well have already swarmed out of the ancient tomb.

After a few minutes, Thrum returned, bringing his goblin assistant in tow. Glink was barely paying attention to his surroundings, instead fooling with a huge weapon with six wide-open barrels. As Colmir watched, the goblin shoved something into each of these tubes. "Ready!" he announced in a high-pitched voice.

Thrum pointed at the hole in the ground. "Down there," he insisted. "There's a big room, filled with bugs. Clear 'em out."

"Will do!" The goblin hurried forward, disappearing into the hole. A few seconds passed, and then there was a kind of thump. An instant later, six explosions boomed, illuminating the tunnel in rapid-fire flares of light. Colmir and Thrum exchanged glances. "Is that it?" asked the human.

"Usually, there are more explosions," replied Thrum, reaching for his mace.

A moment later, the goblin emerged, covered in black soot. His weapon dangled limply in his hands. He looked up at the other two and shook his head.

"Oops," said the goblin sheepishly, as the first giant, angry beetle emerged behind him.

Operation: Using the alchemist's stirrer requires a DC 12 Use Technological Device check. This is a full-round action that provokes attacks of opportunity. The stirrer is placed within any quantity of liquid and rotated about liberally, then left within the liquid for the ensuing round. On the user's next turn, the glass bulb illuminates in one of the following colors or shades, partially identifying the liquid:

Blue: Potion of 1st level.

Green: Potion of 2nd level.

Red: Potion of 3rd level.

Black: Poison.

White: Acid.

Bright: Alcoholic.

Shimmering: Transformation school.

Pulsating: Abjuration school.

Faint: Divination school.

Haloed: Conjuration (healing) subschool.

Clear: None of the above; probably an innocuous liquid, such as water.

Combinations are possible, so a potion of cure light wounds causes the bulb to shine blue with a halo around it, while Hong's fighting lager causes a bright red glow.

If the liquid doesn't fit in any of the above categories, the bulb remains clear, suggesting the substance is nothing special. Thus, for example, a sample of tea infused with disease organisms or dangerous parasites would show up clear, as do most alchemical concoctions.

Malfunction: The stirrer can't be used for 24 hours.

Hardness 1; 3 hp; Size Diminutive; Weight 1/2 lb.; MR 2; TS 3; Craft DC 33; Price 540 gp.

Artificial Tail

Description: An artificial tail isn't a true tail, but a mechanical extension of a dragonspawn's existing limb. The sinuous device attaches to the lower backbone,

wrapping around the tail and extending outward behind the creature's body. An artificial tail is made of segmented plates that can pivot with as much flexibility as the creature's real tail. The metallic device is fitted with spikes and can be used as a secondary weapon. Only dragonspawn can use or control this device.

Operation: An artificial tail is automatically activated when attached to the dragonspawn's body. Attaching the device requires a DC 20 Use Technological Device check, 5 rounds, and provokes attacks of opportunity. Once attached, the bulky tail reduces the wearer's movement speed by -5 feet per round, but adds a +2 shield bonus to his AC.

The device is always on while attached. Taking it off requires a single full-round action that provokes attacks of opportunity.

The wearer can use the tail as a secondary natural weapon (see the **Monster Guide**, Chapter 5: Monster Types, Subtypes, and Abilities for more information on natural weapons). The artificial tail deals 1d8 points of piercing damage plus 1-1/2 times the wearer's Strength bonus. Each time he attempts to make an attack with the tail, the wearer must make a DC 15 Use Technological Device check. If he fails, the wearer cannot use the tail to attack. (This skill check, not the attack roll, also determines if the tail malfunctions.)

An artificial tail can be enchanted as can any weapon can (but not as a shield). Higher-level dragonspawn often add a few magic enhancements to give themselves a greater edge in combat.

Fuel: An artificial tail uses 1 vial of liquid phlogiston for every 10 minutes of continuous operation. Refilling the fuel compartment is a standard action that provokes attacks of opportunity.

Malfunction: The attack misses and the wearer can't attack with the tail in the ensuing round (though he retains the shield bonus).

Hardness 5; 30 hp; Size Medium; Weight 30 lb.; MR 1; TS 6; Craft DC 26; Price 400 gp.

Cluster Rocket Launcher

Description: This goblin device is shaped like a large, unwieldy rifle with six immense cylinders surrounding the barrel. Rockets fly from these cylinders toward a selected spot, exploding there or nearby in a somewhat random pattern.

Operation: Loading a cluster rocket launcher is a full-round action that provokes attacks of opportunity. Alternatively, the operator can load half the barrels as a move action. (The Lightning Reload and Improved Lightning Reload feats — described in the *Alliance Player's Guide* — apply to the launcher.) The weapon can be fired with any number of barrels loaded.

To fire the weapon, the wielder selects a specific grid intersection and activates the firing mechanism. He then makes a DC 15 Use Technological Device check. (This check determines whether the device malfunctions.) If the roll succeeds, all rockets launch toward the target, and the wielder makes an attack roll for each individually. The attack rolls are ranged attacks against AC 10, but the wielder takes a –5 penalty (the missiles aren't particularly accurate). If the Use Technological Device check fails, the shot targets a grid intersection 1d6 squares away in a random direction. Such misses can go around corners and other obstacles, as the missiles can take wildly veering flight paths. Similarly, if one of the wielder's ranged attack rolls fails, that rocket strikes a grid intersection 1d6 squares away in a random direction. A cluster rocket launcher can't be fired at a specific target, only a grid intersection point.

Each rocket explodes at the appropriate grid intersection point, dealing 2d6 points of fire damage to everyone within 10 feet. A DC 15 Reflex save halves the damage. All explosions combine into a single attack, so a foe struck by three blasts takes 6d6 points of fire damage (making only a single saving throw, and applying fire resistance only once).

Fuel: The weapon requires no fuel to operate.

Ammunition: The cluster bomb launcher employs rockets that are functionally identical to ordinary grenades. Use the statistics for grenades shown in the *WoW RPG*, Table 9-2: Weapons. Note, however, that a rocket must be constructed as a rocket and isn't useable as a grenade, nor can a normal grenade be fired from a cluster rocket launcher.

Malfunction: Randomly select six grid intersections 1d6–1 squares directly ahead of the user (in the direction he was firing). These are the initial target locations for each missile.

Hardness 5; 10 hp; Size Small (weapon category: Small, two-handed); Weight 14 lb.; MR 3; TS 18; Craft DC 38; Price 3,420 gp.

Divino-matic Rod

Description: A divino-matic rod is a 2-foot long hollow iron staff with a crystalline tip held in place by a swirl of copper wires. Four metal prongs extend from the sides of the crystal's base. When the rod is activated, arcs of electricity jump about the prongs. The goblins of the Tanaris Desert developed this device to help locate underground sources of water, but one of these rods could be used to find many sorts of useful materials.

Operation: A divino-matic rod can detect the presence of certain substances. The owner adds a small quantity of a given substance to a compartment within the shaft, activates the item (with a DC 15 Use Technological Device check), and holds it out. Each round, the sparks that fly from the crystal point the way towards the largest nearby quantity of the substance in question. The rod has a range of 200 feet.

Activating the rod and changing the substance within the rod's compartment are separate standard actions that provoke attacks of opportunity.

The substance can be any single element, rock, alloy or simple compound, such as gold, copper, water, alcohol, phlogiston, salt, granite or bronze. The rod cannot detect living or organic things, such as a particular type of plant or a dragon's scale. As always, the GM is the final arbiter on what does and does not function in a divino-matic rod.

If the bearer searches for an alloy or compound, nearby elements of that substance can throw off the check (and vice versa). For example, if a warrior in plate mail is standing next to the wielder and he searches for a source of nearby iron, the rod may wind up pointing directly at the warrior (since iron is a component of steel).

Fuel: A divino-matic rod uses 1 vial of liquid phlogiston for every 2 minutes of continuous use.

Malfunction: The device overloads, dealing 3d6 points of electricity damage to the wielder, and doesn't function again for 24 hours.

Hardness 3; 5 hp; Size Tiny; Weight 2 lb.; MR 2; TS 10; Craft DC 40; Price 2,900 gp.

Giant Turtle Battle Sub

Description: One of the most notorious weapons of the Second War, the battle sub is really not a vehicle at all. It's a harness and cockpit that fits atop a live giant turtle (with attached mental control rig). From within the pressurized compartment, the pilot issues commands to the creature as though it were a mount. The battle sub also includes a short-ranged cannon or rocket launcher capable of damaging ships, but only if the giant turtle surfaces.

In the Second War, the Stormreaver clan captured giant turtles for this purpose and pacified them with powerful spells of control. Since that time, goblins have bred giant turtles to be calmer and more docile. These turtles, which the goblins use for their subs, are tame and do not require magical control.

Operation: Activating a giant turtle battle sub takes 1 minute and a DC 20 Use Technological Device check. The pilot must enter the cockpit to do this, and remain inside while the hatch closes, seals and pressurizes. The cockpit is large enough to contain only one Medium or smaller creature at a time.

The battle sub has the speed, maneuverability, and underwater capabilities of a giant turtle. Once the sub is activated, the pilot controls the turtle as though it were a vehicle. However, any time he fails a Use Technological Device check, or fires the cannon, he must also make a Use Technological Device check instead of a Ride check to retain control of his mount. (See the **WoW RPG**, Chapter 5: Skills, "Ride" for an explanation.) If the check fails, he can do nothing else until he regains control.

The cannon launches an explosive torpedo-like shell that deals 6d6 points of damage, half of which is fire and half of which is slashing. The range increment on this weapon is 50 feet. The cannon can be fired only if the giant turtle is on the surface. A giant turtle battle sub can carry up to 40 torpedoes. Reloading a torpedo is a full-round action that does not provoke attacks of opportunity.

Fuel: A battle sub requires 2 vials of liquid phlogiston to activate and 1 vial for every hour of constant use thereafter. Each torpedo for the cannon weighs 5 lbs. and costs 60 gp.

Malfunction: The sub fails to pressurize. The pilot must wait 10 minutes before he can make another attempt. If a malfunction occurs underwater, the sub must surface or the pilot drowns.

Hardness 5; 40 hp; Size Large; Weight 500 lb.; MR 2; TS 18; Craft DC 38; Price 5,160 gp plus the cost of capturing and training a giant turtle (see the **Monster Guide** web bonus).

Drill Crawler

Description: A Dark Iron device, the drill crawler is a projectile that pierces its target and then drills deeper into his flesh.

Operation: A drill crawler looks like a normal bullet. It can be fired from any sort of rifle capable of employing such ammunition. There is no Use Technological Device check required to employ a drill crawler. Simply load the bullet like you would any other, and fire the weapon normally. However, if the gun malfunctions, the malfunction result listed below applies in addition to the weapon's usual malfunction effect.

When a drill crawler is fired, there are three possible results: a miss, a normal hit and a partial impact.

If the shot was a miss, the drill crawler is lost. If the shot was a normal hit, it deals normal damage plus continuing damage (see below). If the shot missed, but would have hit the target's touch AC, this is a partial impact. A partial impact also occurs if the bullet's damage doesn't penetrate the foe's damage reduction.

If a partial impact occurs, the bullet deals no damage, but the crawler is attached to the exterior of the target. Each round, on the wielder's turn, the bullet crawls

about, looking for gaps to drill into. The crawler makes an attack roll with a +5 bonus against (10 + the target's armor bonus + the target's natural armor bonus). No benefit is provided by a shield bonus or deflection bonus as the crawler has already passed these lines of defense. If the crawler hits, it begins dealing continuing damage.

Continuing damage bypasses all damage reduction. Each round, the crawler deals 1d6 points of damage as it grinds away at the target's flesh. Removing a crawler requires a standard action and a DC 15 Heal check. A crawler drills for 5 rounds (not including its seeking rounds) before running out of power.

Fuel: One vial of phlogiston powers 10 drill crawlers.

Malfunction: The crawler is destroyed and jams the gun, in addition to any other effects the malfunction might cause. Removing the broken crawler requires one full-round action and a DC 20 Craft (technological device) check, and provokes attacks of opportunity.

Hardness 1; 3 hp; Size Diminutive (Fine before firing); Weight 1/3 lb.; MR 0; TS 3; Craft DC 18; Price 63 gp each.

Hong's Throat-Burner

Description: A pandaren traveler and fan of Hong's famous brews developed this device to assist in cases when she couldn't find the appropriate beverages. The throat-burner attaches to the head or to a helmet. Two canisters contain any of a variety of liquids, and thin tubes extend from the canisters to the wearer's mouth, allowing him to drink the contents without taking time to search through his backpack and find a potion. Handy — but its true use comes from the alchemical infusions that rest in separate compartments in each canister.

Operation: Strapping the device to one's head or helmet is a standard action that doesn't provoke attacks of opportunity. Doing so requires a DC 18 Use Technological Device check.

A throat-burner partially transforms any nonmagical beverage consumed into a short-term variant of one of Hong's brews, such as bravery brew or fighting ale (described in **More Magic & Mayhem**). The beverage's effects last for only 1d6+1 rounds and only so long as the bearer continues to sip from the tubes. For example, if the user desires Hong's fighting ale, she can avoid a sickened or shaken effect for up to 1d6+1 rounds, after which the effect resumes. (Drinking something is a standard action.)

Refilling the canisters takes 1 minute and a DC 18 Use Technological Device check. Sipping from the canisters to gain the benefits of this device depletes them of their contents.

Fuel: A throat-burner uses alchemical reagents costing 20 gp for each use.

Malfunction: The device seems fine, but the next time the wearer uses it, the liquid turns to a dangerous poison. Initial and secondary damage 1d4 Sta, Fort DC 18. (Because characters should not know this result, the GM might choose to roll the character's Use Technological Device check in secret.)

Janelle swung, cleaving the head off the metallic construct. The clockwerk goblin bobbed aimlessly for a moment before collapsing in a heap of broken parts.

"Where are all these things coming from?" wondered Shandra from close by. Her short staff blazed with orange energy as she called down fire on another pair of the noisy, erratically moving constructs.

"No idea." The elven warrior took a moment to catch her breath, wiping a swath of white hair from her brow. From the corridor ahead came the clanking of more clockwerk guardians, growing steadily closer. "This tinker of yours is really starting to annoy me."

"Yes." Shandra moved up to the opening and peered inside. At least six more goblins approached, ambling noisily along, brandishing their crude spears as though they were clubs. "Here, let's clear some of this away. Maybe he's in the next room, and we can put a stop to this."

The gnome arcanist uttered a few incomprehensible phrases, and a blast of frost extended from her stubby hand. The goblins in the hallway toppled, leaving the area suddenly silent.

Janelle didn't waste any time. She hurried forward, moving to the open doorway. There, she stopped, suddenly holding her sword tighter.

Ahead, in the open auditorium, stood a miniature factory, clanking and grinding as steam poured out of its cooling vents. At least a dozen more clockwerk guardians surrounded the facility. Inside, a goblin tinker feverishly worked the controls, cackling madly. "Get them, my pretties!" he yelled. "Destroy! Kill!"

The clockwerk monstrosities lurched forward.

Hardness 3; 5 hp; Size Tiny; Weight 1 lb.; MR 1; TS 5; Craft DC 35; Price 1,500 gp.

Instant Brewmaker

Description: Not surprisingly, the few pandaren technological devices that exist often focus on the creation of powerful alcoholic beverages. The instant brewmaker is a perfect example. The device is like a portable still, with a small heater, hollow glass tubes and coils, and beakers designed to catch the dripping end product. Best of all, the entire device can fold up into a suitcase-sized container suitable for easy transport.

Operation: Setting up or tearing down an instant brewmaker requires 3 rounds and a DC 15 Use Technological Device check. The operator provokes attacks of opportunity while doing so. Once the bearer is ready to go, he then takes a standard action (also provoking attacks) to add herbs and other ingredients to this device. On his action the following round, the brewmaker spits out the resulting liquid — enough to fill a single potion vial.

The herbs and special ingredients can be of any of a variety of types, but must add up to at least 100 gp in total value. The GM may rule that such herbs can be purchased on the open market, or require the user to make Profession (herbalist) checks (or a similar check) to find them in the world.

A brewmaker can produce literally any sort of potion or alchemical brew of which the user is aware. For example, the operator can request a cure moderate wounds potion if he so desires, so long as he has encountered this type of potion before or knows the spell. He makes a Use Technological Device check with a DC equal to 6 + (6 x the spell level). The DC to create an alchemical concoction (as described in **More Magic & Mayhem**) is 5 + the DC to create it with Craft (alchemy).

If the Use Technological Device check succeeds, the potion or brew works normally. If not, the liquid that

comes out is of a random type (if the check was 4 or less away from the required DC) or doesn't work at all. If the potion is random, the user doesn't know the type until he actually drinks the brew. (He also doesn't know whether or not he is successful until he takes a drink.)

An instant brewmaker can be used only once every 4 hours. The brew produced lasts for only 1 minute before losing its potency.

Fuel: An instant brewmaker uses 1 vial of liquid phlogiston for every 12 uses.

Malfunction: If the device malfunctions during setup, something breaks and must be repaired with a DC 15 Craft (technological device) check over 8 hours. The craftsman must have access to glass supplies or glassblowing equipment.

If the device malfunctions while creating a brew, the resulting potion looks fine, but is a poison (initial and secondary damage 1d6 Stamina, Fort DC 16 negates).

Hardness 5; 10 hp; Size Small (when open) or Tiny (closed); Weight 10 lb.; MR 1; TS 9; Craft DC 34; Price 3,825 gp.

Pocket Factory

Description: A pocket factory is a briefcase-like device containing a miniaturized, self-powered construction facility capable of producing a small army of clockwerk goblins (see Chapter 9: Monsters). The device uses the same sort of technology employed in the gnomish shrink ray, but only so long as the pocket factory is kept tightly shut. As soon as it is opened, the miniaturization field collapses and everything inside expands to its normal size.

Operation: Setting up the factory is easy — the owner simply opens it (a standard action that doesn't provoke attacks of opportunity) and makes a DC 12 Use Technological Device check. Within 1 round, the suitcase has grown into a Gargantuan structure 20 feet wide and 25 feet high, filled

Shomei advanced relentlessly, cleaving his way through the tide of goblins trying to stab at him with their pitiful short swords. Each time he swung, three of the pathetic creatures seemed to fall away, wounded and bleeding. He almost felt sorry for them — they were only slaves, doing their master's bidding.

Their leader, Kritok, stood behind them, urging them on, endlessly firing his repeating pistol at Shomei's allies. Fortunately, as a gnomish warrior, Shomei stood no taller than the goblin slaves, making him a difficult target in the midst of melee. His companions — three humans and a night elf — made fun of his small stature, but sometimes it came in handy.

Several explosions sounded. Shomei saw, through the haze of battle, several groups of slaves fall away. The mage was making herself useful, he thought, forcing himself in the now-open direction. Suddenly the veritable wall of goblins opened up, and he could see Kritok clearly.

The evil goblin laughed and hurled something over Shomei's head, towards the rest of his party. He didn't wait to see what would happen, instead charging forward. An instant later, a blast of arcane energy swept away the remaining slaves. It was just him and Kritok now.

He swung. Kritok, still wielding his rifle, tried at the last to use it as a shield. Shomei's blade cleaved right through the frail wooden stock, driving deep into the goblin's flesh. With a final squeal the tinker toppled and fell.

Shomei took a few deep breaths and turned back to his friends. He stopped and rubbed his eyes, wondering if perhaps he'd taken one too many blows to the head.

The mage was ten feet tall. Of the others, one was now a murloc, still dressed in priest's robes, while Milanna had become a cloud of wispy, Milanna-shaped vapor. Where the night elf hunter had stood, there was now a giant rat.

"Don't ask," muttered the mage, staring down at him while trying not to bump her head on the ceiling.

with partially completed clockwerk goblins stacked like cordwood. With a rumbling roar, the factory kicks into gear, infusing these constructs with power and sending them out to battle.

Once the factory has expanded, it takes 5 rounds before the first goblin marches out. Alternatively, any nearby character can make a DC 20 Use Technological Device check to pause the factory indefinitely, restarting it with a similar check — however, both checks produce an otherwise unnecessary chance of malfunction. Once the factory starts making goblins, it can't be stopped again.

A pocket factory produces 1 clockwerk goblin each round. The goblins

attack using whatever simple instructions they were programmed with when the factory was constructed. Typical instructions include "attack anything that moves," "attack anything that isn't a goblin" or "protect your maker and his allies." All constructs possess the same instructions.

The clockwerk goblins' detonation times can be sequential (so each goblin explodes 1 round before the next), delayed so that all of them explode simultaneously, or arranged in any similar pattern. For example, the factory's designer can specify that every 5 goblins explode together (say, the first one blows up after 9 rounds after it is created, the second after 8 rounds, and so on, with goblin #6 starting the cycle over at 9 rounds). However, like the

goblins' other instructions, any such pattern must be set in advance.

The goblins are capable of recognizing up to 5 individuals as friendly creatures not



Sphere of Chaos Effects

Die Roll
(d10)

Changes

- 1 Reduce person* (50% chance) or enlarge person† (50%).
- 2 Blinded (50% chance) or deafened (50%).
- 3 Alter self (75% chance) or polymorph (25%) to a random creature type.
- 4 Gaseous form.
- 5 One random ability score (Str, Agy, Sta, Int, Spt, or Cha) increases (50% chance) or decreases (50%) by 1d6 points (minimum 1).
- 6 Confusion.
- 7 Dimension door in a random direction 3d10 x 10 feet (if the result would cause the victim to land in a solid object, reduce the distance accordingly until he is in an open square).
- 8 Dazed (50% chance), stunned (25%), or paralyzed (25%) for 1d6 rounds.
- 9 Take 4d6 points of damage (50% chance) or be healed (50%) of a like amount.
- 10 Any other random spell effect (as selected by the GM, specified by adventure text, chosen by random roll, or picked via hero point — see below).

* See **More Magic & Mayhem**.† See the **Alliance Player's Guide**.

subject to attack, or alternatively can be programmed not to attack up to three particular types or subtypes of creature, such as goblins, kodo beasts or fire elementals.

The machine operates for 3d6 rounds before starting to break down. Each round after this period elapses, roll 1d20, adding +1 for each additional round. If this roll equals or exceeds 20, the factory suffers a catastrophic malfunction, rapidly collapsing in on itself. Within 1 round it and all its contents are destroyed, dealing 12d6 points of bludgeoning damage to anyone inside, but no damage to anyone else.

A character can enter the (full-size) factory and attempt to either keep it working or force a breakdown. As a full-round action that provokes attacks of opportunity, she can attempt a DC 18 Use Technological Device check. If this roll succeeds, she can either add or subtract 1 from the breakdown roll, or increase or decrease the remaining operational time by 1 round, at her option. Regardless of how long a helpful tinker works to keep the factory going, it cannot create more than 100 clockwerk goblins before running out of resources (at which point it automatically self-destructs, as above).

Once activated, a pocket factory cannot be turned off without destroying it or waiting for it to break down on its own.

Fuel: A pocket factory requires 5 vials of liquid phlogiston, stored in an internal compartment. This provides enough power to last for the factory's entire operation.

Malfunction: The factory opens up and immediately implodes, without creating a single useful goblin.

Hardness 10; 10 hp (200 when expanded); Size Small (Gargantuan when expanded); Weight 10 lb. (8,000 lb. when expanded); MR 3; TS 25; Craft DC 125; Price 29,060 gp.

Sphere of Chaos

Description: This goblin is a crystalline globe. Filling the globe are a large number of ingredients that were originally detritus from an alchemist-tinker's workshop: various chemical concoctions, bits of incomplete and castoff junk with linger magical auras, random reagents from the tinker's reagent closet, and similar items. These items interact in strange ways — especially when the sphere breaks. Just getting near something like this makes the average person nervous.

Operation: Activating a sphere of chaos is as simple as smashing it into any handy solid object. The ingredients within cause the sphere to explode in a blast of magical debris and alchemical liquid, invoking strange transmutations on anyone it touches. These changes are temporary, but can be disorienting. They can even be beneficial.

When a sphere of chaos explodes, it affects everyone in a 20-foot radius. Victims are permitted a DC 19 Reflex save to avoid the burst. Those failing the save roll on this chart to see what happens to them. No further saving throws are permitted (the listed effect occurs automatically).

All continuous effects last for 3d6 rounds unless otherwise listed and stack with any similar effects already in place. For example, if the victim was already enlarged, the sphere's enlarge person effect (die roll 1) causes him to grow by another size category. The duration of the sphere of chaos effect overlaps (is not cumulative with) any other existing effects.

If the "10" result appears, a player can spend a hero point to select any desired spell effect of his choice, within reason. The GM is the final arbiter of whether or not a particular effect is allowed. As a general rule,

no spell effect should be permitted if it is of a higher level than a caster of his character level could normally access. For example, a 4th-level hero could not select a fly effect, because a mage of his character level could not normally cast that spell. He could, however, choose a 2nd-level spell effect.

If a second sphere of chaos is discharged while a first is still active, anyone caught in the second field adds a cumulative +1 to the die roll (maximum result 10).

Fuel: A sphere of chaos uses no fuel.

Malfunction: The sphere explodes in the wielder's hand, setting off its effects centered on him. Add +2 to the die roll (maximum result 10) when rolling to determine the effects. If the "10" result appears, the effect is always bad (GM's choice of any appropriate nasty spell effect). This result also occurs if the tinker fails in even one Craft check while making this device. The combined ingredients are dangerous!

Hardness 3; 5 hp; Size Tiny; Weight 1/2 lb.; MR 3; TS 12; Craft DC 22; Price 258 gp.



FILLING THE KNOWLEDGE GAPS

Sometimes — and this is one of those times — I flatter myself and feel that I speak for all the good and reasonable races. I'm talking humans, orcs, dwarves, tauren — the lot. (Admittedly, occasionally the *reason* falls by the wayside, but I have confidence that we're all *good folks*.)

The Alliance and Horde are really just drops in the bucket. A whole lot of other interesting people are out there — and a frightening number of them want to kill us. The violence of Azeroth's races never ceases to amaze. In order to protect ourselves from these creatures, we should better understand them. With this in mind, I have here composed descriptions (necessarily brief) of their histories and cultures.

I should point out that while most of these races would like to rip out our spines and play them like xylophones, exceptions exist — the pandaren come to mind — and an individual is sometimes a different story than her race as a whole.

Brann Bronzebeard

DARK IRON DWARF HISTORY

Ugh... Dark Iron dwarves. Our darkest cousins, the Dark Iron clan is a blemish on our race's history, one many of us Bronzebeards try to forget. Yeah, I don't like them, and neither should you. You'll know why soon enough.

Long ago, about 230 years before the First War, the dwarf race split into three factions. I've already gone into great detail on Bronzebeard and Wildhammer dwarves, elsewhere (see the **Alliance Player's Guide**). Dark Iron dwarves, the third faction, were a bunch of fire-loving, scheming dwarves who lived deep below Ironforge. After our great king Anvilmar died, the War of the Three Hammers broke out, and all hell was unleashed. Even though I already discussed the war in prior documents (see the **Alliance Player's Guide**, Chapter 6: History and Culture, "Ironforge Dwarf History"), I'll go in from the Dark Iron perspective, as twisted as it may be.

Once, long ago, we three clans lived in Ironforge peacefully. The Wildhammer faction was drawn to the foothills and crags around the base of the mountain, while we Bronzebeard dwarves chose to mine the mountain itself. The Dark Irons became fascinated with the mountains' depths, where fire and brimstone simmer. Here they discovered dark iron, as well as forged a connection with the magma below. They also gained an unnatural obsession with arcane magic, and many had at least some training in spellcasting. Some say whatever they discovered below eventually corrupted the race. Nonsense, I say; they were bad to the bone well before.

The Dark Iron leader, the sorcerer-thane Thaurissan, and his wife Modgud grew discontent with dwelling under the mountain and began plotting. When High

King Anvilmar died, the already tense situation exploded. During the War of the Three Hammers, the Bronzebeards cast out the Wildhammers and Dark Irons. Believe me, the Dark Irons didn't like this one bit. Founding Thaurissan in the Redridge Mountains to the south, the sorcerer-thane built up his armies and unleashed a two-pronged assault; one on Ironforge and one on Grim Batol, intent on ruling all dwarves. Despite overwhelming forces and several near losses, we Bronzebeards beat back Thaurissan's forces, while the Wildhammers slew Modgud at Grim Batol. After this crushing defeat, Thaurissan withdrew back to his city, and the Wildhammer clan joined us in marching to finish this war.

Our two combined armies marched south, intent on destroying Thaurissan once and for all. However, their thane had other ideas. The mad king still believed he could win, and sent out powerful magics, seeking something powerful enough to wipe out both armies. Ruled by fear, Thaurissan didn't know what he was getting himself into when his spell found something far worse than defeat at our hands.

Long, long ago, our creators, the titans, imprisoned the greatest fire elemental ever, Ragnaros the Firelord. Our stupid cousin, in his self-empowering madness, freed Ragnaros from his prison. His eruption into the world destroyed 80% of the Redridge Mountain range, and nestled in the middle of the devastation rose the great volcano now known as Blackrock Mountain (yes, the same place where the orcs had their first fortified stronghold in the First War). The Searing Gorge bordered it to the north, while the Burning Steppes, formerly lush and beautiful but now destroyed, formed



in the south. Ragnaros's rebirth killed Thaurissan and destroyed his city. His kin, however, survived, and to this day they live within Blackrock Depths, in servitude to Ragnaros and his elemental minions.

Dark Iron Dwarf Culture

As much as I hate admitting it, Dark Irons are still dwarves. They get their kicks out of mining and forging, just as we do. The difference is in the motivation. We forge because we love to. The Dark Irons forge mostly because they're forced to. Exceptions exist, such as the Thorium Brotherhood.

We long thought that the Dark Irons were destroyed when the spell that summoned Ragnaros destroyed much

of the range. However, it wasn't to be. To this day they pay for Thaurissan's colossal mistake by serving Ragnaros in his armies. Their lives revolve around Ragnaros's will. Currently, their goal is to remove the black dragon Nefarian from the upper peaks of Blackrock Spire. From there, the world.

Oh — and they still hate us. With Ironforge weakened from the Third War, the Dark Iron dwarves see us as a prime target. Dark Iron dwarves still want Khaz Modan, and they think that they can take it from us now. Especially with Ragnaros's power behind them, and the Wildhammer dwarves far away in Lordaeron.

They'll have to pry it from our cold, dead hands. And we Bronzebeard dwarves have strong grips.

"Arg, where's mah bloody hammer! I canna find mah hammer!" Darren's incessant whining filled the air, grating on his allies' nerves. The old dwarf probably shouldn't have come, but he was one of the best prospectors the Explorers' League had to offer, and has seen more battles than all the journeymen assigned to him combined. "It's in yer kilt belt, Darren..." Maddox turned bitterly away from the old man. At forty-six years, Maddox was the youngest journeyman in the group. "Old enough to fight but too young to have any common sense," Darren always said. Maddox chafed at the slow progress the group was making. Uldaman was abandoned by now. And why were they even venturing here? Didn't Brann clean out the mines long ago?

Besides, didn't the Dark Irons hold this territory? Just thinking of the sleazy, sneaky bastards turned the young dwarf's stomach. He was too young to know much about the War of the Three Hammers.

Grumbling, Maddox moved away from the group, and stuck his pipe between his fingers. He fumbled for a match, growling to himself, when a pair of flaming red eyes opened in front of him. Maddox felt a sharp pain in his side, as a cruel voice spoke from the darkness.

"Need a light?"

Dark Iron Dwarf Knowledge

What a character knows about Dark Iron dwarf 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 Dark Iron dwarves at the indicated DCs.

- **DC 10 Knowledge (local):** Three clans of dwarves exist. Dark Iron dwarves are the evil, third clan. Bronzebeard and Wildhammer dwarves hate Dark Iron dwarves, and the feeling is mutual.
- **DC 10 Knowledge (history):** Over 250 years ago, three dwarven races fought in the War of the Three Hammers when the Dark Iron dwarves attempted to conquer Khaz Modan. In the end, the Bronzebeard and Wildhammer dwarves defeated the Dark Irons soundly.
- **DC 15 Knowledge (geography) or Knowledge (history):** During the War of the Three Hammers, most of the Redridge Mountains were destroyed. In their place are the Searing Gorge and the Burning Steppes. In the middle of this land rises Blackrock Mountain. What little is left of the original Redridge Mountains is to the south.
- **DC 20 Knowledge (history) or Knowledge (the planes):** Long ago, when the world was new, the titans banished all elementals to a separate world known as the Elemental Plane. Among these elementals was Ragnaros the Firelord, the greatest of fire elementals. During the War of the Three Hammers, the Dark Iron dwarves inadvertently released Ragnaros from the Elemental Plane. His re-emergence into the world destroyed much of the Redridge Mountains, creating the Searing Gorge, the Burning Steppes and Blackrock Mountain.
- **DC 25 Knowledge (geography) or Knowledge (local) or Knowledge (the planes):** Cut off from the energies of his fiery realm, Ragnaros is but a shadow of his true self. However, he has more than enough strength to be the bane of all mortals. The Dark Iron dwarves serve him and his elementals to this day, protecting him and strengthening his army within Blackrock Depths.

GOBLIN HISTORY

I have to admit, the crazy little buggers are good at what they do. No one knows what exactly it is they do. Or even where they came from! However, during a trip to Undermine, I lucked out and discovered their true history. And now I pass it to you, you lucky mongrel.

Goblins have been around for a long time, but the creatures were reclusive. Long ago, the goblins were a native race of the Isle of Kezan, and didn't have a fraction of their current intelligence. There, the pitiful race lived as slaves to the jungle trolls, mining the subterranean tunnels where the trolls didn't like going. However, soon the goblins unearthed a mineral known as kaja'mite (a strange mineral named after Mount Kajaro). The trolls valued the mineral, using it in voodoo rituals, and forced the subterranean goblins to continue mining the mineral. The goblins soon came to sense at some basic level that the mineral held enchantments unknown to the trolls. The goblins hoarded the mineral, using it to fashion crude objects of power deep within Undermine's twisting tunnels.

However, the mineral had some unexpected side effects, if the lore's to be trusted. Not long after hoarding the mineral, goblins grew in intelligence. Soon, goblins developed technology, if just crude weapons and armor. With their increased intelligence, goblin cunning rose, and soon the race enacted a plan to free themselves from the trolls. In little time, the goblins owned the Isle of Kezan, and declared Undermine their capital. (Probably 'cause of the kaja'mite down there.)

Goblins rapidly expanded their knowledge of technology. Goblins created Azeroth's first steam technologies. If the history I found is accurate, their technology back then was truly something to see, making even dwarven works look like toddler stuff. Goblins established themselves as master technicians, selling their goods on the open market. However, the power within the kaja'mite artifacts were finite, and soon dwindled, needing to be replaced. Eventually, kaja'mite ran out altogether. Desperate, goblins spread out into the world, attempting to find any pockets of kaja'mite they might have missed. Unfortunately, over the next few thousand years, up until roughly 500 years before the First War, the goblins could find no further deposits of kaja'mite and goblin intelligence peaked. Without kaja'mite to strengthen their minds, goblins were unable to reproduce their brilliant technology or properly maintain it, and their works rapidly devolved into the crude jury-rigged machines of today. The world began to fear the volatile machines, and sales dropped considerably.

Goblins always had a love of money, however. With the loss of their intelligence and slow degradation of their technology, goblins embraced commerce. About 200 years before the First War, the beginnings of Trade Fleets sailed out of Kezan and into the world. Goblins, always the opportunists, chose war as the perfect opportunity to cash in some gold, and began building their trade empire during the First War. By the Second War, the goblins had established themselves as the

"Finest wares in all the world, I guarantee. Elven bows from Ashenvale, dwarven flintlocks from Ironforge, even troll South Sea trinkets! All quality!" Robeez stood behind his booth, built out of the side of his wagon, harking at the top of his tiny lungs. A group of young warriors, fresh human meat to send to the chopping fields, perked up at the goblin's calls, and wandered over.

The leader, a tall and beautiful human female, not much older than eighteen, fingered a sword lightly. "Finest quality, you say? This metal looks warped, pitted. I bet the second it hits armor, it'll be a pile of junk." The other humans laughed.

Fighting a guilty glance to the side, the merchant leaned over the table. "Perhaps *this* blade, but let me tell you of a new sword I just received. Purchased it off an orc returning from Zul'Aman. Finest troll steel. And ancient and magical." The goblin uttered the last low, hiding back a triumphant grin at the group's sudden interest.

The leader frowned and crossed her arms. "Tell me more."

Robeez was in his element now. He began a long spiel about the history of the supposed artifact. In truth, the goblin picked it up off the body of a highway bandit he obliterated with his grenade launcher. The goblin held back a triumphant grin as he watched.

He loved the arts of negotiation, bragging and commerce.

But more importantly, he decided as the female handed over a large pouch of coins, he loved the money.

traders of the world. Then, they became exclusive partners with the Horde.

A Horde ambassador ventured forth and met with a single trade prince, asking for the goblins to provide machines and technology to the orcs, in exchange for spoils and gold. In the beginning, the arrangement seemed perfect. The goblin trade prince believed that the orcs would win the war, so he found it natural to join the winning side. Plus, the profits flooded Undermine's coffers, and the goblins expanded their slave markets. However, other goblins disagreed and remained neutral; thus, only this single trade prince and his subordinates joined the Horde. In the end, the trade prince realized

his mistake and left the Horde, and the goblin race remembers the mistake and remains neutral to this day. The goblin race as a whole, in fact, is neutral. It's simply more profitable to play both sides against each other. Furthermore, Kalimdor bears untold riches and resources. The goblins will rise again, so the trade princes believe.

And they say we dwarves have gold on our brains....

Goblin Culture

At first, you'd think that all goblins are insane freaks of nature. However, truth be told, your average goblin is neither insane nor a freak; simply a greedy and corrupt little green creature.



Goblin Ranks

Despite their seemingly chaotic natures, goblins exist in a fairly strict and straightforward hierarchy. From the highest to the lowest:

Trade Prince: The five (more or less) rulers of the goblin world, each runs his own private army (or armies), holds lands around Azeroth, and collectively controls the Trade Coalition.

Mogul: The hands of the trade princes, moguls are entrepreneurs: men and women who run various businesses, such as deforesting, drilling, mining, and the like, throughout the world. Mogul Razdunk of the Venture Company is an example (see **Lands of Conflict**).

Baron: Each land owned by a trade prince has a baron to serve as magistrate over the land and holdings.

Slaver: Slavers are wealthy merchants who, obviously, run Kezan's slave rings, or simply own several slaves of their own for personal use. Although the trade princes condone slave rings, the slavery trade is kept quiet. Goblins have no wish to offend potential customers who might object to this controversial but highly lucrative line of business.

Trade Fleet Ranks: A captain runs a single ship, and some run entire Trade Fleets under a trade prince. Admirals are assigned to run more than one Trade Fleet. Occasionally a captain runs his own private merchant vessel, though he still pays taxes to the trade princes.

Trader and Merchant: It's hard to truly rank traders and merchants, as some may be dirt poor while others quite wealthy, but even the lowest trader or merchant sits in comfortable middle class society. These guys sell goods (both handmade and, more commonly, fenced) under the jurisdiction of their trade princes. Traders wander the globe, hawking their goods, while merchants set up shops for moguls and/or barons. Most lowly goblins aspire to become merchants or traders.

Civilian and Worker: Below the traders and merchants are the civilians and workers, often little more than slaves. The bulk of the goblin race, the lower class works long hours for little money and even less thanks. Most aspire to become a trader or master craftsman and earn a comfortable place in middle or upper society.

Slaves: As mentioned above, slaves are illegal but rampant in goblin society. Afforded no rights at all, slaves are used for the harshest manual labor, or other deplorable pursuits, and have no rights at all.

The heart of the goblin world is Kezan. I already went into detail on this place elsewhere (see **Lands of Conflict**, Chapter 4: South Seas), so instead I'll focus on the goblins themselves. Your average goblin is 3 feet and 40 pounds of sneaky back-handedness and mischief bound by a leathery green skin. Goblin greed goes so far that they are willing to destroy entire swaths of nature or entire races to make a gold nugget. These guys would sell their own mothers, if they could. In fact, many often do. Slavery, as illegal as it may be elsewhere, is a legitimate trade among goblins, and owning and selling of slaves is actually a rank within their society. The nerve of the little green upstarts!

At first, it seems impossible to earn a goblin's respect. They thrive on underhanded schemes. However, they respect another's well-played con or maneuver. Heck, the only way to become a trade prince is to outplay a current one, often ending in either the trade prince or the aspirant's death.

Goblins may be greedy little bastards, but they also have a sense of humor, albeit a weird one. Goblins love pranks and other forms of mischief. If it can be put together, there's a goblin out there who has pulled pieces of it apart. The creatures are well known for their abilities to sabotage devices, and set up the perfect practical joke. Now, I love a good joke as much as the

Goblin Organizations

Goblins run several enterprises across Azeroth. Here's a few of the more well-known businesses.

The Alchemists' Union: They deal with alchemy, cross-breeding and science in general. Their greatest creations are the dread hobgoblins. Head Alchemist Giggelfont, runs the Union.

The Tinkers' Union: At war with the gnomes and dwarves, the Tinkers' Union deals with technology and the construction of gizmos, weapons and mechanical monstrosities. Director Tek'zik Riddlevox, overseer of the Undermine Tinkers' Union, runs the union.

The Trade Coalition: Run by Undermine's trade princes, the Trade Coalition controls much of the commerce throughout the world. Trade Prince Steamwheedle, the richest known goblin on Azeroth, runs the shipping division practically on his own.

Trade Fleets: Fleets of vessels (both merchant and military), the goblin Trade Fleets run goods all over Azeroth, and are the trade princes' true power. Each fleet has its own captain, while Vice Admiral Grezzlik oversees all fleets.

The Venture Company: The most notorious goblin organization, the Venture Company deforests and plunders the world for its natural resources. Mogul Razdunk, a quote-unquote "not nice person," owns and runs the Venture Company.

next man, but goblins often go too far with their pranks. I'm sure you all heard about the goblin who gave a present to another, and then laughed his pointy-eared head off when the box blew up and seriously injured the recipient. While not all pranks are deadly, I've learned long ago to never accept a goblin present.

Unity and direction for the race may be number one on any other race's mind, but for a goblin, *he* is number one. Unity is good and all, but where's the gold? So, each goblin, while working for the trade princes, also works for himself, in the hope that, one day, he will become a trade prince as well.

Goblins may love gold first and foremost, but technology comes in a close second. Goblins may have been the definitive name in technology long ago, but now their machines barely run. This doesn't stop the race from playing with technology, however, and goblins run the market in destructive weaponry. Just remember, you get what you pay for.

Goblins were once brilliant inventors, but no longer. They try desperately to maintain their amazing devices, but they're no longer clever enough to carry out the

maintenance properly. They now rely on improvisations and jury-rigs that work only haphazardly. Thus, when a goblin creates, the process might appear to be one part ingenuity and five parts desperate improvisation. Most goblin items look suicidal to use, and rarely work correctly.



Goblin Alchemy and Hobgoblins

If there is anything a goblin's truly gifted at (other than steam technology, haggling and pranks), it's alchemy. Despite their recklessness, goblins are the foremost and greatest alchemists on the planet, with the Forsaken quickly catching up. While explosives and gunpowder are common alchemical staples, goblins also experiment in other fields. Perhaps the most shocking of their experiments is their rare mutagenic work. Kezan has its small handful of strange and mutated creatures, the rejects of failed goblin experiments.

They've even experimented on their own kind, creating the stupid but strong hobgoblins. You won't find a hobgoblin wandering around the world too often. Almost all members of the subrace are kept in Undermine's halls. As large as an orc and resembling a bulky purple goblin, hobgoblins are alchemically created for strength and simplicity, despite their physical and emotional instability. Most are as intelligent as a dumb ogre, and that's if you're lucky. However, the occasional hobgoblin forms some form of independence and escapes. Whether we'll see more of these creatures in the future is anyone's guess.

Goblin Knowledge

What a character knows about goblin history and culture depends on her intelligence and training, which a Knowledge check represents. A hero who makes an appropriate Knowledge check knows the following information about goblins at the indicated DCs.

- **DC 10 Knowledge (history) or Knowledge (local):** Goblins are a diminutive race of merchants and tinkers who live everywhere in Azeroth. While some goblins were once members of the Horde, all goblins now declare permanent neutrality, in the hopes of higher profits.
- **DC 15 Knowledge (geography) or Knowledge (nobility & royalty):** Goblins rule out of Undermine, the capital of the Isle of Kezan. Here, probably five goblin rulers, known as trade princes, control the shipping and mercantile power of the world.
- **DC 20 Knowledge (local) or Knowledge (nobility and royalty):** Goblins still hold several slave rings around Azeroth, capturing exotic races and selling them on the black market. Undermine condones this behavior, bestowing rank and title upon wealthy slavers.
- **DC 25 Knowledge (arcana) or Knowledge (geography):** Undermine is a subterranean fortress, much larger than goblins normally let others know. Here, goblins build war machines, demolition devices such as shredders, and other vile implements. They also practice alchemical augmentations, creating the occasional mutant monstrosities that exist in Undermine's labs. They have even experimented on their own race, creating the purple-skinned hobgoblins.
- **DC 40 Knowledge (arcana) or Knowledge (history):** Goblins were not always intelligent. Long ago, goblins were barely intelligent and primitive, slaves to the jungle troll empire. The race discovered a now-exhausted mineral known as kaja'mite, which increased the goblins' intelligence vastly. The goblins rebelled and defeated the trolls, claiming Kezan as their own and inventing some of the world's first technologies. Early goblin technology was far superior to their current endeavors. However, the goblins have since run out of kaja'mite. Now, goblins have decreased in intelligence, and their technology has likewise suffered.

Some goblins go so far as to build items that are especially intimidating, to give them that extra edge in battle. And, believe me, goblin weaponry is scary. From steam-powered

saws and multifire cluster rockets to gigantic robotic armors wielding two-ton hammers, goblins have the market cornered when it comes to unconventional warfare.

NAGA HISTORY

Ten thousand years ago, as most learned folk these days know, a great civilization existed. The beings who created this civilization were called kaldorei, and they looked a lot like modern night elves (for good reason). The primary reason that their civilization was so great was that they had discovered the Well of Eternity: A luminous pool pulsing with magic energy. The Well of Eternity was the source of all arcane magic in the world, which at that point consisted of a single landmass called Kalimdor. The kaldorei learned to tap into the magical energies of the well, and thus their first arcanists came to be.

Arcane magic is dangerous, however. Frequent use leads to a desire for more and, eventually, to a desire for the evil fel energy. Eventually a great kaldorei queen, Azshara, came to prominence. Azshara was the most powerful mage in the world and had a cadre of loyal arcanists about her. Azshara and her followers — called the Highborne — turned their society's interest in arcane magic into an obsession. They cast spells with greater and greater potency. Such abuse destabilized the Well.

Exactly when the first demonic whispers reached Azshara and the Highborne I don't know, but I believe

it was a good while after her coronation. By this time, the kaldorei capital bore the queen's name: It was Zin-Azshari, rechristened at the demands of the populace. Azshara and the Highborne grew ever more arrogant, casting ever more powerful spells. This abuse attracted the attention of Sargeras, master of the Burning Legion. However, it was not Sargeras or the Legion that corrupted Azshara and the Highborne — it was their own power.

After Sargeras contacted the Highborne, they worked to summon the demons into the world. Eventually, they succeeded. The sky rained fire. What followed was the War of the Ancients, a momentous time in which infernals crashed through forests, demigods clashed with demon lords, and kaldorei fought kaldorei. Finally, the young druid Malfurion Stormrage, with the help of many powerful allies, caused the Well of Eternity to implode. The resulting catastrophe was the Sundering. The land split apart to become the continents and islands as we now know them. Thousands perished, and the kaldorei lands were devastated. The Burning Legion was banished. The land around the destroyed Well of Eternity and most of Zin-Azshari blasted downward, to the bottom of the intruding seas, to smash into the ocean floor.

The Maelstrom formed above the ocean at this location, creating lasting testament to its history. The Maelstrom exists to this day. It is a large and violent magical storm that rages over the ocean. The Maelstrom whips the sea beneath it into an enormous whirlpool, the center of which is called the Eye. Once caught in the whirlpool's currents, most creatures have no chance of escaping. Furthermore, under the waves is an impassable whirling wall of water surrounding the Eye.

Many night elves, including Azshara, sank to the seafloor with their city. These Highborne survived. They were cursed and became the naga — serpentlike, water-breathing monstrosities. Their men and women diverged in appearance, physicality and mindset. They lived at the bottom of the ocean, beneath the Maelstrom, for 10,000 years.

Yet they did more than survive. The imploded Well of Eternity left behind residual energies, which twisted in the ocean depths near the naga's city. Over ten millennia these energies mutated the fallen Highborne, altering them even further to suit their new environment.

The naga recast ruined Zin-Azshari into a new capital: Nazjatar. Ruling the naga was Azshara, now mutated into a terrible demigod.

Naga history takes a breather for 10,000 years.

What they did while they sat in Nazjatar, aside from mutate, I don't know. They probably tamed some native creatures to use in warfare. Studied arcane magic. I imagine they clashed with the makrura, whose capital Mak'aru is in the same neighborhood.

The naga resurfaced in the time around the Third War. One of the first sightings of naga took place when Warchief Thrall rescued the Darkspear trolls from a tribe of murlocs on a stormswept isle in the South Seas. The murlocs worshipped a creature they called a sea witch. The orcs and trolls didn't recognize her as a naga at the time, but later, when they learned of this race, they realized the truth.

A subsequent contact with naga occurred shortly after the Third War. Kael'thas Sunstrider, prince of the newly-dubbed blood elves, encountered a naga emissary, Lady Vashj, who

offered to help him battle the Scourge. Kael'thas agreed. However, when the blood elves' human commander, Grand Marshall Garithos, discovered this alliance, he denounced the blood elves. He believed naga were irredeemably evil, and the blood elves must also be evil for consorting with them. Garithos imprisoned Kael'thas and the rest of the blood elves. He sentenced them to death. Before he could carry out this sentence, Lady Vashj appeared and offered to help Kael'thas escape. The blood elf, very sensibly, accepted. The two forces fought together and eventually joined Illidan in Outland, where they remain.

Now, naga expeditions range across the world on missions for their queen. One thing I can tell you for certain: Though the surface world forgot them, they did not forget us.

Naga Culture

Few people know anything about naga culture, but I'm one of them. In fact, I know, comparatively, a lot, because I was foolish enough to visit their capital... alone. All in the name of research!



Naga Knowledge

What a character knows about naga 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 naga at the indicated DCs.

- **DC 15 Knowledge (history) or Knowledge (nature):** The naga were once night elves, but they became naga during the Sundering.
- **DC 15 Knowledge (arcana) or Knowledge (nature):** The naga have a strong tie to arcane magic.
- **DC 20 Knowledge (nature):** Naga men and women are markedly different. Naga men are more bestial in appearance, and are larger, stronger and tougher. Naga women are slender, have elflike features, and are smarter. Naga men tend to be warriors; naga women, magi.
- **DC 25 Knowledge (arcana) or Knowledge (nature):** The naga came about because of a curse. Further changes in their race appeared due to residual arcane energies near their capital; these energies were left behind by the destroyed Well of Eternity. The arcane currents cause mutations in the naga people, and many naga bear signs of these mutations, which are often beneficial. Most naga women, for instance, are born with four functional arms.
- **DC 30 Knowledge (geography):** The naga capital is Nazjatar, and is on the ocean floor beneath the Eye, under the center of the Maelstrom.
- **DC 30 Knowledge (nobility and royalty) or Knowledge (religion):** The naga revere their queen, the mighty Azshara — the same Azshara who helped summon the Burning Legion in legendary times, thus sparking the War of the Ancients.

The most striking aspect of naga culture is the role that gender plays in their lives. Due to the ancient curse that transformed them into naga, males and females are physically and mentally different, and this difference affects their culture. Naga men are strong and large, while naga women are more intelligent and possess natural talent at both leadership and arcane magic. Because of these traits, naga society is matriarchal. Naga see women as superior to men. Naga men don't chafe under these conditions; rather, they are happy to serve their beautiful (for naga) mistresses.

While exceptions exist, naga men perform tasks requiring physical strength and stamina, while naga women take up intellectual pursuits. Men mine stone and coral for building, for example, while women draw the blueprints and create the strangely delicate frescoes that adorn Nazjatar's buildings. In military matters, men are warriors and guards, while women are generals and magi. As I said, some exceptions exist, and male naga commanders are not completely unknown.

Both men and women emphasize learning, from weaponsmithing to spellcraft. Naga know the value of knowledge.

The naga have had millennia to adapt to their environment, and they make use of the surrounding areas and the native flora and fauna. Trained sharks, dragon turtles, and great serpents called tidal guardians patrol the waters around Nazjatar. Apparently this rapport is not limited to creatures beneath the waves, for naga forces on land include trained couatl as well. The naga also work with a race called the mur'gul, who were once murlocs, but are now brutal, warped, and twisted due to the Legion's influence.

The city of Mak'aru, the capital of the lobsterlike makrura, is not far from Nazjatar, and the two races cross spears often. The makrura hate the naga and slaughter them on sight; in turn, the naga show no mercy to the makrura.

All naga revere their queen, the mighty Azshara. They have never had another queen, and Azshara has become a living demigod for the naga. Everything they do is according to her design — and she has had ten millennia to refine her plans.

QUILBOAR HISTORY

When traveling through Durotar, I met a strange race of pig-men living to the north of the Razorfen Downs. At first I thought they were just a bipedal and natural mutation of quilbeasts, but I soon noticed sentience and intelligence within the group. It's not hard to notice their intelligence; after I clashed with them and struck down a good number, their leader, a wizened old shaman, called for parley. Thus, my first encounter with quilboar began.

According to the shaman Rojmane, the quilboar are the children of the god Agamaggan. Rojmane said

the first quilboar were born into the world naked and vulnerable. The Eternal nurtured the fledgling race, teaching them his ways. In a great battle, Agamaggan was slain, and where his blood touched the ground, great houses of briar grew for his children. I wouldn't believe a word of this, if I hadn't seen the dens for myself.

Recently, quilboar numbers became a problem for the Horde. Rexxar, half-ogre champion of the Horde, promptly dealt with the overpopulation. Quilboar have not forgiven the Horde for this transgression, and hold

bitter resentment against anyone allied with the Horde. Heck, they don't much like anyone else either.

Quilboar Culture

Quilboar are as odd as they get. To them, their lives mean nothing, and they live only to serve the tribe. Culturally, they resemble tauren, but with a much more warlike mentality.

At first, I thought these guys were just really dumb and wild humanoids, barely smart enough to talk. However, I discovered there was more to the race than this. Quilboar maintain a rigid and strict hierarchy and set of laws. Quilboar laws and practices are built around the sole purpose of keeping the race alive. The critters are insanely territorial, and I was lucky to find one calm enough to talk to me.

Despite their physical prowess, the quilboar know that they are not as intelligent or powerful as other races, such as the centaur or tauren. Water is in terribly high demand in the Barrens, and other resources are rare as well. Thus, only the strongest receive the best resources and the most water. Those too weak or sick are given less, to conserve more for those better capable of furthering their race. Occasionally, a female decides that her place is in battle. This is actually fine for the race; if the woman can prove herself, then by all means, fight! In fact, these women are respected.

Shamanism is the quilboar religion. Shaman, often called thornweavers, are held with great esteem, called upon to view the future of a hunt or give spiritual blessings over a newborn warrior. Thornweavers never choose their path; only the spirits may choose for them. A would-be thornweaver receives a vision and speaks this to the elder thornweaver, who begins training the child to become a new thornweaver. Other times, a thornweaver receives a vision telling him to train another, and does so. There's no gender bias here; many women walk the path of shaman. Thornweavers are so respected that most hold positions of power in the tribe, and many (such as the tribe I encountered) lead.

While quilboar fear death, they do not go out of their way to avoid it, unlike many other races. Furthermore, they welcome the chance to join Agamaggan again in the afterlife. Unity among the quilboar follows in death, as well as life. A sick or elderly quilboar might willingly seek death to preserve resources for his tribe. Many quilboar believe that, with each death, the deceased's spirit lingers on and strengthens the tribe as a whole; thus death, despite not necessarily being welcomed, is not an entirely horrible prospect.

On this note, my time with Rojmane and his quilboar ended. The thornweaver smiled at me, and informed me it was time for him to go. He then turned and entered the woods, to seek out his last battle against the enemies of his tribe.

SATYR HISTORY

In some ways, satyr history is similar to naga history (see above). Like naga, the original satyrs were once night elves. Both appeared as a result of the events in the War of the Ancients, and both owe their existence to a single, power-mad individual.

As I mentioned in the section on naga history, the kaldorei queen who helped summon the Burning Legion to the world was Azshara, who surrounded herself with other Highborne who had great skill and power with arcane magic. One of these was Lord Xavius, Azshara's key advisor and an arcanist of no small talent. Xavius was renowned for two things in particular: his skill at subtle political maneuverings and his lack of eyes — he replaced his eyes with magic black crystals that bore streaks of crimson.

Xavius's vile nature did not go unnoticed. During the war, Malfurion Stormrage confronted and slew Xavius. Xavius's master, Sargeras, was unhappy with Xavius's failure (big surprise), and for some time Xavius writhed in incorporeal torment. Eventually, though, Sargeras showed a form of mercy: He returned Xavius to life, but not as he once was. To mark the traits Sargeras valued in him, and to brand him forever as an ally and servant of the Legion, Sargeras transformed and disfigured Xavius's body. His legs were goatlike, with hooves and backward-facing knees, and his legs wore shaggy, goatlike fur. His

fingers ended in black talons. He had a long, leonine tail. A short mane encircled his head, and large, curving horns sprouted from his forehead. Xavius was also physically stronger and stealthier than his previous incarnation, and his mind remained sharp and cruel. Lord Xavius had become the first satyr.

As part of his curse — or blessing, depending on who you talk to and how screwed up they are — Xavius could inspire his condition in other kaldorei. This black magic was called the shadow curse, and with it Xavius created other satyrs. (By all accounts, the process was indescribably painful.) The satyrs eventually discovered that they could pass their affliction to members of other races, as well. In this way, the satyr race came to be.

Most satyrs today are former night elves, but a rare few were members of other races. They still resemble their old selves in the face and torso, but in becoming satyrs they gain cloven hooves, furry goat legs, a long leonine tail, elongated limbs, claws, and horns. Also, of course, in becoming satyrs, they become demons.

Xavius met his fate at the hands of Malfurion Stormrage, who had already slain him once. Malfurion defeated and killed Xavius the satyr at the end of the War of the Ancients. The satyrs still honor Xavius as their creator and patron, as the first and best of them.

Satyr Knowledge

What a character knows about satyr 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 satyrs at the indicated DCs.

- **DC 15 Knowledge (history) or Knowledge (local):** Ten thousand years ago, night elves transformed into the first satyrs.
- **DC 20 Knowledge (local):** Satyrs are loosely organized into groups that dwell in ruins in northern Kalimdor's forests and in Desolace. They patrol the areas around their ruins. Almost all satyrs are combatants, and train as rogues or as dark spellcasters called hellcallers. They count corrupted ancients as their allies.
- **DC 20 Knowledge (history) or Knowledge (local):** Satyrs are demons. However, most satyrs are not members of the Burning Legion. Like all demons, they are vile and sadistic creatures who delight in causing pain, both physical and psychological.
- **DC 25 Knowledge (arcana):** Satyrs have specialized dark spellcasters called hellcallers.
- **DC 25 Knowledge (history) or Knowledge (nobility and royalty):** The first satyr was Lord Xavius, a Highborne in the time of the War of the Ancients. Xavius died in service to the Burning Legion, but his master gave him a second chance in a new body: that of a satyr. Lord Xavius and subsequent satyrs spread this corruption among the kaldorei and other races, and thus created the satyrs.
- **DC 30 Knowledge (history) or Knowledge (religion):** Most satyrs honor Xavius as their creator, though they know he fell in the War of the Ancients.

I cannot say what the satyrs did after the War of the Ancients. As I mentioned, satyrs can create more satyrs by passing their curse to other creatures. However, the curse has weakened over the millennia, and few new satyrs are created today (for which we can all be thankful).

When the Third War began, the satyrs again made their presence felt in small ways. Night elves encountered satyrs in isolated bands and settlements throughout their woodland home; and the satyrs opposed the night elves at every opportunity. It's clear to me that the presence of other demons roused the satyrs against their ancient foes.

Satyrs were a threat to travelers for long millennia; however, starting approximately 200 years ago, the night elf Sentinels began working hard to put a stop to their attacks. Since the end of the Third War, satyr activity has noticeably been on the rise. Thus, the satyr threat to adventurers traveling through northern Kalimdor and Desolace, Horde and Alliance alike, has increased. They possess neither the organization nor the numbers of the naga, the Scourge and other threats; but they will fight alongside the other demons when the time comes again.

Satyr Culture

"Satyr culture." Now there's a bit of an oxymoron, as satyrs possess little of it. Their society is organized into groups called "sects." A sect of satyrs lives in the same geographical region and has a specific mission. Satyrs of different sects get along only some of the time. They live in ruins scattered throughout northern Kalimdor and Desolace; satyrs prefer places of corruption to make their homes, such as Felwood and certain areas of Darkshore. Their sects are small, usually no more than a hundred individuals.

Satyrs are cruel and sadistic creatures. They enjoy tormenting other creatures, particularly intelligent ones. Satyrs patrol their territory, hoping they can find travelers they can eviscerate in the most bloody manner possible. They operate at a faster level than their former selves — while before they may have been stately and calm, they now burn with feverish energy. Their movements are swift and jagged, like predators sensing prey.

TUSKARR HISTORY

Northrend is the deadliest and most inhospitable place in the world. Or so many believe. During my travels, I found no land as cold and barren, and no wilderness as deadly, as what this unfriendly place has to offer. As if the frigid climate and desolate ice plains were not enough, the presence of countless savage creatures — such as ice trolls, frost wolves and wendigo — that roam the wilderness makes it almost impossible for travelers to journey safely across Northrend. What makes it even worse, however, is the presence of the Frozen Throne and the countless thousands of Scourge minions that

crawl upon the land. Though some people do live in Northrend, almost no stranger visits this place.

I am one of those few explorers who journeyed across Northrend and survived. My visit to this inhospitable place would never have been the same had I not encountered the tuskarr. A friendly, peace-loving and honorable people living along Northrend's icy coasts, the tuskarr are a sturdy group of humanoids perfectly adapted to life in the great north.

I had never met one of their kind before, and I was grateful for the hospitality the tuskarr gave me. While

I was with them, Oolundruun Mirial, the elder of the great Oolundruun family, not only explained to me the basic principles and the importance of fishing and whaling — though I cannot say I understood much of these lessons — but he also related a portion of his people's history.

According to him, the tuskarr have long lived along the shores of this barren territory. In olden times, they understood the importance of working together as they fought off the many wild beasts haunting Northrend and learned to master the arts of fishing and whaling. Like many humanoids, the tuskarr learned to work in groups not simply to defend their lives and protect their loved ones, but also to provide food and shelter for their families. Before long, they founded villages along the coast. Set in remote locales that could easily be defended against enemies approaching from the mainland, some of these villages grew in size and importance. Today, the center of the tuskarr civilization is Kaskala, a cluster of villages in the Borean Tundra.

The tuskarr have fought the nerubians and ice trolls of Northrend for generations. To this day, they wage constant war against these bloodthirsty enemies, but aside from the occasional foray they seldom go on the offensive. Instead, they rely on the protection their remote villages provide.

Because tuskarr society is centered on the family, each family has its own history riddled with tales of past glory and mythical accomplishments. Tuskarr history relies on oral tradition and all members of a family learn the deeds of their ancestors. Because each family has its own story, which is closely tied to the history of the village where they live, it seems to me that chronicling a complete account of tuskarr history would be an almost impossible task. Nevertheless, sages and historians would do well to take a closer look at the tuskarr. Before long, the tuskarr will have to face the Scourge, which they have thus far managed to avoid. According to my friend Oolundruun Mirial, when the time comes the tuskarr will fight the Scourge for as long as they can, but they may eventually be forced to flee from their ancestral lands.

Tuskarr Culture

While I was with them, Oolundruun Mirial and the other tuskarr I met explained the basis of their society, its

laws as well as its customs. From what I gathered, tuskarr culture can be stated in two lines. First, everything in their society revolves around the family. Second, each family relies on fishing and whaling for survival.

For a tuskarr, family does not simply come first. Family is what a tuskarr is. Every member of this race defines himself by his family, and a tuskarr's family name is always given first, before his personal name. When a tuskarr does something, everyone in the family is responsible for the individual's action. Thus, when a family member does something good, each family member shares the credit; when he does something bad, everyone shares the blame.

While I fail to understand how this could work in my own society, this mentality works well for the tuskarr. Every tuskarr is obviously aware that he is responsible for the reputation and well-being of each member of his family, and every tuskarr relies on the dependability and good deeds of those with whom he shares his family name. Thus, a tuskarr's family is the most important thing in his world.

This tradition is at the core of tuskarr society. Because of it, tuskarr laws are simple and rarely punitive. Family elders who have earned — through the deeds of their entire family — the respect of their peers become leaders of their society.

The tuskarr's economy — and indeed their survival — relies exclusively on fishing and whaling. The tuskarr have practiced these trades for as long as anyone can remember, and thus they are remarkable fishers and whalers. In fact, I don't believe any other race can match the tuskarr's level of competence in these fields.

Because fishing and whaling are so important to them, every tuskarr learns these trades from an early age. What is most surprising, however, is that one's accomplishment as a fisher or whaler also reflects on one's moral character. A tuskarr who is great in either of these trades is considered virtuous, while one who is less skilled is suspected of having shady ethics.

The tuskarr are among the most intriguing people I have met, and an adventurer would do well to earn the friendship of one of these remarkable beings. Given the tuskarr's strong family ties, however, doing so is no easy task.

A PLACE FOR EVERYONE

The world is filled with all manner of people — and people like to get together and organize. Secret societies, small armies, circles of religious fanatics — Azeroth has 'em all. A few are crazy, some are disciplined, many are devoted, and all are interesting. I have done my best to learn about them. In the interest of furthering understanding, I've catalogued some details about them here.

Brann Bronzebeard

THE ARGENT DAWN

Membership: Approximately 1,500.

Alignment: Lawful Good.

Regions of Influence: The Argent Dawn is a worldwide organization, but their centers of power are around the most dangerous places of the world. I discussed the organization in a previous work on the Alliance, but I feel some elaboration is necessary. The most Argent Dawn members are in the Plaguelands; they have bases at Chillwind Point on the border of Alterac and at Light's Hope Chapel to the west of Corrin's Crossing. I've also seen a few Argent Dawn members in Winterspring and Mount Hyjal, observing the actions of the Burning Legion and preparing for the next massive battle against the demonic army. They're a courageous lot; the Argent Dawn is full of self-sacrificing individuals who fight creatures most of the Alliance wouldn't even want to think about (and probably doesn't, sadly).

Activities: The Argent Dawn seeks to liberate locations that have been taken over by the Scourge, the Burning Legion, servants of the Old Gods, and other forces that prove dangerous to the remainder of the world. They move from place to place, although by necessity the organization has a few stable headquarters, both in major cities such as Darnassus and at more humble locations, such as the semi-permanent encampment near the tomb of Uther the Lightbringer.

The templar of the Argent Dawn are would-be heroes; they seek to succeed where the Silver Hand failed. In an effort to adapt and compensate for the problems of the past, the Argent Dawn uses some unusual methods; their most devoted members, the templar, are known to sacrifice many of the abilities of their former professions for new ways of manipulating the Holy Light. Their unpredictability

makes them especially dangerous to undead and demons; they prove capable of devising new tactics and new spells faster than most of the Lich King's servants can keep up. Sadly, the numbers of the Argent Dawn are few, and each fallen knight is a terrible blow. The Argent Dawn believes that with greater support from the outside world, it could teach others better ways to combat the darkness, but the Argent Dawn finds that few are willing to sacrifice their ideals and existing power. It's a pity, but I doubt the Argent Dawn will ever get the support it needs.

History

I still don't know how the Argent Dawn came to be; some say that Lord Maxwell Tyrosus, once a mighty knight, founded it in disgust after Arthas's betrayal. At first, most believed the Argent Dawn to be a new subset of the Silver Hand, but swiftly it became evident that they had developed some unusual, different principles and methods. For example, many are known for having cast off paladin armor to find ways to turn the Holy Light toward destructive uses.

Since the Argent Dawn is a recently created organization, the public knows little about it or its hierarchy. Some see the Argent Dawn as a sign of hope, others as another failure. A few think the Argent Dawn insane, associating them with the much better known Scarlet Crusade, another anti-undead organization based in the Plaguelands. I'll admit both groups are strange, but that's about as far as the similarities go.

Relationships

While the Argent Dawn is a neutral organization, some of its founding members were once Knights of

Adventure Hooks

At the end of each faction description are a couple adventure hooks involving that faction. These hooks are intended to spark your imagination and give you and the heroes jumping-off points for further adventure. They are simply ideas you might use in your home campaign; in all likelihood, the events described in the adventure hooks will never occur in the online *World of Warcraft*. However, since this is *your* chance to control Azeroth, feel free to go even further with your adventures.



the Silver Hand, and as such they still hold some level of influence within the Alliance. The Alliance honors them with offices near the Cathedral of Light in Stormwind and their own headquarters in Darnassus, as well as smaller buildings in other cities. Some members of the Argent Dawn still hold a fair bit of political sway, but most have distanced themselves from the Alliance in the last few years as the battles with the Horde have intensified.

The Horde has a healthy relationship with the Argent Dawn as well, but it does not actually serve as a sponsor for the faction's activities. Rather, the Horde (especially the Forsaken) reinforces the Argent Dawn's troops and otherwise works with them when doing so seems beneficial — which is usually the case, since the Argent Dawn works heavily in the Plaguelands, and the Horde wants to see the Scourge burned to ash as much as anyone. I personally find it a bit strange that the Argent Dawn, so-called undead slayers, are willing to work with the Forsaken; but I suppose desperate times call for desperate measures. Duke Nicholas Zverenhoff at Light's Hope seems to consider the prospect of actually winning against the Scourge in the Plaguelands preposterous. I wonder what he's fighting for, then?

The Cult of the Damned and the Shadow Council constantly attempt to infiltrate the Argent Dawn to disassemble it from inside, but thus far their attempts are unsuccessful (well, or so successful we haven't figured it out yet). The Scourge and the Burning Legion have certainly noticed the Argent Dawn, but they have not

yet taken further action against it. Kel'Thuzad seems to be biding his time, and the Scarlet Crusade is a greater annoyance to him — for now.

The Scarlet Crusade has similar goals as the Argent Dawn, but since most of the Crusaders are zealous bigots, the two organizations often come into conflict anyway. Recently, a small group of members of the Scarlet Crusade has taken up residence in Light's Hope Chapel to coordinate with the Argent Dawn in opposing the Scourge. While tensions remain high, Commander Eligor Dawnbringer of the Brotherhood of the Light, a subsection of the Argent Dawn, manages to keep relations from growing violent. I'm honestly not sure how much the two groups will accomplish, but with a major attack from Kel'Thuzad looking imminent, they had better learn to reconcile their differences sooner than later.

The Scarlet Crusaders at Light's Hope seem obsessed with finding a weapon called "Ashbringer," which Eligor insists is foolish. Apparently, he was there when the weapon was lost — apparently a man by the name of Highlord Mograine carried the holy blade, but his son betrayed and murdered him. I don't know much more about the situation, sadly, but it seems like the Argent Dawn and the Scarlet Crusade are more closely connected than I thought. I asked Eligor for more information, but he just shook his head and told me that he couldn't say much more — but I could go to someone else who knew more. Fairbanks. I'll have to look up this "Fairbanks" later.

Heroes and the Argent Dawn

Members of the Argent Dawn focus on combating evil in every form; members are expected to contribute in any way they can. Recent initiates are expected to work with other members to prove themselves, but the organization doesn't have strict guidelines for how long this must be done; few things are mandatory within their organization. Most field agents strive to become templar, a title which designates a high level of authority within the organization; at this point, the member can usually go where she pleases, and she wields a fair amount of influence. Members can exchange items called "valor tokens" for a variety of magic items from the Argent Dawn's vaults, as well as for favors and services, such as having a member of the Dawn cast a spell at your request. The organization expects its members to check in constantly and let their leaders know what they are up to, but it doesn't keep anyone on a tight leash. That being said, a person's position in life outside of the Argent Dawn is independent from her rank within it; a high-ranking lord joining the Argent Dawn is expected to follow his superiors' orders regardless of his influence elsewhere.

Organization

I didn't know much about the Argent Dawn's organization when I wrote my report on the Alliance, and I still don't know much. As best I can figure it, Lord Tyrosus is the nominal head of the organization. Each location has its own separate hierarchy, so it's not particularly clear to an outsider, nor is it all that important. Suffice to say that the Argent Dawn has captain-types, lesser officers, elite members called templar or crusaders, and normal members in most locations.

A smaller group within their ranks is called the Brotherhood of the Light, and seems recently formed. Eligor Dawnbringer is a member, as is a massive warrior named Korfax. I don't know much more about them.

Locations

I've already mentioned all the major bases of operations for the Argent Dawn. The Plaguelands serve as the sad home for most of the Argent Dawn's members; they fight the Scourge on every inch of land, hoping to wear down the undead and break Kel'Thuzad's grasp on the northern side of the Eastern Kingdoms. That reminds me — Magni, we need to put up a good tavern for these lads and lasses in Ironforge, make 'em feel real welcome. Then maybe we'll actually start getting some information that doesn't come from the Explorers' Guild for a change; after all, knights get drunk just like everyone else.

Members

The Argent Dawn draws members from both the Alliance and the Horde, but not equally. The focus on the Holy Light makes the organization more appealing to the Alliance, especially to people with a background with the Church or the Silver Hand. Magi also support (and sometimes join) the Argent Dawn, since they have similar goals. Young members collect "scourgestones" to

show their mettle, but more dangerous missions like purifying Kel'Thuzad's "plague cauldrons" on the farms in the Western Plaguelands or delving into Stratholme also are likely to get some attention.

Leaders

Lord Maxwell Tyrosus (male human): Lord Maxwell has been a member of the Argent Dawn for some time. He's only a little over 40 years old, so he'd barely be an adult by dwarven standards. As a human, he's starting to show his age, though he's still a valiant fighter.

Commander Ashlam Valorfist (male human): This young but battle-scarred veteran works with the Argent Dawn at Chillwind Camp. As an ambassador from Stormwind, he misses the greener lands of his home. Still, he is determined to see the Plaguelands cleansed of blight and the Scourge driven back. His recent focus has been on a graveyard just outside their camp's borders, but due to recent successes from outside help, he's been pushing the front toward Andorhal lately.

High Priestess MacDonnell (female human): High Priestess MacDonnell attempts to remove the taint of the Scourge upon the Plaguelands, and with the help of an alchemist named Arbington, she meets with limited success. She discovered that Kel'Thuzad maintains the Scourge with massive cauldrons placed on the farms in the Plaguelands. These cauldrons emit diseased clouds that contaminate the land; fortunately, MacDonnell and Arbington believe an experimental potion can reverse this effect, but they haven't had the manpower to try it yet.

Adventure Hooks

- Lord Maxwell Tyrosus calls for a strike against Baron Rivendare in Stratholme. Argent Dawn members gather from around Azeroth (and bring allies) for a massive assault.

- A Forsaken enchanter wants to study Argent Dawn magic items. He hires a group of Horde heroes to procure some of these items, whether through force or guile.

THE ATAL'AI AND HAKKARI

Membership: Unknown; perhaps 200.

Alignment: Chaotic evil.

Regions of Influence: At the moment, the Atal'ai and Hakkari's influence is limited to two locations: Zul'Gurub and the Temple of Atal'Hakkar ("Devoted to Hakkar" or "In Honor of Hakkar") in the Swamp of Sorrows. However, if they have their way, the whole of Azeroth could be in danger.

Activities: The Atal'ai and Hakkari serve the evil god Hakkar the Soulflayer, whom they recently summoned to Azeroth.

The Atal'ai (which means "Devoted Ones" in Zandali) and Hakkari are two groups of evil troll priests who seek to reincarnate their master, the god Hakkar. Recently, the trolls summoned their god to Azeroth; he dwells in Zul'Gurub, where his power builds. Many trolls follow him; the Atal'ai are his most favored servants. Their members are primarily jungle trolls, as these were the ones who originally revered Hakkar a millennium ago.

History

Once, in ancient times, before the kaldorei and the War of the Ancients, two great troll empires existed: the Gurubashi and the Amani. The Sundering, as one might imagine, crippled their civilizations. The ages following the Sundering were dark ones, and the Gurubashi trolls prayed to their pantheon of primitive gods to help them. Eventually, one of these gods, Hakkar the Soulflayer, answered their prayers. Hakkar was the darkest of the trolls' gods, though they did not yet realize how dark he was.

Hakkar has a couple appellations, and neither of them inspires warmth in this dwarf's heart. At times he is called the Soulflayer, and at other times he is the Blood God. In return for his help (the specifics of which remain vague in the histories I heard), he demanded sacrifices — sacrifices of living, intelligent creatures — of trolls, in fact, if what I am given to understand is true. As time went on, Hakkar demanded more and more sacrifices; eventually, the Hakkari, Hakkar's priesthood, slaughtered their people every day to sate the Blood God's mad thirst.

Finally, Hakkar demanded that the trolls discover a way to summon him to Azeroth — he dreamed of consuming all the souls in the world. At this time, the Gurubashi realized the truth about the god who vowed to "help" them. Even the Hakkari realized the depth of his hunger — it *could not* be sated. The Gurubashi and the Hakkari renounced the Soulflayer.

However, by this time it was almost too late. The Atal'ai, an extremist faction of the Hakkari, remained loyal to Hakkar and resolved to bring him to Azeroth. While they were unable to summon Hakkar himself, a

physical avatar of the god was manifest in Zul'Gurub. (You can be sure *that* wasn't a pretty thing.) The trolls speak of the subsequent conflict only in whispers: Troll fought troll as the Gurubashi and Hakkari clashed with the Atal'ai, attempting to rid Hakkar's taint from their civilization.

It wasn't an easy fight; the war ravaged Zul'Gurub, and even the Zandalari tribe entered the conflict. Yet eventually the Gurubashi and Hakkari emerged triumphant. They destroyed Hakkar's avatar. They hunted the Atal'ai, slaying them and sending a few scattering into the wilderness. The Gurubashi then turned on the Hakkari. Though the priests had helped the Gurubashi against Hakkar, the other trolls blamed them as being partly responsible for the events that culminated the in civil war. The Gurubashi were merciless; Hakkari died by the handful. Some of them managed to escape their fellows' wrath and fled into the jungle.

The escaped Hakkari were desperate. They could not return to Zul'Gurb. They could turn to only one place.

The Hakkari tracked the Atal'ai who had also fled Zul'Gurub at the end of the war. Eventually they located the Atal'ai in the Swamp of Sorrows, where they had secretly built a new temple to their god: the Temple of Atal'Hakkar, where they continued their efforts at summoning Hakkar to Azeroth. The Atal'ai had also supplemented their numbers with undead Atal'ai — Hakkar was pleased with the Atal'ai, despite their failure, and taught them more dark secrets, including necromancy. In a series of daring raids, the Atal'ai had returned to Zul'Gurb and reclaimed the bodies of their fellows.

The Hakkari came to the Atal'ai and pledged their service to Hakkar. They spoke of their persecution at the hands of the Gurubashi. The Atal'ai were pleased that the Hakkari had suffered and allowed them into the temple. However, because the Atal'ai had remained devoted to Hakkar throughout the conflict, Hakkar regarded the Atal'ai with more favor — as he has done ever since.

The Atal'ai and Hakkari then bent their efforts toward summoning Hakkar. The Gurubashi didn't attempt to track the surviving priests, more's the pity; they had other problems. Zul'Gurub was devastated, and many trolls had died. They didn't have the resources to scour the wilderness for Atal'ai and Hakkari who *might* be able to survive in the hostile jungle. So, the Gurubashi did not impede the Atal'ai and Hakkari's progress. That task fell to another.

The green Dragon Aspect Ysera learned of the trolls' plan and smashed Atal'Hakkar to the bottom of the swamp, beneath the Pool of Tears. (For a thousand years,

before we knew what it truly was, most races referred to this ruin as the Sunken Temple.) Ysera then posted several green dragons to guard the temple and make sure the troll priests didn't attempt their tricks again.

Several dragons entered the temple to drive out or slay the trolls, but a powerful and insidious corruption from the Emerald Dream began to affect the green dragons. It quickly claimed them all, even Eranikus, the great dragon charged with the temple's safety. With the dragons maddened and addled, the Atal'ai and Hakkari continued their progress unimpeded. They had to be careful of stepping outside, though, because a number of uncorrupt green dragons patrolled the area — and still do.

And so it was for many years. Recently, however, the Atal'ai and Hakkari discovered a piece of crucial information. They could not summon Hakkar at the Sunken Temple because he could only be summoned at the Gurubashi's previous capital: Zul'Gurub. A number of powerful Atal'ai and Hakkari priests left for Zul'Gurub.

Their plans bore fruit. Recently, spies entering Zul'Gurub have confirmed a terrible presence: Hakkar the Soulflayer walks the world. Not only that, but Hakkar's priests have captured five Zandalari high priests. These priests each revere a different god in the troll pantheon; Hakkar has these priests under his sway and is forcing them to channel power from their gods into him.

Relationships

The Atal'ai and Hakkari don't get along with anyone, but they clash particularly with their own people, the jungle trolls of the former Gurubashi empire. The Zandalari tribe, from their island home in the South Seas, is especially concerned with the Atal'ai and Hakkari's plans. Catching wind of what their evil brethren planned, a group of Zandalari trolls set sail for the mainland. With their people scattered and occupied with other dangers, the Zandalari are forced to recruit adventurers from both the Alliance and Horde (and independent factions) to strike against Hakkar and his priests on their behalf.

The Atal'ai's and Hakkari's relationship with the Gurubashi trolls have improved recently. With Hakkar now in existence, the Gurubashi scramble to appease him. They defend his temple and his priests, hoping he will reward them.

Hakkar is an evil and ravenous god; he poses a dire threat to the world. Once Hakkar decides to move, his priests' first step may be to crush the Zandalari tribe. The Zandalari are the oldest threats to Hakkar and his priests because of their knowledge — they can tell other races important details about Hakkar and the priests who follow him, and they actively recruit heroes to combat Hakkar. After taking care of the Zandalari, Hakkar and his followers will likely go on to destroy the other jungle trolls of Stranglethorn Vale and offer their

Heroes and the Hakkari

The Hakkari accept only jungle trolls into their ranks, and they don't accept many. A campaign in which the players control members of the Hakkari would be an interesting one, but probably not good for more than a few sessions. The heroes (villains?) would undoubtedly be evil, as they serve a primitive and bloodthirsty god, and evil PCs do not make for good extended campaigns. As Hakkari, the heroes defend their temple from invading adventurers from the Horde and Alliance. Jammal'an or another member of the Atal'ai may ask them to gather artifacts or information from the larger world — perhaps from Zandalari, where many ancient troll artifacts lie. They may also hunt down exiles or enemies who may prove a nuisance in the future. If they are powerful enough, Hakkar may summon them to his presence and give them special assignments.

souls to the Blood God. With the Atal'ai supreme and Hakkar manifest, it will be a dark day for the rest of the world, so I say we work with the Zandalari and take out Hakkar and his priests before they take us out.

Organization

A single leader holds sway over the priesthood — this is the prophet Jammal'an. He rules the Atal'ai and Hakkari and is instrumental in attempts to summon the Soulflayer.

Locations

The Atal'ai are still based in the Temple of Atal'Hakkar, which they guard fervently. A few of them also dwell in Zul'Gurub, in the physical presence of their god. They rarely venture far from the Swamp of Sorrows, though their artifacts can occasionally be found scattered about the jungle and the Pool of Tears.

Members

The Atal'ai do not accept new members. The Hakkari do, but they gain few new members, which shouldn't be surprising. However, young troll priests who show proper dedication to both Hakkar and Jammal'an's prophecy of immortality (see "Leaders," *Jammal'an the Prophet*, below) may find a place within the Hakkari, though the more senior priests watch them closely. Although they have succeeded in summoning Hakkar, the Hakkari remain wary. They are particularly aware that the Zandalari may try to sneak covert operatives into their organization to disrupt events.

The average Atal'ai or Hakkari is a priest of some ability (9th to 13th level) who reveres Hakkar and follows Jammal'an with a conviction bordering on — oh, hell, easily crossing over into — fanaticism. They defend their temples to the death, for the time of their supremacy is upon them.

Leaders

Jammal'an the Prophet (male jungle troll): Jammal'an is a mysterious individual who is mostly responsible for the cult's recent success in summoning Hakkar. By all accounts, Jammal'an is a power-mad zealot, prone to devouring or (if he's feeling pleasantly full) exiling trolls who disagree with him. Jammal'an has recently received a series of visions in which Hakkar states that, when he enters Azeroth, he will grant immortality to all Atal'ai. (I note that he made no such promise to the Hakkari, who serve him hoping that he'll grant them some reward despite his lack of a promise.) All members of the Atal'ai believe this prophecy (or at least pretend to), which makes them all the more ferocious. However, I note that Hakkar is here now, and the Atal'ai are not immortal. The trolls think he's busy with other concerns — like draining other troll gods of their power — and hasn't got around to granting immortality yet. If you ask

me, though, and if you ask some former members of the Atal'ai, these promises are a load of hooley. They were a ruse to trick Jammal'an into bringing about his own doom — and that of the rest of the world.

Adventure Hooks

- Captive Zandalari high priests are channeling power from their gods into Hakkar. Most believe the only way to stop this process is to kill the high priests. One Zandalari, however, believes he can disrupt this process by conducting a special ceremony. However, he must conduct this ceremony in a location currently holding a night elf town.

- An enterprising goblin sneaks into the Temple of Atal'Hakkar and Zul'Gurub and appropriates many of the Atal'ai's relics. He peddles his wares throughout the Eastern Kingdoms, claiming that anyone can use these items to gain a portion of Hakkar's power. He's lying of course — but not everyone knows that.

THE CENARION CIRCLE

Membership: 371.

Alignment: Chaotic good.

Regions of Influence: Darnassus, Felwood, Moonglade, Silithus (Cenarion Hold and Valor's Rest), Thunder Bluff.

Activities: Protecting and restoring nature.

The Cenarion Circle is the organization to which all druids belong. It is dedicated to the protection of nature and the restoration of the damage already done to it. Its members believe that the only way to achieve this goal is by keeping the balance within the world, so the Cenarion Circle rarely gets involved in any conflict unless it directly threatens nature. Thus, the Cenarion Circle is an impartial faction that is not interested in or preoccupied with political affairs.

Operatives working for this group can belong to any faction, and both members of the Alliance and the Horde are involved with the Cenarion Circle. While the men and women of the Cenarion Circle seek to remain as far away as possible from the politics of the different races and factions, the tensions and conflicts engendered by them sometimes affect nature — and thus the Cenarion Circle — directly. When such events arise, the Cenarion Circle takes drastic measures to protect the wilderness and restore the natural order, even if it means siding against a faction.

History

Named in honor of the demigod Cenarius, the Cenarion Circle ensures the protection of nature and its creatures. Furthermore, the members of this faction act as keepers of ancient lore and pay particular attention to the traditional ways of the druids. In their

role of protectors of nature, the men and women of the Cenarion Circle also strive to maintain the fragile balance within the world.

The faction was founded by Cenarius and Malfurion. Malfurion trained the first druids to join the group, but soon appealed to Remulos, one of the sons of Cenarius, for help. Remulos played a major role in forming the group and he taught young druids all the secrets they would need to master. With the passing years, the organization grew to include tauren, who shared similar views, as well as members of other races, until it reached its present form. The Cenarion Circle now includes many more members than it did originally, though its total numbers are still few. Its agents are active throughout Azeroth but are especially present on Kalimdor. Men and women from both the Alliance and the Horde are now welcomed in the Cenarion Circle, but the majority of its members are still night elf men.

Most of this faction's members are either night elves or tauren. The Cenarion Circle, however, accepts men and women of any race; druids are members by definition, but other characters must prove themselves to the Cenarion Circle before to become accepted. Fervently dedicated to protecting the wilderness, the operatives of the Cenarion Circle consider their duties above the petty wars and futile disputes of the Alliance, the Horde, and any other faction, race, family or group. They are, after all, trying to save the world from those who would unwittingly destroy it; they allow no distractions.

Relationships

As defenders of nature and keepers of the fragile world balance, the members of the Cenarion Circle

Tajarri stared into the wide, blue eyes of the beardless human standing before her. "Yet another druid has successfully completed the trial of the lake," she said to the youth, whose broad, innocent grin immediately brought a smile to her face. "Well done, my young friend," she added, "well done indeed." It was a privilege for Tajarri to test students who came to Moonglade for further druidic training.

The youth shyly mumbled his thanks and bowed courteously. There was wisdom in his bright, young eyes, and Tajarri could tell he would become an important asset in the Cenarion Circle's never-ending battle. "You are most assuredly developing yourself into a valued protector of nature," she said. *And Cenarius knows how desperately the world needs people such as yourself,* she did not add.

have many friends, but also many enemies. Those who would seek to exploit nature view the circle as arrogant believers in ancient ways that no longer concern most people. They see the Cenarion Circle as a thorn in their sides, if not a direct threat to their ultimate goals. On the other hand, the people who respect the wilderness and the creatures inhabiting it see the Cenarion Circle as a necessary force the world cannot afford to lose.

The Cenarion Circle has many allies among the hunters, scouts, druids and shaman who call themselves adventurers. They also have strong ties with countless other people who believe that nature needs to be safeguarded. Because most of its members hail from either the Alliance or the Horde, the Cenarion Circle generally gets along with both sides.

The circle considers the Scourge the most important threat the world has seen in years. The members of the Cenarion Circle are thus extremely wary of the Scourge and work hard to ensure that undead do not gain a stronger foothold upon the world. Also, in recent years, the scheming and maneuvering of the Twilight's Hammer have forced the Cenarion Circle to take measures against them. Many believe that an open conflict between the two factions is inevitable, and rumors abound about an all-out war between the operatives of the Cenarion Circle and their allies against the forces of the Twilight's Hammer.

Organization

One man leads the Cenarion Circle. Malfurion led the organization from the time of its foundation up until recently. When he fell into a coma, the Cenarion Circle elected a new leader: Fandral Staghelm.

Once, when the organization was young, keepers of the grove were responsible for the protection and welfare of specific places, acting as guardians of wilderness areas. In those days, each keeper worked from a specific Cenarion base or stronghold, but the organization has grown since then and now keepers are no longer locked

to a specific region. They are, however, still greatly revered by members of the Cenarion Circle.

Locations

Although Cenarion Circle operatives are found throughout the world — especially in the wild lands — the group has several important bases of operations in Kalimdor.

Archdruid Fandral Staghelm leads the Cenarion Circle from Darnassus, high atop Teldrassil. One of the Cenarion Circle's archdruids, the tauren Hamuul Runetotem, operates out of Thunder Bluff, in Southern Kalimdor, in the Elder Rise. Many pacts were made there, and most tauren view this location as a sacred place. In Felwood, the Emerald Circle, a small group of Cenarion Circle operatives, is dedicated to driving sickness and corruption out of the lands and restoring health to Felwood.

Another important Cenarion bastion is in the village of Nighthaven, in Moonglade. Rabine is in charge of Nighthaven, while Keeper Remulos watches from a distance. Nighthaven is a central point for the Cenarion Circle's activities in Northern Kalimdor, and many Cenarion Circle operatives meet there every day.

Finally, two important Cenarion Circle outposts are found in Silithus. The first is Valor's Rest, also home to both the Alliance and the Horde. The second, simply called Cenarion Hold, has become a location of the utmost importance for the organization.

Although the Cenarion Circle maintains other bases of operation, most of its members meet in forest glades, under especially ancient trees or on the many rocky shores of the world. No one but the organization's operatives knows the locations of these places, which serve as rendezvous points.

Members

All druids are part of the Cenarion Circle, but anyone dedicated to safeguarding the environment can join the group, provided he passes its rigorous entry tests. Before anyone other than a druid is admitted into this group, he must complete several missions on behalf of high-ranking members of the organization. These missions test the mettle, temperament and dedication of the potential candidate and serve to further the cause of the Cenarion Circle. Thus, each of these missions concerns the defense of nature and its creatures.

Leaders

Archdruid Fandral Staghelm (male night elf): One of the most respected members of the Cenarion Circle is its leader, Fandral Staghelm. Although dedicated to the Cenarion Circle, Archdruid Staghelm is haunted by the death of his son Valstann, who perished during the War of the Shifting Sands. This loss left Fandral inconsolable and to this day he remains obsessed with his son's death.

Before he was voted the new leader of the Cenarion Circle, Fandral had told Malfurion that he wanted to create a second World Tree and thereby restore the

Heroes and the Cenarion Circle

Members of the Cenarion Circle are first and foremost defenders of nature. They travel the world, maintaining the fragile balance between nature and civilization. When they discover threats against nature or encounter anomalies, they do everything in their power to stop them. Some missions may involve the gathering of rare herbs or plants, spying upon the forces of the Scourge or another faction that threatens the natural world, or even taking direct actions against such threats.

Members of the Cenarion Circle need little incentive, as serving nature and ensuring its safety is considered reward enough.

night elves' immortality. Malfurion refused, saying that such a tree would become an abomination. When Malfurion fell into a coma and Fandral succeeded him, he convinced the rest of the organization of his opinion. Thus, Fandral — with the support of the rest of the Cenarion Circle — instigated the creation of Teldrassil.

Archdruid Hamuul Runetotem (male tauren): Hamuul Runetotem lives in Thunder Bluff, where he is an important leader of his community. Considered by many of his peers as one of the most honorable and just druids in the world, Hamuul Runetotem is fervently dedicated to the Cenarion Circle and the protection of nature. Hamuul recently dreamed that there was a group of druids who were noble, but had lost their way. They had become servants of the taint seeping through the Barrens. (This group of corrupted druids is known as the druids of the fang, and they dwell in the Wailing Caverns.)

Keeper Remulos (male keeper of the grove): Remulos was Malfurion's chief advisor and, a thousand years ago, he helped forge the Cenarion Circle by teaching men to become druids. Perhaps the most powerful druid in the world, the other members of the group hold Remulos in great reverence.

Commander Mar'alith (male human): Commander Mar'alith fought many wars in his life. Before long, he realized that the only way to save the world was to safeguard nature from the malevolent forces that sought to destroy

it. After long years of tutelage, he learned the ways of the druids and was admitted into the Cenarion Circle. He now commands the Cenarion Circle forces in Silithus.

Commander Mar'alith's wife, Mistress Natalia Mar'alith, recently began to behave strangely, and she went missing shortly afterward. The commander is worried, although in the weeks before her disappearance, his wife steadfastly maintained that she was perfectly well. Little does the commander know that she has gone insane — or perhaps been possessed? — and has voluntarily entered a large silithid hive in the area.

Adventure Hooks

- The forces of the Cenarion Circle need reinforcements in Silithus. An operative from Cenarion Hold recruits the heroes to help Commander Mar'alith and his troops fight the silithid. The heroes are well paid for their service, but soon Mar'alith asks them to sneak into a silithid encampment to free Cenarion Circle prisoners.

- The gazelles of the northern Barrens mysteriously fall sick, and the tauren Tonga Runetotem requests aid from the Cenarion Circle. Dendrite Starblaze, a member of the organization, suspects that the source of the poison can be found in Dreadmist Peak, where the airy summits have pools of water that influence the region's weather patterns. The heroes must go there to collect a water sample and deliver it to Tonga. With the poisoned water in his possession, the tauren might be able to work on a cure and perhaps restore the tainted ecosystem.

- An insect infestation threatens Valor's Rest; when word of it reaches a druid from the Cenarion Circle, he asks the heroes to help. In order to get rid of the vermin, the heroes must find an ancient recipe believed to lie in the ruins of a library now haunted by fel creatures, locate the special ingredients and with them produce a magical powder, then bring the concoction to Valor's Rest and set it aflame to make a dense vapor that kills the insects and their eggs.

- Archdruid Hamuul Runetotem is spearheading an important research project and is looking for seasoned adventurers to lend a hand. An operative of the Cenarion Circle in Thunder Bluff hires the heroes to locate and bring back specimens of a legendary plant rumored to have grown in the hills around Un'Goro Crater.

THE CULT OF THE DAMNED

Membership: 10,000.

Alignment: Lawful evil.

Regions of Influence: The Cult of the Damned is based in the Plaguelands of Lordaeron, centered in foul Scholomance.

Activities: Spreading plague and training new necromancers.

Wise men tell us to "know thy enemy." The Scourge is the enemy of all that lives, and their mortal, living (but

still stinky) arm is the Cult of the Damned. Fanatical in their devotion to the Scourge, these spies, soldiers and necromancers hope to achieve a life of undeath that will last for eternity.

History

The Cult of the Damned began, of course, with the Lich King Ner'zhul, whom the Burning Legion had charged to scour humanity from the world. He called folk

with darkness in their hearts, compelling them to do his bidding. One of the most powerful was Kel'Thuzad, an archmage of Dalaran, who was the first to bend his knee before His desiccated Majesty. Kel'Thuzad's first mission was to found a religion in Lordaeron that would worship the Lich King as a god. Taking advantage of the discontent of those whose lives had been shattered by war, disguising himself with illusions, and using magical compulsions when argument lost its persuasive charm, Kel'Thuzad mocked the Holy Light and introduced a new path, offering eternal existence in exchange for blind obedience.

When one has buried a half-dozen of one's children, or fled from three burning homesteads in two years, even madness can be comforting. The Cult of the Damned made its nest in the heart of Lordaeron.

Eagerly the acolytes convinced and kidnapped others, even former friends and brothers, bringing them to be converted, whether through discussion, magic or torture. They became zealous lovers of the undead. To further the Lich King's goals, the cultists carried the plague cauldrons that brought the Scourge into Lordaeron, causing a plague that killed most of its citizens — and raised them as fodder for the Scourge.

When the Burning Legion lost to the combined forces of the Alliance and the Horde at the Battle of Mount Hyjal, the Lich King was pleased. He was free from the Legion's control, and, aided by Arthas (who had now become a death knight of great power), Ner'zhul could consolidate his victory in Lordaeron and extend his influence to the rest of Azeroth.

Within the Plaguelands, the cult continues to scheme and worship. It now has two aims: spreading the undead plague and training new necromancers.

Relationships

The Cult of the Damned is a loathsome organization, and all people with any sense hold are afraid of Damned cultists or are furious with them. How could the Alliance *not* despise it? How could the Horde not fear it? How can the Forsaken not see that the outstretched claw that reaches for their throats? The cult and the Forsaken are especially deadly enemies.

It seems now that the cultists passed the point of sanity at the moment they joined. At first, this may not have been the case: When the cult originally formed, it promised eternal life after death, just as the Church of the Holy Light did. The cult's promises were the same, save that people could see the results — people could indeed attain a form of life after death. The initial cultists did not know the Scourge's true plan, and joined in relative ignorance.

Now, of course, the Scourge cannot hide its plan. Those who join know what they're getting into. They're either crazy or monstrous — or both.

Some might see the Burning Legion as the cult's natural ally, but the Scourge (and therefore the cult) shattered relations with the Burning Legion in the Third War. The hatred between these two factions mirrors the

hatred between Ner'zhul and Kil'jaeden; although the factions have never been in direct conflict, the Legion and the Scourge are like fire and ice — bitter enemies who spare no quarter in any conflict.

Organization

The Cult of the Damned holds the Lich King in highest esteem, but for all practical purposes outside Northrend, the lord of the Scourge, and thus the Damned, is Kel'Thuzad.

The bulk of the cult is composed of acolytes: mortal necromancers, warriors, and priests whose former faith in the Holy Light has been perverted into an utter belief in the omnipotence of the Lich King and the transcendence of undeath. Sometimes Scourge leaders raise cult members who die in the battles of the Scourge, and acolytes in particular are eager to enter the sacrificial pits and become shades.

The cult members do not wear uniforms, for their tasks often require them to infiltrate mortal enclaves to spy (or recruit new members). However, while cultists cannot always identify each other by dress, they all bear a mark. The mark is secret, and obviously the cultists keep it hidden, but it allows them to recognize their brethren.

Perhaps the most dangerous cultists are those who dwell among their mortal brethren. Many folks (including this dwarf) believe that the cult has agents in all major cities and in smaller settlements. These agents draw others into their twisted religion, follow the Scourge's orders, and work against the living.

Locations

Scholomance, in the Eastern Plaguelands, is the cult's center. New cultists come here to train, and cultists receive orders and missions here. Of course, many members of the cult live outside Scholomance; as I mentioned above, they infiltrate many aspects of our lives. Suspect your neighbor.

Members

Current members of the cult know full well the extent of the Scourge's evil, and they join anyway. That should tell you something about them.

The major (and only) source for internal dissent is when the cultists see fallen enemies rise as undead creatures, while the cultists themselves must work to receive divine payment. Sometimes they're told their service will merit them far higher rewards ("true undeath" as opposed to the "shambling undeath" of the skeleton and zombie legions); other times they're threatened with immediate death with no possible reward. Either way, doubts are quickly satisfied. After all, without the legions of lesser undead, the Scourge would not have attained the power that it now holds.

Leaders

Kel'Thuzad (male human lich): As the leader of the Scourge in the Eastern Kingdoms, and as the one

Heroes and the Cult of the Damned

It is difficult to imagine the Cult of the Damned being associated with anything remotely considered heroic. The cult's goal involves plague, genocide, and rebirth as life-hating abominations. Even the most flawed hero would keep a safe distance from the cult, for they are death and a madness beyond death. Most of a heroes' encounters with the cult are likely to be riddled with suspicion, zealotry, and violence.

However, one scenario is that the heroes are indeed members of the cult, but realize the error of their ways and secretly work against it. A small band of reformed heroes might unite within the cult's midst and plot to bring down the Scourge.

responsible for the cult's existence, Kel'Thuzad is the de facto leader of the Cult of the Damned — though he usually has more important things to think about. See the **Monster Guide**, Chapter 2: Villains for more information on Kel'Thuzad.

Adventure Hooks

- The heroes discover that a member of the cult is attempting to place a plague within the walls of an enemy.

This would doom thousands of noncombatants to die an excruciatingly painful death, and probably provide the Scourge with more undead for their armies. On the other hand, they *are* the heroes' enemies. What do the heroes do? What if they warn the city, but it refuses to listen?

- A number of Forsaken apothecaries attempt to create a plague to wipe out the Scourge. They labor in secret, but a cultist spy learns of their schemes. He takes this knowledge back to his leaders, who send Damned cultists to eliminate the threat.

THE DARK HORDE

Membership: 5,000.

Alignment: Chaotic evil.

Regions of Influence: These renegade orcs and their allies operate out of Blackrock Spire in the Burning Steppes, but a force of Blackrock orcs recently secured Stonewatch Keep in the Redridge Mountains.

Activities: The Blackrock and Dragonmaw orcs, and their various allies, keep fighting losing battles in a war nobody told them was over.

Near the end of the Third War, when everything seemed as black as an ogre's armpit, Thrall stepped up and united with the humans and night elves to save the world. Everyone's heard stories of how the humans and night elves needed a lot of persuading to go along with this. Lots of orcs thought it was a mad idea, too. Some became renegades, or never followed Thrall in the first place. They've also gathered a number of allies, including a sizeable number of forest trolls and ogres.

These renegades, collectively called the Dark Horde, still think they're fighting the Second War. They consort with demons, attack humans on sight, and hate Thrall with every inch of their dark hearts. Blackrock and Dragonmaw orcs skulk around Blackrock Spire, calling themselves the "real" Horde and spitting on anyone who dares claim otherwise. The Smolderthorn and Firetree forest trolls, as well as the Spirestone and Firegut ogres, plus some goblins, also form the Dark Horde. No doubt Thrall would have had the renegades eliminated by now, except that some great big black dragon has taken the orcs under his wing, so to speak.

The Dark Horde fights the old battles against its old enemies, and to hell with the new ways. They're

orcs (and trolls and ogres), damn it, and that means slaughter, pillage and loot. Anyone who says different must be one of Thrall's defanged followers and deserves to die. I plan on steering clear of Blackrock Spire.

History

Blackrock Spire served as a base of operations for the Horde during the Second War. Rend didn't get much more than a handful of orcs on his side. His force was only a fortieth of Thrall's, if that, even with his troll and ogre allies. It seemed likely that the Dark Horde would be crushed like a goblin skull under an ogre club. Then salvation and damnation arrived in the form of the black dragonflight.

I've dealt with dragons before, and I've always found them to be majestic, obscenely powerful but overall rational creatures. One of my contacts, a young red I made friends with on my travels, told me about the black dragonflight. He claims the Dark Horde in Blackrock Spire serves Nefarian, the son of Deathwing, the most powerful black dragon in Azeroth that we know of. The stories I heard about Deathwing curl my beard; I've recorded the gory details elsewhere in this chapter (see the section on the dragonflights for more information), so I'll stick to the bare facts about Nefarian here.

He's a power-hungry, vicious dragon, and he decided the Spire would be a nice place to settle down. Rend didn't want to move out of Blackrock Spire, but he couldn't even dream of fighting something as powerful as Nefarian. Nefarian needed new servants to serve as expendable forces, and so the Dark Horde and the black dragonflight agreed to ally. By that I mean, Nefarian



bullied them into it and the orcs were in no position to say no. Now they have decent protection, but at the same time Nefarian will never release them from his service.

Rend and his followers are stuck in the past and haven't a hope of bringing back the old ways. Thrall sees them not so much as a threat, but as an unpleasant reminder of the old ways. The black dragonflight keeps anyone from interfering too badly with Rend's agenda, though, so the Dark Horde manages to survive.

Recently a group of Blackrock orcs took over Stonewatch Keep in the Redridge Mountains. They haven't disrupted the local area too much yet, but they have made a few low-key assaults on the Lakeshire humans. If they grow much bolder, they'll attract some unwelcome attention from Stormwind.

Relationships

The Dark Horde hates pretty much everyone. Its members hate the Alliance because they've always hated the Alliance, they hate the Horde because they don't think it's the real Horde, and they hate the independent factions for supporting their own agendas instead of Rend's. To Rend and his followers, the real Horde died when Thrall sold out to the humans. The only company the Dark Horde tolerates is its own: orcs, trolls, ogres, and a few others.

You might say the black dragonflight and Rend's gang are allies, or you might say the black dragonflight has enslaved Rend's gang. Either way, this pits the Dark Horde against all the other dragonflights in Azeroth too, as all the other dragonflights are enemies of Nefarian.

Rend and his followers certainly don't have a shortage of people who don't like them.

Organization

Rend Blackhand, son of Blackhand the Destroyer, is in charge of the Dark Horde. He calls himself warchief, and all the other members of the Dark Horde address him as such. The true ruler of Blackrock Spire is Nefarian the black dragon, and I bet he doesn't call Rend "warchief." All Dragonmaw orcs belong to Rend's force; their clan leader, Chieftain Nek'rosh Skullcrusher, leads one band far to the north, in the Wetlands.

Locations

Blackrock Mountain is located in the Burning Steppes in Azeroth. To the south is Stonewatch Keep in the Redridge Mountains. Nefarian lairs in upper Blackrock Spire, the part of Blackrock Mountain that is above ground.

Members

The Dark Horde doesn't get many new recruits. In fact, they don't seem to get *any* new recruits. The organization formed out of survivors from the Second War, and attrition thins the ranks every month. The renegades fight out of desperation and despair, knowing their chances of success are slim. I talked to a one-eyed orc commander in the Badlands, and he claimed that over the last few years, he's seen an orc or two head toward Blackrock Spire to join Rend's band. I've little faith in his story, though: I don't know the last time something like this happened. Furthermore, nobody really believes the Dark Horde is going to win the war it's still trying to fight, not even the

"I am the greatest warrior in the Horde!" Tarku roared.

"No, I am the greatest warrior," Orgar snarled.

The two orcs circled around the campfire. The rest of the raiding party huddled in the shadows and watched with gleaming eyes.

"I slew six humans today," Tarku boasted. He held no weapon, but bared his teeth as he strutted around the fire.

"Two of them children," Orgar sneered. "And one an old woman. You bring shame on the Dragonmaw clan. I, Orgar of the Blackrock clan, slew three human males and one traitor orc from the false Horde in the raid."

Tarku roared and charged Orgar. Orgar dodged and brought his fist down on the back of Tarku's head. The surrounding orcs cheered. Some chanted, "Fight, fight, fight!" Tarku spun and slugged Orgar in the face. The orc's jaw crunched and he spat out a broken tooth. Orgar drew his fist back for the next blow.

Something enormous and black crested a nearby copse of trees and sped over the quarreling orcs. Its giant black shadow rippled over the raiding party, and the updraft from its wings doused the campfire in a rush of wind. The flap of its wings echoed like a beating heart in the darkness.

The orcs stood stock still, breathing heavily, eyes wide. They clutched their weapons in silence until the great creature ascended Blackrock Spire. Then, sullen and silent, the orcs packed up camp and started home.

members of the Dark Horde themselves. That knowledge is what makes them so dangerous.

The Dark Horde follows Rend's command, and given his precarious position, Rend can't be too picky about new recruits. He stays suspicious and tests new members

rigorously, but rumor has it he'd be willing to allow naga, furbolgs and goblins to join. Humans, elves and dwarves wouldn't stand a chance, though, and it's unlikely that Rend would even allow tauren to join. They stick too closely to Thrall's new Horde.

Heroes and the Dark Horde

Rend's typical followers are older orcs who remember the old days, when the blood of demons ran in orc veins and humans died at orc hands. Some younger orcs, trolls, and ogres join Rend's cause as well, though: individuals who grew up hearing tales of glory from their elders. Some feel they deserve a grander lot in life than helping the weak humans beat back the powerful demons; why help the losing side when you can ally with the winner? Yet all these new recruits are exceedingly rare; almost no one joins the Dark Horde.

Most of Rend's followers are barbarians, hunters, warriors and warlocks. A handful of priests who serve the Burning Legion supply healing. Rend counts no shaman among his followers, though forest trolls and ogres also comprise the Dark Horde.

Only the most rabidly fanatical of the Dark Horde's members believe they stand a chance. Most accept that, eventually, they will fall to Thrall's superior numbers and allies. Nonetheless, Rend's followers receive certain benefits that offset this bleak destiny. Orcs who possessed high clan ranks in the original Horde of the first and second wars resume that rank if they transfer their allegiance to Rend. Rend follows a philosophy of "live for today, for tomorrow may bring death." He regularly throws feasts and celebrations for even the smallest triumphs. Some orc members brought females to the organization — wives, sisters or slaves — and Rend demands that the females show favor to the strongest and most heroic members of his false Horde. Most females cannot fight for Rend's Horde; they must obey old Horde laws that forbid women from fighting, hunting or engaging in any other male activities. Only exceptionally strong and courageous women may fight for the Dark Horde.

Knowing that he must hold fast to every member he has, Rend splits treasure from slain enemies or pillaged settlements evenly among his (male) followers, with a bonus for clan heads, exceptional bravery, and, of course, himself.

The Dark Horde spends its time figuring out how to hurt Thrall's Horde and the Alliance without exposing themselves too much. Clan leaders form strategies to attack small, isolated settlements, or groups of travelers. The lowest-ranking members undertake these missions. Stealthy members, such as hunters and scouts, infiltrate Horde and Alliance bastions to uncover intelligence on troop movements, fledgling settlements and defenses. Members with arcane knowledge seek out forgotten orc fortifications from the time of the Second War, where enchanted weapons and armor might remain. High-ranking members use gathered information to formulate strategies, and sometimes lead particularly dangerous missions. In addition, Nefarian sometimes orders Rend to perform tasks that benefit the black dragonflight, such as attacking nearby dragon lairs or recovering lost items of power, and Rend sends his own men to fulfill the dragon's wishes.

Once an individual joins Rend's Horde, he becomes a member for life. Rend would rather kill one of his men than let him leave. Any Dark Horde orc who wishes to abandon the organization must do so secretly, and flee as far away as possible, lest Rend hunt him down.

Leaders

Rend Blackhand (male orc): Rend and his twin brother, Maim, were sons of Blackhand the Destroyer, chieftain of the Blackrock clan and former warchief. Orgrim Doomhammer slew Blackhand after uncovering his allegiance to the Shadow Council; The Black Tooth Grin clan splintered off from the Blackrock clan before the Horde came to Azeroth. They were one of Warchief Blackhand's biggest supporters. After Blackhand's death, Rend and Maim Blackhand decided to gain control over their own faction within the Horde without directly opposing Doomhammer's ascension to power. Thus, they left the Blackrock clan and took over the Black Tooth Grin clan. After the Second War, Rend and Maim set up a base in Blackrock Spire, serving as dual chieftains over the Black Tooth Grin clan and the weakened Blackrock clan.

Eventually, Dark Iron dwarves from Blackrock Depths (that's the part underneath Blackrock Mountain; the Spire is above ground) swarmed up and tried to destroy the Dark Horde. The Dark Horde fought back, and Maim was killed in savage battle. His sacrifice, plus Rend's alliance with the black dragonflight, allowed them to drive back the Dark Irons and maintain their hold on Blackrock Spire.

I haven't seen him myself, but I hear that Rend is bigger than your average orc. Eight feet tall if he's an inch, Rend looks even bigger thanks to his overlarge, blood-red suit of armor studded with spikes as long as my hand. Though feral by nature, Rend has learned caution and tactics over the years, maybe thanks to

his association with the black dragonflight. He fights fiercely but carefully, like a cornered tiger.

Adventure Hooks

- As new recruits in Rend's Horde, the heroes receive orders for their first mission. A band of three Forsaken herbalists plan on making an expedition to the northeast section of Elwynn Forest to seek out a rare plant with potent medicinal properties. The Forsaken serve the Royal Apothecary Society and support Thrall's Horde; the heroes' orders are to stalk the Forsaken, kill them, and bring their harvested plants back to Blackrock Spire. Complications arise in the form of a Scarlet Crusade war party, who also stalk the Forsaken and assume the PCs are allies of the undead.

- Irna, a young orc female, contacts the heroes based on tales of their exploits. She tells the group that her brother, a headstrong warrior named Kark, has joined Rend's Horde in an amazingly rare move. Irna claims that Kark is not a bad orc, only young and stupid. Irna and Kark's younger sister was accidentally killed by a drunken Alliance soldier; Kark's intense grief has led him to seek revenge against all "Alliance scum." Recently Kark managed to smuggle a note to Irna. He writes of the harsh life in Rend's organization, the evil nature of the group, and his longing to escape. Kark plans on leaving the group during a raid on a mostly defenseless human settlement. Irna asks the heroes to lay an ambush for the Dark Horde raiders and ensure Kark's escape goes smoothly. Irna is a good orc, a healer who selflessly gives of her time, and her history is a long and honorable one.

THE DARKMOON FAIRE

Membership: 97.

Alignment: True neutral.

Regions of Influence: The Darkmoon Faire travels the world gathering mysterious delights and delightful mysteries. It spends most of its time in "parts unknown," as its members say, but every month or so it stops south of Thunder Bluff in Mulgore, or near Goldshire in Azeroth's Elwynn Forest. Where it is when it's not in either of those places is beyond me.

Activities: The Darkmoon Faire boasts a host of entertainments for the connoisseur of the questionable. On the surface, it appears to be a business, and it makes money by inviting people in to participate in a variety of games, ogle strange beasts, and see interesting sights and individuals, including the strongest woman in the world. You can also have your fortune read.

The Darkmoon Faire is a traveling carnival. When it's not vanished into mysterious parts of the world, it sets up its colorful booths and banners in Mulgore or Elwynn (so members of both the Alliance and the Horde can partake of its wonders). The Faire offers a variety of

diversions for people of all stripes. I must admit I was a little suspicious when I passed beneath the Faire's lively green and purple bunting for the first time. I doubted there was anything in there that would appeal to me — a dwarf of deep thoughts with an eye for *true* mysteries. (Though the fact that members of various races would get together to create something like the Darkmoon Faire does have an intrigue.)

I think I was mostly correct — entering the Darkmoon Faire, you want to check your brain at the door. However, I underestimated the sheer entertainment value inherent in the place. The enthusiasm of the barkers and the booth minders and the patrons develops into something irresistible, and I found myself hooked.

I also have a suspicion that the Darkmoon Faire is more than it appears.

History

I tried, but I couldn't get a straight answer as to the Darkmoon Faire's history. No one seemed to know, or to want to tell me, so I must surmise.

Since the Darkmoon Faire appeared in the world only recently, it must have come to being only recently. I know that Silas Darkmoon is in charge of the Faire and invented it. The Faire includes members of many different races, so my guess is that the Darkmoon Faire was once a small and forgettable operation that gradually recruited more interesting individuals until it was the Darkmoon Faire that exists today. Also, perhaps the time is now right for the Faire to be a hit. In these difficult days, we all need a little escape. With the tensions between the Alliance and Horde, it feels good to see trolls and gnomes working together.

Relationships

The Darkmoon Faire is a business (don't be fooled by the surprisingly few goblins involved), and good business practice is to be friends to everyone. The Faire splits its time between Mulgore and Goldshire, and therefore between the Alliance and the Horde; it is certainly a neutral organization. And unlike some other neutral organizations I could name, it does not use violence and underhanded tricks to pursue its agenda. Thus, others tend to view the Darkmoon Faire with amusement, whether or not they ever avail themselves of its services.

Of special note is the Faire's relationship with adventurers. It seems the Darkmoon Faire's members always have need of free agents for one reason or another, from making boots to gathering missing cards to collecting the eyes of dead bats. The Faire pays its

benefactors with Darkmoon Faire tickets, which the recipients can turn in to receive prizes — mostly of the mysterious "What's in this box?" variety. In this way the Faire manages to secure outside services without *really* paying for them. Ingenious.

And if anyone has the ace of beasts, please let me know.

Organization

The most important members of the Darkmoon Faire are those who run the booths. The booths offer many different things: You can see the self-styled strongest woman in the world, play a variety of games involving hammers and thrown balls, eat delicious food, and drink yourself silly. Each vendor (for lack of a better term — not all of them sell goods) is in charge of his or her own booth and is in a constant state of improving his or her power to draw an audience. A vendor may alter her booth by providing new attractions or with new costumes or fireworks to enhance the booth's visual appeal.

Silas Darkmoon is in charge of the Faire as a whole, but he allows his vendors pretty free rein. As long as the vendors bring in people who spend money, Silas is happy. Silas is also in charge of making sure the caravan moves when it's supposed to move and goes to the places to which it is scheduled.

Many other individuals are also involved with the Faire, and these people's duties are myriad. They sweep trash and hammer spikes. They prop up tents and make



Heroes and the Darkmoon Faire

The Darkmoon Faire has a huge variety of tasks available for heroes, from crafting items to collecting obscure trinkets from the far corners of Azeroth. Heroes could also join the Faire, if they enjoyed its particular traveling lifestyle. As members of the Faire, the heroes fight monsters and bandits that attack the caravan as it travels — and, since no one knows exactly where the Faire goes when it's not in Mulgore or Elwynn, these creatures may be strange indeed. If the heroes prove able, they may be in charge of all defense for the Faire, including police-type action when the Faire is in session.

The Faire may also send the heroes on various quests of the sorts they would normally send adventurers on; doing so gives the heroes a constant source of patronage. As the heroes are eventually quite powerful, Silas Darkmoon may let them in on the Faire's secrets, and perhaps send them to much stranger locales to gather mysteries and relics.

the food for the vendors. (The food that the vendors eat, not what they sell.) They repair wagon axles and replace elderly pack animals. They are also responsible for protecting the caravan as it travels, and, as the Faire includes many noncombatants and travels through mysterious lands, this job should not be underestimated. They bludgeon their enemies with everything from maces to last year's mutton. These are tough customers!

Locations

The Darkmoon Faire frequents two places: an area of Mulgore southwest of Thunder Bluff, and the Elwynn Forest near Goldshire. Where the Darkmoon Faire is when it isn't in either of these places I was not able to discern, nor do I know how it gets from one place to another. The closest thing to a real answer I got was that the Faire spends a substantial amount of time in "parts unknown," supposedly meaning that the rest of us sorry yokels have no idea where the Faire is (instead of meaning that the Faire is in an area of Azeroth that we have yet to discover).

My personal theory is that the Darkmoon Faire wanders certain areas in the wilds of Azeroth, gathering secrets. I have a suspicion — this is only a suspicion, mind you — that the carnival is just a front. The Faire's true purpose is to gather information and uncover mysteries. I can appreciate this, as secrets and forgotten lore are far more valuable to me — and to many adventurers — than glowing table legs and a few hours of idle enjoyment. Perhaps Silas shares what he discovers, for a price, with those who know the proper way to ask.

Members

The Darkmoon Faire is unique for many reasons; one of them is that its members come from all races. Alliance and Horde races are all represented in their ranks, as are members of neutral or ordinarily hostile races. Orc children dash about, trolls hawk food and games, gnomes expound on their services from brightly-colored booths, and a gnoll fortune teller reveals the future. If it is nothing else, the Darkmoon Faire is proof that the varied races can still work together for a common goal.

The Darkmoon Faire accepts anyone willing to make the trek with them, as far as I can tell. I believe that recruits must also swear an oath of secrecy so that they

do not reveal the Faire's movements. Other than that, as long as you are reasonably healthy and dedicated, you are welcome to join. Enterprising businessmen can maintain their own booths, though the costs of building, maintaining, and transporting it fall to the owner. The entrepreneur also divides his profits between himself and the Faire, but benefits from the draw the Faire creates, the prestige of being associated with it, and the protection of journeying with a large and well-armed caravan.

The Faire always needs workers, as well, who do everything from set up stages to fight hostile creatures on the caravan's journeys. These folks are usually young and join the Faire because of a desire to travel the world and experience some excitement, but don't want to take the risks of being *real* adventurers.

Most individuals who join the Faire share a few things in common. Since they spend so much time in foreign lands, most have no families (or don't particularly like their families). For similar reasons, the Faire attracts its fair share (so to speak) of criminals on the run, though these are usually con artists and similar types, as their skills are helpful for marketing and Silas Darkmoon allows no violence among his troupe.

Leaders

Silas Darkmoon (male gnome): Much mystery surrounds Silas Darkmoon. He is responsible for creating the Faire and keeping it running, but I'm unsure as to his real motivations. He boasts that his Faire contains wonders from around the world and beyond, and includes exotic and powerful relics among its other wonders. Perhaps Silas is looking for something in particular? Perhaps this is his way of distributing powerful magic items to adventurers worthy of them, who can battle the Legion and Scourge effectively? Perhaps he is simply a businessman who sells whatever he can. In any case, Silas is always found with the Faire, wearing dark adventurer's clothing and a wide-brimmed hat.

Professor Thaddeus Paleo (male human): Professor Paleo may be even more mysterious than Silas Darkmoon. He is in charge of collecting Darkmoon cards from adventurers who stumble upon them. Paleo claims that the Darkmoon Faire scattered decks of special cards throughout the world

to see any adventurers are intrepid enough to gather collections of all the cards in a single suit. (Four suits exist: beasts, elementals, portals, and warlords.) When an adventurer returns to Paleo with all the cards of a suit, Paleo rewards her with a special, more powerful Darkmoon card, each of which is a valuable and potent magic item.

Adventure Hooks

- A gnome at the Faire tells the heroes of his new booth ideas, which they realize are unstable and could destroy a substantial part of the countryside.
- An apothecary opens a booth at the Faire, peddling minor healing potions and other aids. His customers don't know that his potions don't cure a thing — in fact, they are samples of his latest experiments.

THE DEFIAS BROTHERHOOD

Membership: 18,000.

Alignment: Lawful evil.

Regions of Influence: Agents of the Defias Brotherhood are active throughout the kingdom of Stormwind, terrorizing small hamlets and townships in the Elwynn Forest, bullying farms in Westfall and Duskwood, and infiltrating the noble houses of Stormwind. The Brotherhood's central base of operations, however, is found in the Deadmines of Westfall and the outlying town of Moonbrook. Beyond Westfall and Elwynn, its influence is diminished. They are allied with gnolls, kobolds, and a few goblins in Booty Bay, but orcs and trolls consider them to be just another annoying human faction and are as likely to attack them as any human (which limits their influence in Lakeshire and Stranglethorn Vale).

Activities: The Defias Brotherhood performs highway robberies and constructs harvest golems to terrorize farmsteads while engaging in labyrinthine plots to undermine Stormwind's leadership.

The Defias Brotherhood, while founded with benign intentions, degenerated into a well-organized pack of bandits and thugs. For the kingdom of Stormwind, the Defias Brotherhood poses an immediate threat; it is an implacable enemy whose hatred of the city knows no limits.

History

The Defias Brotherhood is the creation of one of the greatest human engineers in history, Edwin VanCleaf. After the Alliance recaptured Stormwind at the end of the Second War, King Terenas of Lordaeron was determined to help rebuild his ally's city. He convinced the Alliance to send money and laborers to Stormwind City to effect the repairs. The group in charge was the Stonemasons' Guild, headed by master builder Edwin VanCleaf. The guild reconstructed Stormwind as a city of splendor, one that eclipsed memories of the old city. The city, which should have taken a generation to rebuild, was completed in less than 10 years. Even his most grudging enemies had to bow to the man's talents as an architect and engineer.

After the guild finished the job, though, the corrupt House of Nobles refused to pay the guild for its work.

King Varian was unable to fix matters because the House of Nobles held too much political power and outmaneuvered him repeatedly. Some of the more senior of the Stonemasons, including VanCleaf, were offered governmental jobs if they'd just be quiet and play along. However, Edwin VanCleaf was not willing to betray his workmen. He spat on the floor and walked out of the halls he'd built, vowing that he'd make the city pay one way or another. Shortly afterward, at VanCleaf's urging, workers rioted in Stormwind City. Several people died, and VanCleaf — and many other members of the Stonemasons' Guild — left the city for good.

Several years after the riot, the outlaw gangs of the Defias Brotherhood first appeared in Westfall. They attempted to foment rebellion among the farmers and merchantfolk, but when the war-weary people told them that they wished to be left in peace, VanCleaf turned to more ruthless tactics. Merchants who brought goods to Stormwind were robbed. Farmsteads that provided Stormwind with food were razed, or infested with harvest golems. Eventually no tax collector could safely ride through the streets of Elwynn Forest, even with a large escort. As VanCleaf strangled Stormwind, stone by stone, he used the money he stole to pay for bands of mercenaries. Some of his men were captured, but VanCleaf played even that to his advantage; inside the Stockade of Stormwind City, his men gathered a force for rebellion. Stormwind and its loyal townships found themselves under an unexpected siege, and thanks to sinister machinations of others, the towns' cries for help went unheard.

Buoyed by his success, VanCleaf christened his gang of outlaws, rebels, and brigands the Defias Brotherhood. These lowlifes still see themselves as the wronged party fighting a battle against arrogant nobles and the fools who unquestioningly follow them. I suppose they have a point. In Stormwind City, however, people tell different tales: of citizens being driven from their homes, of children murdered, and many other atrocities committed by a band of thugs who are motivated solely by the joy of terror. At what point do atrocities cancel a just grievance?

VanCleaf's most ambitious plan involves the reconstruction of a huge war machine, an ogre juggernaut from the First War. He has hired goblins to repair the ship, as it was their race that



constructed the ships originally. VanCleaf plans to use the ship to disrupt trade with Stormwind, thus depriving Stormwind of the riches that the city wrongfully withheld from the Stonemasons' Guild. VanCleaf wants to turn the ship into a pirate ship.

Wisely, VanCleaf does not rely on a single plan, but he likes the "justice" of building machines to destroy a city he constructed. It's not inconceivable that VanCleaf and his goblin favorites have devised other weapons of war: weapons that might survive his death and trouble the world for ages to come.

Relationships

The Defias Brotherhood is a solitary organization. Its only allies are the gnolls of Elwynn and the kobolds of Westfall, both of whom are old enemies of the local humans who were cast aside when the Horde was driven out of Stormwind during the Second War; both sides know they are allies of convenience. Mercenary companies, many of whom are veterans of the Second War (or their displaced sons) who did not reap the benefits at the war's end, are especially sympathetic to the Defias Brotherhood, particularly while the Brotherhood's coffers maintain a steady supply of gold and silver.

To the Alliance, however, the Defias Brotherhood poses a grave threat (one of many, in these times). In Stormwind City, many knights who were raised to battle the Horde are now being told to "save a few swordstrokes for the Defias"; and Alliance military leaders, short on skilled men, hire adventurers to fight their fellow humans in the Brotherhood.

Organization

VanCleaf is the unquestioned leader of the Defias Brotherhood. Beneath him is the inner circle, derived from Stormwind's old network of stonemasons and artisans. They have no titles, except for the titles of their professions (apprentice, journeyman, artisan, mason, master mason, and so forth). The word "brotherhood" is not used trivially; members of the Defias Brotherhood see themselves as members of a secret society who have a responsibility to take care of each other. In particular, the inner circle regards other members as an extended family and has a strong sense of commitment and community support. (If only they offered such noble sentiments their victims.)

The craftsmen (particularly those who also have military experience) serve as commanders for the bands of mercenaries and bandits that make up the bulk of the Brotherhood. Based in Moonbrook, they use an elaborate network of messengers to communicate with their bands, or leave messages at prearranged points. Young members, backed by mercenaries or friendly bandits, run outposts. Treachery is rare among their ranks, but their increasingly dark deeds move some of the Brotherhood's more idealistic

"Gnolls," Artemal grumbled. "I don't know why we have to put up with that lot."

Patrik nodded, gazing at the hyena-faced nomads who were passing by their post. The Defias Brotherhood was shifting its position in the hills, an arduous process that involved scouring the territory for spies and shooting them before permitting their gnoll allies to move. It made for a long day.

Patrik groaned. "I'm tired, and those dog-faces look like they're starving."

"And guess what'd be on the menu if they decided to have lunch?"

"Us." One of the gnolls barked at him three times, and then, with a satisfied expression, turned around and trotted back to his pack.

"I didn't like that," Artemal said.

"He's telling you to keep your distance," Revale the smith said, riding over to the men. "Stay alert. Salmister tells us that today's a bad day."

"Yes, sir," Artemal nodded, and watched as Revale rode to the next post.

"I wish I had a *personal* mage to tell me when I was going to have a bad day," said Patrik.

"Then you'd never get out of bed." Artemal grinned, and turned to survey the gnolls as they passed. The sun shone, and he squinted as he caught a glimpse of something unusual in the mist. "Wait a minute," the captain murmured, and he waded into the center of the gnolls. The confused band suddenly halted in its tracks. He pointed at one particular gnoll in the center of the pack who had an elaborately crafted dagger in his belt. "You!" Artemal shouted. "Since when do gnolls carry daggers with the symbol of Stormwind? Any gnoll chief worth his salt would have kept that for his personal spoils."

"Blast," the gnoll snapped in the human tongue. Immediately its form blurred into that of a human knight, and he launched the dagger into Artemal's throat with a frighteningly efficient motion. A sword came out of his sheath with blinding speed, and the knight hacked his way through the gnoll band, shouting battle cries to Stormwind and the Holy Light. The gnolls panicked and dispersed, leaving young Patrik to face the knight.

members to turn on the group. They have no ranks, though capable fighters are given command positions and called "captains." The Brotherhood's only uniform is a red bandana, worn to hide faces, and that's enough to identify them in the kingdom of Stormwind.

Locations

The principle base of the Defias Brotherhood is in the Deadmines, which are located under the mountains between Stranglethorn Vale and Westfall, and which can be accessed through a hidden barn entrance in the town of Moonbrook (which is also a Defias stronghold). The Deadmines are a vast network of mines rich in copper, tin and silver, but they're also home to an uncomfortably large number of undead (whom the Defias avoid). Deep within the Deadmines are several portals, which eventually lead to VanCleave's base of operations.

Beyond the Deadmines, the Defias Brotherhood has control of the farms in Westfall and Elwynn Forest.

Members

Originally, the Defias Brotherhood was a noble group and had an honorable goal. Stormwind's nobles had treated them poorly, and the Stonemasons had every right to resist.

Now, however, times are different. A few older members may hold to their noble ideals, but clearly they can't be much involved in the Defias's dealings or they would know better. The Defias Brotherhood is now a corrupt group, no better than any other gang of thugs. Current recruits are bandits and scoundrels.

Three groups of followers exist in the Defias Brotherhood. First is the leadership, the original

members, the artisans and laborers who were involved in the expulsion from Stormwind. Many of these fit into the role of the embittered idealist; they still harbor a grudge against the cheating, corrupt nobility of Stormwind, and are determined to force the nobles from power. They may be reasonable people on other matters, but no amount of time or persuasion can get them to change their minds about the noble houses or put aside their grievances. Like many strong-willed people who have experienced a wrong, "hardened" does not begin to describe their attitude.

The second group is the captains. Some serve as field commanders, while others are trained as tinkers and engineers. As they prove themselves, they advance through the ranks, and in time are elevated to VanCleave's inner circle.

The third group is the rabble: mercenaries, brigands and criminals who gravitate to any cause where the money is good and brutality flows like cheap wine. They don't have much loyalty to the Defias Brotherhood beyond the nice feeling they get when the Brotherhood drops shiny silver coins into their palms. Mercenaries and soldiers do not rise into the captaincy (or the inner circle) without family connections.

Leaders

Edwin VanCleave (male human): Arguably the greatest architect in human history, VanCleave is, unfortunately, also one of the most bitter and ruthless. He founded the Defias Brotherhood as an instrument of revenge. His face is now wasted and hollow; he is no longer the noble figure he once was, but is obviously corrupt.

Bazil Thredd (male human): The chief captain of the Defias Brotherhood, Bazil Thredd's background is

Heroes and the Defias Brotherhood

The Defias Brotherhood is an unlikely place to find heroes. The only people who join the brotherhood these days are corrupt thugs, so “hero” is not exactly an appropriate term. Still, players could play corrupt Defias thugs. They rob from everyone and give to themselves, ambush merchant caravans, spy and scout for the brotherhood, and engage in similar activities related to an outlaw bandit gang operating in the wilderness.

a mystery. This tall, broadly built human joined the Defias Brotherhood in his teens, and his intelligence and charisma shaped the Brotherhood's actions and inspired many of its most infamous atrocities. Thredd is a capable warrior, and his aggressive double bladed fighting style is difficult to defeat. Thredd is currently locked in the Stockade of Stormwind City, but rules the prison like his own private kingdom.

Marisa Du'Paige (female human): A Defias mage and a skilled transmuter, Du'Paige is the daughter of one of VanCleaf's most skilled lieutenants, who was killed during the Stormwind City riot. Marisa, a golden-haired woman in her mid-twenties, always had an affinity toward both magic and cruelty; and the Defias Brotherhood gives her opportunities to indulge in both. She oversees operations in the upper levels of the Deadmines and the training of magical adepts.

Gilnid (male goblin): In the crafting of technological automatons, Gilnid may have no equal. Amoral beyond the ability of the goblins to stomach, Gilnid was cast out of Booty Bay when his insane experiments ran amok in the city's marketplace. Gilnid has no interest in politics, and plays no part in the Brotherhood's decision making, but the Brotherhood funds his experiments and keeps him supplied with parts. VanCleaf has enormous — perhaps too much — respect for his mad talents.

Adventure Hooks

• When a teenage orphan goes berserk and stabs people at an inn in Stormwind City, the heroes link his behavior to a war orphanage. The orphanage is secretly run by the Defias Brotherhood to train new recruits,

who will eventually infiltrate the guards of Stormwind's noble houses. Stormwind's guards, not wishing to alarm the populace, ask the heroes to shut down the orphanage without killing the children.

• In the heart of Stormwind City is the Stockade, a great fortress prison. One of the people in the Stockade is Marty Branch, a condemned prisoner who knows a piece of information that might save the life of one of the heroes' friends (Marty might know the whereabouts of an herb which is an antidote to a rare poison, or he might have committed a crime for which the friend has been sentenced to hang); unfortunately the prisoners in the Stockade have rioted, and it's under the control of the Defias Brotherhood.

• The gnolls have turned against the Defias Brotherhood! Under the command of the gnoll chief Grimpaw, the gnolls attack the brotherhood's encampments, killing their members and stealing their supplies. A desperate Defias Brotherhood captain, who was a friend of one of the heroes many years ago before the war, begs his friend to reinforce Defias ranks. He reminds his adventuresome friend that he's human — and of what gnolls do to human prisoners.

• VanCleaf is dead, or dying (perhaps because adventurers penetrated his stronghold and slew him). The Defias Brotherhood's leaders meet to determine his successor. The heroes, a known disreputable group, have been invited to the meeting. An emissary from the Church of the Holy Light comes to the heroes and urges them to betray the meeting to Stormwind, claiming that when VanCleaf dies, so will any virtue that's still attached to the Brotherhood's cause.

THE DRAGONFLIGHTS

Azeroth is home to five dragonflights, characterized and separated by their colors: black, blue, bronze, green, and red. I discuss each of them in turn, below, except the blue dragonflight, which I discussed at length in *Lands of Mystery*.

THE BLACK DRAGONFLIGHT

Membership: Unknown.

Alignment: Chaotic Evil.

Regions of Influence: Onyxia's dragonspawn followers control the southwestern portion of the Dustwallow Marsh, but the majority of black dragons do not appear to control much territory. Nefarian, one

of Deathwing's strongest children, controls the spire in the guise of “Lord Victor Nefarius.” Many of Nefarian's followers spend time in the Burning Steppes and the Searing Gorge. I also know about one black dragon in the Blasted Lands — Teremus the Devourer. I have no idea what he's doing there, nor do I plan to ask.

Activities: The black dragonflight focuses on expanding its power at the cost of all else. They often do this by masquerading as nobles of other races, then using magic to manipulate members of that race to gain political power.

Black dragons are powerful, terrible and egocentric. Their race once ruled Azeroth along with the other dragonflights, and in their pride, they seek to regain their lost influence with no consideration of their ancient responsibilities. Currently, most of the black dragonflight fights a number of different foes, including our friends in the Alliance and the Horde, as well as a good number of others — most notably Ragnaros, the fire elemental lord. Neither of them likes the other, but both lack the numbers for a full assault. If that ever changes, it's hard to say who would be the victor.

History

Once, the black dragons were led by Neltharion the Earth-Warder, but somewhere along the line his sanity slipped. Neltharion snapped during the War of the Ancients, planning to betray the other dragonflights. Somewhere along the line, Neltharion created the Dragon Soul, which would later be renamed the Demon Soul, and changed his name to Deathwing. Soon enough, he turned it against the other dragonflights as planned, but the artifact was stolen and turned over to forces of the Burning Legion. Toward the end of the war, though, Malfurion Stormrage and his allies retrieved the Demon Soul and, at the direction of the

saner Dragon Aspects, hid it far away. That was a solid 10,000 years ago, but Deathwing showed himself again in the Second War and wrought havoc on the Alliance forces. This time, he had a mortal agent use the Demon Soul to capture Alexstrasza, the red Dragon Aspect, and thus subjugate the red dragonflight.. (He also disguised himself as a human lord — Daval Prestor — and tried to marry Lordaeron's princess. I wonder where Calia is these days? Hmm, that's a pretty good question, I'll have to look into that.)

Needless to say, the other Dragon Aspects were furious that Deathwing was on the assault again, and they worked together to drive him off and free the Dragonqueen. I haven't heard anything about him since that time. These days, it's Deathwing's children who wreak havoc; primarily Onyxia and Nefarian, who I already mentioned.

Relationships

The black dragonflight is not known for having positive relationships with, well, anyone. Actually, scratch that — I suppose you could say that they have a "good" relationship with Warchief Rend's fake Horde. Rend has fallen into Nefarian's service, and thus, the entire pseudo-Horde serves the black dragonflight by extension. As I mentioned previously, however, not many others are pleased with the black dragons; the blacks count all four other dragonflights, the Argent Dawn, the Horde, and the Alliance among their



Heroes and the Black Dragonflight

Player characters of the black dragonflight are expected to serve their superiors without question. Refusal meets with wrath and violence. A player character could, however, take leadership of part of the dragonflight simply by demonstrating her strength — however, this new leader could easily be attacked by her own minions as time goes on.

While some mortals serve the black dragonflight, they are considered inferior creatures; only powerful dragonspawn are respected. “Lesser” races such as orcs and humans are just creatures to be used, although the black dragons respect the power of certain individuals.

enemies. The Twilight’s Hammer doesn’t get along with the black dragonflight either, since Nefarian’s forces oppose Ragnaros and the Dark Iron dwarves in Blackrock Depths.

Organization

Little formal organization exists within the black dragonflight. Most black dragons follow the instructions of another only if they either expect a benefit or they’re confident that the other dragon could eat them. Nefarian probably maintains control over a few other black dragons and dragonspawn, but most of his efforts focus around the creation of a new, chromatic dragonflight. He is intent on succeeding where his father “failed,” and what I’ve seen so far indicates that he has had some level of success. That’s not a good sign for any of us.

Locations

Nothing much to say here beyond what I’ve already covered. Blackrock Spire and the “Blackwing Lair” inside serve as the base of operations for Nefarian’s brood, which is the largest known group of black dragons still around. Presumably Deathwing is at work somewhere else, but I have no idea where that might be.

Members

Well, no one really joins the black dragonflight, so “membership” is sort of a funny concept to discuss. You’re either born a black dragon or you serve them — that’s pretty much it.

Leaders

Deathwing, formerly Neltharion the Earth-Warder, also known as Lord Daval Prestor (male black Dragon Aspect): In the earliest days of Azeroth, Neltharion was

the mighty Earth-Warder, chosen by the titans as one of the five protectors of Azeroth. I’ve already discussed what happened since; he’s completely insane and evil now, and no one knows where he is. That disturbs me; creatures that powerful don’t just disappear.

Nefarian, also known as Blackwing, also known as Lord Victor Nefarius (male black dragon): It’s only a matter of time before Nefarian unleashes his growing chromatic dragons on the world. For that reason, I think it’d be smart to take him out now, but maybe that’s just me.

See the **Monster Guide** for more information on Nefarian, including his statistics.

Onyxia (female black dragon): Onyxia controls much of Dustwallow Marsh, but she also has a human persona in Stormwind: Lady Katrana Prestor. As Lady Katrana, she corrupts the leaders of the city, and makes certain Stormwind’s armed forces will not mobilize against her brother in Blackrock Spire. She torched southern Dustwallow, and I suspect she’ll be causing Lady Jaina Proudmoore a real headache sometime in the near future.

See the **Monster Guide** for more information on Onyxia, including her statistics.

Adventure Hooks

- Nefarian unleashes the chromatic dragons, and they serve him for a time before breaking free of his control and attempting to become an independent faction.

- A Thorium Brotherhood craftsman invents a new formula for an enchanted shield. He wants to actually craft one of the shields before he starts advertising it, though, to make sure the formula is flawless. He offers to sell the first shield at a 50% discount to anyone who returns with the proper ingredients — including the hide of a black drake.

THE BRONZE DRAGONFLIGHT

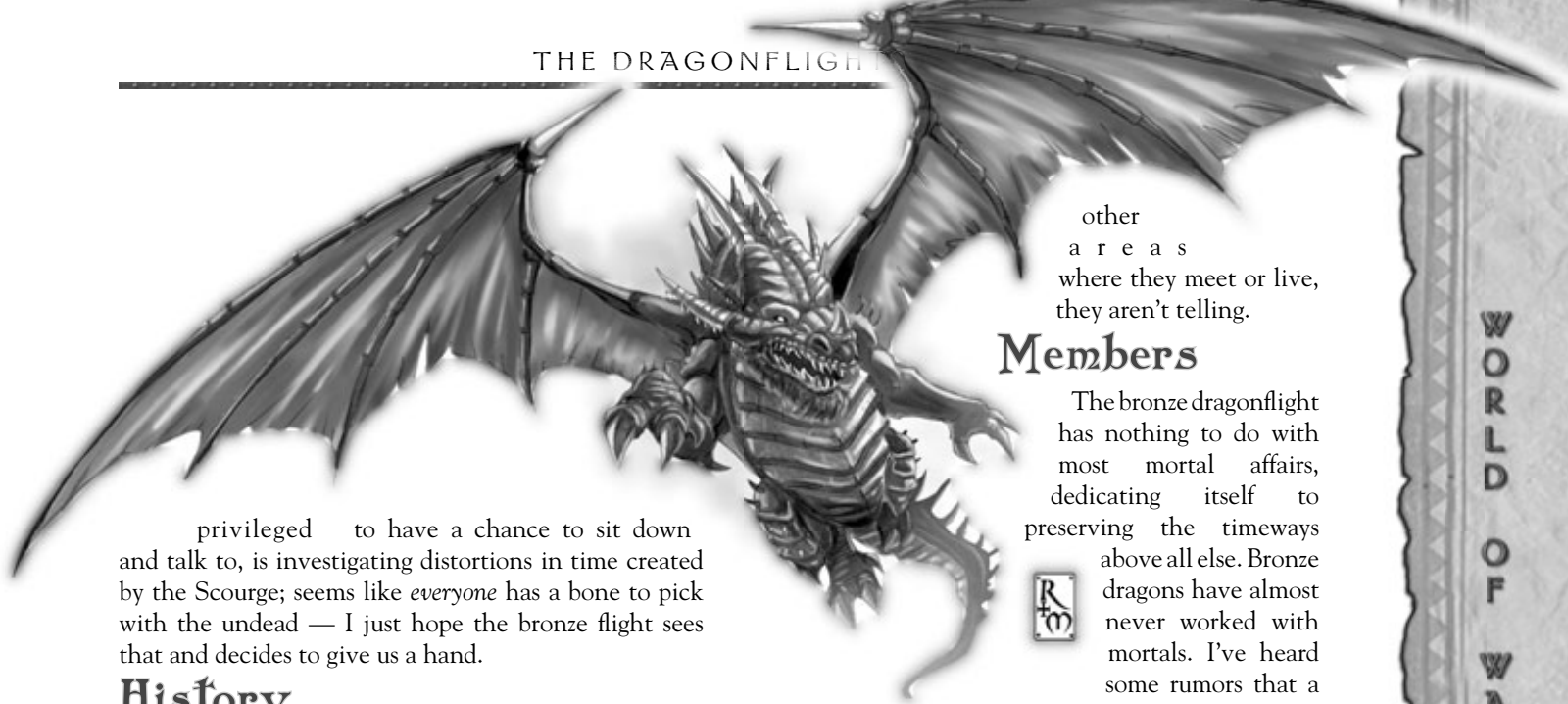
Membership: Unknown.

Alignment: Lawful Neutral.

Regions of Influence: The bronze dragonflight is rarely seen outside Tanaris, the location of the Caverns of Time, where the bronze Dragon Aspect, Nozdormu the Timeless, resides. Recently, however, bronze dragons have been seen flying over Silithus.

Activities: Bronze dragons are eternal watchers and the guardians of time.

I was surprised to find that anything could interfere with the proper flow of time; nevertheless, bronze dragons make sure the wheels of the ages run smoothly all over the world, and probably where we least expect it. Chromie, the only bronze dragon I’ve been



other
areas

where they meet or live,
they aren't telling.

Members

The bronze dragonflight has nothing to do with most mortal affairs, dedicating itself to preserving the timeways above all else. Bronze dragons have almost never worked with mortals. I've heard some rumors that a



thousand years ago, Archdruid

Fandral Staghelm and many other members of the Cenarion Circle worked

with the bronze dragonflight against the qiraji, but something must have happened to alienate him from them — I don't have any details, however.

Leaders

Nozdormu the Timeless (male bronze Dragon Aspect): Nozdormu is the legendary Dragon Aspect of the bronze dragonflight. Empowered by the titans, he is charged with ensuring the security of time. Nozdormu has not been seen since the battle of Grim Batol, where he worked with three other Dragon Aspects to drive off Deathwing.

Anachronos (male bronze dragon): Anachronos is an ancient son of Nozdormu, and he was one of the four mighty dragons who created the Scarab Wall. He recently assisted a group of adventurers in creating the Scepter of the Shifting Sands to open the gates to Ahn'Qiraj. The Cenarion Circle hopes to work with Anachronos and the other bronze dragons against C'Thun in Ahn'Qiraj, but they fear that Archdruid Staghelm's actions in the past may make doing so impossible.

Adventure Hooks

- The qiraji attempt to create a magical barrier to trap the bronze dragonflight inside the Caverns of Time.

- The "dead" forgotten one in Ashenvale at the Master's Glaive disappears overnight, leaving a gaping crater in the earth leading to a complex underground labyrinth.

privileged to have a chance to sit down and talk to, is investigating distortions in time created by the Scourge; seems like *everyone* has a bone to pick with the undead — I just hope the bronze flight sees that and decides to give us a hand.

History

Even I know next to nothing about the bronze dragonflight. Of all the dragonflights, the bronze is the most naturally reclusive; kingdoms rise and fall, and while the bronze dragons take notice and catalogue these events, they rarely see a reason to interfere. Still, Anachronos seems to have directly aided a group of mortal adventurers in recreating the Scepter of the Shifting Sands.

Relationships

The bronze dragonflight opposes the black dragonflight and the works of the Old Gods, but otherwise it has little interest in Azeroth's affairs.

Organization

Bronze dragons are independent, even of each other. I don't know much about their hierarchy, but the only real known leadership figures are Nozdormu and one of his eldest children, Anachronos. Anachronos has recently returned to the Caverns of Time. In the meantime, rumor has it that the Cenarion Circle is hoping to get the bronze flight's help in the fighting going on in Ahn'Qiraj. For some reason, though, Fandral Staghelm has yet to ask Anachronos for assistance.

Locations

The only place I know of to find a large number of bronze dragons is the Caverns of Time. Some still guard the area near Mount Hyjal, but if the bronze dragons have any

Heroes and the Bronze Dragonflight

Characters who are members or supporters of the bronze dragonflight are exceedingly rare. The bronze dragonflight also opposes the workings the Twilight's Hammer, as well as servants of the Burning Legion.

THE GREEN DRAGONFLIGHT

Membership: Unknown.

Alignment: Neutral Good.

Regions of Influence: The home of the green dragonflight has ever been the Emerald Dream. I've never been there, but from what the druids tell me, it's like Azeroth if the civilized races had never touched the world — like a blueprint of what the world must have been like at creation. If that looks anything like the Hinterlands, I suppose I can see the appeal. At any rate, the green dragonflight (much like the bronze) has ever been distant from mortals, but recently we're seeing more of them — and not for the best of reasons. It seems something called the Nightmare has overtaken a part of the Emerald Dream; sounds like more Old God corruption to me. Whatever it is, the Nightmare can apparently overtake even the strongest of creatures — including the green dragons. Four corrupted green dragons have emerged from the Emerald Dream in various locations around the world, such as in Feralas and at Seradane. We can only hope that Ysera and the rest of the green flight will soon discover the source of the Nightmare's corruption and put an end to it.

Activities: The dreaming dragonflight has ever been the strongest force for the protection of nature, but the recent appearance of the Nightmare transforms some green dragons into terrible monsters.

Since the Emerald Dream seems to represent nature's purest form (as I understand it), green dragons traditionally have spent almost all their time there. They get along with druids and similar folk pretty well, but the rest of us rarely have contact with them. The green dragonflight is one of the three flights responsible for the creation of the first World Tree, Nordrassil. I'm still rather curious what they think about the “new and improved” one of which Staghelm is so proud.

History

After the War of the Ancients, many night elves took up the new practice of druidic magic. From this point on, they would sleep and wake periodically, spending much of their time in Ysera's realm. Ten thousand years later, High Priestess Tyrande Whisperwind awoke the druids all at once, but the dragons did not all emerge from the Emerald Dream to support the elves at war. The Burning Legion fell to the mortal armies at Mount Hyjal, but the damage to the World Tree, Nordrassil, prompted Archdruid Fandral Staghelm to attempt to create another without the support of the ancient dragons who aided in the making of the first. The Cenarion Circle supported Fandral in his decision.

With Malfurion Stormrage absent — suspiciously — Fandral created the tree, called Teldrassil. However, the new tree has not granted the night elves immortality; in

fact, many plants and animals on Teldrassil suffer strange maladies. A few people whisper that these problems might stem from the fact that Teldrassil does not have the blessing of the dragons who created Nordrassil.

Relationships

The green dragonflight, unlike the other dragonflights, concerns itself with the druids. It is also one of the most detached from all other groups of mortals. Like most other flights, they oppose the black dragons and the Burning Legion, but they are rarely seen in the physical world.

Organization

Ysera rules the green dragonflight from a sanctum within the Emerald Dream called the Eye of Ysera. Merithra, Ysera's daughter, was a major figure in the War of the Shifting Sands a thousand years ago, but she was one of the three dragons who sealed themselves on the opposite side of the Scarab Wall — presumably, she has not survived all this time.

Locations

The green dragonflight has a significant presence at Mount Hyjal, but the largest known group of greens outside of the Emerald Dream is at The Temple of Atal'Hakkar, also known as the Sunken Temple.

Members

The green dragonflight treats its servants with respect, teaching them the secrets of nature and magic as they prove themselves worthy.

Leaders

Ysera the Dreamer (female green Dragon Aspect): Ysera is the green Dragon Aspect, charged with the protection of the Emerald Dream. The druids also told me she's the “mother” of Cenarius, but since he's not a dragon, I can only assume that isn't meant literally. My friends in the Cenarion Circle report that she has been silent since the appearance of the Nightmare, and there's some concern that she is in danger — they seem to be hesitant to say it, but some worry she too might be corrupted.

Heroes and the Green Dragonflight

Heroes working with the green dragonflight are likely to focus on investigating the Nightmare. Although most of the flight is also investigating the Nightmare, the flight still supports its members and allies as it always has, training the druids of Azeroth and teaching them how to navigate the Emerald Dream.

Eranikus (male green dragon): Eranikus, consort to Ysera, is among the greatest of the green dragons, and it was Ysera who originally gave him the task of guarding the Temple of Atal'Hakkar in the Swamp of Sorrows. However, Eranikus went insane not long after he entered the temple, and since then the trolls in the temple have dispatched a group to Zul'Gurub, where

they have succeeded in summoning Hakkar into the world.

Adventure Hook

• Powerful, corrupted green dragons appear on Azeroth. The heroes must defeat these dragons and discover the source of their corruption.

THE RED DRAGONFLIGHT

Membership: Unknown.

Alignment: Lawful good.

Regions of Influence: Some of the red dragonflight resides at Grim Batol, but red dragons have been sighted in several other locales, such as Mount Hyjal. The location of the majority of the flight is unknown. Grim Batol is sealed off, so I hope they send us a memo or something.

Activities: Red dragons are the guardians of all life, and they are among the mightiest and noblest of dragons. That doesn't mean they're all nice and fluffy, however. The activities of the red dragonflight are mostly secret, but I have a strong feeling some of them are watching us all very closely. Some are at Mount Hyjal and work with the other flights against the Burning Legion's remnants, but that's about all I know.

History

The red dragonflight was once a dominant force in the world, but Deathwing's betrayal took a heavy toll on them. In more recent years, the Horde enslaved the red dragonflight, and thus most red dragons harbor an animosity toward orcs to this day. The red dragonflight was freed from its captivity by humans and elves (well, one of each) and dwarves, so perhaps they'll think a little better of the Alliance. It's hard to say — I haven't seen or heard almost anything from them since the Battle of Grim Batol.

Relationships

The red dragonflight should theoretically count the Alliance among its allies, but we don't know what the dragons are thinking (or doing) right now. Since the orcs enslaved the red dragons in the Second War, it's probably safe to say the red dragons aren't fond of

the Horde —

even if

Thrall

is clearly

a different

type of leader than

Doomhammer was.

Beyond that, the

relationships

should be

pretty

obvious —

they share the

same enemies as the other flights.

Organization

I haven't a

clue what the

structure of the red

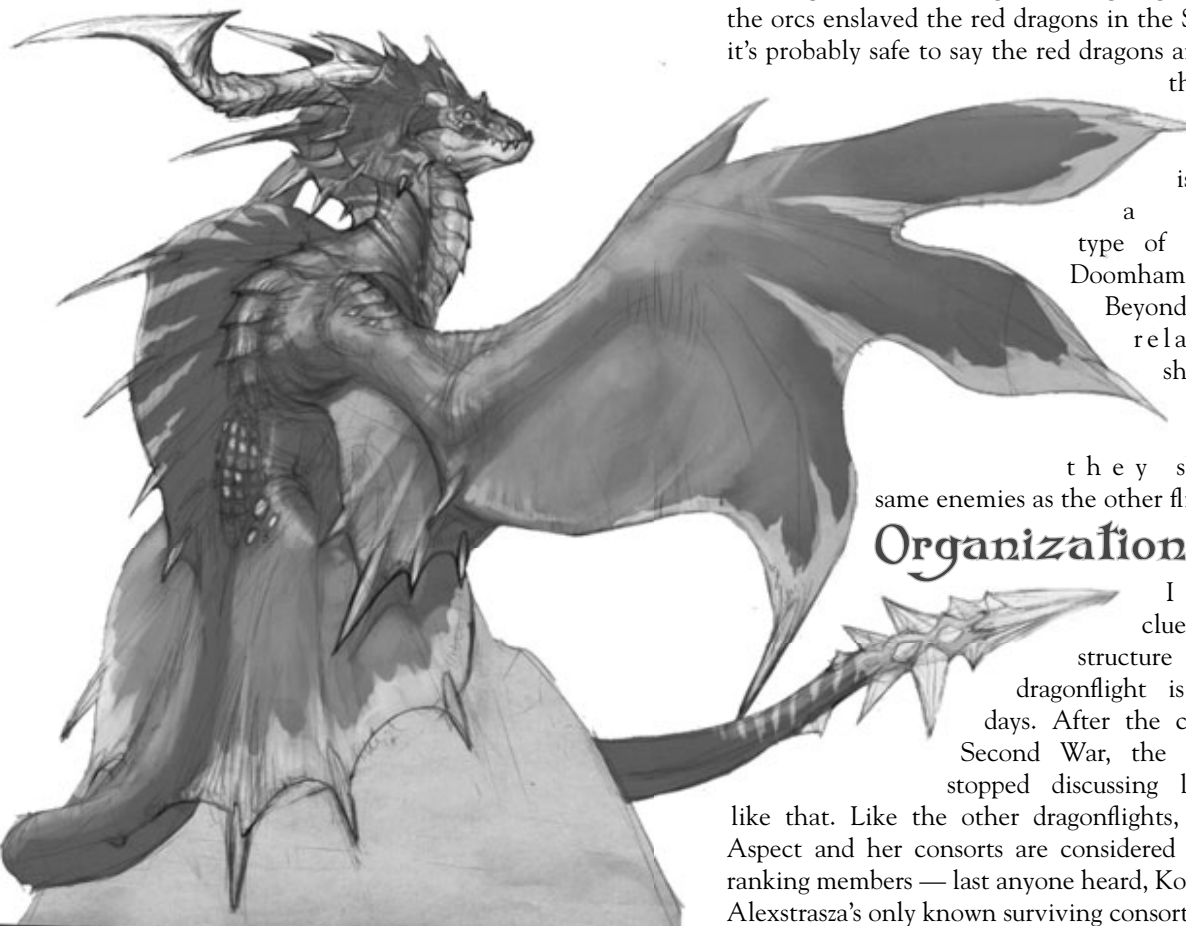
dragonflight is like these

days. After the chaos of the

Second War, the red dragons

stopped discussing little details

like that. Like the other dragonflights, the Dragon Aspect and her consorts are considered the highest-ranking members — last anyone heard, Korialstrasz was Alexstrasza's only known surviving consort.



Heroes and the Red Dragonflight

Like other dragonflights, the red flight is secretive and has little to do with any creatures aside from other dragons. PCs of the flight would be kept on a tight leash until they had proven capable of blending into humanoid society. The red dragonflight cannot afford for its enemies to discover its secrets. Alexstrasza's flight rewards the faithful well, with gifts varying from favors to items and spells.

Locations

A few red dragons are currently located in Grim Batol, but small groups are everywhere from the Wetlands to Hyjal Summit. Beyond those areas, I don't know of any large groups of red dragons or notable meeting points.

Members

Red dragons are protective of their own, and that includes their few mortal aides. Once a mortal gains the red dragonflight's trust, she is treated nearly as an equal — for example, the renowned mage Rhonin led the group that rescued Alexstrasza, and if the stories are true he still interacts with the dragonflight on a regular basis. I need to track him down and pry a few questions out of the lad, but sadly, he's proven just as elusive as the dragons these days.

Leaders

Alexstrasza the Life-Binder, the Dragonqueen (female red Dragon Aspect): The legendary queen of dragons, Alexstrasza has recently gone through hard times — torture at orc hands. Though freed by mortals and her consort, it's hard to say what kind of shape she must be in after so many years of suffering and watching the Horde use her flight for horrific purposes. Nevertheless, she has ever been a great boon to mortal

rares, and I foresee her proving her strength again in the not-too-distant future.

Korialstrasz (male red dragon): Alexstrasza's last living mate, Korialstrasz is over 10,000 years old, and one of the most powerful dragons alive. Rumors indicate that he spent years studying in mortal form in the guise of an archmage of the Kirin Tor, and I wouldn't find that at all difficult to believe. Regardless, he has a strong bond of trust with at least one of the Kirin Tor — the archmage Rhonin.

Vaelastrasz (male red dragon): One of the red Dragon Aspect's strongest children, Vaelastrasz takes it upon himself to oppose the black dragonflight. From what one of his brothers told me at Hyjal, Vaelastrasz works on infiltrating Blackrock Spire even now. Sounds like a good plan to me, I just hope he doesn't plan to take on Nefarian alone — that'd be, well, messy.

Adventure Hooks

• A wealthy mage holds a red dragon egg in magic stasis. While he is away, a freak accident disrupts the magic, and the egg hatches.

• Lady Katrana Prestor, a Lordaeron noble (and Onyxia in disguise) becomes convinced that one or two red dragons are hiding in the royal court of Stormwind, disguised as humans. She plots to expose and/or assassinate these infiltrators.

THE EARTHEN RING

Membership: 230.

Alignment: Chaotic neutral.

Regions of Influence: Durotar, Mulgore and Orgrimmar.

Activities: The Earthen Ring is the shaman organization of Azeroth. Its main goal is to maintain the balance between the world and the elementals that dwell upon it. Talking to and dealing with the spirits of the elements, members of the Earthen Ring try to keep the spirits pacified as well as prevent them from raising havoc on Azeroth. Relatively little of the Earthen Ring's time is spent on hunting down rogue elementals and cultists. However, elemental activity is on the rise on Azeroth, so the Earthen Ring is getting busier. Some believe that the role of the organization in the preservation of the world has become essential.

History

Contrary to what some believe, the Earthen Ring was not created in order to fight the Twilight's Hammer; that particular conflict arose later. The group was actually formed to keep in check the elemental spirits. These spirits are by nature chaotic and destructive, but also capable of reasoning and clever actions.

The tauren have had shaman for quite a while now, but the Earthen Ring group itself is of more recent origin. People outside the group only noticed its existence about 150 years ago. The founding shaman believed that someone had to prevent the elemental forces from wreaking havoc; otherwise, the world would be in danger. Thus, after several meetings and pacts, they founded what is now known as the Earthen Ring. With the passing

Heroes and the Earthen Ring

The Earthen Ring seeks to maintain the balance of the elements by communicating with elemental spirits and keeping them pacified. In this manner, the Earthen Ring prevents elementals from engaging in the chaotic destruction that would otherwise ensue. As a result, the group has sometimes come into conflict with Twilight's Hammer cultists. The Earthen Ring keeps a low public profile and has no standing army, and its members tend to work in small groups or alone. Thus, they sometimes recruit heroes for assistance.

years, the group, which was at first made exclusively of tauren, began to include a growing number of orcs. Each race now makes up about half the group.

While members of the Earthen Ring have not been overly active in the past, the events of the Third War weakened the dimensional barriers all around Azeroth and elemental activity is now on the rise. Indeed, the Earthen Ring has never been more necessary. Agents of the group work hard to pacify the elementals, thus ensuring they do not cause trouble in the world.

Relationships

The Earthen Ring is composed primarily of members of the Horde, especially orc and tauren shaman. However, since the Earthen Ring's main concern is to keep the destructive and unpredictable elemental forces in check, the organization is not interested in the Horde's affairs, nor does it want anything to do with its politics. In fact, even though most of its members belong to the Horde, the Earthen Ring is not officially affiliated with it. Its mission is greater than that the Horde. Because the Earthen Ring operates on a world-wide scale, and because it is not associated with the Horde, the wise group does not consider members of the Alliance to be its enemies.

Instead, the Earthen Ring believes that anyone who works to anger the elementals and embolden them is not only unwise and a great threat to Azeroth, but also the Earthen Ring's most dire enemy. Thus, the Earthen Ring views the Twilight's Hammer as its nemesis (and the Twilight's Hammer shares this feeling).

On the other hand, the group considers anyone who seeks to maintain the fragile balance of nature by keeping the elemental forces in check an ally.

Organization

The Earthen Ring's hierarchy is unknown to anyone but those who are part of the group. Because its members keep out of the public eye, nobody outside the organization knows much about its goals and activities, and much less about the group's hierarchy. Indeed, the only fact that has come to light is that a tauren named Muln Earthfury is the group's leader. His current whereabouts and long-term goals are, however, a mystery.

Locations

The Earthen Ring has no official base of operations. The faction maintains no guildhall, has no appointed meeting place and does not claim ownership of any

particular building or piece of land. Instead, the Earthen Ring arranges meetings in whatever location proves most convenient to their goals.

Members

Although the Earthen Ring is a shaman organization and is almost exclusively composed of orcs and tauren, the group accepts members from all walks of life. Though shaman are the most numerous, warriors also make up a noticeable part of the Earthen Ring's membership. These warriors act as bodyguards for the shaman, and fight alongside them when facing threats such as cultists who provoke violence. Members of other classes are also permitted to join the Earthen Ring, but their admittance to the organization is rare.

For the most part, members of the Earthen Ring do not engage in recruitment, though they tend not to reject volunteers who are shaman. As for individuals of other vocations, those who are determined to protect the earth are allowed a chance to prove their worth. These men and women perform missions on the Earthen Ring's behalf of. After one, two, or three such missions, they earn admittance into the organization.

The Earthen Ring is not a widely known or highly respected organization. Its members fight a secret, little known and often misunderstood conflict. Thus, the majority of Azeroth's population doesn't notice their activities. Their tasks do not require large hosts of armed warriors, nor anything else that would be obviously noticeable. In fact, since the Earthen Ring's success prevents catastrophes from occurring, most people notice the Earthen Ring only if its members failed to stop a threat.

Leaders

Muln Earthfury (male tauren): Muln Earthfury, a powerful tauren shaman dedicated to keep the elemental forces in check and thus ensure the safety of all the lands Azeroth and the people who live upon them, leads the Earthen Ring. Like many members of the group, Muln frequently roams the land in search of elementals to pacify and cultists to defeat. His current location is unknown, but as dedicated to the group's cause as he is, Muln is undoubtedly carrying out duties important to the Earthen Ring.

Je'neu Sancrea (male jungle troll): Most people in Zoram'gar Outpost have no idea that one of their own, Je'neu Sancrea, is a member of the Earthen Ring. Je'neu holds no high rank in the Earthen Ring, but he is a particularly active member. As a consequence, he has gained a reputation for involving himself in many different issues, including investigating elemental activity and recruiting heroes to venture into various locations associated with the Twilight's Hammer.

Adventure Hooks

• Reports of strange activities on Durotar's eastern coast prompts the Earthen Ring to investigate. A member of the group contacts the heroes and asks them to help him search the coast, only to discover the entrance of a cavern complex in which Twilight's Hammer cultists have established a base. The heroes must cleanse the Twilight's Hammer's secret base before they can put their foul plan into action.

• A remote village of approximately a hundred people has been brutally attacked by a handful of elementals. A traveler who recently journeyed to this isolated village reported the assault to a contact of the Earthen Ring. Fearing another such attack, the organization sends the heroes to defend the remaining villagers and hunt the creatures. The mayor of the place, however, is xenophobic and is fearful of anyone from the Horde, due to past encounters with orcs and trolls. The heroes might have to earn the villagers' trust before they can help them.

THE EXPLORERS' LEAGUE

(also known as the Explorers' Guild)

Membership: 3,750 and rising.

Alignment: Neutral good.

Regions of Influence: Worldwide, though more often in the east (Azeroth, Khaz Modan and Lordaeron) than on Kalimdor.

Activities: Exploring every corner of the world. Searching for titan artifacts. Amassing one of the world's largest libraries of information on Azeroth's history, people, and cultures.

So, what are we all about? Simple enough, we are a bunch of dwarves who just want to Know. That's with a capital K, guys. We're just too damn curious for our own good. However, curiosity isn't the only thing that drives the guild. First and foremost, we want to know about ourselves. Where did we come from? When exactly did the titans create us? What are the earthen, and why did we evolve from them? We believe that, by discovering as much knowledge of the world as possible, we'll find the scraps and pieces that'll tell us what we are.

History

Back during the Second War, a friend of we three brothers, an intellectual dwarf named Munnin Magellas, had a dream — no, a *vision* — of discovering the world's secrets, and our own as well. We three brothers, along with many other like-minded dwarves, pitched in to make his dream a reality, and thus the Explorers' League came to exist, dedicated to discovering all the secrets we could get our grubby, callused hands on.

Years later, during an archaeological dig, we discovered something that would change our lives forever. Deep underground, a small group of dwarves found an intriguing set of ruins, strewn with titan artifacts and scripts. Among them were the keys to our lost heritage! Driven to discover the truth about his people's fabled origins, King Magni Bronzebeard ordered that the dwarves shift their industry from mining and engineering to that of archaeology. Certainly, this is a monumental point in dwarven history.

Before this event, dwarves, by nature fascinated with shaping gems and stone, set out to mine the surrounding mountains for riches and precious minerals. Content with their labors under the world, the dwarves remained isolated from the affairs of their surface-dwelling neighbors. After the founding of the Explorers' League and the subsequent discovery of our past, we realized that we could no longer live apart from the world. We had to get out in the world, take risks, and *live*.

If for nothing else, we live to discover who we are. Our involvement with the world is costly — perhaps the best example is when an ice shard from Frostmourn's prison, shattered due to Arthas's anger, desperation, and carelessness, slew my brother Muradin — but we're willing to pay that cost if it means we now know who we are. Our lives have purpose now, beyond simply cutting rocks and gems. And it's a wonderful thing.

We took only about a decade to discover more information, not just about us but the world. In fact, this book and my prior documents (see **Lands of Conflict**, **Lands of Mystery**, the **Alliance Player's Guide**, and the **Horde Player's Guide**) are all notes my guild has taken for study. Everything the guild gathered is stored in our building's halls, in the capital of Ironforge.

Relationships

The Explorers' Guild gets along with just about everyone, though it still has problems with the Horde. Dwarves have long memories, after all. In recent years, while still firmly part of the Alliance, we take several freedoms in order to continue our exploring. I certainly couldn't have gathered the information on the world's other races without some leeway. While we're still all dwarves, we don't mind a little help here and there. So what if that help is occasionally green-skinned? It's help, isn't it?

Organization

So, you want to join us, eh? First you need to be 4 feet tall, weigh over 200 pounds, and have a really nice

beard. Sorry, but with a few rare exceptions, we're all dwarves here. No one else cares as much, and those who do care usually want to keep the information from the world. And I'm not letting that happen on my clock!

So, you're a young and strapping dwarf with a set of picks and ambition the size of an ogre's stomach. You still can't instantly join, bucko; you need to spend plenty of time on Alliance soil, especially Khaz Modan. New recruits can expect plenty of time in the slopes of Ironforge, perfecting their senses as well as balance. There's also weapons training. Face it, we go to dangerous places. Ever been to the Un'Goro Crater? Maybe you'll catch me there by the time you graduate. Maybe I've moved on by then. Who knows. Fascinating stuff there, though....

Anyhow, once you've earned your place as a probationary member, High Explorer Magellas hands out your first assignment. It's usually something easy, some place we've already been. Don't want to burn you guys out yet. Prospect around there long enough, update our libraries with anything new and interesting, and eventually you'll be an official guild member. From here on out, Magellas keeps handing out assignments. If you can put in a request, I suggest Silithus. I hear it's particularly nasty this time of year. Means there's got to be something good in there.

Locations

Our guildhall in Ironforge is one piece of work. Offices and meeting rooms are on the top level, while workshops litter the lower levels. We even got a couple new vaults within the past few years. We maintain the best libraries and museums in Azeroth, where we show off the newest artifacts to crowds of eager young dwarves.

We also maintain several smaller guildhalls all over Azeroth, usually in the back rooms of inns or taverns along well-traveled routes to distant parts of the continent. While not as nice as our official guildhall, you can often find what you need in these places, whether it be a good workshop, some eager hands, or a nice and soft bed.

Members

As I said before, most of us are dwarves, and we like it that way. We have a few gnomes and humans running around, and even the occasional elf, but by far the Explorers' Guild is a dwarf organization. If you see a green torch on the door of our guildhall, it means time to sign up, lads!

Now, not everyone can be a prospector. Only the smartest and toughest dwarves make it through our exams. You have to show incredible geographical and historical knowledge to even be considered, and you have to know at least five languages. After you're approved to take the test, then the fun begins. What's fun, you ask me? A 3-week, bone-breaking trial testing your strength, stamina and smarts. We test your gunmanship alongside your map-making skills. It's just as important to peg a goblin at 50 paces as to spot an emerald at 10, and few

dwarves can meet the exacting standards of the Explorers' League. Yet when you accomplish the tests, that's when you get the honor to call yourself a member!

You receive a generous salary of 2 gold pieces a day, rising to 5 a day when on an expedition. Also, we're more than happy to give you a set of clothes, weapons, and supplies. (Just don't be surprised when you don't get as much as you'd like. Our quartermasters are notorious for being penny-pinchers.) We even give you a spot to sleep in our guildhall! Well, all the private quarters are taken, but you still have a spot in the bunkhouse. Ignore the snoring.

Leaders

King Magni Bronzebeard (male Bronzebeard dwarf): If you don't know my brother, then you don't belong in the guild, or even our race. Our king is a wonderful, if stiff, lad, and I wouldn't have him any other way. Especially since he can still whoop my butt in combat. He isn't our king for nothing, you know. Like me, Magni was one of the dwarves who helped found the Explorers' League. However, also like me, Magni has nothing to do with running the organization from day to day. No, our leader is High Explorer Magellas, and he hands out assignments to us as needed. In the meantime, Magni focuses on the heavy responsibilities of the throne, and I get to explore all sorts of far-off lands.

High Explorer Munnin Magellas (male Bronzebeard dwarf): He's the main reason why the guild exists, for it was his vision and drive that led to founding of the Explorers' League. Munnin Magellas has had an insatiable curiosity for history and arcana since he was a small boy. Now, as the patron of the Explorers' League, his childhood wish has come true. Magellas is responsible for mapping out the world and cataloguing its various species, relics, and treasures for the generations to come. Employing a small army of prospectors, Magellas has sent his agents all over the world to gain knowledge and insight for his people. Magellas is committed to steering the Explorers' League and gaining valuable insight on the mistakes of the past.

Brann Bronzebeard (male Bronzebeard dwarf): Ah, what can I say about the great explorer? Strong as ten ogres, more handsome than any stinking elf, smarter than any gnome. Oh and did I mention he's handsome? That's me, one of the many founders of the Explorers' League, and King Magni's brother. I'm an old veteran, been fighting since before the First War, and I got a nice collection of orc skulls in my study. It was a hobby, until the guys turned decent.

I've always been way too curious for my britches; my old nannies used to get peeved because I'd disappear for days on end with my brothers, making new "discoveries" every time. No wonder how I turned out when I got some gray in my whiskers, eh? Even though I'm one of the oldest members of the guild, you'll probably never meet me, though; I'm never home. Heck, would you rather sit at home when you could be mucking through the wilds of Zul'Aman or dodging undead in Northrend?

Heroes and the Explorers' League

Official members of the guild get a weekly salary, access to guildhalls, even a bed to sleep on. Members are also granted access to great libraries, books and tomes and artifacts outsiders don't even know about. However, newly initiated prospectors, also known as journeymen, are not allowed outside of the guildhall for at least three months during their training. Exceptions exist (especially for PCs) but the guild keeps tight reins on its fledglings.

Outsiders may also seek employment with the Explorers' League. Most digs occur in or near dangerous territory, and the tunnels the dwarves unearth are full of hazards. The guild often hires outsiders to do some old-fashioned dungeon crawling, serve as guards, or simply slay an annoyance to a dig site. The guild pays well, offering plenty of gold as an incentive.

Adventure Hooks

- Rumor has it that a particularly powerful artifact is buried deep within an unexplored mineshaft in Uldaman. The Explorers' League hires the heroes to journey into Uldaman and recover the artifact, battling trolgs all the while.

- The Explorers' League charges the heroes with retrieving the skull of a devilsaur for a new museum exhibit in the guildhall. To do so, they must travel across

the sea to the Un'Goro Crater in Kalimdor. There, they battle the denizens and dinosaurs of the crater, and find either a dinosaur graveyard or simply slay a devilsaur. Both are easier said than done.

- Famous explorer Brann Bronzebeard needs your help! Recently, on a venture to Northrend to finish what his brother Muradin started, an avalanche forced Brann into a cave. The heroes lead a rescue party, battling nerubians and the Lich King's forces to free the prospector.

THE FARSTRIDERS

Membership: Unknown, presumably less than 300.

Alignment: Neutral good.

Regions of Influence: Lordaeron, primarily in Quel'Thalas and the Plaguelands.

Activities: Pursue Silvermoon's agendas, hunt and kill enemies of the sin'dorei, reclaim southern Quel'Thalas, protect Eversong Forest from trolls.

When Quel'Thalas fell, a small group of elves remained in its forests, the last defenders of a devastated kingdom. These elite rangers are known as the Farstriders, the surgical strike squad of Silvermoon. While the Farstriders have changed with time to become blood elves, their motivation remains the same: To protect the interests of the sin'dorei (the blood elves' new name for themselves) and reclaim Quel'Thalas in the name of Kael'thas Sunstrider.

History

The Farstriders group had its roots in the Troll Wars, which ended around year -2800, though they didn't actually form as a group and take on the name "Farstriders" until roughly 500 years ago.

When the group formed, it was called the Farstriders to reflect its purpose: Its mandate was to protect Quel'Thalas and high elf interests far beyond their nation's borders. Members of the Farstriders ventured far abroad, all over Azeroth, as needed.

Despite the feelings of the majority of their race, the Farstriders are one of the few blood elf groups that still has some honor and nobility associated with it. This group of rangers is still strongly tied to the land. They're trying to retake Quel'Thalas, and they believe they can do so and not lose sight of who they are.

These guys are good. Comprised of the best elven rangers, the Farstriders took war to a new level, inventing new stalking and guerilla techniques, and ever improving their skill with bows. The rangers even learned to find weak points in otherwise fortified creatures, such as undead and golems. Heck, even an arrow alone is dangerous in the hands of a Farstrider.

Like other societies, the Farstriders evolved over time. As the troll threats were minimized, the Farstriders focused their abilities on other endeavors. Already skilled in stealthy combat, Farstriders formed surgical attack teams independent of Quel'Thalas's main military force, but under the royalty's rule. Farstriders were one part border patrol, one part special operations squads, and just mean combat machines.

After the Horde attacked Quel'Thalas in the Second War, the Farstriders, along with the rest of the high elves, joined the Alliance. The Farstriders and other elven rangers focused on combating the Horde's forest troll berserkers. Many stayed behind as well, serving as border patrol and training new rangers for the war effort. Many Farstriders died to save their nation.

The Farstriders reported directly to Ranger-General Sylvanas Windrunner, the leader of their organization. When Sylvanas fell with Silvermoon, the Farstriders chose a new leader, Ranger-General Halduron Brightwing. Despite the horrendous problems their race faces, the rangers remain dedicated to their goal simply because there is work to be done, and they must do it.

Today, the Farstriders exist much as they once did, blasting any evil that threatens the elven race. Every one of them is a blood elf now. The Farstriders' goal



is to eradicate the Scourge from the southern parts of Quel'Thalas and heal the damage to the forests caused by the war. According to one bloke, Zul'Aman rises again, which means troll aggressions increase. The Farstriders meet this call to arms in Eversong Forest, and battle the Amani trolls once again.

Relationships

Like most blood elves, Farstriders don't get along with anyone who is not a blood elf. Oh and don't talk to the night elves about the sin'dorei and their elite rangers. In the night elves' eyes, blood elves are just another menace to the world. Yet despite their xenophobia and prejudices, the Farstriders are still good people, holding a lawful society in the midst of chaos and hell. They're just trying to get by.

The Farstriders despise the Scourge almost as much as they do forest trolls. Every day, teams of Farstriders enter Quel'Thalas's southernmost regions and parts of the Eastern Plaguelands, striking against the undead. Some of their attacks are attempts to cleanse their land, but I think the attacks are also about revenge. Blood elves are known for their grudges.

The Farstriders still carry deep resentment toward the Horde, especially orcs and trolls. Farstriders go out of their way to slay trolls, even those of the Horde. I once tried to explain to a veteran of the Second War that the Horde's decent folk now, and he almost put an arrow in my gut for sympathizing with mongrels. The Farstriders

haven't had much experience with the tauren, and so have no particular quarrel with them. Still, the Farstriders tend to think of them as bestial brutes. Then there's the fact that the Horde let the Forsaken into their ranks. As I said, undead and elves don't mix.

Then again, I've heard some disturbing rumors. While fighting in the Eastern Plaguelands, I heard something disturbing. Sylvanas is in communication with the blood elves these days. Rumor has it that Sylvanas is offering assistance to the blood elves, and that it looks more and more possible that the blood elves will join the Horde. I don't know how the Farstriders are going to take working alongside trolls. The future will tell, I suppose.

Organization

Like I said, the Farstriders are regulated and controlled by Silvermoon, under the ranger-general. Back when the Farstriders first formed, they spent much of their time far from elven lands, fighting to protect the interests of their people. Since that time, however, the Farstriders have come to focus on their homeland: they no longer venture far afield. Instead, they patrol the borders of Quel'Thalas in order to keep their people safe from trolls and undead.

In the field, Farstriders organize into teams of 3 to 5 members. One member serves as tactical reconnaissance, scouting and surveying their prey before reporting back to his fellows. Many scoff at such small warrior bands, but I've seen these guys in action. Even a band of greenhorns —

Heroes and the Farstriders

The Farstriders are all blood elf rangers. The few high elves who join the Farstriders often succumb to blood elf ways and declare themselves sin'dorei.

While they're incredibly skilled, only so many Farstriders exist. They're also only human... well, only elves, anyhow. Sometimes, even they get into some serious trouble, or need backup. Heroes may run quests for the Farstriders, providing a little extra muscle for the group.

which is more likely to have 5 members rather than 3 — is a small army by itself. I once watched 3 veterans clear out a camp of 30 orcs and 10 trolls. And the last orc to die still had no clue where the arrows were coming from.

Locations

Once, Farstriders traveled far and wide. These days, however, most stay within Quel'thalas's borders, maintaining the peace and fighting off the Scourge and Zul'Aman. While the occasional band ventures into the Eastern Plaguelands or Hinterlands, they don't go far from home anymore.

Members

As I said before, Farstriders are all blood elves. Furthermore, every one is a ranger of some sort. While the rare Farstrider may focus on roguish pursuits, the faction is entirely combat-related, and even their rogues are deadly with a bow. Or without, for that matter.

Joining the Farstriders is no mean task. You must go through an extensive trial period, testing your archery skills as well as your survival and stealth skills. No Farstrider is truly a greenhorn, though (never below 8th level, and most are easily 12th level or beyond). To become a Farstrider, a character must have excellent stealth and survival skills (at least 10 ranks each) and at least some training as a ranger (one level of the elven ranger prestige class).

A newly inducted ranger receives extensive training in guerilla tactics, as well as lessons in anatomy. Scoff all you want, it makes a big difference when a ranger is able to precisely locate every weak point on your body, and take you down with one or two arrows.

Senior members are killing machines. They can put an arrow through a goblin's heart at 500 paces and not even break a sweat. Most senior Farstriders have killed more beasts than any soldier in the blood elf military. They make Defias assassins look like babies.

Leaders

Ranger-General Halduron Brightwing (male blood elf): Before the Third War, Sylvannas Windrunner was the ranger-general, the highest authority among the Farstriders. With her death, a void was left, leaving the ranger's without a leader. Soon, Halduron, a great ranger, was raised to ranger-general, and rules the rangers to this day.

Adventure Hooks

- While deep in Zul'Aman, a band of Farstrider recruits is captured; they are now being tortured by the trolls. The Farstriders, as a small group unable to commit more of their own, hire the heroes to venture into Zul'Aman and rescue the elves.

- An eager and young group of tauren and orcs seek to emulate the Farstriders, but get in over their heads.

THE SCARLET CRUSADE

Membership: 12,000.

Alignment: Lawful evil.

Regions of Influence: The Scarlet Crusade is most active in the Western and Eastern Plaguelands. Their main citadel sits in Tyr's Hand in the Eastern Plaguelands.

Activities: The Scarlet Crusade claims to care only about life. They consider undead a hideous abomination that corrupts humanity; a plague they must eradicate from Azeroth. They slaughter all undead they encounter, along with people who look like undead, people they suspect are in league with undead, people standing in front of the undead, and people who might have said the word "undead" once or twice. The Crusade has what you might call a "take no prisoners" — or rather, leave no survivors — policy.

I'd buy a wooden pistol off a goblin before I'd believe that the Crusade is an ally of the Light. The Scarlet Crusade doesn't differentiate between the Lich King's

mindless masses and the admittedly creepy but free-willed Forsaken, though. Not everyone agrees with this doctrine, but arguing with a Scarlet Crusader likely gets you labeled an undead sympathizer, and the next thing you know there's a sword through your chest.

History

The Knights of the Silver Hand are everything the Scarlet Crusade pretends to be. They're noble, righteous and just. It's a tragedy what happened to the knights; Arthas, a paladin full of promise, one of their own, turned into an evil pawn of the Lich King. In hindsight, it's not surprising that the order's decimation drove some of them mad.

Isillien and Abbendis were two adherents of the Light who survived Arthas's betrayal of the Silver Hand in body, but perhaps not in mind. They went mad with



the enormity of the situation. Isillien and Abbendis, Saidan Dathrohan, Scarlet Commander Morgraine, and Taelan Fordring founded the Scarlet Crusade to fight back against the undead they saw as having corrupted Arthas and destroyed their order. Of course the Silver Hand bounced back eventually, but that didn't appease the founders. They had declared war on the undead and nothing was going to deter them from their holy quest.

A lot of people liked the idea of a crusade against the undead. The Lich King and the Scourge had caused so much damage and heartbreak in Lordaeron that it's no wonder the people wanted vengeance.

Not long after, the paladin Saidan Dathrohan became Grand Commander Dathrohan. He took command of the organization, while Abbendis and Isillien took control of the troops.

Now the Crusade hunts down undead in the Plaguelands, relentlessly following even the vaguest rumors and sightings to find any pockets of undead resistance. They refuse to differentiate between Scourge and Forsaken, and they kill anyone who challenges them. The common folk are terrified of the Crusade, and few oppose the scarlet knights out of fear for their lives. The Church of the Holy Light tries to separate itself from Crusade activities. The Alliance condemns the Crusade too, but none of the public backlash deters the Crusaders a whit. The Crusade thinks it serves an incredibly important purpose; they see themselves as the last bastion standing between the wicked undead and the innocent mortal folk of the rest of the world. Who's going to stand between the innocent mortal folk and the Crusaders, I wish I knew.

Relationships

The Scarlet Crusade considers itself an ally of all right-thinking, rational mortals of the world. Few mortals would agree with this, it seems, given the official positions of the Alliance and the Horde. The Horde protects its own, and that means it opposes the Scarlet Crusade on behalf of its Forsaken members. The Crusade doesn't seem too torn up over the lack of support from the orcs and trolls, though.

No one can tell the Crusade they have no allies, of course. Church officials who attempt to explain their position to Crusaders become undead sympathizers and then targets. Likewise with Alliance representatives. Why doesn't the Alliance just destroy the Crusaders? The Alliance already has so many enemies and the Crusade is well-established. The Crusade keeps a portion of the Lich King's forces occupied. Maybe someday in the future the Alliance or the Church will try to disband the Scarlet Crusade, but for now they have more important things on their minds.

The Crusade accepts help from humans of sound moral character who despise undead. The Crusade doesn't allow anything even slightly questionable in a recruit's background; they sometimes kill people with purely good backgrounds. This racist organization does not accept non-human help, or help from those of questionable natures. The Forsaken naturally oppose them, and I've heard tales recently of a group of Forsaken assassins dedicated to eradicating the Scarlet Crusade. They call themselves lightslayers, and manipulate shadow and darkness to aid them in their quest against the Crusaders. (More information on lightslayers appears in the **Horde Player's Guide**.)

Organization

The head of the Scarlet Crusade is Grand Crusader Saidan Dathrohan. Serving beneath him are the Scarlet Oracle, Demetria; High General Abbendis; Grand Inquisitor Isillien; Highlord Taelan Fordring; and Crusader Lord Valdelmar. The grand crusader handles the grisly, prolonged siege of Stratholme. Abbendis commands military assaults and assists the grand crusader in the siege, while Isillien handles interrogations and intelligence in the west.

Locations

The bastion in Tyr's Hand serves as the Scarlet Crusade's main base of operations, under the control of High General Abbendis. Grand Crusader Dathrohan struggles to hold a small outpost known as the Scarlet Bastion in the undead-infested city of Stratholme, the Scarlet Crusade's holiest site. The Scarlet Bastion is where the Scarlet Crusade first formed, and where the founding members took their oaths. Isillien and Taelan Fordring operate out of Hearthglen in the Western Plaguelands.

Members

Anyone who's lost loved ones to the Scourge, who's fought the Scourge during the Third War, or who's had to watch their friends and family get turned into shambling undead mockeries has a reason to join the Scarlet Crusade. Fortunately for the Crusaders, that's almost everyone in Lordaeron. The Crusade is picky about their membership, though.

Joining the Scarlet Crusade requires ultimate commitment — if you join, the Crusade becomes your life. I had to take refuge in Tyr's Hand a year or two back when I was traveling through the Plaguelands, and a disturbingly enthusiastic recruiter talked my ear off for a few hours, though she made it perfectly clear that dwarves were not eligible for membership. Once you ask to join the Crusade, you must remain quarantined for at least a month. The Crusade wants to make sure you're not an undead masquerading as a living person in order to infiltrate the organization. During the quarantine, generals and inquisitors visit the prospective member several times to interrogate him and make sure he's willing to do what it takes to support the Crusade. My source was vague about what happens during these interrogations,

When the battle started, Arend's survival instinct took over. For a time he felt no fear, no disgust and no rage, none of the emotions that had driven him to join the Scarlet Crusade in the first place. He had watched the Scourge rip his town and his loved ones to pieces, and for a time Arend thought he would never feel anything again.

Then the emotions had returned and had nearly destroyed him. He thought now that he had gone mad for a time. The Crusade helped him heal. With every blow he struck against the Scourge, the pain eased a little. It always came back, of course, but if he kept fighting he could keep the pain at bay.

This had been the worst battle ever. Rotting corpses besieged him from all sides. Arend swung his sword over and over, stabbing through the bodies of his enemies until they lay in shreds before him. In any ordinary battle, his blade and gauntlets would be scarlet with blood. These abominations left only black ichor behind.

Three knights swept around him and gave Arend a moment to catch his breath. His breast heaved under the heavy armor and sweat ran into his eyes. He hefted his sword and started forward again. Through the haze of battle he saw a figure turn to him. Lithe beneath the torn clothes, obviously female even in undeath. The color of her hair and the tilt of her head almost stopped Arend's heart. "Lise?"

His wife made no reply, and her eyes held no light of recognition. Arend stood frozen in horror for only a moment. Then, with a moan, he raised his sword again.

and I got no information talking to other members. Apparently no one ever talks about her interrogation; it's a highly personal thing they're supposed to keep secret. Sounds suspicious if you ask me.

The bulk of the Crusade's forces are warriors, but some priests as well. Paladins seem drawn to the organization, but few can balance their commitment to the Light with the dark deeds done by the Scarlet Crusade. Paladins keep joining, but few keep their holy status. Most abandon the teachings of the Light and find their abilities changing to suit their new mindsets. Indeed, the Scarlet Crusade has a couple ex-paladins dedicated to training these people.

Staying in the Crusade is easy; all that's required is a fanatical commitment to your commander. Do what they tell you to do and never ask questions and you'll be a Scarlet Crusader till the day you die. Ask "Why?" even once and you'll likely become an undead sympathizer and wake up dead the next day.

Leaders

High General Abbendis (female human): Of all the leaders of the Crusade, Abbendis is perhaps the most fervent. She hates undead with a fanatical loathing, and thinks nothing of sacrificing her troops in an effort to

Heroes and the Scarlet Crusade

Players who wish to play Scarlet Crusade PCs have two options. Either their characters are evil and willingly follow the Crusade's tenets, or they are good characters who have been taken in by the Crusade's propaganda and now realize the organization's fanaticism and depravity.

In the first case, the heroes likely respond to the structure and zealotry of the Crusade with enthusiasm. Their missions involve attacking Forsaken settlements, hunting down the Lich King's minions, and assisting in the siege on Stratholme. By obeying orders and completing their missions, the heroes can ascend in rank until one day they might control their own division. Heroes may start as neutral or even good-aligned, but if they accept the teachings of the Crusade wholeheartedly, they slide inexorably to evil.

In the second case, the heroes might react with horror as they learn the true depth of evil in the Crusade. They might seek to escape from the organization, or remain within as secret saboteurs, trying to fight the Crusade from the inside. If the heroes prove subtle, dedicated and tenacious enough, they may protect many innocents, shield Forsaken in the area, and even uncover the Crusade's true leader. One day they may grow powerful enough to destroy the Crusade.

eradicate the walking dead. Abbendis is the daughter of the previous High General Abbendis, an older man who sought to destroy all undead. He passed that goal onto his daughter before he died at undead hands. The current High General Abbendis is a young woman with red hair and blue eyes.

Grand Inquisitor Isillien (male human): Isillien is the spiritual heart of the Scarlet Crusade. He exudes an aura of calm and peace that soothes those around him, and any member with doubts about her place in the Crusade finds a conversation with Isillien enlightening. He is slower to judge than Abbendis, which wins him the trust of many Crusaders; but they say Isillien has a dark side. He stabbed his page to death and later claimed the boy was an undead spy; no one could disprove the accusation, and so Isillien suffered no repercussions. Rumor also whispers that during times of stress, Isillien visits the undead prisoners late at night, always alone, and emerges from the dungeons looking calm and peaceful once more. Isillien is a thin man with bright green eyes, red hair, and a full beard and moustache.

Highlord Taelan Fordring (male human): Taelan Fordring is probably the most rational and good-hearted of all the Scarlet Crusade leaders. I had a chance to talk with him in Tyr's Hand; he seems like a genuinely nice guy. I don't know if the war addled him a bit, or his grief over the Scourge's activities combined with his worshipful adoration of his mentor, Isillien, blinds him to the Crusade's true nature. He had a pat rhetorical answer for all my questions, but he seemed to genuinely believe what he was saying! Unlike many paladins in the Crusade, Fordring has remained true to his beliefs and still serves the Light. I can't help but wonder why he hasn't seen the truth of what goes on around him. If someone could open Fordring's eyes, it would be a catastrophe for the Crusade. Fordring is a young man with a strong build and features quite appealing to the ladies.

Adventure Hooks

- Highlord Taelan Fordring supplies the Scarlet Crusade with land and financial aid. Were he to retract his support, the Crusade would feel his loss keenly. Heroes opposed to the Scarlet Crusade might suspect that someone is magically controlling Taelan. He retains his faith in the Holy Light, but subtle magical manipulation forces him to support the Scarlet Crusade as well. The heroes attempt hunt down the arcanist controlling Fordring, but find that their suspicions are incorrect. Fordring makes his decisions knowingly and of his own free will. The heroes' actions have now drawn the attention of the Scarlet Crusade, though, and they find themselves with many new enemies.

- For some time now, the Crusade has heard rumors that Forsaken researchers are developing a new spell to disguise undead so perfectly it will be almost impossible to detect imposters. The Crusade finally learns the location of the research lab: It lies at the bottom of Lordamere Lake, where the undead (who don't need to breathe and don't suffer from the cold) work in perfect secrecy and safety. The heroes receive orders to seek out the hidden lab, using potions of water breathing, and destroy the Forsaken and their research.

- Grand Crusader Saidan Dathrohan masquerades as a pious paladin of the Holy Light, but in reality he is the dreadlord Balnazzar. Balnazzar, an agent of the Burning Legion, manipulates the Scarlet Crusade to war against the Lich King, former pawn of the Burning Legion. The heroes may inadvertently intercept missives to Dathrohan that imply he is loyal to a force other than the Scarlet Crusade. If the PCs investigate, they draw Balnazzar's attention; the dreadlord then dispatches demonic assassins to deal with the PCs. If they survive, the dreadlord attempts to preserve his secret by labeling the heroes undead sympathizers. The heroes must scramble to reveal Balnazzar's true form before the Crusade tears them apart. (More information on Balnazzar, including his statistics, appears in the **Monster Guide, Chapter 2: Villains.**)

THE SYNDICATE

Membership: 3,000.

Alignment: Chaotic neutral.

Regions of Influence: The Syndicate wields strong influence through the Alterac Mountains and the Arathi Highlands.

Activities: These corrupt, dethroned nobles seek to take advantage of the Alliance's troubles and retake their land.

The Syndicate is band of displaced nobles, betrayed on all sides, who seek only to reclaim the lands that are rightfully theirs. That's what they'll tell you if you ask them. The truth is the Syndicate is a band of thugs who betrayed the Alliance and got what they deserved. Now they prey on the survivors of the Third War and make like they're nobility on the ruins of the old kingdoms.

History

During the Second War, the Horde sought to conscript some Alliance nobles to help them in their campaign. Lord Aiden Perenolde, ruler of Alterac, was terrified of the Horde and persuaded a number of Alterac's nobles that an orc victory was inevitable. Thus it was that the nation of Alterac aided the Horde during the Second War in a number of ways, not the least of which was allowing the Horde to march west, unhindered, from Quel'Thalas through the Alterac Mountains. In this manner the Horde swiftly reached the capital city of Lordaeron and caught King Terenas by surprise. When Terenas discovered Perenolde's treachery, he sent Alliance soldiers into Alterac and declared martial law. Perenolde was ultimately imprisoned, and other collaborators were stripped of their titles and property, then imprisoned or exiled.

Many citizens thought death would not have been too harsh for these turncoats, and thus life became difficult for them. Few people wanted to be associated with the exiles, and they were turned away from every door. On a realistic level, their numbers were large; they resembled refugees instead of a handful of exiles, and most farmhouses couldn't have kept them if they'd wanted to. Leadership among them was also in dispute. Lord Aiden Perenolde was rotting in prison (where he would eventually die), though his son Aliden attempted to assume command.

The ousted nobles discovered, to their dismay, that the few bands of free orcs in Lordaeron wanted nothing to do with them and refused them sanctuary, so they began stealing to stay alive. This haughty, fractious group, only loosely affiliated with each other, had many troubles.

Aliden Perenolde, son and heir of Aiden Perenolde was not content to be a lowly highwayman. He realized he had to do something drastic to reclaim his ancestral lands. When the Burning Legion and the Scourge assaulted Lordaeron, he did not repeat his father's

mistake by allying himself with the enemy; he simply took advantage of the Alliance's distraction to move on his lands. The harried and panicked citizens, the people the nobles once ruled, were frightened and confused and put up little fight, more concerned with the hellish creatures that rampaged over the land.

At this point, other outlaws joined their ranks. These professional thieves found they preferred a larger community of rogues to working alone, although some detested the Syndicate's haughty noble leaders.

The Syndicate thus retook the Alterac Mountains and currently battles with ogres and undead to keep their lands. However, these nobles are not content merely to hold their ancestral lands, but set their sights on conquering all of Lordaeron. Even now they lay claim to territory in the Arathi Highlands, and I have no doubt that when they have it firmly under their control, the Syndicate will look to another region.

Relationships

The Syndicate is enemy to both the Alliance and the Horde. Even if the Alliance were to rescind Sir Uther's edict and invite the deposed nobles back into the fold, they would refuse. In the mind of Aliden Perenolde and his peers, it was the Alliance that betrayed them, and not the other way around. The Syndicate holds even more venom for the Horde. As they tell it, it was the Horde that seduced them into working against the Alliance, and it was the Horde that failed in their promise to conquer Lordaeron, and it was the Horde who refused to aid the deposed nobles in their hour of need. As you can see, the Syndicate blames all their problems on other people, refusing to accept that it was their own duplicity that brought them to their knees.

Though the Syndicate is an enemy of both Alliance and Horde, those organizations have scant resources with which to deal with them. The only true threats to these rogues are the people living in the areas the Syndicate threatens. Though many of these villages fall prey to the Syndicate, a few find the courage to oppose it. The Trollbane family, descendants of Lord Ignaeus of Strom, seeks to reclaim Stromgarde from Syndicate control. At Tarren Mill, Horde settlers fend off Lord Perenolde's attempts to enslave them.

Organization

The Syndicate's main weakness is that its leadership is made up of egotistical nobles, with lands, farms and citizens who once owed fealty to them. When the time came for them to band together and work as one, they had difficulty choosing a leader, as they all wanted the job. Once they had retaken the Alterac Mountains and nearly every noble was back in his former home with a citizenry of bandits serving him, many old habits returned.

When Aliden Perenolde came up with the idea to take advantage of the Alliance's crippled state and attack neighboring lands, the Syndicate came under his rule, grudgingly. Each noble has a household and family that serve him or her, including whatever rogues or bandits they've picked up along the way. These nobles in turn answer to Lord Perenolde, but little organization seems to exist beyond that, although Lord Falconcrest has taken command in the Arathi Highlands. The Syndicate suffers from pride and jealousy, each noble wishing to be in Perenolde's position. Infighting, usually over newly acquired holdings, is a frequent problem.

The folks lower in the household, of course, do the dirty work. The nobles did the stealing and the fighting when they were exiles, but they consider themselves too good for that now, desiring to merely train their underlings and plan grand conquests over ravaged Lordaeron. Yet don't mistake, these nobles are fierce in battle and pick up weapons if pushed.

Locations

The Syndicate is based in the Alterac Mountains. When they meet, the nobles convene in the derelict town of Strahnbrad. The group has spread southward into the Arathi Highlands, and most of the nobles there serve Lord Falconcrest (who is based in Stromgarde).

Notably absent from Syndicate control is Alterac City. After it fell to the assault by Sir Uther and his paladins, people abandoned the city. The ruins now serve as a stronghold for the Crushridge ogre clan. Although members of the Syndicate excel at thievery and murder, they are no match for the strength of the ogres. I hear tell that that Lord Perenolde has offered a great bounty to anyone who can reclaim his ancestral lands for him, though I doubt he would honor such a bargain.

Members

Most Syndicate members had no choice in the matter: they were part of the traitorous nobles' households, either staff or family, and they were exiled with their lords. They learned the lifestyle of the thief the hard way, leaving their pampered lives behind to steal from others. They justified their actions, saying that their victims should be supporting them anyway, as they once did. After some weeks of whining, most everyone pulled their weight when their bellies became empty enough. With enough stolen items, they built a semblance of a community in the foothills.

Bandits found the Syndicate a powerful organization that, while fraught with infighting, is still preferable to smaller gangs. The Syndicate had greater plans than simply robbing the refugees fleeing Lordaeron. Land conquest was more ambitious than the bandits had ever before dreamed, and they were eager to join. The Syndicate accepted their pledges of fealty, and thus stronger warriors and rogues brought their skills to the group. One of the smarter decisions Perenolde made for the Syndicate was to break up these bandit gangs among the noble families, giving the bandits new allegiances

so the gangs couldn't stay together to work against the nobles. This trick worked perfectly, and most bandits went along with it for the greater reward.

The leaders of the Syndicate are humans of noble lineage. Though they have incorporated servants and brigands into their households, they remain purely human. From time to time the Syndicate employs gnolls and other humanoids of variable allegiance, but these mercenaries are never considered part of a household.

The Syndicate has no uniform: members wear whatever clothes they bring with them or can steal. The expensive clothes worn by the former noble are now tattered and patched, not to mention years out of fashion. Most people however, see only the dark, concealing clothes of Syndicate highwaymen.

Leaving the Syndicate is difficult. Each noble knows who belongs in his own little gang and notices when someone goes missing.

Leaders

Lord Aliden Perenolde (male human): Aliden Perenolde was told from an early age that he would succeed his father as Lord of Alterac City. He was just beginning to make a name for himself in court when the Alliance sacked the city for his father's misdeeds. His status as heir apparent was forgotten in the leaderless Syndicate. Yet, the young Lord Perenolde dreamed of reclaiming his ancestral lands. Years later, he got his chance.

Perenolde had since grown into a man as charismatic and ambitious as his father. With Lordaeron crippled in the aftermath of the Third War, he knew this was the time to strike. He convinced (or browbeat) the other nobles that this was the time for the Syndicate to attack openly and reclaim what was rightfully theirs.

Though the Syndicate regained much of its lands and more, Perenolde will not be satisfied until he takes Alterac City from the ogres. Lord Perenolde knows he is a target for the nobles who chafe under his rule (including his children) and protects himself accordingly.

Aliden is in his 40s; though his body is strong, his grey hair shows his age. His clothing and armor often feature the Perenolde crest.

Lord Falconcrest (male human): Though noble born, Falconcrest was but a boy when his family was deposed. Thus, he is more familiar with the ways of a bandit than a courtier. Falconcrest does not trust Aliden Perenolde (expecting him to be as duplicitous as his father), yet respects him for his deviousness. The plan to take Lordaeron lands worked better than he expected, and Falconcrest jumped at the opportunity to lead the Syndicate faction in the Arathi Highlands.

Far from Perenolde's control, Falconcrest slowly grooms the rogues under him to work against Perenolde and the northern Syndicate, although he knows he must move slowly and methodically to make sure his forces are strong enough before he strikes. Falconcrest is younger than Perenolde, in his thirties, and is prepared to bide his time until he is ready. Falconcrest often dresses as a bandit, but his noble bearing betrays his origins.

Heroes and the Syndicate

Low-level members of the Syndicate trade in the banditry and thievery that sustains this corrupt organization. These “tax collectors” are mostly former servants and hired thugs, led by eager young scions. Higher-level members of the Syndicate don’t engage in that sort of dirty work; they practice much dirtier work: politics. The leadership of the Syndicate is fractured, and much of a noble household’s energy goes towards jockeying for position within the unspoken hierarchy. The corrupt nobles send their best rogues and assassins not against their enemies but against their peers.

Adventure Hooks

- The heroes’ mission is to recover an artifact from the ruins of Alterac. Knowledge of the city’s layout could help them avoid the Crushridge ogres. However, wheedling that information out of a Syndicate member may be as dangerous as facing an ogre.
- On their way to aid a village under threat from the Scourge, a group of healers bearing supplies disappears.

Alliance leaders suspect the Syndicate ambushed them. The heroes must find the healers (if they survived) and bring them and the supplies to the village before it’s too late.

- The heroes — all members of the Syndicate — discover the head of their household murdered. His widow blames a rival noble and demands vengeance. This is an opportunity for the heroes to advance themselves and their household within the Syndicate. Alternatively, it’s an opportunity for them to escape the Syndicate in the ensuing chaos.

THE THORIUM BROTHERHOOD

Membership: 100.

Alignment: Neutral evil.

Regions of Influence: The Thorium Brotherhood is based at Thorium Point in the Searing Gorge and has trading posts in Everlook and Gadgetzan.

Activities: Thorium Brotherhood craftsmen turn raw material into rare and powerful enchanted items for a substantial fee.

Some humans think all dwarves are greedy; they don’t recognize the difference between a deep, spiritual connection with the earth and petty gold-fever. This isn’t to say dwarves are never greedy. The Dark Iron clan’s lust for power tore the mountains asunder (figuratively and literally). Yet, the line of Dark Iron bred a group of dwarves so covetous that even the power of an elemental lord couldn’t contain it. You may know them as the Thorium Brotherhood, purveyors of high-quality weapons, armor and enchantments.

History

The Thorium Brotherhood predates the War of the Three Hammers. Originally, it was merely one of the numerous craft guilds operating in Ironforge. Though skilled craftsmen, the members of the Brotherhood were always worried that another guild possessed secrets that they didn’t. The Brotherhood would often acquire a competitor’s goods, and try to reverse engineer them. It was thus that they discovered the secrets of enchantment — absorbing the magic from an item as you destroy it, and channeling that magic into a new item.

During the War of the Three Hammers, the Thorium Brotherhood naturally sided with the Dark Iron clan. When Ragnaros enslaved the Dark Irons, the Firelord sent what remained of the Thorium Brotherhood to work his forges along with many of their kin.

While most Dark Iron dwarves were resigned to enslavement (after all, they were still doing what they were doing before, and now they had a powerful patron), not so the Thorium Brotherhood. To the members of this guild, their great talents were being wasted mass-producing weapons for the Firelord’s armies. Thus Oilfist (former apprentice to Overseer Lokhtar) devised a plan of escape. With their knowledge of enchanting and their access to the forges, the dwarves crafted, under the noses of their taskmasters, weapons, armor and tools that allowed them to escape Blackrock Depths.

Every free Dark Iron dwarf I’ve met got as far away from Blackrock Spire he as could. I suspect the Thorium Brotherhood would have as well, except that the formulas they possessed all required components found only under or around Blackrock Mountain. Thus, they were compelled to set up shop across the Searing Gorge from their former home. Using the formulas they have created or acquired, they make enchanted weapons and armor for anyone who can meet their exorbitant prices.

Relationships

The dwarves of the Thorium Brotherhood are skilled craftsmen with access to unique enchantments, and people from all affiliations come to buy their wares. The Brotherhood has no qualms about dealing with anyone who can meet their prices, going even so far as to arm both sides of the same conflict. However, just because the Thorium Brotherhood trades with anyone doesn’t mean they’re friendly. If the Brotherhood decides that you’re competition, there’s no trick to which they won’t stoop to maintain their market share.

Organization

The leader of the Thorium Brotherhood is called the overseer. Other members of the guild are ranked

as apprentices, journeymen, and master smiths as befits their skill. Members within each rank are nominally equal and all members are expected to contribute both in the workshops and in defense of Thorium Point.

Locations

After they left Blackrock Depths, the Thorium Brotherhood crossed the Searing Gorge to the north and claimed a mesa there as their new home. Part fortress, part workshop, Thorium Point (as they named it) is now the center of operations for their enterprise. Though ample resources exist just outside their gates, the Brotherhood must keep a constant vigil against attacks by Dark Iron dwarves, elementals and wild beasts. Despite the high security, Thorium Point is open for business to anyone who can brave the hostile landscape to reach it. If you must visit, I recommend traveling by gryphon.

The Thorium Brotherhood always has an eye out for new markets, and has already established two trading posts on Kalimdor. Both outposts are in goblin cities; no surprise given their common interest (gold). The northern outpost is in Everlook (in Winterspring) and the southern outpost is in Gadgetzan (in Tanaris). Oddly, the Thorium Brotherhood does not have a presence in Ratchet. Whether the Brotherhood doesn't want to operate so near to the strongholds of the Alliance and the Horde, or because the goblins don't want the competition, I can't say.

Members

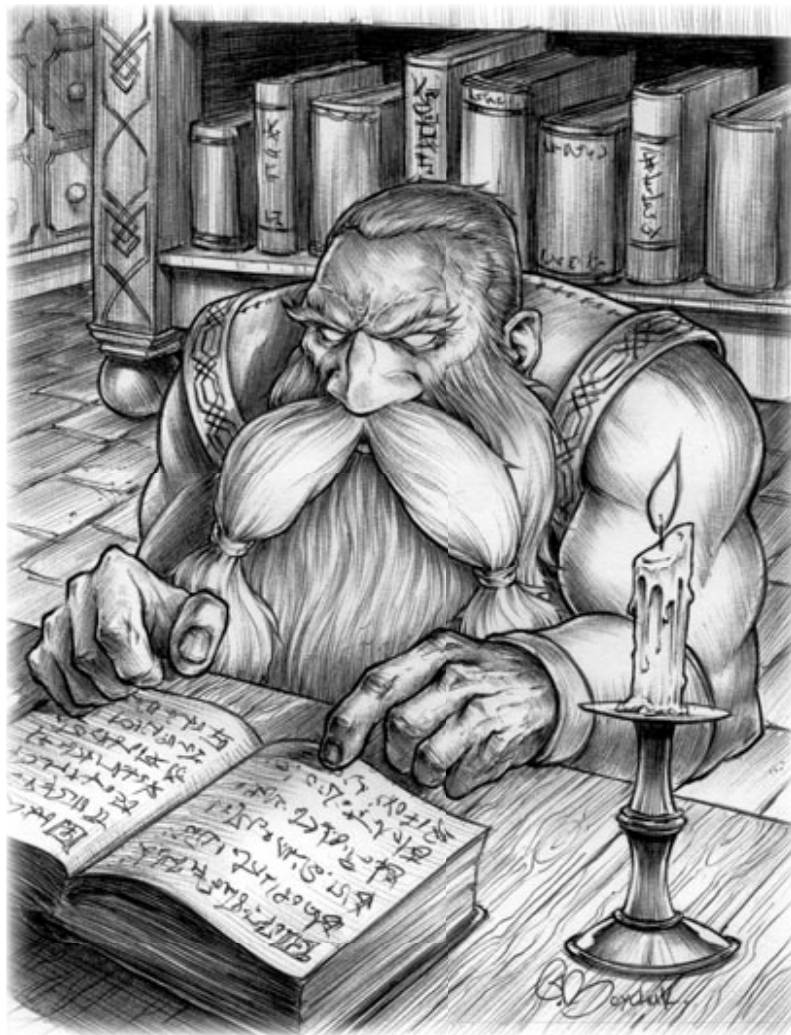
The Thorium Brotherhood consists of Dark Iron dwarves who have escaped Ragnaros's control. Most of the members are from the original Thorium Brotherhood who escaped Blackrock Depths with Oilfist, but other free Dark Iron dwarves have joined since. Once he has been given access to the Brotherhood's secrets, a dwarf is forever a member of the guild. Although he can retire from active service, he can never again work as a craftsman for anyone else. The Brotherhood holds onto its plans and formulas and deals harshly with any member who sells out to the competition.

Because of its exclusiveness, the Thorium Brotherhood often lacks the manpower to match the demand for their products. Thus, the Brotherhood has found a way to kill two birds with one stone by making their customers into suppliers. If you want a Brotherhood craftsman to make something for you, you must acquire the constituent components yourself, on top of paying a premium rate to

have it crafted. Although never official members of the Brotherhood, regular customers find themselves doing a lot of resource gathering for the guild. The Brotherhood reserves its best products (even a few formulas) for customers who demonstrate the ability to acquire the necessary materials from dangerous locales and the willingness to hand over large sums of gold. Fair warning, though: These dwarves are shrewd businessmen and many customers end up owing more than they earn.

Leaders

Lokhtos Darkbargainer (male Dark Iron dwarf): Lokhtos was the overseer of the Thorium Brotherhood during the War of the Three Hammers and the Dark Irons' enslavement in Blackrock Depths. When the rest of the guild escaped, the aging Lokhtos chose to stay behind, believing he would only slow his compatriots. Despite his abdication, Lokhtos remains a respected member of the Brotherhood, though he keeps his allegiance to himself to avoid reprisal from Ragnaros and his elemental minions. When not at work in the forges, Lokhtos is often at the Grim Guzzler; from a darkened corner he quietly conducts business on the guild's behalf. A piece of advice: Lokhtos's opinion of you has a definite effect on how the rest of the guild views you.



Heroes and the Thorium Brotherhood

The easiest way for characters to become involved with the Thorium Brotherhood — if they're not Dark Iron dwarves — is to become customer-suppliers for the guild. Any number of adventures could be set around the heroes traveling to exotic and dangerous locales in search of rare reagents for the Brotherhood. The heroes might be doing this for purely mercenary reasons, but they could also be agents for another faction seeking to win the Brotherhood's favor to supply their cause. The heroes may even come in conflict with members of another faction who have the same idea.

Another possibility is a mixed party where some members belong to the Thorium Brotherhood and other members are permanent contractors (read: mercenaries). In addition to seeking special components, the heroes can search for new enchantment formulas to add to the Brotherhood's collection. The heroes may also be involved in marketing — discovering potential customers and convincing them to buy from/work for the Thorium Brotherhood.

A party composed entirely of Thorium Brotherhood members is unlikely, but certainly possible. Perhaps the heroes are the staff of a trading post, in which case many of their "adventures" will come to them. Customers, suppliers, local authorities, competitors, and even natural dangers can conspire against the heroes' trade.

Overseer Oilfist (male Dark Iron dwarf): Oilfist joined the Thorium Brotherhood as the apprentice of Lokhtos Darkbargainer and quickly rose within the guild. It was Oilfist who conceived of the plan to covertly craft items necessary to make their escape from Blackrock Depths. During the escape, his skill at arms helped the guild overcome its elemental taskmasters. Once free, Oilfist was a natural choice to replace the absent Lokhtos as the guild's overseer. Overseer Oilfist takes his job seriously, and deals harshly with any who disobey him. Although he has many underlings, Oilfist has no qualms about getting his hands dirty — whether in the forges or on the battlements. His favorite weapon is a multi-bladed dwarven waraxe — heavily enchanted, no doubt.

Malyfous Darkhammer (male Dark Iron dwarf): Malyfous Darkhammer is an incredibly skilled smith who makes his living at the Brotherhood's trading post in Everlook. A catalogue of all the enchantments Malyfous and his assistants can craft is available for perusal by customers.

Adventure Hooks

- In order to defeat a powerful foe, the heroes need a special enchantment cast upon their weapons. The Thorium Brotherhood has such an enchantment, but before they cast it (or perhaps teach the formula to a hero), the heroes need to bring them some special ingredients.

- The Thorium Brotherhood places a bounty on the head of a traitorous member. The rogue dwarf hires the heroes to defend him from assassins, until he can complete an enchanted suit of armor to protect himself.

- Malyfous Darkhammer believes that Wyrmmrest Temple (in Northrend) houses a cache of ancient formulas. Though he has no proof that these formulas exist, he offers to craft whatever the heroes desire if they recover the forgotten lore. They just have to get past the blue dragonflight....

THE TWILIGHT'S HAMMER

Membership: Unknown. Estimates range from several score to a several thousand.

Alignment: Chaotic evil.

Regions of Influence: Known Twilight's Hammer cult centers include, Silithus, Blackfathom Deeps (in Ashenvale), the Master's Glaive (in Darkshore), and Blackrock Depths.

Activities: The Twilight's Hammer searches for signs of the Old Gods and a means to destroy the world and return the Old Gods to power.

The Twilight's Hammer is a relatively new cult, but worships beings far older than any other. Its fanatical members believe that in the near future the Old Gods will break free of their imprisonment and return the world to the way it was before the titans' arrival. What this means for the cultists is a matter of debate within the faction, but this does not deter them from trying to bring about this apocalypse.

History

The story of the Twilight's Hammer begins with Cho'gall, the first ogre mage. Trained in the arcane arts by Gul'dan, Cho'gall was one of the most feared and respected members of the Horde during the First and Second Wars. Cho'gall was made the leader of an orc clan after its previous chieftain was executed for disobeying the Shadow Council. The clan's name was changed to the Twilight's Hammer; its original name and that of its former chieftain was stricken from all records. Under Cho'gall's leadership the clan became increasingly nihilistic and eventually sought the destruction of all creation.

When Gul'dan abandoned the war effort to seek the Tomb of Sargeras, Cho'gall and the Twilight's Hammer clan followed. The ogre mage believed that opening the



tomb would mark the beginning of the end. Although it didn't enter the tomb, the Twilight's Hammer clan was slaughtered anyway by the forces Orgrim Doomhammer sent to destroy the traitor clans.

One might think that this would be the end of the line for Cho'gall's end of the world. Yet, though Cho'gall is presumed dead, a few of his followers certainly survived, as did the ogre mage's eschatological writings. These manuscripts were soon discovered by delvers into dark lore. At first these researchers (among a wide variety of races) worked independently, but eventually they banded together and, with the survivors of the fallen clan, discovered the truth of Cho'gall's nihilism. The ogre mage and his clan were being influenced by elementals, who had served the Old Gods long ago. Before being forced into enchanted sleep and imprisonment far beneath the surface of Azeroth, the Old Gods were said to have reveled in the destructive power of the elements. With the reemergence of C'Thun, scholars have speculated that the Old Gods, though asleep, nevertheless exert a great deal of power on their surroundings. Indeed, their unconscious desire to be free at any cost may have influenced a number of key events in Azeroth's history, including the rise of the silithid and the strange time anomaly that surfaced during the War of the Ancients and nearly unmade creation.

Rather than be repulsed by the Old Gods' destructive nature, many of the researchers were intrigued —

perhaps falling under the same spell that enthralled Cho'gall. Thus, they formed the Twilight's Hammer cult. This new cult is the spiritual descendant of the original clan, and even now seeks to bring about the end of the world.

Relationships

There are many good reasons not to ally with the Twilight's Hammer. For one thing, they want to bring about the end of the world as we know it!

Yet some groups have, in a way, allied themselves with the Twilight's Hammer. The cult has sent ambassadors to Blackrock Depths with the intention of building a shrine over the Firelord's molten sanctum. While the Dark Iron dwarves do not yet trust the Twilight's Hammer enough to grant them access to the sacred caves, they have contracted members of the cult to run their prison, an arrangement that proves beneficial to both parties. Stories of the tortures which High Interrogator Gerstahn employs make even a Dark Iron's skin crawl.

At Blackfathom Deeps, a Twilight's Hammer sect works with a tribe of naga, but I believe this is an isolated instance, as I can find no evidence of a connection between the two factions on the whole. One occasionally hears stories of Twilight's Hammer sects joining with members of other chaos-oriented races or factions, but these alliances are short-lived, as dogmas and egos clash.

Although most factions are unfriendly toward the Twilight's Hammer, the greatest threats to the cult are the militant followers of other spiritual beliefs, such as the Cenarion Circle and the Argent Dawn. Though groups such as these have destroyed several isolated sects, they make little progress in striking the Twilight's Hammer at its root.

Organization

From the outside the Twilight's Hammer looks like a loose affiliation of personality cults. At the center of each sect is a twilight lord. These sect leaders are, without exception, charismatic, powerful, and diabolical. A twilight lord surrounds himself with his most loyal and trusted followers. This inner circle acts as a buffer between the leader and his followers, lending him an air of mystery. Within his own sect, the twilight lord is often treated as the equal of whatever dark power the cultists worship, and they obey his commands without question.

Behind the individual sects, however, is a greater organization. The twilight lords form an oligarchy that determines the organization's direction. Though the twilight lords are ostensibly equal, a fluid pecking order exists based on power, prophetic ability, and plain old favoritism. Those who can gather the support of other lords (through fair means or foul) are declared twilight overlords, and are accorded special respect. Almost all twilight lords are spellcasters, although a rare few belong to the martial classes.

These disparate sects keep in touch through a kind of newsletter called the *True Believer*. Written and distributed by high-ranking members of the Twilight's Hammer, the *True Believer* allows cultists to keep abreast of the latest signs of the apocalypse, or whatever it is these freaks consider news. You might be thinking that such a publication would give the cultists away, but you'd be wrong. First, the *True Believer* is encoded with a fiendishly difficult cipher. The only written key to the cipher, the so-called *Twilight Lexicon*, is split into three parts, each heavily guarded. Second, even if one were to break the code, the text is still the apocalyptic predictions of fanatical cultists. Trust me, you won't like what you read.

Though the Twilight's Hammer cult is dedicated to the Old Gods, the Old Gods themselves remain for the most part a mystery. Only one Old God has freed itself from the enchanted sleep and imprisonment that the titans forced on the Old Gods in ancient times. Even the elementals have, for the most part, no interest in these cultists. The cultists have little or no way of telling whether their actions please their masters or not. Indeed, many twilight lords could care less whether they bring about the apocalypse as long as they maintain their power. Occasionally, though, a group of elementals calling itself the Abyssal Council calls upon the Twilight's Hammer to perform mysterious tasks — which the cultists readily perform.

Locations

If you're looking for the Twilight's Hammer — and I hope you're looking to smite 'em — there's three places I'd try looking.

The first is right under your nose. The Twilight's Hammer is insidious, and otherwise upstanding citizens of the Alliance and the Horde have been seduced into worship of the Old Gods.

The second is fairly obvious. The Twilight's Hammer cults congregate around relics of the Old Gods. Whatever ruined temples the titans left after they imprisoned the Old Gods serve as focal points for the Twilight's Hammer.

Thirdly, the places you're most likely to find Twilight Hammer cultists are those with a strong connection to the elements. In addition to the Old Gods, the Twilight's Hammer cultists pay homage to elementals. Multiple sects can be found in Silithus, where the savage winds blow without pause. Blackrock Depths is host to ambassadors from the cult, who petition the Dark Iron dwarves for greater access to its fiery depths.

What is now called Blackfathom Deeps in Ashenvale was once, long ago, a temple to Elune. The Great Sundering ruined the temple and left it submerged in water and buried under rock. Corruption from the Old Gods seeped up and tainted the sacred moonwell. The Sundering awoke the hydra Aku'mai, who claimed the ruins as her lair. Thus the temple remained, until Twilight Lord Kelris rediscovered it. This orc sought the assistance of nearby naga, and together they reclaimed the temple and rededicated it to the worship of elemental water.

Members

The Twilight's Hammer has members from all the common races, and more than a few uncommon races. Whether they were once Alliance, Horde, or independent, folks of all sizes, shapes and colors come together to work toward a common cause. It really give you hope for the future... or it would, if these fanatics weren't trying to destroy the future.

People are drawn to the Twilight's Hammer for the same reason they join any religion — we all need a sense of purpose and connection to something greater than ourselves. The cultists honestly believe that the Old Gods or the elementals will reward them for their faith.

The Twilight's Hammer doesn't take kindly to those who try to leave the cult. Hiding in the hills on the edge of Silithus you might be able to find the hermit Ortell. He is one of the few people to escape the Twilight's Hammer and survive. He still searches for signs of the apocalypse, but unlike his former comrades, Ortell is seeking a way to avert it; and that could make him a useful ally against the cult.

Leaders

Vyrat the Vile (male human): To his followers Vyrat the Vile is nightmare incarnate, an immortal servitor of

Heroes and the Twilight's Hammer

A campaign in which the heroes are members of the Twilight's Hammer is not going to suit everyone, due to the cult's fatalistic attitude. In the end, the goal of reawakening the Old Gods is impossible for mere mortals. However, if the players enjoy playing anti-heroes, a Twilight's Hammer game can provide a number of interesting adventures.

Twilight's Hammer members face adversity both without and within the cult. External missions are much like a traditional campaign: delving into dungeons for lost artifacts, capturing powerful beasts, and fighting the faction's enemies. However, in this case, the artifacts are relics of the Old Gods, the beast is to be sacrificed to the elementals, and the enemies are shaman.

Encounters within the cult can be just as dangerous. The Twilight's Hammer is a chaotic organization; that may sound like an oxymoron, but it succinctly describes the complex web of individual ambition that somehow binds the cult together. Members of the cult constantly vie for position. They seek the favor of their superiors even as they plot to replace them. The leaders hope to attract powerful followers, but crush those who show too much initiative. Beyond the local sects and the worldwide network, they all look to powers beyond this world for their true reward — powers whose motives are unknown even to the faithful.

the Old Gods. In truth, he is just a mortal man, albeit one of great power and influence. Vyril maintains his grand facade by destroying all records of his history. Despite his attempts at revision, I was able to discover the following:

According to a few fragmentary accounts, there was born to a wealthy family of the Eastern Kingdoms a child who was plagued by nightmares. Now this is not unusual for the time, but as the child grew his nightmares became worse. What's more, eventually his nightmares manifested in the real world.

His parents consulted priests of the Holy Light and they suspected that the nightmares were of extraplanar origin. Around the same time, the young man was seen with outlanders who dressed in purple. Before the priests could ascertain what afflicted the youth, he disappeared, as did the strangers in purple. It would seem the boy was inducted into the Twilight's Hammer, possibly of his own volition.

Based on these and other details, I believe that the boy in question grew up to be Vyril the Vile. Regardless of his origins, we do know that the Vyril is not just the cult leader of the Twilight's Run sect in Silithus, but also the current leader of the entire cult. On one hand Vyril is intelligent and diplomatic, on the other he thoroughly insane and cruel beyond measure — all traits necessary to gain power in the Twilight's Hammer. Vyril dresses in the manner of a high arcanist; his face is ever concealed beneath a hood, save for his glowing red eyes.

Twilight Keeper Havunth (male orc): This elemental was part of the original Twilight's Hammer clan. As one of the few survivors of the disastrous events at the Tomb of Sargeras, he sought to keep alive the nihilistic traditions of his obliterated clan. He poured over the writings of Cho'gall as well as nihilistic texts by natives of Azeroth. This is how he first discovered the Old Gods — beings more powerful than even the demons. When Thrall reformed the Horde, Havunth rejected the ways of demonology, but he also rejected the path of shamanism. Instead, he turned to the worship of the Old Gods and became an elemental. While it's true that the current Twilight's Hammer formed

independently in several places, Havunth was integral in bringing these disparate groups together. He created the cipher the cultists use, which he based on the grammatical style of the elemental language Kalimag. It's no surprise then that Havunth is keeper of one of the volumes of the *Twilight Lexicon* along with Twilight Keeper Exeter (male human warrior 20) and Twilight Keeper Mayna (female human priest 20). Though only in his early forties, his patchy, gray hair makes Havunth appear older.

Willow (female Forsaken): Willow is a rarity among the Twilight's Hammer — a cultist who isn't trying to convert you or kill you. In fact she's downright personable for a cultist... and a Forsaken. Unlike her kin, Willow eschews necromancy for the study of elemental spirits. I suspect her veneration of the Old Gods brought her in conflict with her former faction, which is why she makes her home in Desolace. Passing herself off as a humble scholar, Willow often hires adventures to run errands, from collecting rare plant samples to nicking artifacts from ancient tombs. These missions appear benign, even goodly, and she pays well, so she's never short of eager helpers. Yet don't be fooled; Willow is dedicated to the Twilight's Hammer and every rock and relic brought to her is part of her insidious, apocalyptic scheme.

* See **More Magic and Mayhem** for the witch doctor class and enchanter prestige class.

Adventure Hooks

- A tribe of trolls in the Stranglethorn Vale has become more vicious than usual and attacks its neighbors. The heroes discover that a twilight lord has killed and replaced the witch doctor who once led the tribe. Though they once lived in harmony with nature, the cultist is pushing the trolls to disrupt the elemental balance.

- Agents of the heroes' affiliation discover that a Twilight's Hammer cult plans to conduct a ritual to summon an Abyssal lord. The ritual must be performed at a specific place and time. The heroes must secure the site (a ruined temple) first and defend it from incursions by the cultists, until the proper time passes.

THE ZANDALAR TRIBE

Membership: 27,000.

Alignment: True neutral.

Regions of Influence: The Zandalari troll tribe is based on the isle of Zandalar in the South Seas, but recently emissaries have traveled to southern Azeroth around Stranglethorn Vale.

Activities: The Zandalari serve as an overall priest caste for Azeroth's trolls and spend much of their time researching ancient knowledge and magic; they also oppose Hakkar.

Zandalar is an island in the South Seas to the southwest of Westfall on Azeroth. On this island live trolls — thousands upon thousands of trolls. It is understandably a difficult place to visit for a lone dwarf (or anyone else who isn't a troll). The Zandalari tribe is the progenitor tribe from which all other troll tribes sprang.

History

Tens of thousands of years ago, two great troll empires appeared: the Amani and the Gurubashi. The Amani were forest trolls and the Gurubashi were jungle trolls; "Amani" and "Gurubashi" were the names of the two largest and most powerful troll tribes, which is why the empires received their names. These early empires eventually clashed with the nascent night elves. Drawing arcane magic from the Well of Eternity, the night elves shocked the trolls by handing them a rapid and resounding defeat. The night elves pushed the trolls out of some of their lands and were then able to establish the night elf empire.

One tribe of trolls in these ancient days was the Zandalari tribe — the progenitor tribe from which all other trolls arose. Most Zandalari were scholarly and valued knowledge; however, a significant portion desired conquest instead. These disaffected trolls eventually left the Zandalari to found other tribes. The remaining Zandalari, then, were all of the scholarly and mystical bent. As time went on, other trolls came to regard them as an overarching priest caste for all trolls. The Zandalari preserved troll history, and they worked to further the goals of troll society as a whole.

Though they had the respect and admiration of all other trolls, the Zandalari did not attempt to exert any power over them. The averaged (and still average) 8 feet in height: significantly larger than all other trolls save the savage Drakkari of the far north. Despite their greater size and knowledge and the respect they commanded, the Zandalari did not wield sovereignty over the other trolls, nor did they seek such authority.

When the Sundering came, the wise Zandalari trolls wove swift magics to protect their realm. The land around their territory shuddered; waves crashed in and trees and soil sank beneath the waves. Through it all, the Zandalari's land remained largely intact.

After the Sundering, the Zandalari discovered that their territory was now an island. Seeing no reason to leave it, they set about rebuilding their settlements and continuing their studies.

Eventually the Zandalari noticed that their Gurubashi brethren on the mainland were growing rapidly in power and territory, attributing their victories to the influence of the god Hakkar. At first, the Zandalari were glad for the fellow trolls. However, as Zul'Gurub continued to expand, the Zandalari's pleased surprised turned to disquiet. They consulted myths and delved into historical accounts. What they learned horrified them.

Hakkar was also known as the "Soulflayer," a name he had richly earned. He filled his adherents with murderous rage and reveled in their dark emotions. The carnage that invariably followed Hakkar suited him perfectly, for having consumed blood he had developed a taste for it. Worse, he became more powerful as he consumed the blood shed in his name, and his tie to the world that was feeding him grew stronger.

Every Zandalari who could fight immediately set out for Stranglethorn Vale and brought the terrible tidings to the jungle trolls. The Gurubashi empire was already in a state of civil unrest due to the numerous sacrifices that Hakkar was demanding. With the Zandalari tribe's news, the jungle trolls banded together with the Zandalari tribe and rose up in open revolt against the bloodthirsty Soulflayer. (More information on Hakkar and the civil war appears above, in "The Atal'ai and Hakkari" section.)

Zandalar has long been the heart of all troll culture throughout the world. Zandalari are their own separate sort of troll — not jungle trolls, not forest trolls, not ice or dark or sand. (However, several groups of other trolls live on Zandalar, including jungle trolls beneath the canopy and ice trolls on snowy Mount Mugamba.) The Zandalari's overall goal remains what it always has been: to maintain troll history and continue their research. They also again oppose Hakkar.

As I described above (under "the Atal'ai and Hakkari"), these are dark times for Azeroth. A group of evil troll priests has summoned the bloodthirsty god Hakkar into the world. Physically — he's here. The Zandalari are again his enemies, though they don't have the numbers to attack his priests directly. Instead, they recruit adventurers of all stripes to strike at Hakkar and the trolls who follow him.

Every 6 years, Zandalar also plays host to a meeting of all troll tribes. Trolls from all over the world meet in the great ziggurat-city of Zuldazar to discuss matters of importance to all trolls. Zandalar is neutral ground for trolls. Though many tribes don't get along with each other, they all meet on peaceful terms in Zandalar.

It's true. Though many trolls might seem like bloodthirsty savages, a larger, more unifying force is at work.

Relationships

Zandalari are friends of all trolls. "Friends" might not be the right word, actually, but the tribe is devoted to furthering the lot of all trolls. I mentioned that the island is neutral territory for all trolls, which speaks to the respect the other trolls have for the Zandalari. Even if, say, the Witherbark and Bloodscalp tribes aren't getting along, they don't kill each other when they go to Zandalar. They don't even punch each other — the hostilities end on Zandalar. Other trolls hold the Zandalari in great respect, as they are the descendants of the original Zandalari and thus a direct link with the trolls' mighty history.

The exception, of course, is the Atal'ai, whom the Zandalari oppose. (See "The Atal'ai and Hakkari," above, for more information.)

As for other races... at this point, it's difficult to say. The Zandalar trolls are not evil, but their interests lie with trolls, not with the other races. They have no desire for conquest or expansion, and they work with other races in their opposition to Hakkar. However, they are certainly unfriendly to non-troll visitors on the shores of Zandalar; *that* I can report from personal experience. In short, I'm glad to see exceptions like the Zandalari, who prove that not all trolls are bloodthirsty cannibals — but I don't think we can completely trust these fellows, either.

So there is hope. Years ago and again today, the Zandalari realized that Hakkar was a mistake. Was their decision to oppose him motivated solely by a racial survival instinct, or was there something moral involved in their decisions?

I ruminate in this way because, in modern times, I see trolls acting in more enlightened, civilized ways. The Darkspear jungle trolls have joined the Horde and curbed their natural (unnatural?) tendencies. The Revantusk forest trolls have been good people for a long time. And the Zandalari arrive on Azeroth's west coast for the first time in millennia, not to invade, but to enlist our help against Hakkar, who threatens us all.

Organization

King Rastakhan, a hoary and formidable witch doctor, rules the Zandalari from his capital of Zuldazar. The Zandalari are mystical and ancient trolls who revere knowledge and history; their organization is loose. They represent an overall priest caste for all trolls, yet they do not attempt to parley this position into real power with those trolls.

Locations

Zandalar is a sizeable island a ways southwest of Westfall. Two huge mountains rise from its green canopy; one of these mountains is in fact the great ziggurat-city Zuldazar, while the other is snowy Mount

Zandalar Troll Statistics

As described in the Monster Guide, though Zandalari are not jungle trolls (they are Zandalar trolls), they use the same statistics as jungle trolls, with the following modifications:

- +2 Strength.
- Large size: -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- +1 level adjustment. Unlike most creatures with racial levels, Zandalari are powerful enough to require a level adjustment in addition to their racial levels.

Mugamba. Other, smaller ziggurats — the domains of troll priests and witch doctors — also jut from the jungle, and birds and stranger beasts flit above and among the trees. Troll priests and witch doctors live all over the island. It is a lush and tropical place, and a deadly one. (More information on Zandalar appears in **Lands of Mystery**.)

Recently a few Zandalari have traveled to Azeroth, where they recruit adventurers in Westfall, Stranglethorn Vale, and other areas to combat Hakkar.

Members

You are either born a Zandalari or you're not; you can't enter into the tribe unless your mommy is a Zandalari.

The trolls of the Zandalar tribe are among the largest, strongest trolls in the world. (The Drakkari ice trolls of Northrend are just as big.) They are just as ferocious as other trolls, and just as cunning, if not more so.

A typical Zandalari spends his days hunting in the jungles or fishing along the coastlines. Many spend their days researching ancient lore and cataloguing history. Religion is important to the Zandalari, —they are the trolls' priest caste, after all — and they revere their pantheon of primitive, animalistic gods that take the forms of bats, snakes, and the like. Zandalar priests carve totems and engage in rituals, while Zandalar witch doctors brew potions and administer to wounded trolls. The Zandalari are constantly vigilant against invaders.

Leaders

King Rastakhan (male jungle troll): King Rastakhan is a repository of troll lore. He is strong, wise, insightful, cunning and visionary. He is a big part of the reason that Zandalar's influence is again felt in the world, as he is instrumental in organizing the 6-year troll conferences and in sending representatives to work against Hakkar. Most other trolls respect him as a powerful and wise leader. Numerous loyal priests and witch doctors assist Rastakhan, and he shows his wisdom in which advice he heeds and which he ignores. Rastakhan is a patient but decisive ruler.

See **Lands of Mystery** for Rastakhan's statistics and battle tactics.

Heroes and the Zandalari Tribe

The most obvious way that heroes might interact with the Zandalari is by running into (or seeking out) one of their agents on the mainland and accepting a quest to foil Hakkar's plans.

Another interesting idea is a campaign in which the heroes are Zandalari trolls. In this capacity, the heroes strike out from Zuldazar performing missions for Rastakhan or a lesser member of the tribe. The Zandalari aren't interested in politics, and get along with anyone who helps them strike at Hakkar and his priests. Thus, the heroes may find themselves joining forces with Alliance or Horde adventurers on occasion.

Zuldazar's storehouses are vast, and the tribe rewards its people well. If the heroes are successful in their endeavors, their rewards are gold, magic, favor with the rest of the Zandalari tribe, and greater autonomy to further their tribe's goals.

Adventure Hooks

- Many couatl exist on Zandalar, and Motrek, a witch doctor in Orgrimmar, wants to study their venom to see if he can replicate it with other natural ingredients. He hires a group of heroes to capture 20 couatl and transport them to Orgrimmar.

- A night elf historian wants to question that Zandalari about the ancient magic that protected them from the Sundering. She knows that the Zandalari consider the island sacred, though, and don't want outsiders despoiling it. Diplomacy is not her strong suit. She hires a group of heroes to act as bodyguards and spokespeople on her behalf.



I LIKE FIGHTIN' BEST

This chapter presents the military psychology and tactics of dark races and factions, as well as statistics for some of their members.

Argent Dawn Forces

In the Plaguelands and other parts of the world that the Alliance and Horde alike have abandoned, the Argent Dawn stands as a last shining bastion of hope against the Scourge, the Burning Legion and other threats. Contrary to what one might expect, the Argent Dawn rarely defends any given location; rather it remains mobile, attempting to strike where it is least expected. This is clearly a strong contrast to the more straightforward Knights of the Silver Hand.

The knights and freedom fighters of the Argent Dawn rely on hit and run tactics, using their magic and knowledge of the terrain to compensate for the disadvantage of their small numbers. Each group is assigned an officer, who chooses when to engage enemies in combat or avoid them; if there is any major risk to the group, the officer avoids the conflict unless there is an impending threat that must be stopped. The Argent Dawn is unwilling to risk even a single member if it can be avoided, for every sword lost could be another to join the Scourge. The Argent Dawn is not a group of cowards;

Possessions

In addition to the possessions listed in these characters' descriptions, all these characters are assumed to carry standard campaigning and/or adventuring gear: ammunition, backpacks, bedrolls, equipment for their mounts, flint and steel, pouches, rope, rations, waterskins, perhaps a smattering of coins, and the like.

See **More Magic & Mayhem** for all magic items (Chapter 4: So Shiny!) and alchemical draughts (Chapter 2: Enchantments, Runes and Brews) unless otherwise noted.

far from it. They willingly risk their lives each day.

If an Argent Dawn force is attacked while guarding a specific person or location, the members form a defensive circle around the target and attempt to repulse their enemies with ranged attacks. If any attackers make it to melee range, paladins and templars move to eliminate the target, then return to their positions in the circle if possible. If the Argent Dawn has multiple locations to defend, it prioritizes and potentially abandons one location completely, depending on the situation; if there



are living people to defend in both locations, the Argent Dawn sends just enough people to the less important locations to evacuate anyone who may need help.

Before entering combat, Argent Dawn units prepare with as many beneficial spells as possible. Priests cast *spell resistance*, *holy word shield*, and *bear's endurance* on everyone they can to increase their chances of survival. Paladins and Argent Dawn templar enhance their weapons with *holy sword* if they can cast it; and if not, they focus on other spells to increase their damage-dealing abilities, such as *bull's strength*.

Once in combat, each spellcaster powerful enough to incapacitate a target with *hooks of binding* or another spell uses it to thin the enemy group's numbers. After that point, the group focuses its firepower on enemy spell casters (if applicable), moving from what appears to be the strongest target to the weakest. One priest maintains a *healing rain* if the group fights undead. When fighting intelligent enemies, Argent Dawn groups focus on enemy leadership first, expending their powerful abilities (holy strikes and high-level spells) to destroy that target swiftly, then retreat if necessary.

Argent Dawn Protector, 9th-Level Paladin/2nd-Level Argent Dawn Templar*

Female Human: CR 11; Medium humanoid (human); HD 9d10+2d8+33, hp 96; Init +1; Spd 20 ft. (breastplate; base 30 ft.); AC 21, touch 11, flat-footed 20; Base Atk +11; Grp +15; Atk +18 melee (1d8+7/19–20, longsword); Full Atk melee +18/+13/+8 (1d8+7/19–20, longsword) or ranged +13/+8/+3 (1d8+2/x3, composite long bow); SA crusader strike, fist of justice, holy strike 3/day, spells, turn undead; SQ aura of good, activate aura 3/day, detect undead, devotion aura, divine grace, divine health, healing aura, holy mastery (sanctity aura), lay on hands, human traits; AL LG; SV Fort +9, Ref +4, Will +9; Str 18, Agy 12, Sta 16 (14), Int 10, Spt 17 (15), Cha 12.

Language Spoken: Common.

Skills: Concentration +17, Knowledge (religion) +14, Spellcraft +14.

Feats: Bash^B, Cleave, Defend, Great Cleave, Lion Assault[†], Power Attack.

Paladin Spells (2/2; save DC 13 + spell level): The Argent Dawn protector's high Spirit score and ranks in Spellcraft allow her to prepare 12 spells per level; she can prepare most of the spells on the paladin and Argent Dawn templar spell lists. She favors the following spells:

1st—*shield of faith*; 2nd—*bear's endurance*, *bull's strength*.

Possessions: +2 longsword, masterwork composite longbow (+2), +2 heavy steel shield, +2 silvered knight's breastplate of the whale (enemy: Forsaken), candle of truth, two healing draughts.

* See **More Magic and Mayhem**.

† See the **Alliance Players Guide**.

Atal'ai and Hakkari Forces

Small in number but vicious, Hakkar's followers battle zealously to keep their ruined temple and city free of invaders. The Hakkari provide much of the priests' military magic and are a strange group: All of them

are willing and ready to battle their enemies, and thus all could be considered members of their military. In addition, just about all Hakkari are priests of at least *some* talent, so invaders are up against a lot of magical pain. In addition, undead Atal'ai, returned to a semblance of life through god-granted necromancy, supplement the ranks.

The Hakkari don't like taking chances; they want nothing to disturb Hakkar, now that he is manifest. Thus, priests patrol halls in teams of 2 or 3. If they run into trouble, they do not hesitate to call for reinforcements, so intruders soon find themselves facing a small army of angry troll priests.

The Hakkari are intelligent opponents, but their fervor dilutes their cunning. Some priests charge into battle, eager to smash their foes in melee combat, when staying away from the enemy and casting spells may be a better option. These zealots' cooler-headed comrades perform this function, staying away from the enemy — especially types that look like they could put on the hurt in melee combat — and cast spells to throw their enemies into confusion. They favor spells like *shadow word pain*, *dispel magic*, *summon undead* and *death coil*. Powerful priests make liberal use of *blasphemy*. After they exhaust the offensive spell slots in their two highest levels, they enhance themselves and their allies with *inner fire*, *heroism* and *avatar* and charge into melee. Once there, they strike with their weapons and with spells like *inflict critical wounds* and *harm*.

Hakkari High Priest, 13th-Level Priest

Male Jungle Troll: CR 13; Medium humanoid (jungle troll); HD 13d8+13, hp 75; Init +7; Spd 30 ft.; AC 32, touch 17, flat-footed 29; Base Atk +9; Grp +8; Atk +10 melee (1d8+1 plus corruption, heavy mace); Full Atk +10/+5 melee (1d8+1 plus corruption, heavy mace) or +14 ranged (1d6, javelin); SA smite, spells; SQ low-light vision, aegis, compel, Death domain (lesser), Destruction domain (greater), greater aegis, turn/rebuke, jungle troll traits; AL CE; SV Fort +12, Ref +7, Will +16; Str 8, Agy 16, Sta 12, Int 9, Spt 18, Cha 11.

Languages Spoken: Common and Zandali.

Skills: Concentration +22, Knowledge (religion) +17, Spellcraft +15.

Feats: Brew Potion^B, Combat Casting, Dodge, Empower Spell^B, Improved Initiative, Magic Energy Control, Mobility, Vision Quest[†].

Priest Spells (6/6/6/5/5/3/2/1; save DC 14 + spell level): The Atal'ai high priest's high Spirit score and ranks in Spellcraft allow him to prepare 12 spells per level; he can prepare most of the spells on the priest spell list. He favors the following spells:

5th—*anti-magic shell*[†]; 6th—*greater shadow word pain*, *harm*.

Domain Spells: 1st—*burning hands*; 2nd—*lesser death coil*; 3rd—*shadow word pain*; 4th—*rain of fire*; 5th—*summon undead* V; 6th—*harm*; 7th—*mass inflict serious wounds*.

Domains: Death domain (death touch 1/day, 13d6), Destruction domain (nuke 1/day, 13d6, DC 20; the high priest casts Destruction spells as a 14th-level caster).

Possessions: +2 corrupting heavy mace, +1 returning

javelin, +4 chain shirt, +2 heavy wooden shield, amulet of natural armor +3[‡], circlet of persuasion, four major healing draughts, invisibility philter, nose-ring of good mojo[†], philter of shadow power, ring of adaptation, ring of protection +4.

† See the **Horde Player's Guide**.

‡ See the **Monster Guide**.

Cenarion Circle Forces

The members of the Cenarion Circle are druids, and thus use the same tactics as all druids. While each operative's preferred method varies, all of them use nature as their foremost ally. After all, no intelligent creature is as reliable as the earth, the trees and the wind. The druids of the Cenarion Circle create walls of spiky thorns and command roots to entangle their foes, restricting their maneuverability and speed. The druids then cast spells on themselves and their allies to increase their prowess in battle and summon different animals to fight on their side. They also use lethal spells to bring down their enemies, targeting arcanists whenever they can.

Cenarion Subversive, 4th-Level Druid/3rd-Level Subversive*/2nd-Level Tauren

Female Tauren: CR 9; Medium humanoid (tauren); HD 9d8+9, hp 53; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +7; Grp +10; Atk +12 melee (2d8+6, tauren totem); Full Atk +12/+7 melee (2d8+6, tauren totem); SA nature's snare (terror trap), spells, tauren charge; SQ defensive positioning +1, rebuke animals, spells, strider, wild empathy, wild shape, tauren traits; AL NG; SV Fort +10, Ref +8, Will +8; Str 17, Agy 13, Sta 13, Int 8, Spt 16, Cha 12.

Languages Spoken: Common and Taur-ahe.

Skills: Handle Animal +11, Knowledge (nature) +13, Survival +21.

Feats: Brew Potion^B, Bond with the Land[†], Dodge, Exotic Weapon Proficiency (tauren totem)^B, Follower of the Totem, Track.

Druid Spells (4/4/3; save DC 13 + spell level); *Subversive Spells* (2/1; save DC 13 + spell level): The Cenarion's subversive's high Spirit score allow her to prepare 9 spells per level; she can prepare many of the spells on the druid and subversive spell lists.

Domain Spells: 1st—roar; 2nd—moonfire.

Domain: Wild (swiftpaws (+10 ft. speed in animal form)).

Subversive Spells (2/1; save DC 13 + spell level): The Cenarion subversive's high Spirit score allows her to prepare 9 spells per level; she can prepare many of the spells on the subversive spell list.

Possessions: +2 tauren totem of stunning, leafmail[‡], amulet of natural armor[‡] +2, two cure moderate wounds potions.

* See Chapter 3: Prestige Classes.

† See the **Alliance Players Guide**.

‡ See the **Monster Guide**.

Cenarion Emissary, 4th-Level Scout/1st-Level Druid/7th-Level Vindicator*

Female Night Elf: CR 12; Medium humanoid (night elf); HD 5d8+7d10+12, hp 76; Init +3; Spd 30 ft.; AC 23, touch 13, flat-footed

20; Base Atk +10; Grp +12; Atk +18 melee (2d4+7/15–20, moon sword); Full Atk +18/+13 melee (2d4+7/15–20, moon sword); SA hunter's mark +4, revenge 3/day, silent seething 3/day, spells; SQ low-light vision, fearless, nature sense, strider, trackless step, turn animals, uncanny dodge, wild healing, woodland stride, night elf traits; AL CG; SV Fort +9, Ref +9, Will +11; Str 15, Agy 16, Sta 12, Int 10, Spt 16, Cha 9.

Languages Spoken: Common and Darnassian.

Skills: Gather Information +9, Heal +10, Knowledge (local) +12, Spot +10, Stealth +9, Survival +22.

Feats: Brew Potion^B, Careful Strike, Concussive Shot^{B†}, Counterattack, Dodge, Skill Focus (Gather Information), Track^B, Weapon Focus (moon sword).

Druid Spells (3/2; save DC 13 + spell level): The Cenarion vindicator's high Spirit score allows her to prepare 9 spells per level; she can prepare many of the spells on the druid spell list.

Domain: Animal (speak with animals 1/day).

Possessions: +4 keen moon sword, leafmail[‡], +2 heavy wooden shield of arrow deflection, drakeclaw ring, minor blackstone ring, two potions of cure serious wounds.

* See Chapter 3: Prestige Classes.

† See Chapter 2: Class Options.

‡ See the **Alliance Players Guide**.

Cult of the Damned Forces

The Cult of the Damned is not a military organization. It is an arm of the Scourge, and the Scourge has other methods of waging war. However, the cult contributes a pair of special weapons: necromancers and blightweavers. Their dark rites support the cult, bringing curses on their enemies and raising new legions of undead.

On the battlefield, they are scavengers, using spells to bring their dead enemies under their control before the carrion birds can get to them, gathering large undead forces and directing them at key targets chosen by their Scourge commanders.

Death comes in many forms — and it's the job of the blightweaver to make sure that death comes in as terrible a form as possible. These tinkers of the vile concoct new poisons and breed new diseases, hoping to discover new plagues that will extend the Scourge's terror to every corner of Azeroth.

On the battlefield, the Scourge occasionally employs blightweavers as sappers of life; instead of sending teams of goblins to destroy a wall with a burst of explosives, they send these vile priests out to destroy a populace with an explosion of disease and poison. They sneak into a town while the battle rages elsewhere, plant plague animals in stables, and poison wells.

Damned Necromancer, 5th-Level Necromancer

Male Human: CR 5; Medium humanoid (human); HD 5d6–5, hp 15; Init +2; Spd 30 ft.; AC 15, touch 13, flat-footed 13; Base Atk +2; Grp +2; Atk/Full Atk +2 melee (1d4/19–20, dagger); SA death touch 1/day (5d6); SQ death resistance, human traits; AL CE; SV Fort +0, Ref +3, Will +8; Str 10, Agy 14, Sta 12, Int 16, Spt 13, Cha 8.

Language Spoken: Common.

Skills: Concentration +7, Craft (alchemy) +11, Knowledge (arcana) +11, Knowledge (religion) +11, Knowledge (the planes) +11, Spellcraft +13.

Feats: Empower Spell, Iron Will, Magic Energy Control, Mirror Spell^B, Scribe Scroll^B.

Necromancer Spells (5/5/4/3; save DC + spell level): The Damned necromancer's high Intellect score and ranks in Spellcraft allow him to prepare 9 spells per level; he can prepare many of the spells on the necromancer spell list. He favors the following spells:

1st—*lesser shadow bolt**; 2nd—*summon undead II*; 3rd—*summon undead III*, *usurp flesh*†.

Possessions: Dagger, bracers of armor +2, ring of protection +1, robe of bones, wand of corruption.

* See **More Magic and Mayhem**.

† See the **Horde Players Guide**.

Dark Horde Forces

The remnants of the Blackrock and Dragonmaw clans, along with their forest troll, ogre and goblin allies, form a brutal though small force. Outnumbered in a hostile land, these orcs and their allies have developed more sophisticated tactics than those they used in the past. The original Horde that passed over from Draenor had the benefit of large numbers; for every orc that fell, it seemed ten more sprang up in his place. Now these renegades temper their chaotic, bloodthirsty natures with caution, as they no longer have the forces to support reckless charges.

The Dark Horde uses the terrain around Blackrock Spire to its advantage. Orc and goblin lookouts hide behind carefully stacked rockfalls they can trigger in an instant, burying enemies on the path below. The renegades engage enemies in bottlenecks, where a pack of ogres or forest trolls make short work of assailants forced to approach one at a time. The renegades also know the best ambush sites on the Spire, where they throw rocks and fire missile weapons at enemies in shallow canyons.

When engaging enemies outside their territory, these renegades prefer to scout the land and pick defensible positions before attacking. The orcs try to have one or two locations to which they retreat when hard-pressed, usually rocky terrain with plenty of cover or thick forest (unless they are fighting night elves). The warriors attempt to lure their foes into unfamiliar ground where, if the orcs have no advantage, at least neither does the opposition.

The Dark Horde places its toughest warriors, usually ogres, in the front ranks, keeping weaker fighters in the back with ranged weapons and healing magic. In rare cases, the strongest orc leaders might appear mounted on the backs of black drakes, but such a sight is never seen outside Blackrock Spire. The melee fighters use intelligent tactics in battle; in the first few rounds of combat the warriors flank with each other, and less-skilled melee combatants use the aid another action to enhance their more talented comrades. After a few rounds, however, an orc's innate bloodlust can take over. Warriors lose control and lash out wildly at their opponents. Instead of using multiple attacks on one

enemy, an orc may swing once at every enemy in range. These renegades train themselves to focus their attacks on the strongest enemy they can see until he falls, but in the heat of combat they often forget such training and may chase weakened stragglers across the battlefield.

Two types of spellcasters support the renegades. First, orc warlocks call down annihilating magical barrages and summon fiendish monstrosities. Second, forest troll healers, usually voodoo priests, assist the troops with healing magic and defensive spells. Orc warlocks who serve the Burning Legion also assist them.

Blackrock Hunter, 8th-Level Melee Hunter*

Male Orc: CR 8; Large humanoid; HD 8d8+16, hp 55; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +8; Grp +12; Atk +14 melee (1d8+5/19–20, longsword); Full Atk +12/+7 melee (1d8+5/19–20, longsword) and +11 melee (1d6+3/19–20, short sword); SA aspect of the hawk (melee) *, raptor strike*, strike 4/day*; SQ low-light vision, animal empathy, aspect of the monkey, eagle eye, tame animal; AL NE; SV Fort +4, Ref +9, Will +3; Str 18, Agy 17, Sta 14, Int 11, Spt 12, Cha 14.

Languages Spoken: Common, Low Common and Orcish.

Skills: Handle Animal +15, Knowledge (nature) +13, Listen +12, Survival +14.

Feats: Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword).

Possessions: +1 longsword, +1 short sword, +2 studded leather, healing draught, lesser healing draught.

* See the **Horde Player's Guide**.

Dire Wolf Companion: Large animal; 6d8+18 (45 hp); Init +3; Spd 50 ft.; AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +16; Atk/Full Atk +11 melee (1d8+12, bite); Space 10 ft.; SA trip; SQ low-light vision, devotion, empathy, link, scent, share aspect; AL N; SV Fort +8, Ref +7, Will +2; Str 26, Agy 16, Sta 17, Int 2, Spt 12, Cha 10.

Skills: Listen +9, Stealth +4 (+0 to hide), Spot +9, Survival +2.

Feats: Run, Skilled (Listen and Spot), Track, Weapon Focus (bite).

Tricks Known: A Blackrock hunter's dire wolf companion knows attack, come, defend, down, guard, heel, stay, and track.

Dragonmaw Shadowwarder, 7th-Level Warlock/2nd-Level Fel-Sworn

Male Orc: CR 9; Large humanoid (orc); HD 9d6+18, hp 52; Init +8; Spd 30 ft.; AC 20, touch 13, flat-footed 16; Base Atk +5; Grp +10; Atk/Full Atk +7 melee (1d4+3/19–20, dagger) or +5 melee (1d4+1, bite); SA fel fangs; SQ low-light vision, fel companion, fel corruption, scabrous hide, summoner, sworn, orc traits; AL CE; SV Fort +4, Ref +9, Will +9; Str 12, Agy 18, Sta 15, Int 17, Spt 14, Cha 11.

Languages Spoken: Common, Low Common and Orcish.

Skill: Bluff +4, Concentration +12, Decipher Script +13, Disguise +2, Escape Artist +6, Intimidate +14, Knowledge (arcane) +13, Sense Motive +4, Spellcraft +17, Spot +4, Survival +4

Feats: Block Spell, Improved Initiative, Iron Will, Magic Energy Control, Quicken Spell^B, Scribe Scroll^B.

Warlock Spells (5/6/6/5/3/2; save DC 13 + spell level): A Dragonmaw shadowwarder's high Intellect score and ranks in Spellcraft allow him to prepare 12 spells per level; he can prepare most of the spells on the warlock spell list. He favors the following spells:

2nd—*mirror image*; 3rd—*demon skin*, *life tap**; 4th—*Mannoroth's legacy*†, *stoneskin*, *summon monster IV*; 5th—*greater shadow bolt**.

Possessions: +2 dagger, bracers of armor +4, fire elemental gem, gloves of Agility +2, limited invulnerability elixir, wand of unholy frenzy, spell component pouch, spellbooks.

* See **More Magic & Mayhem**.

† See the **Horde Players Guide**.

Dark Iron Dwarf Forces

Like most dwarves, Dark Iron dwarves follow a rigid and militarized organization. Every Dark Iron dwarf soldier is well trained and well armed, often with the finest equipment he can afford. However, the years under the dirt, as well as a diabolical outlook on life, change the Dark Irons' tactics. Skullduggery and backstabbing are just as potent as a good line formation. Even better, in some cases.

Dark Iron dwarves are cunning, and quicker than other dwarves. Whereas a unit of Bronzebeard dwarves would march straight into enemy lines, Dark Iron dwarves prefer setting up ambushes, or sending lightning-fast strikes. Dark Iron dwarves grew comfortable in the shadows over the many years of their exile and enslavement, and are not above petty tricks such as traps and assassination.

Most Dark Iron dwarves form smaller units than their Bronzebeard cousins, to spread their numbers and allow for flanking and pincer maneuvers. Rogues and assassins mix evenly with warriors and marksmen.

Dark Iron dwarves are also well versed in arcane magic, more so than any other dwarven race. Due to untold years of living next to molten lava and fire, the Dark Iron clan developed a strong link to flames and fire magic. Fire-aligned elementalists battle alongside elite marksmen and stealthy skulkers, raining death on Blackrock Depths' enemies. Battles against Dark Iron dwarves are often hellish, taxing both sides as the Dark Iron elementalists grow overzealous.

Dark Iron dwarves are still dwarves, and bring heavy firepower to the field. However, as in all elements of Dark Iron warfare, the dwarves prize subterfuge and sneak attacks over direct confrontation. Dark Iron snipers lie in wait for incoming enemies, while dwarven bombardiers place bombs in strategic places. Great siege engines rumble softly, set to ambush tight passes or simply mow over enemies with great disregard. Occasionally Dark Iron tinkers unleash entire payloads of flame and brimstone on opposing forces.

Dark Iron dwarves have unconventional backup as well. Fire elementals, servants of Ragnaros, appear intermittently with dwarven forces. Unlike the dwarves, fire elementals have no care for the art of subtlety. Lava

elementals and flamewakers roar through battle, burning anything that gets in their way.

Dark Iron Fire Elementalist, 6th-Level Elementalist*

Male Dark Iron Dwarf: CR 6; Medium humanoid (Dark Iron dwarf); HD 6d6, hp 23; Init +6; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +3; Grp +5; Atk/Full Atk +6 melee (1d4+2/19–20, dagger); SA call elemental 1/day, spells; SQ darkvision 60 ft., elemental spell list, familiar (lizard), Dark Iron dwarf traits; AL CE; SV Fort +2, Ref +4, Will +6; Str 15, Agy 14, Sta 10, Int 16, Spt 12, Cha 6.

Languages Spoken: Common, Dwarven, Gnomish, Goblin and Kalimag.

Skills: Climb +5, Concentration +9, Craft (weaponsmithing) +12, Knowledge (arcana) +12, Knowledge (planes) +12, Listen +3, Spellcraft +14, Spot +3.

Feats: Dodge, Heighten Spell^B, Improved Initiative, Scribe Scroll^B, Skilled (Listen and Spot)^{B†}, Spell Focus (evocation).

Elementalist Spells (5/5/5/4; save DC 13 + spell level): The Dark Iron fire elemental's high Intellect score and ranks in Spellcraft allow him to prepare 12 spells per level; he can prepare most of the spells on the elemental spell list. He favors the following spells:

1st—*lesser firebolt*‡; 3rd—*scorch*.

Possessions: Masterwork dagger, bracers of armor +3, amulet of natural armor +1**, wand of lesser firebolt*.

* See Chapter 2: Class Options.

† As long as familiar is within arm's reach.

‡ See **More Magic & Mayhem**.

** See the **Monster Guide**.

Dark Iron Skulker, 5th-Level Rogue

Male Dark Iron Dwarf: CR 5; Medium humanoid (Dark Iron dwarf); HD 5d6+, hp 30; Init +2; Spd 20 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +5; Atk/Full Atk +6 melee (1d6+3/19–20, short sword); SA backstab +3d6, finishing strike; SQ darkvision 60 ft., evasion, trapfinding, uncanny dodge, Dark Iron dwarf traits; AL CE; SV Fort +3, Ref +6, Will +2; Str 15, Agy 15, Sta 14, Int 10, Spt 12, Cha 6.

Languages Spoken: Common and Dwarven.

Skills: Appraise +8, Climb +10, Search +8, Sense Motive +9, Spot +9, Stealth +10, Tumble +10, Use Magic Device +6.

Feats: Dodge, Exotic Weapon Proficiency (thorium weapons).

Possessions: Thorium short sword, +1 studded leather.

Darkmoon Faire Forces

The Darkmoon Faire is not a military organization, so it doesn't have an official military. However, the Faire travels through dangerous places as it moves across the world, and not all of its patrons have its best interests in mind. When it is set up and functioning, the gold in its coffers and the magic items in its vaults make tempting targets for bandits. Thus, the Faire needs some sort of protection, and it gets it from the Faire workers who are also responsible for hammering tent spikes and mucking out the stables.

About half the Faire workers have official combat training. These are soldiers (the NPC class), warriors, or, more rarely, barbarians, hunters or scouts. Scouts are particularly valuable as they are adept at blazing trails, avoiding dangerous wilderness areas, and tracking down mules and small children who wander away.

If attacked while traveling, the caravan pulls into as close a formation as it can. The Faire workers move out to combat the threat. The noncombatants, including children and most of the booth proprietors, hide in the wagons. Those members who may prove useful in a fight — such as Silas Darkmoon, Professor Thaddeus Paleo, Kerri Hicks (the “Strongest Woman Alive”), and Sayge the fortune-teller — take up positions to defend the noncombatants and the stores of gold and magic hidden in the wagons. Some of them may move to the frontlines to assist the Faire workers if the situation warrants.

The Darkmoon Faire has never suffered attack while it has been set up and entertaining patrons, but if it were, it would use similar tactics. Children and booth owners would hide wherever was convenient while the Faire workers grabbed whatever weapons were on hand to combat the threat. They would also petition their customers to help — and, as the Faire draws many adventurers, they could provide valuable support indeed.

Darkmoon Faire Worker, 5th-Level Warrior

Male Human: CR 5; Medium humanoid (human); HD 5d10+5, hp 37; Init +2; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +5; Grp +8; Atk/Full Atk +10 melee (1d8+6/x3, warhammer) or +8 ranged (1d8+2/x3, composite longbow); SQ human traits; AL N; SV Fort +5, Ref +3, Will +2; Str 16, Agy 15, Sta 13, Int 9, Spt 12, Cha 10.

Language Spoken: Common.

Skills: Profession (laborer) +5, Ride +10.

Feats: Cleave, Defend, Dodge^B, Power Attack, Weapon Focus (warhammer)^B, Weapon Specialization (warhammer)^B.

Possessions: +1 warhammer, +2 studded leather, +1 heavy wooden shield, masterwork composite longbow (+2), beer goggles.

Defias Brotherhood Forces

Many consider the Defias Brotherhood just a band of bullies and brigands, but they underestimate its military capabilities. While the Brotherhood employs mercenaries to bolster its ranks, it trains and fields its own forces, preparing for the day when it acts to disrupt all trade with Stormwind.

The Brotherhood's force serves two purposes. First, it is a highly mobile raiding force, capable of quickly attacking a caravan, seizing its most valuable goods and destroying the remainder. Second, it is a more conventional attack force that can launch attacks on Alliance garrisons and forts. To achieve these purposes, a typical Defias unit emphasizes mobility, stealth and ambush tactics, and toughness.

The Brotherhood is not heavy on magical support; however, within the Deadmines, magi learn to master

a deadly arsenal of spells. Also, Defias tinkers, trained by some of the most fiendish goblin minds, devise automatons and steam armor suits whose raw power can provide backup for their less-armored human warriors. The next major engagement between the Brotherhood and the unsuspecting Alliance may hold a few surprises.

The two major units of the Defias Brotherhood are bandits (who serve as cannon fodder) and renegades (who are somewhat tougher). Stronger field units (which are given names like “highwayman” and “pillager”) tend to have two warrior levels for every rogue level they possess.

The Defias Brotherhood pretends to embody noble ideals in the service of a just cause, but it's a façade; and the presence of bandits among them proves the lie. These highwaymen stalk the roads of Westfall, especially at night, exacting a toll on anyone who doesn't support the Brotherhood's efforts. Bandits are the lowest of the low in the Brotherhood's ranks, and when the battle horn sounds, they take the front ranks. They group together for close support (preferring to fight back to back in a mob), and are often the first to flee the field when the tide turns against them.

The Defias Brotherhood rarely fields an army of regular troops, as VanCleaf and the other commanders prefer its members to master a wider variety of skills than those of a pure soldier. The Defias renegade (often called a thug or brigand) is the gold standard of the Defias operatives, a decent fighter and a skilled spy wrapped in one strong, sneaky package.

Members of the Defias Brotherhood take pride in their affiliation. They wear red bandanas over their faces to display their allegiance and to hide their identities. They are lightly armed and armored, employing short swords or longswords, and hiding a dagger beneath the folds of their cloaks. In situations where they're expecting trouble, they command a small cadre of mercenary soldiers (1st–5th level warriors) or Defias bandits and use them as buffers to protect themselves from the enemy.

Defias Bandit, 2nd-Level Rogue/ 1st-Level Warrior

Male Human: CR 3; Medium humanoid (human); HD 2d6+1d10+3, hp 20; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +2; Grp +4; Atk/Full Atk +5 melee (1d8+2/19–20, longsword) or +4 ranged (1d8+2/x3, composite longbow); SA backstab +1d6; SQ evasion, trapfinding, human traits; AL NE; SV Fort +3, Ref +5, Will +1; Str 14, Agy 15, Sta 13, Int 10, Spt 12, Cha 8.

Language Spoken: Common.

Skills: Bluff +1, Climb +6, Craft (carpentry) +4, Disable Device +2, Gather Information +3, Listen +3, Profession (carpenter) +3, Search +2, Sense Motive +3, Spot +3, Stealth +4, Tumble +4.

Feats: Dodge, Bloodletter, Counterattack^B, Reckless Attack.

Possessions: Masterwork longsword, composite longbow (+2), +1 studded leather, philter of greater defense, philter of lion's strength, philter of minor agility, three lesser healing draughts.

Defias Renegade, 3rd-Level Warrior/2nd-Level Rogue

Male Human: CR 5; Medium humanoid (human); HD 3d10+2d6+5, hp 33; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +4; Grp +7; Atk +9 melee (1d6+4/18–20, scimitar); Full Atk +7 melee (1d6+4/18–20, scimitar) and +6 melee (1d6+1/19–20, short sword) or +6 ranged (1d8+3/x3, composite longbow); SA backstab +1d6; SQ evasion, trapfinding, human traits; AL NE; SV Fort +4, Ref +6, Will +2; Str 16, Agy 14, Sta 13, Int 10, Spt 12, Cha 8.

Language Spoken: Common.

Skills: Bluff +1, Craft (stonemasonry) +6, Disguise +1, Escape Artist +4, Listen +3, Profession (stonemason) +4, Profession (military commander) +7, Search +2, Sense Motive +3, Spot +3, Stealth +4, Tumble +4.

Feats: Combat Reflexes, Improved Initiative, Two-Weapon Fighting, Power Attack, Weapon Focus (scimitar).

Possessions: +1 longsword, masterwork short sword, composite long bow (+3), +2 studded leather, pitcher of revenge, healing draught.

Dragon Forces

Dragons have a number of reasons for fighting; they are territorial, and numerous factions hunt them for a variety of different reasons. With the exception of black dragons, most dragons do not attack random groups of mortals on sight; although like mortals, each dragon has a different personality and some are more aggressive than others.

Each of the dragonflights fights slightly differently, but their overall tactics are relatively similar. Fearsome alone, groups of dragons are nearly impossible to combat; all five dragonflights are intelligent, and they use everything they can think of to their advantage. When possible, the dragonflights use dragonspawn troops (see below) to open the way into combat, allowing these ground-based troops to draw their enemies' attention while they strike from above or a distance. Even when bereft of dragonspawn support, dragons prefer to fight from the skies, resorting to melee only when necessary or when enraged. Dragons are highly intelligent and, due to their long lives, possess vast experience. Thus, they are excellent judges of when to call a tactical retreat. Yet if dragons decide that the cause is worthy, they will fight to the death for it, however hopeless the battle might be.

Blue dragons open combat with magic to disrupt their enemies, such as creating illusions or *walls of force*. Red and black dragons focus on offensive magic and breath attacks, using spells like *chain lightning* and *blazing column* to eliminate waves of weaker enemies. Green and bronze dragons use spells to allow them to maneuver around their opponents, or directly incapacitate their enemies; *greater invisibility* and *charm monster* are popular.

When facing a large group of enemies, dragons attempt to affect as large a group as they can with an individual spell or attack. In the battles against the qiraji a thousand years ago, dragons focused their efforts on taking down wave after wave of lesser qiraji with their breath weapons; the mortals had the responsibility of

dealing with enemy commanders. This does not mean that if the opportunity presents itself a dragon won't take a bite out of an enemy commander; however, they are more likely to wreak as much havoc as they can than spend their time hunting a specific opponent.

When fighting against a single target, dragons use spells to complement each other; one dragon might serve as a healer or cast enhancement spells like *brilliance aura*, while another decreases their target's defenses with *bestow curse* and detrimental magic, while the third attacks directly. In this respect, dragons work together in ways similar to a mortal adventuring party, but due to their inherent abilities they can switch roles and last longer in an extended battle.

Cobalt Mage, 4th-Level Mage

Male Blue Dragon*: CR 19; Huge dragon (cold, earth); HD 24d12+4d6+224, hp 399; Init +4; Spd 40 ft. (8 squares), fly 150 ft. (poor), swim 60 ft.; AC 31, touch 8, flat-footed 31; Base Atk +25; Grp +43; Atk Bite +36 melee (2d8+10/19–20, bite); Full Atk Bite +36 melee (2d8+10/19–20/x2, bite) and 2 claws +34 (2d6+8) and 2 wings +34 melee (1d8+8); Space/Reach: 15 ft./10 ft. (15 ft. with bite); SA breath weapon 14d6 (DC 27 Reflex), crush, frightful presence (180 ft., DC 27), spell-like abilities, spells; SQ darkvision 120 ft., low-light vision, blindsense 60 ft., boundless mind, damage reduction 10/magic, familiar (lizard), immunity to cold, sleep, and paralysis, vulnerability to fire, water breathing, spell resistance 25; AL LN; SV Fort +24, Ref +16, Will +21; Str 30, Agy 10, Sta 27, Int 20, Spt 21, Cha 20.

Languages Spoken: Common, Dwarven, Darnassian, Draconic, Nerubian and Tuskarr.

Skills: Appraise +32, Concentration +39, Craft (alchemy) +36, Decipher Script +20, Gather Information +17, Heal +19, Intimidate +32, Jump +23, Knowledge (arcana) +36, Knowledge (local) +9, Knowledge (planes) +9, Listen +18, Search +32, Sense Motive +9, Spellcraft +36, Swim +37.

Feats: Blind-Fight, Improved Initiative, Multiattack, Flyby Attack*, Hover*, Improved Critical (bite), Quicken Spell, Scribe Scroll^B, Silent Spell, Skilled (Listen and Spot), Wingover*.

Mage Spells (5/7/6/6/6/6/4/4/3; save DC 15 + spell level; caster level 16): The cobalt magelord's high Intellect score and ranks in Spellcraft allow him to prepare 18 spells per level; he can prepare most of the spells on the mage spell list. He favors the following spells:

3rd—*blizzard*; 5th—*cone of cold*; 6th—*ice barrier*[†]; 8th—*polar ray*; 9th—*frostbite*[†].

Possessions: Greater blackstone ring, Khadgar's gem of health, lens of detection, portable hole, metamagic rod of maximize, wand of amplify magic[†].

* See **Lands of Mystery**.

† See **More Magic and Mayhem**.

Dragonspawn Forces

Each dragonspawn host has a unique way of waging war, with few similarities among them. One of the few unifying tactics is an en-masse assault that involves hindering enemy movements with great numbers of

wyrmkin infantry. As the dragonspawn occupy enemy forces, a dragon invariably bathes the writhing melee with its breath weapon. Dragonspawn are immune to the breath weapons of their hosts, so these attacks leave devastating gaps in enemy defenses. With this tactic, the dragonspawn systematically wade through the remnants of now charred or slowly dissolving enemy formations.

In close combat, the tactics of a force of dragonspawn vary from host to host. Black dragonspawn are brutal and relentless, often able to rage and sunder the enemy's defenses with their brute strength and vicious claws and teeth — augmented by draconic magic or magical equipment.

Red and green dragonspawn rely on strategy, planning and sheer strength. Their ability to intimidate the enemy through size and numbers serves them well; few can withstand the sight of a tactically sound dragonspawn charge.

Bronze and blue dragonspawn are the most likely to use offensive magic in combat. They rely on spellcasters and magi like other armies might rely on archers. With waves of arcane bolts and fire falling from the sky, an opposing force often finds itself the victim of arcane assault long before it will ever engage a dragonspawn in close combat. When a dragonspawn finally moves in for the kill it is armed with alchemical flasks, weapons, and magically enhanced armaments, and heavy armor covers it from head to toe.

Dragonspawn rely on castes to regiment their armies. Wyrmkin serve as solid ground troops. These warriors train long and hard, and serve as buffers between a dragon and his enemies.

Scalebanes

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commanders in the field, acting as the instruments of their master's will. Half taskmaster, half drill sergeant, a scalebane often serves as the source of a dragonspawn host's arcane firepower. Most are warriors and magi both, capable of bringing sword or spell to bear on an enemy. Heavily indoctrinated by their masters, and privileged with better living conditions and food, scalebanes are the dragonspawn elite in the actual field of war. They are much more highly valued than most wyrmkin.

Death Talon Captain, 1st-Level Warrior Black Scalebane

Male Black Scalebane: CR 8; Large monstrous humanoid; HD 1d10+9d8+30, hp 75; Init +1; Spd 20 ft. (scale mail; base 30 ft.); AC 21, touch 10, flat-footed 20; Base Atk +10; Grp +19; Atk +16 melee (3d6+8/x3 plus 1d6 fire, greathammer); Full Atk +16/+11 melee (3d6+8/x3 plus 1d6 fire, greathammer); Space/Reach 10 ft./10 ft.; SQ darkvision 60 ft., heritage immunities; AL LE; SV Fort +13, Ref +4, Will +6; Str 20, Agy 12, Sta 16, Int 13, Spt 10, Cha 8.

Languages Spoken: Common and Draconic.

Skills: Balance +0, Bluff +3, Concentration +8, Intimidate +13, Knowledge (arcana) +7, Knowledge (military tactics) +8, Listen +7, Spellcraft +13, Spot +6, Stealth +0 (–4 to hide), Survival +3.

Feats: Bash, Cleave, Dodge, Power Attack, Weapon Focus^B (greathammer).

Possessions: Large +1 flaming burst greathammer, +3 scale mail, drakeclaw ring, ring of protection +1, healing draught*, philter of minor fortitude*.

Black Wyrmkin Soldier, 1st- Level Warrior/3rd-Level Wyrmkin

Male Black Wyrmkin: CR 4; Large monstrous humanoid (fire); HD 1d10+3d8+12, hp 34; Init +1; Spd: 20 ft. (banded mail; base 30 ft.); AC 19, touch 10, flat-footed 18; Base Atk +3; Grp +12; Atk/Full Atk +8 melee (3d6+8/19–20, greatsword) or +4 ranged (2d6+5/x3, composite longbow); Space/Reach 10 ft./10 ft.; SQ darkvision 60 ft., heritage immunities (black), black dragonspawn traits; AL LE; SV Fort +8, Ref +2, Will +2; Str 20, Agy 13, Sta 16, Int 10, Spt 8, Cha 9.

Language Spoken:

Draconic.

Skills: Intimidate +0, Knowledge (arcana) +6, Profession (military commander) +0, Spot +5.

Feats: Cleave, Great Cleave^B, Power Attack.





Possessions: Large +1 greatsword, Large masterwork composite longbow (+5), Large +1 banded mail, two potions of cure light wounds, two potions of roar.

Earthen Ring Forces

The shaman and warriors of the Earthen Ring use a number of different tactics. Shaman cast spells to aid themselves and their allies, while warriors protect their flanks or charge their foes. When fighting alongside warriors, shaman weave their magic from behind the frontlines, avoiding melee while more capable fighting men and women engage the enemy in close combat. A group of Earthen Ring members working together is typically small, but united.

Earthen Ring Sage, 14th-Level Shaman

Male Orc: CR 14; Medium humanoid (orc); HD 14d8+28, hp 94; Init +5; Spd 30 ft.; AC 23, touch 11, flat-footed 22; Base Atk +10; Grp +12; Atk +17 melee (1d6+6/18–20, orc claws of attack); Full Atk +17/+12 melee (1d6+6/18–20, orc claws of attack); SA flametongue/frostbrand, spells; SQ low-light vision, augur, Elements domain (lesser), ghost wolf, purge, rebuke earth elementals, Spirits domain (greater), turn air elementals, orc traits; AL LN; SV Fort +11, Ref +5, Will +13; Str 14 (13), Agy 12 (10), Sta 15, Int 10, Spt 18 (17), Cha 16.

Languages Spoken: Common and Orcish.

Skills: Bluff +17, Concentration +23, Knowledge (religion) +17, Spellcraft +17.

Feats: Brew Potion^B, Combat Casting, Empower Spell^B, Exotic Weapon Proficiency (orc claws of attack), Follower of the Totem, Improved Initiative, Quicken Spell^B, Weapon Focus (orc claws of attack).

Shaman Spells (6/5/5/4/4/3/3/2; save DC 14 + spell level): The Earthen Ring sage's high Spirit score and ranks in Spellcraft allow him to prepare 12 spells per level; he can prepare most of the spells on the shaman spell list.

Domain Spells: 1st—lesser lightning guardians; 2nd—call of the spirits; 3rd—bloodlust; 4th—divination; 5th—fire shield; 6th—mass bear's endurance; 7th—earthquake.

Domains: Elements (the sage casts Elements spells as a 15th-level caster), Spirits (the sage casts Elements spells as a 15th-level caster, far sight (+14 on Spot checks and vision extends 10 times normal for 7 rounds, 1/day)).

Possessions: +4 thundering orc claws of attack, inscribed +5 studded leather of the boar, amulet of natural armor* +4, electricity elemental rod, gloves of Agility +2.

* See the **Monster Guide**.

Explorers' League Forces

Naturally, the Explorers' League forces battle like dwarves. Most Explorers' League members carry firearms and prefer wounding their opponents before finishing enemies off with their hammers or axes.

The Explorers' League does not have a formal military. Instead, when hard-pressed, dwarven prospectors

call upon the aid of Ironforge or, when desperate, mercenaries.

Dwarven Prospector, 5th-Level Dungeoneer*

Female Ironforge Dwarf: CR 5; Medium humanoid (Ironforge dwarf); HD 5d8+10, hp 36; Init +0; Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk +3; Grp +5; Atk/Full Atk +6 melee (1d10+3/x3, dwarven battle hammer) or +4 ranged (3d6/x3, long rifle); SQ darkvision 60 ft., dungeon sense*, subterranean sight*, trackless step, trap sense +1, uncanny dodge, wild healing, Ironforge dwarf traits; AL NG; SV Fort +6, Ref +4, Will +3; Str 15, Agy 10, Sta 15, Int 10, Spt 14, Cha 10.

Languages Spoken: Dwarven and Common.

Skills: Heal +10, Knowledge (dungeoneering) +10, Search +8, Spot +10, Survival +12, Use Technological Device +4.

Feats: Blind-Fight^B, Dodge, Point Blank Shot, Quick Draw, Track^B.

Possessions: +1 dwarven battle hammer, masterwork long rifle, two masterwork flintlock pistols, +1 breastplate, masterwork heavy steel shield, black whiskey, cloak of resistance +1, lesser healing draught, pocket survivalist[†], two light scopes[†], wizard silencer[†].

* See Chapter 2: Class Options.

† See **More Magic & Mayhem**, Chapter 5: Things That Go Boom in the Night.

Farstrider Forces

Farstriders use similar tactics to other elven regiments, preferring bows. A good Farstrider is never seen in battle. The blood elf rangers prefer to hide among camouflage and in trees, sniping with their longbows.

Farstriders are independent of Silvermoon's military forces. Rather, Farstriders are structured more like a mercenary group. While individual Farstriders bear military designations, the bands are independent. Most Farstrider bands include from 3 to 5 members, and answer only to the ranger-general.

Farstriders prefer guerilla tactics to frontal assaults. They always attack from cover, using trees and rocks to cover their traces while sniping at enemies. A Farstrider band splits up just before the attack, surrounding the enemy forces. Once in position, the lead ranger gives a birdcall to ready the others. Then all rangers bombard their enemies with arrows. They hamper fleeing targets with spells such as *entangle*. When discovered, a ranger retreats to a more strategic location and renews his assault. The Farstriders hunt and exterminate any enemies that escape the spells and arrows. Farstriders are quick, expert and ruthless.

Farstrider Ranger, 5th-Level Scout/3rd-Level Elven Ranger

Male Blood Elf: CR 8; Medium humanoid (blood elf); HD 8d8, hp 39; Init +3; Spd 30 ft.; AC 20, touch 14, flat-footed 17; Base Atk +6; Grp +7; Atk +7 melee (1d6+1/19–20, short sword) or +10 ranged (1d8+2/x3 plus 1d6 electricity, composite longbow); Full Atk +7/+2 melee (1d6+1/19–20, short sword) or +8/+3/+8 ranged (1d8+2/x3 plus

1d6 electricity, composite longbow); SA favored enemy (troll +2, undead +4), spells; SQ low-light vision, extended range, heightened perception, nature sense, trackless step, trap sense +1, wild healing, woodland stride, uncanny dodge, blood elf traits; AL CN; SV Fort +8, Ref +9, Will +5; Str 12, Agy 17, Sta 11, Int 10, Spt 14, Cha 10.

Languages Spoken: Common and Thalassian.

Skills: Heal +13, Knowledge (nature) +11, Listen +14, Spot +11, Stealth +16, Survival +15.

Feats: Pack Tactics*, Point Blank Shot, Precise Shot^B, Rapid Shot^B, Track^B.

Elven Ranger Spells (2/1; save DC 12 + spell level): The Farstrider ranger's high Spirit score allows him to prepare 5 spells per level; he can prepare many of the spells on the elven ranger spell list. He favors the following spells:

1st—*shadowmeld*, *alarm*; 2nd—*cure light wounds*, *protection from energy*.

Possessions: +1 shock composite longbow (+1), short sword, +3 studded leather, twenty-five +1 ghost touch arrows, three arcanite arrows, five adamantite arrows, twenty truesilver arrows, boots of elvenkind[†], cloak of resistance +1, ring of protection +1, spell component pouch.

* See Chapter 2: Class Options.

† See the **Alliance Players Guide**.

Goblin Forces

Goblin armies are terrifying to behold. The Trade Fleets are outfitted with the most fanatical and destructive creatures on Azeroth. The average person wonders why the trade princes require such powerful armies, if they are holding to their neutrality stance. It certainly seems excessive.

The simple truth is, the forces are not excessive. The life of those living on the South Seas is harsh, due to attacks from everything from pirates to rogue magical beasts. Conflict exists everywhere, and a trade prince is always in peril of death. Every day, a trade prince must test his food on three different people. There is only one way to become a trade prince, and that's to take out the competition. Thus, to prevent rivals from taking their thrones and to ensure that business may be conducted as normal, each trade prince enlists a hefty force of warriors. It's absolutely necessary to keep order in the goblin world.

The Trade Fleets also require extreme guards. Undermine's goods sail everywhere, especially into hostile or desolate territories to make a coin. Simply put, goblins go to dangerous places. Without strong guards, there would be no trade, because there would be only dead traders.

Despite appearances, goblins maintain rigid procedures and formations for battle. They only *look* disorganized. Goblins are intelligent, and they use their brains in battle. Confuse the enemy, and the enemy leaves blind spots. Slip in between the cracks and break the forces open from the inside. Many battles during the Second War were lost when Alliance forces underestimated goblin tactics.

Not surprisingly, all goblin forces use a wide and dizzying array of technological weaponry. From the simplest firearms to the largest steam-driven war instruments, goblin technology dominates war fields. Even magic has a difficult time creating as much destruction and havoc as goblin war machines.

When goblins fought in the Second War, they created three units especially for the war effort. Goblin zeppelins rode high above the terrain to scout out the area, and occasionally transported warriors. Goblins also lent their services as sappers, using explosives to take out enemy fortifications. Often the goblins went with the explosives, but this was of little consequence. Sappers were a copper a dozen.

Furthermore, during the war, goblins fought from all angles, especially the sea. The Stormreaver clan captured giant sea turtles native to the southern seas. Pacified by potent spells of control, these lumbering monstrosities were fitted with watertight canopies strapped onto the backs of their shells and used as submersible orcish craft. By submerging under the waves, the giant turtles could steal upon unsuspecting enemy craft and report their position to the Horde fleet. They were visible solely to towers, creatures of the air, and other submersible vessels. The daring goblins who controlled them were dedicated to destroying enemy ships by launching hazardous, steam-driven canisters containing highly volatile liquids that shredded even the strongest armor.

During the Third War, goblins also fielded shredders to anyone who paid well enough. The pilots cared little about the actual war, preferring to chop down forests for their pay. However, when push came to shove, goblin shredders proved lethal in battle. The pilot's inexperience with battle was evened out by the shredder's armor and powerful steamsaw, which cut down enemies as easily as trees. Goblins hired themselves to anyone with the gold, and alongside shredders, the goblins fielded sappers and zeppelins once again in battle. Even tinkers and alchemists joined the fight, granting explosive and chemical warfare to the highest bidder.

Goblin Alchemist, 5th-Level Arcane Alchemist*/8th-Level Potion Doc†

Male Goblin: CR 13; Small humanoid (goblin); HD 5d6+8d6+13, hp 61; Init +3; Spd 20 ft.; AC 24, touch 17, flat-footed 21; Base Atk +6; Grp +4; Atk +10 melee (1d4+3/19–20, dagger) or +10 ranged touch (potion); Full Atk +10/+5 melee (1d4+3/19–20, dagger) or +10 ranged touch (potion); SA potion bomb, spray potion; SQ low-light vision, a little brains, a little talent, a lot of brains, a lot of talent, brew potion bomb, brew spray potion, great potions (7th), maker's touch, metabrew expertise, metamagic tinctures, metapotion expertise, no tools, potion concentration, potion delay, potion planning, swift brew, goblin traits; AL CN; SV Fort +6, Ref +8, Will +11; Str 14, Agy 16, Sta 13, Int 19, Spt 9, Cha 10.

Languages Spoken: Common, Darnassian, Goblin, Low Common, Orcish, and Zandali.

Skills: Craft (alchemy) +22, Knowledge (arcana) +20, Knowledge (nature) +22, Spellcraft +22, Survive +9, Use Tech Device +13.

Feats: Alchemical Specialty† (transmutation), Alchemist's Constitution†, Artisan Alchemist^{B†}, Brew Potion^B, Empower Spell^B, Expert Alchemist^{B†}, Extend Spell, Journeyman Alchemist^{B†}, Master Alchemist^{B†}, Maximize Spell, Mounted Combat, Vehicle Proficiency^B.

Arcane Alchemist Spells (4/6/6/6/6/4/3/2; save DC 14 + spell level): The Goblin Alchemist's high Intellect score and ranks in Spellcraft allow him to prepare 13 spells per level; he can prepare many of the spells on the Arcane Alchemist spell list. (However, he cannot cast them, as described in the potion doc prestige class.) He favors the following spells:

3rd—*bloodlust*; 4th—*charm monster*; 7th—*flesh to gold*‡.

Possessions: +1 dagger, bracers of armor +4, amulet of natural armor** +3, cloak of resistance +2, *flesh to gold*‡ potion, exotic military harness (for ogre)^{††}, potion injector†, ring of protection +3, three *potions of charm monster*, three empowered major healing draughts†, two *potions of extended bloodlust*, vial bandolier†, 38,353-gp worth of potions and alchemical creations at the GM's discretion.

* See Chapter 2: Class Options

† See **More Magic & Mayhem**.

‡ See Chapter 4: Magic and Faith.

** See the **Monster Guide**.

†† The goblin alchemist rides on an ogre slave, who underwent a series of chemical treatments to enforce compliance. He still sometimes shows signs of independence and even outright defiance. However, the goblin master swiftly quells these outbursts. The goblin is often like his concoctions — harsh and volatile. See the **Horde Player's Guide** for more details on the ogre.

Goblin Bruiser, 10th-Level Warrior

Male Goblin: CR 10; Small humanoid (goblin); HD 10d10+20, hp 79; Init +6; Spd 20 ft.; AC 20, touch 14, flat-footed 18; Base Atk +10; Grp +8; Atk +18 melee (1d6+7, heavy mace) or ranged special (blunderbuss); Full Atk +18/+13 melee (1d6+7, heavy mace) or ranged special (blunderbuss); SQ low-light vision, goblin traits; AL N; SV Fort +9, Ref +5, Will +4; Str 15, Agy 15, Sta 14, Int 10, Spt 12, Cha 8.

Languages Spoken: Common and Goblin.

Skills: Knowledge (local) +6, Use Technological Device +6.

Feats: Delay Malfunction^B, Greater Weapon Focus^B (heavy mace), Improved Initiative, Dodge^B, Mobility, Point Blank Shot, Quick Draw, Shot on the Run^B, Sniper Shot, Weapon Focus^B (heavy mace), Weapon Specialization^B (heavy mace).

Possessions: +3 heavy mace, two blunderbusses, +3 breastplate, masterwork heavy wooden shield, ring of protection +1, furious gauntlets*, goblin jumper cables, two greater healing draughts, philter of greater defense.

* See **More Magic & Mayhem**, Chapter 5: Things That Go Boom in the Night.

Goblin Tinker, 5th-Level Goblin Tinker*/7th-Level Steam Warrior†

Male Goblin: CR 12; Small humanoid (goblin); HD 12d6+24, hp 68; Init +2; Spd 20 ft.; AC 20, touch 13, flat-footed 18; Base Atk +8; Grp +5; Atk +11 melee (1d6+4, heavy mace) or ranged (special, cluster rockets†); Full Atk +11/+6 melee (1d6+4, heavy mace) or ranged (special, cluster rockets†); SA bomb bouncing; SQ low-light vision, armor bond +3, bring the hurt, cobble 1/week, coolness under fire 1/day, evasion, explosive glee, improve armor, scavenge, tinker's touch, goblin traits; AL CN; SV Fort +8, Ref +8, Will +5; Str 12, Agy 14, Sta 14, Int 17, Spt 8, Cha 10.

Languages Spoken: Common, Dwarven, Goblin, Low Common and Orcish.

Skills: Craft (alchemy) +20, Craft (technological device) +24, Craft (weaponsmithing) +18, Decipher Script +11, Disable Device +18, Forgery +11, Gather Information +9, Knowledge (engineering) +18, Knowledge (local) +11, Open Lock +10, Search +11, Use Technological Device +18.

Feats: Advanced Steam Armor Operation^{B**} (large), Cleave, Point Blank Shot, Power Attack, Precise Shot, Small Device Knack^B, Steam Armor Knack^{B*}, Vehicle Proficiency (steam armor)†, Weaponry Knack^{B*}.

Possessions: +2 heavy mace, +4 studded leather, twenty-four grenade bombs, cargo pack†, cluster rocket launcher††, extra tinker's arms†, pocket factory††, steam warrior armor† (see below).

Steam warrior armor†: Large steel steam armor hull, portable vehicular transformer (back)††, steam fist^{**} (right arm), trundling treads†† (boots).

In Steam Armor: Large humanoid (goblin); HD 12d6+24, hp 168; Init +2; Spd 30 ft.; AC 22; touch 12, flat-footed 22; Base Atk +8; Grp +27; Atk +18 melee (3d6+7, steam fist); Full Atk +18/+13 melee (3d6+7, steam fist) or ranged (special, cluster rockets); Str 24.

* The goblin tinker uses the goblin tinker racial iconic class. See Chapter 2: Class Options for the racial iconic class and for Steam Armor Knack and Weaponry Knack.

† See **More Magic and Mayhem**, Chapter 5: Things That Go Boom in the Night.

** See **Lands of Mystery**.

†† See Chapter 5: Technology.

Murloc Forces

Murlocs are pack fighters, preferring to swarm opposing forces with overwhelming numbers. When pressed, the pack breaks and murlocs run back to the safety of water, often leaving their allies behind. Some warriors view murloc tactics as cowardly. Other, more experienced warriors know better.

Those who follow the murlocs to the water are crushed without mercy. Despite their monstrous appearances and weak bodies, murlocs are cunning foes with sharp senses and sharper reflexes. Naturally, murlocs are incredible warriors underwater. All too often, when a murloc group retreats to water, it's to draw enemy forces into the numerous hidden murlocs' waiting claws. Underwater, murlocs use their aquatic skills and numbers to decimate enemy forces.

When engaging in battle underwater, murlocs attack from all directions, using their numbers and amphibious bodies to best use. Like a swarm of piranhas, murlocs dart out of the swarm and attack quickly, then retreat back into the safety of the swarm. Even trivial wounds are considered great hits, as the more the swarm attacks, the weaker the enemy becomes. Furthermore, the swarm does not allow the victim to escape. The strongest combatants can die of drowning or blood loss when engaging in underwater combat with a murloc army.

On land, murlocs are not nearly as dangerous. Despite their agility, most murlocs are slow and clumsy on land, ill-equipped for the rigors of dry worlds. Murloc forces rarely move far inland, preferring to stay near the safety of water. When forced to battle on land, murlocs employ similar hit and run tactics, attempting to weaken the foe before moving in for the kill.

Murloc Raider, 1st-Level Soldier/ 2nd-Level Murloc

Male Murloc: CR 2; Medium monstrous humanoid (aquatic); HD 3d8+6, hp 23; Init +2; Spd 30 ft., swim 40 ft.; AC 14, touch 13, flat-footed 12; Base Atk +3; Grp +5; Atk/Full Atk +7 melee (1d8+3/x3, battleaxe) or +5 ranged (1d6+2, javelin); SQ darkvision 90 ft., murloc traits; AL CN; SV Fort +4, Ref +6, Will +4; Str 15, Agy 15, Sta 14, Int 10, Spt 12, Cha 6.

Language Spoken: Nerglish.

Skills: Jump +3, Stealth +10, Swim +8.

Feats: Pack Tactics*, Weapon Focus (battleaxe).

Possessions: +1 battleaxe, three javelins, ring of protection +1, healing draught, philter of firepower.

* See Chapter 2: Class Options.

Naga Forces

The naga have a powerful military, though they have yet to truly make their presence felt in the world. So far, their efforts are limited to certain select engagements (such as against the Scourge during Illidan's attempt on the Frozen Throne) and various exploratory missions along Azeroth's coasts and other removed locales. Rumors say that the naga are preparing for a major invasion of the land; they are now building their forces, securing strategic locations, claiming important items and information, and probing the defenses of the Alliance, Horde, Scourge, and their numerous other rivals. Whispers say that Azshara seeks to regain her position as queen of the land.

Naga society is ancient and cunning, and their warriors are the same way. All naga enjoy using their aquatic natures against their foes, particularly against generals who have not fought naga. A naga commander attempts to maneuver her forces to meet the enemy on a battlefield with rivers, lakes, marshes or similar features; such bodies of water are no impediment to naga, but serve as barriers for land-based forces as well as hiding spots and roads for the naga forces.

Naga men, stronger and tougher than women, act as front line soldiers and as bodyguards. They are adept at using the terrain to their advantage, and their lack of ranged weaponry (it's not very useful under water) makes them canny about sight lines and flanking maneuvers. Naga myrmidons are

strong melee combatants and willingly come to grips with the enemy. Naga royal guard, as their name implies, serve as protection for important individuals.

Naga women take the field as spellcasters, usually magi drawing from the most ancient arcane legacy in the world. Some few are priestesses of the tides. Naga women act as both a source of support magic for their allies and as offensive ranged punishers. Naga leaders tend to be women adept at both weaponry and magic — naga sea witches are some of the most powerful champions the race has to offer. Naga sirens are more common but still deadly, using their magic to incapacitate foes so the naga myrmidons can sweep in and finish them off.

As far as anyone knows, the only real naga armies that currently exist are beneath the waves, in Nazjatar, and in Outland, where a force of naga under Lady Vashj works with Illidan. Other, smaller groups are scattered across the world, where they investigate items and places of importance to the naga's mysterious purposes. These forces usually have a single leader — a powerful spellcaster (female) or warrior (male) — a dozen or so naga myrmidons, and a few naga sirens. They may have some mur'gul slaves to serve as expendable troops and do the dirty work, and some groups include a couple of snap dragons, couatl, or tidal guardians as support, depending on the nature of the mission. In addition to these groups, naga explorers travel out from the coasts and from naga bases, gathering information for their queen.

Naga Myrmidon, 2nd-Level Warrior/3rd-Level Naga

Male Naga: CR 5; Large monstrous humanoid (aquatic, naga); HD 3d8+2d10+10, hp 38; Init +1; Spd 20 ft., swim 50 ft.; AC 19, touch 10, flat-footed 18; Base Atk +4; Grp +12; Atk +9 melee (3d6+7/x3, great trident*); Full Atk +9 melee (3d6+7/x3, great trident*) or +7/+7 melee (1d6+4, claws) or +4 ranged (special, net); Space/Reach 10 ft./10 ft.; SA mutation (claws); SQ darkvision 60 ft., mutations (growth, hard scales), naga traits; AL LE; SV Fort +8, Ref +2, Will +2; Str 18, Agy 12, Sta 14, Int 8, Spt 13, Cha 6.

Languages Spoken: Common and Nazja.

Skill: Swim +20.

Feats: Cleave, Exotic Weapon Proficiency (net), Power Attack, Weapon Focus (trident).

Possessions: Large +1 great trident*, +1 studded leather, three potions of cure moderate wounds.

* See Chapter 2: Class Options.

Naga Siren, 2nd-Level Naga Mage*/3rd-Level Naga

Female Naga: CR 5; Medium monstrous humanoid (aquatic, naga); HD 2d6+3d8+10, hp 33; Init +1; Spd 20 ft., swim 50 ft.; AC 14, touch 11, flat-footed 13; Base Atk +3; Grp +4; Atk +5 melee (1d6+1/18–20, scimitar); Full Atk +1/+1 melee (1d6+1/18–20, scimitar); SA mutation (arcane missile 3/day, 5th level caster), spells; SQ darkvision 60 ft., expanded understanding, increased swim speed, mutations (arcane aptitude, extra arms), naga traits; AL CE; SV Fort +3, Ref +2, Will +6; Str 12, Agy 13, Sta 14, Int 16, Spt 10, Cha 14.

Languages Spoken: Common, Low Common, Nazja, and Nerglish.

Skills: Concentration +11, Craft (alchemy) +8, Knowledge (arcana) +13, Knowledge (religion) +11, Spellcraft +15, Stealth +4, Swim +13.

Feats: Martial Weapon Proficiency^B (scimitar), Multiweapon Fighting, Scribe Scroll^B, Spell Focus (evocation).

Mage Spells (5/5/4/3; save DC 15 + spell level): The naga siren's high Intellect score and ranks in Spellcraft allow her to prepare 9 spells per level; she can prepare many of the spells on the mage spell list. She favors the following spells:

2nd—*frost armor*, *gust of wind*[†]; 3rd—*cyclone*[‡].

Possessions: Two masterwork scimitars, *ring of protection* +2, *wand of lesser searing pain*[†].

* The naga siren uses the naga mage racial iconic class presented in Chapter 2: Class Options.

† See **More Magic and Mayhem**.

‡ See the **Alliance Player's Guide**.

** See Chapter 4: Magic and Faith.

Pandaren Forces

Pandaren rely on a well-regimented system of battle that uses infantry, archers, and cavalry, with elite units and spellcasters to bolster their forces. Pandaren are strict adherents to the practice of equipping each soldier with the best possible equipment and arms. Even the lowliest foot soldier has a jug of pandaren brew at his side to aid him in combat, and most units use the more powerful magic drinks before a battle.

Pandaren are courageous and fearless, and thus their armies have amazing durability and cohesion. A unit of infantry serves under a wardancer, with a host of wardancers serving under a shodo-pan. Each shodo-pan from a shao'din has a host of warriors and wardancers at his command.

Pandaren infantry are armed with pan-spears, round bamboo helms, thick lamellar-style armor made from woven bambus reed, and sometimes bear shields made of the same material. Using the spears to fight in regimented ranks, the pandaren infantry use a variety of tactics that involve engulfing, flanking, and leading enemies into a charge.

Pandaren archers often rest just beyond the infantry, using long supple bambus bows capable of taking the eye out of an orc at hundreds of yards. Pandaren archers are equipped with their bows and a variety of arrows with varying heads (broad, leaf-shaped heads for unarmored infantry, sharp, piercing heads for heavily armored opponents, and unusual "U" or "V" shaped arrowheads for dealing maximum damage at close range); they often carry short curved swords similar to shaktani warblades.

Pandaren archers are skilled at long-range marksmanship and sniping, although the size of their bows prohibits their use from concealment, for they are almost as tall as a standing pandaren.

Pandaren cavalry is almost entirely composed of wardancers riding combat-trained horses. The wardancers wear bambus armor reinforced with metal chain and buckling. Wielding shaktani warblades, the wardancers cut down anyone in their path.



Recently introduced to the pandaren are firearms, which are beginning to take a more important role in the way the pandaren wage war. While only a few of the shao'dins have rifle regiments, pandaren have taken to the rifle like a dwarf to ale. Some pandaren riflemen even go so far as to travel abroad to learn the shooting techniques of other races, and bring best techniques back to Pandaria. These riflemen mark a new evolution in the way the pandaren wage war, a change to traditions that most likely have not altered in millennia.

Pandaren Runemaster, 9th-Level Pandaren Lone Wolf Runemaster*

Male Pandaren: CR 9; Medium humanoid (pandaren); HD 9d8, hp 44; Init +3; Spd 40 ft.; AC 23, touch 18, flat-footed 20; Base Atk +9; Grp +11; Atk +11 melee (1d6+2, enruned fists); Full Atk +11/+11/+6 melee (1d6+2, enruned fists); SA enruned fists; SQ additional pattern (Motion), extended runes, hastend empowerment, runic attunement, runic dispelling, runic magic, runic sense, simple runes (rune of flowing water, rune of starlight, rune of the flashing blade, rune of thundering waterfalls), pandaren traits; AL LG; SV Fort +6, Ref +6, Will +9; Str 14, Agy 16 (14), Sta 10, Int 10, Spt 16, Cha 13.

Languages Spoken: Common and Pandaren.

Skills: Concentration +12, Knowledge (arcana) +12, Spellcraft +14, Spot +15.

Feats: Deflect Arrows, Dodge^B, Improved Unarmed Strike, Runic Attunement^B (Awareness), Snatch Arrows, Stunning Fist.

Rune Patterns Known (4/5/5/4/2/1; save DC = 14 + rune level): Awareness, Beast, Healing, and Motion. The pandaren runemaster favors the following runes:

0 — mark of lesser vision, mark of lesser speed; 1st — mark of lesser awareness, mark of the tiger; 2nd — mark of healing, mark of speed; 3rd — mark of the badger, mark of flying; 4th — mark of the lizard, mark of superior healing; 5th — mark of evasion.

Pattern Attunement: Awareness (multiply duration of Awareness runes by 10) and Motion (+10 ft. to base speed).

Possessions: Bracers of armor +3, amulet of natural armor +2†, drakeclaw ring, gloves of Agility +2, ring of protection +2.

*The pandaren runemaster uses the lone wolf runemaster variant class presented in Chapter 2: Class Options.

† See the **Monster Guide**.

Pandaren Wardancer, 6th-Level Pandaren Wardancer*/3rd-Level Pandaren

Male Pandaren: CR 9; Medium humanoid (pandaren); HD 3d8+6d10+18, hp 68; Init +4; Spd 30 ft.; AC 25, touch 18, flat-footed 21; Base Atk +8; Grp +10; Atk +15 melee (1d8+7/18–20, shaktani sword*); Full Atk +15/+10 melee (1d8+7/18–20, shaktani sword*); SA graceful strike (shaktani sword*); SQ attuned defense, evasion, offhand defense, uncanny dodge, pandaren traits; AL LN; SV Fort +10, Ref +9, Will +6; Str 14, Agy 18 (17), Sta 15, Int 13, Spt 12 (11), Cha 10.

Languages Spoken: Common, Dwarven and Pandaren.

Skills: Climb +8, Craft (shipmaking) +7, Spot +9, Stealth +10, Swim +8, Tumble +10.

Feats: Combat Expertise^B, Dodge^B, Mobility, Spring Attack^B, Weapon Finesse, Weapon Focus (shaktani sword*), Whirlwind Attack.

Possessions: +2 *defending shaktani sword**, inscribed +3 *studded leather of the wolf*, three flasks of *wounded warrior whiskey*, two flasks of *Hong's bravery brew*, two flasks of *Hong's fighting lager*.

* The pandaren wardancer uses the pandaren wardancer racial iconic class. See Chapter 2: Class Options for the racial iconic class and for the shaktani sword.

Quilboar Forces

Quilboar are ruthless in battle. Their warriors battle with little fear for their personal safety, knowing that, if they die, their death helps the rest of their tribe grow. To others, quilboar may seem suicidal, blindly charging into battle and willingly throwing themselves into the thickest fray to defend their tribes. To the quilboar, death is just another part of life, unwelcome but not entirely feared.

Quilboar are ferocious pack fighters. Unlike the swarm tactics of murlocs, quilboar fight in rigid packs, surrounding enemies and expertly coordinating attacks to bring down the toughest foes. The death of a packmate does not weaken the pack's power; in fact, the death bolsters the remaining packmates, urging them into greater displays of skill and cunning. Quilboar believe that even in death, their packmates fight alongside the living. Outsiders witnessing a pack battle find this idea easy to believe.

Quilboar shaman, known as thornweavers, act as commanders in battle, healing and inspiring their packs. Every pack has its own thornweaver, and larger packs often boast more than one. Unlike other races, quilboar healers fly into melee alongside their brethren, reveling in the thrill of battle. Thornweavers also create healing wards to keep their packs going, and bolster their forces with summoned spirits, usually boars. Quilboar thornweavers gain additional power when witnessing the death of an ally; the fallen quilboar's spirit infuses the thornweaver's spells as well as his strength.

Quilboar never willingly retreat, and fight until they vanquish their foes or die. This single-mindedness breeds fear into the pack's enemies. Those who have fought quilboar before know that they don't stop fighting until everything in their path is dead.

Quilboar Barbarian, 2nd-Level Barbarian/1st-Level Quilboar

Male Quilboar: CR 3; Monstrous humanoid; HD 2d12+1d8+9, hp 32; Init +0; Spd 40 ft.; AC 15, touch 10, flat-footed 15; Base Atk +3; Grp +6; Atk/Full Atk +7 melee (1d8+3/19–20, longsword); SA rage 1/day; SQ fast movement, greater pack fighting, illiteracy, pack fighting, scent, uncanny dodge, quilboar traits; AL LE; SV Fort +7, Ref +4, Will +2; Str 17, Agy 10, Sta 17, Int 7, Sp 12, Cha 6.

Languages Spoken: Common and Low Common.

Skills: Spot +6, Survival +9.

Feats: Pack Tactics*, Power Attack.

Possessions: Masterwork long sword, +1 *studded leather*, rejuvenation draught, two healing draughts, two strong troll's blood philters.

* See Chapter 2: Class Options.

Quilboar Thornweaver, 4th-Level Shaman*/1st-Level Quilboar

Female Quilboar: CR 4; Medium monstrous humanoid (quilboar); HD 5d8, hp 41; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +4; Grp +6; Atk/Full Atk +7 melee (1d8+2, flail); SA flametongue/frostbrand 1/day, spells; SQ low-light vision, augury, pack casting, pack fighting, Spirits domain (lesser), quilboar traits; AL LN; SV Fort +9, Ref +0, Will +7; Str 14, Agy 8, Sta 16, Int 7, Sp 16, Cha 10.

Languages Spoken: Common and Low Common.

Skills: Concentration +10, Knowledge (Religion) +6

Feats: Combat Casting, Fetish Spell†, Magical Heritage*, Martial Weapon Proficiency (flail)

Shaman Spells (4/4/3/2; save DC 13 + spell level): The quilboar thornweaver's high Spirit score allows her to prepare 7 spells per level; she can prepare many of the spells on the shaman spell list. She favors the following spells:

1st — *summon nature's ally I* (spirit beasts); 2nd — *summon nature's ally II* (spirit beasts); 3rd — *healing ward*, *summon nature's ally III* (spirit beasts).

Domain Spells: 1st—*bless*; 2nd—*call of the spirits*; 3rd—*bloodlust*.

Domain: Spirits (the quilboar thornweaver casts Spirits spells as a 6th-level caster).

Possessions: Masterwork flail, chain shirt, heavy wooden shield, spell component pouch, spellbook.

* The quilboar thornweaver uses the quilboar thornweaver racial iconic class. See Chapter 2: Class Options for the racial iconic class and for Magical Heritage.

† This feat appears in the **Horde Player's Guide**.

Satyr Forces

Satyr are organized only loosely, into a variety of sects. When the alarm sounds, all members of a sect throw themselves into battle. Like all demons, when the Legion calls, they scramble to obey.

Few creatures clash with satyr on their own territory, however. Satyr camps are well hidden and often located in areas already dangerous, like Felwood. They are also well protected; only army divisions or powerful adventurers could hope to rampage through a satyr community. Thus, most encounters with satyr forces occur elsewhere — often on the roads and paths through the forests.

Satyr have no sense of honor, especially concerning warfare. They do whatever is necessary to destroy their opponents, preferably causing a good deal of pain — both physical and psychological — at the same time. They prefer ambushes and scare tactics, perhaps stalking a group for several days, leaving subtle clues to their presence to make their prey more and more paranoid and fearful; then they strike. They enjoy incapacitating their enemies with nets and dark magic so they can carve them up at their leisure; they also enjoy the fear and panic they cause when they weaken and capture and bleed instead of outright kill.

Few satyrs become warriors or barbarians, so they don't possess the tough, front line soldiers that other forces do. In their strongholds they rely on corrupted ancient protectors to serve in this capacity; but when they strike out at others, they are weak in this area. Many satyrs become rogues, and this disparity is one reason they prefer ambushes and guerilla tactics — hopefully, satyr rogues can incapacitate enemy warriors soon after combat is joined, thereby leaving them free to strike at vulnerable spellcasters and war machine crews.

Satyr rogues who distinguish themselves — or show a certain penchant for painful traps and ambushes — are called satyr tricksters. Satyr ranged support usually comes from magic. A few satyrs become necromancers or warlocks; some become dark spellcasters called soulstealers or hellcallers (see the satyr hellcaller racial iconic class in Chapter 2). Satyr rogues are fairly common. Some rogues take a few levels in warlock in order to add some curses to their repertoire; these individuals are called shadowdancers. Warlocks, necromancers, hellcallers, and rogues work well together; the rogues dart in to disembowel their enemies while the spellcasters summon reinforcements, enhance their allies, hamper their enemies, and call up blasts of entropic flame.

Satyr Hellcaller, 10th-Level Hellcaller*

Male Satyr: CR 10; Medium humanoid (satyr); HD 10d6+10, hp 47; Init +8; Spd 30 ft.; AC 20, touch 17, flat-footed 16; Base Atk +5; Grp +6; Atk +6 melee (1d6+1/18–20, scimitar); Full Atk +6 melee (1d6+1/18–20, scimitar); SA extra burn, fan of fire, fel substitution, summon entropic fire (DC 14 + spell level); SQ darkvision 60 ft., satyr traits; AL CE; SV Fort +4, Ref +7, Will +7; Str 12, Agy 18, Sta 12, Int 18, Spt 10, Cha 11.

Languages Spoken: Common, Darnassian, Goblin, Low Common and Orcish.

Skills: Bluff +13, Concentration +14, Craft (alchemy) +17, Knowledge (arcana) +17, Knowledge (local) +17, Spellcraft +19.

Feats: Brilliant Leadership, Dodge, Improved Initiative, Leadership, Scribe Scroll^B.

Hellcaller Spells (5/6/6/5/5/3; save DC 14 + spell level): The satyr hellcaller's high Intellect score and ranks in Spellcraft allow him to prepare 12 spells per level; he can prepare many of the spells on the arcanist and warlock spell lists. He usually spends his spell slots to create blasts of entropic fire.

Possessions: Scimitar, *bracers of armor* +3, *ring of protection* +3, *wand of searing pain*[‡], two lesser mana draughts, two greater healing draughts, spell component pouch, spellbooks.

* The satyr hellcaller uses the satyr hellcaller racial iconic class presented in Chapter 2.

† See the **Horde Player's Guide**.

‡ See **More Magic and Mayhem**.

Satyr Trickster, 6th-Level Satyr Contender*

Male Satyr: CR 6; Medium humanoid (satyr); HD 6d6, hp 23; Init +8; Spd 30 ft.; AC 19, touch 14, flat-footed 15; Base Atk +6; Grp +8; Atk +10

melee (1d6+4/18–20, scimitar); Full Atk +10/+5 melee (1d6+4/18–20, scimitar); SA backstab +3d6; SA greater disarm; SQ darkvision 60 ft., evasion, stalk, uncanny dodge, satyr traits; AL CE; SV Fort +2, Ref +9, Will +0; Str 14, Agy 18, Sta 10, Int 12, Spt 6, Cha 11.

Languages Spoken: Common, Darnassian and Low Common.

Skills: Escape Artist +13, Listen +7, Spot +7, Stealth +13, Tumble +13.

Feats: Bloodletter, Dodge, Improved Disarm^B, Improved Initiative.

Possessions: +2 scimitar, +1 studded leather, *amulet of natural armor*[†] +1, lesser invisibility philter[‡], philter of greater defense, three lesser healing draughts, two minor rejuvenation draughts.

* See Chapter 2: Class Options.

† See the **Monster Guide**.

Scarlet Crusade Forces

Despite their increasingly small numbers, the members of the Scarlet Crusade never falter, turn aside, or retreat. The Scarlet Crusade fights directly and it fights to the death.

Most military forces fight conservatively and hoard their members, but the crusaders take no care for their own lives. They wade into battle with zealous fervor, slashing and hacking until they either fall or vanquish all enemies.

Only the backing of the priests and paladins (dark or otherwise) keep the order alive, both literally and figuratively. The impassioned speeches and charismatic leadership of the order's healers motivates their troops into battle, and their healing magic keeps their zealots whole. The military training of the order's paladins serves the crusade well, as the paladins train the members in basic troop formations and simple tactics that increase their odds of survival.

Generally, members of the Scarlet Crusade don't bother flanking their enemies, as they're used to fighting undead that are slow and easy to strike and immune to backstabs. Scarlet Crusade units fight in tight formations. They form rings whenever possible, standing shoulder to shoulder, so no one member risks being surrounded by a shambling mob of undead. If forced to disperse, members try to pair up and fight back to back.

Paladins and priests freely use their healing abilities and spells in combat, not only to bolster their own troops, but to harm undead enemies. Paladins and priests try not to use their turn undead ability, as their goal is to destroy their enemies, not scatter them. If overwhelmed by superior numbers, though, or confident in their ability to destroy nearby undead with a turn attempt, the commanders call upon their holy power. Many Scarlet Crusade priests can rebuke undead; they force their undead foes to cower long enough for the knights to do their work.

When fighting living opponents, the Scarlet Crusade varies its tactics only slightly. The Crusade rarely takes on hordes of living enemies; when they do engage the living, it is usually to target individuals or small groups. Members of the Crusade do use flanking maneuvers when fighting the living. They're most concerned with preventing the escape

of their prey, as living opponents move much faster than undead, and often panic. Mounted knights run down fleeing enemies, while the foot soldiers remain behind to engage slower targets. Foot soldiers also use trip attacks to reduce the odds that their prey will escape.

Scarlet Chaplain, 10th-Level Priest/2nd-Level Scout

Female Human: CR 12; Medium humanoid (human); HD 12d8+12, hp 69; Init +2; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +8; Grp +10; Atk +13 melee (1d8+4, heavy mace); Full Atk +13/+8 melee (1d8+4, heavy mace); SA smite, rebuke undead; SQ aegis, compel, Healing domain (lesser), nature sense, Protection domain (greater), wild healing, human traits; AL LE; SV Fort +11, Ref +8, Will +13; Str 15, Agy 15, Sta 13, Int 8, Spt 17, Cha 15.

Language Spoken: Common.

Skills: Heal +18, Knowledge (military tactics) +4, Knowledge (nature) +8, Knowledge (religion) +11, Listen +8, Sense Motive +13, Spellcraft +9, Spot +8, Survival +12.

Feats: Block Spell^B, Bond with the Land[†], Brew Potion^B, Empower Spell, Iron Will, Magic Energy Control, Mirror Spell^B, Reflect Spell, Track, Weapon Focus (mace).

Priest Spells (6/5/5/4/3/2; save DC 13 + spell level): The Scarlet Chaplain's high Spirit score and ranks in Spellcraft allow her to prepare 11 spells per level; she can prepare most of the spells on the Priest spell list. She favors the following spells:

2nd—hold person; 3rd—cure serious wounds, dispel magic; 4th—inflict critical wounds; 5th—blood tie[†], mass cure light wounds.

Domain Spells: 1st—shield of faith; 2nd—resist energy; 3rd—holy word shield; 4th—cure critical wounds; 5th—healing rain.

Domains: Protection (the Scarlet chaplain casts Protection spells as an 11th-level caster, protection aura 1/day), Healing (the Scarlet chaplain casts Healing spells as an 11th-level caster).

Possessions: +2 heavy mace, +2 mithril chain shirt, masterwork heavy steel shield, hero's mantle.

* See the Monster Guide.

† See the Alliance Players Guide.

Scarlet Knight, 3rd-Level Ex-Paladin/7th-Level Warrior/6th-Level Mounted Warrior

Male Human: CR 16; Medium humanoid (human); HD 16d10+48, hp 140; Init +1; Spd 20 ft. (breastplate; base 30 ft.); AC 23, touch 11, flat-footed 22; Base Atk +16; Grp +20; Atk +25 melee (1d8+9/19–20, long sword); Full Atk +25/+20/+15/+10 melee (1d8+9/19–20, long sword); SA improved mounted combat (2/round); SQ mounted command, mounted expertise, superior mount, human traits; AL LE; SV Fort +16, Ref +6, Will +4; Str 19, Agy 13, Sta 16, Int 10, Spt 9, Cha 14.

Language Spoken: Common.

Skill: Profession (military commander) +17, Ride +13

Feats: Battle Shout, Cleave^B, Expert Rider^B, Furious Charge^B, Improved Sunder, Leadership, Mighty Lungs, Mounted Combat, Power Attack, Reckless Attack^B, Ride-By Attack^B, Weapon Focus (longsword), Weapon Specialization (longsword)^B.

Possessions: +3 mighty cleaving longsword, +3 breastplate of lesser fire resistance, +2 heavy wooden shield of arrow deflection.

† See the Alliance Players Guide.

Scarlet Knight's Heavy Warhorse†: Large Animal; HD 10d8+16, hp 60; Init +1; Spd 50 ft. (12 squares); AC 22, touch 10, flat-footed 21; Base Atk +6; Grp +15; Atk +10 melee (1d6+5, hoof); Full Atk +10 melee (1d6+5, 2 hooves) and bite +5 melee (1d4+2); Space 10 ft.; SQ low-light vision, improved evasion, scent, shared saving throws; AL N; SV Fort +16, Ref +7, Will +6; Str 21, Agy 13, Sta 17, Int 8, Spt 13, Cha 6.

Skills: Listen +4, Spot +4.

Feats: Endurance, Run.

Tricks Known: A Scarlet knight's heavy warhorse companion knows attack, come, defend, down and stay.

Syndicate Forces

The Syndicate has no standing army. All adult members are expected to be able to pull their weight in a fight, although since returning to a landed state, the higher echelons participate less and less. With several thousand potential soldiers one might think that the Syndicate would be able to raise a sizeable army. However, the lack of strong leadership makes assembling a force of significant size nearly impossible. The noble households (gangs of criminals, really) hold only nominal loyalty to Perenolde or each other, and thus forces of greater than 50 individuals are rare.

Since returning to Alterac the Syndicate has become less cohesive. Each noble claims a territory (usually, but not always, their original lands), and his or her household "works" that land, stealing from the communities within it and the travelers who pass through. If a village proves stubborn or a common threat enters the area (such as Scourge forces), multiple households may band together to deal with the threat to their collective sovereignty. However, the households just as often work at cross-purposes, squabbling over territory.

Most members of the Syndicate lack training in any productive occupation and receive no encouragement to learn. Instead, the households survive by "appropriation of resources," which is just a fancy way of saying "stealing." In most cases a noble sends his goons to a village and tells the inhabitants that they are now under the "protection" of his household. They then tax the village — taking food, supplies, and whatever else catches their fancy. A village that refuses meets with violent retribution, until it either submits or is destroyed. These "taxes" are often more than the noble's household needs or the village can afford. Woe betides the village that finds itself between two competing households. The Syndicate is also infamous for "taxing" travelers through their lands.

Members of the Syndicate are almost exclusively warriors or rogues (or both). Other classes are rare: The Syndicate has only a handful of magi and warlocks, and no healers. Many of the founding members also have levels in aristocrat. Because of the prevalence of rogues and the lack of healers, the Syndicate favors ambush tactics. The ideal combat is one in which they can

surprise their opponents, get what they want quickly, and leave without being followed. They know they can't win a battle of attrition, and avoid extended combat.

Given that the Syndicate's primary targets are travelers and small villages, most raids go according to plan. If a target turns out to be more powerful than expected — if, for example, the travelers are in fact adventurers — the gang retreats. Often it returns at a more advantageous time with reinforcements, but sometimes it doesn't return at all. Some of the nobles would rather let spoils go than be forced to share them with another household.

Syndicate Noble, 7th-Level Aristocrat/4th-Level Rogue

Male Human: CR 10; Medium humanoid (human); HD 7d8+4d6+11, hp 60; Init +4; Spd 30 ft.; AC 21, touch 16, flat-footed 17; Base Atk +8; Grp +10; Atk +12 melee (1d6+4/19–20, short sword); Full Atk +12/+7 (1d6+4/19–20, short sword) or +12/+7 ranged (1d6+2/x3, composite shortbow); SA backstab +2d6; SQ evasion, sprint, trapfinding, uncanny dodge, human traits; AL NE; SV Fort +8, Ref +14, Will +14; Str 15 (13), Agy 19, Sta 12 (10), Int 15, Spt 18 (16), Cha 17.

Languages Spoken: Common, Low Common and Orcish.

Skills: Appraise +16, Bluff +20, Climb +5, Diplomacy +25, Disguise +7, Escape Artist +7, Forgery +12, Gather Information +9, Handle Animal +3, Intimidate +9, Knowledge (local) +6, Knowledge (nobility) +14, Listen +8, Ride +14, Sense Motive +14, Stealth +8

Feats: Dodge, Leadership, Mobility, Skill Focus (bluff), Spring Attack.

Possessions: +2 defending short sword, composite shortbow (+2), +2 councilor's studded leather of the whale, cloak of resistance +4, gauntlets of ogre Strength +2, ring of protection +2, 2,230 gp.

Syndicate Rogue, 3rd-Level Rogue/3rd-Level Warrior

Medium Human: CR 6; Medium humanoid (human); HD 3d6+3d10+6, hp 29; Init +7; Spd 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk +5; Grp +6; Atk/Full Atk +8 melee (1d8+2/19–20, longsword) or +10 ranged (1d8+2/x3, composite longbow); SA backstab +2d6, opportunist; SQ evasion, trapfinding, human traits; AL CE; SV Fort +4, Ref +7, Will +4; Str 12, Agy 17, Sta 11, Int 10, Spt 15, Cha 9.

Language Spoken: Common.

Skills: Balance +5, Bluff +5, Climb +6, Disguise +7, Intimidate +10, Listen +8, Ride +6, Slight of Hand +7, Spot +8, Stealth +8.

Feats: Careful Strike^B, Dodge, Improved Initiative, Point Blank Shot, Skill Focus (Stealth), Weapon Focus^B (longsword).

Possessions: +1 longsword, +2 composite longbow (+3), +1 breastplate, masterwork heavy wooden shield, three healing draughts.

Thorium Brotherhood Forces

As a craft guild the Thorium Brotherhood has no need for a permanent military arm. On the other hand the Searing Gorge is a dangerous region and the Brotherhood is well

aware of the threat presented by wild beasts, elementals and even their fellow Dark Iron dwarves. All members of the guild are required to spend at least some time on the walls as lookouts. The skill-based ranking system of the guild extends even into defense of Thorium Point. Master smiths serve as watch commanders, while journeymen and apprentices do the actual patrolling of the walls.

Nearly all members of the Thorium Brotherhood start as experts, rogues or warriors. In order to rise above the level of apprentice, a guild member must have at least one level in the martial enchanter prestige class (see Chapter 2: Class Options). Dwarves of the Thorium Brotherhood maximize their ranks in one or more Craft skills, usually armor- or weaponsmithing. Though their focus is on making arms, members of the Thorium Brotherhood are no slouches when it comes to using them, either. Naturally, they have many quality weapons and armors on hand.

If the Thorium Brotherhood has need of additional troops — especially for missions outside their holdings — their solution is the same as for any other problem: They contract out. Like suppliers, most of these mercenaries work for finished goods rather than cash; indeed, many of them have previous experience as suppliers for the Brotherhood. Generally these missions are defensive in nature — culling a herd of salamanders in the Searing Gorge or routing bandits who interfere with trade. On occasion, though, these dwarves reveal their vindictive streaks and hire mercenaries to strike against their “competitors” through sabotage and even slaughter. At the moment this enmity is focused on the Dark Iron dwarves still in Blackrock Depths; but as their operations expand the Thorium Brotherhood is likely to find new competitors to torment, and this might bring their mercenaries in conflict with the heroes. The Brotherhood's use of mercenaries allows them to distance themselves from such underhanded tactics, and victims may have a hard time linking the Brotherhood to these attacks.

Thorium Brotherhood Craftsman, 5th-Level Warrior/4th-Level Martial Enchanter*/1st-Level Dark Iron Dwarf

Male Dark Iron Dwarf: CR 10; Medium humanoid (Dark Iron dwarf); HD 5d8+5d10+22, hp 75; Init +4; Spd 20 ft.; AC 22, touch 10, flat-footed 22; Base Atk +9; Grp +11; Atk +13 melee (2d6+7/x3, greathammer); Full Atk +13/+8 melee (2d6+7/x3, greathammer); SQ darkvision 60 ft., disenchanting, enchanting, fire magic affinity, identify enchantment, fire resistance 3, Dark Iron dwarf traits; AL NE; SV Fort +11, Ref +4, Will +7; Str 15, Agy 11, Sta 14, Int 15, Spt 8, Cha 10.

Languages Spoken: Common, Dwarven, Low Common and Goblin.

Skills: Appraise +10, Craft (amorsmithing) +15, Craft (weaponsmithing) +15, Diplomacy +6, Knowledge (arcana) +6, Spellcraft +6, Sense Motive +4.

Feats: Endurance, Exotic Weapon Proficiency (thorium weapons), Improved Initiative, Power Attack^B, Spellbreaker*, Weapon Focus (greathammer)^B, Weapon Specialization (greathammer)^B.

Enchantments: The Thorium Brotherhood Craftsman knows 8 journeyman enchantments, 5 expert enchantments, and 1 artisan enchantment.

Possessions: Thorium +1 *greathammer* with flaming blast enchantment*, full plate with superior defense enchantment*, *cloak of resistance* +2.

* See **More Magic & Mayhem**

† See Chapter 2: Class options

Tuskarr Forces

Tuskarr are peaceable people, but they show little mercy to ice trolls, nerubians and anyone else they consider their enemies. While they sometimes organize raids against foes that threaten the ancestral territories where they build their villages, the tuskarr more frequently defend against their enemies. Anyone wreaking havoc on a tuskarr village, however, unleashes the full wrath of these people.

The tuskarr are disciplined and well organized, and each of them takes the defense of his family and village seriously. For many tuskarr, it is a matter of survival, but also of pride, to be prepared against any threat. Because of their reliance on fishing and whaling, tuskarr receive training in the use of nets and spears at a young age. All tuskarr also receive at least rudimentary training in ways to put these implements to use against an intelligent foe. Warriors patrol the areas surrounding their villages and act as lookouts in strategic locations. These warriors warn their people of impending attack.

Tuskarr are determined combatants and they enter warfare much as they do their fishing and whaling efforts, preferring to cast nets upon their enemies and then slay the trapped targets with spears. Tuskarr warriors coordinate their efforts, each working to ensure the well-being of everyone around.

While they follow no particular leader, tuskarr fight in squads composed of 6 to 8 members of the same lineage. The tuskarr abide by the recommendations of the individual with the most warfare experience, or the one they consider the wisest among them if no warriors are in the group. Most often, the leadership of a squad is divided among 2 or 3 members deemed learned in matters of war. Because the members of a squad are family, the tuskarr warriors are not only extremely loyal to one another but also get along together. They are also used to working together — after many years spent fishing and whaling with their brothers — and thus are efficient as a unit in times of war.

The most common tuskarr tactic is to trap an enemy with a net. Typically, one member of a squad attempts to snare a foe while the others dispatch the opposition with their spears. Once an enemy is caught, 2 or 3 members of the squad strike at

the trapped foe while the others fight off the opposing forces to protect their fellows.

Sometimes, a squad includes a couple of specialists. The most common specialist is the net thrower, a dexterous fisherman with some experience in warfare whose mastery with the net causes great trouble to opposing troops. Sometimes, a squad also includes 1 or 2 javelin throwers. These warriors carry up to a dozen javelins and provide useful cover fire to the members of the squad. Also, when such an individual is available, a squad includes a shaman who can cast spells to hamper the opposition or heal the troops.

Tuskarr Hunter, 3rd-Level Hunter/2nd-Level Tuskarr

Male Tuskarr: CR 5; Medium humanoid (tuskarr); HD 5d8+15, hp 41; Init +1; Spd 20 ft. (hide armor; base 30 ft.); AC 16, touch 11, flat-footed 15; Base Atk +4; Grp +7; Atk/Full Atk +9 melee (1d8+4/x3, longspear) or +6 ranged (special, net) or +6 ranged (1d6+3, javelin); Reach 10 ft. with longspear; SA serpent sting, sting 3/day; SQ animal empathy, aspect of the monkey, resistance to cold 6, tuskarr traits; AL NG; SV Fort +7, Ref +4, Will +2; Str 16, Agy 12, Sta 17, Int 8, Spt 13, Cha 8.

Languages Spoken: Common and Tuskarr.

Skills: Spot +9, Survive +11, Swim +11.

Feats: Endurance, Exotic Weapon Proficiency (net), Weapon Focus (longspear).

Possessions: +1 *longspear*, masterwork net, four masterwork javelins, +2 *hide*, *elixir of fortitude*, *potion of frost armor*, two *potions of cure moderate wounds*.

Twilight's Hammer Forces

What the Twilight's Hammer lacks in military training, it more than makes up for in fervor. Every member would willingly die for the cult, fully believing the Old Gods reward them for their sacrifice.



Members of lower echelons of the Twilight Hammer (which is most of them) are predominately of the nonmagical classes, mostly barbarians, rogues and warriors. Other nonmagical classes are known, but less common. As one ascends through the ranks of the organization spellcasters become more common. The twilight overlords, are almost exclusively spellcasters. Most of the spellcasters are arcanists, specifically elementalists (a variant class that appears in Chapter 2: Class Options).

This hierarchal pyramid is also indicative of how Twilight's Hammer cults approach defense. The first cultists the heroes encounter are likely to be low-level initiates. Only if that fails to deter them do the heroes face higher-ranking members, increasing in rank and power as they plunge into the depths of the temple. To catch sight of the inner circle, the heroes must breach the inner sanctum. The twilight lord deigns to fight only if the sect as a whole is threatened (in other words, to preserve his own life or goals). By that point, of course, the heroes are depleted from fighting the cultists, in theory making them easy prey for the twilight lord (which makes him look even more impressive to his followers).

Should a Twilight's Hammer sect be incited to attack another group, their offensive tactics differ little from their defense. Low-level members act as scouts, while the main force attacks in waves of incrementally increasing power, until they subdue their foe, and the twilight lord — or one of his representatives — can swoop in and claim victory. The Twilight's Hammer rarely uses such overt measures, however, preferring instead to scare off those who stand in its way. Accompanying each act of sabotage, kidnapping, or assassination is always an unambiguous — and gruesome — sign that the Twilight's Hammer is responsible.

Twilight's Hammer Elementalist, 9th-Level Elementalist*/1st-Level Ironforge Dwarf

Male Ironforge Dwarf: CR 10; Medium humanoid (Ironforge dwarf); HD 9d6+1d8+30, hp 69; Init +5; Spd 20 ft.; AC 18, touch 13, flat-footed 17; Base Atk +4; Grp +5; Atk/Full Atk +7 ranged (3d6+2/x3, flintlock pistol); SA call elemental 1/day, spells; SQ darkvision 60 ft., elemental spell list, enhanced counterspell, familiar (weasel), stoneflesh 1/day (+2 AC, 4 rounds), Ironforge dwarf traits; AL CE; SV Fort +8, Ref +4, Will +6; Str 12, Agy 13, Sta 16, Int 17, Spt 11, Cha 6.

Languages Spoken: Dwarven, Common, Goblin, Low Common and Orcish.

Skills: Concentration +16, Craft (alchemy) +7, Knowledge (arcana) +12, Knowledge (religion) +12, Knowledge (the planes) +12, Listen +6, Sense Motive +4, Spellcraft +14, Spot +6.

Feats: Enlarge Spell^B, Exotic Weapon Proficiency (flintlock pistol)^B, Improved Initiative, Point Blank Shot, Scribe Scroll^B, Skilled (Listen and Spot)^{B†}, Spell Focus (conjunction), Spell Focus (evocation).

Elementalist Spells (5/6/6/5/3/2; save DC 13 + spell level): The Twilight's Hammer elementalists' high Intellect score and ranks in Spellcraft allow him to prepare 11 spells per level; he can prepare most of the spells on the elemental spell list. He favors the following spells:

1st—*earth shock*[‡]; 2nd—*earth bond*^{**}; 3rd—*earthbind totem*[‡]; *summon monster III*; 5th—*earth strike*[‡], *summon monster V*.

Possessions: +2 flintlock pistol of distance, bracers of armor +3, amulet of natural armor^{††} +2, cloak of resistance +1, earth elemental gem, ring of protection +2, spell component pouch.

* See Chapter 2: Class Options.

† As long as his familiar is within arm's reach.

‡ See **More Magic & Mayhem**.

** See the **Alliance Players Guide**.

†† See the **Monster Guide**.

Twilight's Hammer Priest, 12th-Level Priest

Female Orc: CR 12; Medium humanoid (orc); HD 12d8+24, hp 81; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +9; Grp +13; Atk +16 melee (1d6+9, *rod of the sleepwalker*^{*}); Full Atk +14/+9 melee (1d6+7, *rod of the sleepwalker*^{*}) and +12 melee (1d6+5, *rod of the sleepwalker*^{*}); SA smite, spells; SQ low-light vision, aegis, compel, Destruction domain (lesser), greater aegis, Madness domain^{*} (greater), rebuke undead, orc traits; AL CE; SV Fort +10; Ref +5, Will +15; Str 18 (16), Agy 13, Sta 14 (12), Int 10, Spt 22 (18), Cha 8.

Languages Spoken: Common and Orcish.

Skills: Concentration +17, Craft (weaponsmithing) +15, Knowledge (religion) +15, Spellcraft +15.

Feats: Brew Potion^B, Craft Staff, Dodge, Magic Energy Control, Maximize Spell^B, Quicken Spell, Two Weapon Fighting.

Priest Spells (4/6/6/5/4/4/3; save DC 16 + spell level): The Twilight's Hammer priest's high Spirit score and ranks in Spellcraft allow her to prepare 16 spells per level; she can prepare most of the spells on the priest spell list. She favors the following spells:

3rd—*death coil*, *shadow word pain*; 4th—*greater death coil*, *summon undead IV*; 5th—*greater inner fire*, *nightmare*[‡]; 6th—*greater shadow word pain*.

Domain Spells: 1st—*cause fear*; 2nd—*mana burn*; 3rd—*psychic scream*[‡]; 4th—*rain of fire*; 5th—*mental blast*[‡]; 6th—*harm*.

Domains: Destruction domain (the priest casts Destruction spells as a 13th-level caster), Madness domain (+4 on saves against illusions; share vision 1/day DC 21, 6 rounds).

Possessions: Rod of the sleepwalker^{*}, silvered +2 scale mail of the bear, periapt of Spirit +4, potion of cure serious wounds.

* See Chapter 4: Magic and Faith.

† See the **Horde Player's Guide**.

‡ See **More Magic & Mayhem**.

Zandalar Forces

The Zandalar tribe is a group of mystical trolls who serve as the priest caste for all other trolls. They have few warriors, and what warriors they do have are dedicated to protecting their home island of Zandalar. Thus, when the Zandalari need people to accomplish tasks in the larger world, they work through agents of other races. Were an unfriendly member of such a race to enter Zandalar, however, he would find himself contending with the Zandalari's warriors. Though few, they are rumored to be excellent fighters.

The Zandalari make their home in the jungle. As such, their warriors prefer to attack from ambush, lurking in the

trees' shadows, in the underbrush, or in the canopy before bursting out to attack. They set themselves up in the wilderness along their enemy's path well in advance, then leap forward when the time is right. They hurl javelins; then, depending on the reaction, they either continue to fling their weapons, they charge into melee, or they melt back into the shadows to perform the same tactic again.

Many priests and witch doctors work among the Zandalari, so almost all Zandalar warriors are in possession of a few bottles of brews they can slug back to make themselves stronger, fiercer, or heal their wounds. Zandalar leaders carry many such concoctions and are sure to have witch doctors at their sides who provide them with more. If they expect to go to battle, the trolls drink the brews immediately beforehand, allowing them to crush their enemies with ease.

If battle is joined, Zandalar priests and witch doctors support their warriors with enhancement spells and healing in addition to entering the fray directly. *Bloodlust* and *inner fire* are particularly devastating — spells that affect many allies at once. Of course, the spellcasters don't mind blasting their enemies when the situation calls for it, and Zandalari potion docs (a prestige class presented in the **Horde Player's Guide**) spend battles hurling explosive potions into enemy ranks.

The few Zandalari warriors take the front lines, though they prefer to soften up the enemy with thrown javelins and axes first. This tactic also allows their spellcasters more time to cast beneficial spells on them before melee is joined. Zandalari warriors are fierce and wild, and they do not often retreat; once a troll throws himself into melee, he isn't coming back until the enemy's corpses lie about him.

Zandalar warriors perform other functions as well, including reconnaissance, discovering the best places to set their ambushes. They also harry enemy forces with guerilla tactics, which can make the enemy foolish. Priests and witch doctors help these endeavors with divination magic.

Zandalar Warrior, 2nd-Level Barbarian/1st-Level Warrior/7th-Level Gladiator/3rd-Level Jungle Troll

Male Zandalari Troll: CR 13; Large humanoid (Zandalari troll); HD 2d12+8d10+3d8+78, hp 154; Init +2; Spd 30 ft. (chainmail; base 40 ft.); AC 23, touch 14, flat-footed 21; Base Atk +12; Grp +17; Atk +22 melee (3d6+15/19–20/x3, greataxe); Full Atk +22/+17/+12 melee (3d6+15/19–20/x3, greataxe) or +17 ranged (1d8+6, javelin); Face/Reach: 10 ft./10 ft.; SA critical strike (3d4), maximize blow 1/day, rage 1/day, supreme cleave; SQ low-light vision, command, fast movement, illiteracy, troll healing 3, two-handed mastery, uncanny dodge, jungle troll traits; AL CE; SV Fort +19, Ref +7, Will +4; Str 20 (18), Agy 14, Sta 22 (20), Int 11, Spt 9, Cha 12.

Languages Spoken: Low Common and Zandali.

Skills: Bluff +12, Intimidate +16, Listen +7, Survival +6.

Feats: Dodge, Cleave, Combat Expertise^B, Great Cleave, Improved Critical (greataxe), Mobility^B, Power Attack, Spring Attack^B, Weapon Focus (greataxe)^B, Weapon Focus (javelin)^B, Weapon Proficiency (bastard sword)^B, Weapon Proficiency (spiked chain)^B, Weapon Specialization (greataxe)^B.

Possessions: Large +3 greataxe of instinct, Large +1 javelin, four Large masterwork javelins, silvered +4 chainmail of the bear, drakeclaw ring, ring of protection +2, lesser healing draught, philter of lesser fortitude.

A DARK BESTIARY

Independent races and factions make use of many creatures. Some are intelligent, and are allies or slaves of one of these factions; others are beasts of war or mounts. Some are both. They all accompany troops to war.

Feats marked with an asterisk (*) appear in the **Monster 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.

ARACHNATHID

	Crystal Arachnathid	Arachnathid Earth-Borer	Overlord Arachnathid
	Medium Magical Beast	Medium Magical Beast	Large Magical Beast
Hit Dice:	3d8+6 (19 hp)	4d8+8 (26 hp)	5d8+15 (37 hp)
Initiative:	+1	+1	+2
Speed:	30 ft. (6 squares)	40 ft. (8 squares)	50 ft. (10 squares)
Armor Class:	15 (+1 Agy, +4 natural), touch 11, flat-footed 14	16 (+1 Agy, +5 natural), touch 11, flat-footed 15	17 (–1 size, +2 Agy, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+3/+4	+4/+5	+5/+13
Attack:	Claw +5 melee (1d4+1)	Claw +6 melee (1d4+1)	Claw +9 melee (1d6+4)
Full Attack:	2 claws +5 melee (1d4+1) and sting +0 melee (1d4 plus poison)	2 claws +6 melee (1d4+1) and sting +1 melee (1d4 plus poison) or barb +5 ranged (1d4 plus poison)	2 claws +9 melee (1d6+4) and sting +4 melee (1d6+4 plus poison)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Poison (DC 13)	Poison (DC 14), venomous barb	Aura of command, poison (DC 15)
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., resistance to cold 5	Darkvision 60 ft., tremorsense 60 ft., resistance to cold 5	Darkvision 60 ft., tremorsense 60 ft., resistance to cold 5
Saves:	Fort +5, Ref +4, Will +1	Fort +6, Ref +5, Will +1	Fort +7, Ref +6, Will +1
Abilities:	Str 12, Agy 12, Sta 14, Int 3, Spt 10, Cha 2	Str 12, Agy 13, Sta 14, Int 4, Spt 10, Cha 2	Str 18, Agy 14, Sta 16, Int 5, Spt 10, Cha 4
Skills:	Stealth +11	Stealth +12	Stealth +14 (+10 hiding)
Feats:	Weapon Focus (claw), Weapon Focus (sting)	Weapon Focus (claw), Weapon Focus (sting)	Weapon Focus (claw), Weapon Focus (sting)
Environment:	Cold desert and mountains	Cold desert and mountains	Cold desert and mountains
Area:	Northrend	Northrend	Northrend
Organization:	Solitary or colony (1–4 plus 1 –4 earth-borers plus 1 overlord)	Solitary or colony (1–4 plus 1–4 crystal arachnathid plus 1 overlord)	Solitary or colony (1 plus 1–4 crystal arachnathid plus 1–4 earth-borers)
Challenge Rating:	1	2	3
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Usually neutral
Advancement:	4–6 HD (Medium)	5–7 HD (Medium)	6–8 HD (Large)
Level Adjustment:	—	—	—

A large, crawling scorpion-like creature scrambles forward, carapace gleaming white and wicked tail raised for a strike.

Description

Arachnathid present one of the greatest unexpected dangers for unwary travelers in Northrend, particularly in the Icecrown area. These crawling insectoid horrors possess a pair of powerful claws that rend and tear as well

as a poisonous sting that can prove fatal to much larger creatures. Though they do not possess intelligence, they have a cunning that seems to anticipate its enemy's moves and alerts it to their weaknesses.

Arachnathid are often found in groups, though they tend toward solitary attacks, except when in the presence of one of their mysterious "overlords."

They make their lairs underneath rocks, inside caves, or within shallow burrows. Arachnathid are territorial in nature and generally don't pursue opponents beyond the area they consider to be theirs. Smart travelers and native creatures generally give arachnathid a wide berth.

They have no language, as such, though they do seem to communicate with a series of chitters and clacks intelligible only to other arachnathid. Some scholars theorize that they are related to the scorpids, a species found in warm climates.

Combat

Arachnathid are not subtle combatants. They usually attack anything that moves within their territorial area. They use their powerful claws to rend their opponents' flesh while their tails deliver a poisonous sting that incapacitates or kills their enemies.

Poison (Ex): Sting, Fortitude DC 13; 1 Sta/1 Sta. The save DC is Stamina-based.

Skills: Arachnathid gain a +4 racial bonus to Climb, Spot and Stealth Skills.

Arachnathid Earth-Borer

Arachnathid earth-borers remain beneath the surface of ice, snow, or earth until ready to strike. Experts on these creatures believe that as an arachnathid ages, it develops the desire to burrow and becomes an earth-borer.

Combat

Arachnathid earth-borers employ a similar attack to normal arachnathid, though they usually announce their presence with their venomous barbs. They possess the claw and sting attacks common to all arachnathid, and they can also fling barbs from their tails. An earth-borer usually launches a barb or two to weaken its enemies before closing.

Poison (Ex): Sting or barb, Fortitude DC 14; 1d3 Sta/1d3 Sta. The save DC is Stamina-based.

Venomous Barb (Ex): An arachnathid earth-borer flings venomous barbs with flicks of its tail. These barbs have a range increment of 10 feet and a maximum range of 100 feet. They carry the same poison as the arachnathid's stinger.

Overlord Arachnathid

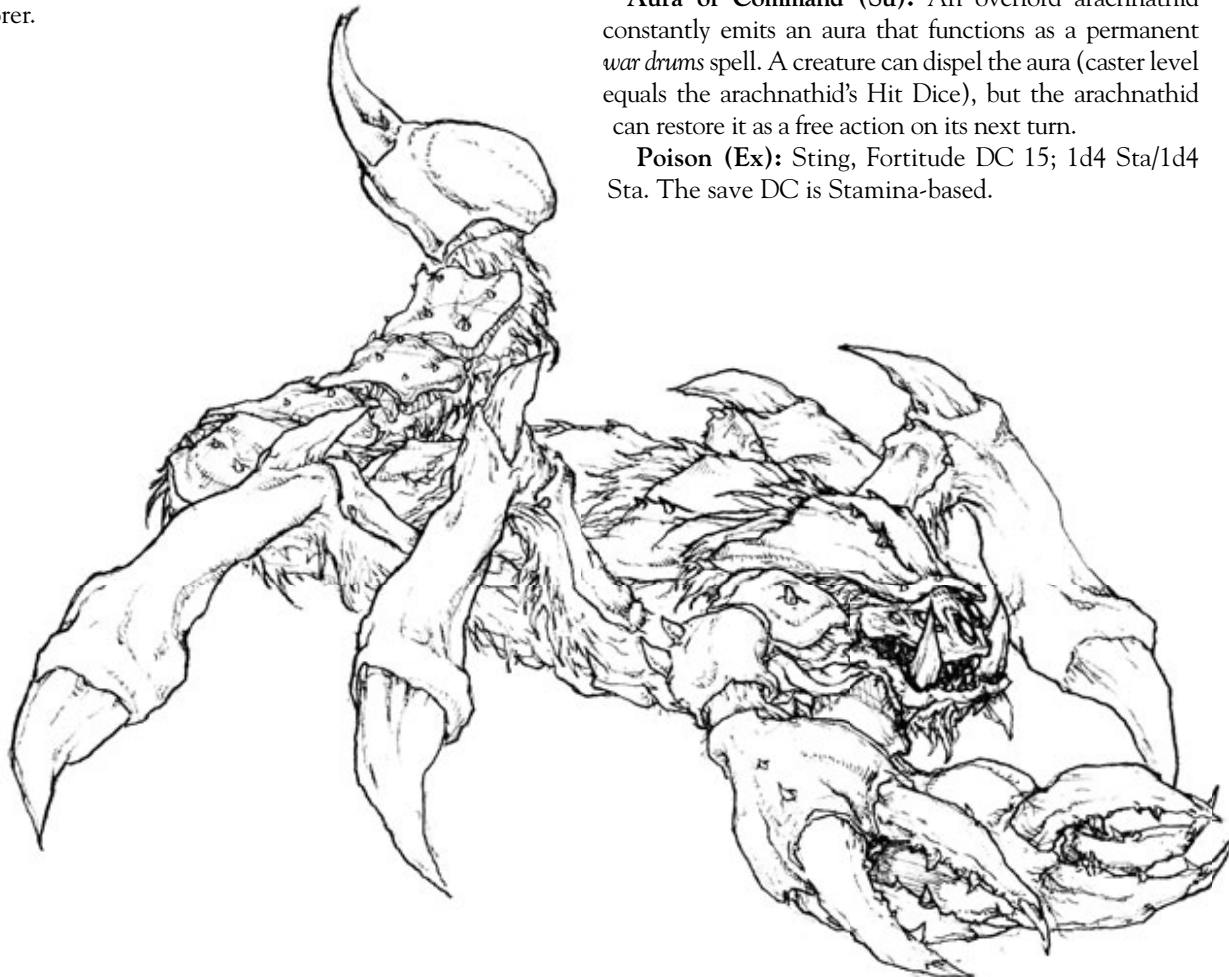
Overlord arachnathid appear more heavily armored and much larger than other arachnathid. Some speculate that these are very old creatures (by arachnathid terms) who have developed their size, intelligence, and abilities over time. Others claim that overlords are created by eating special food in their larval stages and that they are the born protectors and commanders of their arachnathid colonies.

Combat

Overlord arachnathid influence their fellow arachnathid.

Aura of Command (Su): An overlord arachnathid constantly emits an aura that functions as a permanent *war drums* spell. A creature can dispel the aura (caster level equals the arachnathid's Hit Dice), but the arachnathid can restore it as a free action on its next turn.

Poison (Ex): Sting, Fortitude DC 15; 1d4 Sta/1d4 Sta. The save DC is Stamina-based.



CLOCKWORK GOBLIN

Small Construct (Mechanical)

Hit Dice:	4d10+10 (32 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	14 (-1 Agy, +1 size, +4 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+3/+0
Attack:	Spear +5 melee (1d6+1/x3)
Full Attack:	Spear +5 melee (1d6+1/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Detonate (10 ft., DC 12, 2d6)
Special Qualities:	Darkvision 60 ft., hardness 5, malfunction, construct traits
Saves:	Fort +1, Ref +0, Will +1
Abilities:	Str 13, Agy 9, Sta —, Int —, Spt 10, Cha 1
Skills:	—
Feats:	—
Environment:	Any land or underground
Area:	The Isle of Kezan, Undermine
Organization:	Solitary, pair or suicide squad (3-7)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	4-12 HD (Small)
Level Adjustment:	—

This creature resembles a mechanical goblin — sort of. It is obviously of inferior workmanship: It bounces up and down, the sounds of rusty gears echo from within, and steam shoots from crevices. A large key turns in its back, making it look like a giant wind-up toy with a red hat and goggles. It swings a spear with its left hand.

Description

Clockwork goblins are poorly-made soldiers that explode after a set period of time. They are some of the first creations an intermediate goblin tinker makes when he experiments with self-ambulatory devices. They are useful as an exercise, but not so much as real soldiers — the design's original specifications seem in error, for after a short period of time, the goblin shuts down. Rather than redrafting the blueprints, some enterprising goblin in the past made just a few adjustments, so that rather than shut down the clockwork goblin explodes, making it sort of a mobile bomb.

Combat

Clockwork goblins go where they are programmed to go. What this usually means is that the tinker sets up an inert clockwork goblin (or row of them), and, when the time is right, activates it (see below). The clockwork goblin bumbles along in a generally forward direction. After a period of time (which the tinker sets when he activates the goblin), the mechanism detonates.

Clockwork goblins are simple devices. They are capable of following specific targets, moving along the ground, making up to 360-degree turns, and swinging their spears, but that's about it.

Detonate (Ex): A set period of time (see below) after its activation, a clockwork goblin detonates. It always detonates on its turn, after it takes its normal actions. The explosion deals 1d6 points of damage per 2 Hit Dice of the goblin to everything within a radius equal to 5 feet per 2 Hit Dice of the goblin. Half of the damage is fire and half is slashing. Creature can make DC 12 Reflex saves for half damage. The save DC is Stamina-based.

If the clockwork goblin is destroyed prior to the set amount of time, it does not detonate.

Construction

A tinker can build a clockwork goblin with the technological device creation rules (see **WoW RPG**, Chapter 11: Technological Devices, "Creating Technological Devices").

Operation: Starting an inert clockwork goblin (which involves winding the key and pulling a few levers) takes 1 round and requires a DC 20 Use Technological Device check. The construct moves forward and attacks any



hostile creatures other than its activator. A character can program slightly more sophisticated tactics into the goblin, which takes 10 minutes and a DC 25 Use Technological Device check.

When a character activates a clockwerk goblin, he sets the device to detonate after a certain length of time, which can be anywhere from 1 to 10 rounds. Doing so increases the DC of the Use Technological Device check to activate

the goblin by +10. If the activator does not specify a number of rounds before the goblin detonates, or if he fails the Use Technological Device check by 10 or less, the goblin still activates, and detonates 1d10 rounds after activation.

Malfunction: The clockwerk goblin explodes immediately.

Hardness 5; 32 hp; Size Small; Weight 40 lb.; MR 2; TS 25, Craft DC 30, Price 700 gp.

COUATL

Large Magical Beast (Air)

Hit Dice:	9d10+27 (76 hp)
Initiative:	+5
Speed:	20 ft. (4 squares), fly 90 ft. (good), swim 40 ft.
Armor Class:	21 (–1 size, +5 Agy, +7 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+9/+15
Attack:	Bite +13 melee (1d6+3 plus poison) or venom spray +13 ranged touch (poison plus special)
Full Attack:	Bite +13 melee (1d6+3 plus poison) or venom spray +13 ranged touch (poison plus special)
Space/Reach:	10 ft./10 ft.
Special Attacks:	<i>Dispel magic</i> , poison (DC 19), venom spray
Special Qualities:	Darkvision 60 ft., scent
Saves:	Fort +9, Ref +11, Will +5
Abilities:	Str 15, Agy 21, Sta 17, Int 2, Spt 14, Cha 6
Skills:	Listen +10, Spot +10, Stealth +17 (+13 hiding), Swim +10
Feats:	Ability Focus* (poison), Hover*, Skilled (Listen and Spot), Weapon Finesse
Environment:	Temperate coasts
Area:	Any
Organization:	Solitary or band (1–2 plus 1 3rd-level naga)
Treasure:	None
Alignment:	Always neutral
Challenge Rating:	6
Advancement:	10–13 HD (Large); 14–18 HD (Huge)
Level Adjustment:	—

* These feats appear in **Lands of Mystery**.

The creature is an immense winged serpent, bearing horrible fangs dripping with venom. Its head plumage extends in two long rows down its back, and its tail ends in an equally brilliant feather display.

Description

Distantly related to wind serpents (see the **Monster Guide** web extras), couatl are rare creatures of great strength. Couatl are distinguished from their smaller cousins by their immense size (nearly twice the length of a normal wind serpent) and the brilliant display of bright yellow and green plumage across their heads and backs in two long rows. Their shorter, feathered tails serve to



further distinguish them from wind serpents. Lastly, their wings are much greater and bear more feathers.

Couatl nest in trees and crags dotting the coasts of Azeroth. Some are venomous, some are magical, some are both, and some are neither. Couatl occasionally disrupt magic, which makes some people think that they have an understanding or intelligence of it. This idea is incorrect — couatl are nonsentient animals.

Recently, naga have returned to the surface of Azeroth and domesticated couatl. The naga breed these tamed couatl in order to optimize the lethality of their venom and train them to be fiercely loyal to their naga masters.

Combat

Couatl attack with blinding speed, spitting acid before descending for the kill. They counter obvious magical threats with their *dispel magic* ability.

Dispel Magic (Sp): A couatl can use *dispel magic* at will as a 10th-level caster.

Nonmagical Couatl

Not all couatl are magical beasts. Like wind serpents, couatl vary in more than simply size and color. Some couatl are purely nonmagical in nature, yet still large and highly venomous. These couatl lose their *dispel magic* ability and are animals, not magical beasts. Their CR is 5.

Poison (Ex): Contact or injury (bite or spray); Fort DC 19 negates; initial 2d6 Sta, secondary 2d6 Sta. The save DC is Stamina-based.

Venom Spray (Ex): As a standard action that provokes an attack of opportunity, a couatl may spit venom at a target. This is a ranged touch attack with a

maximum range of 30 feet and no range increment. A successful hit deals poison damage, as above, and forces the creature to make a DC 17 Reflex save or be blinded for 1d4 minutes. The save DC is Stamina-based.

Skills: Couatl gain a +4 racial bonus on Listen, Spot and Stealth checks.

DRAGON, CHROMATIC

Chromatic Whelp

Medium Dragon (Air, Cold, Earth, Fire)

Hit Dice:	9d12+27 (85 hp)
Initiative:	+4
Speed:	40 ft. (8 squares), fly 150 ft. (poor), swim 60 ft.
Armor Class:	18 (+8 natural), touch 10, flat-footed 18
Base Attack/Grapple:	+9/+12
Attack:	Bite +12 melee (1d8+3)
Full Attack:	Bite +12 melee (1d8+3) and 2 claws +10 melee (1d6+2) and 2 wings +10 melee (1d4+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon 4d6 (DC 17), crush, spell-like abilities
Special Qualities:	Blindsight 60 ft., darkvision 120 ft., low-light vision, boundless mind, damage reduction 5/magic, immunity to paralysis and sleep, resistance to acid 5, fire 5, and cold 5, subtype combination
Saves:	Fort +10, Ref +6, Will +9
Abilities:	Str 17, Agy 10, Sta 16, Int 14, Spt 16, Cha 14
Skills:	Appraise +7, Concentration +9, Craft (alchemy) +3, Decipher Script +8, Gather Information +8, Heal +9, Intimidate +14, Jump +9, Knowledge (arcana) +14, Listen +9, Search +8, Spellcraft +16, Spot +13, Swim +13
Feats:	Blind-Fight, Improved Initiative, Multiattack, Skilled (Listen and Spot)
Environment:	Temperate and warm land
Organization:	Solitary or clutch (2–5)
Challenge Rating:	6
Treasure:	Double standard
Alignment:	Usually evil (any)
Advancement:	10–23 HD (Large); or by character class
Level Adjustment:	+6

* These feats appear in **Lands of Mystery**.

Chromatic Drake

Huge Dragon (Air, Cold, Earth, Fire)

Hit Dice:	24d12+192 (348 hp)
Initiative:	+4
Speed:	40 ft. (8 squares), fly 150 ft. (poor), swim 60 ft.
Armor Class:	31 (–2 size, +23 natural), touch 8, flat-footed 31
Base Attack/Grapple:	+24/+43
Attack:	Bite +33 melee (2d8+11/19–20/x2)
Full Attack:	Bite +33 melee (2d8+11/19–20) and 2 claws +31 melee (2d6+5) and 2 wings +31 melee (1d8+5)
Space/Reach:	15 ft./10 ft. (15 ft. with bite)
Special Attacks:	Breath weapon 12d6 (DC 30), crush 2d8+16 (DC 30), frightful presence 180 ft. (DC 27), spell-like abilities
Special Qualities:	Blindsight 60 ft., darkvision 120 ft., low-light vision, boundless mind, damage reduction 10/magic, immunity to paralysis and sleep, resistance to acid 25, fire 25, and cold 25, spell resistance 25, subtype combination
Saves:	Fort +22, Ref +14, Will +20
Abilities:	Str 33, Agy 10, Sta 26, Int 20, Spt 22, Cha 20
Skills:	Appraise +32, Concentration +35, Craft (alchemy) +15, Decipher Script +20, Gather Information +17, Heal +20, Intimidate +32, Jump +24, Knowledge (arcana) +32, Listen +18, Search +32, Spellcraft +34, Spot +33, Survival +23, Swim +233
Feats:	Blind-Fight, Dodge, Improved Initiative, Mobility, Multiattack, Flyby Attack*, Improved Critical (bite), Skilled (Listen and Spot) Wingover*
Environment:	Temperate and warm land
Organization:	Solitary, pair, or family (1–2 and 2–5 offspring)
Challenge Rating:	17
Treasure:	Double standard
Alignment:	Usually evil (any)
Advancement:	25–40 HD (Huge); or by character class
Level Adjustment:	—

Mottled purple scales cover this dragon. The look in its eyes is frightening. The word “insane” seems sufficient to describe the dragon’s features. Though it would likely stand as tall as a human man if fully stretched out, the dragon is curled slightly forward, as if perpetually wincing in pain.

Description

These unnatural creatures are the product of decades of research on the part of the black dragonflight. While Deathwing aimed to create chromatic dragons years ago (this desire constituted much of his motivation for attacking Grim Batol), he was never able to capture enough eggs to succeed. His son, Nefarian, has recently succeeded to an extent, creating dozens of these chromatic dragon whelps — young dragons with the properties of all five dragonflights. Raised in captivity, they know only servitude; although highly intelligent, none of these whelps has the power or cunning to break Nefarian's grasp on their minds.

Chromatic whelps speak Draconic, and some speak Common as well.

Combat

Chromatic dragon whelps are fearless in combat, not having learned the value of their own lives. They rotate through their breath weapons in hopes of finding a weakness in their enemies, using their claws to attack in between breaths.

Breath Weapon (Su): Chromatic dragons possess the breath weapons of each of the five flights. The dragon may choose which breath weapon to use when it breathes, but it still must wait 1d4 rounds before using any other breath weapon. The DC for all saves is 17. It chooses one of the following:

Black Breath: 30-ft. cone, 4d10 fire.

Blue Breath: 30-ft. cone, 4d6 cold; secondary effect *mana burn* (as a 4th-level caster).

Bronze Breath: 30-ft. cone, 4d6 fire; secondary effect accelerated aging.

Green Breath: 20-ft. cone, 4d6 acid; secondary effect *sleep* (as 4th-level caster).

Red Breath: 30-ft. line, 4d10 fire; secondary effect scorch and renew land.

See the dragon entries in the **Monster Guide** (and, for blue dragons, in **Lands of Mystery**) for more information.

Spell-Like Abilities: 3/day—*protection from evil*, *purify food and drink*, *tongues*; 2/day—*speak with animals*; 1/day—*detect thoughts* (DC 14).

Subtype Combination: Chromatic dragons have both the cold and fire subtypes, which effectively cancel each other out. A chromatic dragon does not have immunity or vulnerability to either cold or fire.

Chromatic Drake

This purplish dragon stretches out its wings and neck, clearly preparing to hunt. There is something unnatural about the patterns of its scales and the expression on its face; the creature seems somehow... underdeveloped.

Description

Chromatic drakes are a rare breed — only a few exist because Nefarian's research has not yet been going on long enough for it to have produced any chromatic

adults naturally. The only chromatic drakes that do exist presumably have been aged by some unnatural means. Regardless, Nefarian has created only a handful of these monsters, and they are undoubtedly among the deadliest of all dragons (if not all living creatures in general).

Like the younger dragons of their flight, chromatic drakes' minds are bent to Nefarian's will, and they serve him loyally and without question.

Chromatic drakes speak Draconic, and some speak Common as well.

Combat

Chromatic drakes fight with the same general tactics as chromatic dragon whelps, using different breath weapons until they find one that is most effective. Additionally, some are trained to use magic to augment their attacks and defenses, but they focus on melee after a few spells.



Breath Weapon (Su): The DC for all saves is 30.

Black Breath: 50-ft. cone, 12d10 fire.

Blue Breath: 50-ft. cone, 14d6 cold; secondary effect *mana burn* (as a 12th-level caster).

Bronze Breath: 60-ft. cone, 12d6 fire; secondary effect accelerated aging.

Green Breath: 40-ft. cone, 12d6 acid; secondary effect *sleep* (as 12th-level caster).

Red Breath: 60-ft. line, 12d10 fire; secondary effect scorch and renew land.

See the dragon entries in the **Monster Guide** (and in **Lands of Mystery**, for blue dragons) for more information.

Spell-Like Abilities: 3/day—*protection from evil*, *purify food and drink*, *tongues*; 2/day—*speak with animals*, *dispel magic*, *heal*; 1/day—*detect thoughts* (DC 17).

DRAGON TURTLE

Huge Animal (Aquatic)

Hit Dice: 20d8+160 (250 hp)

Initiative: -3

Speed: 40 ft. (8 squares), swim 40 ft.

Armor Class: 27 (-2 size, -3 Agy, +22 natural), touch 5, flat-footed 27

Base Attack/Grapple: +15/+36

Attack: Bite +27 melee (3d8+19/19-20)

Full Attack: Bite +27 melee (3d8+19/19-20)

Space/Reach: 15 ft./10 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Amphibious, low-light vision, spiked shell

Saves: Fort +20, Ref +9, Will +7

Abilities: Str 36, Agy 4, Sta 27, Int 2, Spt 13, Cha 6

Skills: Listen +15, Spot +14, Swim +21

Feats: Craggy Exterior*, Improved Bull Rush, Improved Critical (bite), Power Attack, Skilled (Listen and Spot), War Stomp, Weapon Focus (bite)

Environment: Warm aquatic

Organization: Solitary

Challenge Rating: 9

Advancement: 21-30 HD (Huge)

* This feat appears in the **Alliance Player's Guide**.

Improved Grab (Ex): To use this ability, a dragon turtle must hit a Large or smaller opponent with its bite attack. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A dragon turtle can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of crushing damage plus 2d6+4 points of acid damage per round from the turtle's digestive juices. A swallowed creature can cut its way out by dealing 20 points of damage to the turtle's digestive tract (AC 21). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A dragon turtle's gullet can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Spiked Shell (Ex): Any creature striking a dragon turtle with natural or hand-held weapons takes 2d8 points of piercing and slashing damage from the turtle's barbs. However, weapons with exceptional reach, such as longspear, do not endanger their users in this way.

If you ever thought turtles were slow and unimpressive, this creature proves that thought wrong. Though squat, it stands 10 feet high; and its red skin and spined black shell give it a primal and fearsome appearance.

Dragon turtles are an enormous, red-skinned, black-shelled variety of sea turtle. Some naga captured and trained a few dragon turtles to augment their soldiers, but this tactic is not widespread.



HOBGOBLIN

Medium Humanoid (hobgoblin)

Hit Dice:	5d8+10 (32 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	12 (+2 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+3/+5
Attack:	Slam +6 melee (1d6+2)
Full Attack:	Slam +6 melee (1d6+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blitz, seething sweat, tackle, transmogrify
Special Qualities:	Low-light vision
Saves:	Fort +6, Ref +1, Will +0
Abilities:	Str 15, Agy 10, Sta 14, Int 6, Spt 8, Cha 6
Skills:	Jump +10
Feats:	Power Attack, Weapon Focus (slam)
Environment:	Any land
Area:	Undermine
Organization:	Pair (1 plus 1 goblin), or patrol (3–6 plus 1 goblin)
Challenge Rating:	3
Treasure:	Half standard
Alignment:	Often neutral
Advancement:	By character class
Level Adjustment:	+1

This creature resembles a goblin, but is much taller — about 7 feet — and bulkier. Its skin is purple, and its confused look betrays a dimwitted nature.

Description

Hobgoblins are stupid, brutal troops that goblins created with their mad alchemy. Goblins created hobgoblins by experimenting on their own kind.

The alchemically-wrought changes in hobgoblins did more than increase their size and strength and decrease their mental faculties. Perhaps the most well-known fact about them is their short lives. If a hobgoblin lives to his third year, he's ancient. Hobgoblins either don't realize their lives are pitifully short (which is likely, due to their limited intellect) or they don't care.

Hobgoblins can also alter their personal metabolisms, channeling their adrenalin into the muscles that most need it. Their sweat is acidic, and they are capable of bursts of amazing speed that will reduce them to unconscious piles.

One frightening change the alchemy wrought was on hobgoblin emotions and psychology. Hobgoblins are unstable, and their goblin masters find them difficult to control. They have a number of tactics — ranging from the violent to the culinary — to convince hobgoblins to obey, but because of this instability goblins use hobgoblins only rarely.

Hobgoblins grunt out phrases in Common and Goblin.

Combat

Hobgoblins are bred to obey their goblin masters, and they do so. They are brutal and stupid; a hobgoblin's preferred tactic is to charge, howling ferociously, and pound away.

Blitz (Ex): A hobgoblin can enter a blitz, moving and attacking at incredible speeds. Entering a blitz is a free action that the hobgoblin can perform only on its turn. The effects of a blitz are identical to those of the *bloodlust* spell, save that the hobgoblin does not gain a bonus to Strength.

A blitz lasts for 1d4 minutes +1 minute per point of the hobgoblin's Stamina bonus. After a blitz, a hobgoblin passes out, falling unconscious to the floor. The hobgoblin remains unconscious for 1d4 x 10 minutes. He also loses a number of months (1d6) off his already short lifespan.

Seething Sweat (Ex): When a hobgoblin uses one of his alchemically-created abilities, he secretes a sticky acid that builds up on his skin. After a hobgoblin uses blitz or transmogrify, his skin becomes coated with this acid. A creature touching the hobgoblin, or that he touches (including slam attacks), takes 1d6 points of acid damage. In a grapple, the acid deals 1d6 points of damage per round.

In addition, after 3 rounds of combat, if the hobgoblin has used both blitz and transmogrify, a great deal of sweat



has built up on him. As a full-round action that does not provoke attacks of opportunity, the hobgoblin can shake himself like a dog, spraying acid. Creatures within 5 feet take 4d6 points of acid damage (DC 14 Reflex save for half). After he shakes, the hobgoblin cannot shake again for 3 rounds (though his body remains covered with the seething sweat). The save DC is Stamina-based.

In addition to these effects, hobgoblin sweat is flammable. If a sweating hobgoblin takes fire damage or comes into contact with a flame, he bursts alight. He takes 1d6 points of fire damage per round. A creature touching the hobgoblin, or that he touches (including slam attacks), takes 1d6 points of fire damage (in addition to the acid damage). In a grapple, the fire deals 1d6 points of damage per round. (The most insane hobgoblins set themselves on fire before entering combat.)

Hobgoblin sweat dries within 1d4 rounds after combat or exertion.

Tackle (Ex): A hobgoblin sometimes charges and leaps on a foe, pounding with his fists (and breathing terrible breath in his foe's face). If a hobgoblin charges, he can make a grapple attempt (instead of attacking normally) without provoking an attack of opportunity.

Transmogrify (Ex): Hobgoblins grow in strength as their anger and adrenalin rise, and they channel this growth into specific parts of their bodies. They can grow their arms and fists to massive size to smash enemies, and grow their legs for jumping and running.

A hobgoblin can transmogrify after 1 round of combat. Doing so is a free action he performs on his turn. The transmogrification has one of several effects, depending on which body part the hobgoblin affects.

- **Arm:** One of the hobgoblin's arms grows enormous. The hobgoblin's slam attack with that arm deals 1d10 points of damage (instead of 1d6) and he gains a +2 bonus on attack and damage rolls with it. For activities that require two arms (such as grappling, swinging a two-handed weapon, or climbing a wall), the hobgoblin gains a +1 bonus.

- **Legs:** The hobgoblin's legs grow wide and powerful. His base speed increases by +10 feet, and he gains a +4 bonus on Jump checks.

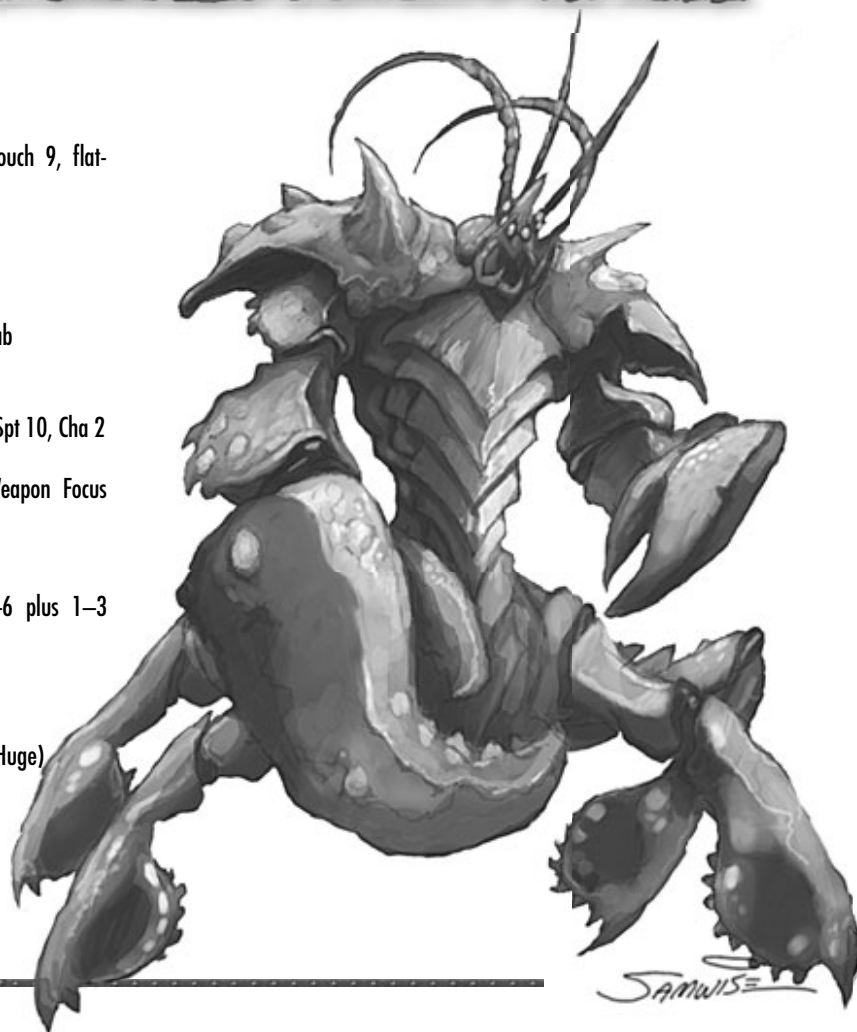
- **Torso:** The hobgoblin's torso grows disproportionately large and tough. He gains a +2 bonus to Stamina.

The transmogrification lasts for the duration of the combat, plus 1d4 rounds thereafter.

MAKRURA PRAWN

Large Animal (Aquatic)

Hit Dice:	5d8+10 (32 hp)
Initiative:	+0
Speed:	20 ft. (4 squares), swim 20 ft.
Armor Class:	16 (−1 size, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple:	+3/+11
Attack:	Claw +7 melee (1d6+4)
Full Attack:	2 claws +7 melee (1d6+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Constrict 1d6+4, improved grab
Special Qualities:	Low-light vision
Saves:	Fort +6, Ref +4, Will +1
Abilities:	Str 19, Agy 10, Sta 14, Int 1, Spt 10, Cha 2
Skills:	Listen +6, Spot +6, Swim +12
Feats:	Skilled (Listen and Spot), Weapon Focus (claw)
Environment:	Warm aquatic and beaches
Area:	Any
Organization:	Solitary, pair, or patrol (3–6 plus 1–3 makrura handlers)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	6–9 HD (Large), 10–15 HD (Huge)
Level Adjustment:	—



This creature looks like a giant lobster, though its legs are proportionately longer and its head is raised, like a snake preparing to strike. Its face does not convey the same look of readiness, however, rather displaying a weary resignation. Its clacking claws belie this expression.

Description

Makrura prawns are large, lobsterlike creatures that tear prey apart with their claws. They are a type of makrura, and other makrura place great value in makrura prawns. Makrura prawns train as animals of war. Makrura prawns also act, in makrura settlements, as guard dogs do for humans.

In their natural habitats, makrura prawns are unremarkable. They spend their days moving slowly across the ocean floor or rocky beaches, scavenging for food. Despite their large claws, makrura prawns are scavengers rather than hunters, as they don't have the speed to bring down anything faster than a garden slug. The seafloor is a good spot for scavenging, though, since most everything that dies in the water sinks to the bottom. Some of it washes up on beaches, so makrura prawns frequent those areas as well.

Most makrura prawns live in saltwater, but freshwater varieties exist. Both taste excellent.

Combat

In their natural habitat, makrura prawns are not aggressive. They are large enough to intimidate rival scavengers, and use their claws primarily for tearing dead food into smaller chunks. However, when a makrura prawn encounters rivals for a piece of food, it advances menacingly (well, as menacingly as these creatures can) and strikes with its claws to drive the intruder away. Often, the intruder is another makrura prawn. Makrura prawns also fight in defense if they cannot escape.

Other makrura train makrura prawns to be more aggressive. Under a skilled handler, a makrura prawn confronts enemies. They serve better as guard beasts than as attack creatures, however, as do other makrura. A typical makrura tactic is to remain away from an enemy, allowing their tidecallers and other spellcasters to pummel them with spells and draw them into melee; then the makrura warriors and prawns attack. Makrura prawns are also a favored summoned creature of makrura spellcasters.

Constrict (Ex): A makrura prawn deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a makrura prawn must hit with a claw attack.

MUR'GUL

Mur'gul

Medium Monstrous Humanoid (Aquatic)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), swim 40 ft.
Armor Class:	19 (+2 Agy, +1 natural, +4 chain shirt, +2 heavy wooden shield), touch 12, flat-footed 17
Base Attack/Grapple:	+0/+3
Attack:	Longsword +4 melee (1d8+3/19–20)
Full Attack:	Longsword +4 melee (1d8+3/19–20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., amphibious, mur'gul traits resistance, mur'gul traits
Saves:	Fort +3, Ref +2, Will +1
Abilities:	Str 17, Agy 15, Sta 13, Int 8, Spt 12, Cha 6
Skills:	Stealth +2, Swim +3
Feats:	Bloodletter ^B , Cannibalize*, Weapon Focus (longsword) ^B
Environment:	Any aquatic
Area:	Any
Organization:	Solitary, pair, squad (2–5), or patrol (3–8 plus 1 necromancer)
Challenge Rating:	1
Treasure:	Normal
	+2
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	Use racial levels

* This feat appears in the **Horde Player's Guide**.

Mur'gul Necromancer

Medium Monstrous Humanoid (Aquatic)

Hit Dice:	9d6+18 (52 hp)
Initiative:	+5
Speed:	30 ft. (6 squares), swim 30 ft.
Armor Class:	14 (+1 Agy, +1 natural, +2 bracers of armor), touch 11
	flat-footed 13
	+4/+4
Attack:	Club +4 melee (1d6)
Full Attack:	Club +4 melee (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Death touch 2/day (9d6), spells
Special Qualities:	Darkvision 60 ft., amphibious, <i>animate dead</i> 4/day, death
Saves:	Fort +5, Ref +6, Will +6
Abilities:	Str 10, Agy 13, Sta 14, Int 17 (15), Spt 10, Cha 10
Skills:	, Concentration +14, Knowledge (arcana) +15, Spellcraft +17, Swim +20
	Craft Wondrous Item ^B , Dodge, Improved Initiative ^B , Lightning Reflexes, Scribe Scroll ^B , Spell Focus (necromancy), Still Spell
Environment:	Any aquatic
Area:	Any
Organization:	Solitary or patrol (1 plus 3–8 mur'gul)
Challenge Rating:	9
Treasure:	Normal, plus bracers of armor +2 and headband of intellect
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	Use racial levels

This humanoid has a thick, warty skin, webbed extremities ending in claws, and bulbous eyes that have a feral gleam. A row of needle-sharp teeth pokes from its frog-like mouth. A few long spines jut from its back.

Description

Mur'gul are vicious, murloc-like aquatic humanoids. Scholars speculate as to their origins. Some say that these creatures were once murlocs, but the Burning Legion's powers cursed and twisted them. While mur'gul resemble murlocs to a degree, they are far more vicious and bloodthirsty — and dangerous.

Mur'gul delight in capturing both humans and murlocs (and anyone else), torturing and then eating their victims. They infest the sea, clambering aboard vessels and slaying everyone onboard.

Mur'gul form small groups, often but not always related. Such gangs steal from one another, and mur'gul raid nests of rivals for eggs to eat. Mur'gul organize in a spontaneous way, primarily to raid murlocs or humans. If these raids go poorly, the mur'gul may turn on one another. Mur'gul wander, and many do not even have a fixed territory; lairs are temporary affairs, used to hold prisoners or for mating. They keep only equipment they can either use or carry easily, though a temporary lair may have treasures from past victims.

Like that of murlocs, mur'gul skin color varies greatly, from pale green to purple to turquoise to red. Their skin is warty and knobbed, not as smooth as a murloc's. A mur'gul's body usually bears spots and speckles of a contrasting color.

Only a few races earn the mur'gul's respect as foes; the naga are one of these.

The mur'gul presented here uses the elite ability score array (see the **Monster Guide**, Chapter 3: Improving Monsters) and has 1 level in the mur'gul racial class (see below).

Combat

Mur'gul press any advantage. Their race includes healers and arcanists, and these characters use spells to slow and debilitate their enemies, allowing the murloc warriors to close. They swarm over their enemies, tearing them to pieces and feeding on the battlefield. They are cunning, and lure powerful enemies into water where they have a greater

advantage. Mur'gul quietly tear at the bottom of ships and break rudders before attacking.

Partially Amphibious: Mur'gul can function perfectly well out of the water for 1 hour. A mur'gul out of the water beyond this time must make a Fortitude save each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage from overexposure to air. A mur'gul who takes any nonlethal damage in this way is fatigued. These penalties end when the mur'gul recovers the nonlethal damage. Mur'gul reduced to unconsciousness in this way begin taking lethal damage each hour.

A mur'gul cannot recover damage from air exposure until he immerses himself in water for at least 1 hour.

Mur'gul Necromancer

Mur'gul necromancers are specialized. Unlike most necromancers, necromancers rarely deal with undead. Instead, they use their magic's power over life forces to debilitate and slay their opponents.

The mur'gul necromancer presented above uses the elite ability score array (see the **Monster Guide**, Chapter 3: Improving Monsters) and is a 9th-level necromancer.

Necromancer Spells (5/6/6/5/3/2; DC 13 + spell level): The mur'gul's high Intellect score and ranks in Spellcraft allow him to prepare 12 spells per level. Mur'gul necromancers favor spells like *baleful polymorph*, *banshee's curse**, *cripple*, and *enervation*.

* This spell appears in the **Horde Player's Guide**.

Mur'gul as Characters

Though they are not as intelligent as other races, mur'gul regularly train in the arts of both war and spellcasting. They fight with jagged swords and shields cobbled together from barnacle-covered driftwood. Mur'gul healers usually become

priests (revering the powers of the depths, or perhaps Azshara), while

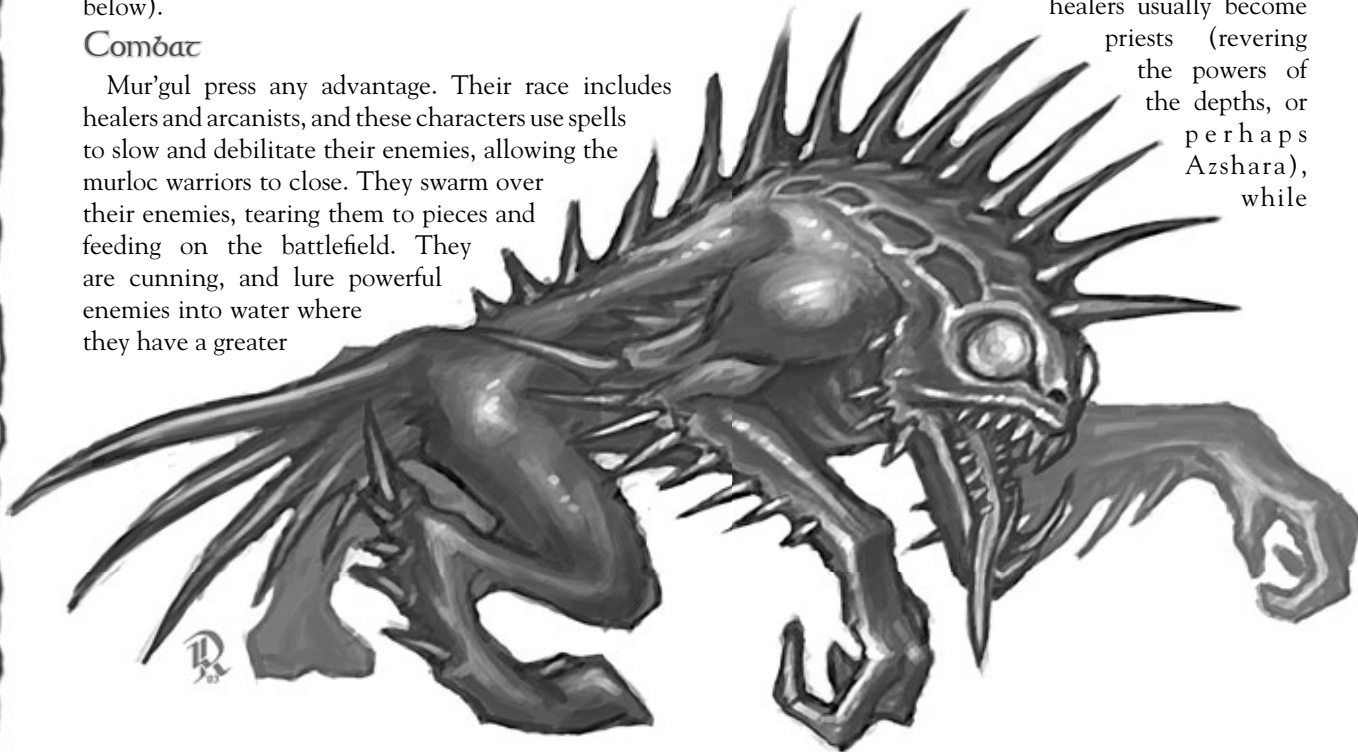


Table 9-1: The Mur'gul

Mur'gul Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	+1 Agy, bonus feat, increased swim speed
2nd	+1	+2	+0	+0	+1 Str, +1 Agy, +1 natural armor
3rd	+2	+3	+1	+1	+1 natural armor, bonus feat, increased swim speed

mur'gul arcanists are magi, necromancers or warlocks (they have a history of dark magic).

Mur'gul are evil and ferocious creatures. They are also only partially amphibious; they must return to the water fairly often. Therefore, few mur'gul depart from their society to become adventurers. Those who do earn the admiration of their fellows, for mur'gul delight in anything that causes pain to other creatures — which is surely what the adventuring mur'gul is going to accomplish.

Mur'gul have the following racial traits:

- +2 Strength, -2 Intellect, -2 Charisma. Mur'gul are strong, but not particularly intelligent and prone to subservience.
- Medium: As Medium creatures, mur'gul have no bonuses or penalties based on their size.
- Mur'gul base land speed is 30 feet. Mur'gul base swim speed is 30 feet. Like all creatures with a swim speed, a mur'gul can move through water at her swim speed without making Swim checks. Mur'gul gain a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. A mur'gul always can choose to take 10 on a Swim check, even if distracted or endangered. A mur'gul can use the run action while swimming, provided she swims in a straight line.
- Monstrous Humanoid: Mur'gul are monstrous humanoids, not humanoids. As such, they are immune to *hold person* and other effects that specifically target humanoids.
- Aquatic Subtype: Mur'gul have the aquatic subtype.
- Darkvision out to 60 feet.
- Swim is a class skill for all mur'gul characters.
- Partially amphibious (see above).
- +1 natural armor bonus to AC.
- Bonus feat. Mur'gul all receive some combat training — especially those in naga service. A mur'gul gains a bonus feat chosen from the list of warrior bonus feats. The mur'gul must meet all the feat's normal prerequisites.

- Automatic Language: Nerglish.

- Bonus Languages: Common, Low Common and Nazja. Mur'gul pick up the languages of the creatures with which they interact.

- Favored Class: Warrior. A multiclass mur'gul's warrior class does not count when determining whether she suffers an XP penalty for multiclassing (see **World of Warcraft the Roleplaying Game**, Chapter 3: Classes, "Multiclass Characters," XP for Multiclass Characters).

Mur'gul Levels

Mur'gul can take up to three levels in "mur'gul" at any time. A mur'gul who takes racial levels becomes even more vicious and twisted.

Hit Die: d8.

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

Skill Points at Higher Levels: 2 + Int modifier.

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

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

Weapon and Armor Proficiency: Mur'gul with levels in mur'gul are proficient with all simple and martial weapons, with light armor, and with shields (but not tower shields).

Bonus Feat: At 1st and 3rd level, the mur'gul gains a bonus feat representing its vicious nature. Choose one of the following feats (the mur'gul must meet all the usual prerequisites): Bloodletter, Cannibalize*, Furious Charge, Improved Critical, Lion Assault†, Power Attack, Punishing Blow, and Reckless Attack.

* See the **Horde Player's Guide**. (Clearly, the mur'gul does not need to be a Forsaken or troll to take this feat.)

† See the **Alliance Player's Guide**.

Increased Swim Speed (Ex): A 1st-level mur'gul's swim speed increases to 40 feet. A 3rd-level mur'gul's swim speed increases to 50 feet.

NERUBIAN

Nerubian Worker

Large Aberration

Hit Dice:	4d8+8 (26 hp)
Initiative:	+7
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	14 (–1 size, +3 Agy, +2 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+3/+9
Attack:	Spear +4 melee (2d6+3) or bite +4 melee (1d8+2 and poison) or javelin +5 ranged (1d8+2)
Full Attack:	Spear +4 melee (2d6+3) and 2 claws –1 melee (1d4+1); or bite +4 melee (1d8+2 and poison) and 2 claws –1 melee (1d4+1); or javelin +5 ranged (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison (DC 16), web (DC 16)
Special Qualities:	Darkvision 60 ft., frozen mind, resistance to cold 5
Saves:	Fort +3, Ref +4, Will +4
Abilities:	Str 15, Agy 17, Sta 14, Int 12, Spt 10, Cha 10
Skills:	Climb +13, Craft or Knowledge (any one) +4, Jump +5, Listen +3, Spot +3, Stealth +9 (+5 hiding)
Feats:	Ability Focus* (poison), Improved Initiative
Environment:	Cold and temperate forest, hills, plains, and underground
Area:	Northrend
Organization:	Solitary, pair, squad (2–4), town (6–18 plus 50% young plus 1 warrior or webspinner per 5 adults), or city (20–200 plus 50% young plus 1 warrior and 1 webspinner per 10 adults, plus 1 seer per 20 adults, plus 1 nerubian spiderlord per 50 adults, plus 1 queen per 150 adults)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	5–10 HD (Large); 11–16 HD (Huge); or by character class
Level Adjustment:	+4

* This feat appears in **Lands of Mystery**.

The large creature has the lower body of a giant spider with a humanoid torso. Its arms and head are spiderlike. Its six spider legs are long and thin, allowing it to top 10 feet when it rears up. It wields a simple, though wicked-looking spear.

Description

Nerubians are cruel, intelligent spider-people. They lurk in the cold shadows of Northrend, waiting with claws and spells to ambush intruders.

Nerubians, along with their castes and their environs, are detailed more thoroughly in **Lands of Mystery**. (The statistics for this worker originally appeared in **Lands of Mystery**, with a slightly different level adjustment. The level adjustment given here is correct.)

Combat

Nerubian workers avoid combat. When pressed into service or when faced with destruction, however, they

Nerubian Spiderlord

Huge Aberration

Hit Dice:	14d8+56 (119 hp)
Initiative:	+11
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	21 (–2 size, +7 Agy, +6 natural), touch 15, flat-footed 14
Base Attack/Grapple:	+10/+23
Attack:	Bite +13 melee (2d6+5 plus poison)
Full Attack:	Bite +13 melee (2d6+5 plus poison) and 2 claws +11 melee (1d8+2)
Space/Reach:	15 ft./10 ft. (15 ft. with claw)
Special Attacks:	Poison (DC 21), spell-like abilities
Special Qualities:	Darkvision 60 ft., frozen mind, resistance to cold 5, web
Saves:	Fort +8, Ref +11, Will +13
Abilities:	Str 20, Agy 25, Sta 18, Int 20, Spt 14, Cha 18
Skills:	Bluff +14, Climb +23, Diplomacy +10, Jump +15, Knowledge (engineering; local) +14, Knowledge (history; nobility and royalty)
	Listen +16, Sense Motive +12, Spellcraft +12, Spot +20, Stealth +21 (+13 hiding)
Feats:	Combat Expertise, Improved Disarm, Improved Initiative, Iron Will, Multiattack
Environment:	Cold forest, hills, plains, and underground
Area:	Northrend
Organization:	Solitary or council (2–5)
Challenge Rating:	14
Treasure:	Standard
Alignment:	Often lawful evil
Advancement:	15–32 HD (Huge); or by character class
Level Adjustment:	+6

are disciplined, particularly if a skilled leader is present. Nerubians are proficient with all simple and martial weapons; they can also deliver a poisonous bite, but prefer the distance that wielding weapons offers.

Poison (Ex): Injury (bite), Fortitude DC 16, 1d6 Strength/1d6 Strength. The save DC is Stamina-based.

Web (Ex): Common nerubians can throw a web eight times per day as a standard action. This is similar to an attack with a net, but has a maximum range of 50 feet with a range increment of 10 feet and is effective against targets up to one size category larger than the nerubian. An entangled creature can escape with a successful Escape Artist check, or it may burst the web with a Strength check. In either case, the DC is (10 + 1/2 the nerubian's HD + the nerubian's Sta modifier + 2 racial bonus).

In addition to using webbing as an attack, a nerubian can spin a single strand to ascend or descend at its climb speed. The strand can hold the weight of the nerubian

and one creature of Medium or smaller size.

Some nerubians can instead create sheets of webbing; all nerubians can move across nerubian webbing at their climb speed.

Frozen Mind (Ex): Nerubians are immune to mind-affecting and fear effects and to telepathy.

Skills: Nerubians have a +4 racial bonus on Spot checks and on Stealth checks made to hide. A nerubian also has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Nerubian Spiderlord

This enormous, insectile creature resembles a gigantic, fantastically colored beetle. The scarab-like carapace unfolds like dual wings, and the creature's front limbs are scythelike and bony.

Nerubian spiderlords — cold, ruthless, deadly and intelligent beetle creatures — are perhaps the most powerful nerubians. Spiderlords once formed the majority of Azjol-Nerub's leadership; they were the keepers of law. They exhibit more callous intelligence than their underlings; a nerubian spiderlord is willing to sacrifice almost anything to further one of his complicated schemes.

A nerubian spiderlord possesses the same poisonous bite of other nerubians, but due to his scarab body he cannot spin webs. Nerubian spiderlords come in many vivid, jeweled shades, everything from emerald green to sapphire blue to ruby red. Some scholars attempt to draw a correlation between a spiderlord's coloring and his approximate power level, but so far have reached no consensus.

Nerubian spiderlords grow 18–20 feet tall and weigh 8,000 to 12,000 pounds. Their carapaces provide excellent natural armor, but their vestigial wings are not strong enough to allow flight. Only nerubian queens give birth to spiderlords; one out of every 20 eggs she lays on average grows into a spiderlord (the rest emerge as regular nerubians).

Nerubian spiderlords speak Common and Nerubian.

Combat

A nerubian spiderlord tries diplomacy first, after which he switches to his spell-like abilities. Melee combat is a spiderlord's last resort. They do not use web attacks like common nerubians.

Poison (Ex): Injury (bite), Fortitude DC 21, 1d8 Strength/1d8 Strength. The save DC is Stamina-based.

Spell-Like Abilities: At will—*cause fear* (DC 15), *charm person* (DC 15), *detect thoughts* (DC 16), *frost armor*, *summon swarm*; 3/day—*arcane intellect*, *blizzard*, *eagle's splendor*, *frostbolt* (DC 17), *frost nova* (DC 17), *hold person* (DC 17), *suggestion* (DC 18). Caster level 14th; save DCs are Charisma-based.

Frozen Mind (Ex): Nerubian spiderlords are immune to mind-affecting and fear effects and to telepathy.

Web (Ex): Nerubian spiderlords do not throw webs like common nerubians. They can spin a single strand to ascend or descend at their climb speed, however. The strand can hold the weight of the spiderlord and one creature of Large or smaller size.

Some nerubians (but not spiderlords) can instead create sheets of webbing; all nerubians can move across this nerubian webbing at their climb speed.

Skills: A nerubian spiderlord has a +4 racial bonus on Spot checks and on Stealth checks made to hide. A spiderlord also has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.



PANDAREN

Medium Humanoid (Pandaren)

Hit Dice:	1d8+2 (6 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	17 (+2 Agy, +1 natural, +4 chain shirt), touch 12, flat-footed 15
Base Attack/Grapple:	+0/+2
Attack:	Bastard sword +2 melee (1d10+2/19–20)
Full Attack:	Bastard sword +2 melee (1d10+2/19–20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, pandaren traits
Saves:	Fort +4, Ref +4, Will +2
Abilities:	Str 15, Agy 14, Sta 14, Int 10, Spt 10, Cha 10
Skills:	Climb +2, Jump +2, Listen +4, Spot +4
Feats:	Combat Expertise ^B , Dodge ^B , Exotic Weapon Proficiency (bastard sword)
Environment:	Any land
Area:	Pandaria
Organization:	Solitary
Challenge Rating:	1
Treasure:	Standard
Alignment:	Often neutral good
Advancement:	By character class
Level Adjustment:	Use racial levels

This creature is a humanoid panda bear. It smiles and hefts a jug of ale with one hand — and a stout sword with the other.

Description

Hailing from the ancient and mysterious empire of Pandaria, the mighty pandaren are agile warriors, wizened scholars, masters of earth magic, and peerless brewers. Little is known of their culture or society, though much is rumored. Historians believe that the Pandaren empire is just as old as the kaldorei civilization. They contend that pandaren and kaldorei traded both goods and ideas in the years before the War of the Ancients.

However, as the kaldorei grew more and more obsessed with arcane magic, the peaceful pandaren withdrew and closed their borders. For ten millennia, the world had forgotten pandaren. Shortly after the Third War, though, a few reappeared — perhaps roused from their isolation by the Burning Legion, whose catastrophic coming shook the world.

The most well-known pandaren are the brewmasters, who travel the world seeking the perfect drinks and hoping to create their own time-honored recipes. These pandaren lead some to believe that *all* pandaren are merely brewmasters and have no fighting skill, but such is not the case. Their race is peaceful, though, it is true, and their culture values ale and other spirits; as in all things, pandaren strive for perfection in whatever their profession.

Pandaren boast several unique types of individual who draw upon their culture's history. Brewmasters are one such type, but the race also includes wardancers — agile fighters who spin, leap, tumble, and slay their foes with delicate weapons called shaktani swords. Pandaren geomancers tap into the magic of earth and stone, while shodo-pans lead their shao'dins, or clans.

Combat

The peaceful and friendly pandaren prefer diplomacy to combat, but when battle calls, they are fierce and deadly. Pandaren are graceful and intelligent fighters. Their philosophers and tacticians have written treatises on military protocol and strategy, and their wardancers espouse certain philosophies to which pandaren cling.

Pandaren begin combat defensively (using Dodge and Combat Expertise) to test their opponents' prowess, then



adjust their tactics accordingly. They flee or surrender if they are outmatched.

The pandaren presented uses the elite ability score array (see the **Monster Guide**, Chapter 3: Improving Monsters) and has 1 level in the pandaren racial class (See Chapter 1: New Races).

Pandaren as Characters

Few pandaren leave Pandaria, but those who do invariably leave their mark on the outer world. Some adventure to see

other lands and experience other people, others because it expands their minds and supports their philosophy. Some pandaren travel to broaden their horizons and witness new versions of their specialties: Pandaren warriors adventure to observe new fighting styles, and pandaren shaman wish to see new spells and study the ways other races commune with the spirits. Perhaps the most famous pandaren adventurers are brewmasters, who travel the world seeking to perfect their alcoholic beverages.

See Chapter 1: New Races for pandaren racial traits.

S N A P D R A G O N

Medium Magical Beast (Aquatic)

Hit Dice:	9d10+27 (76 hp)
Initiative:	+4
Speed:	30 ft. (6 squares), swim 40 ft.
Armor Class:	17 (+4 Agy, +3 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+9/+12
Attack:	Bite +12 melee (1d6+4) or spit +14 ranged (1d8+3 acid plus poison)
Full Attack:	Bite +12 melee (1d6+4) or spit +14 ranged (1d8+3 acid plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison (DC 17), spit
Special Qualities:	Darkvision 60 ft., low-light vision, amphibious
Saves:	Fort +9, Ref +10, Will +5
Abilities:	Str 16, Agy 18, Sta 16, Int 4, Spt 15, Cha 6
Skills:	Listen +8, Spot +8, Stealth +6*, Swim +13
Feats:	Improved Natural Attack* (spit), Skilled (Listen and Spot), Skilled (Stealth and Swim), Weapon Focus (spit)
Environment:	Warm and temperate aquatic
Area:	The South Seas
Organization:	Solitary, pair, or family (3–5 plus noncombatant young equal to the adults)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	9–11 HD (Medium); 12–18 HD (Large)
Level Adjustment:	—

If a dog were a reptile, it would look something like this. This long, wiry, lizardlike creature runs with an undulating grace reminiscent of a snake. Its head is also snakelike, and a red tongue darts from its mouth. It is obviously amphibious, with a red, finlike ridge extending down its spine. Large fins flare from its head and tail.

Description

Predators able to spit painful acid, snap dragons appear as trained beasts in many naga armies. In the wild, snap dragons dwell along tropical coasts, entering the water to lay in wait for prey. When they sense it coming near, they

rise and spit acid until the prey falls. The snap dragon then ambles over and feasts on the partially liquefied meal.

Many snap dragons exist in the South Seas, where they are a danger. All avoid them except the naga, who train the beasts for war. Snap dragons spend much of their time on land, where their acidic spit is effective, but use the water to surprise prey and to move quickly through their territory.

Combat

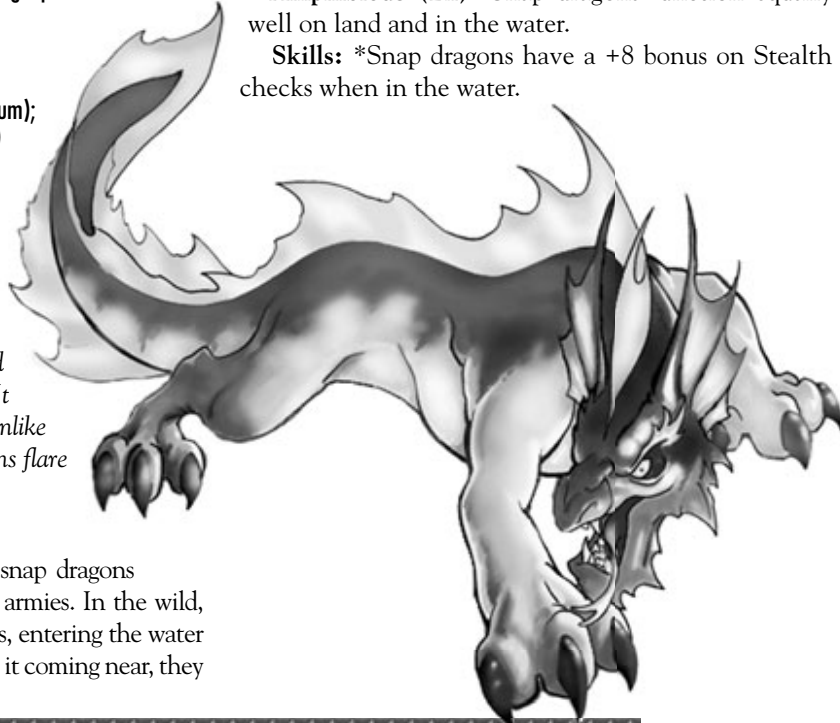
Snap dragons attack from ambush. They use watery environments to conceal their presence, and to move to where they can attack prey from the most advantageous places. They spit at their prey repeatedly and retreat from attackers, only to circle around and try again. They bite only if cornered or if underwater.

Poison (Ex): Contact (spit), Fortitude DC 17; 1d4 Str and 1d2 Sta/1d4 Str and 1d2 Sta. The save DC is Stamina-based.

Spit (Ex): A snap dragon spits powerful jets of acidic poison. This is a normal ranged attack with a range increment of 20 feet and a maximum range of 5 range increments (100 feet).

Amphibious (Ex): Snap dragons function equally well on land and in the water.

Skills: *Snap dragons have a +8 bonus on Stealth checks when in the water.



SPIDERLING SWARM

Tiny Aberration (Swarm)

Hit Dice: 10d8 (45 hp)
Initiative: +4
Speed: 30 ft. (6 squares), climb 10 ft.
Armor Class: 17 (+4 Agy, +2 size, +1 natural), touch 16, flat-footed 13

Base Attack/Grapple: +7/—
Attack: Swarm (6d6 plus poison)
Full Attack: Swarm (6d6 plus poison)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction, poison
Special Qualities: Darkvision 60 ft., half damage from slashing and piercing, swarm traits

Saves: Fort +3, Ref +7, Will +6
Abilities: Str 6, Agy 19, Sta 10, Int 6, Spt 8, Cha 8
Skills: Climb +12, Stealth +17 (+25 hiding)
Feats: Ability Focus* (distraction), Ability Focus* (poison), Improved Initiative, Improved Natural Attack† (swarm)

Environment: Cold and temperate forest, hills, plains, and underground

Area: Northrend
Organization: Solitary, pair, or mass (3–7)
Challenge Rating: 5
Treasure: None
Alignment: Usually lawful evil
Advancement: None
Level Adjustment: —

* This feat appears in *Lands of Mystery*.

† This feat appears in the *Monster Guide*.

A swarm of small, spiderlike creatures skitters across the ground. Though they resemble spiders, they clearly are not; their bodies are elongated, and two of their eight limbs are spindly arms. Their green compound eyes glitter in hunger.

Description

Spiderlings are young and voracious nerubians. While not nearly as intelligent as adult nerubians, spiderlings are still dangerous; in fact, when they gather in swarms (which they often do), they are more dangerous than nerubian workers.

Adult nerubians carry their young around their lairs. Up to around a dozen spiderlings cling to the adult's body. Nerubians leave the spiderlings in their lair when they move to confront enemies, but foes who clash with nerubians in their tunnels may find themselves confronting a spiderling swarm.

Nerubians are spiderlings for about 3 years. Over this time, they grow from the Tiny spiderlings presented here, gradually attaining Small size. At this point, they are adult nerubians with a single Hit Die, as presented in Chapter 2: Class Options.

Like young creatures of other races, spiderlings have a limited command and understanding of their native language, Nerubian.

Combat

Spiderling swarms are almost always attached to adults; the only other way an adventurer can reasonably expect to run into a spiderling swarm is in a nerubian incubation chamber.

Spiderlings follow the commands of other nerubians, particularly the adult to which they are attached. Once the nerubians have destroyed or routed all opponents, the spiderlings feed.

Distraction (Ex): Any living creature that begins its turn with a spiderling swarm in its space must succeed on a DC 17 Fortitude save or be nauseated for 1 round. The save DC is Stamina-based.

Poison (Ex): Injury, Fortitude DC 17, 1d6 Str/1d6 Str. The save DC is Stamina-based.



TUBE WYRM

Large Magical Beast (Aquatic)

Hit Dice:	10d10+70 (125 hp)
Initiative:	+3
Speed:	40 ft. (8 squares), swim 120 ft.
Armor Class:	27 (−1 size, +3 Agy, +15 natural), touch 12, flat-footed 24
Base Attack/Grapple:	+10/+20
Attack:	Bite +15 melee (2d8+9 plus poison)
Full Attack:	Bite +15 melee (2d8+9 plus poison)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Constrict 2d8+9, improved grab, poison (DC 17), spit acid
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +16, Ref +10, Will +5
Abilities:	Str 23, Agy 17, Sta 25, Int 5, Spt 14, Cha 3
Skills:	Listen +11, Spot +10, Swim +14
Feats:	Great Fortitude, Point Blank Shot, Power Attack, Skilled (Listen and Spot)
Environment:	Any aquatic
Area:	The Eye
Organization:	Solitary, pair, or colony (7–12)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	11–15 HD (Large); 16–25 HD (Huge); 26–33 HD (Gargantuan)
Level Adjustment:	—

A thick, emerald-colored hide forms this creature's monstrous body, but countless tiny scales of dark blue and deep purple shades cover its serpentine skin. These form a tough, natural armor that shimmers iridescently wherever light shines upon it.

Description

Tube wurm are serpentlike creatures that live on the ocean floor. Occasionally, naga capture and train tube wurm to serve them as defenders (particularly in Nazjatar), though this strategy is not widespread. Naga refer to these tamed tube wurm as tidal guardians.

Tube wurm thrive in heated, sulfur-rich, acidic waters. Heated gas emerges from thermal vents in some areas, and tube wurm consume this gas and convert it into nutrients. One such area is the Pillar Deep, in the Eye. On first sighting this area, an undersea explorer sees enormous pillars rising from the ocean floor. Closer inspection, however, reveals that these “pillars” are tube wurm, grown to enormous size in these rich waters.

Combat

Tube wurm protect the tubes in which they live and the surrounding area. Some varieties spit acid and/or grapple foes; the tube wurm presented here is one such creature.

Constrict (Ex): A tube wurm deals 2d8+9 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a tube wurm must hit with its bite attack. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Bite, Fortitude DC 17; 1d6 Str/1 Str drain. The save DC is Stamina-based.

Spit Acid (Ex): Some tube wurm can spit poisonous acid as a standard action. This is a normal ranged attack (+12 bonus) with a range increment of 20 feet and a maximum range of 100 feet. A successful hit deals 2d6 points of acid damage plus poison, as above.

TUSKARR

Medium Humanoid (Tuskarr)

Hit Dice:	1d8+3 (7 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	18 (+1 Agy, +2 natural, +3 studded leather, +2 heavy wooden shield), touch 11, flat-footed 17
Base Attack/Grapple:	+0/+2
Attack:	Shortspear +2 melee (1d6+2/x3) or shortspear +1 ranged (1d6+2/x3) or net +1 ranged touch (special)
Full Attack:	Shortspear +2 melee (1d6+2/x3) or shortspear +1 ranged (1d6+2/x3) or net +1 ranged touch (special)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Resistance to cold 3, tuskarr traits

Saves:	Fort +5, Ref +1, Will +1
Abilities:	Str 15, Agy 13, Sta 16, Int 8, Spt 12, Cha 8
Skills:	Profession (fisher) +8, Profession (whaler) +8, Spot +4, Survival +6
Feats:	Skilled (Profession [fisher] and Profession [whaler])
Environment:	Cold land
Area:	The Borean Tundra
Organization:	Solitary, pair, hunting group (3–6), family (2–7 adults and 2–7 children), or war party (8–18 tuskarr, 1–3 4th-level lieutenants, and one 9th-level leader)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Often neutral good
Advancement:	By character class
Level Adjustment:	Use racial levels

This squat, muscular humanoid has a face that resembles that of a walrus, blunt and almost hairless, with two long tusks that extend down. Red and blue designs adorn his tusks, and he wears a thick oilskin jacket.

Description

Tuskarr are sturdy humanoids adapted to the cold. They live in Northrend, where their society revolves around fishing and whaling. They are a friendly people, but wage constant battle against the Drakkari ice trolls and nerubians. So far, the tuskarr avoid the Scourge, but they know that eventually they will be forced to fight or flee.

Tuskarr are excellent fisherman and whalers, and their economy is based upon these skills. They dwell along Northrend's coasts. They do not spend time and effort organizing their communities; instead, villages arise out of a need to coordinate efforts at fishing, animal husbandry, and defense rather than of out of politics. The center of their civilization is Kaskala, a cluster of villages in the Borean Tundra.

Tuskarr shaman influence the weather, cure the sick, and help with the gathering of food. Being skilled at fishing or whaling is considered evidence of good morals in tuskarr society, whereas poor fishing is seen as evidence of some moral deficiency. The tuskarr picture the afterlife as a place with safe waters, plentiful catches, and no enemies.

The family is the tuskarr's primary social structure. The action of one family member is the responsibility of the entire group. Marriage occurs for a tuskarr man when he can support a wife, and for a tuskarr woman as soon as she reaches puberty.

Tuskarr law requires all tuskarr to help supply the community with food, clothing, and other necessities. Also, all tuskarr must contribute to the defense of their villages. Punishment is generally mild and involves loss of social standing through ridicule or ostracism. However, when someone takes a tuskarr's life, blood vengeance is the only allowable response.

Tuskarr have their own language, Tuskarr. Most also speak Common.

Combat

Tuskarr are peaceable, but show little mercy to ice trolls, nerubians or anyone else they consider their enemies. They enter warfare much as they do their fishing and whaling efforts; they prefer to cast nets upon their enemy and then fight the trapped target with spears.

The tuskarr presented above uses the elite ability score array (see the **Monster Guide**, Chapter 3: Improving Monsters) and has 1 level in the tuskarr racial class (see Chapter 1: New Races).

Tuskarr as Characters

Tuskarr make good heroes. While few tuskarr leave their villages and families, a few are driven to explore the world or to take more direct action against the Scourge, whose depredations the tuskarr see but do not combat. Tuskarr are good-hearted folk who are devoted to their friends. A tuskarr makes friends easily, but it takes a long time for him to consider a group of friends the equivalent of his family. When he does, though, they have his loyalty for life.

Tuskarr tend to be soldiers and experts, but the few who go adventuring often take levels in barbarian, scout or shaman.

See Chapter 1: New Races for tuskarr racial traits.



GOLDKNUCKLE

“Goldknuckle” is a **World of Warcraft RPG** adventure designed for four 12th-level heroes of any faction. Any classes may participate, but at least one tinker is a good idea. Boxed text is meant to be read aloud or paraphrased to the players.

The action takes place in the Hinterlands and involves goblins, elementals and constructs.

Adventure Background

For most of his life, the goblin engineer Zykos “Goldknuckle” Gazzo has been obsessed with mad schemes around technology. He believes technology can do *anything*. Like most goblins, the primary reason for his interest is the acquisition of wealth. Some years ago, he became convinced that he had discovered a technological key to unlimited riches. He has spent most of his career struggling to refine his processes, meeting with failure every time. With each attempt, he has built larger and larger devices, hoping perhaps that a larger scale would permit success, and paying no heed to the increasing dangerousness and instability of his devices.

Finally, Goldknuckle has decided that he has designed the proper specifications for the device that will make him wealthy beyond compare. The next step was to find someplace secret where he could build it.

Goldknuckle constructed a facility in the deep mountains of the Hinterlands, in the process — ignorant of how his labors could attract the attention he sought to avoid — cutting down trees and digging into the earth for resources he needed without regard to the balance of nature in the area. This activity draws the attention of a few druids and Wildhammers, but the scale is currently too small for them to spend their efforts opposing the goblin. His efforts also stirred up and annoyed the elementals in the area.

Once Goldknuckle finished his hideout, he began work on his greatest invention — a device he calls the World Tweaker. The device, he knows, will allow him to become the wealthiest goblin on Azeroth.

To achieve this goal, he intends to activate his world tweaker and change all the gold in the world into copper — all the gold except that stored in his private vault, of course. Once he does this, Zykos intends to emerge, declare himself ruler of the world, and order the other races to do his bidding. The first to suffer will be his rivals who think him mad. He’ll show them the true power of technology. Oh, yes!

Of course, Goldknuckle is completely insane. His device has no chance of achieving his goals. It *does* have an excellent chance of exploding, however, but Goldknuckle doesn’t care.

Adventure Synopsis

The adventure begins as the heroes make their way through Hinterlands. To start things off, some elementals, angered by Goldknuckle’s activity, attack the heroes. Then one of Goldknuckle’s minions, come to his senses at last, enlists their aid. A hunter-killer construct, set on him by the mad Zykos, pursues him, and the heroes defeat it.

After this, the heroes venture into Goldknuckle’s lair, facing several guardians and constructs before confronting the tinker at the world tweaker itself. If they fail to stop him, he’ll carry through with his plan to turn all the gold in the world to copper!

For the Heroes

The adventure begins in the Hinterlands, at any point in the heroes’ travels through that area. The heroes could be in the Hinterlands 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, such as gryphons.
- On their way to parley with the Wildhammer dwarves.
- Collecting ingredients for a special elixir, formula or other trade skill.
- Sent by druids or Wildhammers to put a stop to Goldknuckle’s environmental destruction.
- On the run and looking for a place to hide.

If the heroes already have a good reason for going to the Hinterlands, this adventure makes an excellent addition to their itinerary. They might, for example, need to make contact with a night elf scout who disappeared in the region, or find the reason the elementals in the area have grown angry.

Encounter 1:

Fire Elemental Assault (CL3)

Up, down, up, down... the hills seem steep and unending. Even the pass is nothing but climbing, descending and more climbing. As you pass amid the craggy peaks, you top another rise and come upon a scene of destruction. Ahead, the trees have all been cut down and swept away. Smoke rises from the brown, burnt landscape. A forest fire? Not with those severed stumps — something did this on purpose. Even as you mull that over, you see bright lights approaching through the smoke. Too bright for

torches. A moment later, the source of the fires emerges from the gloom. Fire elementals, five of them — and they're *big*!

This encounter takes place on a hillside, with the heroes at the top of the hill. They're traveling through a mountain pass, so walls rise steeply to either side, effectively trapping them within a 50-foot-wide corridor that opens up by about 10 feet for every 30 feet traveled downwards. The walls are smooth, with few footholds, requiring a DC 25 Climb check to ascend. They go up about 100 feet on either side.

The elementals attack mindlessly and angrily. Anyone who makes a DC 20 Knowledge (the planes) check can recognize that these creatures are beyond sanity.

Creatures: These are 5 fiery destroyers.

Fiery Destroyers (5): hp 228 each. See the **Monster Guide** for statistics. These elementals are berserk, receiving a +2 bonus to Strength and Stamina, but taking a –2 penalty to Armor Class. (AC 26, touch 15, flat-footed 17; Full Atk 2 slams +27 melee (2d8+7 plus 2d8 fire); Fort +15.) Unlike a barbarian's rage, this condition is tireless and endless.

Tactics: The elementals each choose a target and charge it, regardless of the danger to themselves or the tactical disadvantages involved in doing so. Even if already engaged in melee, they have a 1 in 4 chance each round of picking a different target at random and charging it, heedless of attacks of opportunity or tactical considerations. If anyone employs a cold attack against them, they focus their attacks against that foe for at least 1 round.

Encounter 2: Fleeing Fleeto (CL 12)

The dust has barely settled on the burnt-out fire elementals when you hear another sound, coming from the black smoke ahead. "Help!" someone yells. "Help me! Somebody! It's after me!" The voice is squeaky and gasping for breath.

A moment later, a harried goblin bursts out of the smoke, running like his pants were on fire. He's dressed in ragged clothing and strange boots, with a large pistol strapped to his chest. His eyes light when he sees you. "Please help me!" he squeals, making no attempt to go for his weapon and continuing to run. "It's Goldknuckle! He found out I left, and sent *IT* after me!"

Depending on the circumstances, this encounter can take place immediately after the conclusion of the fire elemental battle, or several rounds later. (Probably no more than 5 rounds after the battle, though.) If the players speak quickly, they can take 1 round of actions between the time they hear the first "Help!" and the moment the goblin appears — this is an acceptable interruption of the boxed text.

The goblin is Fleeto, an engineer until recently employed by Zykos Gazzo in his lair (a drilled-out natural cave he calls the his Secret Lair). Fleeto served his master until he realized the depths of Goldknuckle's madness. Fleeto fled, intending to warn anyone who would listen, but Goldknuckle sent a mechanical creation to hunt him. This creature arrives 2 rounds after Fleeto emerges from the smoke — be sure to keep careful track of elapsed time, as players will only have enough actions available for a couple of questions. If they ask Fleeto anything, he replies truthfully, but is panicked and breathless, apparently at the end of his rope.

Creatures: The hunter-killer chasing Fleeto is a large, mechanical humanoid. It bears a set of treads instead of legs, and immense weapons instead of arms.

Goldknuckle's Hunter-Killer: CR 10; Large construct (mechanical); HD 11d10+30, hp 120; Init +0; Spd 30 ft.; AC 24, touch 9, flat-footed 24; Base Atk +8; Grp +19; Atk +15 melee (1d8+8 plus bleeding, buzzsaw); Full Atk +15 melee (1d8+8 plus bleeding, buzzsaw) and +15 melee (2d6+4, drill); Face/Reach 10 ft./10 ft.; SA customized weaponry, trample 1d6+10 (DC 22); SQ darkvision 60 ft., low-light vision, damage reduction 10/adamantine, immunity to magic, trundling treads, construct traits; AL N; SV Fort +3, Ref +3, Will +3; Str 24, Agy 10, Sta —, Int —, Spt 11, Cha 1.

Feats: Weapon Focus (slam)^B.

SA — Customized Weaponry (Ex): The hunter-killer's right arm ends in a whirring buzzsaw, while its left ends in a huge spinning drill. (These are treated as slam attacks for purposes of the construct's feats.) Whenever a living creature takes damage from the saw, he must make a DC 17 Fortitude save or take 1d3 points of Stamina damage from excessive bleeding. The drill ignores the first 5 points of damage reduction (regardless of source, even DR X/—).

SQ — Trundling Treads (Ex): The hunter-killer can move and charge over difficult terrain without penalty, but cannot run. In this respect it is treated as having the trundling treads steam armor enhancement (see Chapter 5: Technology).

Fleeto, Male Goblin Tinker 11: CR 9; Small humanoid (goblin); HD 11d6+22, hp 63 (currently 21); Init +5; Spd 20 ft.; AC 16, touch 16, flat-footed 11; Base Atk +8; Grp +5; Atk +14 ranged (3d6, repeating pistol); Full Atk +14/+9 ranged (3d6, repeating pistol); SA bomb bouncing; SQ low-light vision, cobble (2/week), coolness under fire 4/day, evasion, resistance to fire 5, packrat, scavenge; AL CG; SV Fort +5, Ref +12, Will +8; Str 13, Agy 21, Sta 14, Int 15, Spt 13, Cha 10.

Languages Spoken: Common, Darnassian, Goblin and Low Common.

Skills: Appraise +18, Concentration +16, Craft (technological device) +19, Decipher Script +16, Disable Device +19, Knowledge (the planes) +16, Open Lock +19, Search +16, Use Technological Device +16.

Feats: Delay Malfunction^B, Emergency Repair^B, Exotic Weapon Proficiency (firearms), Firearm Knack^B, Goblin Engineering Specialist^{B*}, Point Blank Shot, Rapid Shot, Scavenge Materials.

Possessions: Modified repeating pistol (with 15 rounds of ammunition and gunpowder), goblin army knife, goblin rocket boots (no fuel), pouch with 80 silver pieces.



Special Note: Fleeto is fatigued for the duration of the encounter.

Tactics: The construct initially goes after Fleeto and ignores the heroes unless they attack it or get in its way. If they let it slay Fleeto, it carves up his corpse into tiny bits and then goes back the way it came. If instead they intervene, it engages the hero who presents the greatest threat (typically the one with the most armor). It doesn't retreat.

After the Encounter: Meeting Fleeto

Assuming Fleeto survives the hunter-killer's assault, he breathlessly explains who he is, and what's going on. The players must then decide whether or not to do something about Goldknuckle. Fleeto appeals to their better natures (especially if any of them are obviously paladins or followers of the Light), claiming Zykos is an evil goblin not afraid to unleash unknown powers on the world to achieve his own greedy ends. If any of the heroes are druids or hunters, he points to the damaged forest and blames it on Goldknuckle (never mind the fact that Fleeto was, at the time, a willing participant in this destruction). If all else fails, he casually mentions that Zykos has a vault full of cash that the heroes can feel free to loot once they stop his nefarious plans.

Depending on the questions the heroes ask, Fleeto can provide the following details. However, he's too nervous and jittery to think of all these things on his own. He gives out this information only if they specifically request it. Otherwise, he catches his breath, insists that the heroes hurry before Goldknuckle activates his terrible

device, and rushes off in the direction the heroes came from — presumably to track down more help, but also to escape further retribution from his former master.

- **Goldknuckle's Lair:** Fleeto says Goldknuckle refers to his base as his "secret lair." It's a natural cave that used to be behind a waterfall, before Zykos redirected the river for his own purposes. Fleeto has no problem telling the players exactly how to get there and even drawing a crude map of the facility. However, he's so shaky and addle-brained that this map has at least one major flaw (GM's choice).

- **Guardians:** Fleeto gives a detailed description of Oddknob, Goldknuckle's bodyguard (see **Area 5** below), but dismisses the other constructs as unimportant trivialities that "will surely pose no threat to heroes like you!" If pressed, he describes several mechanical humanoids crafted in Zykos's image. Fleeto doesn't know about the lake guardian (which Goldknuckle activated after his minion fled) or the portable goblin factory. He does know that Goldknuckle employs alarm-o-bots (see **Encounter 3**, below) and, after a moment's thought, remembers that their suppression word is "pyrite." (Sadly, the paranoid Zykos has changed this word since Fleeto's departure, but Fleeto has no way of knowing that.)

- **The World Tweaker:** Fleeto has seen the machine and can give a description of it, as well as its unusual name. He knows the device employs all sorts of jumbled technology and is surely capable of wreaking massive destruction. He's certain Goldknuckle is going to turn it on soon and try to do something horrible. Exactly what that something is, he isn't sure, except it will surely involve gold in some way — Zykos is obsessed with gold (he even wears an

excessive amount of gold jewelry and equipment, such as his namesake, the “golden knuckles” he uses for barefisted fighting). Fleeto insists that the machine must be destroyed, even beyond logical arguments to the contrary, such as someone suggesting that something so powerful might be able to do good works. It’s too dangerous to be allowed to exist, he explains.

Fleeto also knows that Goldknuckle intends to use the world tweaker soon. He was planning on taking some time to finalize his plans (i.e., get some more gold), but if intruders break in, Fleeto warns, Goldknuckle’s machine is ready to roll. So, once the heroes enter Goldknuckle’s secret lair, they can’t dally.

- **The Destroyed Forest:** Goldknuckle’s machines tore down many trees in the forest to collect the fuel needed to construct the world tweaker. Fleeto doesn’t bother to mention that he was piloting the shredder used to do most of this work; the heroes can make a Sense Motive check (opposed by Fleeto’s Bluff check, with a +4 bonus since he’s not actually lying) to determine that he’s hiding something. If confronted about the truth, he breaks down and admits he helped — but that was before he knew Goldknuckle’s plans. He thought they were expanding a mine, not trying to destroy the world!

Under no circumstances does Fleeto accompany the party to Goldknuckle’s secret lair, unless forced to do so against his will. As soon as the players slow their line of questioning, he catches his breath and takes off. Before he goes, he asks if they have any goblin rocket fuel they can loan him for his rocket boots. Regardless of the answer, he heads off the way the players came, unless they take some action to stop him. He doesn’t appear again in this adventure, although he could show up later in the campaign as a recurring NPC.

Encounter 3: The Lake Guardian (CL 10)

Following the directions given to you by Fleeto, you press onward through the damaged forest, heading gradually downward through the pass. Several times you notice additional rogue fire elementals in the distance, but they flit away without attacking. After half an hour, you pass through a narrow channel to the east and emerge into a wide basin. A small lake fills about half the valley, blocking access to the wide cavern about 200 feet away. You can see where a waterfall once plummeted into this lake, but the waters are absent except for a few paltry streams. The stumps of harvested trees dot the otherwise barren shore. Near the eastern edge of the valley, a huge construct equipped with massive cutting blades sits idle, facing you.

The construct is the shredder Fleeto used to help chop down the forest. The device broke down several days ago and is non-functional. Fearing Fleeto would

attempt to steal it, Goldknuckle equipped the shredder with a self-destruct trap (see Trap, below).

The only way to enter the cave is over about 20 feet of water at the closest approach. If the heroes approach within 10 feet of the cave entrance (either in, on, or over the surface of the water), the lake guardian bursts forth to attack. The lake guardian is hidden in the muck 10 feet below the water’s surface, requiring a DC 40 Spot check to notice (even if this check is successful, the hero notices only a curious glint of metal, not a dangerous construct).

Two alarm-o-bots (see the **Alliance Player’s Guide**, Chapter 5: Technology) patrol the cave’s entrance. They walk in 20-foot square patterns so as to cover the entire cave area. Characters can notice these from outside the cave with a DC 20 Spot check (remember to add a –1 penalty for every 10 feet of distance between the observer and the bot). If the alarm-o-bots let off their shriek of warning, it not only activates the lake guardian, but also attracts the attention of the pummel squad from the factory room, which arrives to investigate within 3 rounds. Note that Zykos changed the password on the alarm-o-bots, so anyone trying to use the word “pyrite” in their presence will only set them off. (The new password is “weird.”)

Trap: The huge, inactive shredder is equipped with a testy self-destruct trap. Anyone attempting to enter or climb onto the shredder sets off the device. If the trap goes off, the construct is destroyed automatically.

Explosive Trap: CR 9; technological device; location trigger; no reset; DC 25 Reflex save for half damage (creatures inside the construct get no save); multiple targets (all creatures within 40 feet; blast dealing 20d6 points of damage (half fire and half piercing); Search DC 30; Disable Device DC 42.

Creature: The lake guardian is an arcane nullifier. Goldknuckle purchased a broken version from a down-on-his-luck gnome tinker and revamped it. Goldknuckle coated the construct with a special resin of his own design that makes it waterproof (at least for a time), as well as installing propellers for underwater movement. He swapped out the creature’s arms for blades, which deal slashing damage.

Advanced Arcane Nullifier X–21: CR 10; Large construct (mechanical); HD 20d10+30, hp 140; Init –2; Spd 40 ft., swim 40 ft.; AC 17, touch 7, flat-footed 17; Base Atk +15; Grp +26; Atk +21 melee (2d6+7/19–20, blade); Full Atk +16/+16 melee (2d6+7/19–20, blades); Space/Reach 10 ft./10 ft.; SA rechannel spell; SQ darkvision 60 ft., hardness 5, malfunction, spell resistance 25, construct traits; AL N; SV Fort +6, Ref +4, Will +6; Str 25, Agy 7, Sta –, Int 1, Spt 10, Cha 1.

Skills: Listen +13, Spot +14, Swim +15.

Feats: Awesome Blow*, Bash, Cleave, Improved Bull Rush, Improved Critical (blade), Power Attack, Weapon Focus (blade).

SA — Rechannel Spell (Su): If the arcane nullifier’s spell resistance protects it from a spell, the creature stores that spell within its body. On its next turn, it automatically releases the same spell as a free action, usually targeting the creature that first cast the spell. The spell occurs just as if the original caster had cast it.

Tactics: The lake guardian lurches forth to attack anyone attempting to enter the cave. It pursues a



retreating foe anywhere within the valley, or into the cave entrance, but not beyond the cave itself. The construct is fearless and fights until destroyed.

Goldknuckle's Secret Lair

At this point, the adventurers enter what Goldknuckle refers to as his secret lair (see the map). A waterfall originally carved most of this cave out of a natural rock outcropping, but Zykos eventually widened it out so it could house his ultimate invention, the world tweaker.

The walls within the cavern are made of logs stacked up and reinforced with steel bars and straps. Though far too heavy to be moved by hand, they were obviously placed here by something (actually the shredder, using a couple of manipulator arms).

Since the only one who lives here now is Zykos with his construct minions, he hasn't bothered to keep the place clean or orderly. Scattered bolts, springs and other trash litter the floors. Here and there, the rusting remains of a fallen clockwork creation lie, gathering dust and forgotten.

Encounters

Consult the map for keyed encounters.

Area 1: Workshop (EL 10)

Leaving the cave mouth behind, you travel down a corridor flanked by walls made of logs and iron

bindings. As you walk, your feet kick aside scattered screws and springs, as well as rusted bits from unknown devices. A door carved of a solid ring of wood confronts you, bound in steel.

The door is locked (Open Lock DC 30). If the pummel squad was already drawn out by activity from the alarm-o-bots in **Encounter 3**, the door is open. Otherwise, the pummel squad ambushes anyone coming through the entrance. The heroes can avoid the ambush by approaching in silence, making Stealth checks every round until the door opens. If they do this, they surprise the pummel squad; otherwise, the squad is ready for them.

The room looks like a typical goblin workshop, with creaking desks arranged haphazardly and half-built constructs scattered about. In one corner, a functional alchemy lab occupies a dusty shelf. A tinker can use this room to make simple repairs on technological items, and can find any number of small parts if he needs to fix something.

Creatures: A pummel squad, made up of one (unmodified) arcane nullifier and several crowd pummelers, guards this room.

Arcane Nullifier X-21: hp 105. See the Monster Guide for statistics.

Crowd Pummeler 9-60s (5): hp 60 each. See the Monster Guide for statistics.

Tactics: The crowd pummelers use their Bash and Improved Bull Rush feats as much as possible, preferably against Small targets such as gnomes and goblins. The

nullifier engages any spellcasters and attempts to cast any captured spell back on its original caster. All of these guardians maneuver as necessary, but if an intruder attempts to pass into one of the corridors beyond them, they attack those targets to the exclusion of all others.

Treasure: A DC 25 Appraise or Use Technological Device check identifies scattered masterwork and valuable parts worth 1,000 gp (total) on the open market. In addition, two *potions of cure serious wounds* lie hidden amid the bottles and equipment comprising the alchemy lab (DC 22 Search check to locate).

If the heroes search this room with great care (for at least 10 rounds), a DC 35 Search check locates a rusty iron key amid the piles of scrap metal and trash that litter the floor. This key opens Goldknuckle's vault.

Area 2: Goldknuckle's Quarters (EL 4)

This short corridor ends at another door made of wood, but this one is bound in gold, not steel. A massive, complex lock dangles from the handle.

This is where Goldknuckle crashes on the rare occasions when he actually sleeps. In his paranoia, he's constructed a terrifyingly complicated lock to keep intruders out, without regard to the fact that all someone has to do is chop the lock off the soft gold door frame. The lock is attached to a golden fastener that has hardness 3 and 10 hit points. Of course, they can also try to unlock it (DC 35 Open Lock check) if they can get past the acid trap (see below). The lock is so spectacularly well built that it can be sold for 800 gp if the heroes can deactivate its trap and take it along with them.

Trap: The lock can deliver a painful acid splash.

Lock Acid Trap: CR 4; technological device; activation trigger; no reset; DC 25 Fortitude save (partial); single target (anyone trying to work or move the lock); acid splash dealing 6d6 points of acid damage (no save) and 1d4 Agility damage (negated if the save succeeds); Search DC 26; Disable Device DC 30.

The acid trap is so touchy that it goes off if anyone fails a Search check, fails a Disable Device check, or attempts to take 10 or 20 on any such check. It also goes off if the lock is unduly disturbed, such as if it is knocked to the floor when the lock is chopped from the wall. When the acid splashes, it melts the lock, destroying it, but deals no damage to anyone who isn't trying to search, disable or unlock it at that moment.

When the heroes enter the room, continue with the following.

These quarters are festooned with gold filigree, ugly trinkets, and other tacky decorations that only a goblin could love. A bed in the corner is lined with gold-colored sheets and pillowcases, and even the chamber pot is inlaid with gold. There's so many different statuettes, gaudy jewelry, inlaid frames,

solid gold writing tools, technological parts, and other bits made of gold that a treasure-hunter would have difficulty knowing where to start cataloguing the loot.

For simplicity's sake, have the heroes make a single Appraise check, taking the highest result. Multiply the result by 100 to see how many gold pieces in value they are able to scavenge — for example, if the highest roll is 28, they score 2,800 gp in loot. The total weight of all the gold they collect is half this amount, so in our example, they'd have to figure out how to carry 1,400 pounds of gaudy golden junk.

Trap: A trap in the room trap alerts Goldknuckle to the presence of intruders.

Room Silent Alarm Trap: CR —; technological device; proximity trigger (anyone entering the room); automatic reset; no save; multiple targets (anyone entering); no noticeable effect; Search DC 30; Disable Device DC 36. Each time someone enters the room and sets off this trap, Goldknuckle is notified via a buzzing alarm in an ear-sensor. In this way, he can get an accurate count of how many intruders are in his lair, and plan accordingly.

Area 3: Factory Room (EL 10+)

The door to this room slides opens as you approach. Ahead, you see an open chamber containing something like a large, gear-encrusted shack. Surrounding this are a number of goblin-shaped constructs carrying spears. As soon as the door opens, these lurch toward you, swinging their crude weapons wildly. A cackling laugh sounds from within the shack, which grinds into activity, chugging and groaning as steam vents from cooling towers. Another robotic goblin emerges, advancing in your direction. From inside the makeshift factory, you hear a mad goblin laugh. "Hold them off, my golden warriors!" he yells. "In just a few more minutes, I'll be the richest goblin in the world! Intrepid adventurers, do I expect you to defeat me? No, I expect you to die!"

By this point, Goldknuckle is aware of the heroes' approach through any of a number of means. He hears his alarm-o-bots shriek or the heroes combat the pummeler squad. The destruction of his guards doesn't go unnoticed, and the alarm in his room also alerts him. He's inside his portable goblin factory, keeping it running. However, 1 round after the heroes arrive, he exits with a cackling laugh, sliding out through an escape panel in the floor. This takes him to the world twerker, where he hooks himself up and gets ready to issue the command that (he thinks) will destroy all gold in the world — except his own.

The speed with which the characters defeat the clockwork goblins determines how far along Goldknuckle is in getting hooked up to the twerker. If

the players are reasonably quick about it (in the GM's opinion), he is still getting into the helmet when they arrive. If they hesitate for a noticeable amount of time, he's hooked up when they arrive. If they take their sweet time about it, he might be a couple of rounds into the procedure — and if they turn back and leave, he finishes his commands without interruption.

Creatures: Twelve clockwerk goblins are already here when the heroes arrive. One additional goblin exits the factory every round, until the factory is destroyed. Because Goldknuckle has been keeping the factory running by himself, it hasn't started its breakdown counter yet, but does so beginning on round 2 of this encounter. See Chapter 9: Monsters for more information on clockwerk goblins.

Advanced Clockwerk Goblins (12): CR 2; Small construct (mechanical); HD 8d10+10, hp 50; Init -1; Spd 20 ft.; AC 14, touch 10, flat-footed 14; Base Atk +6; Grp +3; Atk/Full Atk +8 melee (1d6+1/x3, spear); SA detonate (10 ft., DC 14, 4d6); SQ darkvision 60 ft., hardness 5, malfunction, construct traits; AL N; SV Fort +4, Ref +2, Will +4; Str 13, Agy 9, Sta —, Int —, Spt 10, Cha 1.

Tactics: The clockwerk goblins charge the nearest opponent and engage in mindless melee. The existing goblins explode after 3 rounds. All newly created goblins explode 2 rounds after they appear.

Area 4: The Crusher (EL 8)

A noticeable grinding sound comes from beyond the door. The noise is persistent and loud. The lock on this door bounces from the vibrations.

This room served originally as a crusher/grinder that chopped up fuel to push into the underground furnace that powered some inscrutable piece of Goldknuckle's machinery. Now, the need for that is over, but the room remains. Goldknuckle has now converted it into a dangerous trap.

Trap: If the door is disturbed in any way (including a failed attempt to search it, disable the trap, or pick the lock), the 10-foot-square section of floor in front of it collapses, dropping the interloper into the crusher's grinding maw. Once someone falls in, he must make an opposed grapple check (the trap has a +20 bonus) or be pinned inside the machinery. The device deals the listed damage every round until the character escapes or is successfully pulled out. Note that escaping requires two successful opposed grapple checks (one to escape the pin, the next to escape the grapple). However, if the character escapes the pin, he can grab a rope or pole, allowing one ally to add his Strength bonus to future attempts to oppose the crusher's grapple. Dealing 200 points of damage to the crusher (it has hardness 5) also stops it, but anyone pinned inside takes 4d6 points of bludgeoning damage as the machine falls apart around him.

Crushing Trap: CR 8; technological device; location trigger; continuous; DC 30 Reflex save to avoid; multiple targets (the 10-foot-square area in

front of the door); 4d6 points of bludgeoning damage each round; Search DC 29; Disable Device DC 35.

Treasure: If the crusher is destroyed and the heroes take 10 minutes to dig out the rubble, they can find the shredded remains of half a dozen dead goblins underneath the wreckage. These were Goldknuckle's other assistants, whom he killed after Fleeto's betrayal (he was too paranoid to trust anybody else after that). Among the smashed debris, the heroes find a Small +2 *light mace*, a hyper-radiant flame deflector (see the *Alliance Player's Guide*, Chapter 5: Technology) with 5 points of damage, and three salvageable grenades.

Area 5: The World Tweaker (EL 13)

As you approach this room, you can feel something in the air — a palpable sensation that something is *wrong*. The atmosphere seems charged, as if a lightning bolt were about to strike. The hairs on your body stand on end.

The door opens ahead of you. Inside the chamber beyond, a huge machine hums with activity. Nearby, a tethered helmet connects a goblin to the device. The goblin's skin looks to be made of gold, and he wears gold chain armor. A large goblin-shaped construct stands before him, dressed in a tuxedo and holding two black discs in massively clawed hands. To the goblin's side stand four clockwerk goblins, each larger than the ones you encountered before — and far more dangerous-looking.

"You're here!" laughs the armored goblin. "You can witness my greatest triumph! With my world tweaker, I'll become the richest person on all of Azeroth! Ha ha haaaaa!"

Depending on how quickly the heroes arrive (as described in *Area 3*), Goldknuckle is either putting on his helmet, is already hooked up, or is several rounds into his supposed world-altering command. He must concentrate (as a standard action) every round for 5 consecutive rounds in order to execute the command. If interrupted, he must make a Concentration check or start over.

As part of his special brand of concentration, Goldknuckle yells and taunts the heroes, laughing about how wealthy he's about to be. He moves and dances about, keeping the heroes from making full attacks. If struck down, he emits a final screech of "Noooo! I was so clooooooose!" before perishing.

Thinking players might get the idea to attack the thin-looking tether holding Goldknuckle to his machine. The wire is a tough metal connector with hardness 5 and 20 hit points. It has AC 25 (touch AC 17) due to its small size, natural toughness and the fact that it jumps and dances as Goldknuckle skips around. The wire also has the equivalent of fast healing 10. If it is severed, Goldknuckle's concentration is broken, but he can still control the machine by standing directly next to it. This does, however, limit his ability to maneuver.

Creatures: Goldknuckle's faithful construct minion guards the room, as do 4 powerfully built clockwerk goblins. Oddknob has rocket launchers that fire customized goblin rockets (statistics equivalent to mortar shells — 5-foot-radius burst, creatures in the radius can make DC 15 Reflex saves for half damage). When he is destroyed, so are the launchers.

Oddknob: CR 12; Large construct (mechanical); HD 17d10+30, hp 125; Init +0; Spd 20 ft.; AC 28, touch 9, flat-footed 28; Base Atk +12; Grp +24; Atk +20 melee (1d8+8, slam) or +11 ranged (3d6, rocket); Full Atk +8/+8 melee (1d8+8, slam) or +11/+11 ranged (3d6, rocket); Space/Reach 10 ft./10 ft.; SA trample 1d8+12 (DC 26); SQ darkvision 60 ft., low-light vision, damage reduction 10/adamantine, immunity to magic, construct traits; AL N; SV Fort +6, Ref +6, Will +6; Str 27, Agy 10, Sta —, Int —, Spt 11, Cha 1.

Clockwerk Goblins (4): hp 58 each. Though they look like clockwerk goblins, these constructs have the statistics of crowd pummeler 9-60s; see the **Monster Guide** for statistics.

Zykos "Goldknuckle" Gazzo, Male Goblin Tinker 12: CR 12; Small humanoid (goblin); HD 12d6+48 (+25 special, see below), hp 117; Init +5; Spd 20 ft.; AC 26, touch 19, flat-footed 21; Base Atk +9; Grp +5; Atk +11 melee (1d2, gold knuckles); Full Atk +11/+6 melee (1d2, gold knuckles); SA bomb bouncing; SQ low-light vision, cobble 2/week, coolness under fire 4/day, evasion, resistance to fire 10, golden madness (see below), packrat, scavenge, spell resistance 17; AL CN; SV Fort +8, Ref +15, Will +12; Str 10, Agy 21, Sta 18, Int 16, Spt 8, Cha 13.

Languages Spoken: Common, Dwarven, Goblin, Low Common and Zandali.

Skills: Appraise +20, Concentration +10, Craft (technological device) +21, Decipher Script +18, Disable Device +18, Knowledge (engineering) +18, Knowledge (the planes) +18, Open Lock +20, Search +18, Use Technological Device +18.

Feats: Armor Proficiency (light), Crafty Leader, Deflect Arrows, Delay Malfunction, Dodge, Goblin Engineering Specialist*, Improved Unarmed Strike, Mobility, Scavenge Materials.

Possessions: Gold knuckles (treat as masterwork brass knuckles for melee attacks), +3 *adamantine chain shirt*, gaudy golden ring with a vapor vacuum* tech-mod, goblin army knife, personal defense shield*, tacky jeweled dagger.

* See the **Alliance Player's Guide**.

Golden Madness: In the course of his experiments, Goldknuckle has grown quite mad, and is not quite all goblin. (His golden skin is more than just for appearances.) Exposure to various alchemical items and technological byproducts has infused his body and provides the following effects, all of which have already been included in his statistics except as noted:

- **Will of the Mad:** Goldknuckle has a +4 bonus on Will saves.
- **Not Quite All There:** Goldknuckle has 25 additional (temporary) hit points.
- **Spell Immunities:** Goldknuckle is immune to all transmutation spells or effects, even beneficial ones, such as *bull's strength*. He is also resistant to paralysis. If

he fails a save against a paralysis attack, he gains a new save every round, regardless of whether or not such a save would normally be permitted.

- **Spell Reflection:** Goldknuckle has spell resistance 17, as noted in his statistics. If a foe fails to penetrate his spell resistance, the spell is reflected back on its caster (as if with *spell turning*) unless it affects an area.

Tactics: Oddknob opens up by launching rockets, unless someone has already moved close to his master, in which case he moves to intercept. The clockwerk goblins mindlessly charge whichever foe presents himself. Goldknuckle, meanwhile, uses his machine for cover and avoids being attacked, all while maintaining concentration on his machine. If attacked with ranged weapons, he tries to deflect them with the Deflect Arrows feat. He uses his vapor vacuum ring only if a gas attack used against him is harmful (he would welcome an obscuring cloud, for example). Note that he cannot move more than 50 feet from the machine without detaching.

Treasure: Goldknuckle's gold knuckles, jeweled gold dagger, and other assorted (gold) personal effects are worth a total of 3,500 gp.

Area 6: Goldknuckle's Vault

The door opens to a tiny chamber. The floor is covered in a heavy steel trap door, sealed with a mighty, gold-inlaid lock.

The lock requires a DC 40 Open Lock check to open. The heroes can get it open easily with the key from **Area 1**. Alternatively, they can break through the door (200 hp, hardness 15).

Treasure: The vault contains 25,000 gp, all of it neatly stacked and counted with careful precision. This is the money with which Goldknuckle hoped to rule the world. He had protected it against the world tinker's supposed effects.

Concluding the Adventure

If the heroes defeat Goldknuckle before he sends finishes activating his machine, they now have access to a "world tinker" — supposedly, it can do anything. In reality, the only thing it can do is explode. The machine is unstable, as a DC 20 Use Technological Device check reveals. Within the hour, it breaks down and likely explodes. The heroes have that long to gather their treasure and get away. If they don't, they are caught in the blast as the world tinker blows apart.

If the heroes destroy the machine to keep Goldknuckle from using it (or if it explodes for another reason), they are in trouble. The GM should permit the heroes at least 1 round, and perhaps more, to flee from the collapsing device as it comes apart. Goldknuckle, of course, doesn't run — he feverishly try to repair his "baby" to the last.

After the heroes use or don't use their time to flee, the machine explodes, dealing 10d6 points of damage (half fire, half slashing) in a 100-foot radius (DC 27 Reflex half). The facility begins to collapse, with results at your discretion.

If the heroes fail to stop Goldknuckle, he laughs with glee as he issues the tweaking command. The device emits a blast of harmless light, but produces no noticeable effect. The fight (if any) continues, as Goldknuckle still needs to protect his hoard. His device is also still unstable, although he refuses to believe this (he is, after all, insane). However,

it begins to break down almost at once, exploding 1d4+1 minutes later. A DC 20 Use Technological Device check reveals the danger, although the machine's constant shaking and vibrating loudly also helps.

"Goldknuckle" can lead to other adventures, such as the following.

- Another goblin inventor, also mad, seeks the heroes to find out what they know about the world twerker. Eventually, he tries to build one.
- Fleeto might appear again in the campaign, looking to hire the heroes for some dangerous mission or other.

THE LOST IDOL

The Lost Idol is a **World of Warcraft RPG** adventure designed for four 2nd or 3rd-level heroes. Any races and affiliations are welcome in this adventure, although murloc and naga heroes may find it difficult to get help. A spellcaster would be helpful. Boxed text is meant to be read aloud or paraphrased to the players.

The action takes place in a small coastal village on Azeroth's western shore and involves a small community of angry murlocs.

Adventure Background

Ever since the Third War, murlocs appear more often on land. Unfortunately, most of these encounters end in violence. This development is problematic, especially when murlocs encounter other races, such as humans or jungle trolls. Territorial conflicts arise and pinch murlocs from both sides. Embittered and paranoid, murlocs lash out at their neighbors, attempting to drive them away. Many murlocs want simply to be left alone. Others don't see this desire, however, and believe murlocs are slimy and evil monsters.

Such is the case in a small fishing village on Azeroth's west coast (Com3). The village knows of the murloc cave down the beach (Com1), but the two communities lived in relative peace, until recently. Four days ago, murlocs began the first of their nightly savage raids, with no apparent reason. The murlocs don't answer questions; they are instead intent on searching the village for... something, and they kill anyone who stands in their way. Most of the villagers fled after a few days of the onslaught. One man and his son stayed behind, refusing to give up their home.

Adventure Synopsis

When the heroes reach the village, they are just in time to encounter a murloc raiding party. The heroes drive away the attackers, saving the last remaining house from destruction. The old man and his son thank the heroes, but fear that the murlocs won't be gone for long. They ask the heroes to go to the murloc cave and destroy the filthy monsters once and for all. During their trek,

however, the old man appears, saying that the murlocs came back just after the heroes left and took his son. The heroes battle their way into the caves, and reach the murloc lord. If the heroes are not overly violent, they learn the truth — the murlocs attacked because a villager stole something of theirs. The heroes must make a decision that will impact both communities.

For the Heroes

The adventure begins in the village at night.

The heroes could be in the village for any number of reasons, including the following:

- The tried and true method: They hear about the murloc raids at a tavern.
- They travel along Azeroth's coasts, looking for treasure.
- They wander down a path and are beset by refugees from .
- One or more heroes are from (or has a relative there), and are visiting.
- They are commissioned by a local magistrate to exterminate the murlocs. They might gain additional wealth above and beyond that supplied in this adventure.
- They discover a clue hinting at untold murloc wealth.
- A hero is a murloc from the murloc community and is disturbed about rumors of his family. This technique is risky, as the old man is unlikely to accept a murloc near him.

Coming Upon the Village

The adventure begins at night, as the heroes are walking down the path to the village. They see the following:

The darkness of night is broken by a faint red glow over the hills. Smoke drifts lazily in the halo.

Murloc Raiders (EL 5)

When the heroes investigate, they come upon the following:

The night is washed away by burning buildings. This village was already small, and fires are destroying what little is left. Ahead is a lone hut surrounded by murlocs. The fish-men scream war chants and hack at the walls with spear hafts, attempting to get inside. A young man's face looks out from a window in terror.

If the heroes need a bit more incentive to help, one or more murlocs notice the heroes and charge.

Creatures: The murloc raiding party consists of 4 murlocs. The murlocs' sole purpose was to enter the man's house and search it; a DC 20 Sense Motive check informs a hero that the murlocs really don't have it in them for real battle. They seem to want something else.

Murloc Raiders, Murloc 1: (4) CR 1; Medium monstrous humanoid (aquatic); HD 1d8+1, hp 5 each; Init +3; Spd 20 ft., swim 40 ft.; AC 15, touch 13, flat-footed 12, Base Atk +1; Grap +3; Atk +4 melee (1d8+2, shortspear); SQ darkvision 90 ft., murloc traits; AL CN; SV Fort +1, Ref +5, Will +3; Str 14, Agy 17, Sta 13, Int 10, Spt 13, Cha 6.

Language Spoken: Nerglish.

Skills: Stealth +7, Swim +10.

Feats: Martial Weapon Proficiency (trident)^B, Weapon Focus (shortspear).

Possessions: Shortspear, heavy wooden shield.

Tactics: The murlocs swarm upon the first target near them, attempting to bring him down with overwhelming numbers.

Development: The murlocs don't wish to fight; if 2 or more are slain, the murlocs disengage and retreat to the water, fighting only if necessary.

The murlocs are initially hostile, but may be calmed down enough to talk. If the party includes a murloc, the raiding party is friendly to the murloc (and the murloc only) instead. Murlocs fear Nazjatar's power, and if a naga is in the party, the naga may make a DC 10 Intimidate check to simply scare the murlocs off.

After the Raid

Once the murlocs are gone or killed, the old man, Alman, dashes out of the house. Read the following:

An old man runs out of the house, panting. His skin is taut, but tanned, like an old fisherman. He looks bad, as if he's not eaten in days. As soon as he passes the door, he speaks rapidly. "Oh, thank you kind people so much! Those devil fish have been raiding our poor village for a week now, killing and plundering! The other villagers fled, but ol' Alman ain't going nowhere, that's for sure. I beg of you,

Questions, Anyone?

The heroes may attempt to capture and interrogate a murloc, but the murloc refuses to talk. A DC 15 Intimidate check (DC 10 if the interrogator is a naga) makes the murloc talk. The murloc raiders speak Nerglish only, and may be unable to communicate. When pressed, the murloc informs the heroes that the humans stole something from them, and the murlocs want it back. This information may ruin the adventure's surprise, however.

please, destroy the foul sea monsters, and bring peace to our decimated village."

A young voice calls to the old man, and Alman simply smiles. "Forgive my manners. This is my grandson, Salin." He gestures to a small, tow-headed child. "Come on, come in. I must reward you for saving our house!"

The old man offers the adventurers dinner, and offers any information he has. Alman knows of the murlocs' cave, but isn't sure how many murlocs live there. For years, the humans and the murlocs lived in relative peace, so long as the humans avoided the murloc community. The attacks started precisely 4 days ago, and neither the man nor the child understands why. A DC 20 Sense Motive check indicates the man is hiding something, and the child is unusually nervous.

After dinner, the man insists that the heroes stay for the night, claiming that the murlocs attack only while the sun is down, and only once a night. He suggests a guard, just in case, however. No further attacks occur.

Alman asks the heroes to head out to the cave in the morning.

To the Cave

As the heroes move down the beach, which is several miles distant, they hear the following:

A shrill yell comes over the sound of the surf. "Help! Help! The murlocs, they came back! The bastards took my grandson!" You turn and see Alman, out of breath, stumbling down the beach towards you. Off in the distance, smoke plumes rise lazily in the morning light.

If the heroes follow the man to the house, they see that he was correct. The house has been reduced to a pile of timbers; nothing else remains of the village. Otherwise, the heroes continue to the cave. Tracking the murlocs brings the heroes to their cave, which they were approaching anyway.

After not much longer, the heroes come to a large cliff, with a treacherous path leading to a cave. This is the murloc community.

The Old Man and Racism

Alman and his grandson are so thankful for safety that even an orc or troll in the party doesn't faze him, though he may become wary and suspicious during the meal.

If a murloc or naga is in the party, however, the heroes receive a different reception. Alman at first seems thankful, but as the adrenaline wears off, he notices the "foul monsters" the heroes travel with. His attitude shifts to unfriendly, and the heroes need Diplomacy checks and skillful roleplaying to get any information.

Dungeon Features

The dungeon is a natural cave hollowed out by ocean waves. The following features are true unless otherwise stated.

Gates: A few passages bear coral gates, locked from the inside.

Coral Gate: 1 in. thick; hardness 8; hp 10; AC 5; break DC 22.

Ceilings: Ceilings in the passages average 5 feet in height, while the chambers bear ceilings as high as 10 feet.

Flowing Water: The entrance to the cave consists of whitewater rapids-speed flowing water (equivalent to stormy weather; 70 feet per round, Swim DC 20). Near the idol chamber, the water is gentler (rough water, 40 feet per round, Swim DC 15). If a character is in moving water, move her downstream the indicated distance at

Being Swept Away

Characters swept away by water moving 60 feet per round or faster must make DC 20 Swim checks every round to avoid going under. If a character gets a check result of 5 or more over the minimum necessary, he arrests his motion by catching a rock, tree limb, or bottom snag — he is no longer being carried along by the flow of the water.

Escaping the rapids by reaching the bank requires three DC 20 Swim checks in a row. Characters arrested by a rock, limb or snag can't escape under their own power unless they strike out into the water and attempt to swim their way clear. Other characters can rescue them, but pulling out a character trapped in rapid waters can be difficult. A rescuer needs a branch, spear haft, rope or similar tool that enables him to reach the victim with one end of it. Then she must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole or rope. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

The Stolen Idol

If the heroes get suspicious during this encounter, make a secret DC 20 Spot check for each hero. If a hero succeeds, inform the player that his character notices the man's hiding something bulky in his clothing. The object is a large coral serpent coiled about a jagged rock, with a flat, sanded base. This is an idol the fisherman stole from the murlocs, and the reason for the aggressions. The man refuses to admit the theft, claiming the statue is a family heirloom. A DC 20 Diplomacy or Intimidate check reveals the truth to the heroes.

During a fishing trip, the fisherman stumbled across the murloc cave entrance. He noticed the idol and stole it. He intended to take the idol into the nearest city and sell it. In retribution, the murlocs attacked and attempted to find the idol, but the man stubbornly held onto the statue, dooming his village. After a bit more pressure, the old man hands over the statue.

the end of her turn. A character trying to maintain her position relative to the riverbank can spend some or all of her turn swimming upstream. The GM decides which direction the water flows; as a default, it flows away (and out of) the complex).

Nonflowing Water: The rest of the cave simply requires a swim speed or successful Swim checks to move through (calm water, DC 10). Characters need a way to breathe if they're underwater; failing that, they risk drowning (see **WoW RPG**, Chapter 5: Skills, "Swim"). Every major chamber (living areas, court chamber, and egg chamber) has pockets of air at the top, where a character may take a breath. When underwater, characters can move in any direction.

Bad Footing: Above water in the cave, the moss- and spray-covered rocks provide little support. Any character moving faster than 1/4 his base land speed must succeed on a DC 15 Balance check or fall into the water.

It's hard to find cover or concealment to hide underwater (except along the cave's crags). Listen and Stealth checks function normally underwater.

Invisibility: An invisible creature displaces water and leaves a visible, body-shaped "bubble" where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance).

Stealth and Detection Underwater

How far you can see underwater depends on the water's clarity. As a guideline, creatures can see 4d8 × 10 feet if the water is clear, and 1d8 × 10 feet if it's murky. Moving water is always murky, while all chambers are clear. (In many parts of the caverns, fluorescent moss grows, providing light in various degrees of illumination.)

Underwater Combat

Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature's Armor Class, attack rolls, damage and movement. In some cases a creature's opponents may get a bonus on attacks. The effects are summarized in the accompanying table. They apply whenever a character is swimming, walking in chest-deep water, or walking along the bottom.

Ranged Attacks Underwater: Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a –2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.

Attacks from Land: Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) from opponents on land. Land-bound opponents who have *freedom of movement* effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against opponents on land unless those opponents have *freedom of movement* effects. Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.

Fire: Nonmagical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a Spellcraft check (DC 20 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described. A supernatural fire effect is ineffective underwater unless its description states otherwise. The

surface of a body of water blocks line of effect for any fire spell. If the caster has made a Spellcraft check to make the fire spell usable underwater, the surface still blocks the spell's line of effect.

Approaching the Dungeon: The Cavern Mouth (CL 3)

As the heroes make it to the cave, they see the following:

Ocean waves pound relentlessly against the sides of the cave, creating a deafening cacophony. The mouth is a large hole in the cliff where the water rushes in. On each side of the mouth is a narrow path leading inside. The rocks are slippery, and seaweed crisscrosses your path.

Traps: The seaweed is an early detection device. The murlocs built this trap to alert them to any intruders. A DC 20 Spot check allows a hero to notice the seaweed's structured layout. If the seaweed is disturbed, a series of bells rings in the barracks and tunnels, alerting the guards to the heroes' presence. (The heroes can hear the alarms going off with a DC 25 Listen check.) The guards then lower the portcullis and prepare ambush spots along the tunnels (see below).

Basic Alarm System Trap: CR 1; mechanical; touch trigger; manual reset; no damage/special; Search DC 20; Disable Device DC 15.

Creatures: Two sharks patrol the area in front of the mouth, waiting to attack anyone who falls into the water, or attempts to swim into the cave. These sharks are murloc pets, trained to kill anything they do not recognize.

Combat Adjustments Underwater

Condition	Attack/Damage			Off Balance?**
	Slashing or Bludgeoning	Tail	Movement	
<i>Freedom of movement</i>	normal/normal	normal/normal	normal	No
Has a swim speed	–2/half	normal	normal	No
Successful Swim check	–2/half*	–2/half	quarter or half†	No
Firm footing‡	–2/half	–2/half	half	No
None of the above	–2/half	–2/half	normal	Yes

* A creature without a freedom of movement effects or a swim speed makes grapple checks underwater at a –2 penalty, but deals damage normally when grappling.

† A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.

‡ Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down — at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.

** Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Agility bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.

Medium Sharks (2): hp 16 each. See the **Monster Guide** for statistics.

Tactics: If the heroes make it down to the ledge entering the cave, the sharks attempt to leap at the heroes and drag them into the water. Each shark makes a DC 20 Swim check to leap out of the water enough to grab a hero, then makes a grapple attempt as normal, planning to pull the hero into the water.

Encounters

Consult the map for keyed encounters.

Area 1: Idol Chamber (EL 0 or 2)

The crashing waves are less ferocious in this expansive chamber. A faint glow emanates from all around, illuminating the room. The path branches here. One branch leads into the water and deeper into the cave, while the other heads to a raised ledge over the stream. Mounted on the ledge, as if the ledge were a pedestal, stands a statue of an enormous inverted squid-like creature. The statue's tentacles reach at least 4 feet high, pointed toward the ceiling, and seem to be searching for something.

This is the chamber where the murlocs stored and worshipped their idol. While the waters in this room are less hazardous than the mouth, the waters and rocks here are still treacherous for unsuspecting adventurers. The light outside barely touches this room, but a moss grows near the water, illuminating the cavern.

This area is not untouched. A DC 15 Search check discovers the remains of a fishing pole. If the heroes inspect the pole, they recognize it as the same as the other fishing poles Alman had in his house. The fisherman dropped his pole here when he fled the cave with the idol.

The squid statue is a receptacle for the idol, and a DC 15 Search check reveals a space in the center of the tentacles, inside the squid's beak, that would hold a small statue.

Development: The idol chamber is in three possible states, depending on the party's actions.

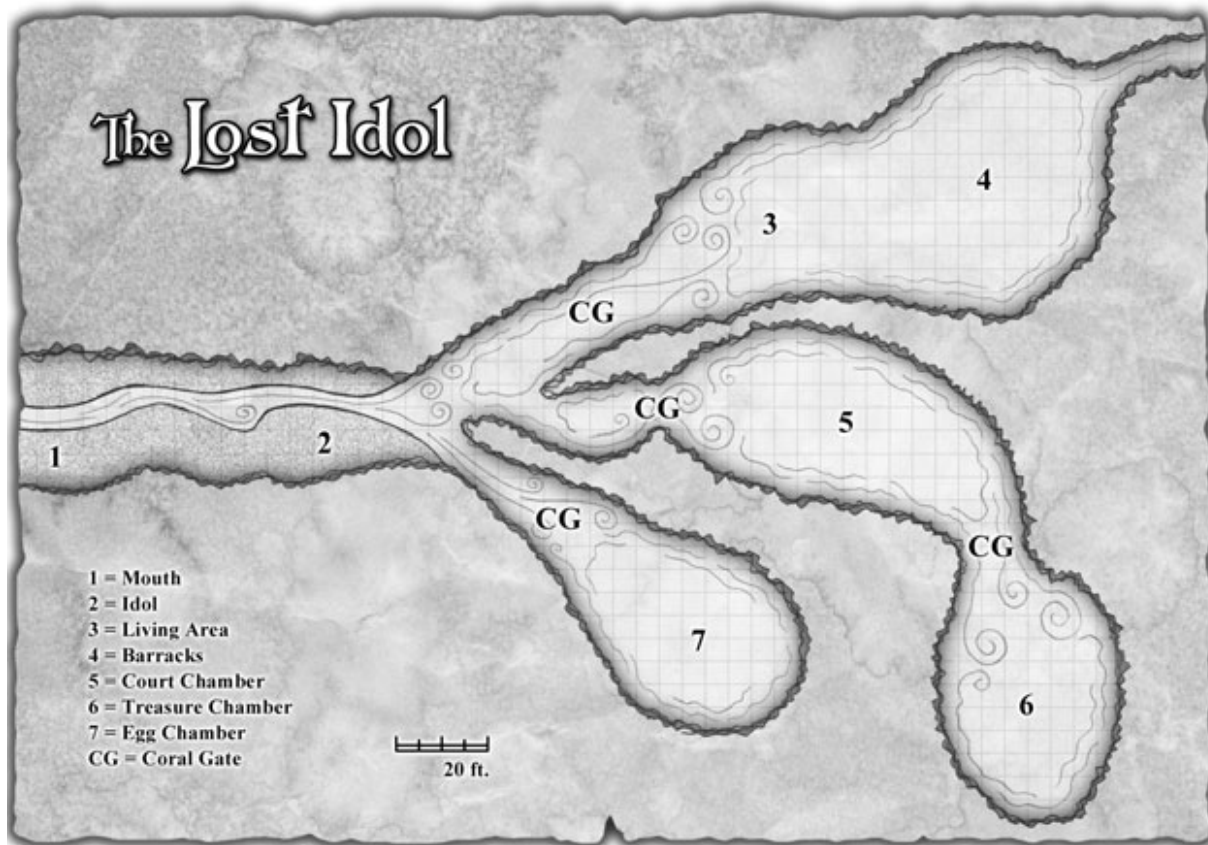
- If the party bears the idol, they may place it within the squid's beak. Doing so triggers a magical alarm, alerting the murlocs to the return of their statue. In a few moments, the kidnapped grandson appears, swimming from the underwater cave, bedraggled and coughing water, but otherwise okay. He informs the party that the murlocs freed him, and they should leave now. Continue to "Concluding the Adventure," below.

- If the heroes disarmed the trap, they may enter the murloc caves through the right-most path.

- If the party triggered the alarm, 3 murloc guards swim to the chamber, hiding under the murky water and waiting to watch the heroes.

Creatures: If the heroes do not have the statue, or attempt to follow the path underwater, the guards attack from cover behind the rocks.

Murloc Guards, Soldier 1 (3): CR 1/2; Medium monstrous humanoid (aquatic); HD 1d8+1; hp 5 each; Init +2; Spd 20 ft., swim 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +1; Atk/Full Atk +2 melee (1d8, trident) or +3 ranged (1d8, javelin); SQ darkvision, murloc traits; AL LN; SV Fort +3, Ref +2, Will +0; Str 11, Agy 15, Sta 12, Int 8, Spt 11, Cha 7.



Submerged Adventures

The rest of the adventure is entirely underwater, and under-equipped heroes may find the next areas difficult. If you feel generous, raise the EL of each underwater encounter by +1 for ill-equipped heroes, if they persevere.

Encounters through the Murloc Tunnels

Strung between each of the areas past the idol are tightly-packed tunnels. These 4-foot wide paths contain no air pockets, and murloc guards patrol the tunnels. While exploring the cave, the heroes have a 25% chance of encountering a group of 1d4 murloc guards (see **Area 1** for statistics). If the alarms are triggered, the chance increases to 75%. Furthermore, when the alarms are triggered, all gates are closed and locked. The tunnels bear minimal phosphorescent moss (shadowy illumination).

A character's size may interfere with movement through the tunnels. A Large character must make an Escape Artist check (DC 15) each time she enters a tunnel, or be unable to proceed. Even if she succeeds, she finds fighting in such cramped spaces hard; the character takes a -2 penalty on attack rolls while fighting in a tunnel.

Huge and larger creatures cannot enter the tunnels at all.

Skills: Swim +1.

Feats: Weapon Focus (trident).

Languages: Nerglish.

Possessions: Trident, 5 javelins, leather armor.

Tactics: The murlocs hide among the rocks and ledges in the idol chamber, attacking from cover with their javelins. If any heroes enter the water after them, the murlocs pull out their tridents and attempt to swarm over the hero, using their greater swimming ability to their advantage (murlocs get a +8 racial bonus on Swim checks to perform underwater maneuvers). Underwater, the guards simply wait for a good ambush point before launching an attack.

Ad-Hoc XP Award: If the heroes place the idol on the statue, each receives a 200-XP story award. If the heroes discover the broken fishing pole, they earn an additional 50 XP each.

Area 2: Living Quarters (EL variable)

This is a wide chamber. Small holes are carved into the chamber's walls, filled with seaweed beds and living essentials. Frightened murlocs peer out from the holes, ducking back when noticed. A blue-green glow emanates from the stones, causing the chamber to glow brightly. The water here flows gently, like a light breeze.

The murlocs use these chambers to sleep and rear their young. Most of the time, the chambers are vacant, or barely filled with young and elderly murlocs, as well as their nursemaids. Murlocs sleep in the holes in the walls, often 2 or 3 to a bed. Phosphorescent moss grows in large amounts here, and the light conditions are equal to twilight outside. Occasionally, patrols run through these rooms, but plenty of cover exists. The ceiling reaches 10 feet in this chamber, with an extra foot of air space above the water.

A tunnel on the opposite side leads to the barracks, while a smaller tunnel in the northwest section leads

outside. This tunnel is how the murlocs enter the cave, as it is gentle enough that a babe wouldn't have much trouble. However, any character larger than a murloc (about 4 to 5 feet tall) finds the tunnel a tight fit; to proceed, a hero must make a DC 10 Escape Artist check. A Large character finds it even harder to proceed through the rear entrance (DC 30).

In emergencies, a heavy coral gate is pulled closed to both the front entrance to the living quarters, as well as the easy entrance/exit tunnel in the back. If the heroes triggered the alarm system, these gates are shut. A DC 20 Open Lock check removes the simple locks.

Creatures: 50% of the time, the living quarters are filled only with noncombatants who present no danger. 35% of the time, the chamber holds 1d3 guards (see **Area 1** for statistics) in them, while 15% of the time, 1d4 guards and 1d2 raiders (see "Coming Upon the Village" above) are present.

Treasure: By raiding the dens for 10 minutes, the heroes may gather 100 gp worth of pearls and coral statues.

Area 3: Barracks (EL 3)

This small chamber contains several cots, as well as weapon racks along the walls. A large space is cleared off near the back, where you see the signs of frequent combat.

The murlocs use these quarters to train and store weapons, as well as rest and recuperate. The ceiling in this room is above 6 feet of water, with half a foot of air space. The phosphorescent moss here is thin, granting about starlight conditions.

Creatures: Four murlocs rest in this room. If the alarms are triggered, the raiders are alert, waiting to be called upon. Otherwise, they lounge about, and may not even notice the heroes as they enter. Lounging murlocs take a -4 penalty on Listen and Spot checks. Once alarmed, however, the raiders reach for their weapons and charge.

Murlocs (4): hp 5 each. See “Coming upon the Village” above, for statistics.

Treasure: The weapon racks contain four battleaxes and two tridents. An ivory statue worth 200 gp is stashed under one cot (Search DC 10).

Area 4: Court Chamber (EL 5)

This is a mammoth cavern, easily large enough to be a grand chamber in Lordaeron. Several stalagmites form pillars throughout the area in a haphazard formation. At the back, a tunnel leads further into the caves. In the midst of the room sits a natural coral formation in a chair's shape. Sitting on the chair is a wizened murloc, holding himself with an air of dignity and grace. Four guards float around the old murloc. Off to the murloc's right, a coral cage holds Alman's grandson, looking frightened (but apparently undrowned).

Behind the throne, the tunnel leads into their treasure chambers (see below). The ceiling is 15 feet up from the floor, with easily a foot and a half of air space. Phosphorescent moss grows abundantly, granting light equivalent to an overcast day. The pillars provide excellent cover.

Creatures: The old murloc is a shaman, and the 4 bodyguards are just as deadly as murloc raiders. They only fight if provoked, however, and attempt to subdue the heroes rather than outright kill them. Particularly violent or persistent heroes face full resistance, however.

Murloc Bodyguards (2): hp 9 each. See “Coming Upon the Village” above, for statistics.

Murloc Chieftain, Aquatic Shaman* 3/Murloc 1: CR 4; Medium monstrous humanoid (aquatic); HD 4d8; hp 19; Init +2; Spd 20 ft., swim 40 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp +2; Atk/Full Atk +1 melee (1d8–1, trident) or +4 ranged (spell); SA spells; SQ darkvision 90 ft., murloc traits; AL N; SV Fort +3, Ref +2, Will +0; Str 8, Agy 14, Sta 10, Int 15, Spt 15, Cha 11.

Languages Spoken: Common, Nerglish and Zandali.

Skills: Concentration +7, Knowledge (arcana) +9, Knowledge (local) +9, Spellcraft +9, Spot +9, Swim +6.

Feats: Brew Potion_B, Combat Casting, Martial Weapon Proficiency (trident)_B, Spell Focus (evocation).

Shaman Spells (4/3/2; save DC 12 + spell level): The murloc chieftain's high Spirit score and his ranks in Spellcraft allow him to prepare 8 spells per level. He favors the following spells:

0-level—*cure minor wounds, detect magic, resistance*;
1st—*bane, bless, cure light wounds, doom, lesser inner fire, lesser lightning guardians, stasis trap*; 2nd—*blindness/deafness, bull's strength, cure moderate wounds, frost armor*.

Domain Spells: 1st—*lesser lightning guardians*; 2nd—*fog cloud*.

Domains: Elements (the murloc chieftain casts Elements spells as a 4th-level caster).

Possessions: Trident, masterwork studded leather, spell component pouch, coral crown (200 gp).

* See Chapter 2 for the aquatic shaman variant class.

Development: The result of this encounter depends upon the heroes' actions throughout the adventure. If the heroes attempt to enter peacefully, or bear the statue, then the old murloc treats them with wary suspicion, but does not order his guards to attack. If the heroes run around killing every murloc they see, the guards attack, and the shaman casts spells.

When the heroes defeat the guards, or are subdued, the murloc leader demands to know why they are here. The old murloc is pacifistic, and does not wish to cause any more deaths. A diplomatic hero may win through this encounter with words.

Diplomatic heroes learn the murlocs' plight. The murlocs believe that, without the idol, the ocean will “swallow their community” and destroy them. Thus, the idol's theft is a death sentence for the murlocs. The murloc leader pleads to the heroes for the idol's return, swearing a cease of all hostile actions against the humans. This can lead the heroes back to a confrontation with the old man (see “The Stolen Idol” sidebar, above).

The murloc chieftain releases the child if presented with the idol. One of his guards bears the key. The cage is as strong as the gates, and takes effort to break. A DC 20 Open Lock check opens the cage as well.

Area 5: Treasure Room (EL 2)

This small chamber is little more than a closet. Strewn about the floor are small chests, as well as various knickknacks and other worthless items.

The murlocs use this room to gather any “treasures” they find during their raids. Typically, these are worthless trinkets, but occasionally, they find something good.

Traps: A small tripwire guards the tight doorway. If triggered, sharp spines fire from the ceiling, impaling those in the doorway and entrance to the room.

Javelin Trap: CR 2; mechanical; location trigger; manual reset; Atk +6 ranged (1d6+4, javelin); multiple targets (all those within 10 feet of the entrance); Search DC 20; Disable Device DC 18.

Treasures: A DC 20 Search check uncovers 200 gp, as well as two large pearls (50 gp each), and two valuable statues (100 gp each).

Area 6: Egg Chamber (EL 1)

This dark, small chamber bears a number of soft, bright green, almost phosphorescent eggs, resting on a bed of seaweed.

This room houses murloc eggs. The ceiling is low, only 9 feet, and the air pocket has only enough room for two heroes to breathe at a time. The light is dim here,

only equivalent to starlight. The eggs are well-tended; murlocs must take special care with their eggs, as they dry out easily.

Creatures: Two murloc guards tend to the eggs, and protect them from outsiders. They attack any outsiders on sight, no questions asked.

Murloc Guards (2): hp 5 each. See **Area 1** for statistics.

Treasure: An unscrupulous hero may steal an egg or two. A murloc egg sells for 100 gp on the black market, as murlocs make fine slaves. Stealing and selling a murloc egg is not the act of a good-aligned hero, however.

Concluding the Adventure

If the heroes return the idol to the murlocs, Alman becomes almost violently angry, cursing the heroes for their stupidity, despite his grandson's return. He may even attack the heroes (Com3; hp 5). However, the

murlocs praise the heroes and spread the tale to other murloc communities. The heroes may receive help and even friendship from nearby murloc villages in the future.

On the other hand, if the heroes decimate the murlocs, Alman is jubilant, and if the heroes took the statue from him, politely asks for it back, offering to split the reward. If the heroes don't know about the statue, then he says nothing about it. He sells it and keeps the money for himself.

If the heroes keep the statue, it sells for 400 gp to a merchant with an artistic bent or a collector.

"The Lost Idol" can lead to other adventures, such as the following.

- The heroes receive a message from the murloc chieftain, asking for help. Naga forces have discovered the caverns, and desire to enslave the murlocs.

- Pleased by the success of the heroes, the local magistrate calls upon them to help root out a gnoll uprising near his borders. He plans to pay well.



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