World of Warcraft®

The Roleplaying Game

Alliance Player's Guide

A Fantasy Roleplaying Game for Revised Third Edition Rules

Sword & Sorcery

ALLIANCE PLAYER'S GUIDE

CREDITS

Authors:

Scott Bennie (feats, exemplar, savagekin, half-elf history, military units, "The Dog of Warcraft"), Bruce Graw (sapper, Chapter 5, Ironforge dwarf history), Luke Johnson (Chapters 1 and 2, prestige classes, creatures), Mur Lafferty (feats, dead shot, furbolg, high elf, and Wildhammer dwarf history, Alliance history, tactics, military units, "Gift for the Bride"), Adam Loyd (ace, night elf and gnome history), Aaron Rosenberg (windwarrior, Chapter 4, Church of the Holy Light, Kirin Tor, military units), and Andrew Rowe (human history, Argent Dawn, Chapter 7, creatures).

Creative and Rules Design Assistance and Additional Material:

Chris Metzen, Ben Brode, Samwise Didier, Bob Fitch, Evelyn Fredericksen, Brian Hsieh, Micky Neilson, Lisa Pearce, and Gloria Soto

Developer:

Luke Johnson

Editor:

Ellen P. Kiley

Managing Editor:

Stewart Wieck

Art Director:

Mike Chaney

Layout and Design:

Mike Chaney

Cover Artist:

Samwise Didier , Glenn Rane, & Justin Thavirat

Interior Artists:

Hannah Spute, Saytr, James Stowe, Patrick McEvoy, Harald Osterle, Jeff Laubenstein, Samwise Didier, Rene Koiter, Michel Koiter, Glenn Rane, Justin Thavirat, Bill Petras, & David Griffiths

Special Thanks – Luke Johnson

To my late grandfathers, Donald R. Johnson and Edward Schnaper. I think they would be proud.

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Welcome to the Alliance Player's Guide!

Since you're reading this book, you're probably playing a character who is a member of the Alliance — which is great, because that's what this book is all about. However, this book contains plenty of information useful for Horde characters and independents as well, from feats to prestige classes to inside information on the Alliance's workings.

Within these pages, behold the following chapters:

Chapter 1: New Races

Ahhh, Fresh Meat

This chapter introduces three races that are friendly to the Alliance: furbolgs, half-elves and Wildhammer dwarves. Each race receives a standard race description, allowing you to play them just as you can humans, night elves, gnomes and all the rest. Furbolgs and Wildhammer dwarves have racial levels, as well.

Chapter 2: Class Options

Be All That You Can Be: In the Alliance!

This chapter contains loads of new possibilities for **Warcraft** characters. This chapter, which introduces several new concepts and game elements to the **World of Warcraft RPG,** is divided into four subsections.

Variant Classes take the classes in **WoW RPG** and alter them slightly, creating classes that are somewhat different than the standard druid, mage, and so forth that appear in **WoW RPG.** If you want to play a druid without an animal companion (and receive a commensurate ability for doing so), you'll find the rules here.

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

Creature Classes allow you to play an ancient protector, dryad, keeper of the grove, or mountain giant from level 1.

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

Chapter 3: Prestige Classes

Your Might Cannot Be Matched

This chapter includes 2 new (and, in a couple cases, revised) prestige classes to which your character can aspire.

Chapter 4: Magic

All Is Mana

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

Chapter 5: Technology

Click-Click-Boom!

This chapter explores the relationship between the Alliance and its component

Fiction Spots

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.

Warcraft on the Web

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

races and technology. It also contains new tech-mods and technological devices that the Alliance developed or uses extensively.

Chapter 6: History and Culture

So It Is Written

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 Alliance's races, as well as those of furbolgs and Wildhammer dwarves. This chapter also includes descriptions of three organizations: the Argent Dawn, the Church of the Holy Light, and the Kirin Tor.

Chapter 7: Alliance History and Current Affairs

State of the Alliance

This chapter, also narrated by Brann Bronzebeard, provides a history of the Alliance as an organization (not the histories of its component races, which appear in Chapter 6), as well as its current state of affairs. It discusses the Alliance's hierarchy, race relations, lands and threats, and the roles individual characters can take within it.

Chapter 8: The Alliance Military

Uncle Lothar Wants You!

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

Chapter 9: Creatures

An Alliance Bestiary

This chapter includes many creatures that are important to the Alliance, from ancients to wisps.

Chapter 10: Adventures

Walking the Walk

This chapter includes two adventures for Alliance heroes: "Gift for the Bride," an introductory adventure involving political intrigue in Theramore, and "The Dog of Warcraft," in which the heroes learn of atrocities for which their own side is responsible.

The Alliance & Horde Compendium

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

Ahhh... Fresh Meat

This chapter introduces three new playable races for **World of Warcraft the Roleplaying Game**: Wildhammer dwarves, furbolgs and half-elves. While not all of these races are members of the Alliance, they are on friendly terms with at least one of the Alliance races.

Dwarf, Wildhammer

Description: Wildhammer dwarves are feral and untamed, prone to revelry, shamanism and daring acts of bravery (and stupidity). They eschew technological gadgets in favor of nature magic and straightforward weapons, including their famous ***stormhammers***. Wildhammer dwarves are famous across Azeroth for their unique relationship with gryphons. They treat these noble creatures as equals rather than mounts or pets. The gryphons respond to their handlers' respect, and are steadfast and resolute in return. This close relationship produces the most famous Wildhammer dwarves: the gryphon riders, heroes of the Second and Third Wars.

Wildhammer dwarves are fearless warriors and unswerving opponents of evil. They take to the skies astride gryphons to combat vile creatures such as harpies and black drakes, and unnatural contraptions like goblin zeppelins. Slightly xenophobic, Wildhammers are content to deal almost exclusively with gryphons and nature spirits. They are distant, even distrustful, toward members of other races. Despite their insular nature, Wildhammer dwarves do not hesitate to come to the aid of their allies when the need arises.

The fanatical archaeological fervor that has seized the Ironforge dwarves does not fall upon the Wildhammers. Perhaps they are descended from these mysterious titans — but what does that matter? Wildhammer dwarves live in the present and do not dwell in the past. Their ambivalence about their titan ancestry denies them the power that their Ironforge brethren have discovered, but the Wildhammers make up for it with bravery, determination and wild spirits.

Appearance: Wildhammer dwarves are similar in appearance to their Ironforge kin, though many shave their heads and they are slightly taller and leaner. Exposure to sun and high winds darkens and toughens their skin. Wildhammers string beads and feathers into their hair and beards as good luck charms, and paint tattoos on their bodies in homage to the totems, ideas and creatures they revere.

Region: The Wildhammer clan hails from Aerie Peak in the Hinterlands of Lordaeron, a region as yet untouched by the Scourge. Here they work to preserve nature and prevent evil from tainting their lands, waging a constant war against the native forest trolls. Though cool to humans and to Ironforge dwarves, many Wildhammers traveled to Kalimdor with Jaina Proudmoore to combat the Horde. Those in Kalimdor avoid Theramore, preferring the open skies. Wildhammers are wanderers and explorers, skirting large cities and concentrating in mountains and other wilderness areas.

Affiliation: Neutral, technically. The Wildhammer clan is not a member of the Alliance, but Wildhammer dwarves are allies of the Alliance and would certainly help it in a war (and have done so in the past). They are distant with humans and Ironforge dwarves, but have formed a kinship with high elves. Wildhammers and high elves shared much in common in the past, including a love of nature and hatred of evil. Many high elves have grown introverted and brooding of late, which concerns the Wildhammers. The dwarves are appalled at the defection of the blood elves, an event which has caused them to see their high elf allies with new eyes. Wildhammers also get along well with night elves, as the two races share much in common.

Ironically, Wildhammers may have more in common with the Horde than the Alliance, but longtime rivalry and natural distrust prevents meaningful contact. Wildhammers fought orcs in generations of warfare and cannot let old rivalries die. They respect the orcs' fighting prowess but remain suspicious of them. Wildhammers see potential in

Table 1-1: Racial Ability Modifiers

Race	Ability Adjustments	Favored Class
Dwarf, Wildhammer	+2 Sta, –2 Cha	Barbarian
Furbolg	+2 Str, +2 Sta, –2 Agy, –2 Int, –2 Cha	Barbarian
Half-Elf	None	Any

the tauren — the tauren bear a great reverence of nature (as do the Wildhammers), practice elemental magic and possess great martial prowess. Wildhammer dwarves are wilder than tauren, but the possibility exists that the two races could become friends.

Wildhammer dwarves do not like goblins. The little creatures are materialistic and technology-driven, and they clear-cut entire forests. Wildhammers take pride in zeppelin hunting.

Faith: Wildhammer dwarves have close ties to nature. Many are shaman, and some are druids. A few Wildhammers revere the Holy Light, but the faith demands too much organization and philosophy for the comfort of most.

Names: Wildhammers follow many of the same naming conventions as their Ironforge brethren, taking names that reflect noble ancestors. Wildhammer surnames recall great accomplishments of family members and clans.

- **Male Names:** Kazdun, Hagrim, Dondar, Soldrin.
- **Female Names:** Kella, Lorim, Ar-ya, Senica.
- **Family Names:** Beastclaw, Greatbeard, Thundertamer, Windseer.

Wildhammer Dwarf Racial Traits

- +2 Stamina, –2 Charisma. Like their cousins, Wildhammer dwarves are a tough bunch, but are blunt and cold to others.
- Medium: As Medium creatures, Wildhammer dwarves have no special bonuses or penalties due to their size.
- Wildhammer dwarf base land speed is 20 feet. Armor and heavy loads reduce this rate normally, unlike Ironforge dwarves.
- Low-Light Vision: Wildhammer dwarves 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.
- Stability: Like their Ironforge brethren, Wildhammer dwarves are exceptionally stable on their feet, gaining a +4 bonus on checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding or otherwise not standing firmly on the ground).
- Weapon Familiarity: Wildhammer dwarves treat dwarven waraxes, dwarven battle hammers, and dwarven tossing hammers as martial weapons rather than exotic weapons.
- +2 racial bonus on saving throws against poison. Like Ironforge dwarves, Wildhammers are hardy and resistant to toxins.
- +1 racial bonus on attack rolls with hammers of all types.
- +2 racial bonus on Ride checks and Handle Animal checks. These skills are also class skills for all Wildhammer dwarf characters.
- +4 racial bonus on saves against fear effects. Wildhammer dwarves are known for almost foolhardy courage.
- **Automatic Languages:** Common and Dwarven.
- **Bonus Languages:** Gnome, Goblin, Orcish, Thalassian and Zandali. Many Wildhammers learn the languages of their friends; a few learn the languages of their enemies.

Table 1-2: The Wildhammer Dwarf

Wildhammer Dwarf Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	+1 Agility, +2 racial bonus on attacks against trolls, recklessness, bonus weapon proficiency
2nd	+1	+2	+0	+0	+2 Strength, +4 dodge bonus to AC against giants, bonus weapon proficiency
3rd	+2	+3	+1	+1	+1 Stamina, +3 racial bonus on saving throws against spells and spell-like effects, improved recklessness, bonus weapon proficiency

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

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

Wildhammer Dwarf Levels

Wildhammer dwarves can take up to three levels in "Wildhammer dwarf" at any time. A Wildhammer dwarf with racial levels is more in touch with his ancestors and with nature, and is learning the secrets of Wildhammer heritage and fighting styles.

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

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: Climb (Str), Craft (Int), Concentration (Sta), Handle Animal (Cha), Knowledge (nature) (Int), Listen (Spt), Ride (Agy), Search (Int), Sense Motive (Spt), Spot (Spt), Stealth (Agy), and Survival (Spt). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

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

Weapon and Armor Proficiency: Wildhammer dwarves with levels in Wildhammer dwarf are proficient in the use of simple weapons and light armor.

Recklessness (Ex): Wildhammer dwarves are renowned for great bravery. When a Wildhammer dwarf charges a foe, he gains a +4 bonus on his attack roll. At 3rd level, he gains improved recklessness and takes no penalty to his AC when he charges.

Bonus Weapon Proficiency: At each level, the Wildhammer dwarf chooses one weapon from the following list: dwarven waraxe, dwarven battle hammer, and dwarven tossing hammer. He is proficient with the weapon.

Furbolg

Description: A shamanistic race of humanoid bears, furbolgs have lived peacefully on Kalimdor and Northrend for millennia. They make their homes in secluded glades and wilderness idylls; many live in Ashenvale Forest and are friends of the night elves. Furbolgs are physically powerful but somewhat lacking in mental prowess.

Since the Third War, demonic influence has corrupted many furbolgs. Now, furbolgs have a reputation as dangerous and feral creatures; uncorrupted furbolgs find it easiest to distance themselves from other races because members of both the Alliance and the Horde take it on faith that all furbolgs are evil and must be destroyed. Despite this fact, uncorrupted furbolgs remain allies of the night elves and, by association, humans, dwarves and gnomes as well. They are not members of the Alliance, but are certainly friends of it.

Uncorrupted furbolgs look sadly at their corrupted brethren and, if they make friends with members of the other races, seek help clearing tainted furbolgs from the land or discovering ways to heal them.

Furbolgs society is organized into tribes, and an elder shaman leads every furbolg tribe. Shaman act as leaders both in war and in spiritual matters, consulting with forest spirits to provide leadership and guidance to their tribes. Furbolgs respect their shaman and have an intimate relationship with nature. Unlike many other intelligent races, furbolgs feel that they are a part of nature — it is not some outside force to tame, exploit or revere.

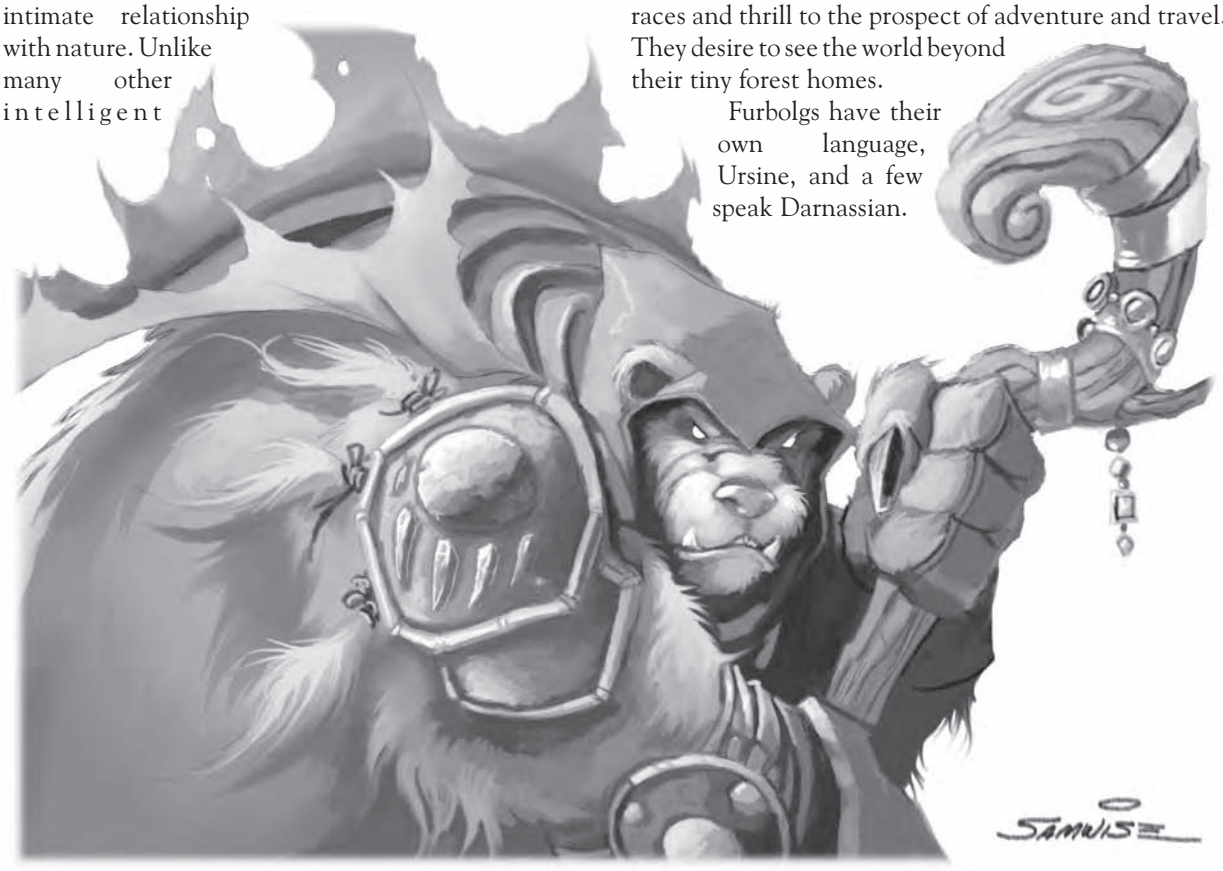
Furbolg trackers are also important members of furbolg society. They, along with younger shaman, move through their tribe's domain, marking game trails and keeping track of migrations. Furbolgs are hunters, moving in predictable patterns as their prey travels with the seasons. Furbolgs also forage; they can eat almost anything, but they have a particular fondness for berries.

Furbolgs naturally have a peaceful society and avoid combat. A furbolg who must fight is terrifying to behold, and most intelligent creatures take steps to make sure that furbolgs in the area remain happy and content. Strong furbolg warriors are proud to face their enemies and prey with only their claws; other furbolgs use primitive weapons such as spears, often decorated with feathers.

Some furbolgs live in isolated villages, others in burrow-like tunnel systems, some of which are complex and extensive. Hunting furbolgs erect small, temporary villages, which are composed of a single log building in the center with less permanent structures surrounding it.

Furbolgs rarely venture from their secluded homes, though a few of them seek the companionship of other races and thrill to the prospect of adventure and travel. They desire to see the world beyond their tiny forest homes.

Furbolgs have their own language, Ursine, and a few speak Darnassian.



Rogno socked the furbolg in the crotch, then dived to the side. The great bear creature moan-growled. As Rogno hit the ground and rolled, he heard a thump; perhaps the furbolg dropped its spear. Or itself. Rogno grinned as he snatched his fallen battle hammer and got his feet under him. He leaped up, spinning to face the furbolg again.

It was a foot away. Rogno was staring into an immense wall of fur-covered muscle. Damn.

Rogno had time to think about pulling his hammer back for a strike before the furbolg cuffed him in the head. His hammer fell to the ground. Stars and black spots did a reel in his vision; Rogno felt sick. He felt sicker as two great paws grabbed him under the armpits and lifted him up.

Rogno's vision cleared as he came face to face with the furbolg. He squinted at it. "Damn, but ain't you an ugly peace of work?" He grinned, showing the furbolg several gold teeth, several silver teeth, one or two dark iron teeth, and even a couple teeth still made out of tooth.

The furbolg shouted something in its bear-growl, and its hot breath blew back Rogno's hair and beard. Its breath smelled of rotten animal. "I tell ya, lad—" Rogno cut off as the furbolg shook him. Metallic teeth clicked together. Then the furbolg reared back and heaved Rogno twenty feet — the world blurred — into a tree. Rogno heard a crack; he hoped it was the tree and not his head.

"Bloody bears," he muttered after he hit the ground. "'s no wonder people hunt the buggers."

Appearance: Furbolgs resemble bears with a few humanoid characteristics — bipedal gait, dexterous hands, and the ability to speak. They dress in loose loincloths or togas when they wear anything at all. Fur color normally ranges from light brown to black, and furbolgs from Northrend — called polar furbolgs — are white. Fur color also denotes status in the tribe: shaman have gray fur, and black fur marks the most powerful furbolg fighters. Furbolgs are big and strong, averaging 7 to 10 feet in height and 3 feet in width. Many furbolgs continue to grow even after they reach maturity, adding layers of muscle. Furbolgs weigh 300 to 400 pounds on average, though some reach 500 pounds.

Region: Most furbolg tribes live in isolated villages in Ashenvale Forest. A few live in other wilderness areas on Kalimdor. Grizzlemaw, in the Grizzly Hills region in Northrend, is by some accounts the center of furbolg civilization. Furbolgs often place totems around their territory.

Affiliation: Independent. Furbolgs have long been friends of the night elves and regard the tauren with esteem. They are wary of all other races.

Faith: Furbolgs are tied to nature. Some accounts have them worshipping primitive godlike figures, but primarily they revere nature and the spirits of the world. Furbolg leaders are shaman or druids — which furbolgs usually also call shaman, making little distinction between the two practices. Furbolg priests are unheard of; only those who break far from furbolg society would follow the path of a deity or philosophy.

Names: Furbolg names tend to be simple and denote important characteristics about the individual.

- **Male Names:** Darkmaw, Swifttrack, Treebreak.
- **Female Names:** Gripjaw, Ragerun, Softstep.
- **Family Names:** Furbolgs do not have family names, but they sometimes use their tribes' names (like Felpaw, Snow Flurry, or Timbermaw) in their place.

Furbolg Racial Traits

- +2 Strength, +2 Stamina, –2 Agility, –2 Intellect, –2 Charisma. Furbolgs are muscular and sturdy thanks to their ursine nature, but they are not as intelligent as other races, and they tend to be wary and unfriendly. Their large frames and paw-like hands make them clumsy.
- Medium: As Medium creatures, furbolgs have no special bonuses or penalties due to their size.
- Furbolg base land speed is 30 feet.
- Darkvision: Furbolgs can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight.
- Natural Weapons: Furbolgs have natural claws that are well suited to mangling. Their claws deal 1d4 points of damage. Furbolgs can take the Improved Natural Attack feat (see the Monster Guide) to improve their mangling efficacy.

Table 1-3: The Furbolg

Furbolg Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	+1 Strength, improved claws
2nd	+1	+2	+0	+0	+1 Stamina, +2 natural armor
3rd	+2	+3	+1	+1	+1 Strength, improved claws, size increase

A furbolg can attack with both claws in the same round at no penalty. See the **Monster Guide,** Chapter 5: Types, Subtypes, and Abilities, for more information on natural weapons.

- +2 racial bonus on Knowledge (nature) checks and Survival checks. These skills are also class skills for all furbolg characters.
- +2 natural armor bonus.
- **Automatic Language:** Ursine.
- **Bonus Languages:** Common, Darnassian, Low Common and Taur-ahe. Furbolgs sometimes learn the languages of their friends and, occasionally, their enemies.
- **Racial Levels:** Unlike humans and some other races, furbolgs can take a few levels in "furbolg" as a class to develop their racial qualities more fully.
- **Favored Class:** Barbarian. A multiclass furbolg'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***).

Furbolg Levels

Furbolgs can take up to three levels in "furbolg" at any time. These levels represent the furbolg becoming more in touch with her animal nature and with the spirits of the forest. Furbolgs get larger and stronger as they gain racial levels, achieving Large size at 3rd level. Sometimes their fur changes color as well, turning black (or gray, for polar furbolgs), but their fur comes in many shades.

Every time a furbolg gains a level in furbolg, she adds 10% to her height and 20% to her weight. Large furbolgs (those with three racial levels) are always at least 8 feet tall.

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

Hit Die: d10.

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

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

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

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

Weapon and Armor Proficiency: Furbolgs with levels in furbolg are proficient in the use of simple weapons but no armor.

Improved Claws: The damage that the furbolg's claws deal increases to 1d6 points of damage. At 3rd level, as her claws grow along with her, their damage increases to 1d8 points of damage.

Size Increase: At 3rd level, the furbolg's continued growth sends her into Large creature range. Her size increases to Large, which has the following effects:

- Her space increases to 10 feet.
- Her natural reach increases to 10 feet.
- She takes a –1 size penalty to AC and a –1 size penalty on attack rolls.
- The furbolg must wield weapons of Large size or take penalties. Similarly, she must wear armor appropriately sized for her, which costs twice as much as normal.
- Her lifting and carrying capacities double.

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

Half-Elf

Description: Humans and high elves can produce offspring, and the product of such a union is a half-elf. High elves are not prolific, especially after Quel'Thalas's decimation, and they do not look favorably upon those who couple with other races. As such, half-elves are rare.

History reveals certain prejudices against half-elves. Humans are jealous of half-elves' extended life spans. Night elves are suspicious of their high elf heritage. High elves see them as proof of their race's weakening blood. In recent years this bias has waned — wars and strife show how petty such prejudices are. In large cities, which consider themselves enlightened, half-elves find little of the historic discrimination. Still, many individuals, particularly high elves, remain scornful of half-elves and may or may not attempt to hide their hard feelings. Tensions with the Horde and other forces strain relationships among all races, and some allow this stress to manifest itself in anger against anything different from themselves.

Appearance: Half-elves have the builds of slight humans or heavy high elves. Like their high elf parents, they have fair skin and hair, and brilliantly colored eyes, usually blue or green. Though lacking his elf parent's longevity, a half-elf still enjoys a long life span, reaching maturity at 20 years of age and living for two or three centuries.

Region: Theramore serves as the home base for half-elves on Kalimdor, although few spend a great deal of time there. Stormwind has the largest half-elf population anywhere in the world, and a few live in the remaining Alliance settlements in Lordaeron. A struggle with personal identity and occasional discrimination leads many half-elves to a life of wandering and adventure. Some wander the Ghostlands of Quel'Thalas, learning what they can of their fallen legacy. Some become scouts simply to spend long periods of time away from other people. On the other hand, many half-elves establish themselves in major cities, where prejudice is not as large a problem as it is in backwater villages.

Affiliation: Alliance. Half-elves' heritage places them in the Alliance at both ends, and many served in the First, Second and Third Wars. Half-elves socialize with humans more than with high elves, as the former are generally more accepting — and easier to find.

In their wanderings and search for self, some half-elves join the Horde or become independent.

Faith: Like their parents on both sides, half-elves revere the Holy Light. Half-elves are particularly fond of this philosophy, as it links them inextricably with both their human and elf parents. The Light can give half-elves an identity that they otherwise lack.

Names: Half-elves follow the naming practices of the culture into which they were born. Many take human first names and elven family names.

- **Male Names:** Gaimus, Zorias, Mendell, Barrim.
- **Female Names:** Adelle, Meerith, Illin, Shereen.
- **Family Names:** Goldleaf, Stormdancer, Swiftwright, Sunbow.

Half-Elf Racial Traits

- Medium: As Medium creatures, half-elves have no special bonuses or penalties due to their size.
- Half-elf base land speed is 30 feet.
- Low-Light Vision: Half-elves 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.
- Elven Blood: For all special abilities and effects, a half-elf is considered both a high elf and a human.
- One extra feat at 1st level. Half-elves are adaptable and capable.
- +2 racial bonus on Gather Information and Sense Motive checks. These skills are considered class skills for all half-elf characters. Half-elves have learned to be wary of deception and the possibility of persecution.
- +1 racial bonus on Concentration, Knowledge (arcana) and Spellcraft checks. These skills are considered class skills for all half-elf characters. Their high elf heritage grants half-elves a natural talent with magic-related skills.
- **Automatic Languages:** Common and Thalassian.
- **Bonus Languages:** Any unrestricted. Half-elves are versatile wanderers and pick up many different languages.
- **Favored Class:** Any. A multiclass half-elf's highest-level class does not count when determining whether he suffers an XP penalty for multiclassing (see Chapter Three: Classes, "Multiclass Characters").

Half-Night Elves

Only four years have passed since the Horde and Alliance joined forces with the night elves to repel the attack upon Nordrassil. As such, night elves and humans have not found sufficient time to mingle and produce adult offspring. This does not mean that half-night elves cannot exist, though they would be far rarer than the typical breed of half-elf.

If your GM allows you to play a half-elf of night elf descent, the mechanical differences are:

- The half-elf looks more like a night elf and is treated as a night elf for all special abilities and effects (as appropriate for his elven blood racial trait).
- Instead of a bonus on Concentration, Knowledge (arcana) and Spellcraft checks, half-night elves have a +1 racial bonus on Knowledge (nature) and Survival checks. These skills are class skills for all half-night elf characters.
- Instead of the Limited Arcane Ability feat (see Chapter 2), half-night elves can take the Limited Shadowmeld feat, listed on the next page.
- Instead of Thalassian, the half-elf has Darnassian as an automatic language.

Half-Blood Elves

Since the blood elves came into existence only four years ago, they certainly have not had time to mingle with humans and produce adult offspring. This does not mean that it cannot happen, however; and if your GM sets his campaign 20 years in the future it is possible. Half-blood elves have only the following mechanical changes: they are treated as blood elves for all special abilities and effects (as appropriate for their elven blood racial trait); and if an individual selects the Limited Arcane Ability feat (see Chapter 2), he can select his spell from the warlock spell list.

Limited Shadowmeld [General]

Drawing upon your night elf heritage, you can blend into shadows.

Prerequisites: Half-elf of night elf descent.

Benefit: At night or in low-light environments, you gain a +6 circumstance bonus on Stealth checks to hide when you are not moving.

Vital Statistics

The following tables allow you to determine random ages, heights and weights for Wildhammer dwarf, furbolg and half-elf characters.

Table 1-4: Random Starting Ages

Race	Adulthood	Healer/Warrior/Barbarian/Paladin	Rogue/Scout/Tinker	Arcanist
Dwarf, Wildhammer	40 years	+3d6	+7d6	+5d6
Furbolg	30 years	+2d6	+3d6	+4d6
Half-elf	20 years	+1d6	+2d6	+3d6

Table 1-5: Aging Effects

Race	Middle Age	Old	Venerable	Maximum Age
Dwarf, Wildhammer	125 years	188 years	250 years	+2d% years
Furbolg	70 years	100 years	130 years	+3d20 years
Half-elf	62 years	93 years	125 years	+3d20 years

Table 1-6: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Dwarf, Wildhammer, female	3′ 7″	+2d4	100 lb.	x(2d6) lb.
Dwarf, Wildhammer, male	3′ 9″	+2d4	130 lb.	x(2d6) lb.
Furbolg, female	6′8″	+2d8	280 lb.	x(3d10) lb.
Furbolg, male	7′0″	+2d8	300 lb.	x(3d10) lb.
Half-elf, female	4′5″	+2d8	80 lb.	x(2d4) lb.
Half-elf, male	4′7″	+2d8	100 lb.	x(2d4) lb.

Be All That You Can Be: In the Alliance!

This chapter includes several options for character classes. In the following pages you can find:

• Variant classes. These rules take classes that already exist in the **WoW RPG** and alter them slightly, replacing a class feature or two with another, or adjusting 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 high elf mage or a gnome tinker.

• 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**). This book introduces creature classes, which allow players to play a monster from 1st level.

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

Variant Classes

The rules in the **WoW RPG** allow for a wide range of character customization. No two magi are alike, because they are of different races and have different skill, feat, equipment and spell selections. However, the classes are, by definition, somewhat limiting. Despite the fact that they are all different, all magi also share certain traits — they cast arcane spells, they have familiars, and they can summon elementals, among other things. Yet what about those magi who, perhaps, don't do all these things? Do magi exist who do not have familiars? The answer is certainly yes. (If you've played the *World of Warcraft* computer game, you notice that, in fact, few magi have familiars.)

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 arcanist class, for instance, has four variants: the inscriber (described in **More Magic & Mayhem**), mage, necromancer and warlock. 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: Lone Druid

Druids are closely tied to nature — of all the classes, they represent the closest connection to the natural world. Because of this, many druids befriend specific animals, taking them as their animal companions. A druid's animal companion serves as a steadfast ally, and is useful in combat, vigilance and espionage. However, some druids — particularly among the night elves — give up the standard animal companion. They might feel that it is unfair to put a living member of the natural world through the perils of adventuring; they might feel that they work better alone; or they might have some other reason. These lone druids focus their extra energy on improving either their combat or spellcasting abilities.

Lone Druid Alterations

A lone druid does not gain the animal companion class feature. Instead, choose one of the following class features to replace it.

• **Magic of the Moonwells:** The lone druid gains one extra spell slot each day for each spell level that she can cast.

• **Prowess of Stinging Rain:** The lone druid's base attack bonus progression changes to "good." That is, her druid base attack bonus is equal to her druid level, just as a warrior's base attack bonus is equal to his class level. The lone druid gains iterative attacks when her base attack bonus equals +6, +11, and +16, as normal.

Druid Variant: Totemic Druid

Before and during the Third War, almost all druids were night elves. (Most are still night elves, though many tauren and a few other races now take up the path.) Night elf druids were organized into different subgroups, each with its own totem animal — the most famous, and most influential in the Third War, were the druids of the claw and the druids of the talon. Since the war, night elves (and other druids) realized that diversity might be a better option. Now, druids no longer organize themselves by totem, but instead incorporate

Multiple Variants

If your GM allows, you can incorporate multiple variants into your character class. You can be both a lone druid and a totemic druid, for example.

many different animals and animalistic aspects into their repertoire. Some call themselves druids of the wild to represent their breadth, but as this approach is now standard, mostly they're called just druids.

Some druids, however, still follow totemic creatures. Some are old night elves who don't see the point of expanding their views, while others are new recruits who wish to specialize. (These variants also represent druids from earlier ages, such as the Third War or the War of the Ancients.) The druids of the fang, now infamous for a catastrophe in the Wailing Caverns, is the largest druidic group that retains a totem, but druids of the claw and talon also exist.

Druid of the Claw Alterations

Druids of the claw were invaluable in the Third War. Their totem is the bear, and they use the bear's strength and resilience to ravage their enemies in close combat. Perhaps more than any other druid, druids of the claw focus on combat prowess, preferring raw strength and staying power to stealth or subtlety.

Druids of the claw possess two additional inspirations, as shown below. They gain these features at the indicated level.

• *5th Level — Roar (Sp):* At 5th level, a druid of the claw can use *roar* as a spell-like ability a number of times per day equal to half his druid level. He can use this ability only when in a bear form.

• *12th Level — Greater Roar (Sp):* At 12th level, a druid of the claw can use *greater roar* (see Chapter 4: Magic) instead of *roar* as a spell-like ability, again only when in a bear form.

Druids of the claw also possess the same class features as normal druids, but some of their inspirations are modified, as shown below.

• *Animal Companion:* Druids of the claw can take only bears as animal companions. This means that a druid of the claw does not gain an animal companion until at least 4th level, as that is when bears become available for animal companions. (See the "Alternative Animal Companions" sidebar in Chapter 3: Classes of **WoW RPG**.)

• *Wild Shape:* Instead of the animals into which a normal druid can transform, a druid of the claw can only use wild shape to transform into the following animals at the indicated levels:

- 4th Level: Black bear.
- 8th Level: Brown bear.
- 9th Level: Polar bear.
- 11th Level: Dire bear.
- 16th Level: Huge dire bear. The Huge dire bear is like a normal dire bear, but of Huge size. When you wild shape into this form, treat the form as a dire bear with the following changes: space and reach of 15 feet, +8 Strength, +4 Stamina, +4 natural Armor Class (making it +11 total), –1 size penalty to AC and on attack rolls (–2 total). The Huge dire bear's claws deal 2d6 points of damage and its bite deals 3d8 points of damage. In addition, you gain the form's extraordinary special qualities (low-light vision and scent) as well as its extraordinary special attacks.

Druid of the Fang Alterations

Druids of the fang accept the snake as their totem. Due to recent events, many believe the druids of the fang are an evil organization. This belief is unfounded; druids of the fang are loyal to Darnassus and to the Alliance. However, recently, the order's head, Naralex, became trapped in a nightmare in the Wailing Caverns while attempting to restore the natural balance of the Barrens; he now spreads corruption through the complex. Many druids of the fang also became infected, and many of the order are now indeed corrupted and evil. The uncorrupted druids of the fang seek to cure their brethren and restore their leader.

Druids of the fang possess additional inspirations, as shown below. They gain these features at the indicated level.

• *1st Level — Spontaneous Casting (Ex):* In addition to spontaneously casting *summon nature's ally* spells, you can spontaneously cast *lightning strike* spells (*lesser lighting strike*, *lightning strike* and *greater lightning strike;* see **More Magic & Mayhem,** Chapter 3: Power Overwhelming).

• *5th Level — Sleep (Sp):* At 5th level, you can use *sleep* (see Chapter 4: Magic) as a spell-like ability once per day. You can use this ability twice per day at 10th level, three times per day at 15th level, and four times per day at 20th level.

• *12th Level — Deep Slumber (Sp):* At 12th level, you can use *deep slumber* (see Chapter 4: Magic) instead of *sleep* as a spell-like ability. You can use this ability the same number of times per day as *sleep*.

Druids of the fang also possess the same class features as normal druids, but some of their inspirations are modified, as shown below.

• *Animal Companion:* Druids of the fang can take only snakes as animal companions. Therefore, at 1st level, you can take a Small or Medium viper as an animal companion. You can take larger snakes at higher levels. (See the "Alternative Animal Companions" sidebar in Chapter 3: Classes of **WoW RPG**.) In addition, add the following snakes to the "Alternative Animal Companions" sidebar:

- 4th Level or Higher (Level –3): Snake (constrictor) and snake (Large viper).
- 7th Level or Higher (Level –6): Snake (Huge viper).
- **Wild Shape:** Instead of the animals into which a normal druid can transform, you can use wild shape to transform into the following animals only, at the indicated levels:
- 4th Level: Tiny or Small viper.
- 5th Level: Medium viper.
- 6th Level: Large viper or constrictor snake.
- 7th Level: Huge viper.
- 11th Level: Dire cobra. (See Chapter 9: Creatures.)
- 16th Level: Huge dire cobra. (See Chapter 9: Creatures.) In addition, you gain the form's extraordinary special quality (scent) as well as its extraordinary special attacks.

Druid of the Talon Alterations

While they didn't have as big an impact on the Third War as the druids of the claw, the druids of talon were a valuable addition to the forces of the night elves and, later, the Alliance. They take as their totem the storm crow, and, by extension, ravens, hawks and other birds of prey. They are not frontline soldiers, as the druids of the claw are; their roles are in a support capacity. Their shapechanging abilities allow them to perform valuable espionage, and their other abilities impose a variety of disadvantages on their enemies.

As the druid of the talon is more complex than most variant classes, the information below is summarized in Table 2–1: The Druid of the Talon.

Druids of the talon possess additional class features, as shown below. They gain these features at the indicated level.

• *5th level — Faerie Fire (Sp):* At 5th level, the druid of the talon can use *faerie fire* (see **More Magic & Mayhem**) as a spell-like ability. Her caster level is equal to her druid level; she can use this ability once per day. At 10th level she can use it twice per day, at 15th level three times per day, and at 20th level four times per day. At 10th level a druid of the talon can use *greater faerie fire* instead.

• *6th Level — Wild Speed (Su):* At 6th level, when a druid of the talon uses her wild shape ability, her fly speed increases by +20 feet. At 9th level, her fly speed increases by +30 feet, at 12th level by +40 feet, at 15th level by +50 feet, and at 18th level by +60 feet.

• *7th Level — Cyclone (Sp):* At 12th level, a druid of the talon can use *cyclone* (see Chapter 4: Magic) once per day as a spell-like ability. Her caster level equals her druid level (save DC 10 + 1/2 druid level + Cha modifier). At 14th level, she can use this ability twice per day.

• *8th Level — Wild Invisibility (Su):* At 8th level, when a druid of the talon uses her wild shape ability, she may also become invisible (as the spell *invisibility*). She remains invisible for the duration of her wild shape or until she makes an attack (as normal for *invisibility*). At 13th level, this ability improves to grant her *greater invisibility* when using wild shape.

• *9th Level — Wild Maneuverability (Su):* At 9th level, when a druid of the talon uses her wild shape ability, her maneuverability rating improves by one step, to a maximum of good. At 15th level, it improves two steps, to a maximum of perfect.

• *11th Level — Wild Companions (Su):* At 11th level, when a druid of the talon uses her wild shape ability, she may also summon 3d6 animals of a similar nature (ravens, hawks or the like). These animals appear as though summoned by a *summon nature's ally* spell, save that she can communicate with them and command them telepathically up to a distance of 1 mile. They remain until slain or for the duration of the wild shape ability.

• *15th Level — Wild Fury (Su):* At 15th level, when a druid of the talon uses her wild shape ability, she can make a melee touch attack that causes an explosion of purple fire. If she succeeds on the touch attack, the target takes 10d6

Table 2-1: The Druid of the Talon

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Brew Potion, inspiration (strider), first domain (lesser), turn/rebuke animals and plants
2nd	+1	+3	+0	+3	—
3rd	+2	+3	+1	+3	—
4th	+3	+4	+1	+4	Inspiration (wild shape 1/day)
5th	+3	+4	+1	+4	Bonus feat, *faerie fire* 1/day
6th	+4	+5	+2	+5	Wild shape 2/day, wild speed (+20 feet)
7th	+5	+5	+2	+5	*Cyclone* 1/day, wild shape 3/day
8th	+6/+1	+6	+2	+6	Inspiration (dreamwalker), wild invisibility
9th	+6/+1	+6	+3	+6	Wild maneuverability (good), wild shape 4/day, wild speed (+30 feet)
10th	+7/+2	+7	+3	+7	Bonus feat, first domain (greater), *greater faerie fire* 2/day, second domain (lesser), wild shape 5/day
11th	+8/+3	+7	+3	+7	Wild companions
12th	+9/+4	+8	+4	+8	Inspiration (group stride), wild shape 6/day, wild speed (+40 feet)
13th	+9/+4	+8	+4	+8	Wild invisibility (*greater invisibility*)
14th	+10/+5	+9	+4	+9	*Cyclone* 2/day, wild shape 7/day,
15th	+11/+6/+1	+9	+5	+9	Bonus feat, *greater faerie fire* 3/day, wild fury, wild maneuverability (perfect), wild speed (+50 feet)
16th	+12/+7/+2	+10	+5	+10	Inspiration (greater dreamwalk), timeless body, wild shape 8/day
17th	+12/+7/+2	+10	+5	+10	—
18th	+13/+8/+3	+11	+6	+11	Wild shape unlimited/day, wild speed (+60 feet)
19th	+14/+9/+4	+11	+6	+11	—
20th	+15/+10/+5	+12	+6	+12	Bonus feat, *greater faerie fire* 4/day, second domain (greater)

points of fire damage. Using this ability returns the druid to her normal form. If she misses, the attempt has no effect, and the druid retains her wild shape.

Druids of the talon also possess the same class features as normal druids, but some of their inspirations are modified, as shown below.

• *Animal Companion:* Druids of the talon can take only carnivorous birds as animal companions. Therefore, at 1st level, a druid of the talon can take an eagle, hawk, raven or storm crow as an animal companion.

• *Wild Shape:* A druid of the talon can use wild shape to transform only into a storm crow, raven or bird of prey (such as a hawk). Unlike other druids, druids of the talon gain an additional use of the wild shape ability at 6th, 7th, 9th, 10th, 12th, 14th and 16th level. At 18th level, a druid of the talon can use wild shape any number of times per day.

Mage Variant: Focused Mage

Familiars are a valuable addition to a mage's skills. They allow her to be more aware of her surroundings and to perform minor espionage and other tasks. However, they can also be a danger — get your familiar killed, and you're in trouble. Some magi eschew familiars in favor of focusing more on their magic, channeling the energy they would be spending on their familiars into other endeavors. The Kirin Tor, in particular, develops numerous other studies that its members can pursue.

Focused Mage Alterations

A focused mage does not gain the summon familiar arcana at 1st level. Instead, choose one of the following arcana. At the GM's discretion, these arcana may also be available instead of higher-level arcana, allowing a mage to choose an arcana every level, much as he chooses feats. (For example, the GM may allow a mage who reaches 4th level to choose the call elemental arcana, the boundless mind arcana, the extra spell slot arcana, or any of the other arcana listed below.) The GM may also elect to make these arcana available to necromancers and warlocks as well.

• *Boundless Mind:* Unlike other magi, a focused mage does not need to use a spellbook to prepare his spells. He stores his spell knowledge in a separate part of his mind that functions as a spellbook — focused magi with this class feature effectively have the Spell Mastery feat for

all the spells they know. A focused mage can learn a new spell from a scroll, spellbook or other source just as any other mage can, except he does not need to scribe it into a spellbook and thus spends no money to do so.

• *Extra Spell Slot:* The focused mage gains an extra 1st-level spell slot, allowing him to cast an additional 1st-level spell every day. This spell slot increases in level as he gains access to higher-level spells, functioning as an extra spell slot of the highest spell level he can cast.

• *Magic Study:* You gain two feats chosen from the following list: any metamagic or item creation feat, Combat Casting, Skilled (Concentration, Craft (alchemy), Knowledge (arcana), Spellcraft, or Use Magic Device only), or Spell Mastery.

• *Metamagic Study:* Once per day, a focused mage can apply any metamagic feat he knows to a spell as he casts it. The spell does not take a higher-level spell slot, nor does it take any additional time to cast. He can only use this ability with a metamagic feat that normally increases the spell's level by +2 or less.

• *Signature Spells:* Choose one 0-level and one 1st-level spell. The focused mage can spontaneously cast these spells, just as a good-aligned priest can spontaneously cast *cure* spells. Every time he gains access to a new level of spells (e.g., on 3rd, 5th, 7th, 9th, 11th, 13th, 15th and 17th level), choose a spell of that level. You can spontaneously cast that spell as well.

Paladin Variant: Auradin

The Knights of the Silver Hand have a noble history. They draw upon the power of the Holy Light to protect their allies and smite their enemies. They have access to a small degree of spellcasting ability, which stems from their faith and from their tradition as priest-warriors. Some paladins focus the power of their faith and of their traditions solely into their auras. Dubbed "auradins," these paladins give up their spellcasting ability for greater power in their auras.

Auradin Alterations

An auradin does not gain spell slots and cannot cast spells (which also means she loses the lay on hands ability). An auradin also cannot turn undead, and she gains 1d8 hit points at each level instead of 1d10. In return for these sacrifices, after she reaches 4th level, the auradin can activate her auras an unlimited number of times per day; thus, she always has an aura active, if she wishes. Switching from one aura to another is a free action. By spending a hero point, the auradin can activate a second aura, thereby having two auras active at once; this second aura lasts for 1 round per paladin level. When spending a hero point in this way, one of the two auras also doubles in radius; this increase also lasts for 1 round per paladin level.

Racial Iconic Classes

The high elf mage. The gnome tinker. The Wildhammer barbarian. 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. Night elves possess a natural tendency to become scouts, for instance; therefore, night elves' favored class is scout. Similarly, night elf society has long favored divine magic and granted status and recognition to great druids. The night elf druid is a racial icon; the racial iconic class "night elf druid" represents it.

Racial iconic classes are variant classes similar to those presented above (the focused mage, lone druid, 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 high elf who takes the high elf mage iconic class, for example, spends time studying past high elf magi, researching high elf magic, and connecting to his society's tradition of arcane magic.

Furbolg Shaman

Furbolg society places great importance on shaman. Each furbolg tribe contains at least one shaman, and most of the time a shaman leads the tribe. Lesser furbolg shaman range out with the hunters to protect their territory. Furbolgs share a connection with nature as well; their shaman communicate with the spirits of nature and focus on the divine magic that flows in furbolg blood.

The iconic furbolg shaman is a peaceful being carrying a feather-topped spear who guides his tribe with benevolence. When his anger is aroused, however, he is a fearsome sight, using his magic to rouse himself and his warriors to a horrible frenzy.

Furbolg Shaman Alterations

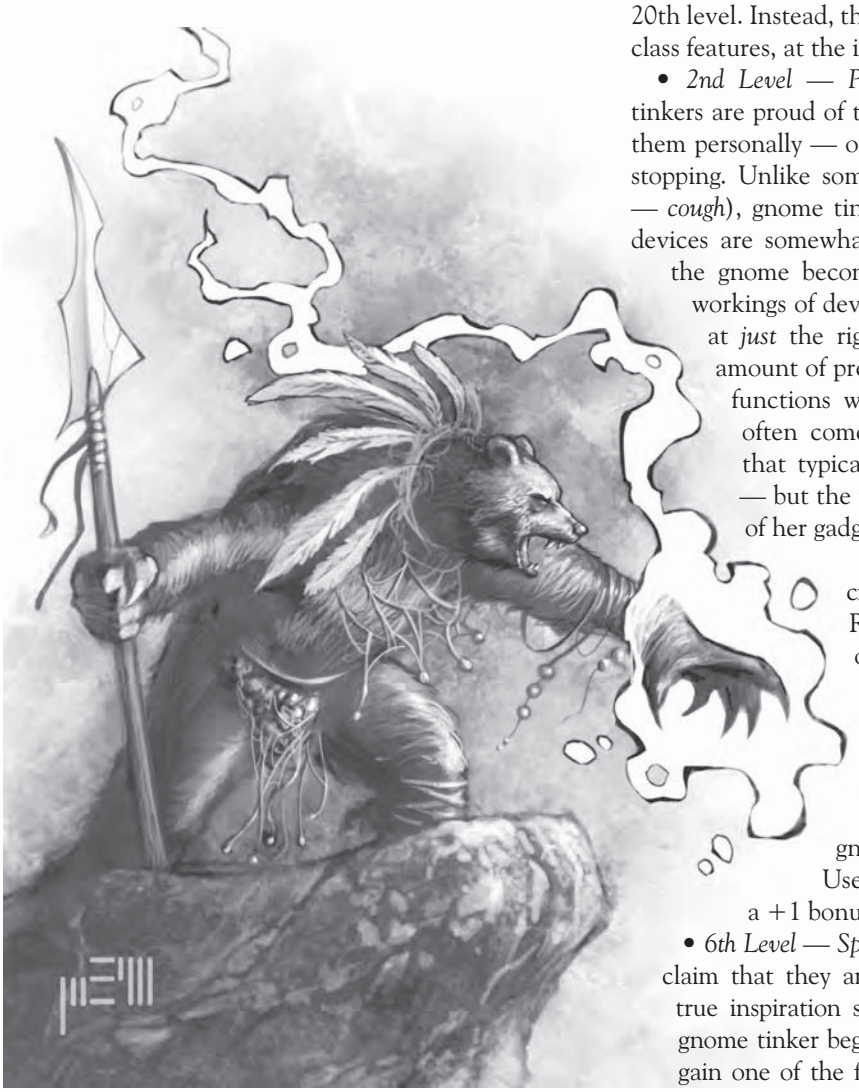
A furbolg shaman does not gain the flametongue/frostbrand inspiration at 4th level, the ghostwolf inspiration at 8th level, or the purge inspiration at 12th level. Instead, the furbolg shaman gains the following class features, at the indicated levels:

• *4th Level — Raging Caster (Ex):* Furbolg shaman are terrible when their fury is aroused. At 4th-level, you can rage once per day, just as a 1st-level barbarian can. However, furbolg shaman can cast shaman spells while raging.

If you have the ability to rage from another source (if you have levels in barbarian, for instance), this ability grants you one additional rage each day, and you can cast shaman spells while raging.

• *8th Level — Ghost Bear (Su):* This ability functions as ghostwolf, save that you transform into a black bear.

• *12th Level — Druid Spells (Ex):* Furbolg shaman commune with spirits of nature. At 12th level, you can cast spells from the druid spell list as if they were shaman spells of one level higher. (For example, you can cast *entangling roots* as a 4th-level shaman spell.)



Gnome Tinker

Gnomes are the Alliance's consummate tinkers. When a member of the Alliance thinks of a tinker, he thinks of a gnome; and when he thinks of a gnome, he thinks of a tinker. Gnomes are in a competition with goblins to produce the best and deadliest technology — a competition that is friendly or fierce, depending on the individuals involved. Gnomish technology is not quite as prone to malfunction as goblin technology, and gnomes tend to produce devices that have more specialized and unusual effects. Goblins make goblin rockets and shredders — fairly straightforward — while gnomes create gnomish shrink rays and universal remotes.

The iconic gnome tinker is a mad inventor, wearing goggles on her head as well as over her eyes, with a bandolier of equipment slung over each shoulder; she is covered with oil and scorch marks, looking forward to the next invention. Many find gnome tinkers amusing, but only a few do not also respect or fear them.

Gnome Tinker Alterations

Gnome tinkers do not gain the packrat ability at 2nd level, the bomb bouncing ability at 4th level, a bonus feat at 5th level, or energy resistance at 6th, 12th, 16th or 20th level. Instead, the gnome tinker gains the following class features, at the indicated levels:

• *2nd Level — Personal Proficiency (Ex):* Gnome tinkers are proud of their devices, and usually field test them personally — over and over again, perhaps never stopping. Unlike some other tinkers (*cough — goblins — cough*), gnome tinkers attempt to ensure that their devices are somewhat reliable. Usually, this results in the gnome becoming intimately familiar with the workings of devices she creates, able to turn bolts at *just* the right time and place *just* the right amount of pressure right *here* so that the device functions without a hitch. Gnomish devices often come with thick instruction manuals that typical users throw away in frustration — but the inventor, at least, knows the tricks of her gadgets.

When operating a device that you created, the device's Malfunction Rating is reduced by –1, to a minimum of 1.

• *4th Level — Improved Personal Proficiency (Ex):* At 4th level, the gnome tinker's skill with her custom devices improves. When operating a device she created, the gnome tinker gains a +2 bonus on Use Technological Device checks and a +1 bonus on attack rolls.

• *6th Level — Spark of Genius (Ex):* Gnome tinkers claim that they are always geniuses, but sometimes true inspiration strikes. Once per week, when the gnome tinker begins constructing a device, she may gain one of the following benefits: +5 on all Craft

checks, reduce the base cost by –25%, gain a +2 bonus on your Technology Score, or use your cobble ability without increasing the device's Malfunction Rating (its base MR does not increase, nor does it increase every time it is used). You 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. You can use it multiple times on a single device.

High Elf Mage

High elves are the most arcane-imbued race in the Alliance. (At least, they were when enough of them still existed to make a difference.) Many credit them with discovering arcane magic, and it is a matter of historical record that high elves taught arcane magic to humans many thousands of years ago. High elf magi are unparalleled masters of the craft. They usually focus their efforts on shaping and changing their spells and expanding their repertoires; they do not let the distractions of familiars, of summoning elementals, or of excessive focus on fire and ice distract them from their chosen path.

The iconic high elf mage is a dark and haughty individual, claiming a knowledge of arcane secrets that never fell into human hands.

High Elf Mage Alterations

High elf magi do not gain the summon familiar arcana at 1st level, the call elemental arcana at 4th level, or the fire and ice arcana at 16th level. Instead, high elf magi gain the following class features, at the indicated levels:

• *1st Level — Arcane Legacy (Ex):* The blood of the Highborne flows within him. Arcane power tugs at his mind. A high elf mage's Intellect is considered to be 4 points higher than it actually is for the purposes of determining bonus spell slots and the DC to resist spells he casts. However, his arcane addiction is more potent than that of other high elves. He must spend 1-1/2 hours resisting the addiction's distractions each morning or take a –2 penalty to effective caster level for all arcane spells and a –3 penalty on all saves to resist spells for that day.

• *4th Level — Cross-Discipline Study (Ex):* The high elf mage expands his knowledge of arcane magic to all disciplines, delving into arts that some consider forbidden. Choose necromancer or warlock. The high elf mage can cast spells from the chosen class's list as if they were mage spells of one level higher. For example, he can cast *unholy frenzy* as a 3rd-level mage spell.

Night elves and tauren are even more leery around a high elf mage, sensing that something is not right. His circumstance penalty on Charisma-based skill checks involving these races (due to his racial animosity trait) increases to –4.

• *16th Level — Metamagic Expertise (Ex):* Some high elves claim that their race invented metamagic. A high elf mage's metamagic feats increase the spell's spell slot level by one level less than normal. When he uses Empower Spell, for example, the altered spell takes up a spell slot one level higher than normal, not two. 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.)

Human Mage

While humans have not wielded arcane magic for as long as high elves, they have a strong tradition of it. When high elf magi brought the secrets of arcane magic to humans, the younger race showed a natural predilection for it. Human mastery of arcane energy was instrumental in vanquishing the ancient troll empire that threatened human and high elf civilization. Humans and high elves recognized the danger arcane magic posed, and so created the Guardians of Tirisfal — powerful arcane casters who guarded against demonic invasion. Since that time, human ability with the arcane has continued and evolved; humans established the Kirin Tor, a council of archmagi who ruled Dalaran, an arcane city. Even with the destruction wrought in the Third War, humans remain consummate magi, eager to use flame and ice to scour their enemies.

Many human magi are creative, creating spectacular new spells or new ways to use existing spells. The iconic human mage, however, is a powerhouse of arcane energy. She summons creatures to her aid while pounding her foes with blasts of fire or rains of slashing ice.

Human Mage Alterations

The human mage does not gain the summon familiar arcana at 1st level, the enhanced counterspell arcana at 8th level, or a bonus feat at 15th level. Instead, the human mage gains the following class features, at the indicated levels:

• *1st Level — Elemental Puissance (Ex):* The human mage adds *summon monster I–IX* to her spell lists at the appropriate levels, but she can use these spells only to summon air, earth, fire or water elementals. In addition, whenever a human mage casts a spell with the cold or fire descriptor, her effective caster level increases by +1 for the purposes of determining range, duration and the like, and the DCs of saves to resist the spell increase by +1.

• *8th Level — Weave Energy (Su):* Human creativity and ingenuity discovered the ability to combine lesser magical energies to create more powerful potentials. A number of times per day equal to half her Intellect bonus (minimum 1), a human mage can combine two or more spell slots into a higher level spell slot. Simply add combined spell slots together to determine the level of the new spell slot; for example, a human mage could weave 1st-, 2nd-, and 4th-level spell slots to create a 7th-level spell slot. She loses the spell slots combined and gains a spell slot of the level created. A human mage cannot create a spell slot that is of a higher level than she can normally cast.

Weaving energy is a full-round action that provokes attacks of opportunity — the mage actually pulls blue energy into her hands and weaves it together, entwining

it in brilliant streamers before closing her hands on it with a satisfied clap.

• *15th Level — Ingrained Spell (Sp):* Magic has become natural to you, tingling through your veins and demanding to be released. Choose a spell of 5th-level or below. You can use that spell as a spell-like ability a number of times per day equal to half your Intellect bonus.

Human Paladin

Humans began the Knights of the Silver Hand, and they remain the bulk of its membership. They are proud of the paladins' contribution to the Second and Third Wars, though they are shamed at Arthas's betrayal. After such an enormous breach of trust, the paladins have resolved anew to eliminate all traces of corruption in their ranks.

Many see humans as the quintessential paladins. The iconic human paladin marches into combat, cloak flowing, hammer bludgeoning, and faith unwavering.

Human Paladin Alterations

The human paladin has different weapon proficiencies than the normal paladin. Human paladins do not gain *aura of might* at 3rd level or *aura of retribution* at 12th level. Instead, the human paladin gains the following class features, at the indicated levels:

• *1st Level — Weapon Proficiency:* Bows and guns are for cowards, and the human paladin disdains them. He is not proficient with any ranged weapons. However, paladins have a long history of hammer fighting, and they respect the dwarves' progress in this area. Human paladins are proficient with the dwarven battle hammer.

• *1st Level — Hammer Focus (Ex):* Human paladins gain Weapon Focus with the greathammer and warhammer.

• *3rd Level — Aura of Faith (Su):* Instead of an *aura of might*, a human paladin has an *aura of faith*. This aura invigorates followers of the Holy Light. Allies within the aura who revere the Holy Light gain a +1 morale bonus on attack and damage rolls. This bonus increases to +2 at 6th level, +3 at 9th level, +4 at 12th level, and +5 at 15th level.

• *12th Level — Aura of Searing Light (Su):* In lieu of an *aura of retribution*, the human paladin gains an *aura of searing light*. This aura causes a bright golden glow to emanate from him, providing clear illumination out to the edge of its radius and shadowy illumination twice as far. Living enemies within the aura must make Fortitude saves (DC 10 + 1/2 paladin level + Charisma bonus) or be blinded for 1 round. Those who make their saves are immune to this use of *aura of searing light*. In addition, each round on the paladin's turn, demons and undead within the aura take 2d6 points of holy damage, +1 per Charisma bonus. These creatures can attempt Fortitude saves (DC 10 + 1/2 paladin level + Charisma modifier) to halve the damage. The base damage increases to 3d6 at 15th level and 4d6 at 20th level.

Ironforge Dwarf Warrior: Dwarf Sharpshooter

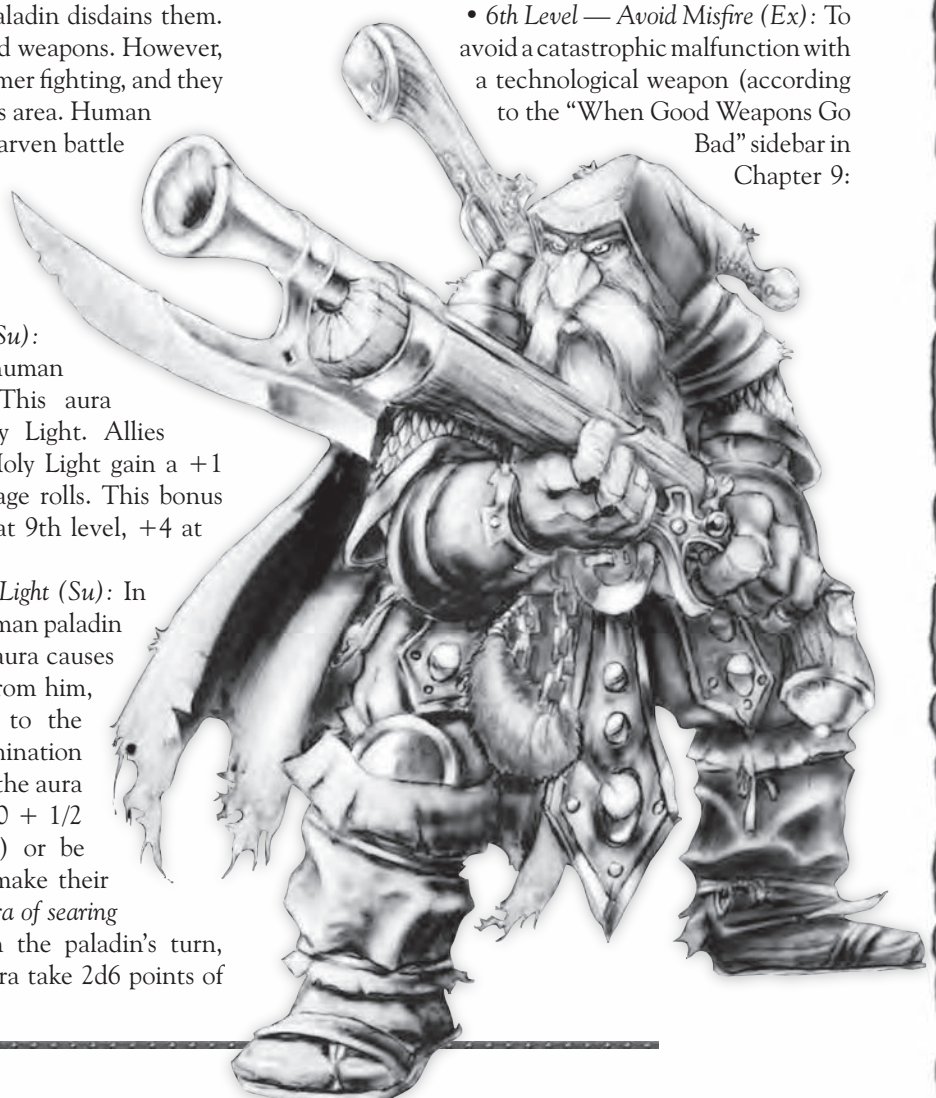
Ironforge dwarves have a strong tradition of firearms proficiency. In particular, they focus on the long rifle and the blunderbuss. Dwarven riflemen were valuable assets in the Third War, able to pick off vulnerable and important targets from behind their own lines. Honed senses allow these skilled dwarves to detect when their equipment is likely to break down on them, and they have a certain ability to quickly clear a jam so they can get back to fightin'.

Dwarf Sharpshooter Alterations

Dwarf sharpshooters give up a few of their warrior bonus feats, at the levels indicated, in return for other class features.

• *1st Level — Firearm Focus (Ex):* The dwarf sharpshooter is skilled with all firearms. She gains Weapon Focus with the flintlock pistol and the long rifle.

• *6th Level — Avoid Misfire (Ex):* To avoid a catastrophic malfunction with a technological weapon (according to the "When Good Weapons Go Bad" sidebar in Chapter 9:



Rogno opened his eyes. He was a little surprised that he could, having been thrown into a tree by giant, irate furbolg. Something dropped onto his shoulder. He flinched and his reflexes kicked in: his hand darted up and snatched the thing. He held it in front of his face and considered it. Until a few seconds ago, it had been a squirrel; now, it was a gray-furred, bloody pancake. It must have been between him and the tree when he smashed into it. It cushioned the impact. That was lucky. Well, lucky for *him*.

He glanced up. The furbolg was standing twenty feet away, growling an incantation, green light swirling around its claws. Damn. Rogno leaped to his feet, his head swimming; he heard a creaking noise behind him as the furbolg flung his claws forward and unleashed a beam of silver light. Rogno shouted and flung the squashed squirrel into the beam's path; he had time to see its mangled skeleton outlined in white light before the spell struck him, lifting him up a foot and throwing him back against the tree.

Rogno landed on his feet. He blinked and smelled burning hair.

"Ya singed me beard, ya great ugly turd!" He shook his fist at the furbolg. He took two running steps forward, shouting as he did. "I'll rip off yer nose and shove it up… er…." The creaking behind him was louder, and was accompanied by a groaning and cracking. Rogno stopped and turned his head. The tree into which he had smashed was twisting. Mighty roots wrenched up from the ground. Branches shook and descended, forming thick arms. Two angry eyes stared out from a face in the bark. "Ah, bugger," muttered Rogno. He braced himself.

The ancient swiped with one huge arm, but Rogno took a step forward and leapt, his thick fingers and toes finding crevices in the ancient's bark. He scrambled up, hoping that growling in the background wasn't the furbolg casting another spell. Something whacked his back, hard; his face smashed into the trunk, slicing it open in numerous places. Rogno paused, coughed, then continued his ascent. He hurled himself onto the ancient's upper branches, disappeared into its leafy canopy, then parted the leaves and stared down.

The ancient reeled, taking swipes at the dwarf in its branches. The furbolg flung another blast of light, and Rogno twisted behind a branch. The spell struck the ancient, and Rogno smelled smoking wood. The ancient swayed crazily; Rogno gripped the branch.

"Not the place for me after all," he muttered. He turned back around the branch and stared down at the furbolg, eyes narrowed. His view jounced as the ancient jerked and swung its arms. He and the furbolg locked eyes. Rogno scowled. "Little bit closer, ya damn tree, little bit closer… *BRAAAAAAH!*" Rogno sprang from the branch, arms spread-eagled, dropping like the titans' fury.

Weapons and Armor of **WoW RPG**), the dwarf sharpshooter can reroll the second roll. If your GM is not using this optional rule, instead the dwarf sharpshooter gains a bonus feat at this level, as normal.

• *12th Level — Clear Jam (Ex):* When a technological weapon malfunctions in the hands of the dwarf sharpshooter, she immediately recognizes the problem and solves it. The weapon is ready to fire again, as normal, in the next round.

Night Elf Druid

Night elves' druidic traditions extend back further than most races have existed. The demigod Cenarius taught the druidic arts to the kaldorei early in their history, and the most devout of night elf druids honor and pass on his original teachings. A few were there when Cenarius provided his tutelage and learned directly from the demigod.

The iconic night elf druid is a spiritual creature with powers that tap into worlds beyond most mortal knowledge. Green energy plays around his feet, and he moves unhindered through secret forest paths.

Night Elf Druid Alterations

Night elf druids do not gain Brew Potion at 1st level, nor can they turn or rebuke animals (though they can turn or rebuke plants, like other druids). Night elf druids do not gain a bonus feat at 5th level or at 10th level. Instead, they gain the following class features, at the indicated levels:

• *1st Level — The Voice of Cenarius (Su):* Night elf druids claim that they can still hear the voice of Cenarius, warning them when danger is imminent and giving them gentle urgings as to the best way to avoid attacks. Perhaps this voice is nature itself, protecting those who protect it.

The night elf druid gains a +1 insight bonus to AC. He retains this bonus even when flat-footed.

• *5th Level — Hibernate (Ex):* The night elf druid can drop into a deep slumber. Doing so takes 30 seconds (5 rounds). While hibernating, he does not need to eat or drink, and he barely need to breathe — other characters must make DC 20 Heal checks to determine that he still lives. When the druid enters hibernation, any poisons working within him are suspended, and he does not bleed. His breathing is so shallow that he does not suffer effects from inhaled toxins or other dangers, and he can survive for a year on the amount of air he would normally need in a day. He heals at twice the normal rate.

When the night elf druid enters hibernation, he sets the conditions to awaken. He can choose a specific amount of time ("24 hours") or some other event, such as, "When the sun strikes my eyes" or "When I hear the call of the *horn of Cenarius*."

A night elf druid can enter hibernation once per day.

• *10th Level — Ancient Foes (Ex):* Night elf druids have always guarded their people against the Burning Legion, and over the ages they developed methods to strike past the demons' defenses. When the night elf druid casts a spell on a demon, he gains a +2 bonus to overcome the demon's spell resistance, and the save DC of his spell increases by +2.

Wildhammer Barbarian

Wildhammer dwarves are renowned for wild behavior and deadly skill at arms. They have a tendency to enter a fray armored with little more than a loincloth and body paint, and still come out covered only with the blood of their foes. They are fierce charging across the ground or when soaring atop gryphons; barbarians of other races seek to emulate Wildhammer dwarves' reckless ability to stay alive through sheer pluck while laying waste to their enemies.

The iconic Wildhammer barbarian clutches his hammer and grins, showing gaps in his teeth. Feathers and beads are stuck in his sweaty hair and beard. "Come get some!" he shouts, before letting out a howl and charging forward.

Wildhammer Barbarian Alterations

Wildhammer barbarians have different weapon and armor proficiencies than normal barbarians. They do not possess the trap sense class feature. They possess several additional class features, as shown below. They gain these features at the indicated levels.

• *1st Level —Weapon and Armor Proficiency:* Wildhammer barbarians are not proficient with ranged weapons. Ranged weapons are for wussies! Wildhammer barbarians are not proficient with armor. Armor is for wussies!

• *1st Level — Fearless (Ex):* Wildhammer dwarves are renowned for their foolhardy courage. Wildhammer barbarians know the meaning of fear — it's what their enemies feel facing them!

Wildhammer barbarians are immune to fear effects.

• *1st Level — Lucky Defense (Ex):* Wildhammer barbarians often come out of a scrap without a scrape — or, rather, with a lot of scrapes, but it's their enemies that lie in bloody heaps on the ground. As long as he wears no armor, the Wildhammer barbarian gains a +1 luck bonus to AC. This bonus improves by +1 at 3rd level and every three levels thereafter (+2 at 3rd level, +3 at 6th level, +4 at 9th level, and so on).

• *1st Level — Like a Rock (Ex):* Wildhammer barbarians are *tough*. Whenever he gains a barbarian level, the Wildhammer barbarian gains an additional +2 hit points, as if his Stamina modifier were +4 points higher.

• *6th Level — Raging Mount (Ex):* Wildhammer barbarians incite their mounts to the same fury that claims them. When entering a rage, make a Handle Animal check (DC 15 + barbarian level). If successful, the barbarian's mount enters a rage identical to his own.

If the Wildhammer barbarian also has levels in the Wildhammer dwarf racial class, his mount automatically gains the recklessness and improved recklessness abilities (he does not need to make a check).

Creature Classes

Creature classes are a natural evolution of racial classes. Many monsters are suitable for player characters — nerubians, dryads and keepers of the grove, to name a few — but they are naturally more powerful than humans, orcs and the other standard races. Racial levels can correct this problem to a degree, but some creatures are so powerful that even racial levels are not enough of a balancing factor.

One solution to this problem is giving a creature a level adjustment. (This method was introduced in **Lands of Mystery,** Chapter 6: Civilizations and is also described in the **Monster Guide**.) The problem with level adjustments is that characters must be a of certain minimum character level in order to enter play as one of those races. For example, to play a nerubian (as described in **Lands of Mystery**), you must be at least a 6th-level character. You could not play a nerubian 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 dryad can take levels in the dryad 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 dryad and take your first level in mage or warrior, for example.

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

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

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

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

For example, a dryad with maximum levels in dryad is a 9th-level character with 7 Hit Dice. If the dryad gained one level of warrior, she is a 10th-level character, but she has 8 Hit Dice. She is eligible for her second ability increase. If she then gains another level of warrior, she is an 11th-level character with 9 Hit Dice — and at 9 Hit Dice, she gains her third feat.

This book presents four creature classes: the ancient protector, the dryad, the keeper of the grove and the mountain 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 ancient protector 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. Unlike the other columns on the table, skill points are cumulative. (A 4th-level ancient protector with an Intellect of 10 has 6 skill points.)

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

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

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

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

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

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

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

Special: This column indicates what special abilities you gain.

Ancient Protector

Ancients are creatures that resemble living trees. They are important in night elf culture and vital to night elf society. They serve their night elf allies as mentors, sages, teachers, guides and protectors. While these creatures are not numerous, the most plentiful of them are the ancient protectors.

Ancient protectors are the warriors, soldiers and guardians of the ancients. While other ancients spend much of their time training night elves in the ways of bow and glaive and spell, or advising night elf leaders, ancient protectors focus their efforts on protecting nature and their allies. Several often station themselves on the borders of night elf military camps, gathering a supply of large rocks for ammunition and rooting themselves to the ground; there they scan tree lanes and the skies for enemies. Others patrol the forests, moving among the lesser trees, ensuring that hostile intruders do not penetrate to the night elf heartland.

Most ancient protectors are old, though night elves and ancients still possess the druidic magic required to create seedlings. Some young ancient protectors feel that the best way to fulfill their protective duties is to strike out into the larger world, bringing the fight to the night elves' enemies. Some seek to rediscover kaldorei artifacts or to punish the naga for their wickedness and treachery. Usually, even adventurous ancient protectors remain near night elf lands, but a rare few leave their lands behind to travel Azeroth. These individuals are exceptional and unique; most ancient protectors remain in northern Kalimdor with their brethren.

Other ancients and night elves see adventuring ancient protectors as extreme oddities. Some think that the druidic magic that empowers these creatures has gone awry in these individuals, whether for good or ill. A few see adventuring ancient protectors as perversions and as beings that betray their birthright; some see them as brave and hearty spirits of nature willing to travel the world to protect their charges. Most look at them with distant bemusement.

Ancient Protector Racial Traits

An ancient protector has the following traits:

- +2 Strength. Ancient protectors are powerful creatures, and their strength increases as they grow in age and experience.
- Medium: As Medium creatures, ancient protectors have no special bonuses or penalties due to their size.
- Ancient protector base land speed is 20 feet.
- Low-Light Vision: Ancient protectors 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.
- Plant: Ancient protectors are plants, not humanoids. They are immune to effects that specifically target humanoids, like *hold person*. In addition, like all plants, ancient protectors are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects). They are likewise immune to poison, sleep effects, paralysis, polymorph and stunning. They are not subject to critical hits.
- Immortality: Ancients protectors 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.
- Natural Weapons: An ancient protector attacks with its mighty branchlike arms. It has a single slam attack that deals 1d8 points of bludgeoning damage. See the **Monster Guide,** Chapter 5: Types, Subtypes, and Abilities for more information on natural weapons.
- +2 natural armor. An ancient protector has tough bark for skin, which becomes tougher and hoarier as it grows in age and experience.
- **Eat Tree (Ex):** An ancient protector can eat trees (and parts of trees) in order to heal itself. In an area

Table 2-2: The Ancient Protector

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, +1 Spt, damage reduction 1/slashing
2nd	2d8	+1	2	+3	+1	+1	—	—	+2	1	+1 Str, +1 Sta
3rd	2d8	+1	—	+3	+1	+1	—	—	+3	2	+1 Str, +1 Sta, +1 Spt, damage reduction 2/slashing
4th	3d8	+2	2	+3	+1	+1	Second	—	+3	2	+1 Str, +1 Sta
5th	4d8	+3	2	+4	+1	+1	—	First	+4	2	+1 Str, +1 Sta
6th	4d8	+3	—	+4	+1	+1	—	—	+4	3	+1 Str, +1 Sta, +1 Spt, damage reduction 3/slashing, growth (Large size)
7th	5d8	+3	2	+4	+2	+2	—	—	+5	3	+1 Str, +1 Sta
8th	6d8	+4	2	+5	+2	+2	Third	—	+5	4	+1 Str, +1 Sta, rock throwing
9th	6d8	+4	—	+5	+2	+2	—	—	+6	4	+1 Str, +1 Sta, +1 Spt, damage reduction 3/magic and slashing, tree slam
10th	7d8	+5	2	+5	+2	+2	—	—	+7	5	+1 Str, +1 Sta, trample
11th	8d8	+6/+1	2	+6	+3	+3	—	Second	+7	5	+1 Sta
12th	8d8	+6/+1	—	+6	+3	+3	—	—	+8	5	+1 Str, +1 Sta, +1 Spt, damage reduction 4/magic and slashing
13th	9d8	+6/+1	2	+6	+3	+3	Fourth	—	+8	6	+1 Str, +1 Sta
14th	10d8	+7/+2	2	+7	+3	+3	—	—	+9	6	+1 Str, +1 Sta
15th	10d8	+7/+2	—	+7	+3	+3	—	—	+9	7	+1 Str, +1 Sta, +1 Spt, damage reduction 5/magic and slashing, growth (Huge size)
16th	11d8	+7/+2	2	+7	+4	+4	—	—	+10	7	+1 Str, +1 Sta
17th	12d8	+8/+3	2	+8	+4	+4	Fifth	Third	+10	8	+1 Str

where trees are plentiful, 1 minute of tree-eating restores hit points equal to the ancient protector's Hit Dice. In areas where an ancient does not have access to several trees, this ability is less useful, at the GM's discretion.

• **Take Root (Ex):** An ancient protector's natural state is rooted to the ground. The ancient protector can take root wherever it wishes, as long as the ground can hold its roots. Taking root is a full-round action that does not provoke attacks of opportunity. An ancient protector must take root in order to rest, which it must do for 8 hours each day.

While rooted, the ancient protector cannot move voluntarily. It gains a +8 bonus on checks to avoid being bull rushed, tripped, or otherwise moved from its location. It gains a +1 bonus on attack rolls and a +2 bonus on damage rolls.

Pulling up its roots, so the ancient protector can move again, is a full-round action that provokes attacks of opportunity.

• Ancient protectors have a +10 racial bonus on Stealth checks to hide in forested areas (where the trees are similar in appearance to them). This bonus increases to +20 if the ancient is stationary.

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

• Automatic Language: Darnassian.

• Bonus Languages: Common, Low Common and Taur-ahe. Some ancient protectors find it valuable to speak the language of the night elves' allies, and those of other creatures with whom they come in contact.

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

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

Ancient Protector Creature Class

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

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

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

Weapon and Armor Proficiency: Ancient protectors are proficient in the use of their natural weapons only. They are not proficient with any manufactured weapons or armor.

Growth (Ex): An ancient protector achieves Large size at 6th level and Huge size at 15th level. These changes have the following effects:

Large: The ancient protector's space and reach each increase to 10 feet. It takes a –1 size penalty to AC and a –1 size penalty on attack rolls. The ancient protector's base slam damage increases to 2d6 points of damage, and it may make two slam attacks (as a full attack) with no penalty on the attack rolls. Its base movement increases to 25 feet. If using manufactured weapons, it must wield weapons of Large size or take penalties. Similarly, it must wear armor appropriately sized for it, which costs 250% more than normal (this price includes the cost for the ancient's unusual frame trait). Its lifting and carrying capacities double. The ancient protector 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. The ancient protector does not take the penalty on Stealth checks when hiding among trees of similar size.

Huge: The ancient protector's space and reach each increase to 15 feet. It takes a further –1 size penalty to AC and a –1 size penalty on attack rolls (–2 total). The ancient protector's base slam damage increases to 3d6 points of damage. Its base movement increases to 30 feet. It must wield manufactured weapons of Huge size or take penalties. Similarly, it must wear armor appropriately sized for it, which costs 450% more than normal (this price includes the cost for the ancient's unusual frame trait). Its lifting and carrying capacities double (its lifting and carrying capacities are now four times those of a Medium creature). The ancient protector takes an additional –4 penalty on Stealth checks to hide (total –8), but gains an additional +4 bonus on grapple checks and on checks to avoid being tripped (total +8).

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

Rock Throwing (Ex): At 8th level, the ancient protector is skilled at throwing boulders and receives a +1 racial bonus on attack rolls when throwing rocks.

Rocks that an ancient protector throws have a range increment of 100 feet. An ancient protector of Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. These rocks deal 2d6 points of bludgeoning damage. A Huge ancient protector can hurl rocks of 60 to 80 pounds (Medium objects) that deal 2d8 points of damage.

Tree Slam (Ex): At 9th level, the ancient protector can plant its feet and swing, dealing incredible amounts of damage. It can smash apart buildings and other structures as well as turn living creatures into bloody splatters. The ancient can take a full attack action to make a single slam attack. If the attack hits, it deals double damage (triple on a critical). A tree slam also ignores up to 10 points of an object's hardness.

Trample (Ex): At 10th level, the ancient protector can trample enemies, as described in the Monster Guide.

Dryad

Allies of the night elves, dryads are the daughters of the demigod Cenarius. They resemble gray fauns with the upper torsos of night elf women. They are peaceful by nature and despise violence; however, like ancients, night elves, and their brothers the keepers of the grove, dryads fight to protect the forests and their allies. They are particularly adept at destroying magic and are immune to its effects.

Most dryads remain in the forests, frolicking with the animals, dancing in the rain, and occasionally bringing nature's wrath onto their enemies. Some dryads, however, leave their forests and become adventurers. For some, encounters with hostile forces spark

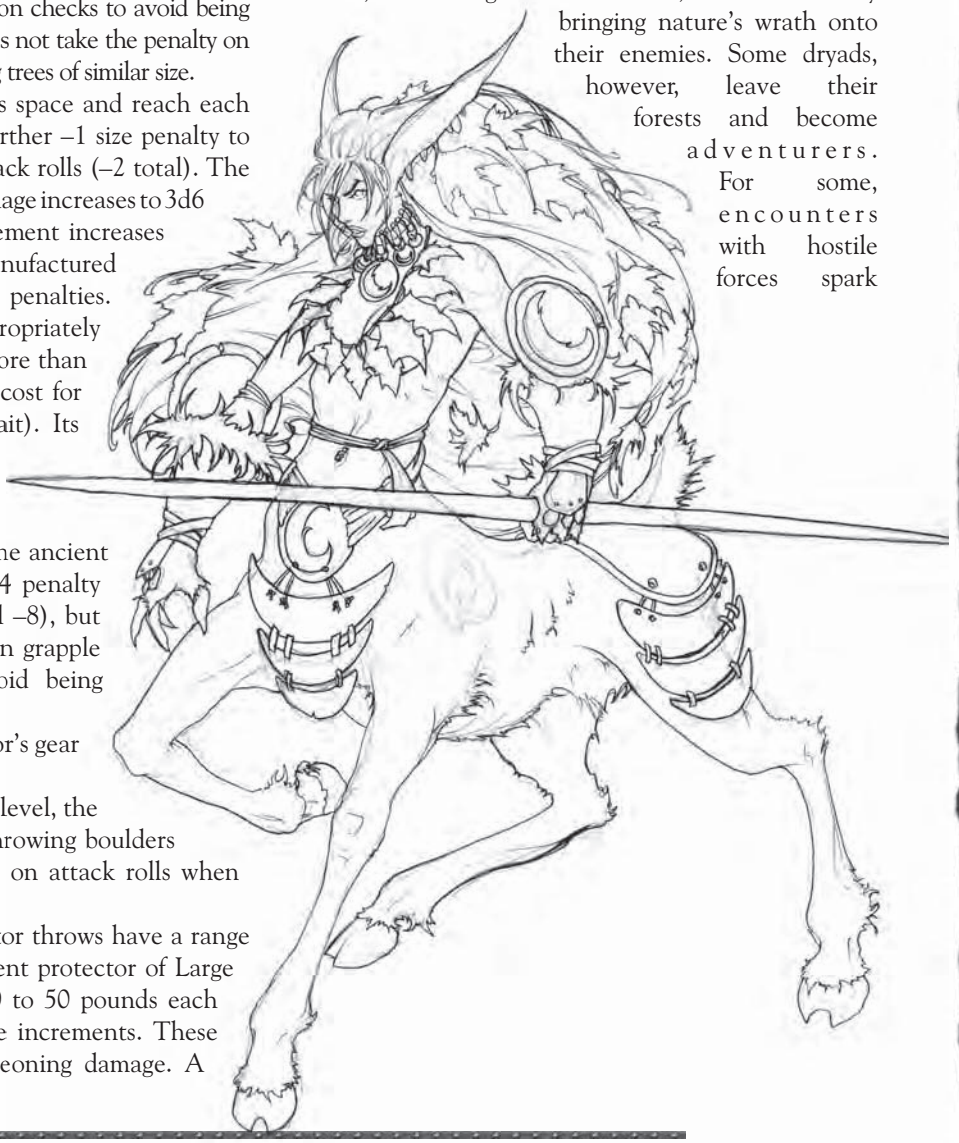


Table 2-3: The Dryad

Level	HD	BAB	Skill Points	Fort	Ref	Will	Feats	Ab. Inc.	Nat. Arm.	CR	Special
1st	1d6	+0	6	+0	+2	+2	First	—	+0	1	+1 Agy, +1 Spt, spell resistance
2nd	2d6	+1	6	+0	+3	+3	—	—	+1	1	+1 Sta
3rd	2d6	+1	—	+0	+3	+3	—	—	+1	1	+1 Str, +1 Agy, *dispel magic* 1/day
4th	3d6	+1	6	+1	+3	+3	Second	—	+2	2	+1 Cha, poison (1d2 Str)
5th	4d6	+2	6	+1	+4	+4	—	First	+2	2	+1 Spt, *dispel magic* 3/day
6th	5d6	+2	6	+1	+4	+4	—	—	+3	3	+1 Sta, poison (1d2 Str and 1d2 Sta)
7th	5d6	+2	—	+1	+4	+4	—	—	+3	3	+1 Str, +1 Agy, *dispel magic* 5/day
8th	6d6	+3	6	+2	+5	+5	Third	—	+4	3	+1 Cha, poison (1d4 Str and 1d2 Sta)
9th	7d6	+3	6	+2	+5	+5	—	—	+4	4	+1 Agy, *dispel magic* at will, immunity to magic

this desire — they wish to bring the fight to the enemies of nature. Others are curious about the world outside their forests, and wish to experience new environments and meet new beings.

Other dryads and night elves see adventuring dryads as a bit less unusual than adventuring ancients. Dryads possess an innate streak of curiosity, after all. However, adventuring dryads are still branded as eccentrics who go against the natural tendencies of their kind.

Dryad Racial Traits

A dryad has the following traits:

• +2 Spirit. Dryads are attuned to nature and the world around them.

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

• Quadruped. A dryad's lifting and carrying capacity is 1-1/2 times greater than a Medium biped. Dryads also have a +4 bonus on checks to avoid being tripped.

• Dryad base land speed is 40 feet.

• Low-Light Vision: Dryads 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.

• Fey: Dryads are fey, not humanoids. They are immune to effects that specifically target humanoids, like *hold person*.

• Immortality: Dryads 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.

• +1 natural armor. Dryads are naturally tough.

• Due to a dryad's nonhumanoid frame, armor costs twice as much.

• Automatic Language: Darnassian.

• Bonus Languages: Common, Low Common and Taur-ahe. Dryads find it useful to know the languages of the races with which they are most likely to come into contact.

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

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

Dryad Creature Class

All of the following are features of the dryad 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 dryad has +3 Spirit, for example.)

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

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

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

Spell Resistance (Ex): A dryad of 8th level or below has spell resistance equal to 10 + her dryad level.

Dispel Magic (Sp): At 3rd level, a dryad can use *dispel magic* as a spell-like ability once per day. She uses this ability as a caster equal to her dryad level + 1, to a maximum of 10th at 9th level. She can use this ability more often as she gains levels, as shown on Table 2–3: The Dryad. At 9th level, she can use it an unlimited number of times per day.

Poison (Su): At 4th level, a dryad's magical nature coats her weapons with a painful poison that weakens its victims. Dryads attempt to weaken their enemies to the point where their gear weighs them down, forcing them to move slowly and making them vulnerable. The poison has an initial and secondary damage of 1d2 Str. The Fortitude save to resist the poison is equal to 10 + 1/2 the dryad's Hit Dice + the dryad's Stamina modifier.

At 6th level, the poison's initial and secondary damage increase to 1d2 Str and 1d2 Sta. At 8th level, the initial and secondary damage increase to 1d4 Str and 1d2 Sta.

Immunity to Magic (Ex): At 9th level, a dryad is immune to any spell or spell-like ability that allows spell resistance.

Keeper of the Grove

The mighty sons of Cenarius, keepers of the grove are potent repositories of druidic lore. They dwell in the forests and keep them safe. They are ancient allies of the night elves, often giving them gentle guidance in spiritual and druidic arts. They are implacable foes of all who defile the forests.

Keepers of the grove have the bodies of mighty stags and the upper torsos of night elf men. Great antlers sprout from their heads. A keeper's right arm is twisted and changed from the elbow down, resembling a branchlike claw of the sort ancients possess.

Keepers of the grove usually remain far from civilization, dwelling in secluded woodlands and sacred groves. They move to support night elf settlements when they are needed, then melt back into the trees once more. A few keepers of the grove, however, prefer a more active role. They travel the world in search of additional lore and knowledge of their enemies. Some seek to test and develop their skills against their enemies, both ancient and new — the Burning Legion, the Scourge, the naga, and the forces of Illidan Stormrage. They may guide other young druids on such journeys.

Adventuring keepers of the grove are viewed with skepticism, but respect. Such is the reputation of keepers of the grove that most night elves, dryads and other creatures assume that they know what they are doing when they choose to travel a path of adventure. Elder keepers of the grove consider young keepers who undertake such journeys to be unnecessarily endangering themselves; the night elves need all the protection they can get *here*, in northern Kalimdor.

Whatever the case, adventuring keepers of the grove make frequent stops back in the forests of their homeland to share the knowledge gained on their travels.

Keeper of the Grove Racial Traits

A keeper of the grove has the following traits:

• +2 Spirit. Keepers of the grove are spiritual creatures and natural druids.

• Large Quadruped: As a Large creature, a keeper of the grove's space is 10 feet (though his reach is only 5 feet). He takes a –1 size penalty to AC and a –1 size penalty on attack rolls. He must wield weapons of Large size or take penalties. Similarly, he must wear armor appropriately sized and shaped for him, which costs four times normal. His lifting and carrying capacities are triple those of a Medium biped. He takes a –4 penalty on Stealth checks to hide, but gains a +4 bonus on grapple checks and a +8 bonus on checks to avoid being tripped.

• Keeper of the grove base land speed is 40 feet.

• Low-Light Vision: A keeper of the grove 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.

• Fey: Keepers of the grove are fey, not humanoids. They are immune to effects that specifically target humanoids, like *hold person*.

• Immortality: Keepers of the grove 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.

• Natural Weapon: A keeper of the grove has a claw attack that deals 1d6 points of damage. . See the **Monster Guide,** Chapter 7: Types, Subtypes, and Abilities for more information on natural weapons.

• +1 natural armor. Keepers of the grove are naturally tough.

• Automatic Languages: Common and Darnassian.

• Bonus Languages: Low Common and Taur-ahe. Keepers of the grove occasionally learn the languages of Kalimdor's natives.

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

• Favored Class: Druid. A multiclass keeper of the grove's druid class does not count when determining

Table 2-4: The Keeper of the Grove

Level	HD	BAB	Skill Points	Fort	Ref	Will	Feats	Ab. Inc.	Nat. Arm.	CR	Special
1st	1d6	+0	6	+0	+2	+2	First	—	+1	1	+1 Sta, +1 Spt, +1 Cha, druid spells, rebuke/command plants and animals, spell resistant, spontaneous casting, strider
2nd	2d6	+1	6	+0	+3	+3	—	—	+1	2	+1 Int, +1 Cha
3rd	3d6	+1	6	+1	+3	+3	Second	—	+2	3	+1 Sta, +1 Spt, damage reduction 1/arcanite
4th	3d6	+1	—	+1	+3	+3	—	—	+2	3	+1 Str, +1 Cha
5th	4d6	+2	6	+1	+4	+4	—	First	+3	4	+1 Spt, speak with animals 1/day, speak with plants 1/day
6th	5d6	+2	6	+1	+4	+4	—	—	+3	4	+1 Sta, +1 Cha, damage reduction 2/arcanite
7th	6d6	+3	6	+2	+5	+5	Third	—	+4	5	+1 Agy, +1 Spt
8th	6d6	+3	—	+2	+5	+5	—	—	+4	5	+1 Str, +1 Cha
9th	7d6	+3	6	+2	+5	+5	—	—	+5	6	+1 Sta, +1 Spt, damage reduction 3/arcanite
10th	8d6	+4	6	+2	+6	+6	—	Second	+5	7	+1 Int, +1 Cha, speak with animals 3/day, speak with plants 3/day
11th	9d6	+4	6	+3	+6	+6	Fourth	—	+6	8	+1 Spt, commune with nature 1/day
12th	9d6	+4	—	+3	+6	+6	—	—	+6	8	+1 Str, +1 Sta, +1 Cha, damage reduction 4/arcanite
13th	10d6	+5	6	+3	+7	+7	—	—	+7	9	+1 Spt
14th	11d6	+5	6	+3	+7	+7	—	—	+7	10	+1 Agy, +1 Cha, commune with nature 2/day
15th	12d6	+6/+1	6	+4	+8	+8	Fifth	Third	+8	11	+1 Str, +1 Sta, +1 Spt, damage reduction 5/arcanite, group stride, speak with animals at will, speak with plants at will

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

Keeper of the Grove Creature Class

All of the following are features of the keeper of the grove 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 keeper of the grove has +3 Spirit and +2 natural armor, for example.)

"Class" Skills: Concentration (Sta), Knowledge (all skills, taken individually) (Int), Spellcraft (Int), Survival (Spt), and Use Magic Device (Cha). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Starting Gold: A 1st-level keeper of the grove begins play with 1d4 x 10 gold pieces.

Weapon and Armor Proficiency: Keepers of the grove are proficient in the use of their natural weapons and with simple weapons. They are not proficient with armor.

Druid Spells (Ex): Keepers of the grove are linked to the natural magic of the world. A keeper of the grove casts spells as a druid of a level equal to his racial Hit Dice (not his keeper of the grove level). This ability stacks with actual druid levels to determine the keeper of the grove's spellcasting ability. Thus, a 5th-level druid keeper of the grove casts spells as a 17th-level druid (but his druid abilities are otherwise those of a 5th-level druid).

Rebuke/Command Plants and Animals (Su): A keeper of the grove can rebuke or command plants and animals as an evil druid of a level equal to his racial Hit Dice (not his keeper of the grove level). This ability stacks with actual druid levels that can either turn or rebuke plants and animals. (Thus, a 3rd-level druid keeper of the grove rebukes plants and animals as a 15th-level evil druid — even though he is probably not evil).

Spontaneous Casting (Ex): A keeper of the grove can spontaneously cast *summon nature's ally* spells, just as a druid can.

Spell Resistance (Ex): Keepers of the grove have spell resistance equal to 10 + their total Hit Dice (including racial Hit Dice and Hit Dice from other classes).

Strider (Ex): The keeper of the grove may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns,

briars and overgrown areas that have been magically manipulated to impede motion still affect him.

The keeper also leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail.

Speak With Animals (Sp): At 5th level, the keeper of the grove can use *speak with animals* as a spell-like ability once per day. His caster level is equal to his racial Hit Dice. He can use this ability three times per day at 10th level and at 15th level he can use it at will.

Speak With Plants (Sp): At 5th level, the keeper of the grove can use *speak with plants* as a spell-like ability once per day. His caster level is equal to his racial Hit Dice. He can use this ability three times per day at 10th level and at 15th level he can use it at will.

Commune With Nature (Sp): At 11th level, the keeper of the grove can use *commune with nature* as a spell-like ability once per day. His caster level is equal to his racial Hit Dice. He can use this ability twice per day at 14th level.

Group Stride (Ex): At 15th level, the keeper of the grove can bestow the effects of his strider ability (see above) upon a number of beings of Small to Large size traveling with him. As long as the beings travel with the keeper of the grove, they leave no tracks or trail, unless the keeper wishes them to. The keeper may exclude specific individuals from the effects this ability. This ability can affect a number of creatures equal to 6 + the keeper's Spirit modifier.

Mountain Giant

Like the other creatures presented here, mountain giants are ancient allies of the night elves. In ages past, they assisted the titans with the creation of the world: They crafted the peaks, the cliffs and the caves of Azeroth's mountains. They have always been implacable foes of those who would despoil nature, thereby harming the titans' great work. Recently, the mountain giants reawakened to discover their world beset by blood and fire. Pulling trees from the ground to use as clubs, they joined the night elves against the Scourge and the Burning Legion.

Mountain giants appear to be made mostly of stone with tough bits of plant — wood and thick vines and the like — interspersed here and there. Many bear patches of moss that grew during their long time of dormancy. They are massive and slow moving, but pack a wallop. Several wallops, in fact.

Mountain giants are few in number. Most remain in the mountains around northern Kalimdor, assisting their night elf allies or engaging in inscrutable behavior that probably helps nature somehow. Only rumors speak of young mountain giants; some people believe that all the mountain giants that exist were created by the titans, and new ones are not going to show up.

Every once in a while, a mountain giant leaves its home in Kalimdor and travels into the larger world. An adventuring giant usually joins a particular night elf friend, but not always. Mountain giants rarely explain their actions; they simply walk out of the forests, then travel the roads, or the trackless wilderness, or board a ship without a word; perhaps they simply assume that everyone else takes it on faith that they know what they're doing.

On Mountain Giants

As mentioned in Chapter 9: Creatures, mountain giants do not reproduce. All mountain giants that exist today are the same creatures that the titans created at the dawn of the world, and mountain giants tend to be perpetual and unchanging.

Therefore, young mountain giants do not exist. Characters who advance in the mountain giant creature class are the product of unusual circumstances. Such a character might be a newly-awoken giant that has lost many of its original powers, or never had them in the first place. Perhaps it was an unfinished version of the other mountain giants. A 1st-level mountain giant might be the result of a one-time magical experiment meant to reproduce the titans' efforts, or perhaps a clutch of small and underdeveloped mountain giants exists somewhere in the world.

Because of its potential departure from traditional **Warcraft** lore, the mountain giant creature class is an optional class (well, all of the rules in this chapter are optional, but this one is *especially* optional), so be sure to check with your GM before you elect to be a mountain giant.

Mountain Giant Racial Traits

A mountain giant has the following traits:

• +2 Strength, +2 Stamina, –2 Agility, –4 Intellect. Mountain giants are massively strong and tough, but they are not too graceful, nor are they particularly intelligent.

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

• Mountain giant base land speed is 20 feet.

• Low-Light Vision: Mountain 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.

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

• Earth Subtype: Mountain giants have the earth subtype. This subtype does nothing by itself, but affects the way certain attacks and spells affect the giant.

• Immortality: Mountain giants 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.

• Natural Weapon: A mountain giant has a single slam attack that deals 1d8 points of damage. . See the **Monster Guide,** Chapter 7: Types, Subtypes, and Abilities for more information on natural weapons.

• +2 natural armor. Mountain giants have rocklike skin.

• Automatic Languages: Darnassian and Titan.

• Bonus Language: Common. Mountain giants do not concern themselves with learning other languages, but a few of the more adventurous ones find it beneficial to speak Common.

Table 2-5: The Mountain 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, damage reduction 1/–, spell resistance
2nd	2d8	+1	2	+3	+0	+0	—	—	+2	2	+1 Str
3rd	3d8	+2	2	+3	+1	+1	Second	—	+3	2	+1 Str, +1 Sta, damage reduction 2/–
4th	3d8	+2	—	+3	+1	+1	—	—	+4	2	+2 Str, +1 Spt
5th	4d8	+3	2	+4	+1	+1	—	First	+5	3	+1 Str, +1 Sta
6th	5d8	+3	2	+4	+1	+1	—	—	+6	4	+1 Str, +1 Sta, damage reduction 3/–
7th	6d8	+4	2	+5	+2	+2	Third	—	+7	5	+1 Str, +1 Sta
8th	6d8	+4	—	+5	+2	+2	—	—	+8	5	+2 Str, growth (Large)
9th	7d8	+5	2	+5	+2	+2	—	—	+9	6	+1 Str, +1 Sta, damage reduction 4/–
10th	8d8	+6/+1	2	+6	+2	+2	—	Second	+10	7	+1 Str, rock throwing
11th	9d8	+6/+1	2	+6	+3	+3	Fourth	—	+11	7	+1 Str, +1 Sta
12th	9d8	+6/+1	—	+6	+3	+3	—	—	+12	7	+2 Str, +1 Spt, damage reduction 5/–
13th	10d8	+7/+2	2	+7	+3	+3	—	—	+13	8	+1 Str, +1 Sta
14th	11d8	+8/+3	2	+7	+3	+3	—	—	+14	9	+1 Str
15th	11d8	+8/+3	—	+7	+3	+3	—	—	+15	9	+2 Str, +1 Sta, damage reduction 6/–
16th	12d8	+9/+4	2	+8	+4	+4	Fifth	Third	+15	10	+1 Str, growth (Huge)
17th	13d8	+9/+4	2	+8	+4	+4	—	—	+16	11	+1 Str, +1 Sta, rock catching
18th	13d8	+9/+4	—	+8	+4	+4	—	—	+17	11	+2 Str, +1 Sta, damage reduction 7/–
19th	14d8	+10/+5	2	+9	+4	+4	—	—	+18	12	+1 Str, +1 Sta

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

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

Mountain Giant Creature Class

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

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

Starting Gold: A 1st-level mountain giant begins play with 1d4 gold pieces.

Weapon and Armor Proficiency: Mountain giants are proficient in the use of their natural weapons and with all simple weapons. They are not proficient with armor.

Spell Resistance (Ex): Mountain giants have spell resistance equal to 10 + their racial Hit Dice (not level).

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

Large: The mountain giant's space and reach each increase to 10 feet. It takes a –1 size penalty to AC and a –1 size penalty on attack rolls. The mountain giant's base slam damage increases to 2d6 points of damage and it may make two slam attacks (as a full attack) with no penalty on the attack rolls. If it uses manufactured weapons, it must wield weapons of Large size or take penalties. Similarly, it must wear armor appropriately sized for it, which costs double. Its lifting and carrying capacities double. It takes a –4 penalty on Stealth checks to hide, but gains a +4 bonus on grapple checks and on checks to avoid being tripped.

Huge: The mountain giant's space and reach each increase to 15 feet. It takes a further –1 size penalty to AC and a –1 size penalty on attack rolls (–2 total). The mountain giant's base slam damage increases to 3d6 points of damage. It must wield manufactured weapons of Huge size or take penalties. Similarly, it must wear armor appropriately sized for it, which costs four times as much as normal. Its lifting and carrying capacities double (its lifting and carrying capacities are now four times those of a Medium creature). It takes an additional –4 penalty on Stealth checks to hide (total –8), but gains an additional +4 bonus on grapple checks and on checks to avoid being tripped (total +8).

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

Rock Throwing (Ex): At 10th level, the mountain giant is skilled at throwing boulders and receives a +1 racial bonus on attack rolls when throwing rocks.

Rocks that a mountain giant throws have a range increment of 120 feet. A mountain giant of Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. These rocks deal 2d6 points of bludgeoning damage. A Huge mountain giant can hurl rocks of 60 to 80 pounds (Medium objects) that deal 2d8 points of damage.

Rock Catching (Ex): At 17th level, the mountain giant can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, if the mountain giant would normally be hit by a rock, it can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magic bonus on attack rolls, the DC increases by that amount.) The mountain giant must be ready for and aware of the attack in order to make a rock catching attempt.

Vital Statistics

Ancient protectors, dryads, keepers of the grove, and mountain giants are all immortal, so they never take aging penalties or die of old age. Use the following table to generate random heights and weights for 1st-level characters of these races. Remember that ancient protectors and mountain giants grow larger and heavier as they gain levels.

Table 2-6: Random Height and Weight for Creature Classes

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Ancient protector	7′0″	+2d8	300 lb.	x(3d10) lb.
Dryad	4′10″	+2d10	150 lbs.	x(2d6) lb.
Keeper of the grove	6′8″	+2d8	280 lb.	x(3d10) lb.
Mountain 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 Alliance (or for its races), but any character who meets the prerequisites can take them — even Horde characters. Warriors may take feats with "Warrior" next to them as bonus feats.

Table 2-7: Feats

General Feats	Prerequisites	
Awesome Blow	Improved Bull Rush, Power Attack, size Large or larger	Send small enemies flying with a melee attack
Bond With the Land	—	Gain +1 to hit, +2 to damage, heal at triple normal rate on home ground
Community Leader	12 ranks in the appropriate skill (see description)	Grant bonus feat to a community
Craggy Exterior	Natural armor bonus +10	Opponents who roll a 1 in melee may be dazed
Doctor	Able to cast 2nd-level divine spells	Cast `cure` spells at +1 caster level
Empower Spell-Like Ability	Spell-like ability at caster level 6th or higher	Spell-like ability functions at 150% efficacy
Emulate Another	1st-level character, half-breed	Gain another race's racial trait
Extend Spell-Like Ability	Spell-like ability at caster level 4th or higher	Spell-like ability lasts twice as long as normal
Extreme Abilities	1st level character, racial bonus to one ability, racial penalty to one ability	You gain +2, –2 to racial ability scores
Feign Death	—	+6 on Bluff checks to play dead
Focused Repair	Concentration 1 rank, Craft (technological device) 6 ranks, Use Technological Device 4 ranks	Add your ranks in Concentration to Craft (technological device) checks on repairs
Improved Darkvision	Darkvision	Darkvision extends 60 ft.
Improved Lightning Reload	Base attack bonus +6, Lightning Reload, Quick Draw, Agy 13	Reload firearms very quickly
Improved Shadowmeld	Shadowmeld	Shadowmeld while moving at one-quarter speed
Improved Stability	Stability	Stability bonus increases to +8, +4 in tough circumstances, +1 Fort
Improved Stonecunning	Stonecunning	Stonecunning bonus increases to +8
Improved Stoneflesh	Knowledge (religion) 3 ranks, stoneflesh ability	Use stoneflesh additional time, its effects double
Ironforge Axe Rip	Weapon Focus (any axe), Weapon Specialization (any axe), base attack bonus +8	Use move action to deal additional damage with an axe
Limited Arcane Ability	Int 10, half-elf	Use a 0-level spell 2/day
Lion Assault	Power Attack, base attack bonus +4	Deal 1d6 damage to yourself, +1 to hit and +2 to damage
Low-Light Vision Development	Low-light vision	Gain darkvision 30 ft.
Mount Bond	Handle Animal 8 ranks, Ride 8 ranks	With on mount, +2 on Ride checks, mount +1 to hit and damage
Quicken Spell-Like Ability	Spell-like ability at caster level 10th or higher	Use spell-like ability as a swift action
Racial Pride	—	When adjacent to two allies of your race, +2 to hit in melee
Racial Unity	—	When adjacent to two allies of different races, +2 to melee damage
Racial Weapon Focus	Weapon familiarity, proficiency with all weapons with which you have weapon familiarity	+1 to hit with racial weapons
Racial Weapon Specialization	Racial Weapon Focus, warrior level 4th, weapon familiarity, proficiency with all weapons with which you have weapon familiarity	+2 to damage with racial weapons
Racially Skilled	Two skills with a +2 racial bonus	+3 bonus on two racial skills
Shot in the Dark	Blind-Fight, Point Blank Shot, Precise Shot, Listen 8 ranks	Re-roll miss chance due to concealment at range
Wakeful Nature	Sta 13	Need 4 hours of sleep instead of 8
Wild Dance Spell	Agy 17, Perform (dance) 17 ranks, Dance Spell, Dodge, Greater Dance Spell, ability to cast 5th-level spells	Gain damage reduction when using Dance Spell

Metamagic Feats		
Dance Spell	Agy 13, Perform (dance) 6 ranks, Dodge, ability to cast 1st-level arcane spells	Make a Perform (dance) check instead of using a verbal or material component
Greater Dance Spell	Agy 15, Perform (dance) 12 ranks, Dodge, Dance Spell, ability to cast 3rd-level spells	Spell DCs increase as you continue to dance
Technology Feats		
Chaos Energy Master	Spt 13, Craft (technological device) 7 ranks, Use Technological Device 7 ranks	Add or subtract 1 from chaos energy table
Gnomish Engineering Specialist	Craft (technological device) 12 ranks	+2 on Craft (technological device) for gnomish devices, and they take 10% less gp and 25% less time
Goblin Engineering Specialist	Craft (technological device) 12 ranks	+2 on Craft (technological device) for goblin devices, and they take 25% less gp and 10% less time
Mechanical Affinity	Disable Device 2 ranks, Open Lock 2 ranks	+4 bonus on Disable Device and Open Lock check with simple devices, +2 on Search checks to find traps

Awesome Blow [General, Warrior]

Your blows can send small creatures flying.

Prerequisites: Str 25, Improved Bull Rush, Power Attack, size Large or larger.

Benefit: As a standard action, you may choose to subtract 4 from your melee attack roll and deliver an awesome blow. If you hit a corporeal opponent smaller than yourself with an awesome blow, your opponent must make a Reflex save (DC = damage dealt) or be knocked flying 10 feet in a direction of your choice, and fall prone. You can push the opponent only in a straight line, and the opponent can't move closer to you than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

Bond With the Land [General]

You have a bond with your home; you draw strength from the land and the knowledge that you are responsible for it.

Benefit: When you are on your home ground (your home and the property immediately surrounding it, up to a distance of 1 mile), you gain a +1 morale bonus on attack rolls and a +2 morale bonus on damage rolls. Also, you heal at three times the normal rate when you are at your home (i.e., you recover your character level x 3 hit points per night of rest).

Chaos Energy Master [Technology]

After a great deal of experimentation, you have become an expert in manipulating chaos energy in technological devices.

Prerequisites: Spt 13, Craft (technological device) 7 ranks, Use Technological Device 7 ranks.

Benefit: Whenever you employ a technological device that uses chaos energy, you may choose to add or subtract 1 from any random die roll associated with the device (either for its basic operation or any random failure result, but not the chance of malfunction). This alteration can be made after you see the results of the roll, but cannot alter the die roll to a number that falls off the scale (less than 1 or more than 10 for most chaos energy devices).

Community Leader

You are so accomplished with your skills that the entire community becomes inspired by your example.

Prerequisite: 12 ranks in the appropriate skill (see below).

Benefit: The community in which you live temporarily receives one bonus community feat. You must have lived in the community for at least one month, you must maintain a home there, and you must visit the community at least once every three months. The community may gain only one additional feat at a time (multiple community leaders cannot provide multiple feats). Provided that you qualify in the skill listed on the chart below, you may choose any feat from the following list:

Skill	Community Feat
Craft (shipmaking)	Shipyard (requires a port)
Craft (technological device)	Workshop
Diplomacy	Renown
Handle Animal	Cavalry Squadron
Intimidate	Infamy
Profession (farmer)	Fertile Fields
Profession (fisher)	Rich Hunter (fisher)
Profession: Hunter	Rich Hunter
Profession: Military Commander	Basic Fortifications
Profession (sailor)	Safe Harbor (requires a port)
Profession: Scribe	Library
Profession (Teamster)	Wagon Train

If you leave the community, fail to maintain your home, or fail to visit the community at least once every 90 days, it loses the feat.

Special: You may take this feat multiple times. Each time it applies to a different community.

Craggy Exterior [General]

Your hide is rough and knobby. Creatures that strike it the wrong way have shivers shoot up their spines.

Prerequisite: Natural armor bonus +10. In addition, your hide must be able to be "craggy" — it must be composed of stone, bark or the like, not simply layers of muscle. Check with your GM before taking this feat.

Benefit: Whenever an opponent attacks you in melee and rolls a natural 1 on the attack roll, he must make a Fortitude save (DC 10 + 1/2 your Hit Dice or level + your Stamina modifier) or be dazed for 1 round.

Dance Spell [Metamagic]

The dances of the elves are renowned for their near magical beauty and sensuality. This night elf technique allows a caster replace a spell component with a dance. Rumors say that jungle trolls achieve similar results with snakelike movements.

Prerequisites: Agy 13, Perform (dance) 6 ranks, Dodge, ability to cast 1st-level arcane spells.

Benefit: For spells with a casting time of 1 standard action, you may substitute a dance for a verbal or a material component. The casting time increases to 1 full round. Make a Perform (dance) check; the DC is 10 + twice the spell's level. If successful, the spell functions normally; if unsuccessful, the spell fails. You gain a +4 bonus on Concentration checks to maintain concentration on the spell when you use this feat.

You cannot use this feat with spells with a casting time longer than one standard action, or with a material component with a monetary value greater than 10 gold pieces.

Doctor [General]

You are an extremely capable healer.

Prerequisites: Ability to cast 2nd-level spells.

Benefit: When casting a *cure* spell (such as *cure light wounds*) your effective caster level increases by +1.

Empower Spell-Like Ability [General]

You can use a spell-like ability with greater power.

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of your spell-like abilities, subject to the restrictions below. You can use that ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When you use an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by one-half. Saving throws and opposed rolls are not affected. Spell-like abilities without random variables are not affected.

You can select only a spell-like ability duplicating a spell with a level less than or equal to half your caster level (round down) –2. For a summary, see the table in the description of the Quicken Spell-Like Ability feat, below.

Special: You can take this feat multiple times. Each time you take it, you apply it to a different one of your spell-like abilities.

Emulate Another [General]

You have studied another race so closely that you gain their benefits.

Prerequisites: 1st-level character, half-breed (commonly half-elf, half-ogre or half-orc).

Benefit: Select another race. You gain one of the racial traits that a member of that race gains as a 1st-level character, such low-light vision, stonecunning or weapon familiarity. You cannot gain bonuses to ability scores or on skill checks with this feat. Also, the GM can rule that you cannot emulate certain characteristics, like a naga's amphibious nature. (A half-elf with the powerful build ability is also difficult to envision.)

Special: You can take this feat only as a 1st-level character.

Extend Spell-Like Ability [General]

You can use a spell-like ability with greater duration than normal.

Prerequisite: Spell-like ability at caster level 4th or higher.

Benefit: Choose one of your spell-like abilities, subject to the restrictions described below. You can use that ability as an extended spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When you use an extended spell-like ability, the ability lasts twice as long as normal. Spell-like abilities with durations of concentration, instantaneous or permanent are not affected.

You can select only a spell-like ability duplicating a spell with a level less than or equal to half your caster level (round down) –1. For a summary, see the table in the description of the Quicken Spell-Like Ability feat, below.

Special: You can take this feat multiple times. Each time you take it, you apply it to a different one of your spell-like abilities.

Extreme Abilities [General]

The natural physical or mental faculties — both the positive and the negative — of your race are more pronounced in you.

Prerequisites: 1st level character, racial bonus to one ability, racial penalty to one ability.

Benefits: Choose one ability to which you have a racial bonus and one to which you have a racial penalty. Your racial bonus increases by +2 and your racial penalty increases by –2. (For example, an Ironforge dwarf who takes this feat gains a total +4 bonus to Stamina and a –4 penalty to Charisma.) However, if you choose to increase your racial bonus to Strength or Agility and increase your racial penalty to Charisma, you gain only a +1 additional bonus on Strength or Agility but take the full –2 additional penalty to Charisma.

Normal: Most races have a +2 racial bonus to one ability and a –2 racial penalty to one or two abilities.

Feign Death [General]

You can trick an enemy into believing that she has slain you.

Benefit: When you play dead, you gain a +6 bonus on your Bluff check.

Normal: Any character can play dead, which requires a Bluff check opposed by the targets' Sense Motive checks. The GM may reasonably apply circumstance penalties based on a variety of conditions.

Focused Repair [Technology]

You eliminate all outside distractions when repairing an item.

Prerequisites: Concentration 1 rank, Craft (technological device) 6 ranks, Use Technological Device 4 ranks.

Benefit: When repairing a technological device, add your ranks in Concentration as a bonus on your Craft (technological device) checks.

Gnomish Engineering Specialist [Technology]

You have studied many of the unique characteristics of gnomish technology and are now an expert in its creation.

Prerequisites: Craft (technological device) 12 ranks. Additionally, you must have either crafted at least 10 gnomish technological items, or have been trained in their construction by a master gnomish engineer. The GM may rule that the special training is required before any gnomish technological items can be crafted (see Chapter 5: Technology for details).

Benefit: When attempting a Craft (technological device) check for any item considered a gnomish specialty device, you receive a +2 bonus on the check. Furthermore, the price of such an item is reduced by 10% and it takes 25% less time to create due to your familiarity with the design. Note that these bonuses only apply to well-known items (i.e., those that appear in published **World of Warcraft RPG** books), as well as variants or upgrades of those devices.

An item is considered a gnomish specialty device if "gnomish" appears in its name, or if so noted in its description.

Goblin Engineering Specialist [Technology]

You have studied many of the unique characteristics of goblin technology and are now an expert in its creation.

Prerequisites: Craft (technological device) 12 ranks. Additionally, you must have either crafted at least 10 goblin technological items, or have been trained in their construction by a master goblin engineer. The GM may rule that the special training is required before any goblin technological items can be crafted (see Chapter 5: Technology for details).

Benefit: When attempting a Craft (technological device) check for any item considered a goblin specialty device, you receive a +2 bonus on your check. Furthermore, the price of such an item is reduced by 25% and it takes 10% less time to create due to your knowledge of secret goblin cost-cutting techniques. Note that these bonuses only apply to well-known items (i.e., those that appear in published **World of Warcraft RPG** books), as well as variants or upgrades of those devices.

An item is considered a goblin specialty device if "goblin" appears in its name, or if so noted in its description.

Greater Dance Spell [Metamagic]

You are especially adept at the night elf techniques of mystic dance. In addition to imparting greater power to your spells, your friends are sure to enjoy the show.

Prerequisites: Agy 15, Dance Spell (see above), Dodge, Perform (dance) 12 ranks, ability to cast 3rd-level spells.

Benefit: After you successfully cast a spell using the Dance Spell feat, the DCs of all further spells you cast while dancing increase. If you use Dance Spell to cast a spell in the next round, its save DC increases by +1; if you cast another in the next round, its DC increases by +2, and any spell cast after that receives a +3 bonus (the maximum) to its DC, until you do not cast a spell with Dance Spell in a

round. In addition, your bonus on Concentration checks when using Dance Spell increases to +6.

Improved Darkvision [General]

You can see in the dark farther than normal.

Prerequisite: Darkvision.

Benefits: The range of your darkvision increases by +60 feet.

Improved Lightning Reload [General]

You can reload firearms with almost supernatural speed.

Prerequisites: Base attack bonus +6, Lightning Reload, Quick Draw, Agy 13.

Benefit: The speed with which you can reload firearms improves. You can reload a firearm that normally takes a move action as a free action, a firearm that takes a standard action to reload as a move action, a firearm that takes a full-round action to reload as a standard action, and a firearm that takes more than 1 round to reload in half the normal time.

This feat stacks with Lighting Reload. So, if you have both feats, you can reload a flintlock pistol (normally a standard action) as a free action.

Improved Shadowmeld [General]

You are one with the night — while moving slowly.

Prerequisite: Shadowmeld. (Some night elves possess this trait, for example.)

Benefit: Your shadowmeld bonus applies if you move up to one-quarter your normal speed.

Improved Stability [General]

You are more stable than other members of your race.

Prerequisites: Stability. (Ironforge and Wildhammer dwarves, for example, possess this trait.)

Benefits: Your bonus to resist being bull rushed or tripped increases to +8. When climbing, flying or riding (or otherwise not standing firmly on the ground), you gain a +4 bonus on ability checks to resist being bull rushed or tripped. You also gain +1 bonus on Fortitude saves.

Normal: Stability grants a +4 bonus and does not apply when you are not standing firmly on the ground.

Special: You can take this feat more than once. Each time you do, your bonus to resist being bull rushed or tripped increases by +4 (whether standing firmly on the ground or not), and you gain a +1 bonus on Fortitude saves.

Improved Stonecunning [General]

Your innate stonecunning talent is better than other members of your race.

Prerequisite: Stonecunning. (Ironforge dwarves possess this trait, for example.)

Benefit: Your racial bonus on checks to notice unusual stonework increases to +8.

Normal: Stonecunning grants a +2 racial bonus on checks to notice unusual stonework.

Improved Stoneflesh [General]

Your stoneflesh is more powerful than normal, and you can activate it more often.

Prerequisite: Knowledge (religion) 3 ranks, stoneflesh ability.

Benefit: You can use your stoneflesh ability one additional time per day. Also, the natural armor bonus that your stoneflesh provides doubles.

Special: You can take this feat more than once. Its effects stack. Remember that two doublings equal a tripling, and so forth.

Ironforge Axe Rip [General, Warrior]

Using a technique which originated at the war colleges of Ironforge, you may slowly and painfully pull an axe out of a target, inflicting additional damage.

Prerequisites: Weapon Focus (any axe), Weapon Specialization (any axe), base attack bonus +8.

Benefit: When you successfully hit a target with an axe, you may use a move action to dislodge your axe brutally, dealing additional damage equal to 1d4 + the weapon's enhancement bonus + half your Strength bonus. You can use this feat only once per round.

Limited Arcane Ability [General]

Drawing upon your high elf heritage, you can cast a few spells.

Prerequisites: Int 10, half-elf.

Benefit: Select one 0-level spell from the arcanist spell list. You can use this spell twice per day as a spell-like ability as a 1st-level caster.

Lion Assault [General, Warrior]

A technique mastered by an elite order of knights from Stormwind, this attack throws caution to the wind. If you practice the Lion Assault, you open grievous wounds on your own body, but discover that the pain strengthens your attacks.

Prerequisites: Power Attack, base attack bonus +4.

Benefit: As a swift action, you may deal damage to yourself by sheer force of will, and use the pain to provide bonuses to your damage rolls. For every 1d6 points of damage you deal to yourself, you gain a +1 morale bonus on your next attack roll and, if you hit, a +2 morale bonus on the damage roll. Damage reduction (and anything else) cannot prevent the damage you deal to yourself. You can use this ability only once per round, and the maximum damage you can deal to yourself depends on your character level. At 5th level and below you can deal 1d6 points of damage; at 6th level 2d6; at 11th level 3d6; and at 16th 4d6.

Low-Light Vision Development [General]

Your low-light vision develops such acuity that you can see in complete darkness.

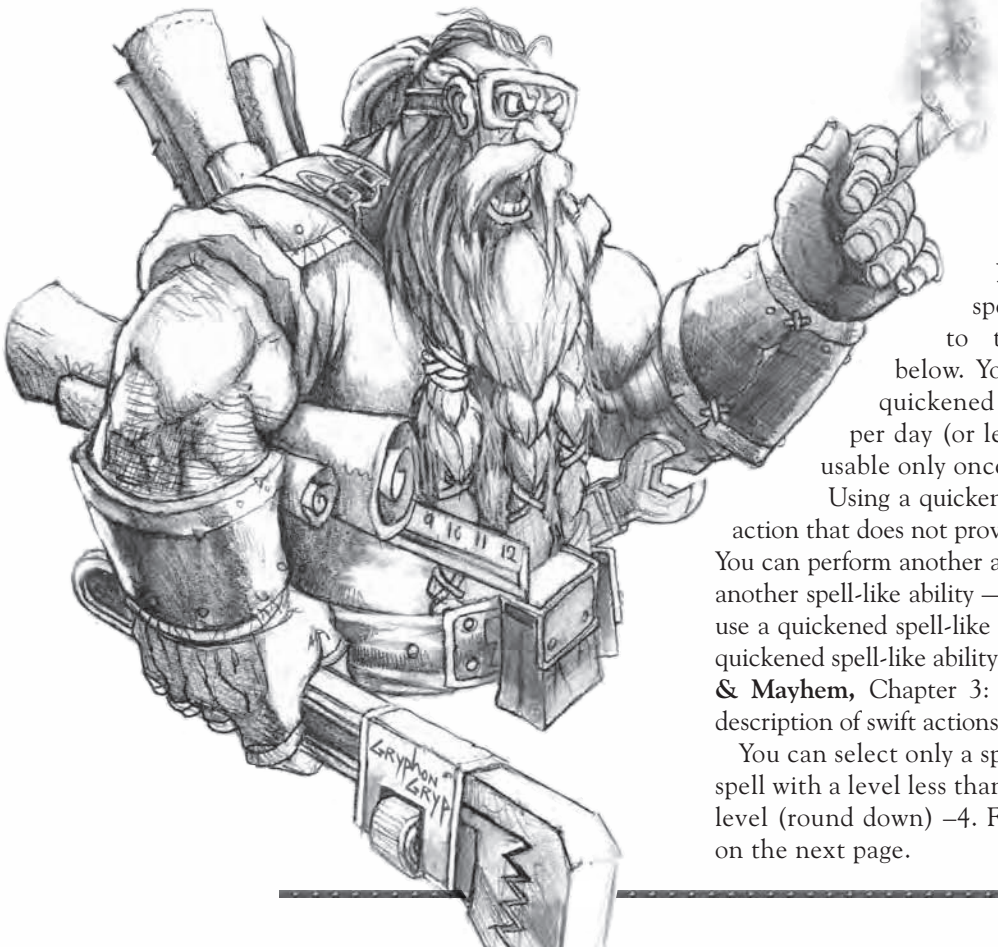
Prerequisite: Low-light vision.

Benefit: You gain darkvision out to a distance of 30 feet in addition to your low-light vision. Like other forms of darkvision, this vision is black and white only.

Normal: Characters with low-light vision cannot see in total darkness.

Mechanical Affinity [Technology]

You have a natural knack for studying mechanical items at their core, learning how they fit together just so.



Prerequisites: Disable Device 2 ranks, Open Lock 2 ranks.

Benefit: While dealing with a non-magical trap or a device with a TS of 5 or less, you gain a +4 bonus on Disable Device and Open Lock checks. You gain a +2 bonus on Search checks to find traps.

Mount Bond [General]

You have a special bond with your mount. This feat is common among Wildhammer dwarves, who form spiritual ties with their gryphons.

Prerequisite: Handle Animal 8 ranks, Ride 8 ranks.

Benefit: Choose one specific mount to be your bonded mount. You must ride this mount for at least two weeks before gaining the benefits of bonding. While you are riding the mount, you gain a +2 bonus on Ride checks, and the mount gains a +1 morale bonus on attack and damage rolls.

You can break the bond with your mount in order to bond with another mount, but you must spend two weeks without a bonded mount before forming a bond with a new mount. Thus, you must spend four weeks in between mounts (two weeks without a mount, then two weeks bonding to a new mount).

Quicken Spell-Like Ability [General]

You can use a spell-like ability almost instantly.

Prerequisite: Spell-like ability at caster level 10th or higher.

Benefit: Choose one of your spell-like abilities, subject to the restrictions described below. You can use that ability as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. You can perform another action — including the use of another spell-like ability — in the same round that you use a quickened spell-like ability. You may use only one quickened spell-like ability per round. (See **More Magic & Mayhem,** Chapter 3: Power Overwhelming, for a description of swift actions.)

You can select only a spell-like ability duplicating a spell with a level less than or equal to half your caster level (round down) –4. For a summary, see the table on the next page.

Empower, Extend and Quicken Spell-Like Ability

Spell Level	Caster Leve to Empower	Caster Level to Extend	Caster Level to Quicken
0	4th	2nd	8th
1st	6th	4th	10th
2nd	8th	6th	12th
3rd	10th	8th	14th
4th	12th	10th	16th
5th	14th	12th	18th
6th	16th	14th	20th
7th	18th	16th	—
8th	20th	18th	—
9th	—	20th	—

In addition, a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Special: You can take this feat multiple times. Each time you take it, you apply it to a different one of your spell-like abilities.

Racial Pride [General]

The pride you have in your race bolsters you in battle. Night elf power!

Benefit: If you are adjacent to two allies of your race, you gain a +2 morale bonus on melee attack rolls. However, when attacking a member of your own race, not only can you not receive this bonus, you also take a –1 penalty on attack rolls.

Racial Unity [General]

You are buoyed by the strength of the Alliance, when member races combine their strengths.

Benefit: When you are adjacent to at least two allies of races other than your own and other than each other, you gain a +2 morale bonus on melee damage rolls.

Racial Weapon Focus [General, Warrior]

You are especially proficient with your traditional racial weapons.

Prerequisites: Weapon familiarity, proficiency with all weapons with which you have weapon familiarity.

Benefit: You gain Weapon Focus with all weapons with which you have weapon familiarity. This means you gain a +1 bonus on attack rolls with those weapons.

Even if you gain the Weapon Focus feat with these weapons, the bonuses from Weapon Focus and Racial Weapon Focus don't stack. However, you can use Racial Weapon Focus as a prerequisite for any feat (or prestige class, or anything else) that requires Weapon Focus.

Racial Weapon Specialization [General, Warrior]

You are especially proficient at dealing damage with your traditional racial weapons.

Prerequisites: Racial Weapon Focus, warrior level 4th, weapon familiarity, proficiency with all weapons with which you have weapon familiarity.

Benefit: You gain Weapon Specialization with all weapons with which you have weapon familiarity. This means you gain a +2 bonus on damage rolls with those weapons.

Even if you gain the Weapon Specialization feat with these weapons, the bonuses from Weapon Specialization and Racial Weapon Specialization don't stack. However, you can use Racial Weapon Specialization as a prerequisite for any feat (or prestige class, or anything else) that requires Weapon Specialization.

Racially Skilled [General]

You can perform skills in which your race is naturally competent even more adroitly than normal.

Prerequisites: Two skills with a +2 racial bonus.

Benefits: Choose two skills in which you have at least a +2 racial bonus. You gain an additional +3 bonus on checks with these skills.

Normal: Characters can take the Skilled feat to gain a +2 bonus on two skills of their choice.

Shot in the Dark [General, Warrior]

You can fight at range without being able to see your foes.

Prerequisites: Blind-Fight, Point Blank Shot, Precise Shot, Listen 8 ranks.

Benefit: When you use a ranged attack against an opponent up to 30 feet away, every time you miss because of concealment, you can reroll your miss chance one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you at range. That is, you don't lose your Dexterity bonus to Armor Class, and the

attacker doesn't get the usual +2 bonus for being invisible.

Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC.

Wakeful Nature [General]

Your body bounces back from fatigue faster than most.

Prerequisite: Sta 13.

Benefit: You need only 4 hours of sleep instead of 8 to regain hit points and ability damage, and to overcome fatigue and similar conditions. You gain a +4 bonus on any check to avoid becoming fatigued or exhausted.

Wild Dance Spell [General]

You can dance like a dervish, entering a trance that allows you to ignore pain.

Prerequisites: Agy 17, Perform (dance) 17 ranks, Dance Spell (see above), Dodge, Greater Dance Spell (see above), ability to cast 5th-level spells.

Benefit: While you cast a spell with the Dance Spell feat, you gain damage reduction 3/—. If you cast a spell with the Dance Spell feat in the next round, the damage reduction increases by +1. It continues to increase by +1 each round you cast a spell using the Dance Spell feat, to a maximum of 8/—. Your damage reduction continues to increase until you do not cast a spell with Dance Spell in a round. In addition, your bonus on Concentration checks when using Dance Spell increases to +8. You continue to gain all the bonuses of Dance Spell as well.

Your Might Cannot Be Matched

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

Jinxo cowered in the back of her cage whenever the orcs came to visit her. She figured the best way of going about her incarceration was to pretend to be as frightened as possible. Granted, she was terrified of the hulking things, but she knew she could escape at any time.

The lock to her cage was pitiful; she could pick it with a strong twig. But once picked, she had no idea where she would go, or if she could outrun her captors. She had to get a weapon.

They were part of a caravan, moving. No windows lined her compartment, so she had no idea in which direction they were moving. She bided her time and carefully inventoried the interior of the wagon. She could likely cobble together a small bomb with the junk in the wagon. But she would need gunpowder.

It was difficult to work without tools at first, but she had nothing else to do with her time, and it kept her busy. The caravan kept moving.

One morning she heard what seemed to be the sounds of a town around her. It was easy to figure out now: Gadgetzan. The orcs spoke to a goblin outside the caravan, apparently dealing to sell her. She was to be a slave to a goblin.

She began to smile, cradling her bomb to her chest. This was going to be easy.

Ace

Description: The saying goes: Any tinker can pilot a vehicle, but only the truly gifted can *be* the vehicle. The thrill of high-flying combat sings to a particularly few foolhardy types, who forgo all worldly pursuits to become one with their vehicles, flying barons of destruction. These few brave and exemplary souls are known as aces.

An ace is a master of the wheel, a vehicular expert with no equal. The thrill of the dive-bomb — the rush of wind past his goggled face, the roar of the phlogiston engines beneath him, these are the things that give life meaning to aces. While the ace is a master of any vehicle he can get his hands on, the ace is truly free only while in the air. Throughout his training, the ace gains sharp wits and quick hands, and even outside of the cockpit he is always on the verge of moving. Every action is graceful, every word sharp and cocky, and his eyes forever look toward the horizon. For the flyboys of the world, every day is a new experience, and every moment on the ground is wasted when one could be soaring in the heavens.

Aces in the World: By large, aces are members of the Alliance. Gnomes and Ironforge dwarves create some of the slickest, meanest aerial machines Azeroth has ever known, and in all three wars they proved their mettle again and again. Aces proved their worth in the Third War, where they dished aerial death to the enemies of Stormwind and Lordaeron from atop their steam-powered vessels; many aces claim that, without them, the end of the war would have been quite different. In times of relative peace, the Alliance aces still fly sorties when needed, and often enlist as guards escorting cargo over aerial pathways.

Many goblins also find the path of the ace irresistible, plying their madness-enhanced skills while piloting upgraded war zeppelins and other aeronautical nightmares. At least one notable goblin ace spreads fear in the airways of Kalimdor via an intricate rocket pack strapped to his back and several mounted weapons (see the "Lords of the Sky — Notable Aces" sidebar). Most goblin aces, unfortunately, turn into deadly aerial pirates for Ratchet. These buccaneers of the air inspire terror over caravans, keeping guards near the east coast of Kalimdor looking to the sky.

Whether mercenary or enlisted, the ace attempts to stretch and break the boundaries of his skills, seeking other aces to prove that he, alone, is the greatest pilot ever. This tendency forces many an ace to travel the world in his vehicle, stopping only in bars to brag about his exploits, or repair shops to correct the inevitable wear and tear he puts his machine through. Many aces hold personal contests or issue proclamations of talent; and more than one city hosts fairs where aces of different generations, races and talent come together in epic contests of skill.

Adventuring provides aces with "exercise," a chance to hone their skills and possibly earn some money to upgrade their crafts. Most aces take advantage of a special technological device (see the portable vehicular transformer in Chapter 5: Technology) or a spell or magic item to bring their vehicles with them. Some even cobble together tank treads or other devices, grounding their vehicles to go underground.

Understandably, aces get along best with tinkers, as they themselves must have some experience as tinkers to understand and control their vehicles. While most quickly abandon the art of tinkering for more martial pursuits, they recognize the skills of other tinkers in designing and upgrading the next greatest ship. Often an ace has a small group of followers, at least one a dedicated aeronautical engineer who forever tinkers on his idol's prized machine, and defends his master's honor whether he needs it or not.

Aces also respect the prowess of warriors and barbarians, seeing them as ground-bound cousins. Aces hold a general distrust of magic and its users, though not as great a mistrust as other tinkers do. They can certainly see the usefulness of a well-placed healing aura or fireball from above, however, and many larger ships have a mage or priest, to serve as medic or artillery as needed. Aces take other classes on a case-by-case basis. While many observers on the ground think aces should get along with windwarriors, the two masters of the air often fall into clashes over which is superior.

Hit Die: d8.

Requirements

Affiliation: Any, though most are Alliance.

Skills: Spot 4 ranks, Use Technological Device 8 ranks

Feat: Vehicle Proficiency (air).

Class Skills

The ace's class skills (and the key ability for each) are Balance (Agy), Bluff (Cha), Craft (Int), Craft (technological device) (Int), Escape Artist (Agy), Intimidate (Cha), Knowledge (military tactics) (Int), Open Lock (Agy), Profession (military commander) (Spt), Sense Motive (Spt), Spot (Spt), and Use Technological Device (Int). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Ace's Touch (Ex): An ace adds his class levels to his tinker levels to determine his Technological Limit (see **WoW RPG**, Chapter 11: Technological Devices), so long as he is building, upgrading, or creating an add-on for a vehicle.

Vehicular Mastery (Ex): An ace is a master at piloting any vehicle he gets his hands on. At 1st level, an ace gains a +2 bonus on Use Technological Device checks to pilot a vehicle. He also gains a +1 bonus on ranged attack rolls (whether from integrated or personal weaponry) if he is in a moving vehicle.

At 5th level, the ace's bonus on Use Technological Device checks increases to +4, and at 10th level to +6. The bonus on ranged attack rolls increases as well, to +2 at 5th level and +3 at 10th level.

Aerial Evasion (Ex): At 2nd level, the ace can pull himself out of danger with ease while flying. He gains evasion, but only while piloting a flying vehicle. If the ace already has evasion, then he gains improved evasion, so long as he pilots a vehicle. At 8th level, the ace gains improved evasion when piloting a flying vehicle. (See **WoW RPG,** Chapter 3: Classes, "Rogue," for a description of the evasion and improved evasion abilities.)

Shot on the Wing (Ex): At 3rd level, the ace learns how to fire on the move while piloting a vehicle. When attacking from a moving vehicle, the ace may make an attack at any point of the vehicle's movement, so long as he moves in a straight line and the total distance traveled does not exceed the vehicle's current speed.

Dogfighting (Ex): At 4th level, an ace has mastered the techniques of aerial defensive fighting, also known as dogfighting. The ace and his craft gain a +2 dodge bonus to AC so long as he is airborne. This bonus applies

Table 3-1: The Ace (Ace)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Ace's touch, vehicular mastery +2
2nd	+1	+0	+3	+0	Aerial evasion
3rd	+2	+1	+3	+1	Shot on the wing
4th	+3	+1	+4	+1	Dogfighting +2
5th	+3	+1	+4	+1	Vehicular mastery +4
6th	+4	+2	+5	+2	Bombs away!, pound weakness
7th	+5	+2	+5	+2	Improved maneuverability
8th	+6	+2	+6	+2	Improved aerial evasion, dogfighting +4
9th	+6	+3	+6	+3	Maximum burn
10th	+7	+3	+7	+3	Improved bombs away!, improved pound weakness, vehicular mastery +6

even if the ace is flying under his own power, such as from a *fly* spell or a rocket pack or the like.

At 8th level, this bonus increases to +4.

Bombs Away! (Ex): At 6th level, an ace learns how to maximize the effects of vehicular combat. An ace deals an extra +1d6 points of damage with integrated vehicle weapons and with explosives dropped, thrown or fired from vehicles. At 10th level, he deals an extra +2d6 points of damage.

Pound Weakness (Ex): At 6th level, an ace's knowledge of vehicles allows him to exploit the weaknesses in their construction. When he attacks a vehicle, he ignores up to 5 points of the vehicle's hardness. At 10th level, he ignores up to 10 points of hardness.

Improved Maneuverability (Ex): At 7th level, the ace increases the maneuverability of any vehicle he pilots by one grade. For example, a vehicle with a maneuverability of average has a maneuverability of good in the ace's hands.

Maximum Burn (Ex): At 9th level, the ace learns how to maximize his engine's output, gaining a short burst of speed when he truly needs it but damaging his

Lords of the Sky – Notable Aces

Gaeval Thunderblast: Swooping along in his flying machine, preying on bandits and other evildoers, Gaeval is a gnome of unparalleled skill in the air; he has only lost once or twice in his long life. Part of an elite group of aces known as the Thundering Rockets, Gaeval claims he has more sorties under his belt than half the dwarves who fought in the Third War. While he could not fight in the Third War due to difficulties in his homeland, he regrets both the loss of his city to the troggs and his inability to do anything for the Alliance in its greatest time of need. Gaeval realizes he's getting old, already well into his second century. These days he spends time at Bael Modan, working on his ship, the *Greased Lightning*, and teaching new aces the art of aerial combat.

Zignie the Insane: No one knows where this goblin came from, but most along the east coast of Kalimdor learn to fear the power of this aerial pirate. Perhaps the most eccentric of the master aces, Zignie made a name for himself in his own vessel, *Ratchet's Wings*. His "vessel" consists of nothing more than a large phlogiston engine with guide wings strapped to his back. Controls extend down to his arms and feet, which not only control the speed and direction of the rocket engine, but a pair of autoloading, rapid-firing cannons tacked to the wings. Others often underestimate him, which can prove fatal for caravans and aerial transports; while looking half-cobbled, Zignie and his *Wings* prove themselves with frightening skill and efficiency. Often the most a merchant hears is a loud cackling over a roar of a powerful engine before the cannons rip his vehicle apart, and the goblin flies way with the loot.

Angus Sootbeard: One of the young and upcoming aces, Angus is a rare Ironforge dwarf techno mage (see **Lands of Mystery**, Chapter 9: New Rules), with a definite addiction to extremes. Rising to fame with the creation of his one true love, the *T-Bird*, Angus works as a mercenary, taking odd jobs for the Alliance when he is not pursuing new technological or magical projects. His ship is a fully enclosed vessel bearing a cargo bay large enough to hold an ogre or two, often filled with either bombs or warriors ready to parachute below. While many create similar vehicles, his is the first to be powered by an elemental he bound into a marvelous single engine in the back, giving him an endless source of power, as well as unparalleled speed and control. While the elemental copilot is rather finicky at times, they have a decent working relationship. The vessel at first seems unarmed, but Angus has set several wands aimed in various directions; most expel lightning-powered lashes. Few can withstand the combined power of technological genius and magical might.

engine in the process. When piloting a vehicle, the ace may attempt this ability as a free action. He makes a Use Technological Device check (the DC equals the DC to control the vehicle). Success increases the vehicle's speed by +20%. The ace may run on maximum burn for a number of rounds equal to his Intellect bonus (minimum 1 round). Afterward, his vehicle's speed drops by –20% for 1 hour. This speed reduction cannot be repaired.

Dead Shot

Description: The dead shot is the hidden warrior, one part patience and three parts skill. She is the one who serves as a line of defense, a patient assassin, or a failsafe in case a tense diplomatic meeting goes poorly. She is a specialized assassin, able to slay with one painstaking shot from a rifle or crossbow.

Although many associate the dead shot with the gun, many dead shots, notably night elves, are skilled with the bow or crossbow. They all share the qualities of a sharp eye and almost unnatural patience.

The dead shot is skilled, of course, in specific ranged attacks, but she also has abilities that allow her to melt into the background, wait for hours on end for her prey to appear, and spot a sparrow in a tree 300 yards away.

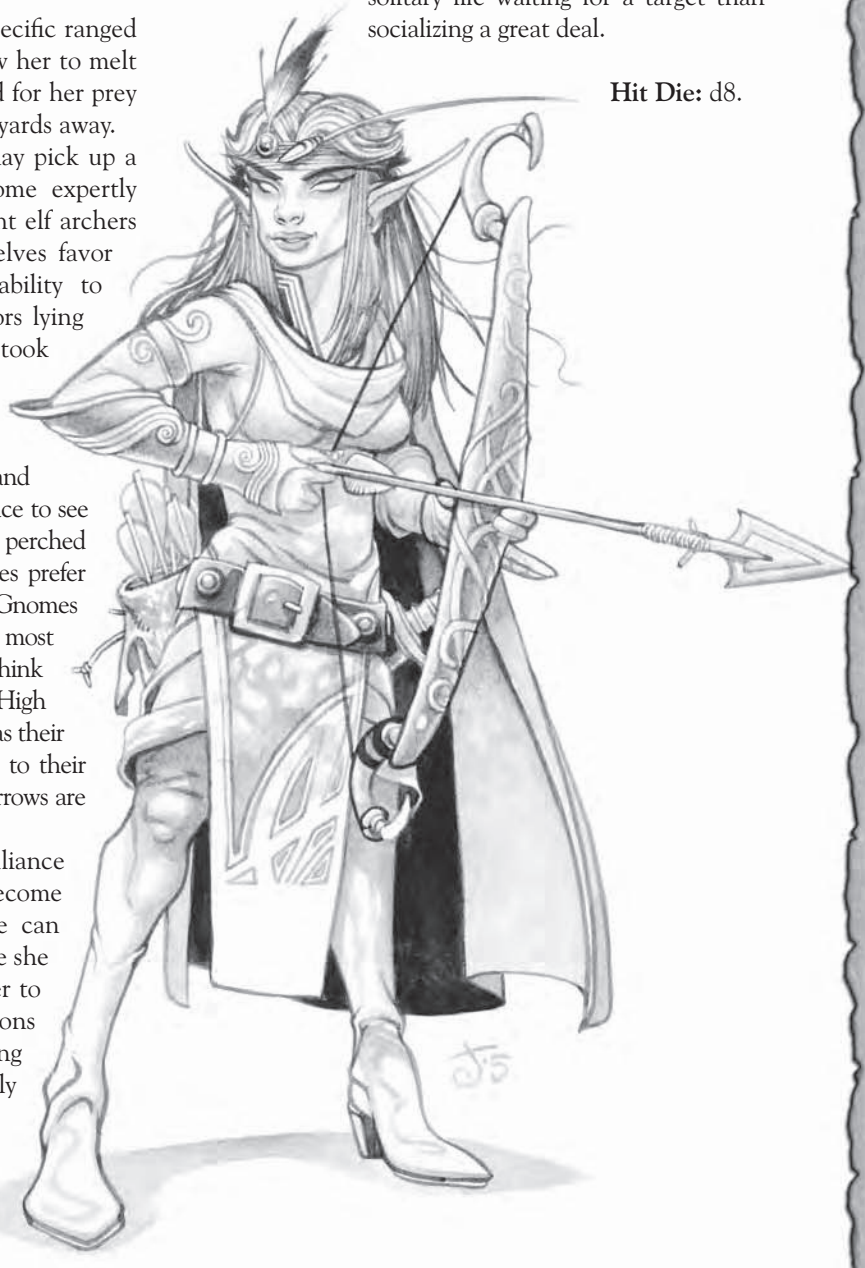
Dead Shots in the World: Any race may pick up a ranged weapon, and any race may become expertly skilled in it. Still, most dead shots are night elf archers or Ironforge dwarf sharpshooters. Night elves favor the cover of night and their natural ability to shadowmeld, making them deadly predators lying in wait for their prey. Ironforge dwarves took their skill in engineering and made better and better weapons, naturally becoming the masters of their creations.

Humans, as always, follow the other races and learn from their masters, so it is not out of place to see a sharp-eyed human with a crossbow or gun perched atop a tower, scanning the horizon. Half-elves prefer the solitary work conditions of the dead shot. Gnomes appreciate the freedom of ranged combat, as most prefer to keep out of melee — and some think the farther they are from combat, the better. High elves are rare dead shots, as they prefer magic as their ranged weapon of choice; but some hearken to their past and take up the bow, realizing that 200 arrows are more readily available than 200 spells.

With the diminished numbers of the Alliance showing weaknesses, the dead shot has become quite necessary, as her stealth and range can allow her to kill several enemy troops before she can be found or reached. Dead shots prefer to work alone, but occasionally seek companions if they worry about the enemy discovering their location. Most dead shots are virtually worthless in melee combat.

A dead shot's patience comes from a strong Stamina, which allows her to sit in one place for hours and not get fatigued. Her high Spirit score helps her to find and identify her target, even in wooded or crowded areas. Intellect proves useful for the dead shot who prefers to make her own weapon. Agility gives a dead shot the ability to aim precisely, but its bonus to armor class is of secondary importance, since if the enemy discovers her position the dead shot is in big trouble anyway. Strength only comes into play if the dead shot uses a composite longbow, or if she is forced into melee combat. Charisma is used hardly at all, as the dead shot is more used to a solitary life waiting for a target than socializing a great deal.

Hit Die: d8.



They Don't Blink, They Don't Itch, They Don't Sneeze.

Few dead shots are impatient. Where most people consider patience to be the ability to sit through long diplomatic meetings, or deal calmly with unruly prisoners, most dead shots make no rash decisions — no matter what. They are slow to anger and view every problem with a cool, calculating manner, acting only when they feel it necessary. This quality is useful in military circumstances, but in life dead shots prove to be infuriating individuals, devoid of passion or spontaneity.

Dead shots serve as backup to troops on the front line, or as the first line of defense, ordered to fall back if the enemy gets within a certain range. Although still lethal at point-blank range, the dead shot is not likely to live long if her enemies locate her. Those dead shots that join groups commonly travel with military units, and dead shots who favor guns enjoy the company of tinkers. Scouts and beastmasters, both classes that prefer solitary existences, also get on well with dead shots on a personal level.

The rare dead shot who prefers company seeks it among verbose people, enjoying a good conversation to break up the hours of solitary hunting he must endure.

Requirements

Affiliation: Any.
Base Attack Bonus: +3.
Skills: Listen 4 ranks, Spot 8 ranks, Stealth 5 ranks.
Feats: Far Shot, Sniper Shot.

Class Skills

The dead shot's class skills (and the key ability for each) are Balance (Agy), Craft (Int), Craft (technological device) (Int), Disguise (Cha), Knowledge (military tactics) (Int), Listen (Spt), Sense Motive (Spt), Spot (Spt), Stealth (Agy), Survival (Spt), and Use Technological Device (Int). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

Weapon and Armor Proficiency: A dead shot gains no proficiency with weapons or armor.

Bonus Feats: At 1st, 2nd, 5th and 9th level, the dead shot gains a bonus feat, chosen from the following list.

Eagle Eyes – Notable Dead Shots

Deadly Peep: Pepa Sandtoe is short — short even for a gnome. Always overlooked as a child, she developed a watchful eye and allowed little to escape her gaze. Even in gnome society, her elders considered her too small to excel in much. Always able to beat her brothers and sisters at skipping stones and other throwing games, she caught the eye of her uncle, a weapons engineer. He trained her in throwing knives and axes. Praising her sharp eye, he introduced her to bows. She worked a great deal on her upper body strength, and when she turned 15, her uncle gave her her first firearm. Although deadly with a knife or other thrown objects, she greatly prefers her gold-inlaid long rifle, a gift from her uncle when she entered the Alliance forces. The Alliance accepted her because they were desperate for soldiers, but didn't take her seriously. Still considered too small to enter combat, her commanding officer placed her on a hill, assuming she would be unable to do harm to herself or others from that vantage point. Pepa killed eighteen orcs that day, and earned herself the nickname "Deadly Peep." She carries a rifle as tall as she is, and is often her commanding officer's ace in the hole.

Arwyn Sorrow: Self-renamed after his family died in the Third War, this night elf spent a good month hunting in the desolate areas of Felwood forest, carrying only his bow. He soon got into the habit of shooting everything that moved, as most everything that moved in the sickened forest was intent on doing him harm. Although his eye is sharp and unforgiving, he is quick to judge, sometimes too quick. Although the night elves know he would be an asset to their military, they fear diplomatic upheavals if he shoots someone without considering their affiliation. The night elves send him on unofficial missions to help clear Ashenvale of monsters and intruders, believing that deep in the forest is the best place to keep him. Perhaps time alone will heal his grief.

Gruff Slategray: Dwarves don't go to sea. Dwarves do not become pirates. And yet tales exist of Gruff Slategray. Kidnapped for his skill in making firearms, he supplies a pirate gang with guns. Once, when the Alliance attacked, Gruff realized that although he was a prisoner, he had to help keep the ship afloat in order to survive. So he climbed to the top of the mast with a rifle he got off a dead body and shot Alliance sailors who were attempting to set fire to the ship. It broke his heart a little bit each time he shot one down, and now he lives a life of self-loathing, missing his mountains, but forced to aid the pirates when they come under fire. His time with weapons and ammunition is closely monitored, but he is developing a plan, and may someday turn against his captors, whether he goes down with the ship or not. He knows that he has done too much damage to the Alliance to ever rejoin it, but he has learned enough of the sea to dream of touring in his own ship, gathering exiles and vagabonds like himself. Yet first he must escape, and second he must do so alive.

Table 3-2: Dead Shot (Dsh)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Bonus feat, target
2nd	+2	+0	+0	+3	Bonus feat
3rd	+3	+1	+1	+3	Eagle eye
4th	+4	+1	+1	+4	Vigilance
5th	+5	+1	+1	+4	Bonus feat
6th	+6	+2	+2	+5	Disappear
7th	+7	+2	+2	+5	Remain invisible
8th	+8	+2	+2	+6	Weapon upgrade
9th	+9	+3	+3	+6	Bonus feat
10th	+10	+3	+3	+7	Improved sniper shot

The dead shot must meet all the prerequisites of the feat she chooses, as normal.

Battle Language, Blind Shot*, Close Shot, Endurance, Exotic Weapon Proficiency (firearms), Improved Lightning Reload*, Improved Precise Shot, Iron Will, Lightning Reload, Manyshot, Point Blank Shot, Quick Draw, Rapid Reload, Shot on the Run, Trick Shot, Weapon Focus (ranged weapons only).

* See Chapter 2: Class Options.

Target (Ex): Above all, the dead shot must be able to concentrate on her target in order to fulfill her duty; she cannot become distracted. The dead shot can take a full-round action that provokes attacks of opportunity to aim at her target. Doing so grants her a +4 bonus on her next ranged attack roll against that target. She must make this attack in the round after she uses this ability, and she cannot move or take another action beforehand.

Eagle Eye (Ex): At 3rd level, the dead shot gains eagle eye, as the hunter ability of the same name.

Vigilance (Ex): At 4th level, the dead shot focuses her attention. Spending hours in one position may cause one's attention to waver; fatigue sets in and the effectiveness of the person's abilities begins to drop. However, the dead shot is able to remain awake and alert for 24 hours straight. After this time, she is fatigued until she gets 8 hours of sleep.

***Shadowmeld* (Sp):** At 6th level the dead shot learns how to become one with her environment. She can use *shadowmeld* at will as a spell-like ability.

Remain Invisible (Sp): At 7th level, the dead shot remains hidden during battle. If the dead shot attacks from hiding (as per the rules for sniping in the Stealth skill description), she takes a –10 penalty on her check to stay hidden, instead of –20.

Weapon Upgrade (Ex): The dead shot's closest friend is her weapon, and she knows it better than she knows any living being. At 8th level, she can modify one of the following aspects of a ranged weapon: reduce the MR by –1 (to a minimum of 1), or increase the damage by +1d6. Using this ability takes 1 day of work. She can make only one upgrade per weapon. The benefits work only when the dead shot wields the weapon, and other characters attempting to use an upgraded weapon take a –4 penalty on attack rolls (in addition to not benefiting from the upgrade).

One Shot, One Kill (Su): At 10th level, the dead shot can make an lethal shot as a full-round action that provokes attacks of opportunity. The attack's range increment doubles, she gains a +8 bonus on the attack roll, and the weapon deals an additional +5d6 points of damage.

Demon Hunter

Description: Demon hunters are dark and shadowy warriors. Illidan Stormrage is the most infamous demon hunter, and was the first of their kind. Even Illidan's own brother did not appreciate his sacrifice, and locked him below ground for thousands of years for trafficking with dark powers.

Illidan's case was unique. Sargeras, lord of the Burning Legion, burned away Illidan's eyes with magic fire until only scorched sockets remained. Illidan's resulting sight was a maddening display of violent colors. His altered vision allowed him to easily recognize both demons and mortals with magic powers. In addition, Sargeras covered Illidan's body with black tattoos that increased his arcane power.

Later, a group of night elves, inspired by Illidan's example, made a pact to turn the Burning Legion's powers against it, fighting destruction with destruction.

Obviously they could not gain their powers in the same way Illidan did, but they discovered other means. In the millennia since, other night elves, and a few creatures of other races, have made the same pact, binding demonic essence in their bodies and using it to destroy the Legion's minions.

Demon hunters have a variety of abilities that assist them in destroying demons, though the power coursing through their bodies also allows them to prevail over lesser foes. Demon hunters eschew heavy armor, valuing mobility and speed.

As a demon hunter grows in power, she undergoes a gradual evolution, becoming more and more demonic in appearance. The changes are cosmetic and can take many different forms, from burning eyes to black blood. By the time the demon hunter reaches the pinnacle of her development, she is a twisted and dark version of her former self — though the chaotic energy in her body does not affect her personality and allegiance (or so the demon hunters claim), it wreaks great changes on her physical form.

Demon Hunters in the World: Night elf society shuns demon hunters. Most night elves don't understand the noble sacrifice that demon hunters make; therefore, they make another sacrifice: to be outcasts from their society. Other cultures share the night elves' distrust of demon hunters, and the shadowy individuals are not welcome in cities throughout Alliance or Horde-controlled lands. Citizens and soldiers may allow a demon hunter to stay at an inn or take a brief rest at a tavern, but they watch her warily and breathe sighs of relief when she leaves. These people do not see demon hunters for the heroes and martyrs they are; they see them as dangerous individuals who consort with dark powers, almost as bad as warlocks. Such ignorance embitters many demon hunters, and most are solitary souls. Some are fortunate enough to find the company of a few individuals who appreciate them, or at least show them little ill will.

The tradition of the demon hunter arises from night elf history, and almost all demon hunters are night elves. A few blood elves make the pledge as well, seeking revenge for the destruction of their home. Other races can become demon hunters, but such individuals are unheard of. Any member of another race who is willing to make the sacrifices necessary to join the fight against the demonic invaders must find a night elf or blood elf demon hunter to assist her in the initiation ceremonies.

Hit Die: d8.

Requirements

Race: Any (though almost all demon hunters today are night elves, with a minority of blood elves).

Alignment: Any chaotic.

Affiliation: Any.

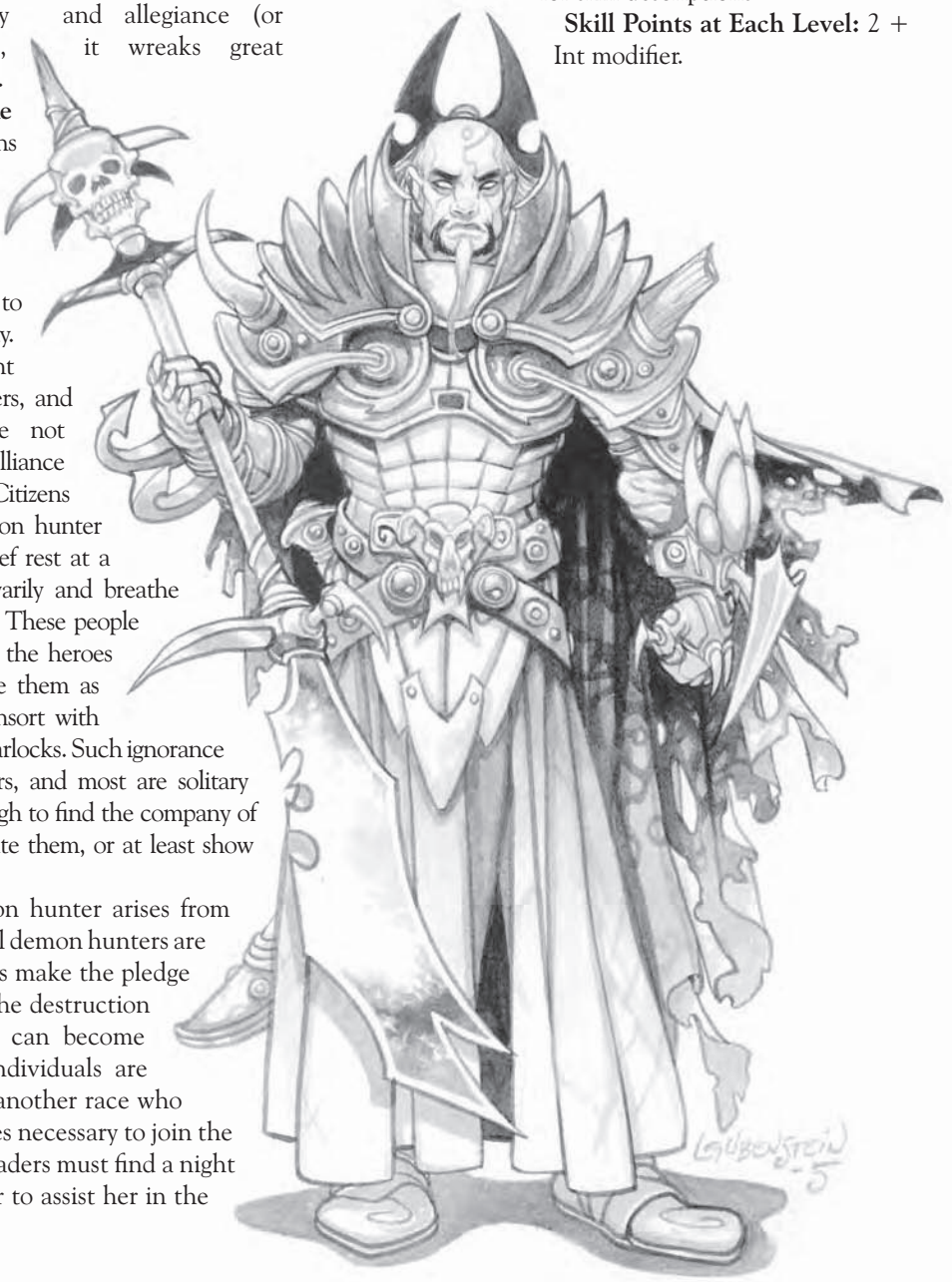
Base Attack Bonus: +3.

Skills: Knowledge (the planes) 4 ranks, Spellcraft 4 ranks.

Class Skills

The demon hunter's class skills (and the key ability for each skill) are Balance (Agy), Craft (Int), Escape Artist (Agy), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Listen (Spt), Sense Motive (Spt), Stealth (Agy), Spellcraft (Int), and Tumble (Agy). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.



Class Features

Weapon and Armor Proficiency: Demon hunters gain no proficiency in weapons or armor. In addition, wearing armor heavier than light impedes some demon hunter special abilities, as described below. Demon hunters rely on speed and agility rather than layers of steel plating.

Demonic Aura (Ex): The demon hunter registers as a demon to characters using *sense demons* (see **More Magic & Mayhem**). They sense her as a demon of Hit Dice equal to her demon hunter level.

Enlightenment (Su): As part of the ceremony to become a demon hunter, the initiate burns out her eyes with a magic blade to entrap a demonic essence within her body. Most demon hunters then bind their mutilated eyes with strips of cloth.

In return for this sacrifice, the demon hunter gains the ability to see the world without vision — creatures are visible as dimly glowing forms against a gray and murky background. Demonic energy blazes like burning pitch in the night; the demon hunter sees and recognizes it easily.

The enlightenment ability grants the demon hunter blindsight in a 30-foot radius (see the Monster Guide**,** Chapter 7: Types, Subtypes, and Abilities), though she loses her normal vision. Also, she senses demons within the range of her blindsight as if she had the *sense demon* (see **More Magic & Mayhem**) spell active. She gains information from this effect as if she had concentrated on it for 3 rounds (i.e., she senses the location and strength of each aura), even though she doesn't have to concentrate on it at all. An aura's power never stuns the demon hunter.

The range of the demon hunter's enlightenment increases to 45 feet at 4th level and 60 feet at 8th level.

Note that, as this ability is supernatural, in an area of magic suppression (such as an *anti-magic field*), the demon hunter is blind.

Evasion (Ex): The demon hunter gains the evasion special ability. If she already has evasion, she gains improved evasion instead. (See the rogue class in **WoW RPG**, Chapter 3: Classes, for descriptions of evasion and improved evasion.)

Warblade (Su): The demon hunter can channel the chaos energy within her into a melee weapon to increase its powers. Any melee weapon she wields is considered magic and gains an additional +1 enhancement bonus on attack and damage rolls. (This ability cannot increase a magic weapon's enhancement bonus beyond +5.)

Demon Bane (Su): At 2nd level, the demon hunter controls her demonic energy to blast its own kind when they leave themselves open to attack. If a demon is denied its Agility bonus to AC or if the demon hunter flanks it, she deals an extra +1d6 points of damage to it with melee attacks. (A demon is an outsider with the demon subtype.) This extra damage increases by +1d6 at 4th level and every second level thereafter, as shown on Table 3–3: The Demon Hunter.

Artful Dodge (Ex): Demon hunters hone their speed and maneuverability to overcome their foes. At 2nd level, when the demon hunter is wearing light armor or no armor, she gains a +1 dodge bonus to her Armor Class. She loses this bonus in any situation that makes her lose her Agility bonus to AC. This bonus increases by +1 at 4th level and every second level thereafter, as shown on Table 3–2: The Demon Hunter.

Mana Burn (Sp): At 2nd level, the demon hunter can use *mana burn* as a spell-like ability once per day. Her caster level is equal to her demon hunter level, and the save DC is 10 + her demon hunter level + her Charisma modifier. The demon hunter can use this ability twice per day at 5th level and three times per day at 8th level.

Demon Drain (Su): At 3rd level, the demon hunter can drain a demon's energy to fuel her own powers. Whenever she strikes a demon in melee combat and deals at least 20 points of damage, she can use her *immolation* or *mana burn* ability one additional time that day. If she deals 50 points of damage to a demon in a single melee attack, and she is at least a 7th-level demon hunter, she can use *dark metamorphosis* one additional time that day.

Immolation (Sp): At 3rd level, the demon hunter can use *immolation* as a spell-like ability once per day. Her caster level is equal to her demon hunter level. The demon hunter can use this ability twice per day at 6th level and three times per day at 9th level.

Improved Warblade (Su): At 5th level, the demon hunter becomes more proficient in channeling demonic energy into her weapons. Any melee weapon she wields is considered magic and gains an additional +2 enhancement bonus on attack and damage rolls. (This ability cannot increase a magic weapon's enhancement bonus beyond +5.) In addition, on command, any melee weapon she wields is sheathed in green-yellow flames. These flames deal an additional +1d6 points of fire damage on a successful hit.

Improved Evasion (Ex): At 6th level, a demon hunter gains the improved evasion special ability. If she already has improved evasion, she gains no additional benefit. (See the rogue class in **WoW RPG**, Chapter 3: Classes, for a description of improved evasion.)

Dark Metamorphosis (Sp): At 7th level, the demon hunter can use *dark metamorphosis* as a spell-like ability once per day. Her caster level is equal to her demon hunter level, and the save DC for the *orb of annihilation* splash damage is 10 + her demon hunter level + her Charisma modifier.

Demonic Ascendance (Ex): At 10th level, the demon hunter's gradual evolution achieves its pinnacle as she becomes a demonic entity. Her appearance has changed to something frightening: The exact changes vary, but can include glowing red eyes; horns; nonfunctioning wings; cloven hooves; a spiked tail; dark skin; a deep, rumbling voice; and similar cosmetic changes. The demon hunter becomes an outsider, and gains the demon and native subtypes. Since she is no longer a humanoid

Table 3-3: The Demon Hunter (Dmh)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Demonic aura, enlightenment, evasion, warblade
2nd	+2	+0	+3	+3	Demon bane (+1d6), artful dodge +1, mana burn 1/day
3rd	+3	+1	+3	+3	Demon drain, immolation 1/day
4th	+4	+1	+4	+4	Demon bane (+2d6), dodge +2, enlightenment (45 ft.)
5th	+5	+1	+4	+4	Improved warblade, mana burn 2/day
6th	+6	+2	+5	+5	Demon bane (+3d6), dodge +3, immolation 2/day, improved evasion
7th	+7	+2	+5	+5	Dark metamorphosis 1/day
8th	+8	+2	+6	+6	Demon bane (+4d6), dodge +4, enlightenment (60 ft.), mana burn 3/day
9th	+9	+3	+6	+6	Immolation 3/day
10th	+10	+3	+7	+7	Demon bane (+5d6), demonic ascendance, dodge +5, greater warblade

(or whatever she was before), spells that specifically target humanoids (like *hold person*) no longer affect the demon hunter.

Greater Warblade (Su): At 10th level, the demon hunter is adept at channeling demonic energy into her weapons. Any melee weapon she wields is considered magic and gains an additional +3 enhancement bonus on attack and damage rolls. (This ability cannot increase a magic weapon's enhancement bonus beyond +5.) In addition, the weapons' green-yellow flames deal fel damage instead of fire damage. This means that creatures with resistance or immunity to fire still take damage from the flames.

Exemplar

Description: Battlefields are bloody places, but they are also the proving grounds of heroes. Among the many legendary feats of bravery are the deeds of exemplars: men and women who strike fear into the hearts of their enemies through intimidation and demoralization. They also inspire courage in their allies, holding their banners high and charging into battle, shouting encouragement to those who ride beside them.

To be an exemplar is to sacrifice a great deal of freedom in pursuit of a path that's narrower than a warrior's or paladin's. However, few individuals are as honored as an exemplar, as having a capable exemplar in an army's midst can mean the difference between glorious victory and bloody defeat.

Exemplars in the World: Paladins in particular are fond of this prestige class, as the honors that are often bestowed on exemplars are compatible with the ideals of the paladin class. The most common source of exemplars is the humans of Stormwind. A few warriors disparage them as "not being real fighters," but most honor their service, including opposing factions (which hunt them down on the battlefield).

Hit Die: d10.

Requirements

Affiliation: Any, but they are more common in the Alliance.

Alignment: Must be lawful.

Base Attack Bonus: +5

Skills: Knowledge (nobility and royalty) 4 ranks

Class Skills

The exemplar's class skills (and the key ability for each) are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (nobility and royalty) (Int), Knowledge (tactics) (Int), Ride (Agy), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Exemplars gain no proficiency with weapons or armor.

Standard Defense (Ex): The exemplar may hold his faction's battle standard in one hand, and fight with a one-handed weapon in the other without suffering penalties. The standard is treated as having negligible weight for encumbrance purposes. Additionally, the exemplar receives a +2 shield bonus to Armor Class while he's holding his faction's battle standard. This bonus increases to +3 at 3rd level, +4 at 5th, +6 at 7th and reaches a maximum of +7 at 9th level.

Protect the Flag (Su): A exemplar's conviction strengthens his standard. For as long as he holds a battle standard, it gains +2 hardness and +10 hit points per his exemplar level.

Table 3-4: The Exemplar (Exm)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Protect the flag, rally, standard defense (+2)
2nd	+1	+3	+0	+0	Battle voice, shake resolve (–1)
3rd	+2	+3	+1	+1	Banner charge (+1), standard defense (+3)
4th	+3	+4	+1	+1	Fearsome mein, fire resolve (+1)
5th	+3	+4	+1	+1	Capture the flag, shake resolve (–2), standard defense (+4)
6th	+4	+5	+2	+2	Banner charge (+2)
7th	+5	+5	+2	+2	Battlewind, fire resolve (+2), standard defense (+6)
8th	+6	+6	+2	+2	Blinding light, shake resolve (–3)
9th	+6	+6	+2	+2	Banner charge (+3), standard defense (+7)
10th	+7	+7	+3	+3	Fire resolve (+3), smiting legion

Rally (Su): The exemplar can rally his allies to overcome their fear. As a full-round action that provokes attacks of opportunity, he can wave his flag and shout encouragement. All allies who can see the exemplar, and who are suffering from a fear effect, gain another save against that fear effect at its original DC; they also gain a +2 bonus on these saving throws.

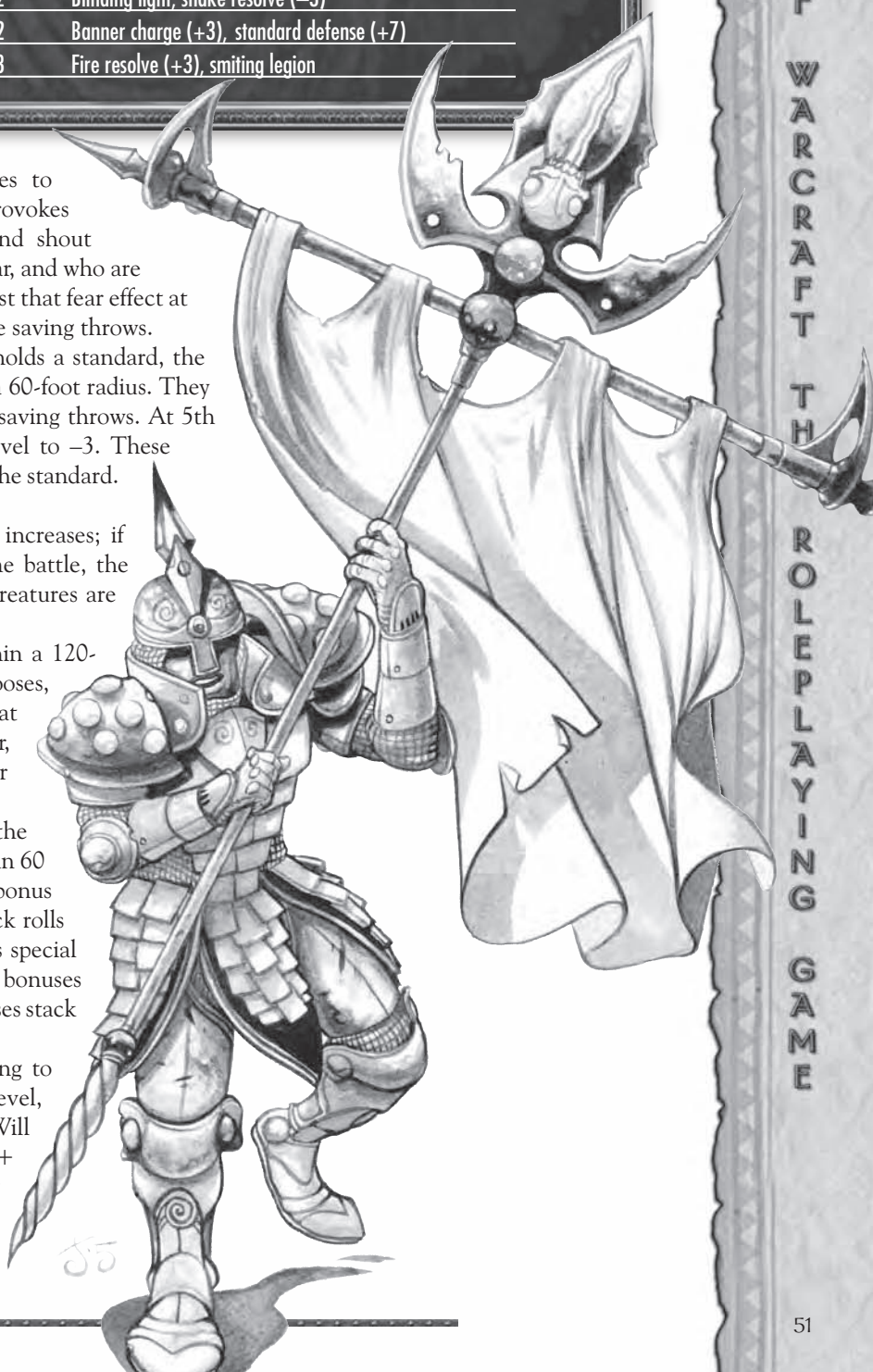
Shake Resolve (Su): At 2nd level, while he holds a standard, the exemplar invokes a penalty to all enemies within a 60-foot radius. They take a –1 morale penalty to Armor Class and on saving throws. At 5th level, this penalty increases to –2, and at 8th level to –3. These bonuses persist only so long as the exemplar holds the standard. Shake resolve is a mind-affecting fear effect.

In addition, in major engagements, the radius increases; if more than 100 creatures are engaged in the same battle, the radius increases to 120 feet; if more than 1,000 creatures are involved, it increases to 240 feet.

Battle Voice (Ex): At 2nd level, all allies within a 120-foot radius can hear the exemplar's words if he chooses, regardless of the tumult and ambient noise that surrounds him. This ability does not, however, penetrate magic silence effects or other spell-like or supernatural abilities that control sound.

Banner Charge (Ex): At 3rd level, whenever the exemplar performs a charge, he and any allies within 60 feet who charge in the same round gain a morale bonus of +1 to Armor Class and on saving throws, attack rolls and damage rolls. The exemplar may perform this special charge as often as he likes. At 6th level, these charge bonuses increase to +2, and at 9th level to +3. These bonuses stack with those provided by his fire resolve ability.

Fearsome Mein (Ex): The exemplar is inspiring to his allies and terrifying to his enemies. At 4th level, enemies within 5 feet of the exemplar must make Will saves (DC 10 + the exemplar's level in this class + the exemplar's Charisma bonus) at the beginning of their turns or be shaken. They remain shaken for as long as they can see the exemplar and for 1d4 rounds thereafter.



Banners

Banners are used to identify and guide the movement of troops in mass battles. They may depict the emblem of a family, religious sect, adventuring party, town or nation. They're typically made from heavy cloth and cost 5 gp. Flags last 6 months before they require replacing in most climates (longer in an arid climate). Normally a flag has a hardness of 2 and 5 hit points.

This is a mind-affecting fear effect.

Fire Resolve (Su): At 4th level, while he holds a standard, the exemplar provides a bonus to all allies within a 60-foot radius, including himself. They gain a +1 morale bonus to Armor Class and on saving throws. At 7th level, this bonus increases to +2, and at 10th level to +3. These bonuses persist only so long as the exemplar holds the standard.

In addition, in major engagements, the radius increases; if more than 100 creatures are engaged in the same battle, the radius increases to 120 feet; if more than 1,000 creatures are involved, it increases to 240 feet.

Capture the Flag (Su): At 5th level, if the exemplar strikes down an opposing flagbearer (who does not have to be a member of this class, he just needs to be holding an enemy standard) in battle, every enemy within 120 feet who is affiliated with the captured flag must make a Will save (DC 10 + the exemplar's level + the exemplar's Charisma modifier) or be frightened for 1 round per exemplar level. Creatures who make their saves are instead shaken for 1 round.

Battlewind (Su): At 7th level, while holding, the exemplar may call upon a mystical force known as the battlewind to share healing with his stricken allies. The battlewind lasts 1 round per the exemplar's Charisma modifier (minimum 1 round). While the battlewind is in effect, any effect that heals an ally's hit points (including potions as well as spells and abilities) within 30 feet of the exemplar also heals all allies within 30 feet of him by the same amount. Calling upon the battlewind takes 1 full round and provokes attacks of opportunity. The exemplar can use this ability once per day.

Blinding Light (Su): At 8th level, once per day, the exemplar may raise his flag and fill it with a holy light that blinds the enemy. This is a standard action that provokes an attack of opportunity. (Alternatively, the exemplar can use this ability when he charges, which does not provoke attacks of opportunity — though the movement in the charge provokes attacks as normal. The effect occurs at the end of his charge.) Each enemy within 60 feet must make a Reflex save (DC 10 + the exemplar's level in this class + the exemplar's Charisma modifier) or be blinded for 1 round per exemplar level.

Smiting Legion (Sp): At 10th level, for 1 round, every ally within 60 feet of the exemplar may make a holy strike as if she were a 1st-level paladin. (If the exemplar is evil, these are instead unholy strikes, which deal fel damage instead of holy damage.) Activating this ability is a standard action that does not provoke attacks of opportunity.

Gunman

Description: The gunman is a knight on the cutting edge of weapons development. He takes the newest technological inventions, and through a combination of innate skill and careful study, pushes them beyond the limits their creators imagined. While some warriors favor the sword or the axe or the bow, the gunman favors guns — pistols, rifles, blunderbusses, he is adept at them all. He is capable of performing amazing stunts with his firearms that leave others staring with wide eyes.

A typical gunman carries several weapons — almost all of them firearms. A long rifle and blunderbuss are slung across his back. Pistols rest in holsters on his hips, at his back, on his shins, and beneath his arms (and in several other secret places). Bandoliers hold ammunition and gunpowder. Say the word and pistols leap into his hands, blazing a fusillade of death.

Gunmen claim that their abilities are purely the result of their skill, training and natural ability. Their accuracy and quickness are impressive, but not based on magical enhancement or any sort of divine inspiration. However, gunmen are hard-pressed to say how their training makes the power of magic weapons cling to their hands, or how they are able to draw and fire over a dozen pistols in the space of a few seconds.

Gunmen in the World: Gunmen are most common among the Ironforge dwarves, as the dwarves have a reputation as snipers and riflemen. Some credit the dwarves with the invention of the firearm, and Ironforge is proud of its gun-toting warriors. Many humans and gnomes also take on the mantle of the gunman, using Ironforge or homemade weapons to annihilate their foes. Night elves prefer the bow, citing its faster reload time and reliability — but those who have seen gunmen in action have cause to doubt claims of the bows' superiority. Furbolgs and Wildhammer dwarves avoid firearms, some seeing them as an affront to nature.

Gunmen are rare in the Horde, but not unheard of. Most members of the Horde prefer melee combat to ranged, and those individuals who focus on ranged attacks favor thrown weapons or mighty bows — something to which they can apply some strength. Still, the power of the gun and the skill of the gunman cannot be denied, and a few members of the Horde — most among the Forsaken — are notable gunmen.

Agility is the most important ability for a gunman, as it helps him hit his opponents and helps him dodge blows when the fighting gets in close. Spirit is important as it improves the gunman's Spot and Listen checks, which are invaluable for getting the first shot in a confrontation. Stamina helps him stay on his feet, and Intellect is useful for gunmen who like to tinker with their weapons.

Hit Die: d8.

Requirements

Affiliation: Any, though most are members of the Alliance.

Base Attack Bonus: +5.

Feats: Exotic Weapon Proficiency (firearms), Quick Draw.

Class Skills

The gunman's class skills (and the key ability for each) are Balance (Agy), Climb (Str), Craft (technological device) (Int), Listen (Spt), Spot (Spt), Tumble (Agy), and Use Technological Device (Int). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: The gunman gains no proficiency with weapons or armor.

Bonus Feats: At 1st, 4th and 8th level, the gunman gains a bonus feat, chosen from the following list. The gunman must meet all the prerequisites of the feat he chooses, as normal.

Close Shot, Delay Malfunction, Emergency Repair, Far Shot, Firearm Knack, Greater Two-Weapon Fighting, Improved Critical (firearm only), Improved Initiative, Improved Lightning Reload*, Improved Precise Shot, Improved Two-Weapon Fighting, Lightning Reload, Mounted Archery, Pistol Whip, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Sniper Shot, Trick Shot, Two-Weapon Fighting, Weapon Focus (firearm only)

* See Chapter 2: Class Options.

Stunt Shot (Ex): Many gunmen are show-offs, prone to taking shots that are excessively difficult for no other reason than to display their skills. A stunt shot is such a shot. A stunt shot can take a variety of forms: behind the back, around the head, between the legs, while looking at the target in a mirror, while reading a book, tossing a pistol from hand to hand before the shot, spinning a rifle before the shot, dropping the firearm then kicking it back into one's hand, tossing a coin into the air before firing a shot that sends the coin spinning before it strikes the target, and similar displays of amazing marksmanship.

A gunman can elect to make any attack with a firearm a stunt shot. He must decide to do this before he makes the attack roll. He takes a –4 penalty on the attack roll. If the attack hits, for 1 round the gunman gains a +1 morale bonus on attack and damage rolls when attacking with firearms. (The morale bonus on damage does not apply to the stunt shot that provided it.) Morale bonuses from stunt shots stack with each other. Therefore, if the gunman's next attack is also a stunt shot, and also hits the target, the morale bonus increases to +2. The gunman can continue to make stunt shots and increase his morale bonus on attack and damage rolls; the morale bonuses last for 1 round from the last successful stunt shot or until the gunman misses with a firearm attack.

For example, Toolhand Juke has a base attack bonus of +6, providing him with two attacks every round. He fights with a pistol in each hand and possesses the Two-Weapon Fighting feat, for at total of three attacks per round. (Since he also has Improved Lightning Reload, he can load the pistols and shoot them in the same round.) Toolhand Juke declares his first

attack (against a charging basilisk) to be a stunt shot. He spins in place before taking a shot. He takes a –4 penalty on the attack (actually a –6, since he's fighitng with two weapons), but he hits anyway. He declares his next attack to be a stunt shot as well; he twists his arms behind his head and fires his pistol. He takes a –4 penalty on the attack roll, but gains a +1 morale bonus on the attack and damage rolls, for a total of –3 to hit and +1 damage. If this attack hits, he gains a +2 morale bonus on his third shot — which he can also declare as a stunt shot, if he likes. Toolhand Juke retains the morale bonus until he misses with a firearm attack or for 1 round since his most recent stunt shot.

The gunman can make an extremely difficult stunt shot instead of a normal stunt shot. Such a stunt shot imposes a –8 penalty on its attack roll, but provides a +2 morale bonus on attack and damage rolls.

Special Gun (Ex): Gunmen have the peculiar trait of creating deep, personal connections with their weapons. Some joke (or complain) that gunmen love their weapons more than their spouses or children — and this claim is not far from the truth.

At 2nd level, the gunman can have a special gun. Declaring a specific firearm to be a special gun involves an unofficial, hour-long ceremony in which the gunman cleans the gun and creates an attachment to it. The gunman can have only one special gun at a time.

When the gunman makes a ranged attack with his special gun, he gains a +1 competence bonus on attack and damage rolls. This bonus increases to +2 at 4th level, +3 at 6th level, +4 at 8th level, and +5 at 10th level. The gunman can change which gun is his special gun by undergoing a new ceremony, but he cannot change special guns more than once per week.

Gunmen tend to give their special guns names, as if they were real people — names like "Vera."

Blunderbuss Skill (Ex): At 3rd level, the gunman is adept at firing a blunderbuss in the most effective way, naturally loading the weapon and using the environment and angle to get the most effective blast possible. When he fires a blunderbuss, add his gunman level to the Reflex save DC for half damage. If the gunman spends a hero point while firing a blunderbuss, increase the DC by a further +10, and the blunderbuss also deals an extra +1d6 points of damage.

Improved Cover (Ex): The gunman knows that the best way to avoid getting shot is to take cover. At 4th level, when the gunman gains cover, double the bonus to AC and Reflex saves it provides. For example, if the gunman is behind cover that normally provides a +4 bonus to AC and a +2 bonus on Reflex saves, he gains a +8 bonus to AC and a +4 bonus on Reflex saves.

Whites of Their Eyes (Ex): At 5th level, the gunman is adept at making devastating shots at short range. When firing a gun at a target within 10 feet, the gunman gains a +1 bonus on attack rolls and a +2 bonus on damage rolls. These bonuses stack with those provided by Point Blank Shot (and all other bonuses).

Pistol Swap (Su): At 6th level, the gunman gains the supernatural ability to draw and fire pistols in rapid succession. He can draw, fire and reholster any number of pistols in a single round, up to the number of attacks he possesses.

In addition, the magic of an enchanted pistol clings to the gunman's hands and empowers the other pistols he fires. Some claim this feat occurs because the gunman's hands move so fast that the enchantments do not have time to leave them, and indeed some gunman's hands glow with colored light as they trade pistols, the light increasing in intensity as the gunman draws more and more pistols.

When the gunman performs a pistol swap, the first pistol he fires transfers its magic properties to his hand. All subsequent pistols he draws and fires with the same hand in the same round bear magical properties identical to the first pistol. The exception is any magical property that allows the wielder to make additional attacks, such as the speed property. Those properties apply only to the first pistol.

For example, if the gunman fires a *+2 flaming flintlock pistol*, all subsequent pistols he draws and fires with that hand have a +2 enhancement bonus on attack and damage rolls and bear the flaming property. The magical properties of the first pistol replace those of subsequent pistols.

Note that the magic clings only to the hand that fired the pistol. If the gunman fights with a pistol in each hand, each hand retains different magic.

Hip Shooting (Ex): The gunman is quick, and at 8th level he is quick enough to fire at vulnerable melee opponents by shooting from the hip. He can make attacks of opportunity with a firearm. (These are ranged attacks, not pistol whips or something similar.) The gunman takes a –4 penalty on the attack roll, and he might provoke an attack of opportunity himself for attacking with a ranged weapon in a threatened square.

Bayonet Charge (Ex): When all else fails, or when he really wants to worry his enemies, the gunman charges his enemies with his bayonet, shouting and firing as he closes the distance. At 9th level, when the gunman makes a charge attack with a bayonet (normal or miniature), he can make a single ranged attack with the weapon to which the bayonet is attached as he charges. This ranged attack must be against the target he charges, and he takes a –4 penalty on the attack roll. He can make the ranged attack at any point during his charge. If the ranged attack drops or otherwise incapacitates the target, the gunman completes his charge, stopping in the space from which he would have made his melee attacks, and ends his turn. He still takes a –2 penalty to his AC for charging, as normal. (He can still attack the fallen form of his enemy if he likes.)

Double-Barreled Blast (Ex): At 10th level, when the gunman is fighting with a firearm with two barrels or with a firearm in each hand, he can take a standard action to fire both barrels (or weapons) at the same time. He selects one

Table 3-5: The Gunman (Gun)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Bonus feat, stunt shot
2nd	+2	+0	+3	+0	Special gun (+1)
3rd	+3	+1	+3	+1	Blunderbuss skill, improved cover
4th	+4	+1	+4	+1	Bonus feat, special gun (+2)
5th	+5	+1	+4	+1	Whites of their eyes
6th	+6	+2	+5	+2	Pistol swap, special gun (+3)
7th	+7	+2	+5	+2	Bonus feat
8th	+9	+2	+6	+2	Hip shooting, special gun (+4)
9th	+9	+3	+6	+3	Bayonet charge
10th	+10	+3	+7	+3	Double-barreled blast, special gun (+5)

weapon (or barrel, if appropriate) as the primary weapon and makes a normal ranged attack with it. If the target is one range increment or more away from either of the gunman's weapons, the gunman takes the appropriate penalties for range on the attack roll. If the attack hits, it deals damage normally, plus two additional dice of damage, of the size appropriate to the primary weapon. For every barrel (or weapon, if the gunman has more than two hands) beyond two that the gunman fires with this attack, increase the bonus damage by another die.

For example, Toolhand Juke makes a double-barreled blast with two flintlock pistols. His primary pistol is a +3 *flintlock pistol*, and it's also his special gun — since he's 10th level, he gains a +8 bonus on his attack roll, plus his base attack bonus and any feats or other abilities he has. If he hits, he deals 5d6+8 points of damage (3d6 base for a flintlock pistol, plus two dice for the double-barreled blast, +5 for his special gun, +3 for the magic enhancement bonus).

Mountain King

Description: The most respected and revered of the Ironforge dwarves' warriors, mountain kings represent mighty champions of their race. While some Ironforge dwarves are enamored of the new firearms, and others unlock the secrets of their titan heritage, mountain kings continue a legacy that has existed for millennia. This is a legacy of beer, blood, booze and thunder, of red-glinting axes and crushing hammers. It is a legacy continued by some of Ironforge's most renowned heroes, including Muradin Bronzebeard, deceased brother of King Magni of Ironforge.

Mountain kings boast prodigious combat abilities. They are ferocious in melee combat, wielding the traditional weapons of their race to decimate their foes. Their attacks leave opponents stunned and reeling. While they do not focus their efforts on discovering the secrets of the titans, they have long known of a powerful spark within every Ironforge dwarf — and the mountain kings draw upon this spark and fan it into a raging flame. They conjure magic hammers and axes to hurl at their targets, stunning and slowing them so they can get close enough to use their real weapons. They transform themselves into silver-sheened creatures of living stone, shrugging off all attacks and hacking through flesh and bone with frightening ease.

Mountain Kings in the World: Mountain kings are champions of Ironforge, and as such they protect Ironforge's interests. Some remain in Khaz Modan, protecting their homeland from the depredations of trolls, troggs and worse creatures. Others travel the world, searching for the foes of Ironforge and, by extension, the Alliance — demons, undead, Dark Iron dwarves, troggs and ice trolls. They are crusaders for their race, stamping out their enemies before they have a chance to strike at Ironforge or Stormwind. Other mountain kings travel the world on missions provided by their king, the Explorers' Guild, other patrons, or perhaps themselves.

Mountain kings have a tradition of proving themselves against mighty foes. Some mountain kings fall to dragons, demons or other ferocious creatures, but mountain kings are famous for overcoming these challenges and then seeking out another, even mightier beast. Mountain kings live only for battle; they are unconcerned with their race's preoccupation with technological gadgets, with mining precious materials, or with crafting great weapons. They feel a debt to the Alliance, which saved their kingdom in the Second War. Wherever the banner is raised against the forces of evil, there stand mountain

kings, gripping their axes, slugging back ale, and loudly asking why the battle has yet to begin.

Ironforge dwarves also call mountain kings "thanes," an honorary title that respects the mighty warriors' prowess and strength. This moniker also recalls the day when most, if not all, mountain kings truly were kings of the mountains, leading the dwarf clans in the deep caves. In modern times, Ironforge has a single king — but many mountain kings are nobles or other honorary personages, the scions of families whose names and deeds echo through the generations. Other mountain kings are the first of their kith to attain such greatness, and look to carve their names into Ironforge's history.

Strength and Stamina are the two most important abilities for mountain kings, as they improve their melee abilities. Agility is not particularly useful, as mountain kings tend to wear heavy armor. Spirit is helpful for its bonus to Spot and Listen checks, as well as its bonus on Will saves — an area in which mountain kings are lacking. Charisma helps mountain kings who want followers (via the Leadership feat).

Hit Die: d10.

Requirements

Race: Ironforge dwarf only. Some speculate that Dark Iron dwarves may have their own, perverted version of this heritage.

Affiliation: Any, though mountain kings who leave the Alliance are branded as traitors and outcasts.

Base Attack Bonus: +5.

Feats: Toughness, Weapon Focus (any axe or hammer), Weapon Specialization (any axe or hammer).

Armor Proficiency: Must be proficient with light and medium armor and with shields (but not necessarily tower shields).

Weapon Proficiency: Must be proficient with all simple and martial weapons.

Class Skills

The mountain king's class skills (and the key ability for each) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (military tactics) (Int), Profession (military commander) (Spt), Ride (Agy), and Swim (Str). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Mountain kings gain no proficiency with weapons or armor.

Cave Fighter (Ex): Though they willingly battle under any circumstances, mountain kings spent much time in their people's tunnels and are adept at fighting in the dark places below the earth. Some of this ability is skill and some of it is morale and confidence. The mountain king gains a +1 bonus on attack rolls and a +1 bonus to AC when underground.

Cleave and Bludgeon (Ex): Mountain kings are more than proficient with their ancestral weapons — axes and hammers. They draw upon their traditions and ancient techniques to enhance the deadly powers of these weapons, finding vulnerable areas and swinging with extreme force and from the appropriate angle to add extra oomph to their blows. Mountain kings gain a +1 bonus on damage rolls with all axes and hammers, including the following weapons: battleaxe, dwarven battle hammer, dwarven tossing hammer, dwarven waraxe, greataxe, greathammer, handaxe, throwing axe, and warhammer.

Staggering Blow (Ex): At 2nd level, a mountain king can strike so hard he sends his opponents reeling with the power of his blows. When the mountain king rolls a natural 20 on a melee attack, if the attack deals damage, the opponent must make a Fortitude save (DC = damage dealt) or be staggered for 1 round. A staggered creature can take only a move or standard action on its turn, not both. This ability is ineffective against creatures immune to critical hits.

Storm Hammer (Sp): At 3rd level, the mountain king can use *storm hammer* once per day as a spell-like ability. His caster level is equal to his mountain king level + his Ironforge dwarf racial levels, and the save DC is equal to (10 + his mountain king level + his Ironforge dwarf racial levels + his Charisma modifier). He can use this ability an additional time per day at 6th level and at 9th level. The mountain king can spend a hero point to activate this ability as a free action that does not count against the number of times per day he can use it.

Thunderclap (Sp): At 4th level, the mountain king can use *thunderclap* once per day as a spell-like ability. His caster level is equal to his mountain king level + his Ironforge dwarf racial levels, and the save DC is equal to (10 + his mountain king level + his Ironforge dwarf racial levels + his Charisma modifier). He can use this ability an additional time per day at 6th level and at 9th level. The mountain king can spend a hero point to activate this ability as a free action that does not count against the number of times per day he can use it.

Slice and Swing (Ex): At 5th level, mountain kings have learned tricks with their axes and hammers to enable them to strike past their opponents' defenses. The mountain king gains a +1 bonus on attack rolls with the weapons noted under the cleave and bludgeon ability, above.

Dazing Blow (Ex): At 6th level, the mountain king's blows are so strong that he leaves his opponents dazed and unable to act. When the mountain king rolls a natural 20 on a melee attack, if the attack deals damage, the opponent must make a Fortitude save (DC = damage dealt) or be dazed for 1 round. A dazed creature defends itself normally, but can take no actions. This ability is ineffective against creatures immune to critical hits.

The mountain king's staggering blow ability now activates on a roll of a natural 19 or 20.

Avatar (Sp): At 7th level, the mountain king can use *avatar* as a spell-like ability once per day. His caster level is equal to his mountain king level + his Ironforge dwarf racial levels.

Mareek took a few moments to study the massive rock at the end of the tunnel, finally nodding to himself. Carefully, the goblin took lifted two of his bags, removed their contents, and started pushing the small satchels into various spots around the boulder. Sometimes he paused and studied the rock, even tapping it with his knuckles a few times.

From a safe distance, Emor motioned to Vontair, speaking in a whisper. "What is he doing now?"

"Who knows what goes through a goblin's head at times like these?" replied the paladin with a shrug. "Don't worry, though. How many old goblin sappers do you know? If he's lived this long, he must be doing something right. Just watch and don't get too close."

The goblin performed his work for several more minutes before retreating, unspooling a line of copper wire as he did so. In his free hand trailed a bag with the few remaining charges he hadn't set. "Ready for a big boom?" Mareek asked with a toothy grin that split his face in two. "See how the bags are placed? Oh, yes, the blast goes sideways, doesn't it? No shrapnel into us, no fire into the chamber beyond! And if another collapse comes, it was unavoidable anyway, see? See?"

"Yes, agreed," said Vontair. "There's no way to know how stable this area is anyhow. Go ahead when you're ready."

"Oh yes! This one will be pretty! So pretty! One big rock into many little rocks!" cackled the goblin. He paused for only a moment before doing something with the spool of wire in his hand, a kind of twisting motion with his fingers.

There was a crack that split the air, and the boulder at the end of the hall burst into a thousand fragments. Emor didn't see what happened to those fragments because the cloud of dust that swept down the hall obscured all vision. The only things he could sense after that were the rush of air as the wind struck him, the giggling glee of the goblin by his feet, and the rumbling of the fractured stone collapsing at the end of the passageway.

Except that the rumbling didn't stop — it changed. As the dust settled, the warrior realized he wasn't hearing an avalanche or collapsing rocks any more. This was something else.

Something alive.

Emor's sword came out of its scabbard almost of its own accord. Something had been buried behind that boulder long ago, and now, thanks to Mareek's skill with explosives, it was awake — and free.

"I think," said Vontair as he too reached for his weapon, "that sometimes maybe we're too curious for our own good."

Table 3-6: The Mountain King (Mtn)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Cave fighter, cleave and bludgeon
2nd	+2	+3	+0	+0	Staggering blow
3rd	+3	+3	+1	+1	Storm hammer 1/day
4th	+4	+4	+1	+1	Thunderclap 1/day
5th	+5	+4	+1	+1	Slice and swing
6th	+6	+5	+2	+2	Dazing blow, storm hammer 2/day
7th	+7	+5	+2	+2	Avatar 1/day, thunderclap 2/day
8th	+8	+6	+2	+2	Stoneflesh
9th	+9	+6	+3	+3	Storm hammer 3/day
10th	+10	+7	+3	+3	Stunning strike, thunderclap 3/day

Stoneflesh (Su): At 8th level, through his internal drive and the titan forces that reside in all Ironforge dwarves, the mountain king is able to turn his flesh to stone. This ability functions exactly as the stoneflesh ability that Ironforge dwarves gain when they take racial levels, save that only half the mountain king's level counts when determining the ability's AC bonus and its duration. That is, the mountain king can activate stoneflesh once per day as a free action. He gains a natural armor bonus to his AC equal to +2 for every two levels of mountain king (+8 at 8th level, +10 at 10th level). This bonus lasts for a number of rounds equal to the mountain king's Stamina modifier + half his mountain king level.

If the mountain king already has stoneflesh (or if he gains it again later), half his mountain king levels stack with his Ironforge dwarf levels for the purposes of determining its effects.

Stunning Strike (Ex): At 10th level, the mountain king's blows are so strong that he leaves his opponents stunned and unable to act or defend themselves. When the mountain king rolls a natural 20 on a melee attack, if the attack deals damage, the opponent must make a Fortitude save (DC = damage dealt) or be stunned for 1 round. A stunned creature drops everything it holds, can't take actions, takes a –2 penalty to AC, and loses its Agility bonus to AC. This ability is ineffective against creatures immune to critical hits.

The mountain king's dazing blow ability now activates on a natural roll of 19 or 20; his staggering blow ability now activates on a natural roll of 18–20.

Sapper

Description: KABOOM!

If ever a sound was associated with a particular class, it's this one. Quite simply, sappers love to blow things up. However, unlike many goblin tinkers, they don't necessarily like the idea of killing themselves in the process. No, to a sapper, the fiery blast of a good explosion is a form of art unto itself. Some spend a great deal of their lives trying to find new and interesting ways to generate beautiful, classy explosions.

Sappers are experts in all sorts of explosive devices, from small firecrackers to powerful seaforium charges capable of blowing holes in thick castle walls. Even when they don't have a prepared explosive available, a good sapper can put one together out of whatever natural materials he can find lying around.

Sappers in the World: A great number of sappers — primarily goblin sappers — perished during the last war, mostly as a result of their overzealous use of too many explosives at once. Those who survived have become much more focused in their art, preferring precision to risks. Generally, the older a sapper is, the more careful and cautious he is — and the more respect his associates give him.

Goblins are likely candidates for this class, since goblins like making things go *boom!* Gnomes and dwarves also make able sappers, with humans following close behind. orde made heavy use of goblin sappers in the Second War; indeed, goblin sappers were a key aspect of the Horde's strategy. Thus, the Horde knows how effective this class can be.

In an adventuring party, a sapper often takes the role of a rogue or ranged combat support. He disdains typical rogue skills such as opening locks and disarming traps — he simply destroys such obstacles. When a battle erupts, he stays behind the lines, lobbing bombs into groups of enemies or employing fire-based technological devices to pick off more determined foes.

Hit Die: d6.

Requirements

Alignment: Any chaotic.
Affiliation: Any.
Skills: Use Technological Device 8 ranks.
Feats: Delay Malfunction.
Special: Must have resistance to fire 5 or higher.

Class Skills

The sapper's class skills (and the key ability for each) are Appraise (Int), Concentration (Sta), Craft (Int), Craft (technological device) (Int), Disable Device (Agy), Knowledge (all taken individually) (Int), Profession (Spt), Search (Int), Spot (Spt), and Use Technological Device (Int). See **WoW RPG**, Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: A sapper gains no proficiency with weapons or armor.

Bonus Feat: The sapper receives Exotic Weapon Proficiency (mortar) as a bonus feat. If he already has that feat, he gains Weapon Focus (mortar) instead.

Firescarred (Su): A sapper generally takes great care to avoid harming himself; but still, he spends so much time around explosives that accidents are bound to happen. As a result, his body gradually becomes covered with a layer of tough scarring that protects against fire. Each level, his resistance to fire increases by +1, as shown in the fire resist column of Table 3–7: The Sapper.

Enhanced Yield (Ex): At 2nd level, the sapper has learned new tricks to increase the yield of his explosives. Any grenade, bomb or other technological device he creates that deals explosive fire damage deals an additional +1 point of damage per die. Thus, a 2nd level sapper's crafted grenade deals 2d6+2 points of damage. The bonus damage increases to +2 per die at 6th level and +3 per die at 10th level.

Explosives Expert (Ex): At 2nd level, the sapper is an expert in both the crafting and use of explosive devices. Any sort of bomb or grenade — basically anything that blows up — is his specialty. He has a +1 bonus for every two sapper levels on Craft (technological device) and Use Technological Device checks with any sort of explosive.

Bomb Cobbler (Ex): At 3rd level, a sapper can attempt to build small explosive devices out of whatever materials are available. Even in the midst of an untamed wilderness, he can usually locate certain plants or minerals that, when mixed together, become something flammable. Making an improvised bomb requires 10d6 minutes and a Craft (technological device) check. The DC is equal to (10 + 3 per die of damage the bomb deals); thus, for example, an improvised standard grenade has a DC of 16. The GM may also allow the sapper to create other types of explosives for special purposes, such as a grenade with an extra-long timer, or a bomb that operates like a land mine. Improvised bombs have MR 4 at 3rd level, MR 3 at 5th level, MR 2 at 7th level and MR 1 at 9th level. They last 4 hours before becoming useless. A sapper can make two explosives per day. At 7th level, he can make four per day.

Evasion (Ex): At 3rd level, a sapper gains the evasion special ability. If he already has evasion, he gains improved evasion instead. (See the rogue class in **WoW RPG**, Chapter 3: Classes, for descriptions of evasion and improved evasion.)

Precision Grenadier (Su): At 4th level, the sapper is an expert on the delivery of explosive devices from a distance. Whenever employing any thrown or launched explosive device (such as a mortar), he receives a +1 bonus on his attack roll. This bonus stacks with the Weapon Focus feat. The bonus increases to +2 at 8th level.

In addition, whenever the sapper misses with an attack aimed at a grid intersection instead of a specific target (see **WoW RPG**, Chapter 12: Combat, "Throw Splash Weapon"), he treats the range increment as one less than it actually is for purposes of any misses — thus, at a range increment of 1, he's so accurate he literally cannot miss with a splash weapon. At 8th level, the sapper treats the range increment as two less for this purpose.

Improved Evasion (Ex): At 9th level, a sapper gains the improved evasion special ability. If he already has improved evasion, he gains no additional benefit.

Table 3-7: The Sapper (Sap)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Bonus feat, firescarred
2nd	+1	+3	+3	+0	Explosives expert, enhanced yield (+1)
3rd	+2	+3	+3	+1	Bomb cobbler (MR 4, two/day), evasion
4th	+3	+4	+4	+1	Precision grenadier (+1)
5th	+3	+4	+4	+1	Bomb cobbler (MR 3)
6th	+4	+5	+5	+2	Enhanced yield (+2)
7th	+5	+5	+5	+2	Bomb cobbler (MR 2, four/day)
8th	+6	+6	+6	+2	Precision grenadier (+2)
9th	+6	+6	+6	+3	Bomb cobbler (MR 1), improved evasion
10th	+7	+7	+7	+3	Enhanced yield (+3), massive explosion

(See the rogue class in **WoW RPG**, Chapter 3: Classes, for a description of improved evasion.)

Massive Explosion (Ex): At 10th level, the sapper has transformed explosives into works of art. Once per day, he can deploy a perfect blast — a thing of beauty (at least to himself and his allies). He can use this ability with any explosive device — as small as a grenade all the way up to massive wall-cracking charges — but he must prepare, set and activate the device himself. Doing so takes twice as long as normal for the device in question, but if it is successfully set off, the explosive deals the maximum possible damage with no die roll required.

Working her way up toward the living quarters, Aliastra's packs killed three small groups of ogres before the Ton'ma finally raised the alarm and came upon the escapees with their full fury. By the time they killed the best of the Ton'ma, the savagekin's pack had lost nearly half of the wolves and a third of the sabercats. But they had reached the upper levels of the caverns, and through cracks in the ceiling, daylight was shining.

All the better to see the dead and the dying.

The wolves stood over their fallen and howled. Aliastra, still in nightsaber form, walked to each of the dying and licked their faces in respect. Like old human soldiers, the nightsabers peered at her with the serenity of the battle-worn. "Glorious," one of the nightsabers told her. "A hunt to remember," he added as he closed his eyes for the final time.

It was unlike the cats to wax philosophic, except regarding food. However, there was no time to pause for eulogies, nor to care for the wounded. They would have to stagger as best they could, and fight. Aliastra leapt to the head of the packs and roared. Both wolf and nightsaber snapped to attention; they roared and howled in response.

"Daylight calls us!" she growled, and she led the charge to the door.

Brutal, bloody steps followed. The last remnants of Ton'ma's valor stood against them, and like children before a relentless surf, they were swept aside by a tide of violence. The pack crashed through the gates emerged into the open air.

Savagekin

Description: The most primal of druids, savagekin bear an ancient but obscure legacy. Whereas some druids seek to command nature or bond with it, the savagekin surrenders herself to the natural world, abandoning much of her humanity to live with the beasts. Those who adopt this role may find they pay a steep price for power.

Savagekin are druids who spend most of their time in animal form. They travel in packs with their fellow beasts. As animals they gain strength and finesse, but come close to become irreversibly feral. Savagein constantly battle the inner beasts that threaten to consume them, clinging to their last vestiges of sentience.

Savagekin in the World: Half-elves, who straddle the world between human and elf, and night elves are the most common savagekin, though hermitic humans who wish to be closer to the animal world occasionally adopt

this class. Most people think of savagekin only as "druids who've gone feral." Savagekin hate species that practice cruelty toward animals (particularly ogres, though some humans and orcs qualify), and usually adventure solely to hunt them down and kill them.

Hit Die: d8.

Requirements

Race: Any.

Alignment: Neutral, neutral good, or neutral evil only.

Affiliation: Any.

Special: The savagekin must be able to wild shape (like a druid) twice per day.

Class Skills

The savagekin's class skills (and the key ability for each) are Balance (Agy), Climb (Str), Escape Artist (Agy), Handle Animal (Cha), Knowledge (nature) (Int), Listen (Spt), Spot (Spt), Stealth (Agy), Survival (Spt), and Swim (Str). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Savagekin gain no additional proficiencies with weapons or armor.

Beast Checks (Ex): Certain abilities of the savagekin come with a penalty: the beast check. A beast check requires a Will save (DC varies depending on the ability). If the check fails, the savagekin's intelligence becomes bestial (her Intellect drops to 4 — or doesn't change, if it's 4 or lower) for a number of hours equal to 8 – 1 per point of Spirit bonus (minimum 1 hour). She is unable to cast spells, use spell-like abilities, employ Intellect-, Agility- or Charisma-based skills (except Balance, Escape Artist and Intimidate), or revert from animal form to normal form. (She can, however, use wild shape to assume the forms of different animals.) Multiple failed beast checks result in a longer time spent in this feral state.

At the end of this time, the savagekin makes another Will save at the same DC as the original beast check. If she fails, she retains her bestial intelligence for a number of days equal to 8 –1 per point of Spirit bonus (minimum 1 day) and her alignment changes to neutral. At the end of this time, she makes a third Will save, again at the same DC. If she fails, her Intellect drops to 2 permanently. Only a *miracle* or *wish* can restore her sentience.

Improved Wild Shape (Su): The savagekin may remain in animal form indefinitely. If she remains in that form for more than a day, she must make a DC 13 beast check. Every additional day in that form requires a new beast check and increases the DC by +1.

In addition, returning to her natural (humanoid) form is difficult; savagekin enjoy their wild shapes and prefer remaining in animal form. To assume her natual form, the savagekin must make a beast check (DC = 10 + the savagekin's level in this class). Failure indicates that she retains her animal form, in addition to the other effects of failing a beast check.

***Speak with Animals* (Sp):** The savagekin may *speak with animals* at will, while in wild shape. This is in addition to the normal ability to communicate with creatures of the same species.

Survival Skill (Ex): Savagekin receive a +2 bonus on Knowledge (nature) and Survival checks.

Tooth and Claw (Ex): At 2nd level, while in animal form, the savagekin may fly into a rage. This is identical to a barbarian's rage ability, except she does not suffer fatigue at the end of the rage. However if she is still in animal form at the end of the rage, she must make a DC 17 beast check. A savagekin can invoke the power of tooth and claw once per day.

Spontaneous Allies (Ex): At 2nd level, the savagekin may sacrifice one of her day's wild shapes and use it to cast a *summon nature's ally* spell of a level equal to her savagekin level –1.

Fang and Claw (Ex): At 2nd level, when in animal form, the savagekin's natural weapons sharpen and her hide toughens. For every two savagekin levels she possesses, she gains a +1 bonus on damage rolls with natural weapons and a +1 bonus to her natural armor when she is in animal form.

Beastly Abilities (Su): At 3rd level, the savagekin can draw upon the feral forces of nature to increase her physical abilities. When she uses wild shape to assume an animal or magical beast form, she can choose to increase her Strength, Agility, or Stamina; if she does, the chosen ability gains a bonus of +1 per the savagekin's level in this class. If she uses this ability, the savagekin must make a beast check (DC = 15 + her level in this class) when she assumes the animal form.

At 6th level, the savagekin can choose to increase two physical ability scores when she uses wild shape. If she does so, she must make two beast checks. (She can choose to increase only one score if she wishes.) At 9th level, the savagekin can increase all three physical ability scores, but must make three beast checks if she does so.

Companion Shape (Su): At 3rd level, the savagekin may adopt the shape of her animal companion, if she has one.

***Animal Trance* (Sp):** At 3rd level, while in animal form, the savagekin can use *animal trance* as a spell-like ability. She may do this once per day at 3rd level, twice per day at 6th level, and three times per day at 9th level. If she is in a form identical to the creature on which she's attempting to use this ability, the creature takes a –4 penalty on its saving throw.

***Animal Power* (Sp):** At 4th level, while in animal form, the savagekin may use one of the following spells on herself once per day as an immediate action: *bear's endurance*, *bull's strength*, *cat's grace* or *owl's wisdom*.

Extra Wild Shape (Su): At 4th and 8th level, the savagekin may use wild shape an additional time per day.

Unlimited Shape (Ex): At 5th level, the savagekin may use wild shape to assume the shape of any Small or Medium animal with which she's familiar.

Large Shape (Ex): At 6th level, a savagekin can use wild shape to assume the form of any Large animal with which she's familiar.

Extra Companion (Ex): At 6th level, a savagekin gains a second animal companion, as a druid of her level. (If she didn't have an animal companion before, she gains one now.)

***Animal Growth* (Sp):** At 7th level, once per day while in animal form, the savagekin can use *animal growth* as a spell-like ability on herself or one of her animal companions. This ability is a swift action, and the savagekin's caster level equals her savagekin level.

Tiny Shape (Ex): At 7th level, the savagekin can assume the shape of a Tiny animal with which she is familiar.

Huge Shape (Ex): At 8th level, the savagekin can assume the shape of a Huge animal with which she is familiar.

Magical Beast Shape (Su): At 9th level, the savagekin may use her wild shape ability to assume the forms of magical beasts as well as animals.

Army of Animals (Su): At 10th level, the savagekin can summon 1d4+1 animals of the same type as one of her animal companions. This ability is otherwise similar to a *summon nature's ally* spell. Using this ability is a standard action that provokes attacks of opportunity. The animals remain for 1 minute per savagekin level.

Table 3-8: The Savagekin (Svg)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Beast checks, improved wild shape, *speak with animals*, survival skill
2nd	+1	+3	+0	+3	Tooth and claw, spontaneous allies, fang and nail
3rd	+2	+3	+1	+3	Beastly abilities (1), companion shape
4th	+3	+4	+1	+4	Extra wild shape, *animal grace*
5th	+3	+4	+1	+4	Unlimited shape
6th	+4	+5	+2	+5	Beastly abilities (2)Large shape, extra companion
7th	+5	+5	+2	+5	*Animal growth*, Tiny-shape
8th	+6	+6	+2	+6	Extra wild shape, Huge shape
9th	+6	+6	+2	+6	Beastly abilities (3), magical beast shape
10th	+7	+7	+3	+7	Army of animals

Sister of Steel

Description: In this time of conflict, members of both genders take up sword and axe and shield and march to the frontlines. However, due to long tradition, more men than women become soldiers. As conflicts continue, men become noticeably scarcer in Stormwind, Ironforge, and other Alliance cities. More and more, women perform the tasks traditionally reserved for men, such as working at the forge. The sisters of steel are just such a group of female blacksmiths.

Long experience at the forge toughens the sisters' skin and strengthens their muscles to the point where they can plunge their hands into fire without wincing, and blades rebound from their flesh. Some whisper that these abilities are due to more than just a mundane connection to the forge — that strange and ancient magic is at work. Some sisters claim that they benefit from the blessings of Khaz'goroth, the titan shaper and forger of the world..

When the need arises, the sisters of steel lift the weapons they forged and move out to combat their enemies.

Sisters of Steel in the World: The first sisters of steel were Ironforge dwarves, and most members are dwarves. Their allies are glad for their aid, though a bit bemused at their powers. The fact that a few human and gnome women belong to their ranks proves false the idea that their abilities stem from a dwarf-only phenomenon. Whatever the case, the sisters' allies are glad to stand by their sides. Their enemies view them with a healthy mixture of respect and fear.

In these troubled days many sisters routinely leave their forges to patrol areas around Ironforge, crushing troggs and other enemies of their people. Some travel farther a field, supporting the Alliance on distant battlefronts. Others, knowing their strength in combat and seeking to enhance their smithing skills, travel the world in search of rare materials.

Sisters of steel excel at soaking up damage and dishing it out. They wade into melee combat, smashing their enemies with maces and axes as bullets and blades glance off their stonelike skin. Strength is important to sisters of steel, because it increases their chances to hit their opponents and increases the damage they deal. Stamina is also important, because it improves their already prodigious staying power. Agility is useful, as it is for all combatants, but sisters of steel probably won't be using a lot of ranged weapons, so it's secondary. The mental ability scores are not particularly important for the traditional sister of steel.

Hit Die: d10.

Requirements

Gender: Female.

Race: Any, though almost all sisters of steel are Ironforge dwarves.

Affiliation: The sisters of steel are staunch members of the Alliance, but the rare defector is possible.

Base Attack Bonus: +4.

Skills: Craft (armorsmithing) 8 ranks or Craft (weaponsmithing) 8 ranks.

Class Skills

The sister of steel's class skills (and the key ability for each) are Appraise (Int), Climb (Str), Craft (Int), Concentration (Sta), Listen (Spt), Search (Int), and Spot (Spt). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Sisters of steel gain no proficiency with weapons or armor.

Earth Subtype (Ex): The sister of steel has the earth subtype. This subtype does nothing by itself, but changes the way certain other effects interact with her.

Skin of Steel (Su): The sister of steel has skin like steel. She gains a +6 natural armor bonus to AC. Her skin looks to be made of steel or rock, and indeed at least part of her body is a form of rocky and/or metallic flesh. The sister of steel's weight doubles. At 5th level, it doubles again.

Note that, as this is a supernatural ability, it is negated in an *anti-magic field* or similar effect. If the sister of steel loses her skin of steel ability (temporarily or permanently, for whatever reason), she also loses the following class features: strength of granite, damage reduction, fortification, and protection from arrows.

Strength of Granite (Ex): Time spent training and at forges adds muscle mass to the sisters of steel. The sister of steel gains +2 Strength. She gains an additional +2 Strength at 3rd, 5th, 7th, and 9th level.

Damage Reduction (Su): At 2nd level, the sister of steel's impressive skin causes blows to glance away, reducing their damage or negating it entirely. She gains DR 1/—. This damage reduction increases as the sister of steel gains levels, as shown on Table 3–#: The Sister of Steel. If the sister of steel has damage reduction of a number followed by a dash (#/—) from another source (such as levels in the barbarian class), this damage reduction stacks with it. It does not stack with damage reduction that a specific attack type can bypass (such as DR 5/bludgeoning or 10/magic).

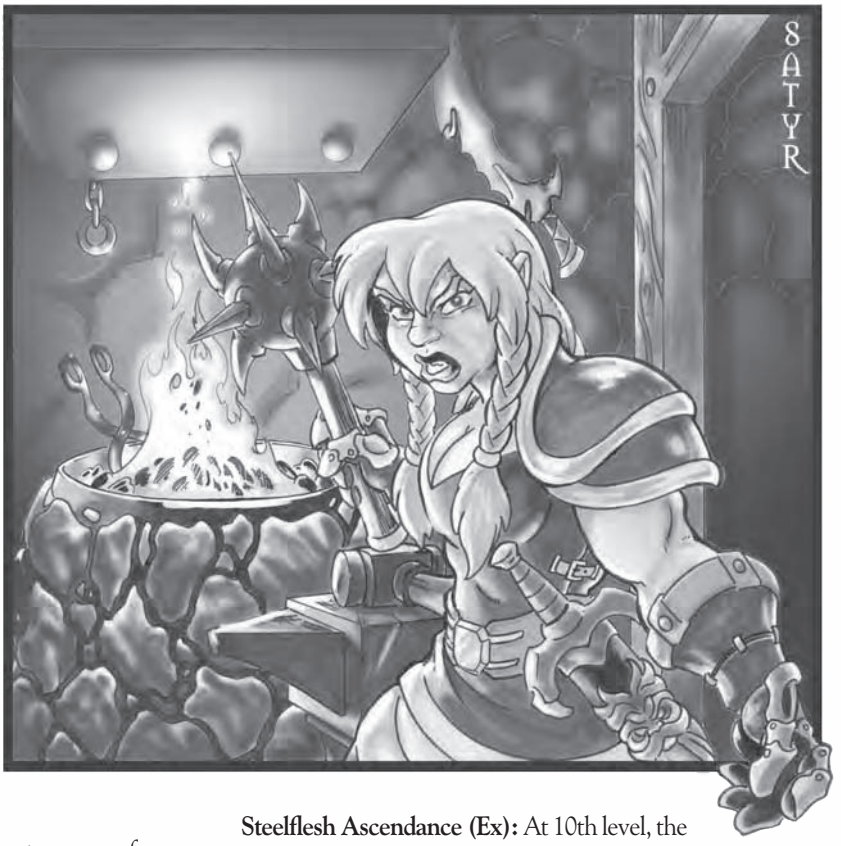
At 6th level, the sister of steel gains DR 5/magic. At 9th level this damage reduction increases to DR 10/magic. (This damage reduction does not stack with the sister of steel's other damage reduction, as noted; use whichever damage reduction is most effective for a given attack.) Nonmagic weapons simply bounce off the sister's skin.

Fortification (Su): At 2nd level, the sister of steel continues her transformation into living stone. Whenever a critical hit strikes her, she has a 25% chance to ignore the critical hit and treat the attack as a normal attack. This chance increases to 50% at 5th level and 75% at 8th level. This ability does not stack with similar abilities, like that provided by armor with the fortification property.

Protection from Arrows (Su): At 3rd level, arrows and other nonmagic missiles simply rebound off the sister of steel's skin. She gains DR 10/magic against ranged weapons. At 9th level, the sister of steel gains DR 10/magic against all forms of attack, which replaces this ability.

Crushing Power (Ex): At 4th level, the sister of steel is adept at bashing heads. Bludgeoning weapons are her preferred implements of destruction, as they remind her of the strength of steel and stone. The sister of steel doubles the critical threat range of any bludgeoning melee weapon she wields. Unlike other abilities that increase threat range, this class feature stacks with similar abilities (such as the Improved Critical feat).

Stability (Su): At 7th level, the sister of steel gains stability, as the Ironforge dwarf racial trait of the same name (see **WoW RPG,** Chapter 2: Races, "Ironforge Dwarf"). If the sister of steel already has stability (because she is an Ironforge dwarf, for example), she gains Improved Stability (see Chapter 2: Class Options) as a bonus feat.



Steelflesh Ascendance (Ex): At 10th level, the sister of steel surpasses her mortality and becomes a being of living stone and metal. Her type changes from humanoid to elemental. She gains immunity to poison, sleep effects, paralysis and stunning. She is not subject to critical hits at all. She no longer needs to eat, sleep or breathe. Her weight doubles (in total, she weighs eight times her original weight).

Unlike most other living creatures, the sister of steel no longer has a dual nature — her soul and body form one unit. If she is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate* and *resurrection*, don't work on her. It takes a different magical effect, such as *limited wish*, *wish*, *miracle* or *true resurrection*, to restore her to life.

Table 3-9: The Sister of Steel (SoS)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Earth subtype, skin of steel, strength of granite (+2 Str)
2nd	+1	+3	+0	+0	Damage reduction 1/—, fortification (25%)
3rd	+1	+3	+1	+1	Protection from arrows, strength of granite (+2 Str)
4th	+2	+4	+1	+1	Crushing power, damage reduction 2/—
5th	+2	+4	+1	+1	Fortification (50%), permanent stoneflesh (double weight), strength of granite (+2 Str)
6th	+3	+5	+2	+2	Damage reduction 3/—, damage reduction 5/magic
7th	+3	+5	+2	+2	Stability, strength of granite (+2 Str)
8th	+4	+6	+2	+2	Damage reduction 4/—, fortification (75%)
9th	+4	+6	+3	+3	Damage reduction 10/magic, strength of granite (+2 Str)
10th	+5	+7	+3	+3	Damage reduction 5/—, steelflesh ascendance

Ursa Totemic

Description: Ursa totemics are the biggest, meanest and most feral of furbolgs. They tower above humans and orcs, and can snap elven necks with single paw swipes. They are immensely strong and tough, and focus on improving their natural, bearlike natures. They disembowel dragons with their claws and crush small creatures that come within their grasp. These creatures achieve a higher level of power and feral grace; many think that ursa totemics are infused with the power of the twin bear demigods (Ursoc and Ursol; see **Shadows & Light,** Chapter 3: Eternals).

The ursa totemic is a powerful melee fighter and can take a prodigious amount of damage before falling. Ursa totemics represent the continued evolution of their race and are strong melee combatants that rely on natural weapons and sheer toughness to see them through. The ursa totemic rends and mangles his opponents, crushes them in bear hugs, rips them apart with his jaws, and only then notices that he is bleeding from dozens of wounds

Ursa Totemics in the World: Furbolgs are naturally strong, tough and wild, and the ursa totemic continues to develop these qualities. Other furbolgs consider ursa totemics to be the pinnacle of their race; they pay them almost as much honor as their shaman. An ursa totemic is a great help to his tribe. Ursa totemics range into the wilderness, attacking the furbolgs' enemies — often, other furbolgs (either corrupted or uncorrupted, depending on whether the ursa totemic is corrupted or not). They also tackle large, dangerous prey — creatures such as kodo beasts, thunder lizards, and bull walruses can feed many hungry furbolgs (well, two or three of them, usually). Corrupted ursa totemics terrorize forests, setting upon innocent travelers and incautious adventurers, leaving little but blood splatters and chunks of meat.

Ursa totemics are perhaps more likely than other furbolgs to move beyond their forests' borders and take on a life of adventure. Furbolg totemics often need to continue battling against more and more powerful creatures, and sometimes they exhaust a supply of such creatures around their homes. They get bored killing weakling enemies and unresisting prey. Some ursa totemics are gripped with a burning anger at the beings who corrupted much of their race, and they stalk from their forests to destroy the demons and Scourge that mutilated their people. Others make friends with night elf adventurers (or adventurers of other races) and find a common cause.

Strength and Stamina are the most important abilities for an ursa totemic, as befits a melee attacker. Agility is also helpful, as ursa totemics tend to wear little armor. Spirit is moderately useful for its perceptive qualities. Ursa totemics have little need of Intellect or Charisma.

Hit Die: d12.

Requirements

Race: Furbolg only.

Alignment: Any non-lawful.

Base Attack Bonus: +4.

Feat: Improved Grapple, Two-Weapon Fighting.

Special: Must have three levels in the furbolg racial class. The ursa totemic is a sort of extension of that class.

Class Skills

The ursa totemic's class skills (and the key ability for each) are Climb (Str), Craft (Int), Knowledge (nature) (Int), Listen (Spt), Spot (Spt), Survival (Spt), and Swim (Str). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Ursa totemics gain no proficiency with weapons or armor.

Natural Armor (Ex): The ursa totemic's hide continues to thicken and toughen. He gains an additional +1 bonus to natural armor class at each level.

Strength (Ex): The ursa totemic adds layers of muscle as he progresses. At 1st, 4th and 8th level, the ursa totemic gains a point of Strength.

Bear Fighting (Ex): Ursa totemics battle with ferocious and animalistic brutality. They drop to all fours for a quick swipe, leap to their feet for a backhand, plow into their opponents with sheer strength, and otherwise go absolutely crazy in combat. Ursa totemics need their mobility to make full use of their ursine skills, and armor impedes their movement. Ursa totemics are considered to be nonproficient with all armor — they take the armor's armor check penalty on attack rolls as well as appropriate skill checks.

The ursa totemic can "turn off" this ability at will, fighting as a normal creature. If he does so, however, he loses all special abilities of the ursa totemic prestige class except for his natural armor bonus, Strength bonus, and saving throw bonuses. He *does* lose the base attack bonus he gained from the ursa totemic class.

Improved Claw (Ex): The ursa totemic's claws lengthen, thicken and toughen, eventually becoming stronger than steel. They are considered magic weapons for the purposes of overcoming damage reduction. Their base damage increases to 2d6 points of damage at 1st level, 3d6 at 5th level, and 4d6 at 10th level. At 10th level, the ursa totemic's claws are also considered adamantine weapons for the purposes of overcoming damage reduction.

Double Claw (Ex): At 2nd level, the ursa totemic is adept at fighting with both claws. When using only his claws, his penalties for fighting with two weapons are reduced to –0 and –0.

Ursa Frenzy (Ex): At 2nd level, the ursa totemic can enter a terrifying frenzy. He barrels into his opponents, roaring, swinging and biting, flinging blood and body parts into the air. An ursa totemic can enter an ursa frenzy once per day at 2nd level, twice per day at 5th level, and three times per day at 8th level.

While in an ursa frenzy, the ursa totemic gains a +4 bonus to Strength and, if he makes a full attack, he can make one additional attack per round at his highest base attack bonus. While in a frenzy, the ursa totemic gains the Diehard feat (see **Lands of Mystery,** Chapter 9: New Rules) if he did not already have it, without having to meet the prerequisites. However, he takes a –4 penalty to AC because he is not focusing on avoiding injury, only on inflicting it.

While in a frenzy, the ursa totemic cannot use any Charisma-, Agility-, or Intellect-based skills (except for Balance, Escape Artist and Intimidate), the Concentration skill, or any abilities that require patience or concentration; nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. An ursa frenzy lasts for a number of rounds equal to 3 + the ursa totemic's Stamina modifier. An ursa totemic may prematurely end his frenzy. At the end of the frenzy, the ursa totemic loses the frenzy modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Agility, can't charge or run) for the duration of the current encounter.

An ursa totemic can fly into an ursa frenzy only once per encounter. Entering an ursa frenzy takes no time itself, but an ursa totemic can do it only during his action, not in response to someone else's action.

The ursa totemic may spend a hero point to enter an ursa frenzy. If he does, that frenzy does not count against his number of frenzies per day (and thus he can do so if he has already exhausted his frenzies for that day), and he is not fatigued afterward.

Bite (Ex): At 3rd level, the ursa totemic's jaws are strong enough to deal damage, and he gains a bite attack that deals 1d6 points of damage. This is a secondary natural attack (see Chapter 9: Creatures, "Monster Abilities"), so if he attacks with it in addition to his other attacks, he takes a –5 penalty on the attack roll. He adds only half his Strength bonus on damage rolls with his bite. The ursa totemic can take the Improved Natural Attack feat (see the Monster Guide) to improve his bite's damage. He can take Multiattack (see **WoW RPG,** Chapter 6: Feats) to reduce the penalty on his attack rolls.

Improved Grab (Ex): At 3rd level, the ursa totemic is adept at drawing his victims close so he can savage them at his leisure. Once per round, he may declare one of his claw attacks as an improved grab attack. He must declare this before he makes

Table 3-10: The Ursa Totemic (Urs)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Bonus Feat, Target
1st	+1	+1	+0	+0	+1 natural armor, +1 Strength, bear fighting, improved claw (2d6, magic)
2nd	+1	+1	+0	+0	+1 natural armor, double claw, ursa frenzy 1/day
3rd	+2	+2	+1	+1	+1 natural armor, bite, improved grab
4th	+3	+2	+1	+1	+1 natural armor, +1 Strength, blood scent
5th	+4	+3	+1	+1	+1 natural armor, improved claw (3d6), ursa frenzy 2/day
6th	+4	+3	+2	+2	+1 natural armor, knockback, maim
7th	+5	+4	+2	+2	+1 natural armor, bear hug, flurry of blows
8th	+6	+4	+2	+2	+1 natural armor, +1 Strength, ursa frenzy 3/day
9th	+7	+5	+3	+3	+1 natural armor, claw maul
10th	+7	+5	+3	+3	+1 natural armor, improved claw (4d6, adamantine)

the attack roll, and if the attack misses the attempt has no effect but is exhausted for this round.

If the designated attack hits, the ursa totemic attempts to start a grapple with the target as a free action. This attempt does not provoke an attack of opportunity.

Blood Scent (Ex): The ursa totemic can smell blood — and it is particularly intoxicating if he draws it. At 4th level, the ursa totemic gains a +1 morale bonus on attack and damage rolls against opponents he has previously damaged in this encounter.

Knockback (Ex): At 6th level, the ursa totemic can send opponents flying with mighty sweeps of his paws. This ability affects only creatures of a smaller size category.

Instead of declaring one of his claw attacks to be an improved grab attempt, the ursa totemic can declare it to be a knockback attempt. If the attack hits and deals damage, the opponent must make a Fortitude save (DC = damage dealt) or be knocked directly away from the ursa totemic a number of feet equal to the damage taken (round down to the nearest 5 feet). This movement does not provoke attacks of opportunity. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

Maim (Ex): At 6th level, the ursa totemic is skilled at ripping his foes' muscles and sinews. Whenever he successfully scores a critical hit with a claw attack, he also deals 1d4 points of Strength damage.

Bear Hug (Ex): At 7th level, the ursa totemic can crush his opponents by pulling them into his muscular embrace and squeezing until he hears bones snap and feels liquid splattering onto his feet. When he makes a successful grapple check and chooses to deal damage to his opponent (see **WoW RPG,** Chapter 12: Combat, "Special Attacks," *Grapple*), he deals 1-1/2 times the damage he would otherwise deal.

Flurry of Blows (Ex): At 7th level, the ursa totemic 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. This penalty applies for 1 round, so it also affects attacks of opportunity the ursa totemic might make before his next action.

When using flurry of blows, the ursa totemic may attack only with his claws and bite.

Claw Maul (Ex): At 9th level, if the ursa totemic hits with both claws in the same round, he can automatically maul his unfortunate opponent. This maul might involve ripping the opponent apart with his claws, slamming him into walls or obstacles, or otherwise savaging him. This maul deals additional damage equal to the base damage of the ursa totemic's claw, plus 1-1/2 times his Strength modifier. The ursa totemic can maul only once per round, regardless of how many successful attacks he makes.

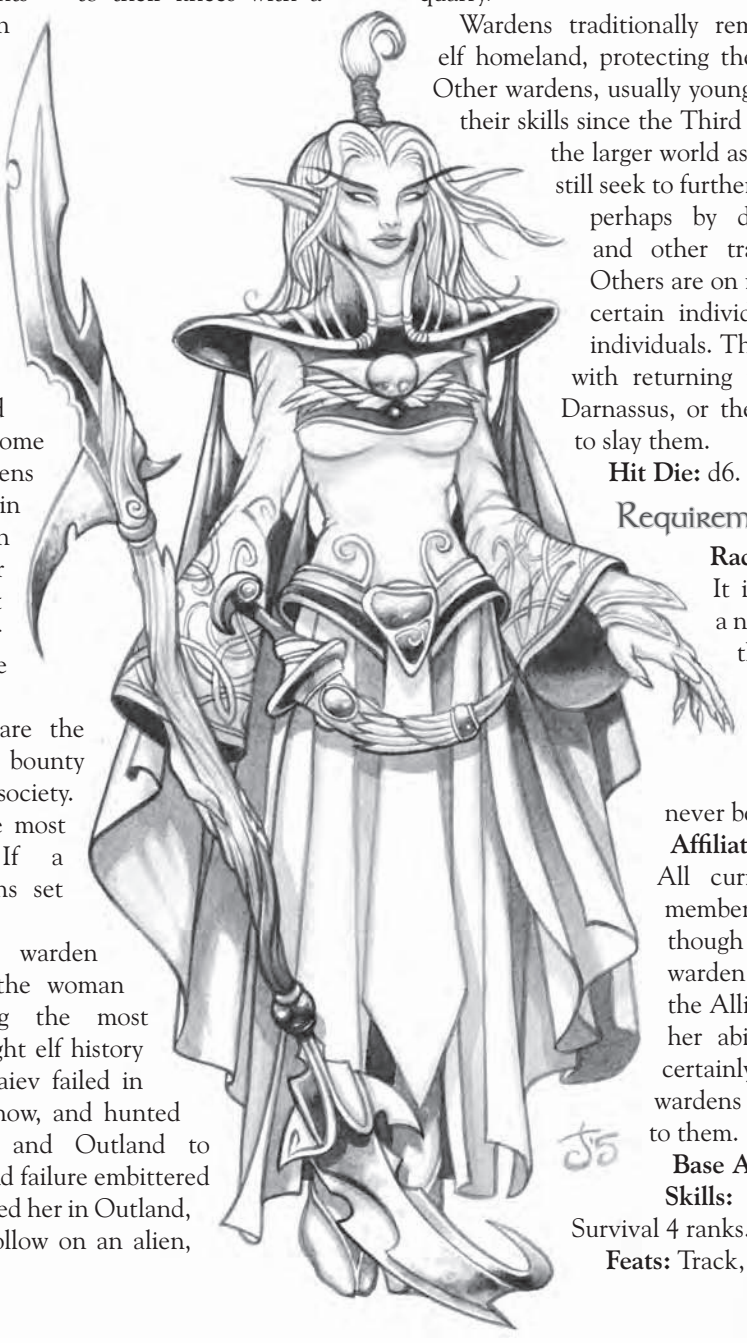
Nonstandard Progressions

You may notice that the ursa totemic's base attack bonus and saving throw bonuses do not follow the standard progressions. This is because the ursa totemic is an extension of the furbolg racial class. If you combine those three levels with this class to create a hybrid class with 13 levels, the bonus increases follow the standard progressions.

Warden

Description: Wardens are the night elves' special police force. They are stealthy and mystical individuals, using their shadowy abilities in ways much different than the militant Sentinels. Wardens are often assassins, saboteurs, jailers and bounty hunters. They are adept at entering and exiting combat quickly and have a number of attacks that can quickly disable their opponents.

Many wardens are women, though not all of them. Wardens dress in dark colors and favor cloaks, which move about them like shadows to further hide their presence. Wardens are deadly melee combatants, able to bring their opponents to their knees with a few quick attacks, then teleport to safety.



Wardens in the World: Wardens are members of night elf culture and society. All wardens are night elves and are members of the Alliance. They have been valuable additions to the night elves' military for millennia. Theirs is an ancient tradition, focused on justice. In addition to some of their other roles, wardens ensure that law is kept in night elf lands. In modern times, they focus their skills on furthering night elf interests in the larger world, and keeping peace in northern Kalimdor.

Historically, wardens are the most feared jailers and bounty hunters in night elf society. They keep watch on the most dangerous prisoners. If a prisoner escapes, wardens set out to retrieve him.

The most (in)famous warden is Maiev Shadowsong, the woman responsible for keeping the most dangerous prisoner in night elf history — Illidan Stormrage. Maiev failed in her duties, as all now know, and hunted Illidan across Azeroth and Outland to retrieve him. Her hunt and failure embittered her, and when Illidan bested her in Outland, Maiev died alone and hollow on an alien, red world.

Despite Maiev's failure, many young wardens see her as the epitome of dedication. Though her charge escaped, she pursued him across the worlds, giving up only when death prevented her from continuing her chase. Other wardens view Maiev with ambivalence, seeing her single-minded focus as responsible for her failure.

Agility is the most important ability for wardens, as they use it for attack as well as defense. Charisma is also important, as it determines the power of the warden's numerous spell-like abilities. Wardens favor Spirit, because it allows them to better perceive and track their quarry.

Wardens traditionally remain in the night elf homeland, protecting their race's interests. Other wardens, usually young ones who learned their skills since the Third War, head out into the larger world as adventurers. They still seek to further night elf interests, perhaps by destroying demons and other traditional enemies. Others are on missions to capture certain individuals or groups of individuals. They may be charged with returning these creatures to Darnassus, or they may have leave to slay them.

Hit Die: d6.

Requirements

Race: Night elf only. It is conceivable that a night elf could teach the skills of a warden to a member of another race, but so far as anyone knows, this has never been done.

Affiliation: Alliance. All current wardens are members of the Alliance, though it is possible that a warden might break from the Alliance after learning her abilities. Night elves certainly don't train wardens who are not loyal to them.

Base Attack Bonus: +4.

Skills: Stealth 8 ranks, Survival 4 ranks.

Feats: Track, Weapon Finesse.

Class Skills

The warden's class skills (and the key ability for each) are Balance (Agy), Bluff (Cha), Climb (Str), Concentration (Sta), Craft (Int), Gather Information (Cha), Intimidate (Cha), Jump (Str), Listen (Spt), Search (Int), Sense Motive (Spt), Spot (Spt), Stealth (Agy), Survival (Spt), Swim (Str), 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: Wardens are proficient with all simple weapons and with the moon glaive, moonsword and warglaive. They gain no proficiency with armor.

Bonus Feats: At 1st and 8th level, the warden gains a bonus feat chosen from the following list. The warden must meet all prerequisites of the feat she chooses, as normal.

Careful Strike, Combat Reflexes, Counterattack, Dodge, Improved Critical, Improved Feint, Improved Initiative, Mobility, Punishing Blow, Spring Attack.

Spell-Like Abilities (Sp): Many of the warden's powers focus on her numerous spell-like abilities. Each time the warden gains a level in warden, she chooses a spell-like ability from the list below. She can use these spell-like abilities a number of times per day equal to her warden level, and can mix them in any way she likes. You may find it helpful to imagine that the warden possesses "warden points" (or spell points or mana or something). Each day, she has a number of points equal to her warden level. She can spend a point to use any of the spell-like abilities she knows.

Her caster level with these abilities equals her warden level + her night elf racial levels. Save DCs, where appropriate, are (10 + her warden level + her night elf racial levels + her Charisma modifier).

Some spell-like abilities have a level requirement that the warden must meet before she can take them. These are listed below. For example, to take the *shadow strike* spell-like ability, the warden must be at least 6th level.

The warden can choose from the following spell-like abilities: *circle of knives** (2nd), *dimension blink** (6th), *disguise self*, *doom*, *lesser faerie fire†*, *lesser inner fire*, *lesser shadow strike** (6th), *mind vision†* (2nd), *mirror image* (2nd), *moon glaive*, *pass without trace*, *see invisibility* (2nd), *shadowmeld*, *silence* (2nd), *silent image*, and *stasis trap*.

* See Chapter 4: Magic.

† See **More Magic & Mayhem**.

Improved Weapon Finesse (Ex): At 2nd level, the warden is adept at wielding even large weapons with speed and accuracy. She chooses a single type of one-handed weapon with which she is proficient, such as moon sword. She can use her Weapon Finesse feat with that weapon.

Improve Spell-Like Ability (Ex): At 3rd, 6th and 9th level, the warden improves one of her spell-like abilities, increasing its power. She selects one spell-like ability from the following list, which she possesses. That spell-like ability becomes a different, more powerful spell-like ability, as shown below. Some spell-like abilities can be improved several times. In addition, you can select *lesser shadow strike* or *shadow strike* and allow the spell-like ability to function for thrown piercing or slashing weapons as well as slashing melee weapons. If you do so, the spell does not otherwise improve. (That is, if you select *lesser shadow strike*, you can choose to turn it into *shadow strike* or allow it to function with thrown weapons, not both).

*Circle of knives: greater circle of knives**.
Disguise self: alter self.
Lesser faerie fire: faerie fire†, greater faerie fire†.
Lesser inner fire: inner fire, greater inner fire.
Lesser shadow strike: shadow strike.

Table 3-11: The Warden (Wdn)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+0	Bonus feat, spell-like abilities
2nd	+2	+0	+0	+0	Improved weapon finesse
3rd	+3	+1	+1	+1	Improve spell-like ability
4th	+4	+1	+1	+1	Extend spell-like ability
5th	+5	+1	+1	+1	Greater weapon finesse
6th	+6	+2	+2	+2	Improve spell-like ability
7th	+7	+2	+2	+2	Empower spell-like ability
8th	+8	+2	+2	+2	Bonus feat
9th	+9	+3	+3	+3	Improve spell-like ability
10th	+10	+3	+3	+3	Quicken spell-like ability, vengeance

Shadowmeld: invisibility, greater invisibility.
Silent image: minor image, major image.
* See Chapter 4: Magic.
† See **More Magic & Mayhem**.

For example, at 3rd level, Saria Nightwatcher elects to improve her spell-like ability *shadowmeld*. She loses the *shadowmeld* spell-like ability and gains *invisibility* instead. At 6th level, she could select *invisibility*, improving it to *greater invisibility*.

Extend Spell-Like Ability (Ex): At 4th level, the warden gains Extend Spell-Like Ability (see Chapter 2: Class Options) as a bonus feat.

Greater Weapon Finesse (Ex): At 5th level, the warden's strikes rely on precision and speed for power, rather than raw strength. With any weapon with which she can use Weapon Finesse, she can add her Agility bonus, rather than her Strength bonus, on damage rolls. She also adds her Agility bonus on damage rolls with one-handed ranged weapons, such as thrown weapons.

Empower Spell-Like Ability (Ex): At 7th level, the warden gains Empower Spell-Like Ability (see Chapter 2: Class Options) as a bonus feat.

Quicken Spell-Like Ability (Ex): At 10th level, the warden gains Quicken Spell-Like Ability (see Chapter 2: Class Options) as a bonus feat.

Vengeance (Sp): At 10th level, the warden can use *vengeance* (see Chapter 4: Magic) as a spell-like ability. Doing so uses eight uses of her other spell-like abilities (8 warden points). Her caster level equals her warden level + her night elf racial levels.

Windwarrior

Description: Once, long ago, warriors fought on foot, with nothing but their own bodies and weapons to determine the outcome. Then people domesticated animals, and discovered they could ride the larger beasts, giving them both height and speed unmatched by any landbound foe. Thus mounted combat began. Now warriors on horse, panther, wolf and other beasts are a common sight, and many learn to ride almost as early as they learn to walk, reveling in the speed and ease of such travel.

But riding on a beast, watching the ground flash past just below, pales against the thrill of riding an aerial mount, soaring through the air, feeling the wind tugging at your cheeks and lashing at your hair. And, in combat, warriors mounted on such airborne steeds have a clear advantage, swooping in to attack and then sailing safely beyond reach again. Few can master such creatures, however, and fewer still have the discipline, the grace and the calm to forge a bond with their mounts, becoming less warrior and rider than a single creature united in purpose under the sky. These are the windwarriors.

A windwarrior is more than a mounted warrior. He is a child of the air, a brother to the gryphon, an enigma to the landbound. He has become one with his steed and together they soar ever higher, exulting in the freedom of flight. Windwarriors fight because it is required, but they fly because they must, because without such speed and altitude they would surely perish. Which is not to say that windwarriors are not formidable foes. Anyone who has ever faced one can attest to their martial prowess. Yet fighting is only one aspect of being a windwarrior. Speed, agility, freedom, and the bond with their mounts are the core of the class, the heart of their brotherhood. Anyone who lives to fly is a brother, and anyone who does not appreciate flight will never understand.

Windwarriors in the World: Most windwarriors are Wildhammer dwarves, as they are the most comfortable both in the sky and riding winged mounts. Many others also become windwarriors, however, since the most important requirement is not race but inclination and ability.

Windwarriors often form their own organizations within their societies, though it is a loose fraternity rather than a rigid military unit or formal hierarchy. Many windwarriors remain with their tribe (or city, or village, or whatever) and perform various tasks and services for them, functioning as a combination scout, messenger, hunter and guardian. Others take contracts with various groups, individuals, or even governments. In several cases, windwarriors have banded together to form mercenary units, hiring out for military missions to anyone who can pay them. These units rarely last, however, as most windwarriors prefer their freedom and eventually get tired of obeying others.

Wildhammer dwarves respect windwarriors and consider that occupation one of the highest possible. Wildhammer children learn to ride gryphons shortly after walking, climbing and swimming, and many train with windwarriors as youths. For them, the windwarriors are part of the community and far and away the most exciting and adventurous members of the tribe. The Alliance leaders also value windwarriors, and have relied upon them for reconnaissance, communications, retrieval, rescue and attack. Though few in number, the windwarriors' speed and maneuverability makes them immensely valuable in any combat, particularly when facing landbound forces.

Despite all this, most windwarriors are humble. They know well enough that they are only aloft thanks to their mounts, and in many ways it is the mount who is truly important. This attitude keeps windwarriors from growing too arrogant, especially since they each care for their own mounts personally. Windwarriors rarely desire riches or fame, anyway. They are far more interested in their own freedom to fly as they choose, where they wish and when they want.

Windwarrior Styles

Every windwarrior loves flying, loves the sky, loves freedom, and loves his or her mount. But other details may differ, not the least of which is personal style. Some windwarriors consider themselves knights of the air. They wear heavier armor than most windwarriors, and carry an axe, sword or mace plus a lance or glaive. Many carry shields slung across their backs or hanging from their mounts. These windwarriors favor strength and speed over subtlety.

Others are the opposite. These windwarriors favor stealth, working from above where no one would expect them. They wear little or no armor and carry only light melee weapons and smaller ranged weapons. Their gear is dark and they carry little ornamentation — everything is about speed, stealth and surprise.

A third faction favors the lighter weight but not the stealth. These windwarriors wear brightly colored clothing and light armor, and wield lighter, faster weapons. They scoff at the so-called "knights of the air" but do admire their sense of drama. These windwarriors have their own drama, dashing across the sky and leaping down to confront foes and creating an image of enthusiasm, playfulness and careless skill.

Windwarriors have other styles as well. Players should consider before adding this prestige class to their characters: think about why the character wants to become a windwarrior and what he will do upon attaining that honor. Think about the character's personality, and how he will equip himself and his mount, and what image he wishes to present to the landbound. This class is not monolithic, so characters do not have to belong to an organization or even a group with shared ideals. Some windwarriors are loners, just a man and his mounts.

One major element is the choice of a mount. Gryphons are the most common, particularly for Wildhammer windwarriors, but they are by no means the only mount available. High elves and blood elves favor dragonhawks, while night elves select hippogryph mounts; orcs choose wyverns, and trolls favor vampire bats. Those who pick different creatures for their steeds may develop a different style and appearance based upon their mount's relative size, speed, agility and aggression.

Windwarriors need to be flexible and quick to handle sudden shifts in flight, making Agility the most important ability. Charisma comes second, marking the windwarrior's ability to empathize with his mount and to win the beast's trust, loyalty, and eventually love. Spirit is a close third, since every windwarrior learns to appreciate his surroundings, his mount, and his own abilities, and learns to use these gifts wisely. Stamina helps the windwarrior endure punishing winds, harsh temperatures, and the general fatigue caused by travel, while Strength is handy for tugging on reins and lugging supplies.

Hit Die: d8.

Requirements

Race: Any, though most are Wildhammer dwarves.

Affiliation: Any, though the Wildhammer dwarves are staunch allies of the Alliance and thus most windwarriors are as well.

Base Attack Bonus: +5.

Skills: Handle Animal 8 ranks, Ride 8 ranks, Survival 4 ranks.

Feat: Mounted Combat.

Special: In order to take this prestige class, the character must first have a flying creature selected for a mount. The creature must be large enough to bear the character's weight without difficulty, and must be willing to form a long-term bond with the character. If the character's mount departs, becomes permanently incapacitated, or dies, the character must acquire a new mount. The character loses all class abilities until the new mount is fully trained and bonded — after two weeks of training (which requires regular Handle Animal checks), the abilities return at the rate of one level per week.

Class Skills

The windwarrior's class skills (and the key ability for each) are Balance (Agy), Craft (leatherworking) (Int), Handle Animal (Cha), Heal (Spt), Jump (Str), Knowledge (nature) (Int), Listen (Spt), Profession (Spt), Ride (Agy), Spot (Spt), 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: Windwarriors gain no proficiency with weapons or armor.

Skill Bonus (Ex): A windwarrior gets a bonus on Handle Animal and Ride checks equal to half his windwarrior level (minimum +1). He gains double this bonus on checks with his own mount.

Special Mount (Ex): Windwarriors and their mounts form a mystical bond which allows the two to learn and improve together far beyond the limits of either species. Because of this, windwarrior mounts gain in strength and power as the windwarrior progresses in levels. See the "Windwarrior Special Mount" sidebar for more information.

Defensive Flying (Ex): Over time, windwarrior and mount learn to work together during combat to minimize risk and exposure. At 2nd level both windwarrior and mount gain a +1 dodge bonus to their Armor Class. At every second level thereafter (4th, 6th, 8th and 10th), the bonus improves by +1. This bonus only applies when the windwarrior is mounted and they are airborne.

Windrider Special Mounts

Windwarriors usually take flying animals or magical beasts as mounts. If the windwarrior's mount is an animal, it is treated as a magical beast for the purpose of all effects that depend on its type.

Use the base statistics for a creature of the mount's kind, but make changes to take into account the attributes and characteristics summarized on the table and described below.

Table 3-12: The Windwarrior's Mount

Windrider Level	Bonus HD	Natural Armor Adj.	Int	Speed Bonus	Special
1st–2nd	+1	+1	+1	7	Empathic link, improved evasion
3rd–4th	+2	+3	+3	8	Share spells
5th–6th	+3	+3	+3	9	Speak together, share saving throws
7th–8th	+4	+4	+4	10	Command creatures of its kind
9th–10th	+5	+4	+4	11	Spell resistance, visual bond

Bonus HD: Extra ten-sided (d10) Hit Dice, each of which gains a Stamina modifier, as normal. Extra Hit Dice improve the mount's base attack and base save bonuses. A special mount's base attack bonus is equal to that of a warrior of a level equal to the mount's HD. A mount has good Fortitude and Reflex saves (treat it as a character whose level equals its HD). The mount gains additional skill points or feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor Adj.: The number on the table is an improvement to the mount's existing natural armor bonus.

Int: The mount's Intellect score. Note that, if the mount has a higher natural Intellect than the score listed, it retains its own native intellect.

Speed Bonus: The number is an improvement to the mount's natural fly speed (not its ground speed).

Empathic Link (Su): The windwarrior has an empathic link with his mount out to a distance of up to 1 mile. The windwarrior cannot see through the mount's eyes, but they can communicate empathically.

Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible.

Because of this empathic link, the windwarrior has the same connection to an item or place that his mount does, just as with a master and his familiar (see **WoW RPG,** Chapter 2: Classes, "Arcanist").

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Share Spells: At the windwarrior's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his mount.

The mount must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if it returns to the windwarrior before the duration expires. Additionally, the windwarrior may cast a spell with a target of "You" on his mount (as a touch range spell) instead of on himself. A windwarrior and his mount can share spells even if the spells normally do not affect creatures of the mount's type (magical beast).

Speak Together: Windwarrior and mount can communicate as effectively as if they shared a common language, though other creatures cannot understand the communication without magical help. Keep in mind that mounts with low Intellect scores may be limited in what they can communicate or even understand.

Share Saving Throws: For each of its saving throws, the mount uses its own base save bonus or the windwarrior's, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the master might have.

Command (Sp): Once per day per two windwarrior levels of its master, a mount can use this ability to command other any normal animal of its species, as long as the target creature has fewer Hit Dice than the mount. This ability functions like the *command* spell, but the mount must make a DC 21 Concentration check to succeed if it's being ridden at the time. If the check fails, the ability does not work, but it still counts against the mount's daily uses. A target may attempt a Will save (DC 10 + 1/2 the windwarrior's level in this class + windwarrior's Cha modifier) to negate the effect.

Spell Resistance (Ex): A mount's spell resistance equals its master's windwarrior level + 5. To affect the mount with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the mount's spell resistance.

Visual Bond: The windwarrior can close his eyes and see through the eyes of his mount, and vice-versa, provided they are within 1 mile of each other and are both conscious.

Bonus Feats: At 2nd, 5th and 8th level, the windwarrior may select a bonus feat from the following list: Dodge, Expert Rider, Flyby Attack* (see the transfer feat ability, below), Hover* (see the transfer feat ability, below), Mounted Archery, Ride Bareback, Skilled (windwarrior class skills only), and Trample. The hero must possess any prerequisites to a feat in order to select it as a bonus feat.

* See **Lands of Mystery.**

Mount Totem (Su): At 2nd level, the windwarrior carves a small totem of his mount. This must be done by the windwarrior alone, and it must be crafted from wood, stone or clay. Creating a totem takes 1d4+3 days, and the windwarrior must succeed at DC 15 Craft checks every day or scrap the current attempt and start again. Once the totem is complete, the windwarrior cuts both himself and his mount and dips the totem in the mixed blood. The item is now bonded to both of them permanently. Once per day the windwarrior can concentrate on the totem and know whether his mount is alive and healthy, and approximately how far away the mount is from his current location. This use is a supernatural ability that takes a full-round action and provokes attacks of opportunity.

Transfer Feat: At 3rd level, the windwarrior gains the ability to transfer feats to his mount. Every time the windwarrior is eligible to take a new feat he can instead select a feat for his mount. The mount must meet all the prerequisities for the feat, but the windwarrior doesn't have to. If the mount dies, the windwarrior's new mount gains the feat.

Totem Call (Su): At 3rd level, the windwarrior uses his carved totem to deepen the link between him and his mount. Twice each day the totem functions as a *gryphon lure* (see Chapter 4: Magic) when the windwarrior touches it and mentally calls to his mount, though the windwarrior need not be a Wildhammer dwarf and the mount need not be a gryphon.

Weather Sense (Ex): At 3rd level the windwarrior gains a +5 competence bonus on checks to notice changes in the weather, including but not limited to changes in temperature and wind speed. This ability works with magically altered weather, but does not apply to sudden weather-related magic such as the casting of a *lightning bolt* spell.

Exclusive Mount (Ex): At 4th level, the windwarrior's mount does not allow anyone else to get near it unless the windwarrior has already vouched for the individual. It does not let anyone but the windwarrior mount it without specific approval by the windwarrior.

Species Language (Su): At 5th level, the windwarrior-mount bond is so strong that the windwarrior can communicate with others of the mount's species as if using the *speak with animals* spell (except this ability also works on magical beasts).

Totem Message (Su): At 6th level, the windwarrior can send his mount a telepathic message through the totem. This can be done only once per day, and has a range of 1 mile and a maximum of ten words. Using this ability is a full-round action that provokes attacks of opportunity.

Spirited Charge: At 7th level, the windwarrior gains the Spirited Charge feat, even if he does not possess the necessary prerequisites.

Totem Transport (Su): At 9th level, windwarriors can merge their mounts into the totem. The windwarrior must touch the totem to the mount and concentrate (a full-

Table 3-13: The Windwarrior (Wnd)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Skill bonus
2nd	+2	+3	+3	+0	Bonus feat, craft totem, defensive flying +1
3rd	+3	+3	+3	+1	Totem call, transfer feat, weather sense
4th	+4	+4	+4	+1	Defensive flying +2, exclusive mount
5th	+5	+4	+4	+1	Bonus feat, species language
6th	+6	+5	+5	+2	Defensive flying +3, totem message
7th	+7	+5	+5	+2	Spirited charge
8th	+8	+6	+6	+2	Bonus feat, defensive flying +4
9th	+9	+6	+6	+3	Totem transport
10th	+10	+7	+7	+3	Bonus feat, defensive flying +5

round action that provokes attacks of opportunity). The mount vanishes and the totem gains a faint glow and a gleam to its eye, as if it were alive. The mount can remain within the totem for a number of hours each day equal to 4 + its Stamina modifier. It does not need to eat, drink, sleep or breathe in this state. The totem retains it original weight but gains a +2 magic bonus to its AC and gains DR 15/magic. The windwarrior can summon his mount from the totem, which takes 1 full round. The mount can appear only on a surface that can support its weight.

Jaryn leaned back, arms spread wide, letting the wind tug at his skin and hair. For a moment he had no cares, no worries, only the wind and the sky and the warmth of Blackfeather beneath the saddle. Such moments were too rare these days. He remembered when they had been more frequent, when he and his brethren had worried only about raids from the hills. They had spent whole days then doing nothing but flying, wheeling lazily through the air, racing one another for the sheer jo3of it. Such times were gone, however, and he reluctantly pulled his gaze back to the earth speeding by below — just in time to catch the flash of metal amid the trees.

"There!" Leaning forward again, Jaryn tugged at Blackfeather's rein, but there was no need — the mighty gryphon had seen it as well. Arms and legs tucked close, Jaryn lay his head alongside his steed's neck, presenting less resistance as Blackfeather wheeled on one wing and then, wings tucked to the side, dove. The steep angle tugged at hair and feathers, and Jaryn shared his mount's fierce joy at their speed but refused to be distracted. One hand tugged his stormhammer free of its sheath while the other fumbled for the bone whistle hung about his neck. His eyes remained fixed on the rapidly approaching spot below.

As they burst past the topmost leaves Jaryn saw the creatures below him, and his eyes narrowed at the sight. Goblins! Here, not a day's ride from the villages! His blood raged within him at the thought of these creatures defiling their valley, and his grip tightened on the hammer. Not while he still lived, not while Blackfeather still flew.

Applying pressure with his knees, Jaryn straightened in the saddle as the gryphon spread her wings to slow their descent. She let out a screech that caught the goblins unawares, and they stared upward, many frozen at the sight of her claws and beak rushing toward them.

Jaryn did not waste the moment. He raised the whistle to his lips and blew a fierce blast, which echoed through the forest — he knew the sound would bring his brethren. Then, letting the whistle fall back against his neck, Jaryn raised his stormhammer above his head and directed Blackfeather toward a larger goblin wearing finer mail and a red cloak — clearly the leader.

"None shall invade our lands while the windwarriors live!" Jaryn shouted as they neared their target, and Blackfeather's shriek mingled with his words. Then they struck as one, beak and claw and hammer, and the goblin fell before them. And for an instant it was almost as good as flying.

Magic Among the Alliance

Magic has existed on Azeroth since the titans created the Well of Eternity. The Well's energies evolved the nearby kaldorei, who harnessed its power. Disagreements over magic divided the ancient kaldoeri empire, and magic was at the heart of the Burning Legion's invasion, which caused the first major war and split Kalimdor into the continents that cover Azeroth today. Magic has played a role in every major conflict in Azeroth, and was instrumental in the creation of not only the Burning Legion but also the Horde and the Scourge.

Does this mean magic is evil, however? Does it mean the Alliance stands against all magic?

Not at all.

The Alliance recognizes that magic is a tool. It can be misused, as it has been many times throughout history. But it can also be used wisely, to aid people and to minimize dangers and combat evil. Indeed, against foes like the Scourge and the demons magic is one of the only weapons available. The Alliance would be foolish not to recognize that and take advantage of it when their enemies are so willing to grasp the same power for their own purposes.

At the same time, the Alliance is wary of magic, particularly arcane magic. Divine magic is far more benevolent, coming as it does from well-intentioned gods or directly from nature. But arcane magic draws from the Well of Eternity, which was not part of Azeroth until created by the titans, themselves outsiders. And arcane magic is far more vulnerable to corruption.

Of course, the Alliance is not a unified front. It is a loose collection of like-minded races and individuals, each with their own beliefs and convictions. Each of the Alliance races has a different attitude toward magic, based upon history and hard experience.

Ironforge Dwarves

Dwarves traditionally had little use for magic. They are creatures of earth and stone, and understand the physical far better than the mystical. The fact that elves are more prone to magic use (and abuse) may have something to do with the dwarves' antipathy toward both that race and that realm — magic is strange and elusive and impossible to grasp and hold and measure, just as elves are sly and slippery.

This attitude has changed recently, however. As the dwarves discover more about their own heritage, they are re-evaluating their stance on the world around them. The titans were clearly masters of magic, having created the Well of Eternity. They also created the dwarves, which means the dwarves and the source of Azeroth's arcane magic share a common ancestor. Does that mean dwarves might possess an innate gift for magic as well, thanks to this shared heritage? Perhaps.

The dwarves' newly rediscovered history is also causing new interest in divine magic. The titans were majestic creatures, akin to gods, and supposedly they personally fashioned and breathed life into the dwarven people. That gives the entire race a direct connection to their creators, something that can easily inspire belief. More Ironforge dwarves have become religious recently as a result, either in efforts to communicate with their progenitors or as a way of following their footsteps.

Of course, many Ironforge dwarves still frown on magic, both arcane and divine. This is particularly true with older dwarves. These elders still favor steel and stone over magic, and disapprove of their children's new fascination with such strange rituals. Over time, however, as more and more young dwarves not only study magic but grow proficient with it, this attitude will shift farther, until the race as a whole at least tolerates its presence.

Wildhammer Dwarves

Wildhammer dwarf culture is different from that of their cousins in Ironforge. Wildhammers live out in the world, residing in forests and mountains rather than in caves. They spend their days out under the sky and surrounded by animals. Though no less pragmatic, this lifestyle has left Wildhammers with a greater appreciation for nature, and a greater admiration for natural beauty, majesty and freedom. As a result, Wildhammers have always been more religious than their cousins, though their religion is nature-worship. Divine magic is well known and highly respected, particularly any magic involving animals, weather and air.

Arcane magic is less common, and most Wildhammers are wary around magi. Study is not a common practice among these dwarves, who prefer climbing and riding to reading, and any dwarf who buries himself in books is a matter for concern. At the same time, Wildhammers are more accepting of individual quirks and so more tolerant when one of their own wants to do something unusual. They may not understand why anyone would spend his days buried in dusty tomes rather than riding gryphons, but they will not force him to abandon his own interests.

The Wildhammers know their true heritage but they show no interest in pursuing it. To them, the titans are still only legends and myths; the world is their home, the sky their parent. This means the Wildhammers' attitudes toward magic may not shift as much as the Ironforges', but they are already more tolerant toward the arcane and more attuned to the divine; so the cousins may grow closer in their views rather than farther apart.

Iolan started, eyes wide open, even as the last ward shattered. Trying to shake the sleep from his mind he sat up, groping for his dagger with one hand while the other slid into the arm of his robe. He transferred the dagger to his other hand as he stood, tugging the robe up on his second arm, and then he was backpedaling to avoid the dark figure that had suddenly appeared in his path.

"How dare you?" The words were quiet, hissed as much as spoken, and Iolan recognized the voice behind the outrage.

"Marteleth?"

The figure stepped closer, into the last of the firelight, and as the sharp features revealed themselves Iolan saw he had been right.

"Marteleth, what are you doing here?"

For an instant his brother did not answer. Then he spat directly in Iolan's face.

"I tracked you," Marteleth snarled. "For weeks, I searched for you, afraid you had been taken, harmed, even killed." Marteleth's hands clenched with rage. "I came to rescue you! But you did not need me. You were not taken. You left! You chose to go! And for this!" He gestured past them, toward Iolan's pack and the thick book beside it. "You dishonor our people with this, this — this insanity! You shame our heritage, our history — our family."

"You don't understand," Iolan protested, but already Marteleth had turned away and stalked back into the darkness. Watching him go, Iolan let the dagger slide from his grip, its point digging into the ground when it hit.

"You don't understand," Iolan repeated softly, still staring at the spot where his brother had disappeared. "I have to do this. I have to make it right." He glanced toward his spellbook, thinking of the incantations that lay within, the power that called to him, and the possibilities it offered. "I have to make it right."

But he knew it was useless. His brother would never understand, nor would his parents. That was why Iolan had left. He could not study at home, not this, and mastery would require total concentration. He had needed space to think, to practice, to learn. Then he would return and they would see. He would show them all.

"Not all of us are weak," he assured himself, retrieving the dagger and sinking back onto his bedroll. "Not all become corrupt." With a thought and a gesture and a whispered word he reset his wards, shielding his camp from detection and harm. Then he shut his eyes. "Not every Highborne is doomed to fail," he muttered as he slid back into sleep. "I will not fail."

And in his dreams, Iolan the mage strode forth, powerful magic at his beck and call, and restored their race to its former glory.

High Elves

The elves have a lot to answer for, particularly when it comes to magic. Some blame them for the Burning Legion gaining entrance to Azeroth, and thus for Kalimdor being shattered and the various races being dragged into war. If not for the elves' obsession with the arcane, they say, none of this would have happened. Demons would not have gained a foothold in this world, the Scourge would never have existed.

However, these people misunderstand the high elves. High elves long knew that arcane magic was dangerous, and built runestones around Quel'Thalas to hide their arcane magic from the Legion. High elves also helped establish the Guardians of Tirisfal to further protect the world from arcane magic's dangers — though, as all know, the Legion insinuated itself into the world anyway.

In ancient times, the Highborne simply didn't believe that arcane magic could be bad. Today high elves are peculiarly susceptible to (arcane) magical addiction because of their magic withdrawal subsequent to Arthas's pollution of the Sunwell. High elves created the Sunwell shortly after founding Quel'Thalas; since that time, all high elves everywhere could draw upon that powerful arcane magic.

They were bathed in power every second of every day. Some high elves never knew anything else: they had the Sunwell all their lives, up until recently. Now that the Sunwell is befouled, every single high elf suffers acute pangs of withdrawal and having a hard time of it. Some of them know why. Some of them don't.

This feeling inspired the schism that created the blood elves, who far outnumber the high elves. Blood elves have a different set of priorities and behaviors than high elves and no longer consider themselves high elves. Still, an arcane tradition links the two races, and arcanists appear often among both.

High elves have held a long association with the Holy Light, as well. Though few become paladins, their priests proved invaluable in the Third War. High elves understand the importance of both arcane and divine magic.

Night Elves

The night elves are the opposite of their cousins, the high elves, in many ways, but particularly in their attitudes toward magic. After the War of the Ancients, the night elves recognized the magical addiction of their kin and pulled away from it, resisting magic's lure and maintaining their discipline despite its temptation. They urged their brethren, the Highborne, to resist as well; but the Highborne surrendered to the magic, trusting their own intellects to control its flow. This sundered the race. Ever since, night elves have viewed arcane magic as, if not evil itself, at least as something too powerful for anyone to control. Those who study the arcane do so at not only their own risk but the risk of everyone around them, and it is sheer arrogance to think anyone could tame such a force and bend it to her will.

The night elves turned to nature and their Eternals for protection instead, and over the centuries they developed a deep and abiding love for the world and all its creatures. Night elves commune with the world, seeking to understand it, and as a result it is common for a night elf to become a healer, particularly a druid or priestess of the moon. This occupation is a high calling, and night elves revere their druids and their priestesses of the moon. Druids comprise about 8% of the night elf population; though some outsiders believe they rule the race, that is not the case. The Sentinels command the rest of night elf society (not including druids). Priestesses of Elune, who answer to Tyrande Whisperwind, direct the Sentinels.

Every race has its rebels, of course, and so some night elves believe they have been removed from the Well long enough to have overcome its lure. These young night elves believe they can study the arcane arts without fear, and finally master the skills that overwhelmed their ancestors, using the Well's magic to repair the damage done so long ago. Most night elves consider this preposterous, and believe their kin have become high elves in all but name, falling into the same trap those cousins do and thus heading toward the same dire fate. Many night elf elders believe these misguided children should be shown their error of their ways by any means necessary, to save not only them but the rest of the race and even the world.

Furbolgs

Despite their size and strength the furbolgs are a quiet, unassuming race. They live in small tribal villages and keep to themselves. Because they keep their lives uncomplicated and live so close to nature, furbolgs are closely attuned to the world around them, particularly animals. Every furbolg tribe has its shaman, and they are held in high regard. Because of this furbolgs have great respect for any divine spellcaster, but particularly for druids and shaman.

They believe the world speaks to its people through every plant and animal; those who learn that language are simply more blessed because they can communicate more directly with nature and thus better understand its needs and desires.

Furbolgs have little understanding of arcane magic, however. Arcane magic involves bending the world to one's will, and that concept is antithetical to furbolg philosophy. As a race, furbolgs believe in living within nature, adapting to its demands and thus finding harmony with the world around them. Arcanists destroy that harmony, wresting control from nature and forcing it to serve them instead, and in many ways this is a gross violation. Because of this belief furbolgs do not trust arcanists, seeing them as either fools with delusions of control or madmen meddling with forces they cannot comprehend and should not touch. They also see arcane magic as a tool of the Legion, which corrupted many of their people. Those few furbolgs who study the arcane learn to do so quietly lest their tribes find out and punish them for such arrogance.

Gnomes

Gnomes are bright, curious, friendly people. They love questioning, love inventing, and love exploring — all of which makes them oddly suitable for arcane study. Yet most gnomes have too much humor and humility to become enamored of their own power, or to look down upon others. This attitude is a great relief to those who have seen gnome magi in action, because if they had the same arrogance as blood elves or ambition as humans, gnome spellcasters could pose a serious threat to the world.

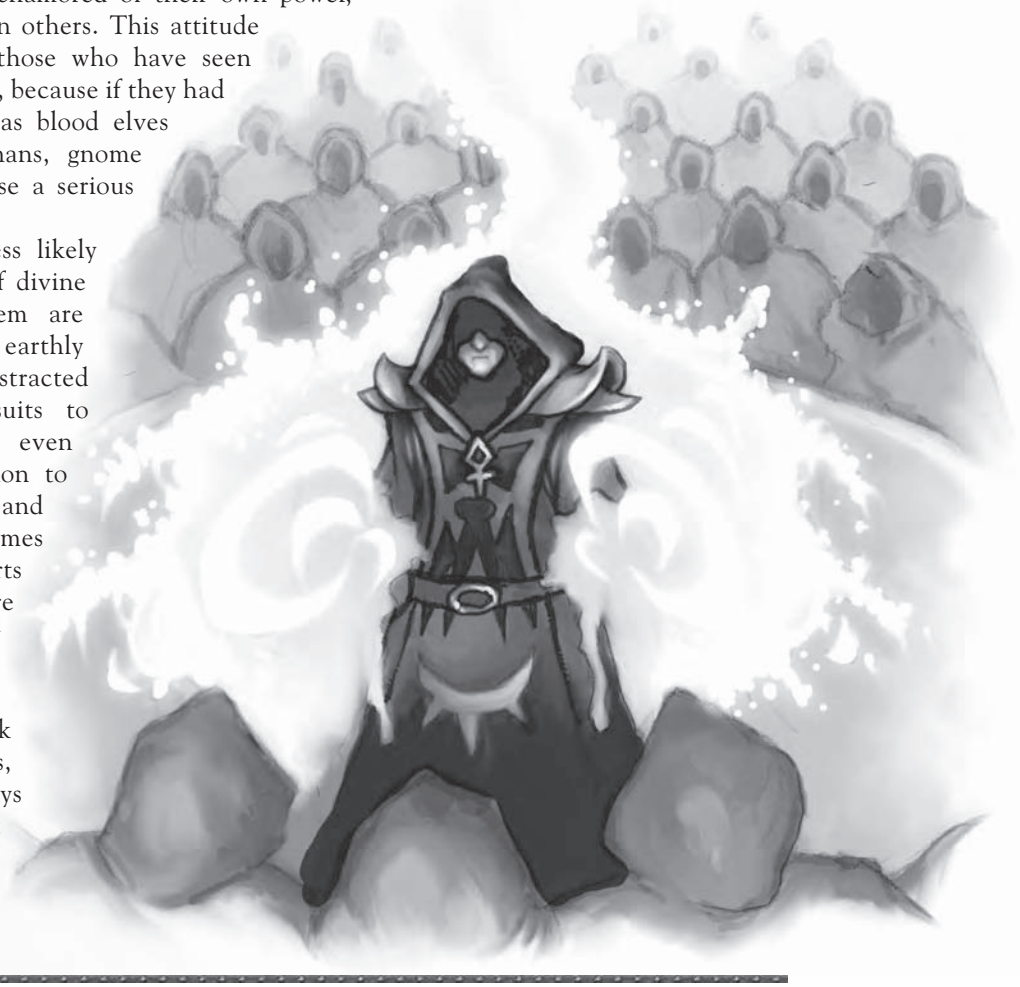
Gnomes are far less likely to follow the path of divine magic. Most of them are too grounded in earthly desires and too distracted by intellectual pursuits to become devout, or even to pay much attention to the various Eternals and philosophies. Gnomes revere creature comforts and creativity more than nature or any particular being, no matter how grand.

Gnomes do not look down upon healers, however. In many ways the gnomes respect such people because they cannot imagine following such a path themselves. They can see the merits of a devout life, and the clear results of divine favor, but have no interest in pursuing such activities. Many gnomes feel that way about arcane magic as well — they admire the results, and respect the dedication, but are not willing to spend all their time in such pursuits. The gnomes tolerate magic, perhaps more than any other Alliance race, because they are content to let others follow their own interests. Most gnomes are not concerned about the risk of magi creating another magical cataclysm, especially since they are always ready to interrogate each mage, get his advice, and then deflate his ego and help keep him from becoming power-mad.

Humans

Members of the other races sometimes feel that humans could be their salvation — or their destruction. Humanity has demonstrated time and again its capacity for overpowering passion, levels of emotion far beyond what their allies consider seemly or even approachable. Coupled with this passion is a burning ambition, not just of an individual but of the race as a whole — humans wish not just to survive but to improve and to win. This makes them incredibly useful, incredibly strong, and incredibly dangerous.

Nowhere is human potential more evident than in the realm of magic. The high elves taught humans



arcane magic and were astonished to discover their short-lived students' capacities. Many human magi succeeded where others failed — and not because they were wiser or smarter, but because they would not surrender control. Yet despite this, humanity does not have the arcane addiction the high elves suffer. Some humans become obsessed with the arcane, but many want nothing to do with it and are perfectly happy avoiding all signs of magic. In the same way, some humans have no use for religion but others show a religious fervor unmatched by the most devout night elf or the most reverent furbolg. Druidism is more difficult for humans, because it involves quiet contemplation and a sense of one's own inferiority compared to the needs of the whole; but some humans have the necessary concentration, consideration and calm and have become exemplary wardens of the wild.

As a race, humanity is fascinated by magic. More people want it than don't, and even those who want no part of magic love hearing tales of its use and seeing demonstrations of its might. Humanity's gift and curse is its youth. Many claim the race is young compared to its allies, and so humans as a whole have not learned caution. They listen to the tales of magi corrupted by their studies, and believe such a disaster could never happen to them. They hear about healers who lost faith and pity the other races for being weak or losing discipline. Humans believe they can overcome any obstacle, and do not understand that some obstacles are insurmountable by their nature. This arrogance gives humans a great advantage when daring some new feat, or striving against a powerful foe, but it also makes them overconfident and easily lured into bad situations.

Contact with the other races has slowly changed humanity's attitude. As more humans learn both arcane and divine magic, and hear the advice and experience of their older friends, they see their true place in Azeroth and their true importance in the grand schemes of the world and its major powers. This may some day temper human enthusiasm with wisdom, and human ambition with responsibility. The other races continue to hope for this outcome, and continue to watch human arcanists and healers with a mixture of awe and dread.

Spells

Alliance members can gain access to many new spells. In most cases, talented Alliance arcanists and healers developed these spells and passed them on to their allies. Their brethren shared their new knowledge with others, and use of these spells spread through the Alliance.

In rare cases, Horde members or unaffiliated factions might develop these new spells on their own or steal the knowledge from the Alliance. In either case, use of these spells outside the Alliance is rare.

Spell Lists

The following spell lists include all the new spells in this book.

Arcanist Spells

0-Level Arcanist Spells

Arcane Lure: Cast on a spellbook or scroll — draws attention to spells you don't know.

Clean Slate: Transfers writing or drawing onto a fresh parchment.

Freehand: Draws perfect straight lines and perfect angles.

Peer-Mark: Identifies the individual with the highest level of arcane knowledge.

1st-Level Arcanist Spells

Body Fade: You are invisible to darkvision.

Copy Slate: Copies writing or drawing onto a fresh parchment, leaving the original unaltered.

Dexterous Charge: Subject gains +2 to hit on next charge and no penalty to AC.

Record: Transfers knowledge to parchment.

Sleep: Puts 4 HD of creatures to sleep.

2nd-Level Arcanist Spells

Aerial Shackles: Holds flying creature in place.

Blur: Attacks miss subject 20% of the time.

Closer Look: See every physical aspect of an object, even those hidden from normal view; +2 on Craft and Use Technological Device checks.

Graybeard: +3 bonus on Charisma-based skill checks when dealing with those impressed by age and knowledge and power.

Penalty Shunt: Transfers a penalty to an ability score, ability damage or ability drain from one ability to another.

3rd-Level Arcanist Spells

Deep Slumber: Puts 10 HD of creatures to sleep.

Slow: One subject/level takes only one action/round, –1 to AC, reflex saves, and attack rolls.

4th-Level Arcanist Spell

Dimension Blink: Short-range teleport, swift action.

5th-Level Arcanist Spells

Phase Shift: If you take damage, you become incorporeal for 1 round.

Telekinesis: Moves object, attacks creature, or hurls object or creature.

Mage Spells

1st-Level Mage Spell

Nightglide: +10 on Stealth checks in natural darkness.

2nd-Level Mage Spells

Brace: Produces a magical support for walls and ceilings.

Bracing Sleep: Prepare spells while sleeping.

Circle of Knives: 1d4 damage/level (max 5d4) in 10-ft. radius around you from force daggers.

Delve: Subject gains burrow speed equal to half normal speed.

Revelry: Produces music only those selected can hear.

3rd-Level Mage Spells

Mana Flare: When creatures within 30 ft. cast a spell, they take 1d6 damage/spell level.

Nightblind: Subject is blind to anything in the shadows or the darkness.

4th-Level Mage Spells

Circle of Knives, Greater: As *circle of knives*, but 20-ft. radius and max 15d4 damage.

Orcbait: Enrages orcs — they rage but without the bonuses to Str and Sta.

Recounting: See a ghost image of whoever was in this current location in the past.

Shadow Strike, Lesser: As *shadow strike*, but initial damage 6d8 and lingering damage 3d8/round.

Weighted Violence: All weapons within range become twice as heavy, slowing attacks.

5th-Level Mage Spell

Nightblind, Mass: As *nightblind*, but multiple subjects.

6th-Level Mage Spell

Summoning Charm [M]**:** Create a charm others can use to contact you.

8th-Level Mage Spell

Shadow Strike, Greater: As *shadow strike*, but initial damage 20d8 and lingering damage 10d8/round.

Warlock Spell

9th-Level Warlock Spell

Vengeance: Summons an avatar of vengeance.

Healer Spells

0-Level Healer Spell

Sounding: Reveals the density and depth of a material, and the presence of any other materials, including air pockets.

2nd-Level Healer Spell

Bracing Sleep: Prepare spells while sleeping.

4th-Level Healer Spell

Phase Shift: If you take damage, you become incorporeal for 1 round.

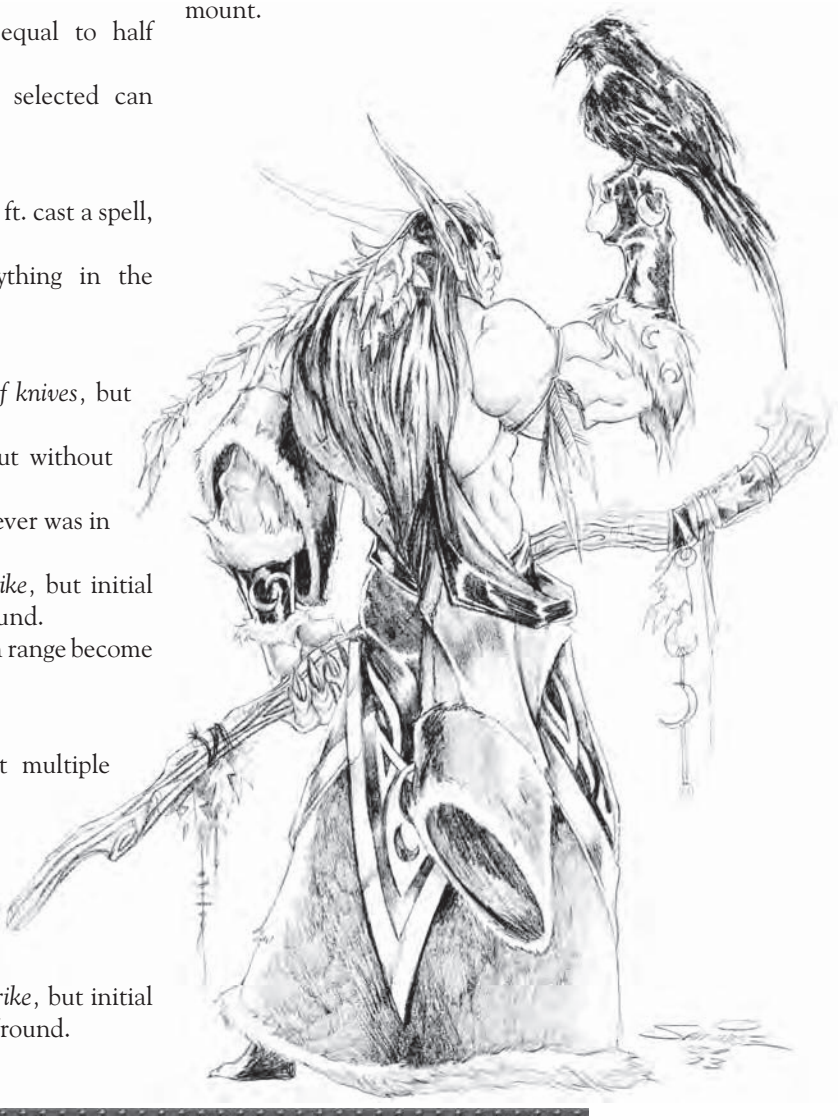
Druid Spells

0-Level Druid Spell

Light Rider: Subject does not encumber a steed.

1st-Level Druid Spells

Call Flying Steed: Summons an aerial mount.



Ursine Shadow: Creatures mistake the subject for an actual bear.

2nd-Level Druid Spell

Delve: Subject gains burrow speed equal to half normal speed.

3rd-Level Druid Spells

Bonded Mount: You are aware of your mount's location and condition.

Cyclone: Captures and damages one Medium or smaller creature.

Protective Foliage: Gain light armor with +4 bonus, +1/4 levels.

Roar, Greater: As *roar*, but +3 bonus on attack and damage rolls.

6th-Level Druid Spells

Earth Bond: You gain +2 Strength, +2 Stamina, +4 natural armor bonus to AC, and DR 1/bludgeoning, but can't move.

Priest Spells

1st-Level Priest Spells

Ancestral Touch: Reveals the former presence of titans as glowing footprints and handprints where they touched.

Kin-Trace: Sense any other of your race within range.

2nd-Level Priest Spell

Align Weapon: Weapon becomes good, evil, lawful or chaotic.

4th-Level Priest Spell

Drilling: Avoids dangerous digging areas, like hard materials or unstable caverns.

5th-Level Priest Spell

Blood Tie: Holds members of your race in place.

Shaman/ Witch Doctor Spells

1st-Level Shaman Spell

Spirit-Kind: +4 bonus on Charisma-based skills when dealing with incorporeal creatures.

4th-Level Shaman Spell

Crushing Wave: 1d8 damage/level (max 10d8) in a short-range line, and knocks creatures prone.

Paladin Spell

2nd-Level Paladin Spell

Align Weapon: Weapon becomes good, evil, lawful, or chaotic.

Spell Descriptions

Aerial Shackles

Conjuration (Creation) [Force]

Level: Arcanist 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 + 5 ft./2 levels)
Target: One flying creature
Duration: Concentration, up to 1 round/level (D)
Saving Throw: Reflex negates
Spell Resistance: Yes

You create a brilliant, golden energy web that captures and damages one flying creature. A bright beam of light links the target to your outstretched hand.

The target cannot leave its space (or spaces). Though unable to move or fly freely, the target nonetheless does not fall. The *aerial shackles* keep the subject hovering in place. The target may attack, use a breath weapon or cast spells (requiring a Concentration check, DC 15 + the level of the spell it is attempting to cast).

Starting on the round after the spell takes effect, the target takes 1d6 points of damage each round.

The *aerial shackles* are composed of force energy. Neither the strands around the subject nor the link can be cut or damaged.

Align Weapon

Transmutation [see text]

Level: Paladin 3, Priest 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Weapon touched or fifty projectiles (all of which must be in contact with each other at the time of casting)
Duration: 1 min./level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

Align weapon makes a weapon good, evil, lawful or chaotic, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment.

You can't cast this spell on a natural weapon, such as an unarmed strike.

When you make a weapon good, evil, lawful or chaotic, *align weapon* is a good, evil, lawful or chaotic spell, respectively.

Ancestral Touch

Divination
Level: Priest 1
Components: V, S, M
Casting Time: 2 rounds
Range: Personal
Target: You
Duration: 3 rounds + 1 round/level
Saving Throw: None
Spell Resistance: Yes

You attune yourself to the titans and gain the ability to detect traces of their presence. You see glowing footprints wherever they walked and glowing handprints on anything they touched. Note that this spell does not reveal anything beyond that — it does not show how many were there or what they did specifically, only where they walked and what they touched. Only you can see the marks.

Material Component: A scrap of parchment with a description of the titans.

Arcane Lure

Divination
Level: Arcanist 0
Components: S, M
Casting Time: 1 standard action
Range: Personal
Area: 20-ft.-radius burst centered on caster
Duration: 3 rounds + 1 round/level
Saving Throw: None
Spell Resistance: Yes

Any written spells you do not yet know glow if within range. Only spells you could learn (spells suitable to your class) are lit. Only you can see the glow.

Material Component: A drop of ink.

Blood Tie

Enchantment
Level: Priest 5
Components: S, M
Casting Time: 1 standard action
Range: Personal
Area: 25-ft.-radius burst, +1 ft./2 levels
Duration: 3 rounds + 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

All living creatures of your own race are held, as if with *hold monster*. You are not affected. This spell affects only creatures of your particular subspecies; if you are a Wildhammer dwarf, for instance, the spell does not affect Ironforge or Dark Iron dwarves. If you are a jungle troll, the spell does not affect any other sorts of troll. It does not affect creatures with templates unless you have the same templates.

Material Component: A drop of your blood.

Blur

Illusion (Glamer)
Level: Arcanist 2
Components: V
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject's outline appears blurred, shifting and wavering. This distortion grants the subject concealment (20% miss chance).

A *see invisibility* spell does not counteract the *blur* effect, but a *true seeing* spell does.

Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Body Fade

Illusion (Glamer)
Level: Arcanist 1
Components: V, S, M
Casting Time: 1 round

Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You become invisible to darkvision. You do not look different to normal sight.

Material Component: A drop of seawater.

Bonded Mount

Divination
Level: Druid 3
Components: V, S, M
Casting Time: 1 hour
Range: Touch
Target: One creature
Duration: Permanent
Saving Throw: None (harmless)
Spell Resistance: No

You bind yourself mystically to your mount (often a gryphon). Once bound, you can always sense the mount's location and physical condition. Your mount can sense your approximate location and distance as well.

Material Components: A drop of blood from the mount and one from you.

Brace

Conjuration (Creation)
Level: Mage 2
Components: V, S, M
Casting Time: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20 sq. ft. +1 sq. ft./level
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: None

This spell creates a glowing support along the walls and ceiling of the selected area. This support braces the area, preventing it from collapsing. The brace has the strength of solid granite, and can hold up to 50 pounds per square foot. It has hardness equal to your caster level (maximum 10) and hit points of 10 x your caster level (maximum 100).

Material Component: A chip of granite.

Bracing Sleep

Enchantment
Level: Arcanist 2, Healer 2
Components: V, S, M
Casting Time: 1 round
Range: Personal
Target: You
Duration: 8 hours
Saving Throw: None
Spell Resistance: No

If you have 8 hours of uninterrupted rest (usually sleep) after you cast this spell, you do not have to take time to prepare your spells at the end of the duration; you prepare them during your rest.

Material Components: A pinch of fine sand and a drop of salt water.

Call Flying Steed

Conjuration (Summoning)
Level: Druid 1
Components: V, S
Casting Time: 2 minutes
Range: Personal
Area: Radius of 1,000 ft. + 100 ft./level
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You call mystically for a flying mount, and a suitable creature (large enough to carry you, strong enough to bear your weight, less than 10 HD and with a lower Int than you, and not of a diametrically opposed alignment) within range must submit. You must state your intended destination when casting the spell, and it must be within 2 days' travel for an appropriate creature. The nearest suitable creature flies to you at top speed and allows you to mount without difficulty. Aerial creatures already bound to other riders are not subject to this spell, nor does it form a lasting bond between caster and mount. The spell ends once the mount delivers you to your desired destination, though you may convince it to remain using more mundane methods.

Circle of Knives

Conjuration (Creation) [Force]
Level: Mage 2
Components: V, S, M
Casting Time: 1 standard action
Range: 10 ft.
Area: 10-ft. radius around you
Duration: Instantaneous
Saving Throw: No
Spell Resistance: Yes

Crossing your hands, you snatch daggers from either hip then fling your arms wide while spinning in a circle. The daggers fly from your grasp, and knives of force spray from your outstretched hands. Make a normal ranged attack roll against every enemy within range. Apply any bonuses you have with daggers to this roll, and the daggers threaten a critical hit on a 19 or 20. If you hit with a dagger, it deals 1d4 points of piercing damage per level (maximum 5d4) plus your Strength bonus and any other bonuses you have with daggers.

Material Components: Two normal daggers.

Circle of Knives, Greater

Conjuration [Creation, Force]
Level: Mage 4
Range: 20 ft.
Area: 20-ft. radius around you

This spell functions like *circle of knives*, except as noted above and that each dagger deals 1d4 points of damage per level (maximum 15d4). You do not suffer penalties for range.

Clean Slate

Transmutation
Level: Arcanist 0
Components: S, F
Casting Time: 1 standard action
Range: 10 ft.
Target: One piece of written information, no more than 2 pages + 1 page/4 levels
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

This spell transfers writing or drawing onto a fresh parchment or similar medium. It does not change the content at all, and the new version includes any smudges or misspellings within the text. The written information on the old parchment vanishes. You must have both pieces of parchment in your possession, and you must be able to see all the material you wish to copy.

Focus: A drop of ink and a scrap of the clean parchment.

Closer Look

Divination
Level: Arcanist 2
Components: V, S, F
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One object of up to 5 cubic ft./level
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

This spell lets you see every physical aspect of an object closely and clearly, even those hidden from normal view. For example, if cast upon a rune-carved stone that stands against a cliff, you can see any runes carved around the back as well. The spell only provides visual clues — you still may not know what the object is or what it can do.

This spell provides a +2 circumstance bonus on Craft and Use Technological Device checks with the object for the spell's duration.

Focus: A small crystal lens.

Copy Slate

Conjuration (Creation)
Level: Arcanist 1
Components: S, F
Casting Time: 1 standard action
Range: 10 ft.
Target: Written information, no more than 2 pages + 1 page/4 levels
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Developed by famed gnome arcanist Zerox, this spell copies writing or drawing onto a fresh parchment or similar medium, leaving the original unaltered.

Focus: A drop of ink and a scrap of the fresh parchment.

Crushing Wave

Evocation [Water]
Level: Shaman/Witch Doctor 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Line to the maximum range
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: No

You summon a 10-foot high wave, which blasts forward at unstoppable speed. The wave travels along the ground or a semi-solid surface (water, for example). Creatures within the wave's path take 1d8 points of bludgeoning damage per caster level (maximum 10d8), with a Fortitude save allowed for half. Those who fail this save are also knocked prone (standing up is a move action).

Crushing wave cannot be cast into the air. This spell can be cast normally underwater.

Material Component: A drop of ocean water.

Cyclone

Evocation [Air]
Level: Druid 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/2 levels
Saving Throw: Reflex negates (see text)
Spell Resistance: Yes

You summon a small cyclone that lifts the target into the air, spinning him rapidly and buffeting him with powerful winds.

A 10-foot-high cyclone appears in the square you designate. A Medium or smaller creature within that square risks being

battered by the cyclone and lifted into the air (Large and larger creatures are unaffected). The subject is allowed an initial Reflex save to avoid taking 2d6 points of damage. If the subject succeeds, he immediately moves to a square adjacent to the cyclone (if these squares are all occupied, he falls prone in one of them). If this save is failed, in addition to taking damage the subject must attempt another Reflex save or be lifted into the air and whirled viciously by the cyclone, taking 2d6 points of damage each round. A creature that can fly is allowed a Reflex save each round to escape the cyclone; the creature still takes damage but can leave if the save is successful.

A creature trapped in the cyclone cannot move but can otherwise act normally, though to cast a spell it must succeed at a Concentration check (DC 15 + the level of the spell the creature is attempting to cast). A creature caught in the cyclone takes a –4 penalty to Agility and a –2 penalty on attack rolls.

The cyclone is stationary and persists for the spell's duration. A creature moving into the square the cyclone occupies risks damage and entrapment, as described above. The cyclone can carry only as many creatures as can fit into its square (i.e. one Medium or Small creature), so if it is "full" other creatures passing through the square do not risk capture — though they must make Reflex saves to avoid damage as normal.

Deep Slumber

Enchantment (Compulsion) [Mind-Affecting]
Level: Arcanist 3
Range: Close (25 ft. + 5 ft./2 levels)

This spell functions like *sleep* (see below), except that it affects up to 10 Hit Dice of creatures.

Delve

Transmutation
Level: Druid 2, Mage 2
Components: V, S
Casting Time: 1 round
Range: Touch
Target: One creature
Duration: 1 round/level
Saving Throw: None (harmless)
Spell Resistance: No

The subject's hands and fingernails toughen, becoming akin to claws. The subject gains a burrow speed equal to half her usual movement rate, or twice her normal burrow speed if she already has a burrow speed. She also gains a +8 competence bonus on Profession (miner) checks.

Dexterous Charge

Enchantment
Level: Arcanist 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round
Saving Throw: None
Spell Resistance: No

The subject gains an additional +2 bonus on attack rolls on his next charge action and does not take the normal penalty to AC.

Material Component: A chip from a gryphon's claw.

Dimension Blink

Conjuration (Teleportation)
Level: Arcanist 4, Assassin 4
Components: V, S
Casting Time: 1 swift action
Range: Close (25 ft. + 5 ft./2 levels)
Target: You
Duration: Instantaneous

You teleport to any location within range that you can see.

Drilling

Divination
Level: Priest 4
Components: V, S, M
Casting Time: 1 round
Range: Touch
Target: Creature touched
Duration: 2 hours + 1 minute/level
Saving Throw: None
Spell Resistance: No

The subject gains an uncanny knowledge of the immediate area below ground. He knows exactly what materials are nearby, where they are, and how to navigate around any dangers, such as extremely dense minerals or unstable caverns. Note that the character cannot map the area beforehand — the spell grants him a subconscious sense rather than conscious knowledge. He can use this to direct others, however.

Material Components: A pinch of ground crystal and a pinch of ground granite.

Earth Bond

Transmutation [Earth]
Level: Druid 2, Shaman/Witch Doctor 2
Components: S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You bind yourself to the rock and dirt below you, gaining their durability and strength. You gain a +2 enhancement bonus to both Strength and Stamina and a+4 enhancement bonus to natural armor, plus DR

1/bludgeoning. If you move from your space, the spell ends.

Material Components: A pinch of dirt, a sliver of stone and a drop of your blood.

A Bit of Errata

The levels of the spell *fog cloud* in **WoW RPG** are incorrect. Change them to: Arcanist 2, Druid 2, Elements 2.

Freehand

Transmutation
Level: Arcanist 0
Components: V, S, M
Casting Time: 1 round
Range: Personal
Target: You
Duration: 3 rounds + 1 round/level
Saving Throw: None
Spell Resistance: No

This spell allows you to draw perfect straight lines and perfect angles without aid.

Material Component: A piece of chalk or charcoal.

Graybeard

Illusion (Glamer)
Level: Arcanist 2
Components: V, S, M
Casting Time: 1 round
Range: Personal
Target: You
Duration: 3 rounds + 1 round/level

You seem older and wiser. You gain a +3 enhancement bonus on Charisma-based skill checks when dealing with those impressed by age, knowledge and power, such as town officials.

Material Component: A gray or silver hair.

Kin-Trace

Divination
Level: Healer 1
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Area: 25-ft.-radius burst
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You sense any other members of your race within range. The spell does not reveal any other details beyond race, number and approximate location. This spell affects only creatures of your particular subspecies; if you are a Wildhammer dwarf, for instance, the spell does not affect Ironforge or Dark Iron dwarves. If you are a jungle troll, the spell does not affect any other sorts of troll. It does not affect creatures with templates unless you have the same templates.

Material Component: A tuft of your hair or fur.

Light Rider

Transmutation
Level: Druid 0
Components: V, S
Casting Time: Free action
Range: Touch
Target: One creature
Duration: 1 minute + 1 minute/level
Saving Throw: None (harmless)
Spell Resistance: No

The subject does not encumber his mount at all — for purposes of the mount's carrying capacity, the subject's weight is 0.

Mana Flare

Abjuration
Level: Mage 3
Components: V, S, M
Casting Time: 1 standard action
Range: 30 ft.
Target: All foes in a 30-ft.-radius burst centered on you
Duration: 1 round/2 levels
Saving Throw: Will negates (see text)
Spell Resistance: Yes

You channel negative magical energies that damage foes when they cast spells near you. Whenever an enemy within the area casts a spell, raw magical backlash deals 1d6 points of damage to him per level of the spell he cast. A Will save negates this damage, and spell resistance applies to it as well.

Material Component: A faerie dragon fang.

Nightblind

Transmutation
Level: Mage 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute + 1 minute/2 levels
Saving Throw: Will negates
Spell Resistance: Yes

This spell renders the target blind to anyone or anything in darkness (anyone who would gain a circumstance bonus on Stealth checks due to shadows or darkness). The target can hear normally and can see people once they step into the light, but the same people are invisible when in the shadows.

Material Component: A piece of charcoal or black clay.

Nightblind, Mass

Illusion
Level: Mage 5
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/2 levels, no two of which can be more than 30 ft. apart

This spell is the same as *nightblind* except that it affects multiple creatures.

Nightglide

Enchantment
Level: Mage 1
Components: V, S, M
Casting Time: 1 round
Range: Personal
Target: You
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

You call upon the night to aid you, and blend into its welcoming embrace. You gain +10 bonus on Stealth checks when in natural (not magical) darkness, whether shadow or night.

Material Component: A piece of black chalk.

Orcbait

Enchantment (Compulsion) [Mind-Affecting]
Level: Mage 4
Components: S, M
Casting Time: 1 standard action
Range: 30 ft.
Area: 30-ft.-radius burst
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell allows you to antagonize orcs. The spell enrages any orcs in range — they activate their battle rage but without the bonuses to Strength and Stamina. The rage lasts for the spell's duration rather than the normal duration. The orcs instinctively recognize the caster (or the caster's general location, if they can't see him) as the source of their unusual rage. This rage exhausts one of the orcs' battle rage uses that day. If an orc has already used his battle rage, this spell still affects him.

Material Component: A drop of orc blood.

Peer-Mark

Divination
Level: Arcanist 0
Components: S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.-radius burst, +1 ft./2 levels
Duration: 3 rounds + 1 round/level
Saving Throw: None
Spell Resistance: Yes

The highest-level arcane caster within range glows. Only you can see the glow. Note that this spell does not indicate the individual's level, and also that it excludes you.

Material Components: A sliver of gold leaf.

Penalty Shunt

Transmutation
Level: Arcanist 2
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 24 hours

This spell transfers an ability score penalty, ability damage, or ability drain from one ability score to another of your choice. For example, if you have a –2 penalty to Strength, you could use this spell to make it a –2 penalty to Charisma instead.

Material Component: A drop of your blood.

Phase Shift

Abjuration
Level: Arcanist 5, Healer 4
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: Self
Duration: 1 round/level

If you take hit point damage while this spell is in effect, you immediately become incorporeal for 1 round (though you remain visible as a ghostly outline).

Material Component: A piece of faerie dragon wing.

Protective Foliage

Transmutation
Level: Druid 2
Components: V, S
Casting Time: 1 round
Range: Touch
Target: A handful of grass and leaves
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

You transform plucked and bound grass and leaves into temporary armor. The armor has an armor bonus of +4, +1/4 caster levels, and counts as light armor. It has no encumbrance, no armor check penalty, and no arcane spell failure chance. Only you can wear this armor.

Record

Conjuration (Creation)
Level: Arcanist 1
Components: S, M
Casting Time: 1 standard action
Range: 10 ft.
Target: One blank sheaf of parchment, no more than 2 pages + 1 page/4 levels
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell transfers knowledge from you to parchment. You must have the information firmly in mind and must specify it when casting the spell. You also need to have blank parchment or a similar medium on hand (you must be touching it and able to see the area in which the writing will appear). No ink is necessary. The information appears in your handwriting.

Material Components: A drop of high-quality ink.

Recounting

Divination
Level: Mage 4
Components: V, S, M
Casting Time: 1 round
Range: 25 ft.
Area: 25-ft.-radius burst
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell lets you see ghost images of every creature that was in the radius within the past 2 hours, +1 hour/4 levels. It shows the individuals' actions clearly, though sped up, starting at the maximum time limit of the spell (or any time that you specify within that limit) and progressing into the present. The image has no sound.

Material Components: A speck of gold and a small crystal disk.

Revelry

Illusion (Figment)
Level: Mage 1
Components: V, S, M
Casting Time: 1 round
Range: Close (25 ft.+5 ft./2 levels)
Target: One creature + 1 creature/4 levels
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

You create beautiful, haunting music that only the subject can hear. You can change the instruments being played, and the tempo and mood of the music. The music is strictly instrumental, and cannot be a specific tune or song unless it is one you know yourself.

Material Component: Some shred of a musical instrument.

Roar, Greater

Enchantment (Compulsion) [Mind-Affecting]
Level: Druid 3

This spell functions like *roar*, except that it provides a +3 morale bonus on attack and damage rolls.

Shadow Strike, Greater

Transmutation
Level: Mage 8

This spell functions like *shadow strike*, except the initial attack deals an extra 20d8 points of damage and the lingering effect deals 10d8 points of damage each round.

Shadow Strike, Lesser

Transmutation
Level: Assassin 4, Mage 4

This spell functions like *shadow strike*, except the initial attack deals an extra 6d8 points of damage and the lingering effect deals 3d8 points of damage each round.

Sleep

Enchantment (Compulsion) [Mind-Affecting]
Level: Arcanist 1
Components: V, S, M
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: One or more living creatures within a 10-ft.-radius burst
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes

A *sleep* spell causes a magical slumber to come upon 4 Hit Dice of creatures. Creatures with the fewest HD are affected first.

Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action).

Sleep does not target unconscious creatures, constructs or undead creatures.

Material Component: A pinch of fine sand, rose petals, or a live cricket.

Slow

Transmutation
Level: Arcanist 3

Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

An affected creature moves and attacks at a drastically slowed rate. A *slowed* creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a –1 penalty on attack rolls, AC, and Reflex saves. A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple *slow* effects don't stack. *Slow* counters and dispels *bloodlust*.

Material Component: A drop of molasses.

Sounding

Divination
Level: Healer 0
Components: S, M
Casting Time: 1 standard action
Range: 20 ft.
Area: 20-ft.-radius burst
Duration: Three rounds + 1 round/level

You can identify material composition and dimension. You can tell the nature, density and depth of rocks and ore, their quality, and the presence of any other materials, including air pockets. Note that this ability applies only to raw materials still in the earth — you can find veins of precious metal with this spell but cannot tell what a wall is made from or whether there is a hidden room behind it.

Material Component: A pinch of rock dust.

Spirit-Kind

Enchantment
Level: Shaman/Witch Doctor 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

You gain a +4 bonus on Charisma-based skill checks when dealing with incorporeal creatures or any creature referred to as a spirit.

Summoning Charm

Divination
Level: Mage 6
Components: S, V, M
Casting Time: 5 rounds
Range: Touch
Target: One small personal object
Duration: Permanent
Saving Throw: None
Spell Resistance: No

This spell transforms one of your charms into a summoning device, which can be given to anyone. Whoever holds the charm has only to shake it and speak your name — you will hear the call and know the charm's exact location, even if it is on a different plane. After use, the charm crumbles.

Material Component: A drop of your blood and a charm worth at least 1,000 gp.

Telekinesis

Transmutation
Level: Arcanist 5
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Target or Targets: See text
Duration: Concentration (up to 1 round/ level) or instantaneous; see text
Saving Throw: Will negates (object) or None; see text
Spell Resistance: Yes (object); see text

You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

Sustained Force: A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance.

This version of the spell can last 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require Intellect checks.

Combat Maneuver: Alternatively, once per round, you can use *telekinesis* to perform a bull rush, disarm, grapple (including pin), or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your base attack bonus (for disarm and grapple), you use your Intellect modifier in place

of your Strength or Agility modifier, and a failed attempt doesn't allow a reactive attempt by the target (such as for disarm or trip). You can add bonuses for your appropriate feats (such as Improved Grapple) as well. No save is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration.

Violent Thrust: Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intellect modifier. Weapons deal standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects).

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell. If a creature is hurled against a solid surface with *telekinesis*, it takes damage as if it had fallen 10 feet (1d6 points).

Ursine Shadow

Illusion (Glamer)
Level: Druid 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Yes (Will negates, harmless)
Spell Resistance: No

The target looks and sounds like a bear of its size. Its words and motions are translated into ursine equivalents.

Material Component: A bear claw.

Vengeance

Conjuration (Summoning)
Level: Warlock 9
Components: V, S, M
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned avatar of vengeance and a number of spirits of vengeance — up to 1d4, +1 for every 3 caster levels
Duration: 1 round/3 levels (D)
Saving Throw: None
Spell Resistance: No

You moan in anguish and hatred, slashing yourself with a barbed dagger. As your blood strikes the ground, an avatar of vengeance rises from it, with spirits of vengeance arising from your fallen comrades, moving to strike down your enemies. (See Chapter 9: Creatures for more information on avatars and spirits of vengeance.)

You deal 1d4 points of damage to yourself when you cast this spell. This spell summons an avatar of vengeance. In addition, this spell summons a number of spirits of vengeance from the corpses of your fallen allies. For each such corpse within range, a spirit of vengeance appears in that location, up to 1d4, +1 for every 3 caster levels.

All of these creatures function as if summoned by a *summon monster* spell, so they obey your commands.

Note that the avatar of vengeance summoned by this spell can use its create spawn ability freely, but any spawn it creates vanish when the spell's duration expires.

Material Component: A jagged knife crafted of flint and obsidian with a ruby worth at least 1,500 gp in the pommel. You slash yourself with the knife while casting the spell. A shadowy, indistinct copy of the knife appears in the left hand of the avatar the spell summons.

Warrior's Shadow

Illusion (Glamer) [Mind-Affecting]
Level: Necromancer 3, Priest 3, Shaman/Witch Doctor 3, Warlock 3
Components: S, M, V
Casting Time: 1 standard action
Range: Touch
Target: Creature touched

Duration: 1 round/level
Saving Throw: Will negates (harmless); see below
Spell Resistance: Yes (harmless)

The subject appears to grow larger and more shadowy, and takes on a fearsome mien. The subject's presence unsettles its foes. This effect occurs automatically when the subject performs some sort of dramatic action (such as charging, attacking or snarling). Opponents within range who witness the action may become frightened or shaken. The range of this fear effect is 30 feet, and the duration is 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than your caster level (maximum 10). An affected opponent can resist the effects with a successful Will save (the DC equals the spell's DC). An opponent that succeeds on the saving throw is immune to that same casting of *warrior's shadow*. *Warrior's shadow* is a fear effect.

Material Component: A drop of dragon's blood.

Weighted Violence

Transmutation
Level: Mage 4
Components: S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 25-ft.-radius burst
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

All weapons within range become twice as heavy, slowing attacks — everyone wielding a weapon takes a –4 penalty on initiative and attack rolls. Each combatant's current initiative count also drops by 4. Note that this spell only applies to manufactured weapons — natural weapons are unaffected.

Material Component: A piece of heavy iron.

Magic Items

This section contains new magic items found in the Alliance. Some of the items come from non-Alliance origins, but the Alliance now controls them. Talented Alliance arcanists and healers craft many items in this chapter, and while the creators try to keep tabs on their work they cannot always do so. Many of these items find their way from battlefields to enemy camps, and some appear to be lost forever.

More Magic & Mayhem contains general guidelines for magic items. Spells marked with an asterisk (*) appear in this chapter.

Specific Magic Armor

Armor of the Glade

Description: This armor looks immense and heavy at first glance, since it consists of a massive breastplate, greaves and bracers, all sized for a furbolg warrior. Upon closer inspection, however, the armor is revealed as carved from hardwood. Leaves and trees have been carved all across it, and the wood itself is not polished but weathered to an ash-gray. *Armor of the Glade* is usually reserved for furbolg shaman, though some select warriors have been granted a suit.

Powers: This wooden armor functions as *+4 leather*. When worn within a forest, the armor's magical enhancement bonus increases to +5. The wearer also gains a +4 bonus on Charisma-based skill checks when dealing with incorporeal creatures and spirits, as per the spell *spirit-kind**.

Strong enchantment; CL 12th; Craft Magic Arms and Armor, *spirit-kind**; Price 22,660 gp; Cost 11,410 gp + 900 XP.

Gryphonmail

Description: This strange garment looks more like clothing than armor — it is a long-sleeved, cowled jacket covered in feathers. Anyone familiar with gryphons will recognize their plumage, and most suits of

gryphonmail are arranged so carefully the feathers form the same natural patterns found on the gryphons. Windwarriors cherish these suits, and some even have *gryphonmail* created from their own mount's feathers, tying them together even more closely. Despite rumors and accusations, *gryphonmail* is made only from feathers that have molted naturally, or that a gryphon has freely given.

Powers: *Gryphonmail* functions as a suit of *+5 studded leather*. It also grants the wearer a +4 competence bonus on Handle Animal checks when dealing with gryphons and a +2 enhancement bonus on Charisma-based skill checks when dealing with other gryphon riders or gryphon trainers.

Strong divination; CL 15th; Craft Magic Arms and Armor, *bonded mount**; Price 26,975 gp; Cost 13,575 gp + 1,072 XP.

Leafmail

Description: At first glance this looks less like clothing than protective camouflage, an almost random assortment of grass and leaves held together by twigs and sap. A second glance, however, shows this to be a cleverly constructed jacket or shirt, complete with hood. Wildhammer dwarves favor *leafmail* because it is lightweight, blends easily into their surroundings, and is easily repaired.

Powers: *Leafmail* functions as *+4 leather armor*. If it is damaged, the owner can repair it simply by affixing more leaves and grass. *Leafmail* also grants its wearer a +6 bonus on Stealth checks to hide in areas of plant life.

Strong transmutation; CL 12th; Craft Magic Arms and Armor, *protective foliage**; Price 9,060 gp; Cost 8,900 gp + 712 XP.

Rockbind Armor

Description: This bizarre dwarven armor looks like a chain shirt with rough-hewn rocks at the elbows, shoulders, wrists, chest, back and stomach. The rocks are not visibly fastened in any way but somehow hold fast to the chain.

Powers: *Rockbind* armor functions as a *+3 chain shirt*. If damaged, normal rocks of roughly the same size can be applied to repair the armor, and these adhere immediately. The wearer can also add more rocks to the armor to increase the armor's AC bonus. By adding some rocks or a lot of rocks, the armor can function as a breastplate or as full plate instead of as a chain shirt.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *earth bond**; Price 12,650 gp; Cost 7,150 gp + 440 XP.

Specific Magic Weapons

Emotive Blade

Description: This heavy longsword has a red-tinged blade and a faint flame motif etched along it. The handle is wrapped in red leather and the pommel boasts a fair-sized ruby.

Powers: This *+1 longsword* converts an attacker's own passion into his defense. For every +1 the attacker applies to Power Attack (if he possesses that feat), the *emotive blade* grants its wielder a +1 enhancement bonus to AC. This bonus lasts for the duration of the combat and has a maximum bonus of +5.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, Power Attack; Price 11,065 gp; Cost 5,690 gp + 430 XP.

Orkenblade

Description: In recent years night elves have learned to hate orcs, and many have developed weapons to slay these foul creatures. The *orkenblade* is one of the finest of these weapons, and is coveted by most night elf warriors, rangers and scouts. It is a handsome longsword, with a slender, sharp blade that shines silver in the light. The crossguard is simple but elegant, the handle well-wrapped in dark green leather, and the

Table 4-1: New Magic Armor

Item	Price
Leafmail	9,060 gp
Rockbind armor	12,650 gp
Armor of the glade	22,660 gp
Gryphonmail	26,975 gp

pommel a clean heavy disc set with a small yellow-green stone. Runes are etched along the blade, though these are only visible by moonlight. The *orkenblade's* scabbard is dark green leather chased in silver, and bears the night elf runes for "death" and "orc."

Powers: This *+1 keen longsword* has an unusual gift when used against orcs. For every orc killed in a single encounter, the sword gains an additional +1 enhancement bonus for the duration of that combat, to a maximum +5. The gem in the pommel also functions as a *foe register* (see below).

Strong evocation; CL 11th; Craft Magic Arms and Armor, Power Attack, *orcbait**; Price 29,715 gp; Cost 15,015 gp + 1,176 XP.

Spelldeath Gauntlet

Description: This heavy steel gauntlet has runes carved into the knuckles and on the back of the hand.

Powers: This *+1 gauntlet* allows the wearer to *dispel magic* with a touch. Only the targeted version of *dispel magic* is possible.

Moderate abjuration; CL 10th; Craft Magic Arms and Armor, *dispel magic*; Price 62,302 gp; Cost 31,302 gp + 2,480 XP.

Stormhammer

Description: The Wildhammer dwarves' signature weapon, this dwarven battle hammer is beautifully crafted, with a lightning bolt pattern carved into the polished wooden haft and clouds and lightning etched into the faceted metal head. Even the leather wrapped around the handle is mottled to suggest clouds and rain.

Powers: The *stormhammer* is a *+1 shock dwarven battle hammer*. The wielder can swing the hammer can cause a copy of the weapon to appear and fly toward the target, allowing him to use it as a ranged weapon as well. When used in this way, the battle hammer has a range increment of 30 feet and a maximum range of 10 range increments (300 feet). The wielder is proficient in this use of the weapon if he is proficient with the battle hammer as a one-handed melee weapon. The ranged copies function just like the hammer, and the wielder adds her Strength bonus on damage rolls with them. Since she does not have to draw ammunition, she can make more than one ranged attack with the hammer in a round, even if she does not have the Quick Draw feat.

Moderate evocation; CL 11th; Craft Magic Arms and Armor, *lightning bolt*; Price 28,330 gp; Cost 14,220 gp + 1,120 XP.

Table 4-2:
New Magic Weapons

Item	Price
Emotive blade	11,065 gp
Stormhammer	28,330 gp
Orkenblade	29,715 gp
Spelldeath gauntlet	62,302 gp

Rings

Foe Register

Description: This large, heavy ring is ugly, with its rough iron band and the large, irregular green-gray stone set slightly off-center on top. The ring is useful rather than decorative, however, and many humans have been grateful for its presence on their travels.

Powers: When worn, this ring's stone glows in the presence of orcs. The glow's shade varies with the orcs' proximity, and its color changes based on their number, going from dark green to a greenish white. With practice (1d6 – Int bonus days of use) the wearer can determine exactly how many orcs are within range, how close they are, and in which direction.

Moderate divination; CL 9th; Forge Ring, *locate creature*, *orcbait**; Price 10,000 gp; Cost 5,000 gp + 400 XP.

Ring of Kinship

Description: This narrow bronze band has two small diamonds set beside each other, and several small scratches above, around and below them. Closer examination reveals a face, with the diamonds as eyes, but the details are so vague it is impossible to tell who the face is, or even which race it represents.

Powers: Characters who meet the caster see positive elements of their own race in him — elves might see traces of their grace and speed, dwarves evidence of their stability, gnomes signs of their inventiveness, and so forth. The wearer gains a +4 enhancement bonus to Charisma.

Moderate enchantment; CL 8th; Forge Ring, *charm person*; Price 24,000 gp; Cost 12,000 gp + 960 XP.

Shadowhide Ring

Description: This small, unobtrusive ring has a black iron band and a small stone that resembles a black onyx. The ring is always cold to the touch. Night elf scouts often wear *shadowhide rings*, and some scouting companies keep one on hand for whoever might need it.

Powers: Three times per day the wearer can cast *body fade**.

Faint illusion; CL 3rd; Forge Ring, *body fade**; Price 3,240 gp; Cost 1,620 gp + 130 XP.

Sunwell Ring

Description: This handsome ring is carved of hold and has a crystal set at its center. Around the stone are

Table 4-3: New Rings

Item	Price
Foe register	10,000 gp
Ring of kinship	24,000 gp
Shadowhide ring	3,240 gp
Sunwell ring	5,000 gp

the phases of the sun. High elves place great value on these new creations.

Powers: This powerful ring blocks a high elf's magic addiction and the attached penalties. The ring takes 24 hours to attune to a new wearer in order to provide this benefit.

Faint transmutation; CL 9th; Forge Ring, *penalty shunt**; Price 5,000 gp; Cost 2,500 gp + 200 XP.

Wondrous Items

Amity Wine

Description: This delicate porcelain decanter contains a sweet wine the color of an autumn sunset. It smells faintly of sun-warmed berries and honey, and has a light, pleasant flavor. Furbolg shaman often bring *amity wine* to peace talks and other important discussions with rivals or allies.

Powers: Anyone drinking this wine must make a DC 14 Will save or be unable to fight anyone for the next 24 hours. The imbiber may still want to fight, but will be unable to attack anyone for the duration. Those who make their saves can still fight, but take a –4 penalty on attack rolls. The enchantment ends if someone attacks the imbiber.

Moderate enchantment; CL 6th; Craft Wondrous Item, Diplomacy 8 ranks; Price 750 gp per dose; Cost 375 gp + 30 XP.

Blooded Bracers

Description: These heavy leather and iron bracers cover a creature's entire forearm. Long grooves run along the sides, and the base of each groove bears an unsettling dark smear. Furbolg warriors often wear these bracers, particularly those inclined to frenzy.

Powers: These bracers function as *bracers of armor* but with a variable magical enhancement bonus. Their bonus is based upon the amount of furbolg blood that touches the bracers. For every 10 hp of furbolg blood spilled during a combat, the bracers provide a +1 armor bonus to AC for the next 1d4 minutes, to a maximum AC bonus of +6. It does not matter if the blood comes from the bracers' owner or from opponents, as long as the bracers are present (within 5 feet) of the bloodshed.

Moderate enchantment; CL 9th; Craft Magic Arms and Armor, *blood tie**, creator must be a furbolg; Price 4,000 gp; Cost 2,000 gp + 160 XP; Weight 1 lb.

Boots of Elvenkind

Description: These soft boots enable the wearer to move quietly in virtually any surroundings.

Benefit: The wearer gains a +5 competence bonus on Stealth checks to move silently.

Faint transmutation; CL 5th; Craft Wondrous Item, creator must be an elf; Price 2,500 gp; Cost 1,250 gp + 100 XP; Weight 1 lb.

Bracers of Archery, Greater

Description: These wristbands look like normal protective wear. The bracers empower the wearer to use any bow (not including crossbows) as if she were proficient in its use.

Powers: If she already has proficiency with any type of bow, she gains a +2 competence bonus on attack rolls and a +1 competence bonus on damage rolls whenever using that type of bow. Both bracers must be worn for the magic to be effective.

Moderate transmutation; CL 8th; Craft Wondrous Item, Craft Magic Arms and Armor; Price 25,000 gp; Cost 12,500 gp + 1,000 XP; Weight 1 lb.

Bracers of Archery, Lesser

Powers: These wristbands function as *greater bracers of archery*, except that they grant a +1 competence bonus on attack rolls and no bonus on damage rolls.

Faint transmutation; CL 4th; Craft Wondrous Item, Craft Magic Arms and Armor; Price 5,000 gp; Cost 2,500 gp + 200 XP; Weight 1 lb.

Circlet of Eminence

Description: This slender golden circlet has a single faceted sapphire set in front. It is an elegant piece, and carries an air of age and dignity.

Powers: The wearer benefits from a constant *graybeard** spell.

Faint illusion; CL 3rd; Craft Wondrous Item, *graybeard**; Price 12,000 gp; Cost 6,000 gp + 480 XP; Weight 1 lb.

Cloak of Elvenkind

Description: This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color.

Benefit: When worn with the hood drawn up around the head, this cloak gives the wearer a +5 competence bonus on Stealth checks to hide.

Faint illusion; CL 3rd; Craft Wondrous Item, *invisibility*, creator must be an elf; Price 2,500 gp; Cost 1,250 gp + 100 XP; Weight 1 lb.

Constant Parchment

Description: This blank piece of parchment is unusually pristine — it has perfectly straight edges, a perfectly smooth surface, and a perfectly even color. It also bears a faint scent of fresh paper and damp ink.

Powers: This parchment is completely normal until the command word is given. At that time, the parchment is locked permanently into its current state. Whatever has been written upon it, whatever has been torn from it or burned out of it, no matter what has been done to it, the parchment will look exactly that way forever.

Dessenth risked a quick look over the rise. Below and to the right he saw a figure standing lazily, a heavy short sword in its hand. He recognized the stocky outline, particularly the squared head and snoutlike nose. Orc.

"What do we do now?" Dessenth wondered as he ducked back behind the rock. He and Wehr had located the raiders but were probably outnumbered — he'd counted at least three bodies there, besides the one standing watch.

"We provide a little music," Wehr replied with a grin, tugging a long, pale tube from his pack. It was a flute, Dessenth realized, made from bone most likely, long as his forearm and slender as his thumb. In the starlight he could just see a tracery down its length, some sort of pattern.

"It's beautiful," Dessenth whispered, reaching out a hand but stopping just short of touching it. "But how will that help?"

His friend grinned at him. He set the flute to his lips and breathed softly against it, producing a haunting note. And then he bent over the flute and began to play in earnest.

Listening to the sad melody that flowed from the instrument, Dessenth felt strangely calm, his worry fading away. Then Wehr gestured over the rise again, and Dessenth, looking quickly, saw a strange thing indeed. The guard was standing there still, head cocked to one side as if listening, but not moving otherwise. The three beside him were sitting up but also not moving, as if transfixed.

Dessenth glanced back at Wehr, about to ask what this meant, but his friend merely grinned and nodded. Returning the grin at last, Dessenth lifted his bow, strung it, and fitted an arrow. He might not have music like Wehr, but no one used a bow like the Kaldorei. With the music behind him he rose up and let an arrow fly.

Ink and dirt slide right off, and it is impervious to both normal and magical damage. *Dispel magic* can make the parchment vulnerable again (and usable again).

Faint transmutation; CL 3rd; Craft Wondrous Item, *clean slate*, mending*; Price 100 gp per sheet; Cost 50 gp + 4 XP.

Darkening Dust

Description: This black leather pouch contains a handful of fine dust. A creature peering into the pouch sees the dust shimmer with a faint silver light, but upon extraction it proves to be so black shadows grow light in contrast. Night elf scouts and rogues favor the dust, but others also carry small pouches in case they need a quick escape.

Powers: A pinch of this powder tossed into the air creates a 10-ft.-radius sphere of darkness, as per the *darkness* spell. Each pouch contains 20 pinches.

Faint evocation; CL 3rd; Craft Wondrous Item, *darkness*; Price 6,000 gp per pouch; Cost 3,000 gp + 240 XP.

Eyes of the Engineer

Description: These small spectacles have plain steel frames and rectangular lenses. Holding them up to the light reveals faint lines etched into the lenses, all straight lines intersecting at various angles.

Powers: When wearing these glasses the individual can measure distances and angles within 5 feet with absolute accuracy, which grants a +3 competence bonus on Craft (technological device) checks.

Faint transmutation ; CL 3rd; Craft Wondrous Item, *freehand**; Price 1,000 gp; Cost 500 gp + 40 XP.

Flute of Unease

Description: This long, slender flute is made of bone and has hand-carved stops. It a beautiful instrument, but vaguely disquieting, perhaps because anyone seeing it cannot help wondering what manner of creature produced such a long, straight, slender bone — and from where.

Powers: When played correctly (requiring a DC 15 Perform (wind instruments) check), the flute produces beautiful, haunting music but it bothers only the player's enemies. All enemies within a 100-foot radius must make DC 16 Will saves or be dazed for 1 round. This flute may be used once per day for 1 round and produces a sonic, mind-affecting effect.

Strong enchantment; CL 7th; Craft Wondrous Item, *revelry**, Perform (wind instruments) 4 ranks; Price 9,100 gp; Cost 4,550 gp + 364 XP; Weight 1 lb.

Gryphon Lure

Description: This small bone whistle has been carved to resemble a gryphon in flight — the owner blows into the gryphon's feet and the sound emanates from the gryphon's open beak. At least, that is how it should work, but the whistle does not make any audible noise, despite its intact appearance. The first time it is used by a Wildhammer dwarf with a gryphon mount, however, the whistle displays it real use, and the reason why gryphon riders desire these objects so strongly.

Powers: When blown by a Wildhammer dwarf who possesses a gryphon mount, the whistle acts as a personal call. Only that mount can hear the whistle, but it hears the whistle if it is anywhere on the same plane. The gryphon can tell roughly how far away its rider is, and in what direction, by following the whistle blast. The whistle must be blown first with the gryphon nearby (within 20 feet) so that the item can attune itself to the gryphon through the rider's bond with his mount.

Moderate divination; CL 7th; Craft Wondrous Item, *bonded mount**; Price 16,200 gp; Cost 8,100 gp + 648 XP.

Table 4-4: New Wondrous Items

Item	Price
Hungry parchment	50 gp
Constant parchment	100 gp
Resting bed	300 gp
Amity wine	750 gp
Rockmeld pitons	900 gp
Eyes of the engineer	1,000 gp
Kin shield	1,000 gp
Saddle of ease	1,060 gp
Transfer lens	1,080 gp
Mask of belonging	1,500 gp
Quiver of Jennala	1,800 gp
Mystic lantern	2,000 gp
Mystic lenses	2,000 gp
Rainbow vial	2,000 gp
Scholar's tome	2,000 gp
Boots of elvenkind	2,500 gp
Cloak of elvenkind	2,500 gp
Multiquill	2,700 gp
Protective fetish	3,000 gp
Blooded bracers	4,000 gp
Bracers of archery, lesser	5,000 gp
Darkening dust	6,000 gp
Pick of speed	6,400 gp
Flute of unease	9,100 gp
Sunwell lantern	10,000 gp
Circlet of eminence	12,000 gp
Heritage lenses	14,000 gp
Hidden messaging tools	15,000 gp
Gryphon lure	16,200 gp
Bracers of archery, greater	25,000 gp
Rocksight goggles	25,000 gp
Studyglass	28,800 gp
Protective reins	40,000 gp
Tunnel maker	56,000 gp
Weighted belt	56,000 gp
Orcbait helm	71,000 gp

Heritage Lenses

Description: Titan glyphs and runes cover the bindings, straps and even lenses of these heavy goggles. The glass lenses are so thick and dark it is difficult to imagine how anyone can see anything through them, yet creatures who wear this item clearly see something and walk about awestruck.

Powers: These goggles allow the wearer to see as if he had cast the spell *ancestral touch**. They also grant the wearer darkvision out to 60 feet.

Faint divination; CL 5th; Craft Wondrous Item, *ancestral touch**; Price 14,000 gp; Cost 7,000 gp + 560 XP.

Hidden Messaging Tools

Description: This set includes a handsome ink pen and a pair of spectacles. Both are well-made but unadorned, and are carved from the same gray-brown stone. It also includes a matching magnifying glass.

Powers: Anything written with this ink pen is only visible to someone wearing these spectacles or looking through this magnifying glass. This allows the set's owner to write in complete privacy or to send messages only the intended recipient can read. The pen does not require ink.

Moderate abjuration; CL 9th; Craft Wondrous Item, *arcane lock*; Price 15,000 gp; Cost 7,500 gp + 600 XP.

Hungry Parchment

Description: This appears to be an ordinary piece of blank parchment until activated. Once the command word is spoken, however, the top of the parchment develops an oily sheen.

Powers: When laid face-down upon another piece of parchment and given the command, this parchment copies the other's contents. The copy is exact in every respect, though it includes only marks made on the original rather than any marks on itself. The original is unharmed. If the original is larger than the *hungry parchment*, the item only copies as much as it can fit within its borders.

Faint transmutation; CL 1st; Craft Wondrous Item, *copy slate**; Price 50 gp per sheet; Cost 25 gp + 2 XP.

Kin Shield

Description: Despite its name this item is not a shield but a pendant. Carved from bone or claw and shaped to resemble a furbolg face, the pendant hangs from a simple leather thong — those expert in hunting recognize the leather as furbolg hide, just as the bone and claw are also from furbolgs. Though grisly in its origins, the *kin shield* is a powerful protective item and worn proudly by many elder shaman and their messengers.

Powers: Wearing a *kin shield* protects a furbolg from attack by other furbolgs. Any furbolg (including corrupted furbolgs) attempting to strike or otherwise directly attack the wearer (if the wearer is a furbolg), even with a targeted spell, must attempt a DC 11 Will save. If the save succeeds, the furbolg can attack normally and is unaffected by the *kin shield* for 24 hours. If the save fails, the furbolg can't follow through with the attack; that part of its action is lost, and it can't directly attack the wearer for 1d4 rounds. Furbolgs not attempting to attack the wearer remain unaffected. This item does not prevent the wearer from being attacked or affected by area or effect spells. If the wearer attacks a furbolg, that furbolg is unaffected by the *kin shield* for 24 hours.

Moderate abjuration; CL 7th; Craft Wondrous Item, *kin-trace**; Price 1,000 gp; Cost 500 gp + 40 XP; Weight 1/2 lb.

Mask of Belonging

Description: This strange mask is cast from bronze and in dim light could be mistaken for heavily tanned skin. The mask has only basic features, nose and cheeks and brow and lips, with holes for the eyes and thin slit between the lips. A sturdy braided leather cord ties it in place. Looking at the mask it is impossible to determine what race the features represent.

Powers: Three times each day this mask allows the wearer to appear as a member of any other race for purposes of using a race-only magic item (as per the Use Magic Device skill) and spells such as *kin-trace**. The mask does not change the wearer's actual appearance, but anyone seeing him through magic means will see a member of her own race. The effect lasts for 1 hour or until the wearer removes the mask.

Faint illusion; CL 3rd; Craft Wondrous Item, *disguise self*; Price 1,500 gp; Cost 750 gp + 60 XP; Weight 2 lb.

Multiquill

Description: This set of quills comes in a handsome wooden box, lined with velvet. The quills are nicely made and carved from richly polished wood. Each quill has a bronze tip, and the quills are perfectly matched. Some have bought these sets as presents, not realizing their true use until the recipient tried the first pen.

Powers: When the owner picks up the first quill in the set, the other quills vibrate. If the other quills are placed upon blank sheets of parchment, they stand upright and match the angle of the first quill precisely. As the owner writes, the other quills mimic his movements, creating perfect copies. Each quill needs its own parchment and ink. Spells can be copied in this fashion, but still cost the same amount per copy. These quills last approximately five times longer than a normal quill but eventually wear down and need to be replaced.

Faint transmutation; CL 1st; Craft Wondrous Item, *copy slate**; Price 2,700 gp (for a three-quill set); Cost 1,350 gp + 108 XP; Weight 1 lb.

Mystic Lantern

Description: This small, tarnished brass lantern does not appear to work — it sheds no light and has no opening to insert a candle or light a wick. Magi often have these lanterns sitting on their desks, however, and some present them to promising apprentices.

Powers: This lantern does work, and quite well, but it does not provide normal illumination. When the lantern shutters are open it provides mystic illumination, causing magic and magical writing to glow. Anyone within 5 feet of the lantern can *read magic* by its light and can also study magic items as if they had cast *detect magic*.

Faint divination; CL 1st; Craft Wondrous Item, *detect magic, read magic*; Price 2,000 gp; Cost 1,000 gp + 80 XP; Weight 4 lb.

Mystic Lenses

Description: A gnome mage created the first pair of these spectacles and they have since become popular among her peers. The frames are silver, and the small lenses are oval and possess an odd rainbow sheen.

Powers: These function as a *mystic lantern* (see above), causing magic to glow for the wearer. Everything magic within the caster's normal range of vision glows in this fashion. Focusing for additional rounds reveals more information, as with a *detect magic* spell.

Faint divination; CL 1st; Craft Wondrous Item, *detect magic, read magic*; Price 2,000 gp; Cost 1,000 gp + 80 XP.

Orcbait Helm

Description: This silvery helm is a handsome piece, with flaring cheekguards and a browplate that dips down to just above the wearer's nose. The top tapers upward to a gleaming white plume, and a faint pattern of clouds or trees or waves adorns the sides and back. Just above the browplate rests a single small stone, so tiny it can only be seen up close. This stone is a strange yellowish-green and glitters in dim lighting, almost like a cat's eye.

Powers: This helmet has a permanent *orcbait* spell upon it, and drives any orc within 30 feet who sees it into a rage (as per *orcbait**) unless he makes a DC 16 Will save. Whether the orc's save is successful or not, he is immune to that particularly *orcbait helm* for 24 hours.

The gem in the helm functions as a *foe register* (see "Rings," above), alerting the wearer and his companions to orc presence.

Moderate enchantment; CL 7th; Craft Wondrous Item, *orcbait**; Price 71,000 gp; Cost 35,500 gp + 2,840 XP; Weight 2 lb.

Pick of Speed

Description: This surprisingly heavy mining pick is clearly well-made, with a polished wooden haft and a sturdy metal head. Leather straps wrap the handle, and a small iron ring has been set in the end. Any Ironforge dwarf using this pick discovers speed and skill she never imagined.

Powers: This mining pick grants the bearer a +8 competence bonus on Profession (miner) checks.

Faint transmutation; CL 3rd; Craft Wondrous Item, *delve**; Price 6,400 gp; Cost 3,200 gp + 256 XP; Weight 10 lb.

Protective Fetish

Description: This small, carved bone fetish is cube-shaped. Each cube face is inscribed with the image of a different local animal. The fetish is pierced and can be worn on a thong around the neck. Furbolg parents often give their children these fetishes to protect them while they play in the woods.

Powers: Powers: A *protective fetish* protects the wearer from attack by animals. Any animal attempting to strike or otherwise directly attack the wearer must attempt a DC 11 Will save. If the save succeeds, the animal can attack normally and is unaffected by the *protective fetish* for 24 hours. If the save fails, the animal can't follow through with the attack; that part of its action is lost, and it can't directly attack the wearer for 1d4 rounds.

Animals not attempting to attack the wearer remain unaffected. This item does not prevent the wearer from being attacked or affected by area or effect spells. If the wearer attacks an animal, that animal is unaffected by the *protective fetish* for 24 hours.

Moderate abjuration; CL 7th; Craft Wondrous Item, *charm animal*; Price 3,000 gp; Cost 1,500 gp + 120 XP; Weight 1 lb.

Protective Reins

Description: These long, braided leather reins are fastened over a gryphon's beak with a simple headstall. The rein ends are often decorated with beads and carved bone charms, and the headstall may include one or more gryphon feathers.

Powers: For years Wildhammer dwarves debated how best to protect their mounts without limiting speed or mobility. These reins are the preferred answer. Protective reins grant the gryphon (or any other winged, feathered riding beast) a +4 armor bonus to AC when the gryphon is flying solo. When the rider is mounted and holding the reins, however, they grant the rider a +2 armor bonus to AC and the gryphon a +6 armor bonus to AC. The bonus does not extend to any passengers.

Moderate abjuration; CL 9th; Craft Wondrous Item, *bonded mount*, frost armor*; Price 40,000 gp; Cost 20,000 gp + 1,600 XP; Weight 10 lb.

Quiver of Jennala

Description: This appears to be a typical arrow container capable of holding about twenty arrows.

Powers: The quiver has three distinct portions, each with a nondimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to sixty objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to eighteen objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow (spears, staffs, or the like). Once the owner has filled it, the quiver can produce any item she wishes, as if from a regular quiver or scabbard. The *quiver of Jennala* weighs the same no matter what's placed inside it.

Moderate conjuration; CL 9th; Craft Wondrous Item, *plane shift;* Price 1,800 gp; Cost 900 gp + 72 XP; Weight 2 lb.

Rainbow Vial

Description: This small glass vial contains ink, but the ink has a strange, murky brown color and a faint smell of wine and almonds. Despite this, such vials are treasured by their owners and eagerly sought by magi and scholars alike.

Powers: The ink in this vial can change color upon command. When the owner dips a quill or brush into the ink he can specify any color and the ink becomes that exact shade and hue. Once the ink is removed from the vial it can no longer change color, but it also never fades.

Moderate illusion; CL 9th; Craft Wondrous Item, *minor image, permanency*; Price 2,000 gp per vial; Cost 1,000 gp + 80 XP.

Resting Bed

Description: This short, stubby chalk is a rich dark brown and smells of fresh dirt. Dwarf travelers love this item and carry it whenever possible, as it guarantees traveling in comfort.

Powers: Each stick of chalk can outline a space up to 100 square feet. Once an area of ground has been outlined it becomes solid dirt or rock (bearer's choice), perfectly flat and perfectly dry. The bearer cannot choose the type of soil or rock, however — that is based upon the predominant materials. Note that this chalk cannot create a flat shelf on a sheer cliff or repair a crack in the ground.

Faint transmutation; CL 3rd; Craft Wondrous Item, *brace*, sounding**; Price 300 gp per stick; Cost 150 gp + 12 XP.

Rockmeld Pitons

Description: These heavy climbing pitons (short, four-sided spikes with a loop at top for a rope) are carved from rock rather than made from metal. Dwarven caverns are lined with ropes, chains, and sometimes even solid banisters carved from the walls, and in many cases these pitons are responsible. Most Ironforge mining teams carry at least one set of these pitons for emergencies.

Powers: When the user places piton's point against a rock wall and speaks the command, the piton sinks into the rock. The second command resolidifies the wall around the piton, merging them together. The first command can be used to retrieve the piton, but the only other way to extract it is to shatter the wall around it. Because they are enchanted, the pitons themselves have a hardness of 20 and 40 hp each.

Faint transmutation; CL 5th; Craft Wondrous Item, *earth bond**; Price 900 gp per piton; Cost 450 gp + 36 XP; Weight 2 lb. each.

Rocksight Goggles

Description: These unusual goggles have heavy straps, a boxy iron frame and lenses of thin, semi-translucent stone. Few have seen them, and the dwarves who own them prize them highly. Rumors state that the first pair was created by a legendary miner-mage named Rubardin.

Powers: These goggles allow the wearer to see through solid rock, up to a depth of 20 feet. The wearer sees the rock as a thin film, like clouds, and can distinguish between different minerals and layers. The goggles do not filter light well, and so the wearer takes a –10 penalty on Search and Spot checks and all foes have concealment (20% miss chance).

Moderate divination; CL 11th; Craft Wondrous Item, *sounding**; Price 25,000 gp; Cost 12,500 gp + 1,000 XP.

Saddle of Ease

Description: This lightweight leather saddle is specifically designed to fit gryphons comfortably and

to accommodate the shorter legs of the Wildhammer dwarves. The saddle can handle two people easily, and three for short distances. Windwarriors often have these items, particularly those employed as scouts.

Powers: The *saddle of ease* reduces the weight of anyone sitting upon it so they do not encumber the mount. (Most of these saddles are designed for gryphons, though other saddles are possible.) The effect includes the rider's armor and other gear. This effect only exists when the saddle is securely fastened to a gryphon mount. The saddle also acts as a military saddle.

Faint transmutation; CL 1st; Craft Wondrous Item, *light rider**; Price 1,060 gp; Cost 560 gp + 40 XP; Weight 5 lb.

Scholar's Tome

Description: This small but heavy book has a thick leather cover and sturdy iron clasps. It can be used as a traveling spellbook or a personal journal, and contains two hundred pages of fine white paper.

Powers: The tome can be used as a spellbook. When the owner shuts this book and affixes the clasp, she speaks a command word inscribed on the inside front cover. Only someone who has prepared the highest-level spell in the book can undo the clasp again. This is particularly useful for preventing nosy apprentices from reading their master's notes or studying spells beyond their means.

Faint divination; CL 5th; Craft Wondrous Item, *arcane lock, peer mark**; Price 2,000 gp; Cost 1,000 gp + 80 XP; Weight 2 lb.

Studyglass

Description: This large magnifying glass has a bone handle and gold fittings. The lens itself is crystal rather than glass, and seems slightly curved on both sides, producing oddly distorted images.

Powers: This magnifying glass has a *closer look** spell upon it, allowing the user to see every side of an object in fine detail from up to 30 feet away. The spell can be activated four times each day for up to 1 minute per use.

Moderate divination; CL 10th; Craft Wondrous Item, *closer look**; Price 28,800 gp; Cost 14,400 gp + 1,152 XP; Weight 1 lb.

Sunwell Lantern

Description: This small round lantern is crafted from fine brass and decorated with images of the sun. The light it casts is golden and strangely soothing, and those within its radiance can almost hear strains of a soft, calming music.

Powers: Three times each day the lantern can be called upon to cast its light for up to 3 hours. Any high elves bathed in the lantern's glow are freed from their magic addiction and its penalties, though they return full-force as soon as the light fades.

Moderate transmutation; CL 9th; Craft Wondrous Item, *penalty shunt**; Price 10,000 gp; Cost 5,000 gp + 400 XP; Weight 5 lb.

Transfer Lens

Description: This magnifying glass looks much like a *studyglass* (see above) except that its handle is black onyx and its lens is perfectly flat and clear.

Powers: When held up so that the owner can see a drawn or painted object through one side of the lens and a blank piece of parchment through the other, and given the command word, the glass transfers an image of the object onto the parchment. This reproduction is exactly what is shown through the lens, so a large picture can only be copied one piece at a time or at such a small size it is barely intelligible. Magical text cannot be copied in this way. The *transfer lens* can be used three times each day.

Faint transmutation; CL 4th; Craft Wondrous Item, *copy slate*, closer look**; Price 1,080 gp; Cost 540 gp + 43 XP; Weight 1 lb.

Tunnel Maker

Description: This mining pick is large, heavy, and cumbersome — upon lifting it a character might wonder why anyone would use such a tool, which is clearly hard to control. The lack of control is exactly the point, however. The wielder does not control the pick so much as the pick controls the wielder. Ironforge mining teams often have a single *tunnel maker,* which the lead miner uses to carve a path.

Powers: This pick has a permanent *drilling** spell upon it. The pick determines its own best course through the rock.

Moderate divination; CL 7th; Craft Wondrous Item, *drilling**; Price 56,000 gp; Cost 28,000 gp + 2,240 XP; Weight 20 lb.

Weighted Belt

Description: This strange belt is more of a sash. It consists of a heavy braid of fabric or rope, hung with tiny iron and steel charms resembling various weapons. Shaman sometimes gird their messengers in these belts when sending them to negotiate a truce between warring tribes.

Powers: The *weighted belt* protects its wearer from repeated attacks. Any weapon that deals damage to the wearer suffers the effects of a *weighted violence** spell for 7 rounds unless its wielder makes a DC 16 Will save.

Moderate transmutation]; CL 7th; Craft Wondrous Item, *weighted violence*; Price 56,000 gp; Cost 28,000 gp + 2,240 XP; Weight 2 lb.

Click-Click-Boom!

What is technology? In simplest terms, it is science applied to practical use. Thus, by this definition, a simple can opener is a technological device. A more accurate description is that technology is the system by which an entire society provides for the wants and needs of its population. Thus, the dwarves of Ironforge are said to be more technologically advanced than the tauren of Mulgore, who are themselves far more advanced than, say, kobolds or troggs.

Technology tends to improve as the demand for it increases. A society might go decades or even centuries without a major advancement before some bright inventor comes up with something that alters the fundamental way things are done. For example, wagon wheels help move heavy loads from place to place, while wheels of stone grind meal into flour. Put notches in a wheel, connect them together, and you have gears that can drive even more complicated devices.

All too frequently, war is the primary driver of technological advancements. The Ironforge dwarves spearheaded this trend, developing gunpowder and firearms as a way to achieve an edge against their foes in combat. Flying machines, originally just curiosities or at best scouting tools, are now being outfitted with flak cannons and bombs. Who knows where these advancements will lead?

Races and Technology

Although there are always individual exceptions, the various races of Azeroth tend to view technology in different ways.

Ironforge Dwarves

Ironforge dwarves are perfectly comfortable with technology, rapidly accepting and absorbing new inventions into their society. As dwellers in a tight-knit, underground city complex, they exchange new ideas easily and freely. Rarely do dwarves keep inventions to themselves — unlike goblins, they aren't terribly concerned with the accumulation of wealth and power. They prefer to use technology to improve their lives, as well as the lives of their fellow citizens. Nowhere is this better seen in the creation of new devices to defend their population from threats, both internal and external. The dwarves don't intend to have what happened in Gnomeregan happen to them.

Dwarven inventions include gunpowder, firearms, siege works, war golems and other weapons of war.

Elves

Both high elves and night elves disdain technology, primarily because they consider it an inherently destructive art. The Venture Company's near-complete annihilation of sections of the Stonetalon Mountains (the Charred Vale in particular) with lumber-cutting machines stands as mute testimony to this belief. Still, a few elves dabble in the art, generally focusing on problem-solving devices instead of weaponry. Few elves employ firearms over good, strong bows.

Elven inventions include the self-heating cooking pot, softlight hanging lamp and aquadynamic fish attractor.

Swift and Immediate Actions

Several tech-mods and technological devices in this chapter make use of swift or immediate actions. See **More Magic & Mayhem,** Chapter 3: Power Overwhelming, for a description of these action types.

Gnomes

Gnomes are innovative thinkers and are responsible for a vast variety of inventions, including more than a few that are commonly attributed to dwarves. Although a diminutive people, gnomes think big, often producing designs far too complex to ever be realized.

To gnomes, technology is a way of life. Even gnomes who take on other trades often tinker in their spare time. Because of their innate curiosity, they produce a wide variety of devices that are interesting or amusing but otherwise useless or impractical. While others might shake their heads at such folly, the gnomes value all invention, no matter how unimportant it might seem.

Unlike the dwarves, gnomes think of technological items individually instead of socially. Where a dwarf might envision a force field generator as a way to protect his people from invasion, a gnome would look at the device as a way to keep him dry in bad weather. However, since their evacuation from Gnomeregan, many gnomes focus their efforts on producing devices that will help them recover their homeland.

Among the well-known gnomish devices are the world enlarger, net-o-matic projector and harm prevention belt.

Humans

While many humans have become adept at working with new technologies, the vast majority of humankind views engineering as little more than a curiosity. Most continue to believe that polished steel armor and a strong, well-crafted sword are better than any complicated technological device could ever be. Furthermore, magic is so ingrained in the human psyche that the thought of science ever surpassing the mystic arts is laughable. Still, this attitude is slowly changing, for rifle troops and grenadiers appear in human military forces, albeit as irregulars. Also, a few arcanists apply technology to their own experiments, producing simple combinations of magical and technological power. Where this trend may lead is yet unknown.

Those inventions the humans have produced tend to be simple and straightforward, without the complexity of a gnomish device or the dangerous instability of a goblin creation. Some examples are spellpower goggles, the voice amplification modulator and the parachute cloak.

Goblins versus Gnomes

Goblins and gnomes have long had an intense rivalry. This competition has fostered a number of inventions designed specifically to show up the opposition. Nowhere is this better seen than at the racetrack in the Shimmering Flats, where the two sides rush endlessly to develop new racing vehicles — ones with little practical use anywhere else in the world.

Goblin technology tends to be radical and dangerous, always pushing the ragged edge of feasibility. Goblins have short attention spans as a rule, so if they can't get something to work right away, they either give up or move on to something else that attracts their attention. Goblin workshops are littered with half-finished projects and the scavenged remnants of inventions that didn't pan out. While this attitude gives them more time to work on new and promising creations, who knows how many potentially valuable projects have been left gathering dust in some back corner?

In contrast, gnomes overplan new projects, producing blueprints and schematics that can take longer to make than the device itself. While this cautious attitude results in higher quality products and a greater success rate, it often takes so long that cost overruns creep in. While a goblin would scream and flee at the mere thought of a cost overrun, a gnome simply shrugs and presses on. If a project fails to work correctly the first time, a gnome will continue to tinker with it, while a goblin would usually give up and move to something else. Thus, gnomish items have very low failure rates compared to goblin items.

Both sides scoff at the other as taking the "wrong" attitude towards engineering. Goblins laugh at the way gnomes spend far more time and money on a project than they'll ever hope to recoup, while the gnomes shake their heads at the way goblins are always blowing themselves and their laboratories to pieces. Still, both sides have their advantages and disadvantages, so neither can be said to be the right way to do things.

Some tinkers choose to study the ways of gnomish or goblin engineering in more detail, becoming specialists in that race's way of thinking and designing technological items. A character need not be a goblin or gnome to specialize in that race's engineering methodology. In fact, it's not unheard of for a goblin to give up on his dangerous ways and embrace gnomish engineering, or vice versa. (The Gnomish Engineering Specialist and Goblin Engineering Specialist feats in Chapter 2 represent this specialization.)

So far, the goblin/gnome rivalry has yet to erupt into fighting, but the possibility exists. Such a technology war would have consequences undreamt of.

Tech-Mods

This section includes a variety of new tech-mods that can be added to weapons, armor and other equipment. Tech-mods are introduced in **More Magic & Mayhem.**

Members of the Alliance are the primary users of each of the technological devices listed in this chapter. Even though non-Alliance races — chiefly goblins — originally invented some of these items, they are considered Alliance technology.

In general, activating a tech-mod takes a standard action, requires a Use Technological Device check (DC 10 + the item's bonus equivalent), and does not provoke an attack of opportunity. Exceptions are noted in the text.

Weapon Tech-Mods

Most melee weapon tech-mods are applied to sharp weapons, intended to aid in cutting via one means or another. However, some innovative tinkers have produced tech-mods that work with just about any weapon, sometimes even ranged types.

Tech-mods for weapons can be used only on melee weapons unless specifically noted otherwise in the text.

Auto-Healer

Description: This tech-mod is a variation of the same technology used in the potion injector device. However, it is specifically adapted to hand-held weapons. The auto-healer tech-mod works equally well on ranged and melee weapons, and can even be installed on bows.

Powers: The interior of the pommel or handle is hollowed out and fitted with a container capable of holding a single potion. When the wielder presses a stud with his thumb, the potion is injected through a spring-loaded needle, directly into his palm. The needle cannot penetrate metal gauntlets, but pierces leather or chain with ease. While activating the injection is a free action, the potion doesn't take effect until the following round, as it takes that long for the full dose to be delivered into the bloodstream.

Craft (weaponsmithing) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +1.

Shanger's Scalder

Description: This tech-mod was originally developed by a goblin inventor entirely by accident. A dwarf

Table 5-1: Tech-Mods

Item	Type	Bonus Equivalent
Agile	Armor (heavy)	+1
Auto-Healer	Weapon (any)	+1
Burnbeam	Ring	+2
Charging	Armor (medium or heavy)	+2
Expand-O-Shield	Shield (heavy steel)	+2
Featherlight	Ring	+1
Irongrips	Gauntlet	+1
Powersprings	Boots	+1
Reactive Resistance	Armor (any)	+4
Shanger's Scalder	Weapon (melee)	+3
Shocktip Fingers	Gauntlet	+2
Spring-Loaded Blade	Weapon (melee)	+2
Stability Tripod	Armor (medium or heavy)	+2
Stabilizer	Ring	+1
Super-Sticky Coat	Weapon (melee)	+2
Ultralight	Weapon (melee)	+2 (+3 for thorium weapons)
Vapor Vacuum	Ring	+1
Warning Eye	Ring	+4

engineer happened to find the "broken" weapon in a trash heap and refined the idea for his own use. The mod adds a series of superheated coils wrapped around an internal compartment filled with water. When the heating mechanism is activated, the water inside quickly boils over, producing gouts of steam that hiss from small jets all along the weapon's surface.

Powers: Activating this tech-mod is a standard action that provokes an attack of opportunity. On the first round, no noticeable effect is visible. On the second round, the weapon emits a whistling sound, like a teakettle coming to boil, which imposes a –4 circumstance penalty on the bearer's Stealth checks to move silently. The third round, steam erupts from the weapon, dealing an additional +1 point of fire damage to any target it strikes. The bonus damage doubles on each ensuing round to a maximum of +8, after which the last of the water inside boils away, the penalties on Stealth checks subside, and the heater coils automatically shut down.

Refilling the water compartment is a full-round action, but the heater coils must first cool down for a full minute. If water is unavailable, virtually any liquid can be used, but avoid flammable stuff! Rumor has it that Shanger, the original designer, was trying to employ lamp oil in a modified warhammer when he met his unfortunate end.

Craft (weaponsmithing) 10 ranks, Craft (technological device) 12 ranks, Craft Tech-Mod; Bonus Equivalent +3.

Spring-Loaded Blade

Description: Reach weapons and Large creatures are particularly challenging to ordinary warriors. In order to approach a Large foe, one must expose oneself, unless one has a reach weapon as well. Unfortunately, such weapons aren't always available, or are impractical for one reason or another. Faced with this problem, one solution is the spring-loaded blade, which fits between a weapon's pommel and the cutting edge. The wielder pushes a button as he swings, causing the blade to extend outward several feet toward the target. A split second later, a piston retracts the blade to its original position.

Powers: As an immediate action, the wielder can extend the spring-loaded blade once per round. The spring-loaded blade applies to a single attack. The weapon's reach increases by +5 feet for that attack, but because the blade is less stable at that range, the attack takes a –1 penalty on its damage roll. A spring-loaded blade can also be used for a single attack of opportunity (its extended reach threatens squares), but doing so counts as the tech-mod's use for that round.

Craft (weaponsmithing) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +2.

Super-Sticky Coat

Description: Weapons of this type have a hollow core filled with a super-sticky substance of some sort, typically a glue or tar available from alchemists. When the weapon contacts something in combat — presumably an opponent or another weapon — an internal mechanism reacts, releasing compressed air into a bladder that expands, forcing viscous goo out numerous tiny holes. This causes the weapon to stick momentarily to whatever it contacted, disrupting wielder and opponent alike.

Powers: Activating this tech-mod is a free action, but once activated it can't be turned off or deactivated without cleaning the blade (see below). While the tech-mod is active, the weapon sticks briefly to anything it touches, including an opponent, but more importantly an opponent's weapon. After the wielder activates the tech-mod, each attack with the weapon takes a cumulative –1 penalty to hit. However, all opponents take a –1 penalty to hit the wielder. The latter penalty doubles if the wielder takes the total defense action.

In addition to the usual power source, a weapon with this tech-mod requires glue costing 2 gp per dose. The weapon stores 5 doses at a time, and each dose lasts 10 rounds.

After using this tech-mod, the weapon remains coated with sticky residue. To use the mod again, the weapon must be cleaned, a process that takes 5 rounds and a DC 10 Craft (technological device) check. This DC increases by +1 for every minute that passes without cleaning, to a maximum of 30. If the weapon is used in combat before being cared for, the wielder takes a –1 penalty on attack and damage rolls.

Craft (weaponsmithing) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +2.

Ultralight

Description: This is an example of what good dwarven engineers can do with a much more complicated gnomish invention. Upon studying the plans for the gnomish gravity negator, the dwarves immediately seized upon the idea of applying the technology to weaponry. The result is a simplified version of the gravity negator that can be installed inside the handle of nearly any melee weapon; it is particularly useful for large and bulky types.

Powers: The ultralight tech-mod requires a full-round action to activate; this action provokes an attack of opportunity. Once operational, the miniaturized gravity negator reduces the weapon's weight to 50% of normal, allowing a wielder to swing the weapon with greater efficiency in combat. The wielder gains a +1 competence bonus on attack and damage rolls. The weight reduction is particularly effective in the case of thorium weapons, which feel and handle like ordinary ones. Thus, a wielder does not need the Exotic Weapon Proficiency (Thorium Weapons) feat to use a thorium weapon with an active ultralight mod proficiently. However, the device is especially difficult to install in thorium weapons.

Craft (weaponsmithing) 12 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +2 (+3 on thorium weapons).

Armor Tech-Mods

Armor and shields are another common target for tech-mods. Increasing protection from blows is one way to survive, and tech-mods are among the best values for those who can't afford powerful enchantments or steam armor.

Tech-mods for armor cannot apply to shields except as noted.

Agile

Description: One of the main problems with heavy armor, particularly full plate, is that it restricts movements so much that an adroit wearer can't maneuver effectively. This tech-mod adds a major hydraulic-assisted improvement to the joints in heavy armor, allowing the wearer to enjoy greater maneuverability. Agile armor is nowhere near as large and bulky as the full-blown hydraulic armor described in **More Magic & Mayhem.**

Powers: Activating the hydraulic assists in agile armor is a standard action that provokes an attack of opportunity. Agile armor increases the base armor's maximum Agility bonus by +2 while active.

Craft (armorsmithing) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +1.

Charging

Description: Developed by a lame dwarf to hasten himself in combat, this tech-mod can be installed only in medium or heavy armor. A belt around the waist connects the power source to the pistons that drive the motors in each leg. When the wielder begins to run, a surge of electricity courses through the machinery, providing a dramatic (if temporary) increase in speed.

Powers: This tech-mod is passive, activating only when the wearer makes the slight crouching motion that precedes a double move, charge or run. When the wearer takes any of these maneuvers, the tech-mod activates, draws 2 charges, and increases the wearer's base speed by 10 feet for that round. However, moving in other than a straight line is difficult. Deviating from a straight line requires a Balance check (DC 15 + 2 for each square moved off course). If the Balance check fails, the wearer falls prone.

The charging tech-mod must be specifically fitted to its wearer, a process that requires one hour, a DC 15 Craft (technological device) check, and a DC 15 Use Technological Device check. Once fitted, the armor can be removed or put on without the need for further checks.

Craft (armorsmithing) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +2.

Expand-O-Shield

Description: This is another fine dwarven innovation, built to provide flexibility in combat. A character can install this tech-mod only on heavy steel shields, adding a series of flanges that spring outward when activated. This has the effect of turning an ordinary shield into a tower shield.

Powers: When activated, the sides of the shield unfold in all directions, supported by thick metal arms that snap into place. The shield's armor bonus increases from +2 to +3, but more importantly, the shield can also provide total cover like a tower shield. While this tech-mod is active, the user takes a –2 penalty on attack rolls (similar to the penalty that tower shields impose), and has a maximum Agility bonus to AC of +2.

A shield with this tech-mod weighs 15 pounds more than normal and has an armor check penalty of –5 (–10 in tower mode).

Craft (armorsmithing) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +2.

Reactive Resistance

Description: One of the more innovative tech-mods, this invention was originally crafted by a goblin looking to better protect himself from self-inflicted burns. When the device didn't function as expected, he discarded it. Since then, human innovators have refined the original design.

The reactive resistance tech-mod employs a chaos energy core to project a resistive field around the wearer. The field is initially neutral, but adapts itself to different energy attacks. The mod consists of a heavy belt and a series of filaments stitched or welded directly into all parts of the armor.

Powers: Switching on the reactive resistance tech-mod requires a full-round action that provokes an attack of opportunity. Once the device is active, a barely visible field of shimmering white energy surrounds the wearer. Initially this provides no protection at all. However, if the wearer takes energy damage (from fire, cold, acid, electricity, or sonic energy), the field adapts to defend against that energy type, providing resistance 5 against that type thereafter. If another similar energy attack occurs, the field continues to improve in increments of 5, to a maximum of resistance 30.

If the wearer takes damage from a different energy type while the tech-mod is maxed out (providing resistance to energy 30), the oldest 5 points of resistance are dropped in favor of the new adaptation. For example, a suit of reactive resistance plate mail is currently providing resistance to fire 10, resistance to acid 5 and resistance to cold 15. The wearer is subjected to a *frost nova*. The 5 points of acid resistance are the oldest, so they are lost in favor of improved cold resistance. The plate mail now provides resistance to fire 10 and resistance to cold 20.

Resistance lasts until the tech-mod deactivates. The next time it is activated, all resistances begin again at zero.

Craft (armorsmithing) 12 ranks, Craft (technological device) 12 ranks, Craft Tech-Mod; Bonus Equivalent +4.

Stability Tripod

Description: Impressed by the stability of dwarven warriors in combat, gnomish engineers crafted this tech-mod to give the same ability to themselves. Eventually, engineers throughout the Alliance copied the design. When the wearer activates the tech-mod, a gear-assisted tripod deploys, giving him a tremendous ability to stand in place, at the cost of maneuverability.

Powers: This mod can be added only to medium or heavy armor. Activating the stability tripod is a free action, but folding it back up into place requires a standard action. While the tripod is active, the user receives dwarf-like stability (a +4 bonus to avoid being tripped or bull rushed, but only while standing on a solid surface). If the user is a dwarf, his natural stability bonus increases by +4.

While the tripod is in place, the user's speed decreases by –10 feet, and he may not run or charge.

Craft (armorsmithing) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +2.

Ring Tech-Mods

While not commonplace, ring tech-mods appear more and more frequently. Although they sometimes duplicate the effects of arcane or divine magic, *detect magic* cannot spot them, making them ideal for use by spies. Elaborate jewelry, gold trim and similar accoutrements cover up a typical ring tech-mod to prevent detection.

Generally, activating a ring's tech-mod requires grasping the setting in some way, or possibly twisting or rotating it. Thus, using it requires a standard action, just as any other tech-mod. Though some think that these tech-mods could perhaps function on many other items, through some technological fluke they function only with rings.

Ring tech-mods are so small they can use only a special miniature power core of Tiny size. Statistics for this core are shown on the table below. Because this core has only 1 charge, ring users often carry replacement cores.

Regardless of the bonus equivalent score of a ring tech-mod, its application requires only one charge from a Tiny power core.

A ring with a tech-mod takes up a ring magic item slot on the body.

Burnbeam

Description: This ring features an enormous, prominent, disc-shaped jewel on the surface, usually a smooth ruby chip of questionable value. When the setting is twisted, a bright beam of light bursts forth, providing illumination or, if focused, dealing damage.

Powers: The burnbeam tech-mod can be employed in one of two ways. If the setting is twisted to the left, a wide beam of reddish-orange light extends outward, providing light for 10 rounds equal to ordinary torchlight, but only in a 30-foot cone. This light can't be blown out or dispelled, though magic darkness nullifies it.

To activate the ring's second power, the wearer twists its setting to the right. The beam is more focused, blasting a single enemy target up to 30 feet away with a burning red beam. The wearer makes a ranged touch attack, and if successful, deals 2d6+2 points of fire damage (no save). If this mode is used, the ring cannot be employed again for 1 hour, even if recharged immediately.

Craft (gemcutting) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +2.

Featherlight

Description: Developed as a cheap way to avoid death by falling, this ring produces a short-term effect similar to that of a *slow fall* spell. Unfortunately, the gravity negation device inside burns out swiftly, so the ring won't save you if you fall off a cliff.

Powers: A featherlight tech-mod activates when the hand is clenched in a certain way, allowing it to be used as an immediate action. During a fall, the tech-mod provides a few seconds of lessened gravity, reducing effective falling distance by up to –60 feet.

Craft (gemcutting) 8 ranks, Craft (technological device) 8 ranks, Craft Tech-Mod; Bonus Equivalent +1.

Stabilizer

Description: This ring contains a tiny cavity sufficient to hold a small amount of liquid, presumably a healing potion. A needle attachment can stab down into the finger, delivering this material into the body.

Powers: A stabilizer tech-mod contains enough healing potion to cure 1 point of damage, automatically stabilizing its wearer. The tech-mod can be activated manually, but it also operates automatically if its owner collapses onto the ground. This occurs any time the wearer falls unconscious, even if this isn't from damage (so it injects its healing liquid if, say, its wearer comes under the effect of a *sleep* spell).

In addition to taking a charge, refilling the potion compartment costs 10 gp.

Craft (gemcutting) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +1.

Vapor Vacuum

Description: This ring is large and gaudy, with a massive and obviously fake jewel in a cheap, silver-coated setting. As a result, it is not to be worn by those with any sort of fashion sense. However, the false gem

Table 5-2:
Additional Tech-Mod Power Source

Item	Output/Capacity	MR	Market Price	Craft DC	TS	Weight
Tiny power core	1 charge	1	400 gp	15	10	negligible

on the surface can be popped loose with a flick of the thumb, protecting the wearer from a sudden gas attack.

Powers: This ring can be activated as an immediate action. The faux jewel in the ring's setting conceals an open compartment with a powerful, vacuum-like mechanism inside. This vacuum sucks poisonous vapors and gases away from the wearer, jetting them towards the ground and away from his nose and mouth. When the ring is activated, the wearer receives a +4 bonus on saving throws against gas-based attacks. This protection lasts for 1 round.

Craft (gemcutting) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +1.

Warning Eye

Description: The jewel in the face of this ring is a smooth, translucent orb, usually of a low-quality gem like quartz. To activate the ring, the owner twists the gem in one of four directions, each corresponding to a different benefit. The jewel then becomes a translucent sensor that connects to the wearer through the skin of his finger.

Powers: This tech-mod has four powers, only one of which can be activated at a time. Each power is related: the jewel becomes a sort of third eye that provides additional visual information to the wearer. If the gem is rendered incapable of normal sight (such as within an area of darkness or if covered up by gloves) it provides no benefit.

The ring's powers are:

Target Watch: The eye is directed to watch a specific foe in combat. Against attacks by that opponent, the wearer benefits from a +1 dodge bonus to AC.

Oversight: In this mode, the eye keeps watch for anything unusual. Whenever the wearer is called upon to make a Spot check, the eye makes a simultaneous check. The wearer uses the better of the two checks. The eye's Spot skill is equal to the amount by which the wearer's Use Technological Device activation check exceeds 15.

Closer Look: In this mode, the eye focuses on minute targets. The wearer gains a +4 bonus on Search checks.

Alert: When this mode is selected, the wearer must hold his hand behind his back. The wearer cannot be flanked, but he cannot use his ring hand for any purpose other than to hold the ring in place (so he can't use a shield, 2-handed weapon, or off-hand weapon).

Regardless of the mode selected, the ability lasts for 5 rounds before the power core runs out of energy.

Craft (jewelcrafting) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +4.

Wondrous Item Tech-Mods

Most tech-mods designed for use on wondrous items are actually applied to small pieces of armor, such as metal gauntlets, bracers or boots. In general, such items can only be fitted with small power cores, due to their size and placement on the body. Thus, wondrous item tech-mods tend to be simple, single-purpose affairs.

An item with a tech-mod counts as a magic item for the purposes of determining magic item slots on the body. (See **More Magic & Mayhem,** Chapter 4: So Shiny!)

Irongrips

Description: This tech-mod was originally designed by a swashbuckling pirate who was tired of having her rapier torn out of her hands. The gauntlet modification consists of a series of metal ribs that automatically snap into place when the hand firmly grips a weapon. While this makes the weapon difficult to disarm, the tech-mod is not without its disadvantages.

Powers: When the owner draws a weapon, this tech-mod is activated automatically at the same time (activating the tech-mod does not require an action). While the irongrips are active, the wielder receives a +10 circumstance bonus on checks made to avoid having that weapon disarmed. However, she cannot freely drop the weapon, either — doing so requires a standard action to twist it out of the gauntlet's grasp, which provokes attacks of opportunity. If the weapon is released in this way, the irongrips deactivate.

While the irongrips are active, the hand to which they are attached cannot be used for any purpose other than to securely grasp a weapon.

This modification can be added to either metal or leather gloves.

Craft (armorsmithing) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +1.

Powersprings

Description: This tech-mod consists of a series of explosive-assisted springs built into the soles of otherwise ordinary boots. These springs require a certain amount of space, so the boots have a curious platform-like appearance that takes some getting used to.

Powers: Kicking one heel into the other (a standard action that doesn't provoke an attack of opportunity) activates the powersprings. When the wearer takes a move action, the springs burst forth, adding either +10 feet to his movement speed or a +20 bonus on Jump checks made in that round (but not both). The modification on the Jump checks applies only for leaps, not for reducing falling damage.

Once the springs have popped out, they remain in place, slowing the wearer by 5 feet per round unless he takes a full-round action to snap them each back into place. This action provokes an attack of opportunity. Even if the springs are reset, however, they do not function again until the explosive bolts are replaced, which takes 10 minutes.

Craft (armorsmithing or cobbler) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +1.

Shocktip Fingers

Description: Originally designed by a warden for use in getting information out of Horde prisoners, shocktip fingers have since been adapted for general use. They consist of metal tips added to the outside of leather gauntlets. Wires inside the gloves then attach to a power core strapped to the forearm, providing an electrical charge to the metal tips. Since the leather exterior protects the wearer's fingers, she is safe from any damage as long as she doesn't forget the power is on.

Powers: While the fingers are powered, any creature the wearer touches takes 1d6 points of electricity damage. In combat, this attack requires a simple touch attack (no save). If the wearer holds a weapon made entirely of a conductive material (such as a sword with a steel pommel), the electricity flows through the metal, adding +1d6 points of bonus electricity damage to anything the weapon strikes. This effect doesn't stack with similar abilities, such as the shock magic weapon property.

If the individual wearing shocktip fingers is immersed in water, she takes 1d6 points of electricity damage each round until she deactivates the tech-mod.

Craft (armorsmithing) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +2.

Technological Devices

This section is divided into three parts: gnomish technology, dwarven technology, and everybody else's technology. As noted previously, gnomes tend to design fairly complicated devices that are relatively safe, while the dwarves focus mostly on items for either defense or war. The items listed in the "everybody else" section can be just about anything.

In general, activating a technological device is a standard action that provokes an attack of opportunity. Exceptions are noted in the text.

Dwarven Technological Devices

Ironforge dwarves are a practical people, and they look at technology as a way to improve the world around them. Nowhere is this better seen than the way they use technology to advance their fighting prowess. From steam armor to long-range rifles, dwarves employ science for the art of war. Thus, most of the items in this section are armor, weapons or war machines.

Anything Mortar

Description: Observing far too many goblins blowing themselves up with newfangled explosives, the dwarves developed this device to test grenades and bombs of virtually any size or shape without much risk to themselves. The device is a modification of a standard mortar, consisting of a pressurized, malleable tube fitted with a large, gunpowder-based explosive charge. When operated properly, the mortar launches its contents high into the air, often to great distances with surprising accuracy.

Operation: An anything mortar operates as a normal mortar, except as described here.

The anything mortar has a range increment of 50 feet instead 40 feet. The mortar requires least 100 feet of overhead clearance, regardless of the target's range.

The operator makes a DC 15 Use Technological Device check to employ the mortar. If this check fails, the mortar malfunctions (it jams, or the shell was a dud, in all likelihood). If the roll succeeds, add the amount by which the roll exceeded DC 15 to the user's ranged touch attack roll. An anything mortar can only fire at a grid intersection point (see the **WoW RPG**, Chapter 12: Combat, "Throw Splash Weapon"). A character with the Exotic Weapon Proficiency (mortar) feat is proficient with an anything mortar.

Fuel: Each object launched by a mortar uses 5 ounces of gunpowder.

Ammunition: A mortar can launch any Diminutive or smaller item of a generally round or oblong shape (including, if desired, a standard mortar shell), but it deals 1d2 points fire damage to anything it launches while it is still within the mortar. Typically this is not enough to destroy a customized grenade or shell, but incinerates most paper or cloth, shatters glass vials, and wounds or kills small creatures.

Mortars are intended for use with timed grenades or specially designed bombs, but have been known to lob alchemist's fire (in special ceramic containers), messages encased in sealed iron cylinders, unfortunate frogs, or anything else the owner can stuff inside. The GM may apply penalties to the Use Technological Device check for particularly unusual items.

Hardness 5; 10 hp; Size Small; Weight 30 lb.; MR 1; TS 3; Craft DC 18; Price 270 gp.

Bomb, Flash

Description: Developed by dwarven law enforcement as a safe way to stun and disorient thieves for easy apprehension, the flash bomb looks much like a standard grenade except for its compact, oval shape. When thrown, it explodes with a bright flash and loud bang.

Operation: A flash bomb is exactly like a standard grenade, except that it deals no damage. Instead, all targets inside the blast radius are dazzled for 1 round and must make a DC 14 Fortitude save or be dazed for 1 round. Creatures that are both blind and deaf (such as most oozes) are immune to the flash bomb's effects.

Table 5-3: Technological Devices

Item	MR	Cost	Weight
Dwarven Technology			
Anything Mortar	1	270 gp	30 lb.
Bomb, Flash	1	45 gp	1 lb.
Dark Iron Rifle	2	23,500 gp	35 lb.
Flame Deflector	2	1,450 gp	10 lb.
Flame Deflector, Hyper-Radiant	2	4,670 gp	30 lb.
Force Reactive Disk	1	990 gp	50 lb.
Ice Reflector	2	4,000 gp	5 lb.
Ice Reflector, Gyrofreeze	2	9,440 gp	50 lb.
Personal Defense Shield	1	1,350 gp	1 lb.
Seaforium Charge, Small	1	115 gp	1/4 lb.
Seaforium Charge, Large	1	330 gp	1 lb.
Seaforium Charge, Powerful	1	1,280 gp	3 lb.
Seaforium Detonator	1	50 gp	20 lb.
Gnomish Technology			
Alarm-O-Bot	1	270 gp	20 lb.
Chaos Burst Amulet	3	1,240 gp	1/8 lb.
Gravity Negator	3	375 gp	4 lb.
Harm Prevention Belt	2	1,690 gp	3 lb.
Net-O-Matic Projector	1	750 gp	10 lb.
Portable vehicle transformer	3	6,500 gp	2 lb.
Rocket Boots, Gnomish	2	3,840 gp	6 lb.
Shrink Ray, Gnomish	3	2,000 gp	8 lb.
Timehopper	3	62,500 gp	1 lb.
Ultrasafe Transporter Actuator	3	1,095 gp	3 lb.
Ultrasafe Transporter Pad	–	47,500 gp	1,000 lb.
World Enlarger, Gnomish	3	2,000 gp	2 lb.
Everyone Else's Technology			
Bomb Dispenser, Goblin	1	13,690 gp	30 lb.
Catseye Ultra Goggles	2	1,000 gp	1 lb.
Parachute Cloak	0	660 gp	2 lb.
Portable Target Dummy	1	250 gp	10 lb.
Portable Target Dummy, Advanced	1	1,350 gp	15 lb.
Spellpower Goggles Xtreme	1	6,000 gp	1 lb.
Voice Amplification Modulator	1	1,500 gp	2 lb.

Hardness 1; 3 hp; Size Diminutive; Weight 1 lb.; MR 1; TS 4; Craft DC 14; Price 45 gp.

Dark Iron Rifle

Description: The extremely rare material known as dark iron (see **More Magic & Mayhem**, Chapter 4: So Shiny, "Special Materials") is normally used in the forging of melee weapons and armor. Dwarven tinkers have spent a great deal of time adapting the special qualities of dark iron to ranged weapons, and this powerful heavy rifle is the end result of their experiments.

Gasping for breath, Tardor put out a hand, stabilizing himself on a twisted tree trunk. A trickle of blood flowed down his face, dripping in front of his left eye, but he barely noticed.

"Is it over?" asked Montegro from nearby. His voice too came in ragged gasps, but at least he was alive. The same couldn't be said for most of the rest of the caravan, which lay in ruins all about the pair. Most of the other guards had been slaughtered, but the civilians aboard the wagon had hidden themselves well. The bodies of dozens of savage trolls lay strewn about, mute testimony to which side had eventually prevailed.

"I think so," said Tardor wearily, turning to survey the battlefield. A few of the wounded were gathering themselves up, but most of the men were clearly dead where they lay. Nearby, a troll coughed; Montegro stabbed it through the throat, an afterthought.

A soft rattle attracted their attentions; both mercenaries looked up to the distant hillside, from the direction the raid had come. On the distant, dusk-darkened horizon, the tiny figure of a wounded troll was visible, his back to the guards. In another few moments he would crest that mountainside and be gone.

"Damn," muttered Montegro. "He's going to bring reinforcements, and then we're all dead men."

"Not if I can help it." Tardor stepped over to the corpse of his horse, reached under the saddle blanket, and withdrew a long-barreled rifle. From his side, Montegro gave a whistle. He'd seen dwarven guns before, but never one like this. Its metal surface was charcoal black, as if it had been dipped in open flame.

"I got this off a dead Dark Iron back on the Burning Steppes," said Tardor. "It doesn't use gunpowder, but phlogiston. Expensive stuff, and I only have enough for a few more shots. That's why I save it for special occasions, like this."

He lifted the rifle up to his shoulder, pointing it at the distant figure silhouetted against the darkening sky. Tardor pulled the trigger, nearly deafening the survivors with the gun's loud bang. But in that same instant, the troll in the distance stiffened and collapsed.

"Damn," gasped Montegro, "that was at least half a mile!"

"Yeah, now you see why I use it for special occasions," Tardor replied with a grin. "Now come on, let's get the hell out of here."

A dark iron rifle is no mere flintlock or blunderbuss. Dark iron is so strong and heat resistant that tinkers have been able to employ liquid phlogiston instead of gunpowder to fire bullets. Such projectiles travel at

phenomenal speed, and can travel much farther than those spat by an ordinary long rifle.

Operation: A dark iron rifle deals 3d6+3 (Small) or 4d6+4 (Medium) damage, has a critical damage bonus of x3, and has a range increment of 400 feet.

Fuel: A dark iron rifle uses 1 vial of liquid phlogiston for up to 10 shots. Refilling the phlogiston fuel compartment is a full-round action that provokes attacks of opportunity.

Ammunition: Dark iron rifles fire rifle bullets.

Malfunction: The dark iron rifle is so stable that its worst malfunction is an internal explosion that does nothing more than spew the phlogiston inside out in a brief gout of flame. This burst is flashy but not dangerous, though it does consume all the phlogiston within the weapon.

Hardness 10; 10 hp; Size Small (weapon category: martial, ranged); Weight 35 lb.; MR 2; TS 15; Craft DC 35; Price 23,500 gp.

Flame Deflector

Description: A percentage of magi are, at heart, closet pyromaniacs. Not only do they call down fire on their enemies during battle, they find any other excuse to burn something down. A dwarven tinker adventurer developed the flame deflector because he was tired of getting caught in the collateral damage caused by his associate's overzealous spellcasting.

Operation: The flame deflector is a compact device fitted around the neck like a thick brace. Cooling elements housed in thick pads sit on the wearer's shoulders, held there by straps slung under the armpits. Activating the flame deflector requires a DC 15 Use Technological Device check, as does deactivating it. While the device is active, it provides resistance to fire 5 and affords the wearer a +2 bonus on saves against fire or fire-based effects. However, its hefty construction constricts the user's head movements, conferring a –2 penalty on Spot checks. This penalty applies regardless of whether or not the flame deflector is actually switched on.

Fuel: The flame deflector is relatively passive unless called upon to provide its supercooling abilities. While active, it uses 1 vial of liquid phlogiston for every hour of operation. However, each round in which the user benefits from its defenses (either the fire resistance or the saving throw bonus) counts as 2 minutes against this time.

Malfunction: The device goes into supercool overload, dealing 2d6 points of cold damage per round to the wearer. Each round uses 10 minutes of phlogiston, and the wearer continues to take damage until he shrugs off the device (a full-round action that provokes attacks of opportunity) or it runs out of fuel.

Hardness 5; 10 hp; Size Small; Weight 10 lb.; MR 2; TS 10; Craft DC 30; Price 1,450 gp.

Flame Deflector, Hyper-Radiant

Description: The hyper-radiant flame deflector is an advanced, heavier version of the basic flame deflector. The device entirely encloses the head and neck, wraps around the shoulders, and extends down the arms and chest. The improved refrigeration units within provide enhanced protection against fire-based attacks and can even reflect magical ones back upon the caster.

Operation: The wearer activates this device as he would an ordinary flame deflector (above), but the hyper-

radiant design provides fire resistance 10 and a +5 bonus on saving throws against fire-based effects. Furthermore, the wearer is protected as if by *spell turning* cast by a 13th-level caster, except that it always has 7 levels of turning (per activation) and functions only against spells or spell-like effects with the fire descriptor. While the hyper-radiant flame deflector is worn, its owner takes a –3 penalty on Listen and Spot checks.

Fuel: The hyper-radiant flame deflector uses 1 vial of liquid phlogiston for every hour of continuous use. However, each round in which the user benefits from its defenses (either the fire resistance or the saving throw bonus) counts as 2 minutes against this time. Turning a spell uses phlogiston equal to 5 minutes per level of the spell (thus, if the device doesn't have much phlogiston left, it might have fewer than 7 levels of turning after all).

Malfunction: As above.

Hardness 5; 10 hp; Size Small; Weight 30 lb.; MR 2; TS 20; Craft DC 40; Price 4,670 gp.

Force Reactive Disk

Description: A gnome tinker living in Ironforge originally developed this device, which has since been expanded into a full-size, round tower shield for military use. The force reactive disk looks to be an ordinary (if circular) tower shield, except for a series of metal studs arranged across its surface. Dwarven craftsmen of exceptional skill often arrange these studs in decorative patterns without affecting the device's functionality.

Operation: Twisting a control dial on the concave inside of the shield (a DC 15 Use Technological Device check) activates a shimmering screen of electricity coursing among the external studs. Any time an attacker rolls a natural 1 on a melee attack roll against the wearer, the wearer interposes the shield perfectly and a burst of electricity deals 2d6 points of electricity damage to the attacker (no save), or 4d6 points of damage if the attacker touched the shield with exposed flesh or wielded a metal weapon. A creature using a reach weapon doesn't take this damage.

Fuel: The shield uses a single vial of phlogiston that provides enough power for 30 minutes of continuous use.

Malfunction: Electricity pulses into the wielder, dealing 2d6 points of electricity damage.

Hardness 5; 20 hp; Size Medium; Weight 50 lb.; MR 1; TS 6; Craft DC 26; Price 990 gp.

Ice Reflector

Description: Similar in many ways to the flame deflector, the ice reflector is an independent development intended primarily for use in frosty environments. Unlike the former device, the latter is not worn entirely about the neck and shoulders. The ice reflector is actually a kind of cape made of long, thick wires connected together by a conductive metal ribbing. The cloak is draped around the body to provide complete coverage without restricting the wearer's movements.

Operation: The ice reflector becomes warm to the touch when activated (a DC 20 Use Technological Device check), but doesn't harm the wearer or anyone else who touches him. However, sensors in the joints detect any precipitous drop in temperature, and the phlogiston-based heating device instantly warms the air around the wearer. This effect provides resistance to cold 10. However, if anyone touches the owner during any round in which this resistance was used, she takes 1 point of fire damage. The wearer himself is insulated from this damage unless he goes out of his way to touch the outside of the cape. Furthermore, the metal mesh is particularly vulnerable to electricity. As long as the ice reflector is worn — even if it isn't on — the wearer takes 25% more damage from electricity.

Fuel: The ice reflector uses 1 vial of phlogiston for every hour of continuous use. However, each round in which the device provides protection counts as 2 minutes against this time.

Malfunction: The ice reflector gets hotter and hotter until removed and deactivated, a process that requires 3 rounds. Anyone, including the wearer, who touches the overheating ice reflector takes 1d4 points of fire damage. If the ice reflector is not turned off within 2 minutes after malfunctioning, it melts into slag.

Hardness 5; 20 hp; Size Medium; Weight 5 lb.; MR 2; TS 20; Craft DC 40; Price 4,000 gp.

Ice Reflector, Gyrofreeze

Description: This device is an improvement over the basic ice reflector (above). Instead of simply a thin arrangement of warming panels, the gyrofreeze ice reflector is a suit of armor unto itself. Gyro-powered heater coils located throughout interlocking scale-like plates act to protect the wearer from virtually any cold environment or frost-based attack. Additionally, any spell with the cold descriptor can be reflected back upon the caster.

Operation: Donning and activating the gyrofreeze ice reflector takes one full minute. The suit is considered armor equivalent to a suit of scale mail, except that the device's arcane spell failure chance is 40% and the armor check penalty is –6. While active, the gyrofreeze suit confers resistance to cold 20. Furthermore, the wearer is protected as if by *spell turning* cast by a 13th-level caster, except that it always has 7 levels of turning (per activation) and functions only against spells or spell-like effects with the cold descriptor.

Fuel: The gyrofreeze ice reflector uses 1 vial of phlogiston for every 10 minutes of operation. The user must wait until the device is shut down and cools off (a 5-minute delay) before she can add more phlogiston to the fuel tank. If she does so before the delay period ends or while the device is operating, she takes 3d6 points of fire damage from the superheated coils. Turning a spell uses phlogiston equal to 1 minute per level of the spell (thus, if the device doesn't have much phlogiston left, it might have fewer than 7 levels of turning after all).

Malfunction: As above.

Hardness 5; 40 hp; Size Large; Weight 50 lb.; MR 2; TS 40; Craft DC 60; Price 9,440 gp.

Personal Defense Shield

Description: Always looking for new ways to protect their people from damage in combat, the dwarves developed a variety of defensive technological devices. One of these, the personal defense shield, attempts to mimic the effect of a *ring of protection* by providing a deflection shield around the owner's body. The shield consists of a vest of fine metal fibers worn on top of normal clothing or armor. When activated, the fibers hum to life, literally thickening the air about the wearer's torso and head via a complicated series of tiny coils and electromagnets. Although protection extends some way down the arms and legs, it doesn't extend far because the thicker air would otherwise disrupt the wearer's combat movements. Should he remain still, however, the defense shield automatically expands to provide full coverage.

Operation: Activating a personal defense shield is a full-round action that provokes attacks of opportunity and requires a DC 25 Use Technological Device check. While active, it provides a +3 deflection bonus to Armor Class. If the wearer does not move out of his space, the deflection bonus increases to +5 until he moves 5 feet or more, as the shield extends to every part of his body.

Fuel: The personal defense shield uses 1 vial of liquid phlogiston for every 30 minutes of continuous operation.

Malfunction: The field functions in bursts and spits around the wearer's legs. In addition to gaining no bonus, he takes a –4 penalty to AC until he removes the device (which takes 3 rounds).

Hardness 0; 10 hp; Size Small; Weight 1 lb.; MR 1; TS 10; Craft DC 25; Price 1,350 gp.

Seaforium Charge

Description: Seaforium is a favorite of sappers everywhere. Dwarves developed this explosive as a safer alternative to the catastrophically dangerous fuels used by goblin sappers during the Third War. The material is putty-like in appearance and can be shaped or molded by anyone without risk of detonation. Seaforium only explodes if an external source (a detonator) provides a significant electrical surge. The detonator is typically attached to a length of copper wire so the operator can stand some distance away, preferably around a corner or behind some other sort of cover. The detonator can also be set to activate automatically, without the wire, after a preset delay period.

Operation: Seaforium charges come in three basic sizes: small, large and powerful. Small charges are generally effective at destroying items of Small size, while large charges can eradicate Medium objects and powerful charges take apart Large items. Each size charge is specifically prepared for maximum damage, so adding more than one charge together isn't cumulative, and the different types of charges cannot be intermixed. (One cannot make a "super powerful charge" by pushing two or more powerful seaforium charges together.) If desired, the user can employ only part of the charge, tailoring the explosion to deal less than maximum damage. A seaforium charge can be set to activate anywhere from 1 round to 10 minutes after placement, or if connected by wire, can be detonated on demand.

Setting up a seaforium charge requires 4 rounds, but in times of haste it can be done more quickly. Reducing the time to 3 rounds increases the MR to 2; setting it in 2 rounds increases the MR to 3; placing the charge in 1 round increases the MR to 5.

A seaforium charge deals piercing damage, not fire damage like most explosives. It isn't designed for use against creatures, but rather against objects, such as doors or boulders; therefore, the charge has no blast radius and damages only the item it is attached to. The explosion and resulting concussion ignores hardness. If a seaforium charge only deals part of the damage needed to destroy an object, its shaped nature blows off part of that object. This allows a tinker to blast off a piece of an item rather than destroy it completely, if he so desires. The GM must resolve such cases individually. For example, a huge statue may have thousands of hit points, but a powerful seaforium charge applied to one leg can still cause it to fall over, even if only a fraction of the statue's total hit points are destroyed in the blast.

Setting a seaforium charge requires a DC 20 (small charge), 25 (large charge), or 30 (powerful charge) Use Technological Device check. A small charge deals 3d6 points of damage, a large charge 6d6, and a powerful charge 12d6.

Small Charge: Hardness 0; 1 hp; Size Fine; Weight 1/4 lb.; MR 1; TS 6; Craft DC 21; Price 115 gp.

Large Charge: Hardness 0; 3 hp; Size Diminutive; Weight 1 lb.; MR 1; TS 12; Craft DC 27; Price 330 gp.

Powerful Charge: Hardness 0; 5 hp; Size Tiny; Weight 3 lb.; MR 1; TS 24; Craft DC 39; Price 1,280 gp.

Seaforium Detonator

Description: This is a T-shaped plunger in a red box with lightning bolts on the side. Copper wires connect the box to a seaforium charge.

Operation: A seaforium detonator detonates a seaforium charge. Properly attaching the wires to the charge requires a DC 15 Use Technological Device check. Pressing the plunger and detonating the charge requires a DC 0 Use Technological Device check (situational modifiers may make the task more difficult than usual).

Hardness 5; 10 hp; Size Small; Weight 20 lb.; MR 1; TS 3; Craft DC 15; Price 50 gp.

Gnomish Technological Devices

Gnomes are in many ways commensurate organizers: a gnome can spend as much time (or more) organizing and planning a project as she does actually working on it. If the design fails, she tries to learn why, and fixes it if she can. If she meets with success, she as often as

not continues to tinker with and improve the design, often for years afterward. Thus, many gnomish designs feature a high degree of complexity and a low chance of failure, the exceptions being those that dabble with chaos energy — but even then, they take steps to ensure the worst that could happen is a brief, non-fatal failure.

All items in this section are considered gnomish for purposes of the Gnomish Technology Specialist feat, even if the word "gnomish" does not appear in the item's name or description.

Alarm-O-Bot

Description: Gnomes live underground, and the natural darkness and rugged terrain of their surroundings provide ideal conditions for enemies to hide. In an effort to catch prowling and skulking creatures of all types, gnomes developed the alarm-o-bot. The small robot looks like a child's toy with various wires and sensor arrays jutting out in all directions, enabling it to "see" in the dark. When it detects a living creature, or any sort of movement, it emits a high-pitched warning. The leper gnomes in Gnomeregan make heavy use of this device.

Operation: The alarm-o-bot's operator can program the device to either stand in place or walk a predetermined, simple path involving no more than four turns. This path can be as long as desired, but the device only moves at a speed of 10 feet per round, and is fairly noisy, with a Stealth penalty of –4 to move silently. The alarm-o-bot cannot maneuver around obstacles; if it encounters terrain more than a few inches higher or lower, it stops moving, but remains vigilant. Setting up the bot, or changing its movement pattern, requires 5 minutes of programming and testing.

The alarm-o-bot's detection abilities are entirely visual; it cannot detect sounds. The bot "sees" any motion, heat, or even unusual shifts in air currents, allowing it to detect invisible creatures or those shrouded in magical darkness. The device has a Spot check skill modifier of +30, but its range only extends to a maximum of 60 feet. If it detects anything suspicious, it immediately shrieks "INTRUDER ALERT!" and flashes a bright red light for 30 seconds. The howling alarm can be heard with a DC –10 Listen check and the bright red light with a DC –10 Spot check, so guards some distance away can notice the warning easily. The screech and flare can be stopped only by destroying the alarm-o-bot, magically silencing or darkening it in some way, or if the owner uses a standard action to switch it off. Switching off a screaming alarm-o-bot requires a DC 15 Use Technological Device check. The bot also issues its warning if it takes damage from any source but is not destroyed by that damage.

The alarm-o-bot can be set to ignore certain sizes of creatures, such as anything smaller than Tiny, or anything that isn't Medium. Its heat or motion detection functions can also be switched off independently if desired. Finally, the owner can select a specific motion, such as a vigorous hand wave or repeated jumping, that acts as a "password" to cause the bot to not activate its alarm. This enables the owner to approach without being deafened.

Fuel: The alarm-o-bot uses 1 vial of phlogiston for up to 8 hours of continuous use. However, issuing its alarm draws additional power, counting as 10 minutes off this time.

Hardness 5; 5 hp; Size Tiny; Weight 20 lb.; MR 1; TS 4; Craft DC 24; Price 270 gp.

Chaos Burst Amulet

Description: This is one of the more recently developed chaos energy devices. The amulet is a thick brass disc in the shape of a clock, affixed around the neck by a heavy

silver chain. A miniature chaos engine in the clock face draws chaos energy that swirls around the hollow interior of the disc, providing a random benefit in combat when activated. At least, it's usually beneficial….

Operation: Activating the amulet is a standard action that provokes attacks of opportunity and requires a DC 10 Use Technological Device check. The owner presses down on the facing while running his fingers across the clock hands imprinted on the surface. The chaos energy in the amulet then produces a burst that infuses the wearer with a random enhancement (or penalty) from the chart below. Roll 1d10, adding +1 for each time the wearer has employed a chaos energy device of any kind in the past 24 hours.

Chaos Burst Random Effect

Die Roll	Enhancement
1	+4 enhancement bonus to Strength
2	+4 enhancement bonus to Agility
3	+4 enhancement bonus to Stamina
4	+4 enhancement bonus to Intellect
5	+4 enhancement bonus to Spirit
6	+4 enhancement bonus to Charisma
7	+10 ft. enhancement bonus to speed
8	+3 deflection bonus to AC
9	+1 enhancement bonus on attack and damage rolls, skill checks and ability checks
10+	Roll 1d8 on this chart, but apply the listed modifier as a penalty instead of a bonus

Enhancements provided by the amulet last for 10 rounds. The device may not be used again during this period.

Fuel: A chaos burst amulet uses a few drops of liquid phlogiston and can only hold enough at a time for one use. Adding more requires a full-round action. A vial of phlogiston provides enough fuel for 50 uses.

Malfunction: The amulet produces an uncontrolled blast that simultaneously applies several effects at once. Roll 2d10 on the chart above 1d4+1 times to see the results. When this malfunction occurs, the amulet cannot be used again for 24 hours.

Hardness 0; 1 hp; Size Fine; Weight 1/8 lb.; MR 3; TS 15; Craft DC 30; Price 1,240 gp.

Gravity Negator

Description: A gravity negator is a belt fitted with a suspender-like harness that stretches over the shoulders, with wing-like accoutrements that jut out at 45-degree angles from the body. One of many gnomish devices that employ chaos energy to warp the laws of physics, the gravity negator is intended to produce temporary weightlessness. Chaos energy being what it is, the device doesn't always work as intended.

Operation: Turning a dial on the device's belt buckle (a DC 20 Use Technological Device check) activates the gravity negator. The dial can turn to any of four settings, theoretically allowing the now-weightless tinker to rise straight up into the air by 20 feet, 40 feet, 70 feet or 100 feet, depending on which setting is selected. If the wearer passes within reach of a foe, this movement provokes attacks of opportunity normally.

At the start of the owner's next action, the device shuts off, cooling down over the course of the next 5 rounds. If the wearer is not on solid footing (or grabbing a ledge or something), she falls.

In the interim period between the activation of the negator and the owner's next action, she is effectively weightless. A strong wind can blow her away as if she were creature three size categories smaller than he actually is. However, this weightlessness also allows for other interesting possibilities — an ally can pull her across a room with a rope, for example, with little or no effort. The device affects a wearer and her gear (up to 500 lbs.), so the gravity negator can also be used to raise cargo up the side of a mountain, for example.

Unfortunately, the device is somewhat flaky, owing to the chaos energy employed in its construction. When it is successfully activated, roll 1d10 and consult the following chart, adding +1 for each time the owner has activated a chaos energy device in the past hour.

Gravity Negator Effects

Die Roll	Effect
1–6	Device functions normally
7–8	The device functions normally, but the user rises 20 feet higher than selected on the dial
9	The device functions normally, but the user rises twice as far as selected on the dial
10+	The device seems to function normally, causing the user to rise half as high as selected, but then it cuts out, dropping her back to the ground and dealing falling damage as applicable

Fuel: One vial of phlogiston provides enough energy to use the gravity negator 20 times.

Malfunction: The device doubles the user's weight for 1 round. She receives a +1 natural armor bonus, but takes a –1 penalty on attack rolls with melee weapons and her movement speed is halved.

Hardness 3; 5 hp; Size Tiny; Weight 4 lb.; MR 3; TS 5; Craft DC 25; Price 375 gp.

Harm Prevention Belt

Description: This thick belt has a heavy iron tube as its core. The user can't simply snap this on; he must step through the hoop and then fasten the device in place with leather straps. The belt contains a variety of reactive chemicals and mechanical devices that detect incoming physical and energy attacks, and instantly respond to shunt them aside.

Operation: Getting into the belt and strapping on the harness takes 3 rounds; turning it on requires a DC 20

Use Technological Device check and is a standard action that provokes attacks of opportunity. The device takes 3 rounds to fully activate. Once active, the belt provides the following benefits:

- +2 deflection bonus to AC.
- Damage reduction 2/adamantine.
- Resistance to cold 3, electricity 3, fire 3, and sonic 3.

Unfortunately, the sudden deployment of defensive devices, projected shields, and energy negators is highly distracting. The wearer takes a –1 penalty on attack rolls and skill checks, and a further –4 penalty on Concentration checks (–5 total).

Fuel: The harm prevention belt requires 1 vial of liquid phlogiston for 10 minutes of continuous operation.

Hardness 5; 3 hp; Size Tiny; Weight 3 lb.; MR 2; TS 6; Craft DC 36; Price 1,690 gp.

Net-O-Matic Projector

Description: Nets can be an effective means of immobilizing an opponent, but their short range and size category limitations make them impractical for many users. The crafty gnomes, never satisfied with artificial limits like these, found artificial ways around them with this useful device. A net-o-matic projector looks like a fat-barreled shotgun with a huge handle that requires two hands to operate.

Operation: When fired, the net-o-matic launches a carefully folded net. It has a range increment of 10 feet. The net has small weights on the corners, so after unfolding it wraps itself around the unfortunate target, which can be of Tiny to Large size. The standard rules for nets apply for purposes of breaking out (see the **WoW RPG**, Chapter 9: Weapons, "Weapon Descriptions").

Fuel: A net-o-matic projector uses 1 vial of phlogiston for up to 10 shots.

Ammunition: A net-o-matic projector holds up to 5 pre-folded nets. Folding a net in the proper manner requires 2 full rounds, and loading one into the gun is a standard action.

Malfunction: The net has lots of hooks, and gets caught on the user's clothing. She is entangled in her own net.

Hardness 3; 5 hp; Size Tiny (weapon category: exotic (firearm), two-handed, ranged); Weight 10 lb.; MR 1; TS 5; Craft DC 25; Price 750 gp.

Portable Vehicle Transformer

Description: This strange little device is a simple box about the size of a human's fist that can be welded onto any vehicle. When the small red button (highlighted by the words "Push Here!") is pressed, several arms and saws and other gizmos sprout from the box, disassemble the vehicle and draw it into the cube. Originally created when an ace asked his assistant to design a device to bring his ship with him, this techno-magical device has become an invaluable add-on to any ace's arsenal.

Operation: The device is simple enough to operate, requiring only a press of the button (no check required). Its operation takes 5 minutes per size category of the vehicle above Small, with a minimum of 5 minutes (a Small or Medium vehicle takes 5 minutes, a Large vehicle takes 10 minutes, and so on). The device may store no more than 1/2 ton (1,000 pounds). If a target vehicle exceeds this limit, any additional parts over 1,000 pounds are left strewn about the ground.

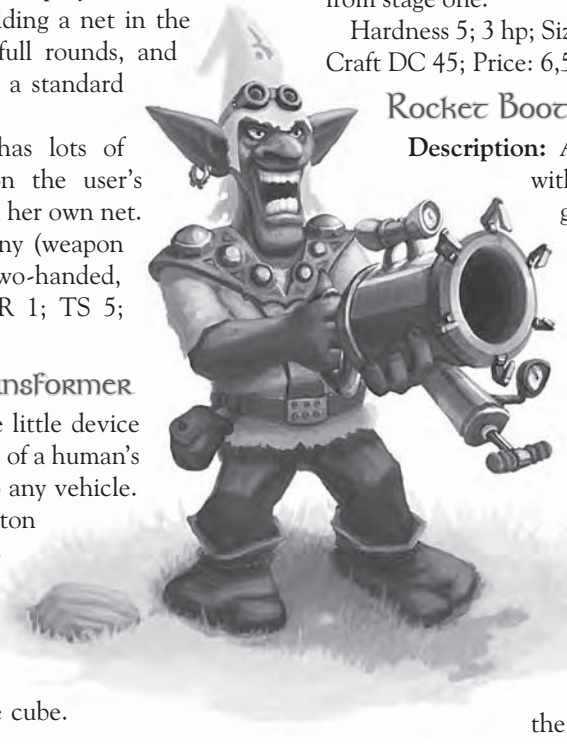
When the device finishes its operation, all that is left of the vehicle is the device itself, which still weighs a mere 2 pounds. So long as the device is functioning and all parts are near or inside the device, the vehicle transformer may reassemble the craft with no problem. It takes the same time to reconstruct the vehicle as it did to compact it.

This device is always built as an add-on; its tinker component price reflects this. When upgraded, a portable vehicle transformer may hold heavier vehicles, at a rate of 200 pounds per TS increase.

If the device is destroyed while carrying a deconstructed vehicle, it spews out the vehicle's parts, effectively destroying it.

Malfunction: A portable vehicle transformer malfunctions in an unusual manner (as it does not require a check to activate). If the pilot of the vehicle fails a Reflex save, and his (natural) roll falls within the portable vehicle transformer's MR, the device malfunctions. It disassembles the vehicle but doesn't store it, instead tossing pieces everywhere and effectively destroying the vehicle. A tinker must rebuild the craft from stage one.

Hardness 5; 3 hp; Size Tiny; Weight 2 lb.; MR 3; TS 5, Craft DC 45; Price: 6,500 gp.



Rocket Boots, Gnomish

Description: Annoyed by the goblins' success with their powerful rocket boots, the gnomes set out to build a better, more stable version. They succeeded, although the high cost often drives most buyers to the goblin variety instead.

Operation: Gnomish rocket boots are comprised entirely of layered metal, providing enhanced protection in the event of an accident. Activating or deactivating them requires a DC 23 Use Technological Device check. Once activated, tiny wheels extend from the soles and powerful jets situated around the heel propel the wearer forward at

tremendous speeds. What's more, she retains complete control of her maneuvering, even while zipping around the battlefield.

Like goblin rocket boots, gnomish boots increase the wearer's land speed by +100 feet per round. The wearer must move at least 50 feet per round or fall prone and take 5d6 points of damage. However, if the surface traveled over isn't relatively smooth (e.g., a road or the stone floor of a dungeon), the increase to speed is only +80 feet. If the wearer enters any sort of rough terrain — any square that counts as more than one normal square of movement to enter — the user must make a DC 15 Balance check to keep from falling prone and taking 5d6 points damage.

Fuel: Gnomish rocket boots don't use the highly flammable goblin rocket fuel as a power source. Instead, they use 1 vial of liquid phlogiston, which provides enough energy for 10 rounds of use.

Malfunction: The gnomish rocket boots come apart at the sole after the user has completed her first round of movement. She falls prone in that square, takes 5d6 points of damage, and her movement speed is halved until she removes the tattered boots (a full-round action that provokes an attack of opportunity). But at least gnomish rocket boots never explode!

Hardness 3; 5 hp; Size Tiny; Weight 6 lb. each; MR 2; TS 16; Craft DC 36; Price 3,840 gp each.

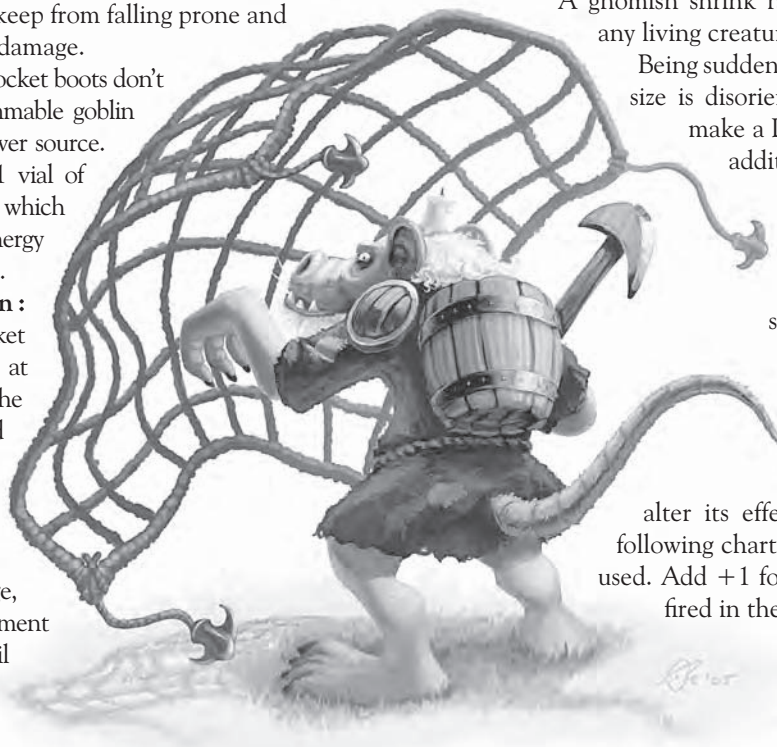
Shrink Ray, Gnomish

Description: Gnomes are Small creatures, and as such they have to look up at members of most other races — even the dwarves with whom they now share the tunnels of Ironforge. Most gnomes can't help but be intimidated when facing a much larger human, orc, or worst of all tauren in hand-to-hand combat. The gnomish shrink ray is the result of years of searching for a way to bring such opponents down to their size. The device looks like a series of concentric plates mounted around a central tip, surrounded by coiled truesilver wires. At the device's core is a chaos generator, which projects a specialized beam through the tip when the trigger is pulled.

Operation: A gnomish shrink ray is operated like a gun, but has no ammunition and projects a lightning-like ray. The ray is resolved as a ranged touch attack against the target creature, which can be of any size; the target receives a Fortitude save to resist the effects. The DC of this save is 5 + the amount by which the operator's ranged touch roll succeeded.

If the victim fails his save, he shrinks by one size category, as if affected by a *reduce person* spell (see **More Magic & Mayhem**, Chapter 3, "Power Overwhelming"). A gnomish shrink ray can be used against any living creature, not just humanoids. Being suddenly shrunk to half normal size is disorienting. The target must make a DC 14 Will save or take additional penalties of –1 on attack rolls (effectively canceling out the +1 size bonus gained from his smaller stature) for 5 rounds.

Since a gnomish shrink ray uses chaos energy, it is prone to occasional random fluctuations that alter its effects. Roll 1d10 on the following chart whenever the device is used. Add +1 for each time it has been fired in the last hour.



Shrink Ray Effects

Die Roll	Effect
1–6	Device functions normally
7–8	The ray shrinks the user instead of the target
9	The ray affects the user, but instead of shrinking him, causes him to grow by one size category (see malfunction" below for details)
10+	The ray produces an area burst that shrinks the user and all creatures within 15 feet, friend or foe

The effects of a gnomish shrink ray last for 5 rounds. The device cannot be used for 10 rounds after firing, as it must cool down. A gnomish shrink ray can't affect a target already under the effects of another shrink ray (regardless of how it affected him) but stack with a world enlarger or magical size-altering effect, like *reduce person*.

Fuel: A gnomish shrink ray employs 1 vial of phlogiston, which is enough to fire the device 10 times.

Malfunction: The gnomish shrink ray causes the target to grow instead of shrink. Double the target's height and multiply its weight by 8. It takes a –1 size penalty on attack rolls and to Armor Class and a –4 size penalty on Stealth checks to hide. It gains a +4 size bonus on grapple checks, its space and reach increase (probably by +5 feet), and its damage increases based on its new size (see the **Monster Guide,** Chapter 3: Improving Monsters).

Hardness 3; 5 hp; Size Tiny; Weight 8 lb.; MR 3; TS 10; Craft DC 30; Price 2,000 gp.

Timehopper

Description: The gnomish inventor and explorer Devonix was fascinated by the legends of the great dragon Nozdormu the Timeless. Many of the legends surrounding this dragon suggest he possesses the amazing power to travel in time — an ability even the greatest human and elven magi had yet to master. Devonix became convinced that something in the Caverns of Time, where Nozdormu and his bronze dragonflight dwell, gave them the ability to break through the fabric of time.

Devonix made a pilgrimage to the caverns and disappeared within. When he emerged a year later, he was 20 years older, but he brought with him a bagful of tiny green jewels similar to emeralds. For the rest of his life he tinkered with these gems, subjecting them to all manner of energies. Then, just before his death, he emerged with his life's work: the timehopper.

Operation: A timehopper consists of a small chaos engine surrounding a time emerald. This mechanism is fitted into a headpiece, like a diadem. Amazingly, it is activated by the power of thought alone. The wearer simply wills the device into operation as a swift action.

In addition to the chaos energy employed in twisting the fabric of time, the timehopper requires a special gem called a time emerald. Time emeralds exist only in the Caverns of Time. Needless to say, they cannot normally be found on the open market — a prospective designer must acquire one himself by visiting the Caverns, or hire someone powerful (and stupid) enough to enter on her behalf. Devonix, the original designer of this device, may have left a few behind after his death, but what became of these is unknown. The typical market price for such a jewel is at least 25,000 gp.

When the timehopper activates, one of the following things occurs (roll 1d10).

Timehopper Effects

Die Roll	Effect
1–4	The flow of time around the user slows briefly, allowing her to take two rounds' worth of actions in a single round. However, she cannot affect anyone else with any action (so she cannot attack someone), although she can activate some persistent effect, such as lighting a fire, that affects someone once the flow of time restarts.
5–6	As above, but the user receives the benefit of 3 rounds' worth of actions in a single round.
7–8	The user steps temporarily out of the flow of time, allowing her to relive the current round after it is over. Basically, she acts normally on the current round, but because she then gets to experience everything again, she can try things differently. To represent this effect, you can re-roll every die roll you make over the course of the current round. However, you must take the results of the second roll, even if it is worse than the first. You cannot change your movement or other decisions.
9	As 7–8 above, but the user gains the benefits for 2 rounds.
10	The user jumps a fraction of a second out of phase with the normal flow of time, leaving her dazed for 1 round.

A timehopper cannot be used more than once per hour.

Fuel: A timehopper is powered by a few drops of liquid phlogiston, and holds only enough for one use at a time. A single vial provides enough phlogiston for 20 uses of the device.

Malfunction: The user jumps forward in time by 2d6 rounds (the GM secretly determines this number). Remove the character from play entirely (the GM might even ask the player to leave the room). When the character returns, everything around her seems to have jumped to new positions, causing her to be dazed for 1 round as she gets her bearings. If she would arrive in a space occupied by another creature or object, she appears in the nearest open space. In addition to the

above effects, she must make a Fortitude save (DC = 10 + 2d6) or age 1d4 years.

Hardness 1; 3 hp; Size Diminutive; Weight 1 lb.; MR 3; TS 20; Craft DC 120; Price 62,500 gp (includes 25,000-gp time emerald).

Ultrasafe Transporter

Description: A contingent of gnomes in Gadgetzan created this device in the hopes of reducing the air traffic problems caused by frequent travelers to Tanaris. The transporter consists of two devices — a small, handheld actuator and a bulky, immobile pad big enough to accommodate a creature as large as a tauren. The pad utilizes chaos energy to weaken the fabric of space in its vicinity, allowing anyone activating one of the actuators to "pop" instantaneously from his present location onto the pad. According to the gnomes, this is a perfectly safe form of travel, as long as you follow each and every one of the safety procedures — which fill a 2-inch-thick manual.

Operation: The pad is passive, operating continuously without any Use Technological Device checks required. Gnomish technicians monitor it round the clock to ensure it is working correctly.

The handheld actuator requires a DC 20 Use Technological Device check to activate, which takes 5 rounds. During this period any interruption causes the device to fail. Whether it works correctly or not, it requires 4 hours to cool down.

If the actuator functions properly, the user and all his gear (up to 300 lbs., including both user and gear) are transported to the waiting pad in Gadgetzan. If someone else is standing on the pad at that moment, the user arrives in the next nearest adjacent square. There is no return trip, as the teleportation is entirely one-way.

At present there is only one ultrasafe transporter pad in existence, located in Gadgetzan. A second is scheduled for installation in Booty Bay "real soon now," and others may also gradually appear across the world. A tinker must have a separate actuator attuned to a specific transporter pad in order to teleport himself there. Attuning an actuator to a pad requires 2 hours and a DC 25 Use Technological Device check, but once attuned, it stays that way until set to another location. The user must actually be physically present at the pad's location in order to attune his actuator to it.

If the user attempts to travel to a pad that isn't there (because it was turned off, broke down, or destroyed), nothing happens. There is no malfunction, but the actuator is still considered used for purposes of its 4-hour delay period.

Note that the rip in the fabric of space is extremely sensitive to other forms of space alteration. Objects that contain extradimensional spaces can't be sent through the transporter (they simply don't arrive at the destination and are never seen again, along with all their contents). Also, using size-alteration devices or magic disrupts the transporter, adding +2 to the MR for each size category of change. Thus, attempting to use a world enlarger to reduce one's weight (or to bring along passengers) is not a good idea.

Ultrasafe Transporter Malfunctions

Die Roll	Effect
1–3	The actuator transports to the pad, but the user and the rest of his gear don't.
4–5	The user teleports to his destination but takes 6d6 points of damage (damage reduction doesn't apply).
6–7	The user teleports to the correct destination, but appears 1d10 x 100 yards away from the pad and 3d6 x 10 feet up in the air.
8	The user teleports to a different pad somewhere else in the world (if any; if not, use the previous result instead).
9	The user teleports 3d6 x 10 miles away from his starting point in a random direction.
10	The user experiences the mysterious "evil twin effect." Some gnomes claim that he is replaced by his evil twin, others than an extradimensional force takes an interest in him. Whatever the case, the user teleports to his location, but at some point within the next 2 hours, the evil twin effect occurs. This force acts in a way contrary to the character's interests, at a time chosen by the GM. In general, the effect of this is to cause one single die roll to automatically fail, or a critical threat against him to automatically confirm. The presence of the evil twin effect is undetectable until it acts, after which it departs.

Fuel: The transporter pad requires 1 vial of liquid phlogiston for every day of continuous operation. An actuator uses 1 vial of phlogiston for up to 10 transports.

Malfunction: Although the transporter is "ultrasafe," mishaps happen, but these are *always* the fault of the user! (At least, according to the designers.) Upon any malfunction, roll 1d10 on the following chart:

Actuator: Hardness 1; 3 hp; Size Diminutive; Weight 3 lb.; MR 3; TS 25; Craft DC 35; Price 1,095 gp.

Pad: Hardness 5; 80 hp; Size Huge; Weight 1,000 lb.; MR —; TS 5; Craft DC 105; Price 47,500 gp.

World Enlarger, Gnomish

Description: While the original designers of the gnomish shrink ray intended to use it to cut enemies down to size, the technology suggested another application: personal use. Gnomes are already small and naturally stealthy; they reasoned that if they could be made even smaller, they could get into places no one would ever expect. Naturally, the tinkers who originally came up with this concept were thieves.

Zur sighed and plopped down on the hard wooden bench that lined the back of the cell. "Well, now we're in for it," the night elf rogue said, shaking his head sadly. "They've got us for sure. I can't get that lock open, and these bars are way too strong to bend."

His companion, the human arcanist Valisha, paced back and forth warily. "Yeah, they searched us pretty well," she remarked, a trace of a smile crossing her harsh red lips. "A bit too well, if you get my meaning. Bastards."

"It's your fault for wearing robes like that," commented Zur. "You humans give in to your baser instincts a bit too much for my tastes."

"Well, you must like us or you wouldn't spend all your time in Theramore," the warlock answered. "Besides, dressing like this has its advantages… as I'm sure some of your own women know, what with them dancing all the time. For instance: Sure, the guards took all your thieving tools, and all my spell components, but they didn't take everything."

"What do you mean?" He stood up again, eyeing her curiously. "What did they miss?"

The smile on her face was more pronounced now. "Just this little thing," she replied, withdrawing a tarnished silvery disk that fit neatly in her hand.

"What is that?" sniggered Zur. "What are you going to do, pretty yourself up some more?"

Valisha snorted. "This is something that gnome tinker taught me about. It looks like nothing, but it's actually exactly what we need. Now stand back and watch this."

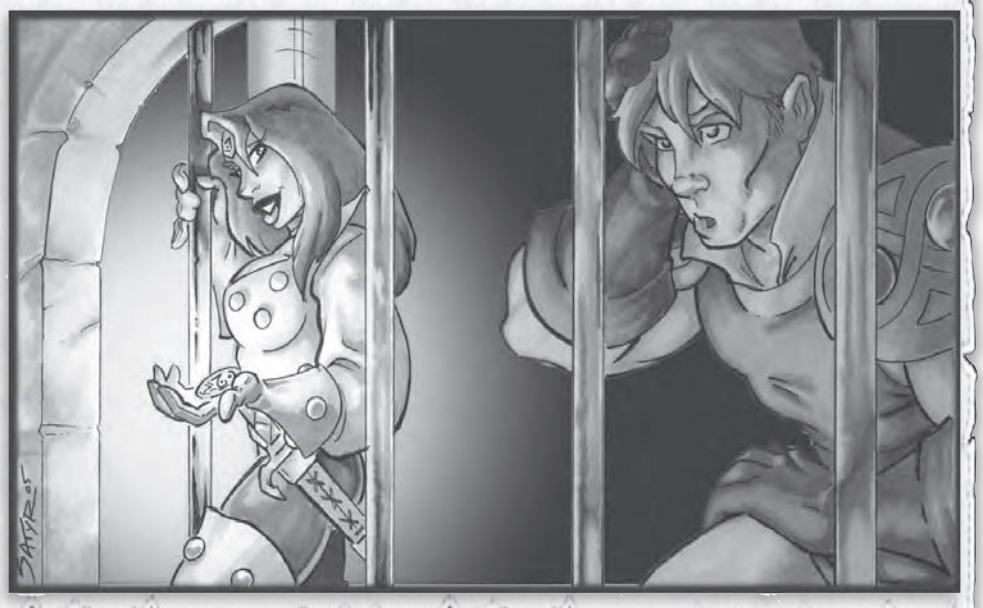
He took a step backward — no, several steps, for Valisha's little toys often didn't work quite as she expected. Holding the silver disk in her hand, she gave the top a quick twist — and then something totally unexpected happened.

She *shrank!* One second she was head-level with his chest, as usual; and the next, she had dwindled down to half that size, shorter than his waist. Zur's mouth dropped open and dangled limply for a few seconds while Valisha just grinned up at him in satisfaction.

"See?" she chuckled in a high-pitched voice, stepping over to the bars. She slipped her tiny frame through the gaps, walked across to the opposite side of the room, climbed onto a chair, and retrieved the keys to their cell from the nail on which they hung.

When she got back, he was still standing frozen, staring down at her in amazement. Only when she tossed the keys at him did he react, catching them instinctively.

"At least," she said, still giggling at his befuddlement, "they didn't put us in a cell built for gnomes."



The world enlarger is a compact chaos engine contained within a flat, disk-shaped slab of truesilver. In fact, it really doesn't look all that useful at all, until the user twists the top to one side and shrinks in size.

Typically, a world enlarger is used to increase a user's stealth, or to allow her to enter tiny gratings and passageways she couldn't otherwise squeeze into. It can also be useful for amusement purposes — there are few things funnier than a doll-sized gnome under the effects of *Noggenfogger elixir*, a shrink ray, and a world enlarger all at the same time.

Only gnomish technology could invent a device that affects the entire world!

Operation: Activating the world enlarger requires a DC 15 Use Technological Device check. Whoever twists the top of the disk shrinks by one size category, as if affected by a *reduce person* spell (see **More Magic & Mayhem,** Chapter 3: Power Overwhelming). However, the user is not disoriented, as the effect occurs somewhat more steadily, allowing the user time to adjust her bearings to her new size.

A world enlarger's effects last for 10 minutes, and can be cancelled by simply twisting the device back to its original setting. The size change stacks with the effects of a gnomish shrink ray or magical size-altering effect. However, only one world enlarger can affect a character at a time.

The world enlarger is a marvelously stable device, since it has only one power and doesn't attempt to focus it at range or on unwilling targets. As a result, no random chaos-based effect occurs when it operates — the user always shrinks, unless the device malfunctions.

Fuel: A world enlarger uses a single vial of phlogiston, which provides enough fuel for 30 uses.

Malfunction: The user grows by one size category, as described in the malfunction result for the gnomish shrink ray (above).

Hardness 1; 3 hp; Size Diminutive; Weight 2 lb.; MR 3; TS 1; Craft DC 30; Price 2,000 gp.

Other Technological Devices

Items developed by other members of the Alliance, or by independents, are listed below (though occasionally gnomes or goblins take credit for them). These items take a wide variety of forms, from the simple to the complex. Those items listed as goblin types were originally developed by goblins, but are now in general use by tinkers throughout the Alliance.

Bomb Dispenser, Goblin

Description: Hard as it may be to believe, some goblins actually don't like blowing themselves up. The bomb dispenser was invented with these safety-first goblins in mind. The device consists of a multi-chambered miniature assembly plant stored within a large backpack. The bottom of this pack contains a hatch that can be opened and closed by pulling on control handles attached to the shoulder straps. Inside the container, all the parts for a self-actuating bomb wait for assembly, each kept separate from the others so that accidents never happen. Almost.

Operation: To use the bomb dispenser, the wearer tugs on a control bar attached to the straps on his shoulder (a DC 15 Use Technological Device check). Over 3 rounds, automated equipment inside the bag gathers up the separated parts and assembles them into a small, mobile bomb. A beep warns the wearer that the bomb is now ready. He can then deploy it by pulling on a different strap (another standard action and a DC 15 Use Technological Device check), opening the trap door. If 3 rounds pass without deployment, the bag's safety measures take the bomb back apart (over the course of another 3 rounds).

When the user releases the bomb, it drops to the ground between the user's legs and charges on spindly legs directly towards the target ahead of the user's present facing. The bomb doesn't discriminate friend from foe, but charges straight ahead at a speed of 60 feet per round. When it enters a creature's square, it explodes, dealing 10d6 points of fire damage on the target (DC 19 Reflex save for half). The bomb has AC 14 (touch 12), hardness 3 and 5 hit points; if completely destroyed, it does not explode.

A deployed bomb acts immediately, taking a charge action (total speed 60 feet). It can travel only in a straight line. If it encounters an obstacle it can't pass through (anything larger than Tiny size) or any creature of Tiny size or larger, it blows up. The explosion affects only creatures in the explosion's square.

Fuel: The bomb dispenser uses a vial of liquid phlogiston, which is sufficient to produce up to 10 bombs. If a bomb is aborted and disassembled, one bomb's worth of phlogiston is still consumed. The device also requires bomb parts (200 gp per bomb, not included below). It holds enough parts to create three bombs.

Malfunction: The deployed bomb explodes prior to moving.

Hardness 5; 10 hp; Size Small; Weight 30 lb.; MR 1; TS 30; Craft DC 85; Price 13,690 gp.

Catseye Ultra Goggles

Description: A human tinker developed these goggles originally to provide the same sort of night vision enjoyed by his pet cat. The design eventually passed through the hands of various other tinkers; the present multi-use version is considered the standard.

Operation: Catseye ultra goggles improve vision, giving a +1 bonus on Spot checks. In addition, the user can switch the device to one of several other modes by throwing a small switch on the right side of the frame (a DC 10 Use Technological Device check). The goggles take 1 round to switch into the new mode, so they don't alter their present state until the user's next action. Once set in a given mode, they must remain in that mode for at least 5 rounds. The modes available are:

Low-Light Vision: In this mode, the goggles provide low-light vision. However, in this mode the wearer is vulnerable to sudden bright lights, taking a –4 penalty on saving throws made to avoid being blinded or dazed by light effects or attacks.

Darkvision: In this mode, the goggles provide 60 feet of darkvision, but the wearer becomes exceptionally vulnerable to bright lights. If she enters an area of normal lighting, she takes a –2 penalty on attack rolls, ability checks and skill checks. In addition, she automatically fails saving throws to avoid begin blinded or dazed by light effects or attacks.

Heat Vision: In this mode, the goggles cloud over and reveal only heat sources, not ordinary light. The user cannot see any details or colors, so she takes a –4 penalty on attack rolls and on skill checks that require vision. Some skill checks, such as Craft or Open Lock, may simply be impossible under these circumstances. However, the ability to detect heat (which appears as a red glow against the cooler blue background) gives the wearer a +8 circumstance bonus on Spot checks to see

The horn sounded, and as one the orcs bellowed their warcries. Ukk was on his feet along with them, racing down the short hill towards the men below. There were no spellcasters or special forces among them, just foot soldiers and three or four officers in elaborate plate armor. Ukk angled toward these, ignoring the cowering wagon driver and whinnying horses. Out of the corner of his eye, the orc saw someone moving amid the boxes, but whoever it was didn't step forth. A cowardly civilian to be slaughtered later.

The battle began. Several humans died almost instantly, but others rose to take their places, obviously well-drilled in defensive maneuvers. Ukk slashed the throat of a man who blocked his way. Other humans dropped here and there, as did some of his own troops. Yet the orcs had the advantage of numbers.

Or did they? While the warrior part of Ukk hacked and slashed at his foes, the detached section of his brain that monitored the battlefield spotted more humans popping up seemingly from nowhere. The sun had set so lighting was poor, and his attention was focused on swordsmen in his path, but he could still sense new targets cropping up all about. Despite their deaths, the humans' numbers hadn't decreased much, if at all. Yet already one-third of Ukk's force was down.

He sensed the mounting panic in his orcs. Their throaty yells were faltering all about. Morale was shaken; if he didn't do something soon, it would break.

Ukk knew what to do. He bellowed forth a frightening battle-yell and stepped toward two of the most recent reinforcements, who were strangely still. With a mighty blow he cleaved off their heads. But instead of the satisfying squirt of blood, he saw only broken wood bouncing on a spring.

Treachery! He shouted a warning, but it was too late. His men were already pulling back, drawn by the retreat-horn. Ukk cut down one final guard — a real one this time — spat upon him, and rushed away. The surviving humans wisely didn't pursue.

With gasping breaths he returned to the staging area. "Tricks," he muttered with a growl. "Toys of wood. That's all they were."

"Yes," agreed Gorgh, a trickle of blood coursing down his scarred face. "And the supplies. Look."

Ukk followed his sergeant's gaze down the hill. The wagon, stuffed with wooden crates and barrels, was aflame, lighting the path in a crimson glow. Yet the human warriors were already putting out the fire, rescuing the vast majority of their cargo from destruction.

Failure, thought Ukk morosely. Not total failure, for some of the supplies were lost, but a defeat nonetheless.

Somewhere among the humans, probably one of the unarmored ones, was the tinker who'd fooled Ukk with his false warriors. That was an insult he would not soon forget. One day, the orc thought, we will raze that town and that tinker will perish by my hand.

One day. One day soon.

hidden creatures, and a +4 bonus on Survival checks to track. These bonuses apply only if the creature being spotted or tracked gives off appreciable heat. Most constructs, oozes, undead and so forth don't.

Light Protection: In this mode, the goggles darken and protect the eyes, conferring a +8 circumstance bonus on saving throws against light-based attacks. However, the user takes a –4 penalty on Spot checks while the goggles are dark (and doesn't gain the +1 bonus on Spot checks the goggles usually provide).

Fuel: Catseye ultra goggles draw no power in the default mode. When switched into one of the other modes, they require a vial of phlogiston, which provides enough energy for 1 hour of constant use.

Malfunction: The goggles switch into the desired mode normally but then get stuck in it, requiring 1 hour and a DC 15 Craft (technological device) check to repair.

Hardness 1; 3 hp; Size Diminutive; Weight 1 lb.; MR 2; TS 5; Craft DC 25; Price 1,000 gp.

Parachute Cloak

Description: This wraparound cloak is a simple and useful invention. If the wearer begins to fall, the cloak immediately unfolds into a huge parachute, slowing his descent to safe speeds — at least, for a few seconds.

Operation: The parachute cloak operates automatically. When the wearer falls more than 10 feet, it deploys, slowing his fall by up to 2d10 x 100 feet of total distance. After that, it crumples up into a useless wad of fluttering material that flops directly on the wearer when he lands. Assuming the wearer survives the fall, he must make a DC 14 Reflex save or be considered entangled for 3 rounds while he disengages himself from the tangled cloth. Folding the parachute back into a cloak is an exhaustive process that takes 10 minutes.

Fuel: A parachute cloak requires a tiny bit of phlogiston whenever it activates. The contents of the cloak's internal storage tank, located around the neckpiece, last for 50 deployments.

Hardness 3; 10 hp; Size Large; Weight 2 lb.; MR 0; TS 3; Craft DC 23; Price 660 gp.

Portable Target Dummy

Description: During the last war, the commander of one human outpost ordered fake "defenders" built out of sandbags, with damaged armor and helms placed on them to make them look like targets for enemy archers. After a number of orc arrows impaled these dummies, a human tinker decided to expand on the idea. The result is the portable target dummy, a crate that, when tossed to the ground, expands into a humanoid-shaped cutout bouncing atop a metal spring. The dummy won't fool experienced opponents, but may draw fire from distant enemies or attract the attention of unintelligent foes.

Operation: Throwing a portable target dummy's crate onto the ground causes it to spring open. The owner can place it in any square adjacent to his position as a standard action, or can attempt to throw it (as a thrown simple weapon) to any unoccupied square. However the crate is somewhat bulky, so it has a range increment of only 5 feet.

Once the crate hits the ground, the target dummy deploys. All opponents who can see the dummy might be distracted by its presence — they must make DC 5 Spot checks to recognize it as a fake. While this may not seem like much, at a distance or in darkened conditions it can be surprisingly effective. Of course, the dummy doesn't move (although it bounces around with its "weapons" held in a threatening manner), so enemies already engaged in combat with another foe may simply have no reason to react to the dummy's presence. Animals that attack by sound, smell or tremorsense may also not view the dummy as a threat.

A deployed target dummy has AC 10, hardness 5 and 10 hit points. It stays in place for up to 1 minute before falling over into a useless heap. If not destroyed before then, it can be folded back up to its original configuration and recharged in as few as 5 rounds.

Fuel: A portable target dummy uses a negligible amount of phlogiston to control its deployment.

Malfunction: The dummy breaks into pieces.

Hardness 5; 10 hp; Size Small (undeployed) or Medium (deployed); Weight 10 lb.; MR 1; TS 1; Craft DC 15; Price 250 gp.

Portable Target Dummy, Advanced

Description: One thing about tinkering is that no device is ever considered "finished." There are always improvements that can be made, and the portable target dummy is no exception.

Operation: The advanced dummy looks more realistic than the standard model, as it includes better padding and realistic-looking armor. Once deployed, the device also makes random combatlike sounds (clanking metal, challenging shouts, and the like). Better still, its fake sword arm actually swings on a ball joint, and the dummy also takes a 5-foot step each round (in a random direction). Finally, the padding is soaked in human sweat and pheromones, so animals are more likely to be fooled by the dummy's presence. These features greatly improve the advanced target dummy's ability to distract opponents.

An advanced target dummy requires a DC 15 Spot check to reveal its status as a fake. It can also fool opponents who can't see it. They must make a DC 15 Listen check to realize what they're hearing isn't a real enemy.

For 5 rounds after activation, the advanced dummy takes a 5-foot step in a random direction every round. If it attempts to enter the square of any creature or object of Small size or larger, it doesn't move.

An advanced target dummy falls apart after 1 minute, just like its lesser counterpart.

Fuel: An advanced portable target dummy uses a negligible amount of phlogiston to control its deployment.

Malfunction: The advanced target dummy falls into pieces

Hardness 5; 10 hp; Size Small (undeployed) or Medium (deployed); Weight 15 lb.; MR 1; TS 1; Craft DC 25; Price 1,350 gp.

Spellpower Goggles Xtreme

Description: This is a device crafted by the tinker mage Allavan to improve his spellcasting abilities. These goggles collect and focus the wearer's arcane power.

Operation: Spellpower goggles Xtreme function automatically. Whenever the wearer casts an arcane spell, a phlogiston generator sparks, generating a quick boost of magical energy that feeds into the spell. The owner must actually cast the spell herself (or use a spell-like ability); spells cast from wands, scrolls, staves and other items don't gain the benefit.

The device can provide the following benefits. A spell can receive only one benefit. If it is eligible for several, the caster chooses which benefit she wants her spell to receive.

- If the spell deals damage, the damage increases by +1 per die (so a 25d6 *polar ray* deals 25d6+25 damage).
- The caster's level is considered one level higher for the purposes of the spell's range and duration only.
- If the spell requires a ranged touch attack, the caster gets a +1 bonus on his attack roll.
- If the spell permits a saving throw, the DC increases by +1.
- If the target has spell resistance, the caster receives a +1 bonus on the check made to penetrate it.

Fuel: Spellpower goggles Xtreme require a vial of phlogiston to operate. The liquid is contained in a special cavity built into the rims of the glasses. One vial provides ten spell benefits.

Malfunction: Spellpower goggles Xtreme malfunction in an unusual manner (as they do not require a check to activate). If the wearer fails a saving throw against a spell or spell-like ability, and her (natural) roll falls within the device's MR, it malfunctions. The wearer automatically casts one of her spells (randomly determined) on herself.

Hardness 1; 3 hp; Size Diminutive; Weight 1 lb.; MR 1; TS 20; Craft DC 40; Price 6,000 gp.

Voice Amplification Modulator

Description: The human tinker mage Allavan was well-known for his use of technological devices to aid his arcane casting abilities. He found, through much experimentation, that many of the disadvantages arcane casters suffered could be countered through the appropriate use of science. One problem in particular was that if he found himself silenced, he couldn't cast spells with verbal components — that is to say, most of his spells. To deal with this eventuality, he developed the voice amplification modulator, a technological device that replicated sound as a series of vibrations. Although he never perfected the item, he did find that it worked well enough to suit his purposes.

Operation: The modulator is a blocky piece of metal that fastens around the neck with a leather strap. (Its use does not prohibit a magical item in the body's neck slot.) Activating the device requires a DC 15 Use Technological Device check. The device's inventor claims that the voice modulator transforms the user's voice into a series of vibrations that approximate sound. Whether or not this is true, the device allows that user to cast a spell with a verbal component 75% of the time. (Most casters use this device in areas of magical silence.) Furthermore, if the user is deafened, his verbal spell failure chance is only 10%, not 20%.

Fuel: The voice amplification modulator runs on liquid phlogiston, one vial of which provides enough power for 10 minutes of use. It draws power only on rounds that it actually provides its benefits, so to conserve energy the user normally leaves it switched off.

Malfunction: The device tightens and cuts off the wearer's speech entirely until it is removed (which takes 5 minutes and a DC 25 Use Technological Device check).

Hardness 1; 3 hp; Size Diminutive; Weight 2 lb.; MR 1; TS 5; Craft DC 35; Price 1,500 gp.

So It Is Written

I've been around and I've seen a lot. I've traveled all the lands in Azeroth and have written about them. I've rubbed shoulders with kings and queens and giant bugs. Yet I don't know if I'll ever see anything as fascinating to me as mortal societies.

The history and cultures of the Alliance's races are particularly interesting — they began more than 10,000 years ago, shortly after the world was formed. I believe that if we are ever to come to a true understanding, which must come before true cooperation, we must learn of each other's history — as well as our own. (I am constantly amazed by the number of young dwarves who have no knowledge of Ironforge history.) Thus, to facilitate such understanding, I have compiled my notes and thoughts in the following sections. Enjoy.

Brann Bronzebeard

Night Elf History

As they're more than willing to inform you, the night elves are the oldest civilized race on Azeroth, the origins of all things civilized and magical. All magic came from the kaldorei, both divine and later arcane; and true civilization rose from the elves' domiciles. Everything, as they say, came first from the night elves.

It was a time when the world was one great continent, and races were just coming into existence. Well before the humans appeared, before the dwarves first emerged from their underground homes, the night elves were already building great cities and exploring the powers of the world. Ten thousand years ago, the kaldorei communed with the goddess Elune through their priestesses, and the men bonded with the spirits of the land. Their society could be called a utopia, a paradise of beauty, peace and understanding. Oh, sure, they weren't naïve: They were more than capable of defending their treasured cities and moonwells, and the females organized into a great military force known as the Sentinels. Wardens policed their streets, taking in the few elves who attempted to ruin the perfection the rest worked so hard to create.

Then hell broke loose, as this world came under the eye of the Burning Legion.

A night elf queen, Azshara, and her servants discovered a new and untapped source of magical power, arcane magic. She and her closest servants researched arcane magic, learning to wield it. Quickly, the demonic power corrupted her and her servants, who then called themselves quel'dorei, or the Highborne. Their misuse of the power was rampant; and as they became more corrupted, it attracted the eye of the Legion. When the Legion found the Well of Eternity, Sargeras, the lord of all demons, contacted Azshara. If she would open a portal to the Twisting Nether, Sargeras promised her eternal power. And of course, she accepted.

Through the Well of Eternity, the hordes of the Burning Legion entered our world, and set out to conquer it for themselves. Many of the Highborne realized their mistake and fought against the Legion. Many more simply fled. Those who remained with Azshara threw their lots wholly with the Legion, on promises of even greater power for their loyal service. Azshara and her ilk devoted themselves fully to Sargeras; and once minor demons appeared through her portals, she schemed to widen the portal to allow Sargeras himself entry.

Between the corrupted Highborne and the Legion, Azeroth's future looked dim. Only through the unparalleled leadership of the druid Malfurion Stormrage and his companion, the priestess Tyrande Whisperwind, was Azeroth saved. Malfurion and Tyrande fought alongside the elite Moon Guard, a group of arcane spellcasters, to combat the demons. Many fell to the Burning Legion, but Illidan Stormrage, Malfurion's brother, gathered the survivors and led them against the demons. By this time, Azshara's portal filled the entire Well of Eternity, and Sargeras was crossing over, so the heroes had little time. However, Illidan was deeply addicted to arcane magic, and he did not agree with his brother's plan to destroy the Well. Illidan's claims that the world needed arcane energy — carefully used — fell on deaf ears and only infuriated the other night elves. Illidan managed to warn Azshara of Malfurion's plan to attack the Well itself, and stole vials of its water. In the chaos of the battle, Illidan disappeared.

Azshara used her magic to combat the Moon Guard's attack on the Well, but her spell went wrong. The heroes destroyed the Well, but not without a great cost: the Sundering. The destruction of the Well combined with Azshara's misguided spell created a horrendous backlash of turbulent magical energies, tearing the continent into three separate parts. Waves pulled the great city of the Highborne under, along with Azshara and her followers, lost for millennia. Marking her supposed grave, the unrelenting Maelstrom roared its fury, reminding the

world of the Highborne's sin and pride. The kaldorei rebuilt their life and society, stoic as ever, and everything was right once again. Or it should have been.

Soon after the Sundering, Illidan took three vials of Well water to Mount Hyjal and emptied them into the great lake at the mountain's summit. Thus he created the second Well of Eternity and once again brought arcane magic to the world. In the process of creating the second Well, Illidan again brought the threat of the demons to Azeroth. His crime did not go unpunished, as Illidan's brother descended upon him and condemned him to an eternity of imprisonment, where the warden Maiev Shadowsong and her Watchers would keep an eternal vigilance under the Barrow Deeps.

Fearful of another Sundering, three of the great Dragon Aspects grew the World Tree of Nordrassil over the Well and cast spells over it. Alexstrasza's spell gave night elves immunity to sickness and disease, Nozdormu's granted them immortality, and Ysera bound the tree to the Emerald Dream. The World Tree watched over the Well, hiding it from the eyes of the Nether and preventing the demons from crossing over once again. From that point on, Malfurion decreed that arcane magic was too dangerous, and banned it. Unable to accept the ultimatum, the remaining quel'dorei stole a vial of Well water and accepting exile across the sea; they became the high elves.

To protect Nordrassil and continue to guard the Well, Malfurion gathered all the druids into a conclave, where they underwent a great slumber, sending their spirits into the Emerald Dream. A great barrier of mist grew around Kalimdor, to prevent eyes even in Azeroth from finding the Well. Tyrande and her Sentinels guarded Mount Hyjal. The rest simply lived their immortal lives, tending the woods of Ashenvale and beyond, awaiting the day that the druids would wake again. Peace finally came to Kalimdor and the kaldorei.

Now move forward several thousand years, to the third time the demons enter Azeroth. Suddenly the mists that guard Kalimdor part, revealing the lost continent to a people who had forgotten Kalimdor's existence. Even the descendents of the Highborne, the high elves, had forgotten most of their ancestral lands. The demons, however, hadn't forgotten; and the forces of the great eredar warlock, Archimonde, desired Nordrassil and the Well beneath it.

I'm sure you know history from this point onward, but for sake of completeness, I'll recap it from the night elves' point of view as best I can.

The night elves first noticed the fall of their barrier when their scouts fell upon an encampment of orcs. Instantly distrustful of the invaders, and fearing this portent, they attacked the orcs; but they later discovered an even more horrendous invader: the Burning Legion. The priestess Tyrande, fearing the worst, traveled to Moonglade and woke the druids, first among them her companion Malfurion. Soon the night elves discovered the death of their demigod Cenarius at the orcs' hands and swore vengeance on them, but greater problems arose before they could exact it. The Burning Legion would not wait.

Even today I dream, but I fear the dreams that reach me. Within them, I am reminded of horrors that should not be. Horrors I try in my waking moments to forget. But the dreams continue to appear.

In my dreams, I am young and handsome. I walk through a great forest, perfect in every way. Our druids tend the woods, our warriors cull the predators or prey when there is need. I hear songs in the distance, of elven maidens and small children, expressing their love and thanks to Elune for our peace and prosperity. I walk beside the woman I love, the woman I swore my life to protect. She smiles at me, and I lose myself in the deep pools of eternity within her eyes.

It is a perfect world. A world we lived long ago. As in all things, change is inevitable.

I then see the woods around me grow dark. The trees twist in pain, oozing red blood from horrible gashes opening before my eyes. Creatures turn on us, culling those who once culled them in mad pain and disease. The songs, the beautiful songs, become screams of horror and pain, shrieks which will follow me into my waking moments.

I turn to my love, to take her from this horror, only to stop, as my nightmare grows into its most horrible moments yet. Before me stands a foul image bearing the face of the woman I gave myself to. Long horns sweep back across her head, and fur grows across her arms and legs. Her beautiful feet, once perfect and delicate, become sharp and cruel hooves. As I watch, she draws a curved knife with a malicious smile and burning eyes, and sheathes it in my breast.

I wake, screaming, clutching my heart, only to find that there is no wound. No… There is a wound. A wound so deep it threatens to unravel my soul.

Change is inevitable. We once lived in a world apart from man, apart from pain, horror, death. We believed we won that war, believed we would never have to face these travesties again. But I stand before you, telling you all that we cannot be apart any more. We must join our cousins, join the strange humans who have entered our forests. We must cleanse the pain of not just *our* world, but *everyone's* world.

We must, so that I may dream peaceful dreams of lovely forests and even more lovely maidens once again.

— Taken from a speech to the Council of Arch-Druids, one of many deciding speeches which led to the night elves joining the Alliance.

Only through the combined efforts of the Alliance, the Horde and the night elves was the Legion turned back. Willing to pay a great cost, Malfurion and the druids once again gathered. They summoned all the spirits of the land at the moment Archimonde ascended Mount Hyjal's summit and gripped the World Tree's branches. Using all the power of Nordrassil and the spirits of Ashenvale, Malfurion released a tremendous explosion, destroying Archimonde and most of the World Tree with him. However, the night elves lost their immortality as well, and some night elves despise Malfurion's choice. I can sympathize. He made a quick decision for all of the night elves, despite what they may have wished, giving up their immortality to save the world. A noble sacrifice, but many still resent the fact they weren't given a choice. As if there were any other choice.

Even though Nordrassil was healing, it would take another century or two for the World Tree to regain its former glory and power. Unreconciled with their loss of immortality, a splinter group of druids led by Fandral Staghelm created the second World Tree, Teldrassil, and erected a new capital in its branches. Despite a widespread distrust of Teldrassil and Fandral, Darnassus remains the focal point of night elf culture and life. They even, reluctantly, allow other members of the Alliance to enter the city. However, the druids speak of ill things in its branches, and even I felt something odd when I went there. I just hope that Teldrassil was a good idea.

Realizing they needed help to survive in this new world and to oppose the Horde, which chose their continent as its new home, the night elves reluctantly joined the Alliance. Commerce began between Theramore and the night elves, as the two cultures shared values and ideas. The night elves remained withdrawn, however; it's only in honor of our Alliance and their respect for me that they've told me this much about their history. There are still many places considered too sacred for dwarves or humans to venture into, and only when they're drunk do they really loosen up around us.

Recently, Malfurion has entered a deep coma, and sleeps in his base at Moonglade. No one knows why, and no one knows how to wake him. His absence leaves control of the druids to Fandral Staghelm, who has become the new archdruid. Before his coma, Malfurion opposed Fandral's plan to grow a new World Tree. After Malfurion fell into his coma, Fandral met with the other druids and, without Malfurion to argue against him, convinced them of the wisdom of creating a new World Tree. Together, the druids, most believing that Fandral was right about the tree, created Teldrassil.

Now that their history's done, it's on to the highlight: night elf culture!

Night Elf Culture

Night elves are a strange lot, and their lives show this. However, not everything rumor has about them is accurate. I spent a month living among the kaldorei, as they like to call themselves, and I was pleasantly surprised about my own misconceptions.

First off, most see night elves as tree-hugging, love-everything peace-keepers. They're not *nearly* this bad — they know how to destroy when it's necessary. I remember one time a resident druid gave me a task to go cull the population of wild animals nearby. This means "go out and kill a bunch of predators to let the prey repopulate." Night elves are more than willing to kill to balance nature, and sometimes take down trees that are killing other local plants by depriving them of light and soil. Back in the days when I knew little, this discovery was a system shock, but it makes sense when you think about it.

However, some night elves get a little… overzealous about their work. Apparently, night elves have this idea of what nature should be like. Their concept of "nature" seems to mean "forest." I wouldn't be surprised if many night elves felt the only "natural" nature is that which is created and cultivated within their own lands, and that is why they try so hard to expand the forests.

Many night elves also enjoy watching nature at work as a pastime — even in areas with dangerous creatures, such as the Shadowthread Cave of Shadowglen, which is filled with 3-foot-long webwood spiders. One fellow I knew got poisoned on one of his *daily* visits to these caverns. Not all elves may be so careless, but night elves prefer the more dynamic nature of animals and vermin over the static flora — and hey, it's not like you have to go far to watch trees grow in Ashenvale, eh? I suspect a night elf would prefer to quietly cheer on a group of elk stags fighting over fertile does than sit and reflect upon a breathtaking landscape, and it certainly fits more with their feral nature.

Night elves have a close relationship with sylvan creatures, which is especially noticeable within their towns. Wisps flit everywhere, tending to the woodwork and keeping the plants alive and healthy. Ancients root in the middle of their gathering areas, teaching young night elves the ways of war and lore, and of keeping a balance between nature and themselves. Cenarius's children, the dryads and keepers of the grove, wander the streets and play with night elf children. Tenders keep the roosts in loving condition for their noble hippogryphs and fearsome chimaeras. Even normal wildlife exists aplenty, from the smallest frogs to powerful bears, living in harmony with the elves.

Night elven structures, thus, reflect their respect of and balance with nature. No one actually cuts wood. Druids use spells to extract wood from the trees, with help from wisps and ancients, then perform great rituals to bond the wood and cause it to grow and shape into houses and structures. Miners bring polished marbles and quartzes in from nearby quarries, and divine magic again molds these rocks, rather than physical hands. I witnessed the "growth" of a new building, and it was simply astonishing. Druids stood in a circle around the site, with wisps darting in and out of the piles of wood and stone, augmenting the rituals, and in a matter of hours the druids grew an entire two-story house, right on the spot. And they continue to grow. That's right;

their houses are alive! I have never seen the like before. As much as I hate to say it, racial pride and all, their grown structures can outstrip even dwarven stonework for its sheer beauty and craftsmanship.

The hub of all night elf culture is the city of Darnassus, which resides in Teldrassil's branches. Here night elves relax and enjoy themselves in peace. Children run in the streets, laughing, sheltered and ignorant of the evils of the world outside. Fey creatures flit through its branches, integrating seamlessly with the rest of life. Great trade emerges between Darnassus and Theramore, and other races now walk the night elves' streets.

So, what do night elves do to relax after hours? As previously mentioned, they love to watch nature in the myriad and often violent ways the wild manifests, but they also take other pleasures. For one, they have bars. While this may seem to be a modern contrivance, the night elves have always maintained buildings to drink and relax in, to spread tales to each other or their young'uns, or simply to while away the night with song. While not nearly as rowdy as taverns of the other races, one can see many similarities, and you don't have to look close to find them.

This reminds me of their food and drink. One cannot discuss a race without talking about their favored dishes. I came into a bar one night to kick my feet up, expecting nothing more than nectar and ambrosia. Boy was I wrong! They treated me to a massive roast boar, several kinds of cheeses and exotic breads, along with the expected berries and fruits. The spices they use are exotic, but, honestly, they eat and drink just as we do. Well, maybe not as much as we do.

That night the night elves treated me to one unique specialty that the kaldorei alone can claim. Moonberry juice. Don't let the name fool you for a moment. This is truly some potent stuff. Made from fermented and distilled berries that grow only near their moonwells, moonberry juice has an almost spiritual kick to it, which makes it all the more intoxicating. Drinking the stuff makes you feel as if you're floating on clouds, wrapped in a sense of serenity. You really *will* love everything after drinking a glass of the juice. I've heard that spellcasters get an additional kick from the stuff. Supposedly, drinking it gives you a major rush of mana, refreshing the soul as well as the mind. I don't know one way or another, but the druids looked refreshed to me.

Moonberry Juice

Moonberries are a natural fruit that grows near moonwells. Distilling and brewing these berries produces a delicious and intoxicating wine. This wine has the added bonus of increasing a divine caster's abilities. For one hour after imbibing a draught of moonberry juice, a character's divine caster level increases by +1 for purposes of range, duration and other level-dependent variables. The effect of multiple draughts do not stack.

Creating moonberry juice requires a DC 18 Craft (brewing) check or a DC 30 Craft (alchemy) check. A bottle of moonberry juice costs 2,000 gp and contains 8 draughts.

Unlike other races, night elf families are loose-knit and tribal despite their civilization. As one put it, to them, your birth family is not as important as the family you adopt yourself. Translation: It doesn't matter who your parents are, but it does matter who you keep around you. Entire communities raise their children together, forming long and lasting bonds, until everyone is related in spirit to everyone else. Night elves do not traditionally marry, but they do take companions for life. Socially, night elves combine what humans see as traditional matriarchal and patriarchal elements. Traditional belief has it that that the duties of a druid are a man's job, while women casters are much better suited as priestesses. Women are also the warriors of their race, and few men participate directly as warriors and hunters. Those few men who actively engage in battle are either the fierce druids of the claw, or the enigmatic and misunderstood demon hunters. While this trend has been changing recently, most night elves hold to tradition, as it's all they had for thousands of years.

Night elf law and military matters are sometimes difficult to understand, what with the varying roles of priestesses and druids, so let me be clear about it. Night elf priestesses guide the Sentinels (the night elf army), which is largely female. Druids have nothing to do with being soldiers or leaders of the community or arbiters of law. Druids come and go as they please and are, on the whole, pretty enigmatic characters. Druids do not have authority over priestesses of the moon or the Sentinels.

In addition to their duties with the Sentinels, priestesses also provide the necessary spiritual link between the night elves and their gods. It seems that these demigods are the only things they revere more than their forests and antiquated ways. Whenever a hunter seeks out a healthy buck to feed her family for dinner, she offers a prayer to Elune to thank her for sending the food. Whenever a night elf returns from a long journey on which he was lost, he speaks a prayer to Malorne to show appreciation for showing the correct path.

The elite fighting force of the night elves is the Sentinels, traditionally female warriors who patrol the forests and fight for their woods. Sentinels share almost the exact customs as high elf rangers, to the point where you can only tell the difference by race. Many Sentinels fulfill their duties as huntresses, riding astride great nightsaber panthers, or as windwarriors astride hippogryphs. While their traditional weapons are bows and moon glaives, modern night elves adopt true swords (rather than moonswords). Like the Horde, night elves deal little with technology, though the occasional gunman may be found among night elf ranks.

The dark and deadly wardens police the race. Wardens act as judge, jury and, too often, executioner. The wardens are usually women, and often accompanied by a posse of sorts who help wardens and their watchers keep the peace in night elven cities. Each city is under the eye of one warden; each district is the province of a single warden in large cities such as Darnassus. Imprisonment is the most common punishment, with terms of life in prison underground being some of the worst. A warden and her select militia are charged to watch over these prisons, which all too often makes them overzealous and fanatical about guarding their charges. Maiev Shadowsong, the warden over Illidan Stormrage, is the most blatant example of the insanity that can develop over millennia. Receiving a sentence of execution would take a transgression of epic proportions, as evidenced by Illidan's continued existence today — but the practice might become more common in these days of war. Other punishments include fines and community service, helping druids tend the woods.

Tyrande Whisperwind alone rules the night elves, and has done so for thousands of years. The role of the arch-druid (formerly Malfurion, now Fandral) is also important, as he guides the small druidic segment of the night elf population. For millennia, though, the druids patrolled the Emerald Dream, and Tyrande is much more in touch with her people than the druids.

Fandral and Tyrande don't get along particularly well. They do not fight one another, but Fandral gets

Aging and Long-Lived Races

One of the most difficult concepts for me to imagine is the idea of time and aging for races who live much longer lives than we dwarves. This quality creates a great deal of patience, as those who live long lives simply have the time to wait out threats, or sit back and enjoy themselves for days on end. Hurry and rush are almost anathema to them; and while they realize the need for quick action on occasion, they prefer to simply take their time. Humans and orcs, because of their short lives (relatively), tend to look toward the future. Elves and dwarves, however, often are content with the now. The future isn't here yet. I notice that this thinking can breed distrust of these short-lived races, as well as an air of superiority among elves and other long-lived races.

Darnassian Primer

Here are a few of the more common night elven phrases, translated into Common.

- "Ande'thoras-ethil." = "May your troubles be diminished." (A farewell.)
- "Andu-falah-dor!" = "Let balance be restored!" (A war cry.)
- "Ash karath!" = "Do it!"
- "Bandu thoribas!" = "Prepare to fight!" (A challenge to an enemy.)
- "Elune-adore." = "Elune be with you." (A greeting.)
- "Fandu-dath-belore?" = "Who goes there?"
- "Ishnu-alah." = "Good fortune to you." (A greeting.)
- "Ishnu-dal-dieb." = "Good fortune to your family." (A greeting.)
- "shan'do" = "Honored teacher" (A title and term of respect.)
- "thero'shan" = "Honored student" (A title and term of respect.)
- "Tor ilisar'thera'nal!" = "Let our enemies beware!" (A war cry.)

frustrated when Tyrande's (and, when he's not in a coma, Malfurion's) goals do not match his. He strongly dislikes Tyrande and Malfurion, but he hasn't spoken out or taken direct action against them. Indeed, only the highest-ranking priestesses of Elune and the highest-ranking druids are aware of this personal schism; the bulk of night elf society remains unaware.

If you're a canny historian and traveler like me, you might notice that the gender restrictions on night elf professions no longer seem to be in effect. Traditionally, only night elf men became druids, and only night elf women became Sentinels. Well, so many night elves died in the Third War that Malfurion and Tyrande both decided that it was time to relax the gender restrictions. You might think that seeing the way both men and women act in the rest of the Alliance influenced them, but that's not true — they came to their decision independently.

While memories of the Legion are strong, arcane magic proves to be as corruptive as ever, and the lure is too strong for some night elves. While careful use of arcane magic led to the development of demon hunters, overexposure causes many elves to lose moderation and give themselves to arcane magic again. It's kind of like re-exposure to an old drug; the addiction never really goes away. Traditionalists fear new exposure to arcane magic will be just as destructive to their race as the gender role and druidic changes.

It's not an easy transition. The short-lived races seem so exotic that many younger elves emulate them, and in turn face ridicule from those who have been alive for several thousand years and feel no need for anything new.

Night Elf Knowledge

What a character knows about night elf 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 night elves at the indicated DCs.

- **DC 10 Knowledge (arcana) or Knowledge (history):** Night elves are one of the oldest races on Azeroth and were once immortal, but lost their immortality when the World Tree was damaged at the end of the Third War.
- **DC 15 Knowledge (arcana) or Knowledge (local):** Traditionally, night elf males are druids, and females are the warriors of the culture. These restrictions are no longer in effect.
- **DC 20 Knowledge (arcana) or Knowledge (history):** The night elves first discovered arcane magic 10,000 years ago, when the race came across the Well of Eternity. Much of the race was corrupted by the arcane energies, and attempted to bring demons into the world. The night elves destroyed the Well and stopped the invasion, but Malfurion's brother, Illidan, created a new Well of Eternity at Mount Hyjal's summit. Illidan was summarily sentenced to an eternity in prison, until he escaped four years ago.
- **DC 25 Knowledge (local) or Knowledge (nobility and royalty):** Tyrande Whisperwind rules night elf society out of Darnassus. The previous arch-druid of the night elves, Malfurion Stormrage, recently disappeared. His replacement is the less popular Arch-Druid Fandral Staghelm.
- **DC 30 Knowledge (local) or Knowledge (the planes):** Malfurion Stormrage, the legendary night elf hero, recently fell into a coma. No one knows why. Some night elves tend to his body and hope he will recover. They can't figure out how to wake him.

High Elf History

Each race in the Alliance has its own agenda, and we are often bound together out of necessity rather than common interests.

I used to have no love for the high elves, but I've met several during my travels who show almost dwarflike qualities. And a high elf priest saved my keister in the Second War.

Few high elves still exist, and I grow increasingly concerned that what the high elves were, they have lost — and they'll never be again. Those we can still call "high elves" are wise, at least, and do not attempt to embrace their so-called heritage and join the blood elves. However, many high elves cling to their unique worldview.

If you want a frustrating evening, try to discuss high elf history with an elf without beer close at hand. Most claim that every notable figure in their history was either misguided or misunderstood. Few people in their history were responsible for the chaos that their magic brought to the world.

We only recently discovered the truth of the elves' origin — even the elves seemed to have forgotten it until the night elves appeared and gave us their view of history. Boy, that was a day to see. You should have seen those high elf faces.

See, all the elves used to be the same. This fact is somewhat odd, since they seem so different. Some of them played around with arcane magic too much, and the others stuck with their divine Elune-worshipping ways.

After the War of the Ancients, the night elves exiled the Highborne. Still insisting that they were hard done by, the high elves, the descendants of these exiles, tell of their years of nomadic lifestyle, the loss of their immortality, and their eventual settlement of Quel'Thalas, which is when they adopted the name "high elves."

Still dedicated to the arcane arts, the high elves had no problem in establishing a pool of energy much like the night elves' moonwells. However, they wanted to reject all that was central to night elf culture. Thus, the worship of the moon and the nocturnal ways of the night elves had to go. Rejecting night elf society as much as they could, naturally the high elves chose to name their font of power the Sunwell.

After the high elves settled in their new home, savage troll clans attacked and terrorized the high elf settlements. The high elves approached humans, a new but strong race also having trouble with the trolls, and suggested an alliance. The humans were willing, but… well, the humans needed magic (in the high elves' opinion) to be useful in battle. Thus, the high elves offered to teach the humans magic. Together the two races defeated the trolls. Once the trolls were no longer a menace, the two races flourished, the humans sending their brightest students north to learn magic in Quel'Thalas.

The high elves and humans worked well together, creating a secret magical society called the Order of Tirisfal, designed to be the last defensive power Azeroth would ever need against the Burning Legion. This organization stood strong against demonic incursion for many years. Eventually, though, Aegwynn, a Guardian, battled the demon Sargeras. She defeated his physical body, but his dark spirit entered her body. There it lay dormant until Aegwynn eventually conceived Medivh, at which point Sargeras possessed Medivh (who was as yet unborn). Years later, Medivh became a puppet of demons; and he opened the Dark Portal to allow the Horde into our world, where it resides today.

The high elves remained friendly with the humans for the next several years, but only helped out on a small level in the First War, when the Horde first attacked and took Stormwind Keep. After the humans were defeated and fled north through Khaz Modan, we dwarves sent emissaries to meet with the high elves and humans to discuss the threat of the Horde. Together, elves, dwarves and humans from both Stormwind and Lordaeron created the Alliance, the armies strong with the magic of the elves and humans and the sheer firepower and tenacity of the dwarves. In the Second War, the Alliance defeated the Horde, reclaiming most of the human lands and destroying or imprisoning key Horde leaders. Despite our differences, we work quite well together.

The high elves had made a relative paradise in their land of Quel'Thalas, extending the magic of the Sunwell to make the land lush and green. It was a true pleasure to visit, I remember from my early days with the Explorers' Guild. The battles of the Second War destroyed much of this land, but the elves swore to rebuild. Their healing of the land was only two decades begun when the Third War came to Lordaeron. The pride of the humans, especially the paladin prince Arthas, became a tool of the Burning Legion. Arthas took his foul undead armies to Quel'Thalas to gain the power to revive the necromancer Kel'Thuzad (in the form of an undead lich). Arthas finally razed Quel'Thalas. The slaughter was terrible.

Since then, the high elves exist in a state of shock. Their home was once again destroyed; their focus of magic is no more. They depend on the charity of the Alliance, relying more on it than it does on them. A large faction — indeed, most of the remaining high elves — watched the cowed actions of their siblings and took matters into their own hands, embracing their arcane dedication and naming themselves blood elves in honor of their fallen kin. They split from the Alliance. The blood elf prince Kael'thas made questionable allegiance with Illidan, the demon-tainted night elf, but most blood elves are unaware of this pact.

Can the problems of the last 10,000 years be blamed on the elves, high or otherwise? Some think that yes, they first allowed the Burning Legion into the world, and set events in motion that still haunt our lands to this day. They failed to fix the problems, still clinging stubbornly to the belief that they can control their urges, that they are stronger than those who have fallen. Others put the blame on the Burning Legion, saying that the demons were so powerful that no one could withstand their corruption. Humans also fell to demonic influence, as did the orcs; the high elves simply were duped as well. And few who know their history can deny that if it hadn't been for the high elves, the human race would not exist today.

High Elf Culture

High elf numbers are so diminished by the war and then by the desertion of the blood elves that the high elf race, and high elf society, no longer exists as a contemporary concept. High elves are scattered individuals. Most of them have decided to remain loyal to the Alliance, but that's an individual decision each high elf makes, not something the race as a whole decides.

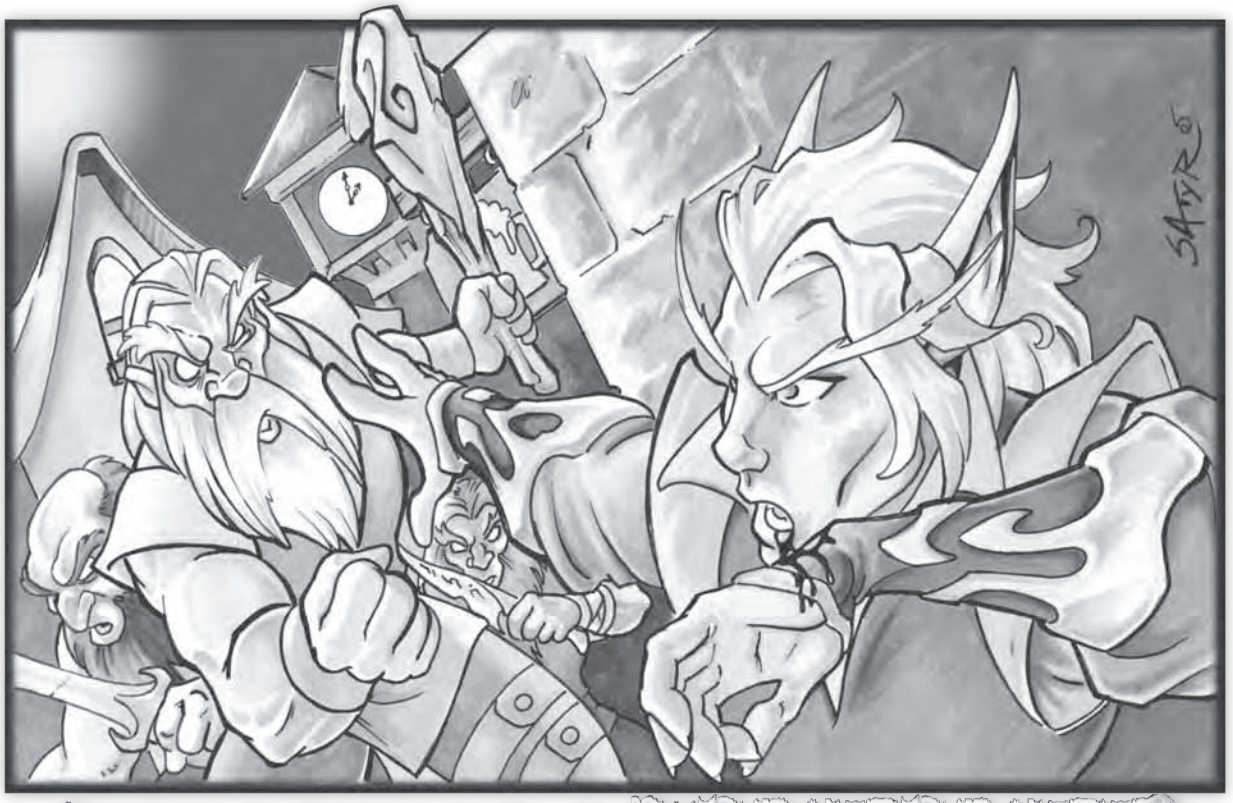
You can find high elves anywhere in the world you can find Alliance citizens — although they're rare in northern Kalimdor.

Night elves may allow human, gnomish and of course dwarven emissaries and ambassadors to visit their forests, but they are more hesitant to welcome a high elf. The night elves attempt to offer the hospitality due to their allies and cousins, but it's clear they do not trust the high elves.

Constantly living with the knowledge of the other races' mistrust — and these are races that are supposed to be their allies — can wear on anyone. However, take this mistrust and throw it at a race that already has a long history of haughty pretentiousness, and it does nothing to knock them down a peg. High elves distance themselves from the other races. They can find solidarity with other magic users and those who have similar goals, so they aren't complete pariahs, but they are definitely in a bad way.

Adventuring with high elves often proves to be an interesting escapade. When high elves travel with each other (which understandably doesn't happen often these days), they are relaxed and amicable, or so they tell me. When traveling with others, they can be stand-offish, focused on their own issues. Some are highly defensive when faced with criticism, quick to take offense and quick to judge others.

Some high elves still make names for themselves. Jah'Yani Sunscorch is a diplomat in Theramore. She keeps her eyes clear and watches the tides of power in Theramore move among its races. Then there is Kin Lighteye, a warrior who has tried to turn his back on the magic of his race, but cannot fully deny the addiction in his blood.



Theramore's cobblestones didn't taste terribly good, even after a couple of beers. Petran figured he shouldn't have gotten drunk, shouldn't have baited those dwarves, and probably shouldn't have come to this part of town for a drink.

His head rang, and he was dimly aware of the dwarf's hands rifling through his pack.

"What's this, then?" the dwarf said, pulling Petran's knife from his pack. Archmage Annan had given that to him three weeks before Dalaran fell.

No.

Petran bared his teeth, wincing at the road burn on his face, and sat up. The dwarves huddled around his jeweled knife, eagerly discussing how much they could get for it. Their backs were to him.

Petran weighed his options; trying to grab one of the dwarves' weapons, hanging from their belts, would be death. With full knowledge of what his actions would do to the relations of his people and the dwarves, he concentrated and whispered a few words, then aimed his flaming hands at the dwarves.

In the chaos that followed, he dashed forward, retrieved the dropped knife, and ran into the night. He didn't stay to see if any of the dwarves had survived, and was pretty sure he'd caught fire to the pub. He cradled the knife in his palm, muttered something, and melted into the shadows.

It might, he reflected, be time to see what life outside Theramore had to offer.

High Elf Knowledge

What a character knows about high elf 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 high elves at the indicated DCs.

- **DC 10 Knowledge (history) or Knowledge (local):** High elves value arcane magic. Tensions are high between high elves and night elves. The high elf homeland, Quel'Thalas, suffered much in the Third War.
- **DC 15 Knowledge (local):** High elves have a reputation as being haughty. Very few high elves still exist.
- **DC 15 Knowledge (history) or Knowledge (local):** Many high elves adopted the name "blood elves" after the destruction of Quel'Thalas. These dark individuals go to any length to acquire arcane magic. Other high elves view them with horror.
- **DC 20 Knowledge (arcana) or Knowledge (local):** High elves are addicted to arcane magic.
- **DC 25 Knowledge (history) or Knowledge (local):** High elves were once night elves. The night elves exiled them 10,000 years ago, and the high elves eventually founded Quel'Thalas and became their own people.

Half-Elf History

Three thousand years ago, there was the first meeting between the high elves and the Arathi humans. Yes, the elves were begging the humans for help. And many found them very fair to look upon: haughty but beautiful elven ladies meeting tall, strong young human farmers and soldiers. But what were the results of these dalliances? Half-elves, often abandoned or mistreated by those same elven women who found the humans so handsome and strong.

In Theramore, a drunken half-elf kept me up most of the night telling me stories about the early days. Folk tales really, without a lick of truth, but they do tell you where their heads are at. The first one they tell is the story of "the silverwolf elf," the first half-elf child ever abandoned by the elves. Wolves found him in the wilderness and raised him, and he became the greatest warrior in Azeroth. Great story, right? That's until he caught sight of a human city and was enamored by it. The humans greeted him, then they waylaid him, blinded him, and forced him to row a galley ship for close to 150 years before he finally died at the oars.

Then there is the tale of Starfeller, wisest half-elf ever, who hated the world so much that he built a great tower to take him to the stars. Unfortunately the stars rejected him and cast him back to earth, where his fall created a great crater. This is pure fiction (of course), but it demonstrates one painful truth that I learned that night: half-elven tales rarely have happy endings.

For many years, centuries, perhaps, the offspring of elf and human lived as wandering exiles. However, the recent troubles have gone a long way to change that. Folk of all sorts banded together in the Third War, and most came to believe that the content of one's character is more important than who his mommy and daddy are. Half-elves fought against the Alliance's enemies alongside everyone else.

Unfortunately, the half-elves were left in a sorry state after the war. Jaina, ever the open-hearted one, brought many half-elf refugee families into Theramore. Despite the progressing nature of people's thoughts, it wasn't a popular decision. Not that the city hasn't benefited from the half-elves' presence; they're hard workers with a lot of skills. Some appreciate that. However, enough people keep their distance from them on the streets that many half-elves have left Theramore to wander the wilds of Kalimdor.

I think what the half-elves would really like is a piece of land to call home, a half-elven country. Jaina Proudmoore, while sympathetic, has told them that until the truce stabilizes between the Alliance and the Horde, it's unwise for *any* people to try to establish a homeland. It's good advice, but not everyone is listening. Perhaps the majority are content to wait for their dream, but the course of history is rarely steered by the contented. On the other hand, the prejudices of elf and man are softening, and there is hope that in a few generations, half-elves may be treated as welcome equals by both of their parent races.

One interesting tale I've heard is of a half-elf named Finall Goldensword. This woman is the daughter of the high elf mage Kilnar Goldensword of Dalaran and an unknown human (rumor says it was Daelin Proudmoore, though few humans believe the tale). When Dalaran and her mother fell to the Scourge, Finall tried to unite the surviving humans and high elves around her. Unfortunately, the humans mistrusted her and the disdainful high elves refused to follow a half-breed. Stung but not dissuaded, Finall refused to give up; she calculated that success would bring more people to her banner than her bloodline ever could, and has fought a guerilla war against the Scourge ever since.

Half-Elf Culture

Half-elves are too few and scattered to have a united culture or society; it's tough to say "half-elves do this" or "half-elves do that." Still, we can make some generalizations.

The half-elf mindset is patient, practical, pessimistic, and not given to music and art. In their tales, heroes triumph by being patient or clever (in these stories, half-elves who aspire to greatness usually die horrible deaths)

You've heard the stories of lazy half-elven wanderers. The people who tell those stories have never seen the skill of half-elven carpenters in Theramore. They build houses with wood that are as sturdy as dwarves with stone (as one might expect from a combination of elven respect for wood, and human determination). They've only begun learning how to build ships, and I'll tell you, even the master shipbuilders of Theramore are impressed. They've always been good weavers, unmatched except by the elves (and half-elf fashion is much less gaudy and much more practical). If you want a cloak that will keep you warm and dry in a winter storm, go to a half-elf tailor.

Although many half-elves distrust magic, they may be better suited to the arcane than any other race in Azeroth; they combine the high elves' capacity for practicing arcane magic with a reluctance to embrace

Half-Elven Sayings:

- "Life is too long to hold a grudge and too short to forget an injustice."
- "Never mistake foolishness for passion."
- "It is not hard to find one's purpose in the world. Liking it, however, is next to impossible."
- "Elves grow arrogance like a forest, while humans dine on the dust and stench of their cities."

Half-Elf Knowledge

What a character knows about half-elf 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 half-elves at the indicated DCs.

- **DC 5 Knowledge (local):** Half-elves are always the result of the union of humans and half-elves, or the union of two half-elves. You can recognize someone on sight as a half-elf.
- **DC 10 Knowledge (geography) or Knowledge (local):** Most half-elves live in Theramore or are wanderers.
- **DC 20 Knowledge (architecture and engineering):** You can distinguish between half-elf and high elf architecture, and half-elf craftsmanship from human.

it to a foolhardy extent. However, with the destruction of the mage colleges of Lordaeron and the rise of the blood elves, they're even less willing than they might be to embrace their magical heritage.

It is risky to make generalizations: Most half-elves haven't preserved their past, but there are a few isolated enclaves who have. Most half-elves are passive and nurture a persecution complex, but the ones who buck that stereotype do so in a way that shakes the world.

If half-elves continue to embrace the Alliance, it's quite possible that their culture will experience a renaissance that transforms them into one of the shining lights of the world. On the other hand, a few half-elves have responded to their historic persecution by siding with the Horde. Some organizations within the Alliance open their arms to half-elves in attempts to arrest this development. The cult of the Holy Light tries to mend the breaches between races. This is a good thing: Although I hate to think about it, if the race of half-elves continues to suffer nothing but misfortune, they might decide that the Horde is the only place left for them.

Human History

Most folks by now know about the earliest parts of known human history — all that Arathor stuff and the seven kingdoms — but it's also important to know what happened between the First War with the orcs and the present day to shape our modern era.

A few words on the stuff between the earliest human days and the First War, though. The main piece of information to know is that humans got their magic from the high elves, stomped the trolls good (one of the better moves in human history), and proceeded to use magic to do pretty much whatever they felt like.

After beginning to use arcane magic, the humans noticed that demons were showing up on Azeroth, so the humans quietly went to the high elves and told them what was happening. The high elves told the humans about how the use of arcane magic attracted the Burning Legion's attention long ago. Obviously the Burning Legion was still drawn to arcane magic, so the high elves explained that as long as humans continued to use arcane magic, demons would keep showing up. The humans and high elves then agreed to create the Guardian of Tirisfal to fight against the demons that were inevitably going to show up.

Eventually, one of these Guardians, named Aegwynn, was real powerful. She blew the pants off a few demons in Northrend, and helped out the dragons up there. Now, that's all well and good — getting dragons on your side is a *very* sound idea. The bad idea was trying to take on an avatar of Sargeras, the Lord of the Burning Legion himself (some people think it was the *real* Sargeras, but I'm pretty confident he's never actually set foot on Azeroth). Whoops. Well, she "destroyed" this avatar with a single spell, or so she thought — in reality, Sargeras just implanted himself inside her womb, insuring that the next Guardian would contain his demonic essence.

Aegwynn is about as stable as a goblin land mine from this point on. She does her own thing for a while, and eventually finds herself a nice one-night stand with an archmage of the Kirin Tor. Humans, feh. Anyway, she gets pregnant intentionally, since she doesn't want to pass on her super-powers to one of the other Tirisfal people, and having a kid gave her a loophole of sorts. Big mistake.

The First War was the beginning of a turning point in human history. During that time, humans were the dominant force in the Eastern Kingdoms, if only due to sheer numbers. Stormwind in the south and Lordaeron in the north were great sources of pride, and it wasn't until Stormwind fell to the orc invaders that they realized how great a threat the Horde posed to human civilization.

One important note is that it was ultimately a human (or a demon, if you prefer), not an orc, who started the First War. Medivh, son of Aegwynn, and the last of the Guardians of Tirisfal, was born with a fragment of the soul of Sargeras, Lord of the Burning Legion, within him. Though Medivh was a strong-willed lad, and the power of the Guardian flowed through his veins, he could not resist the will of Sargeras. On his fourteenth birthday, he fell into a deep coma. His friends brought him to Northshire Abbey in the Elwynn Forest, where he rested for many years, struggling against the demonic presence inside him. When he woke up, Sargeras was dominant; Medivh had moments where he acted of his own will, but he was no longer the same man he had once been. Medivh was the one who contacted the orcs and lured them into sacking Azeroth, as well as the one who

sowed the seeds for the assassination of his former best friend, King Llane of Stormwind. Lothar, the most effective general against the orcs, was busy confronting the demon-possessed Medivh when the orcs began to press their attack. In time, Stormwind fell to the invading orcs, and the humans suffered their first devastating defeat.

Sir Anduin Lothar led the survivors from Stormwind north, and he became the first leader of the Alliance. The orcs followed Lothar's retreating boats, and the Second War began as elves and dwarves raised their swords against the Horde for the first time. Humans founded the Alliance primarily out of fear for their own lands, but their reasoning was understandable enough. United, the humans, elves, gnomes and dwarves were much more capable of fighting off the orc onslaught.

All was not well with the Alliance, however, even at this time. The self-righteous bastards in Gilneas refused to send more than token aid, resolving to confront the orcs on their own. They remain isolationists to this day; the "Greymane Wall" separates their own little peninsula from the rest of Lordaeron.

The situation in Alterac was far more dire, however. Lord Aiden Perenolde and the rest of the ruling families of Alterac secretly sided with the orcs in exchange for power. I'm glad we found the bastards out before things got real ugly, but nevertheless, many good men were lost to their initial deception. King Terenas should have put them all to the sword, I say; that bastard Perenolde's son, Aliden, is still around and leads the Syndicate, a bunch of crazies who are still trying to take over Lordaeron for their own purposes to this day.

About this time, Sir Uther Lightbringer, another righteous human lad, becomes the first Knight of the Silver Hand — or "paladin" as those of us who don't need unnecessarily fancy titles call it. These knights were a terrific aid in the war, skilled in combat, riding and even doing a bit of healing here and there. Except those damn "Retribution Paladins" — most of 'em can't heal worth a damn. Bah.

Fortunately, Sir Lothar was able to drive the Horde back to Blackrock Spire, which served as their primary base of operations. Here, he was ambushed by the forces of Orgrim Doomhammer. I've heard talk of Lothar losing to Doomhammer in single combat, and I don't believe a word of it.

Lothar's sword would have rightly made mincemeat out of Doomhammer, like it did to anything else. Lothar was a good man, one of the best leaders I've ever had the pleasure of working with. He will be missed.

The orcs made a huge mistake in killing Lothar; most soldiers loved Lothar like their own father, and his death drove us to new lengths of desperation. Turalyon, Lothar's lieutenant, succeeded where no other had; he led the Alliance to victory at Blackrock Spire. Khadgar, Medivh's only surviving apprentice, summoned an ancient spell of unrivaled power and incinerated the Dark Portal. I still remember watching the sky ignite with arcane fire as he called down a pillar of light upon the stone alcove of the portal. This marked the end of

"Ishy," Achalon said haughtily, "Pay attention when I'm talking to you."

The mage turned his gaze away from the demons amassed in front of him, refocusing on his unlikely companion. He despised working with warlocks, but thus far Achalon's information had proved accurate, and he knew how much his order would benefit if the demon summoner's tales were true. He was unlikely to ever trust Achalon completely, but for now he would pay the warlock's words heed — especially in such a dangerous place as this one.

"Wait here, mortal, and remain hidden. I will use my powers to gain control over one of the dreadlords below, and use him to convince the other demons that we are *guests* of Lord Kazzak. We are fortunate that the massive doomguard is still preoccupied with his business in Winterspring." Achalon gave a small snort — perhaps disgust, at him or the demons Ishy was uncertain — and then repeated, "Wait here!" once more before disappearing over the ridge.

Ishy took the moment to consider their objective. Even without Kazzak's protection, the Amberseal Keeper would be difficult — if not impossible — for only two spellcasters to access. While he was perhaps powerful enough to defeat a doomguard or a dreadlord in combat, an entire army garrisoned the valley below; they were the survivors of Mount Hyjal, and thereby some of the Legion's best. *How does Achalon plan to take the staff and get out alive?* he wondered. He doubted that his companion was powerful enough to take over a dreadlord's mind for a short time, but even if that were true, he could not think of a way they could actually reach the staff and retrieve it. A demon slave might grant them access to the Scar, but certainly not the Amberseal Keeper itself, which was no doubt heavily protected.

The mage's thoughts were interrupted as Achalon returned, a massive demon trailing him. Ishy instinctively began the gestures and incantations, but Achalon gestured for him to be silent, halting his preparations. "He's mine… for now," the warlock explained. The dreadlord twitched noticeably and grimaced, clearly pained, but Achalon only smiled. "This way, now, good mage."

the Second War, at least for those of us who remained on Azeroth's soil.

The orcs then reconstructed the Dark Portal, and Turalyon and Khadgar gathered some of the greatest warriors of the Alliance and followed the Horde to Draenor as they retreated through it. Though the "Draenor Expedition" was successful in that the majority of the orcs were forced to retreat, the heroes of that battle were lost to us. Many whisper that Khadgar and his allies survived, and were forced to retreat into a portal to another world, but we have no real evidence either way. The humans lost a massive number of their own troops on Draenor, including some very important figures, such as Danath of Stromgarde. Many of the refugees in Arathi claim that if Danath were still around, they would have no difficulty in reclaiming Stromgarde and then turning their attention toward helping the rest of the Alliance. The lad was good with a blade, I'll give 'em that. I was half-tempted to go along to Draenor, but my lord and king wisely "suggested" I remain at home. Good call, brother, but I'm still rather disappointed I haven't had a chance to see Draenor yet. I hear it's red — very red. Blood red. Sounds interesting, eh Magni? Maybe after I finish this book….

In spite of the loss of many veterans, humans prospered in the aftermath of the Second War. The great city of Stormwind slowly began to rebuild, and the remaining orcs were captured and rounded up into internment camps. A few orcs, notably the mighty Grom Hellscream, managed to evade capture. Also, the former warchief, Doomhammer, escaped his imprisonment, but in general resistance was low. The orcs lost their will to fight, and withdrawal from their race-wide addiction to demonic magic made them sink into a pathetic state. It was around this time that a human wizard named Rhonin, aided by several other adventurers and the mighty red dragon Korialstrasz, freed Alexstrasza the Dragonqueen from captivity at the hands of the orcs. This event was important in and of itself, but it also made the red dragonflight look favorably on the humans, which was apparently a source of some debate before. Hopefully those dragons will come out from wherever they're hidin' soon enough and help us with the blasted Scourge. If they don't, I'll be damned if the undead aren't knocking on the doors of Grim Batol soon enough.

Oh, I'm getting ahead of myself. The Scourge. Damn, bloody Scourge. So, the arch-super-badass demon lord Kil'jaeden takes a powerful orc shaman and puts him in a block of ice. Now, that may sound pretty good to you, but here's the snag — he gave the orc-cicle super-powers, too. Like raising the dead, and lots of them. So, this new "Lich King" finds a powerful human archmage named Kel'Thuzad and convinces the bright fellow that it would be a swell idea to kill pretty much the whole damn world and turn them into mindless piles of rotting flesh. Kel'Thuzad thinks this is a great idea, presumably because he wasn't getting any attention from the ladies beforehand (I have to speculate a bit here), and forms the Cult of the Damned, a group of the most power-crazy, idiotic humans who have ever walked the face of our planet. Good stuff.

Well, good ol' Uther didn't like the idea of all his people being turned into zombies. He and the other Knights of the Silver Hand went up and tried to heal the sick, but it didn't work out too well. I hear horror stories of diseased victims actually being burned by the Holy Light when the paladins tried to heal them — terrible. At any rate, the paladins were well protected from the plague with their holy abilities, but they couldn't do much to help. I hear a few people may have been actually cured by the Knights, but their help was too little, and too late.

I'm sure most of you have heard about what's happened since then — Arthas, one of Uther's knights (oh, and the prince of Lordaeron, too) went completely out of his gourd. He ended up leading many of his people on a suicide mission to Northrend before joining the Scourge himself. Many good men and women were lost because of Arthas's foolishness — let that be a lesson to the lot of ya. Arthas came home leading the Scourge, killed the rightful king — his own father — and stole the throne. Uther fought Arthas, but the death knight proved stronger, and Uther too fell before the traitor's blade.

Arthas converted Sylvanas Windrunner, Ranger-General of Silvermoon, into a banshee during his assault on Quel'Thalas, and that decision bit him in the ass. When the Lich King was losing his power, many undead slipped free of his control, and Sylvanas betrayed Arthas and the Lich King to create her own faction of undead — the Forsaken. The Forsaken are all former humans and elves who willingly serve Sylvanas. The Forsaken "allied" with the humans for a brief time, which ended when Sylvanas murdered Grand Marshal Garithos (good riddance, ye dwarf-hating bastard). Now there are only a few pockets of living humans in Lordaeron. Stromgarde is falling to the Syndicate, Perenolde's traitorous fools, while the rest of the continent is under siege by two different groups of undead.

Stormwind is rebuilding in the south, but the humans there are not all happy. Many claim they were not properly paid for the repairs on Stormwind; a former leader of the stonecutters there created the Defias Brotherhood to look for revenge. These thieves need to get their damn priorities straight and worry about the bigger threats, like the undead in Duskwood, which will quickly spread and overwhelm everything in the area — including these rogues — if someone can't find the source. I'm going to guess the reason the undead are present that far south has something to do with Karazhan, but it's hard to say.

All in all, the once mighty nations of the humans are in terrible shape right now. Stormwind is the only major city still standing in the Eastern Kingdoms (although Dalaran does have a pretty glowy sphere thing around its ruins. Good work, magi, you're doing a damn fine job of making a pile of rocks invulnerable). There are almost as many undead humans as living ones, and the ratio gets worse with each passing day.

Human Culture

Human culture is very interesting right now, because the previous boundaries of ranks and professions are gradually beginning to break down due to desperation. Since the foundation of the empire of Arathor, the concept of nobility has been extremely important in human society — only now, with more and more people realizing that your title can't stop a sword or a plague, are humans beginning to treat each other more and more as equals. This is not to say that nobility has no significance in contemporary human culture; for example, King (well, Prince really) Anduin makes significant military decisions not because of his leadership abilities, but rather because he's the son of the previous king, and he has authority due to birthright. This is something of an extreme example, but nobles still hold a marginal amount of influence. In fact, most of the boy king's advisors are "qualified" because they come from a noble line. I'll get to my gripes about this sort of thing in the section on the state of the Alliance, and believe me, you'll hear a good word or two from me on the subject.

Each of the seven major human cities had different traditions, and Stormwind has become a melting pot of these ideas and customs, due to the sheer number of refugees from every part of the globe who have traveled there for safe haven. Theramore is even more interesting, because they have a good lot of dwarves and elves, too, so they come up with some crazy stuff — as communities that were created through the cooperation of multiple races, both "new" Stormwind and Theramore adapt, sometimes in unusual ways. For example, when I was in Theramore, I noticed a good number of humans and dwarves joining the night elves in a brief prayer or visit to a moonwell at moonrise.

On an interesting note, humans seem to naturally mediate between the different races, and organize activities that may suit them all. In Theramore, you'll see both high elves (albeit very few of them) and night elves — which is pretty strange, considering they haven't been on speaking terms in oh, 10,000 years or so. Humans made that possible; they're masters of diplomacy, which is both intriguing and annoying at the same time. There are both humans who use this to make everyone live happily ever after (such as Jaina Proudmoore), and those who use their political skills to turn people against each other (like Aiden Perenolde). Consequently, this is probably why (former) humans lead most of the Scourge — and yeah, I know the Lich King is both an orc and a human now, but that's just too much to think about.

While humans pride themselves on taking leadership roles, there has been a recent decline in active human leaders (with a few exceptions, such as Lady Jaina Proudmoore). Likewise, the typical roles of humans from specific cities hold less weight. For example, ten years back, nearly every man, woman or child from Dalaran was a mage — okay, bad example, they're still pretty much the same. Down in Stormwind, though, families that have bred and raised soldiers for generations are learning new trades, and nobles are mingling with the "common" people more and more. In the past, there was almost as much of a distinction between humans from two different cities as there was between high elves and night elves (or even high elves and humans). That doesn't seem to be the case as much anymore; the Second War brought the races closer together than ever before. Nevertheless, humans are still a race of extremes, and this is obvious when we come to the topic of religion.

Humans were the first known followers of the Holy Light, and remain its primary followers. Though faith had waned somewhat during the Third War with the inability of the Silver Hand to cure the Scourge, organizations like the Scarlet Crusade have managed to regain the faith of the people (for better or worse). The Holy Light plays a major part in human culture; even those who don't believe in it pay the Light lip service. I've heard "For the Light!" shouted more times on the battlefield than I care to count. Hell, even warlocks spend a good deal of time cursing the Light — so I guess they consider it worth their attention.

You don't see as many children pretending to be Knights of the Silver Hand these days, but it's still not uncommon. I've thankfully never seen a child pretending to be a priest of the Church of the Light — that would just be odd — but their numbers aren't doing so bad these days, either. Religious debate has been a tremendous issue in recent years, however, with most official religious documents destroyed or lost along with Lordaeron. I figure the Lost Tome of Divinity that Anduin Lothar rescued from the Deadmines back in the First War is still around, but surprisingly I haven't heard much about it lately. The end result is a lot of humans yelling at each other over slight variations on how to think about some abstract concept. Fun stuff. The young knights and priests tend to see the loss of old texts as a chance to start anew, and rebuild a stronger Church; obviously traditionalists don't care for that idea all that much. The development of new religious orders, which may or may not have been sanctioned by the archbishop, is the source of a good deal of debate, too. Some have gone as far as to call groups such as the Argent Dawn heretics or cultists — I have to wonder how much of that is a difference in beliefs, and how much is just plain jealousy.

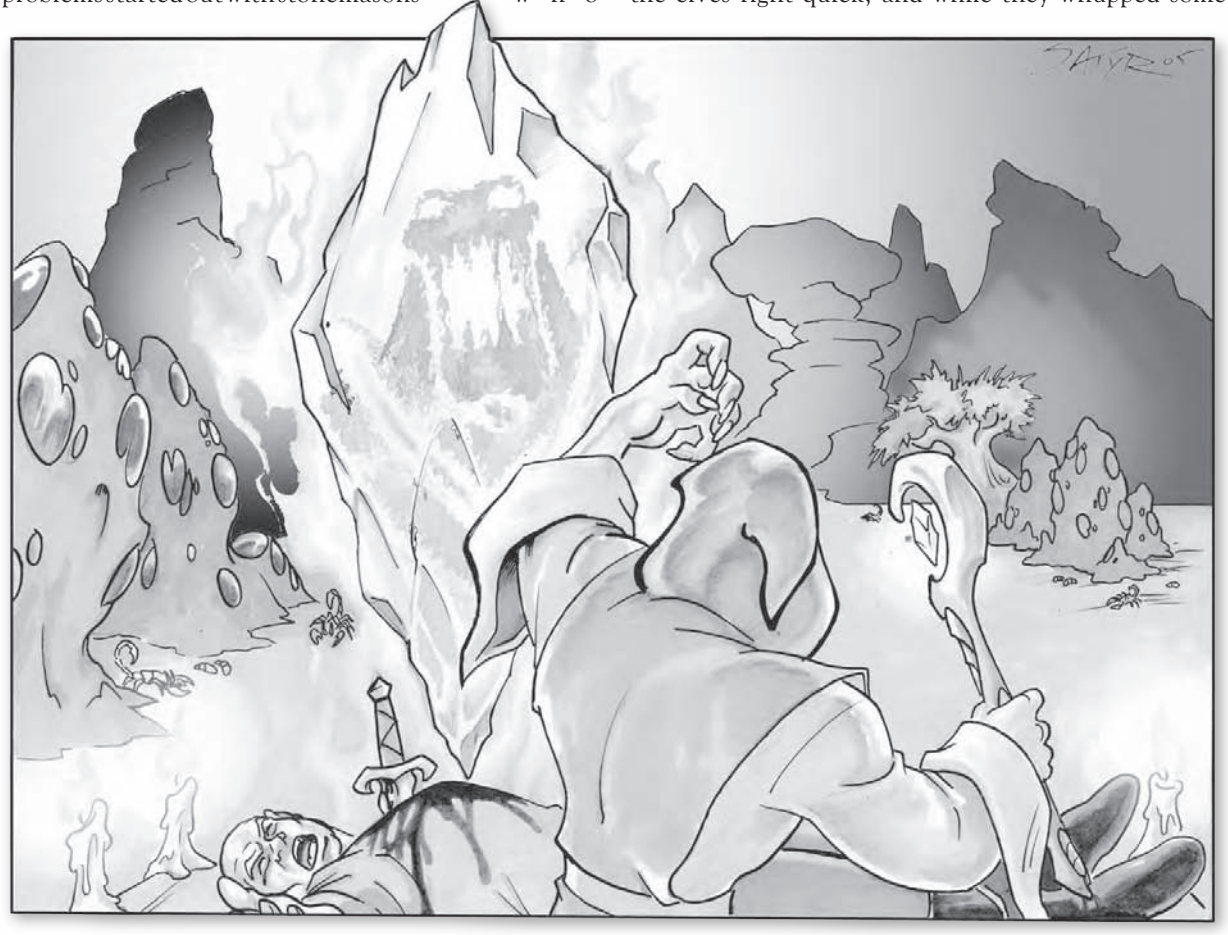
That's another thing to touch on. Crazy cultists. Humans seem to breed tons of 'em these days. The Cult of the Damned and whatever the demon-worshippers feel like calling themselves are the best examples, but the Scarlets certainly fall into that category, too. It seems like if a human finds something to devote herself to, she follows it with great enthusiasm, no matter how insane it might be. Consequently, there is a terrific stigma against all these cults (with the *possible* exception of the Scarlet Crusade, who are generally tolerated out of ignorance) in "civilized" society. Human nations tear themselves apart as so-called righteous individuals go on witch

hunts for the followers of the demons and undead. Consequently, humans make up a good number of the Twilight's Hammer — followers of the Old Gods — but most people have never heard of 'em. Yet. I'll wager that if this dwarf's intuition is still any good, we'll be hearing more about — or from — those Old Gods soon. That sounds like a whole lot of fun, now don't it?

Religion isn't the only thing humans are crazy enough to devote their entire lives to. Guild members and simple trade practitioners often focus on the perfection of a single skill, which is not unusual, but humans seem to be the most willing to market their skills (whatever they may be). While a dwarf may be proud of being the latest in a long family line of smiths or skilled engineers, humans have the same with a bit more variety and organization. They have guilds for everything; hell, even the thieves have a union of sorts, if SI:7 (the Stormwind "Intelligence Agency," heh) can be called that. Consequently, members of these trade guilds get pretty wealthy if they're good at what they do; this makes up a distinct "middle class" between the peasants and nobility, which isn't found in all of Azeroth's cultures. This is something of an issue, because many noble families see the growing influence of "commoners" as a problem. These wealthy (or not so wealthy, because the nobles aren't paying 'em what they should) merchants show open resentment for the nobles in turn.

The best example of this situation is the Defias Brotherhood, which I've already mentioned. The problems started out with stonemasons who weren't properly paid for their repairs on Stormwind, and it's turning into a full-scale rebellion with the help of mysterious allies. Since there's never been anything formal to give "middle-class" people greater rights than the peasantry, at least to my knowledge, I can see the problems with groups like this only growing more common in time. I expect to see other, smaller thieves' brotherhoods trying to mimic the "success" of the Defias soon enough. Another thing to consider is that the poorest of people support groups like the Defias as well in many cases, due to misguided notions about being robbed by the nobility (or a number of other reasons). Much of this is probably due to a lack of proper communication from Stormwind's government, or unusual strategies such as erecting military buildings (such as guard towers) near a farm, and potentially destroying said farm's productivity.

I'm sayin' a lot about thieves and knights here, but humans seem to have a hand in damn near everything. Perhaps it's their curiosity, but you'll see humans of nearly every profession. They quickly pick up bits of culture, language and other traits from the people they spend time with — almost as quickly as I do, in fact. For example, down in the Stranglethorn Vale you'll notice a lot of humans who have learned to hunt effectively with a dwarven rifle, in some cases with minimal training from a real rifleman (read: dwarf). In more ancient times, humans also picked up magic from the elves right quick; and while they whupped some



trolls good (and I'm all for that), magi get obsessed with their craft, just like every human does.

There's a lot more to human culture than just blastin' and swingin' (but most of it's more boring). Holiday assimilation is important; they celebrate anything that anyone else does. For example, we dwarves have a winter festival where we tell stories about Greatfather Winter; in recent years, more and more humans have been participating in this event. Likewise, they have joined us in honoring the veterans of war in recent Harvest Festivals each year; in specific, many pay tribute to Uther the Lightbringer, who is considered among the foremost of human heroes. The humans of Lordaeron used to have a festival near the end of harvest; the Forsaken have bastardized this practice, and now use the evening for their mysterious "Wickerman" rituals… I intend to observe it this year and record what I can, since I know little about this strange event.

Ah, hero worship. One of these days those silly lads in Stormwind will be making statues of the three Bronzebeard brothers, I'm knowin' it. Human architecture is generally simpler than that of the dwarves, which is understandable since they build their cities completely outside (I can't fathom why). That being said, they make some of the best damn statues this dwarf has ever seen; I'm thinkin' of the ones outside Stormwind, pretty much. Mage towers are fairly impressive in their own right, but most of the magi cheat and use their spells to make parts of 'em anyway, so that doesn't count. Some modern human architecture is a blend of dwarven and high elven designs, which isn't surprising. This is especially true in Lordaeron, where even the secluded elves of Quel'Thalas would often make appearances to trade. Likewise, most objects they craft are "in-between" the lightweight style of the elves and the solid stone style we prefer. Due to their political leanings, design styles, and the like, I like to think of humans as a "middle race"; they serve as go-betweens, and most of their crafts and technology are intermediate as well. I'm losing track of my topic again, though — I wanted to discuss heroes.

Anduin Lothar, Uther the Lightbringer, Medivh — these are names of legend, and not just among the humans. Now, admittedly these lads all played a big role in the First, Second and Third Wars, but so did the likes of Magni Bronzebeard and numerous others. Humans get noticed. Humans get praised. Humans have a strong, folklorish nature that glorifies their own people more and more with each passing year; perhaps that's why so many followed the "famous" Admiral Daelin Proudmoore when it was clear he had a few screws loose (and hell, even after his daughter declared her opposition). I have to be clear that this isn't just because of the human leadership thingy; even humans who haven't played a major role in things tend to be written down in their history books more frequently and favorably than members of other races.

Human Knowledge

What a character knows about human 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 humans at the indicated DCs.

- **DC 5 Knowledge (local):** Your average human's lifespan is much shorter than the average demihuman; in fact, most of them are considered old by age 60.
- **DC 10 Knowledge (local) or Knowledge (religion):** The majority of humans are followers of the Holy Light, with varying levels of reverence.
- **DC 15 Knowledge (local) or Knowledge (nobility and royalty):** There is no single "leader" who rules all of human society; rather, specific kingdoms have monarchs, who often hold conflicting views. Currently, Jaina Proudmoore is running things in Theramore, for example.
- **DC 25 Knowledge (arcana) or Knowledge (local):** Dalaran is considered one of the human nations, but the Kirin Tor who serve as the city's inner council are not all human. There have been a number of elves on their council, but it is widely believed magi of other races may be a part of their council as well (perhaps even to this day). Dalaran is currently sealed behind a mysterious barrier of nearly impenetrable energy.
- **DC 25 Knowledge (local) or Knowledge (nobility and royalty):** The human "king" in Stormwind is a child, and is likely being manipulated by his so-called mentors.
- **DC 30 Knowledge (history) or Knowledge (nobility and royalty):** The human kingdoms were nearly united several years ago by a noble from once-proud Alterac named Lord Daval Prestor. He was set to be married to Princess Calia Menethil of Lordaeron, but disappeared under unusual circumstances. Rumors indicate he may not have been who he claimed, and that the nobles of Lordaeron may have even been under his control for a time.

The fact is, humans are just good at finding someone they think is impressive and making the whole rest of the world feel the same way, regardless of if they're right in the head or not. I'm not complaining, mind you. It's just worth noting that I saw a lot of unsung heroes on the battlefields of the Second and Third Wars, and a disproportionate number of humans being noticed and promoted. Interesting.

Well, I'm getting into Alliance chain of command stuff and other fun now; I'm itchin' to write a whole section on that, so I'll take a breather here and get back to this soon enough.

Ironforge Dwarf History

Ironforge — my very own kind. Finally, a chance to talk about my own blood and kin. I'm a tad nervous about talking about the dwarves, though. It feels wrong, in a way. I can talk about everybody else all I want, but my own people? It feels a bit like gossip!

Anyway, you may find this strange, but we dwarves don't know a lot about our own kind. Yeah, yeah, I admit it, we don't. Why do you think there are so many explorers like me out there? We're trying to learn more about ourselves, and we're finding out more every day. Here, let me fill you in on what I *do* know….

A long, long time ago — thousands of years, really — we dwarves emerged from the earth where the titans put us. Back then we were called "earthen," or so some of the hieroglyphs we've found tell us. The titans created us to watch over the realms deep within the ground. In those days the earthen had skin of rock, didn't need to breathe and could tunnel around without shovels or picks. Something happened to change us, though, and we turned mortal, as we are now. Maybe it was the result of the War of the Ancients. We'll probably never know for sure.

In any case we emerged into the world and wandered about, searching for a home. Our time in service to the titans was over, so now we needed something new to do. We called the mountainous land we discovered Khaz Modan, which means "Mountain of Khaz" in the ancient tongue. Why? Well, we only recently found this out — there was a titan smith called Khaz'goroth the Shaper who assisted in the construction of Uldaman — and perhaps the dwarven race. His name was one that we found on one of Uldaman's ancient artifacts. Even in ancient times someone left clues that we were titan-born, as if they knew we would forget — which we did; but we're remembering, if slowly.

Although we were mortal and perfectly capable of living above ground, the dark places below the surface still appealed to our kind. Thus we entered one of the great mountains to construct a great forge in honor of Khaz'goroth. This forge survives to this day, although many improvements have been made upon it over the years. The city is still named after this edifice — Ironforge.

Back when we created Ironforge we had no idea that anyone else existed in the world. We didn't even have a written language — everything was handed down by word of mouth. Naturally, facts became legends and legends became forgotten. The early dwarves were so busy mining and smithing their little hearts out that remembering the past just didn't seem all that important. They got very, very good at smelting ore and making things, but that was about it. However, from what we know of those early days, my people were happy.

Then, one day, a couple thousand years ago or so, the first humans appeared at the gates of Ironforge. We know this because human written tales of the day tell of the race of short, stocky, bearded master smiths who shared a great love of crafting and storytelling. Dwarves, they called us, and thus we are known today, even though at the time we didn't know the word literally meant "diminutive." Ah well, it could be worse — they could've called us "beard-men" or "rockheads" or something like that.

It was about that time that we learned about other kinds of writing, because human scholars showed up to visit and take notes. What in fire's name were those little black marks they were putting on all that parchment, anyway? Certainly not runic script! In any case, the humans taught us of their writing, which was much simpler than runes; and over the years, so the scholars tell me, we altered their language into our own design. That's why Dwarven looks like a weird hybrid of titan glyphs and human letters. And now that we had an easier way to read and write, the skill spread beyond just the scribes, all the way down to the common folk. That's when we started writing down histories and stories, so most of our knowledge of Ironforge stems from that point.

Most of what our early historians wrote down was sales dockets, crafting schematics, and other meaningless drivel I won't bore you with. There was one major event of shattering import, though, and that was the War of the Three Hammers.

Here's what happened in those days, about 250 years ago. Ironforge was a mighty city carved into a tremendous mountain, but it had its limits. By then we dwarves had multiplied a bit too much for our own good. These were the days of King Anvilmar, a good and wise dwarf, who did his best to keep the peace. Population was an issue, though, and some clans chose to live outside the main confines of the city. The Bronzebeard clan, with the closest ties to the king by blood and history, occupied the prime real estate within Ironforge. The Wildhammer clan lived outside, in the foothills and crags at the base of the peak. And then there was the Dark Iron clan, which dwelt in the darkest recesses beneath the city. However, eventually, all three clans wanted to control Ironforge, and when Anvilmar finally died, the tenuous peace fell apart.

A great civil war erupted — the War of the Three Hammers. Glorious it was, or so the histories say. Eventually the Bronzebeard clan was victorious, exiling both other clans from Ironforge. The Wildhammers were content to go their own way, conceding an honorable defeat, and founded a new kingdom in the peak of Grim Batol. The Dark Irons, however, were resentful. They established a stronghold at Thaurissan, named after their vile leader, and occupied themselves in forming a new army capable of claiming all Khaz Modan as their own.

The six humans paused at the gates of the great mountain, staring up in awe at what greeted them — a massive statue nearly 100 feet high. The dwarf depicted there wore intricate chain armor and held two great hammers on high. His mouth was open in an soundless battle-cry.

"Visitors, are you?" came a voice near them. All six turned to see a middle-aged dwarf, his salt-and-pepper beard bound in three body-length tresses. "Yes, of course you are. Welcome to Ironforge!"

One of the humans, a tall man with virtually no hair at all, stepped forward and smiled. "I'm Camon Tieron," he told the dwarf, reaching out an open hand.

"Ah yes, the handshake." The dwarf chuckled and took the hand in his, shaking vigorously. "I'm Grondor Glitterscreen. What brings you to our fine city under the mountain?"

"Well," said Camon, "we have some wares to sell. Can you direct me to the market?"

"Sure," Grondor answered, turning to face the statue. To either side, corridors led deeper into Ironforge. "What you do is take the left-hand passage here. Go down four intersections, take the stairs to the sixth depth, turn left, then right, go straight four or five hundred yards, take your next right, go downstairs, and follow the crowd of shoppers. You can't miss it."

"Um, right," Camon muttered, "I guess I got that. Is there lodging nearby?"

"Sure. Just keep going down to the eighth depth, then take a right, another right, a left, through three doors and up to the hotel district."

"Uh, yeah, I see," replied the human. His mouth continued to move, wordlessly repeating the directions in a vain attempt to remember them. "Thanks for your help, I guess."

"Any time!" said Grondor. "Enjoy your stay!"

The group of humans moved off, carrying their wares into the gloomy interior of the mountain and muttering among themselves, trying to remember where they were supposed to go.

Grondor watched them go, a grin growing steadily on his lips. Only when he was sure they were out of hearing range did he allow himself to chuckle.

"Tourists!"

Some years later, they struck. Assuming (probably correctly) that the Wildhammers would come to the aid of Ironforge, the Dark Irons assaulted both strongholds. The Dark Iron dwarves controlled wicked, sorcerous forces, and set them upon both cities. Although the surprise and ferocity of the attack nearly wrecked defenders in both cities, the Bronzebeard clan rallied to drive back the invaders. The Dark Irons retreated to Thaurissan to await support from their victorious forces at the Wildhammer capital, for Grim Batol was perceived to be an easy target.

Indeed, the gates of Grim Batol had fallen, but the mighty hero Khardros Wildhammer waded through the attackers to slay the sorcerer-queen leading the dark invasion. The Wildhammers drove the Dark Irons back in fury, crushing them against the Ironforge army that had come to aid the defense of Grim Batol.

This sealed the long-standing friendship of the Bronzebeards and Wildhammers; both armies turned south to destroy Thaurissan and end the Dark Iron threat for all time. But the Dark Iron leader, in his anger, called forth Ragnaros the Firelord from his elemental prison. The Redridge Mountains were shattered and Blackrock Mountain arose from the deep lava beneath the ground. The dwarven armies retreated, unwilling to face the wrath of Ragnaros, while the Dark Irons were bound and enslaved to the will of the Firelord.

Ironforge was rebuilt, but Grim Batol, corrupted by the dark forces unleashed in the war, was uninhabitable. The Wildhammers were invited to live in Ironforge, but King Khardros refused, not willing to relive the shadows of the past. Instead he founded a new kingdom at Aerie Peak, where his people remained on the surface, eventually bonding with the world of nature around them. To keep the nations close, the Ironforge dwarves constructed the Thandol Span, but eventually the gulf between our peoples widened. Today, the Ironforge and Wildhammer dwarves are but distant cousins, alike only in the fact that both are of the dwarven race.

Since those days, Ironforge dwarves have been involved in many wars, but the city has remained a rock of stability. No other threats, internal or external, have threatened it. I'm sure that's part of the reason so many of us are now seized with wanderlust. For someone like me, it's a damn boring place these days.

Ironforge Dwarf Culture

Ironforge is a city built around the Great Forge, and when I say "built around," I mean exactly what I say! The Great Forge dominates the center of town, with everything else spreading out in concentric rings. Molten steel pours down, bathing the area in a refreshing orange glow that makes one really feel at home. Well, a dwarf sure does, anyway.

There's no day or night under the earth. Those folks who live aboveground cycle their days by whether or not the sun is in the sky. Well, that's not how it is for us. We have what we call "shifts," each of which lasts eight hours — there are three per day, naturally. Back before we cared about the turning of the sun, shifts used to go 10 hours, but now that the dwarves are part of the Alliance, we've matched the 24-hour day the rest of them observe.

The first shift starts at midnight. There's a loud whistle from steam-powered horns situated throughout the city, and everyone on First Shift gets to work. Eight hours later, the horn sounds again, ending First Shift and starting Second. The same thing happens again for Third Shift. Of course, there are some services that don't use the shift schedule — police, for example, and certain kinds of craftsmen — but for the most part an Ironforge dwarf's life revolves around those daily whistles.

Because of the three-shift system, Ironforge runs around the clock. Unlike Theramore, which bustles in the day and virtually shuts down at night, Ironforge is always open. You don't often see stores closed in Ironforge, either, unless they're small shops. Someone is always there working and running the place. The first time I went to a city outside our lands, I was baffled by the "closed" sign in the armorer's window. At first I thought this must be counterproductive, but after some comparisons I've figured out that the output is about the same. We just do things a bit differently, that's all.

Ironforge is, to non-dwarves, a fairly dark and foreboding place. We have lights inside but they're kept comparatively dim. Walking around in Ironforge is like moving around outdoors at, say, mid-dusk. Some visitors prefer to bring their own light sources, which might draw some amused stares.

We dwarves are a practical people. You don't see a lot of useless decorations cluttering up Ironforge — there aren't any parks or amusement centers, unless you count one of the many taverns. We do have statues, but of course each of those honors some great dwarf hero of the past. The mighty statue of King Anvilmar at the city gates, for example. If you've seen it, you know what I mean. If not, go take a look at it sometime. Hundreds of years old and it's still in perfect condition. Marvelous!

You might think that all the Ironforge dwarves do is make armor and weapons all the time. Well, yes, we love to make things out of metal, but that's not all we do. Dwarf craftsmen can make a wide variety of useful things — we love to create, after all. Give us leather, we make shoes or belts. Cloth, and we craft clothing and cloaks. Meat, and we make outstanding stews and broth. Grain, and you get alcohol. Gems, and you have jewelry. And, of course, ore turns into steel, and steel into weapons and machinery. Not just for war, either. Our tinkers have created some amazing gadgets, rivaling even the gnomes for sheer inventiveness.

And what do we do in our off time? Yes, yes, of course we drink a lot! We can hold it better than anyone else (night elf druids notwithstanding), though. Far better. But we don't just drink. We also have contests — usually revolving around warfare. Marksmanship contests, sparring, jousting, gladiatorial combat — you name it, we do it! But we also play other games, too. Team and individual sports, as well as a wide variety of board games. Some are even imports from human cities, but for the most part we play our own creations. There's this one, for example, where you pretend to be somebody else in a kind of ongoing interactive story… I have to admit I don't really understand that one all that much. There's also a good one called *Settlers of Khaz Modan*. Anyway, stop in at a tavern sometime and look beyond the bar

Ironforge Dwarf Knowledge

What a character knows about Ironforge 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 Ironforge Dwaves at the indicated DCs.

- **DC 10 Knowledge (geography) or Knowledge (local):** Ironforge dwarves are staunch members of the Alliance. Their homeland is Ironforge in Khaz Modan.
- **DC 10 Knowledge (local) or Knowledge (nobility and royalty):** King Magni Bronzebeard rules the Ironforge dwarves.
- **DC 15 Knowledge (local) or Knowledge (the planes):** Ironforge dwarves are related to the titans; they believe that the titans created them. This connection infuses their culture with new purpose (and also allows them to turn their skin to stone for brief periods).
- **DC 20 Knowledge (history) or Knowledge (local):** Ironforge dwarves, Wildhammer dwarves and Dark Iron dwarves were once the same people.
- **DC 25 Knowledge (history):** In the War of the Three Hammers, 250 years ago, the Dark Irons and Wildhammers split from Ironforge.

fights and laughing drunks. You'll be surprised at what's being played over in the corners and back rooms.

Finally, one other thing you should know about, especially if you ever visit Ironforge. Since the War of the Three Hammers, there hasn't been a real conflict in the city — it's not allowed. Crime is strictly controlled. We have some of the best guardsmen in the world, and the penalties for thievery and other crimes are harsh indeed. Dwarven law is complex, but justice is swift. If you get caught and convicted, the best you can hope for is to get kicked out of the city. You don't get any warnings or second chances, either. Break the law, you get punished. Travelers to Ironforge are well advised to read up on our rules before you get yourselves into trouble!

Wildhammer Dwarf History

Ah, the Wildhammer dwarves. Once closer kin to the Ironforge dwarves, now considered cousins. We are allies, but very different. We stay inside the mountains, they perch atop them. We study engineering and invent wondrous things; they practice divine magic and rituals. Two hundred fifty years doesn't seem like a long time, by Azeroth's standards, but it was long enough to make the Ironforge and the Wildhammer dwarves two races instead of one.

The problems arose when the grand city of Ironforge became overpopulated. Our king, Anvilmar, tried to keep the peace. Eventually, of their own volition, the clans ended up living in different areas. The Bronzebeard clan remained within Ironforge, while the Wildhammer clan lived outside the city and the Dark Iron clan to dwelt beneath it. However, all the clans desired control of Ironforge.

Once King Anvilmar died, the peace broke apart and our people fought the War of the Three Hammers, as described above, under Ironforge dwarf history.

Although tensions between the Ironforge and Wildhammer clans had been palpable since the civil war, the aid of Ironforge during the battle at Grim Batol did much to heal the relationship between the two clans. Grim Batol suffered from the dark sorceries used in the war, and the Wildhammers had to again find a new home. Although the Ironforge dwarves invited their kin to return to Ironforge, they refused, not wishing to dredge up old grudges.

The founded their new kingdom atop Aerie Peak, staying on top of the mountain instead of dwelling within. Their years of studying the nature around them, communing with the gryphons that soon became their companions, and their time in the high wind and sun changed them the most. Their lifestyle changed both their appearances and their ways of looking at the world.

The Wildhammer dwarves became warriors of the air, attacking from the backs of their gryphons in an impressive or frightening display (depending on what side you're on). Although they are technically no longer a part of the Alliance, they are allies, and served in the Second and Third Wars.

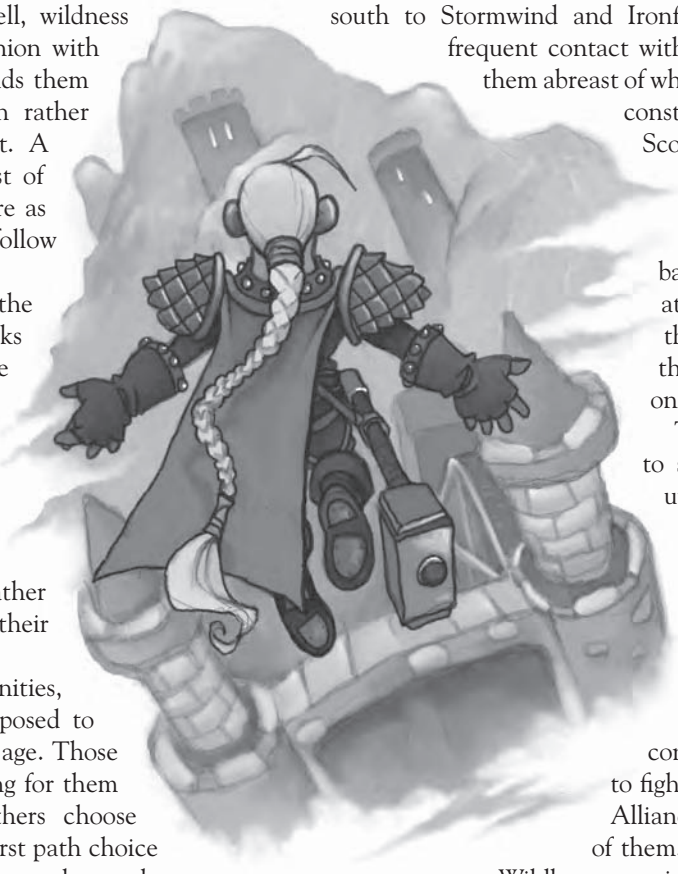
After aiding in the Third War, many Wildhammer dwarves returned home to Aerie Peak in the Hinterlands in Lordaeron. The taint of the Scourge has yet to reach the Hinterlands, so they remain one of the only pure places left in the north. Some Wildhammer dwarves fought in the last battle on Kalimdor, and remained in the west. They spent some time in Theramore, but as it lacked enough peaks to suit their tastes, they flew north to settle in the mountains south of Mount Hyjal.

Wildhammer Dwarf Culture

The Wildhammer dwarves live up to their names, as their life on the high crags caused them to focus

on nature, passion and… well, wildness and hammers. Their communion with nature and their gryphons leads them to follow a shamanistic path rather than that of the Holy Light. A Wildhammer paladin or priest of the Holy Light is about as rare as an Ironforge druid. We just follow our own paths.

The 200 or so years since the civil war has changed their looks in a surprising way. Life outside a mountain's peak is not gentle. Constant exposure to the elements tans and weathers the Wildhammer dwarves' skin. They dress in heavy skins and furs to protect them from the weather and the wind while riding their gryphons.



In terms of their communities, Wildhammer children are exposed to fledgling gryphons at a young age. Those who show an affinity for caring for them find one to raise, while others choose another path in life. But the first path choice is always that of the highest honor, the gryphon rider.

They are a story-loving culture; the shaman and priests of the Wildhammer dwarves entertain the people on cold nights with tales of past battles, instructions on gryphon handling, and myths of nature and the Earth Mother. They have three community rituals per year: one holiday where all the marriages are performed, one to honor all children born that year, and one to mourn that year's dead. Seems a bit long to wait if you're born (or die) at the wrong time of year, but it's efficient and has a tendency to strengthen the community as a whole. Children born in the same year grow to be strong friends, as they celebrate their births all on the same day. Wildhammer dwarves commonly marry someone from their same birth year.

The climate is ideal for brewing good, dark beer with some weight to it, to keep you warm on the cold, windy nights. Their other beers are of less quality, and the Wildhammers only export their dark beer. Gryphon's Tears is my favorite stout; I always try to take a keg back down the mountain with me, regardless of what I'm carrying.

The interesting thing about the Wildhammer dwarves is that they probably have been the only race to maintain the same standard of living after the Third War. The dwarves in Aerie Peak live as they did before the war, untouched by the horrors that happened on the rest of the continent. They have suffered a bit as their suppliers in the towns of Lordaeron are gone, but they still fly south to Stormwind and Ironforge to trade. This frequent contact with the Alliance keeps them abreast of what's happening in the constant struggle with the Scourge and remaining Burning Legion; they have even taken some refugees back to Aerie Peak, attempting to do what they can to strengthen the Alliance to what it once was.

They prefer, however, to stay out of conflicts until the Alliance calls upon them. They do not want to muck about with politics, and as long as no one threatens their land or their livelihoods, they are content. They do rise to fight for an ally, and the Alliance is stronger because of them. However, calling in Wildhammer reinforcements certainly isn't enough to win a war; they're great gryphon riders, but they're uncomfortable with technology, and their population wanes.

The few Wildhammer dwarves in Kalimdor are the most affected by the turmoil of the war. They care not for the walls of Theramore, and found no issues to stop them from simply launching into the air and traveling north, avoiding the considerable obstacles, beasts and Horde members on the ground. They had founded two kingdoms in the past 250 years. One more wouldn't matter.

To their credit, before they left, they met with the night elf and Ironforge dwarf delegations in Theramore. We had already started excavating Bael Modan, and the Wildhammer dwarves wanted to know if it would be suitable for settlement. We thought not, as they prefer colder climates and Bael Modan is baked by the sun. We also expressed polite reservations about the mountain being settled by those who do not share our reverence when it comes to the mysteries buried there. The Wildhammers have no interest in the mysteries of the titans.

The night elves agreed to allow the Wildhammer dwarves into their southern mountain peaks, and the Wildhammer dwarves report to the night elves anything out of the ordinary they see from their vantage point. You'd think that dwarves and elves working so well together would be the first odd thing the Wildhammer dwarves would report, eh? But life in the post-Third War world is different, that's for sure.

Wildhammer Dwarf Knowledge

What a character knows about Wildhammer 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 night elves at the indicated DCs.

- **DC 10 Knowledge (history) or Knowledge (local):** Wildhammer dwarves ride gryphons and live on mountains, in a manner very different from Ironforge dwarves. They fought on the Alliance's side in the Second and Third Wars.
- **DC 15 Knowledge (geography) or Knowledge (local):** The Wildhammers' home is Aerie Peak in the Hinterlands of Lordaeron.
- **DC 15 Knowledge (local):** The Wildhammer dwarves are passionate people, dedicated to little more than their friendship to the Alliance and their high altitude homes. They are fiercely loyal and do not suffer fools easily.
- **DC 20 Knowledge (history) or Knowledge (local):** Ironforge dwarves and Wildhammer dwarves (and Dark Iron dwarves) were once the same people.
- **DC 25 Knowledge (history):** In the War of the Three Hammers, 250 years ago, the Dark Irons and Wildhammers split from Ironforge.

Wildhammer dwarves allowed me to visit their new home in Ashenvale. It's bitterly cold on their peaks, and they construct homes that are nearly always part cave and part building. Although they do not claim the same love for engineering and architecture as we have, their constructions are admittedly impressive. They have a wooded area where they raise their gryphons. The fearsome bird-like creatures prefer the open air, but the natural flying beasts of the land, the hippogryphs and the wyverns, are sensitive to anything intruding on their territory; so the Wildhammer dwarves are careful to raise their gryphons where they can be shielded to keep them from the sharp eyes of would-be attackers.

Some Wildhammer dwarves in Kalimdor have also been studying with the night elves to learn more about Elune, the moon goddess.

Gnome History

Sorry, but there's little to go off of for gnomish history. Hell, even the gnomes don't know much prior to the Second War! But I set forth on this project to provide information on all the races of the Alliance, so I'll give it my dwarven best.

A little over two hundred years ago, a dwarf explorer stumbled across a gnomish village. Shocked is hardly the word to describe his reaction. While we were still marveling at the sheer majesty of gunpowder, they had fully automated households and giant robotic chickens guarding their village. I'll be the first to tell you that our little buddies here are kinda strange….

Anyhow, they looked smart, and their grasp over technology was simply astounding. So we offered them our friendship, and they gladly accepted. We even gave them a place to truly build themselves a city, in our own mountains of Dun Morogh, not too far from Ironforge itself. Thus the gnomes and dwarves built Gnomeregan, and the gnomes came out of the woodwork. Ever since then our two races have lived side-by-side. Gnomes also discovered goblins at this point, and the two races developed a mercantile and technological feud that lasts to this day.

During the Second War, the gnomes took up arms and helped us battle the Horde. Dozens of gadgets and vehicles flooded from their workshops, and many gnomes even directly participated in the battles, often riding great flying vehicles and piloting shoddy submarines into the fray. If it weren't for the little guys, I doubt we would have lasted as long as we did, let alone won the war.

Then one day the gnomes up and disappeared, withholding all their pilots and troops during the Third War. It blew our minds that our friends would so abruptly leave us like that. It wasn't until after the defeat of the Legion that we learned why the little folk hid from the rest of the world.

It seems that before the Third War a great tragedy hit the gnome's homeland. While still healing from the tides of the Second War, an army of troggs beneath Gnomeregan assaulted their homeland and caught them unawares. Knowing that the rest of the Alliance had bigger troubles and could do without them, the gnomes sealed themselves within Gnomeregan's halls and tried to rid themselves of the invaders. Unfortunately, they lost horribly. Only half of the remaining gnomish race was left to flee to Ironforge.

Ever since then the guys have been rebuilding their race, once again supplying the Alliance with great inventions and astounding pilots. However, Gnomeregan is now uninhabitable. Their ruler, at the behest of his

advisor Mekgineer Thermaplugg, detonated a radiation bomb in its halls in an attempt to kill the troggs. The only things living in Gnomeregan now are insane and leprous gnomes, glow-in-the-dark troggs, and tons of killer machines. They swear that someday they'll heal their city.

I only hope they can.

Gnome Culture

In a strange sort of way, gnomes are what dwarves would be if we had no direction. Jovial and warm-hearted, gnomes tend to treat members of other races as younger folks, taking a grandfatherly or grandmotherly approach. However, when put together, one can expect only the strange. You think exploding sheep and giant riding mechanized chickens is a little off? Then you don't know a gnome personally.

Simply put, gnomes lack any ability to focus. And that's the simplest it'll get.

This lack of focus tends to show itself in everything a gnome does, and even the life he lives. A gnomish home (also a workshop, might I add) is strewn with thousands of little doo-dads — gadgets and gizmos aplenty — that the resident has been constructing. The floors are littered with tossed books, the tables covered in blueprints, and the gnome himself plastered in the middle of these. He'll be in the same clothes he's been wearing for a week, his hair frazzled beyond repair, and probably more than a little malnourished. Often you'll find little robots clucking around, performing various assigned tasks the tinker honestly doesn't have time to do. Okay, I've changed my mind; I don't want to say a gnome cannot focus — a gnome spends entire weeks working on devices, and even hires adventurers to seek parts for the next big thing!

Oh, and expect plenty of explosions. Tinkering ain't often an exact science, as I've come to recognize. Gnomes produce fewer explosions than goblins, though.

Unlike their closest competitors, the goblins, gnomish ingenuity does not hold only to technological prowess. A gnome is always attempting to find the next greatest thing, whether it be a new spell, invention, or even way to eat. They believe completely that ingenuity and design can beat any challenge, and make life so much easier. Why simply swing an axe, when you can have an automated arm thrust a spinning sawblade into someone's face? Why simply cast an arcane missile when you can cast Blamblaster's Super-Explosive Homing Projectile of Doom and Destruction? Gnomish inventions tend to reflect their personalities: flamboyant, bright, flashy and half-screwed.

Often, gnomish inventors organize into pairs, for rather mysterious reasons that even they don't fully understand. In all my travels I've rarely seen them alone, and they seem to have this odd crazy-guy/sane-guy relationship. One is always trying to push the limits of his devices to unknowable extremes while the other does everything he can to keep the invention from becoming disastrous. Ironically these pairings may be responsible for much of the race's best innovations. For instance, it was two pairings of just this type that created the underground railroad that connects Ironforge to Stormwind Keep. Pretty handy, if you ask me.

Gnomes do not have kings or queens, not for at least 400 years. Instead, they elect members to become officials. These men and women hold grand titles but only hold their power for set terms of office, after which they return to the work force. The ruler holds the seat of

Gnome Knowledge

What a character knows about gnome 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 gnomes at the indicated DCs.

- **DC 10 Knowledge (architecture and engineering) or Knowledge (history):** Gnomes are master craftsmen. They fought in the Second War, and many of the inventions of the Third War were based on gnome prototypes.
- **DC 15 Knowledge (local) or Knowledge (history):** Four years ago, the gnomes closed the doors of their city Gnomeregan to the world and avoided the Third War. They did not appear until much later, half of their race decimated in a war they fought all by themselves. The Ironforge dwarves gave the gnomes refuge in their own kingdom.
- **DC 20 Knowledge (history) or Knowledge (nobility & royalty):** Gnomes have not had a true king in over 400 years. Their current leader is the High Tinker Mekkatorque.
- **DC 25 Knowledge (geography) or Knowledge (history):** The gnomes were nearly destroyed years ago when troggs invaded their kingdom. To counter this threat, at the advice of the High Tinker's advisor, the gnomes released a radiation bomb. Gnomeregan now exists as a blighted and desolate ruin.
- **DC 30 Knowledge (geography) or Knowledge (local):** Not everything died when the gnomes' bomb in Gnomeregan went off. The troggs proved immune to the radiation, and still continue to occupy portions of the city. Hideously mutated gnomes, now known as leper gnomes, claim the city as their own, ruled by the High Tinker's former advisor Mekgineer Thermaplugg. Rumor has it that an alliance between the leper gnomes and the Dark Iron dwarves is growing.

the High Tinker, currently held by Gelbin Mekkatorque. While he suffered flak wounds from the release of the bomb in Gnomeregan, his genius is still strong enough to keep his title. He's a good man, too. I've spent more than one evening with him, simply chatting about new inventions.

Gnome communities are hap-hazardous, at best. No two houses ever look the same, and their streets meander into a maze between workshops, domiciles and council rooms. Gnomes organize into great extended families, taking in anyone who sticks around long enough and adding them to the family. A single domicile can hold upward of 20 gnomes, and even more could theoretically be crammed in. Even to outsiders, their doors are always open and something's on the stove. Presents are common, and given for even the smallest reason. Despite their oddness, they're the happiest people I've ever met.

Above all else, gnomes value life in all its little eccentricities. To the gnomish way of life, one's friend is the most important thing of all. Cheery and outgoing from the onset, they approach each and every person exactly as they themselves would desire to be treated. Gnomes also love to throw parties, and not just welcome-back shindigs for war veterans. Their love of companionship and life is best shown in these celebrations, where loud music, bright displays of fireworks, and off-beat singing continues until the last gnome drops. The food is… an experience, I'll say. Everyone brings something, making it one massive pot luck. Unfortunately, each gnome applies his inventive streak to his dish, and the results can be simply astonishing. I remember being subjected to a liverwurst and raw fishhead salad dip… stewed for three hours until brought to a thick viscous paste. It was an experience — and so was the next two hours as my body rejected the toxic stuff. I've eaten some horrendous stuff in my day, but that took the cake. The chef simply shrugged and ate an entire handful. And they say *we* have iron stomachs.

Go hug a gnome. He'll thank you for it.

Furbolg History

When we arrived on Kalimdor, the Alliance thought the furbolgs were just a race of massive bears. Well, you can't blame us too much. We had more important things to deal with at the time than meeting a new race. But we learned the truth soon enough, with our own experience and corrections from the night elves.

Furbolgs have lived lives of introspective peace for thousands of years. Much like the night elves, they were content and happy on Kalimdor (and, we later discovered, in Northrend), living in their woodland homes. The fascinating thing about these beast-men is that they are intelligent, speaking creatures who communicate eloquently, but they do not attempt to forge communities out of their surroundings. Like bears, they live in nature, not attempting to bend nature to suit their needs.

The furbolgs established friendly communication with both the tauren and the night elves, as each of these Kalimdor-native races has communities built around the worship and use of divine magic. They were peaceful beings, but as fearsome as they appear, and lived their lives dedicated to nature and the forests.

When the Burning Legion tore the world apart in the Third War, it deeply affected these peaceful beings. The Scourge polluted wells, making many furbolgs sickened and mad. The Burning Legion's arcane magic tore their simple minds apart. Their numbers were split: Too few of them remained sane to learn to fight these unexpected horrors; too many rampaged through the forests, so maddened by either the poisons in their blood or their magic-addled minds that they shredded anything and anyone in their paths. These crazed furbolgs are called corrupted furbolgs.

Faced with the unexpected attacks by demons, undead and their own people, the furbolgs joined the fight, putting their generations of hunting experience to more violent purposes. Formidable warriors, they've always been. Formidable soldiers, well, that is a newer concept. Some furbolgs hired themselves as mercenaries to forces on both sides.

After the war, emissaries from both the Alliance and the Horde (advised by the night elves and the tauren, I expect) approached the furbolgs and invited them into the affiliations, but they declined both. Perhaps it was their reluctance to choose between their friends, the night elves and the tauren. They do seem to be closer to the night elves, but I don't think they want to claim themselves the enemies of the tauren simply by association. Perhaps they simply felt their problems had always been their own, and they would make their current problems their own as well. They are a proud folk.

Currently, the furbolgs aid Ashenvale, trying to heal the forest and their own addled kin (although many reside in Northrend as well). They find both ventures difficult, however. The first goal is shared by the night elves, and seems attainable, although the job is massive and takes years. The second goal is looking to be, sadly, impossible; and the furbolgs have had to resort to hunting their own kin to make the forests safe again. The way they see it, they are releasing their kin from the prison of their maddened bodies, which allows them to accept the ugly job with more grace. I can understand this thinking, but it has made the peaceable furbolgs a race entering a militant

era. They have become a dour race, many saddened by the duties they must perform.

Furbolg Culture

None of the races who were affected by the Third War (note, that is pretty much all of us) have turned out for the best. We all stumble along as best we can, some of us just surviving. However, something about the state of the furbolgs raises a great feeling of pity in my chest.

Except for the people who have had to fight their own loved ones risen as undead, no one has faced what the furbolgs face — the necessity of hunting more than half their race. They've made no headway into attempting to heal these poor beasts —as that is what their kin have become — of their madness, even though the most talented druids and shaman try their hands.

Their world has changed quite a bit, besides in the obvious ways. Formerly a peaceful race, furbolgs now zealously hate the Burning Legion. A demon can drive a furbolg into a rage at the mere sight of it; she will charge into battle without a thought of the opposite side's numbers or strength. Furbolgs use their size to become formidable fighters against a war machine instead of woodland prey; for most, their peaceful existence is a way of life no more, though some remove themselves far from civilization and attempt to continue their traditional existence. This is especially true in Northrend, which is already far removed from civilization.

Furbolg Knowledge

What a character knows about furbolg 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 furbolgs at the indicated DCs.

- **DC 5 Knowledge (local) or Knowledge (nature):** Furbolgs are an intelligent race, despite their appearance as massive bears.
- **DC 10 Knowledge (history) or Knowledge (local):** Furbolgs are historically a peaceful people, close to nature and friends of the night elves. The Third War, however, has altered their outlook.
- **DC 15 Knowledge (arcana) or Knowledge (local):** The Burning Legion corrupted many furbolgs in the Third War, and these maddened furbolgs pose a threat to all races — including their own.
- **DC 25 Knowledge (geography) or Knowledge (local):** Furbolgs claim Grizzlemaw, in Northrend, as the seat of their culture.

Although considered and respected as an intelligent race, furbolgs are not terribly bright. Now, there's nothing wrong with that. They remember more about their own history than most of the Alliance has in its libraries. And since many human and high elf libraries were destroyed or abandoned, I'm sure many historians would love to have the abilities of these beings of "lesser intelligence." They know the woods, they know nature,

they know their friends, their enemies, war and death. They know the undead and the demons. In fact, they know more than they wish to know, so many do not even want to learn more. Most furbolgs see no need for intelligent pursuits, although some have ventured into other cultures to learn more.

Their newer experiences with other cultures have done much to keep the furbolgs sane in this time of crisis. They visit the night elves in Ashenvale frequently, seeking guidance, camaraderie, and information. The Alliance and Horde have attempted to get the furbolgs interested in being diplomatic messengers between them, but this rarely happens. Furbolgs are expanding their horizons, but they are less interested in Alliance/Horde relations than in their own problems.

Sometimes you don't know whether to pity or fear the furbolgs. An enraged, maddened, 8-foot-tall furbolg is not something anyone wants to come across while traveling, not even other furbolgs. They have established patrols of warriors with the sole purpose of hunting corrupted furbolgs. These patrols travel with a shaman for additional support. These warriors are often morose and solitary, and the other furbolgs respect and honor them, doing what they can to remove their siblings' burdens of regret.

When not attempting to heal their forests or their own people, furbolgs focus on hunting the Legion's agents, who they blame mostly for their plight. You do not want to get between a furbolg and a demon. To keep life on track, more young furbolgs than ever are training to become shaman, seeing the holy men and women as the only adults who seem calm in these days of horror and uncertainty. With half of the population looking to pick up the spear (although they are deadly enough with their claws and bite) and the other half studying the magic of nature, the furbolgs are a people whose society is changing.

One positive thing the war has done for the furbolgs is get them more acquainted with the world outside their forests. Formerly only the friends of the night elves and tauren, beings of the forest, and a self-contained people, now the furbolgs are watching the movements — political or otherwise — of the Alliance and Horde; traveling more; learning more about the world outside their forests; and widening their view of life as it applies to them in this new and harsher world.

Some see this as a bad thing, and indeed many furbolgs chafe at their new associations, but I have a different view. Life moves on, and nothing, not the Scourge, the Burning Legion, or the conflicts of the Alliance and Horde, can stop it. The furbolgs, although a saddened people, are managing to adapt to their new roles faster than many of the races who find themselves uprooted and confused. They view the world as a beast does oftentimes, dealing with the trials that come their way without worrying too much about the reasoning behind it. I often wish I could view life that way.

Organizations

Right, now that that's all out of the way, I'll talk about some of the organizations important to the Alliance.

The Argent Dawn

Membership: 1,500.
Alignment: Neutral Good.
Affiliation: Independent (favors Alliance).
Regions of Influence: One can find most of the Argent Dawn in the Plaguelands and Northern Kalimdor, addressing the specific threats of the undead Scourge and the Burning Legion (respectively). They are a major force in the Eastern Plaguelands, and their influence in the southern part of the Western Plaguelands is growing as they clear out the undead near Uther's Tomb and Caer Darrow. I'm thinkin' they may hit Andorhal next, but that would be a bit of a mess with the lich Ras Frostwhisper still inside. You'll find a goodly number of Dawn-types in Winterspring, making nicey-nicey with the goblins in Everlook. I admire how friendly these guys are, but they do take it a bit far sometimes.

Activities: The Argent Dawn exists to oppose "evil" groups and races such as the Scourge and the Burning Legion. As of now, they are not openly hostile to the Forsaken, though in all likelihood this policy is simply due to their lack of numbers. Each member of the Argent Dawn has his or her own agenda or plan to further that goal: some make alliances against the undead; others fight directly; some study new forms of magic or alchemy to combat demons and undead with greater effectiveness. The Argent Dawn is noted for unusual ways of utilizing the Holy Light for new spells, but this draws ire from the most traditional members of the Church of the Holy Light.

The Argent Dawn is a recently formed organization, or at least they didn't make it obvious to the public until a few years ago. I certainly hadn't heard of it until recently, and I hear about damn near everything — besides, we all know knights aren't the best at being sneaky. Anyway, these lads seem to have a hand in helping out all over the globe, and as such they've picked up quite a few friends and enemies alike. Many members of the Argent Dawn are also Knights of the Silver Hand (or former knights), and they hold a few former (and current) members of the Kirin Tor in their ranks as well. The magi work well together with these undead-slaying types, since Dalaran was hit by the Scourge and many of the Kirin Tor want to strike back. Beyond that, the organizations are compatible due to their interest in magical research.

The Argent Dawn has its fair share of enemies, not the least of which are little things like the Burning Legion and the Scourge. The Twilight's Hammer, servants of the Old Gods — real bastards — also have the Argent Dawn on their hit list. Finally, those crazies in the Scarlet Crusade don't play well with the Argent Dawn either, if only because they operate on the same turf, and the Scarlets think all non-Scarlets are eeeevil. Going to have to side with the Argent Dawn on that one.

Organization

The Argent Dawn is divided into branches based on location, each of which has its own ranking and structure. Non-members are not permitted to know the ranking of members of the organization, since that would make leadership figures into obvious targets for assassins and such. Some people call the Argent Dawn a secret society; I just call 'em weird. From what I've seen, their ranking structure is surprisingly simple; specific regions have a "Commander," who directly leads day-to-day activities, a council of officers, a group of elite templars, and then there's everyone else. Templars have no real authority over standard members, but they are highly respected. The overall leader of the organization is not known to the public.

Locations

The Argent Dawn has no official headquarters, but small branches exist in several major cities, including Stormwind and Darnassus. The majority of their members in the Plaguelands work out of the Light's Hope Chapel on the far east side of the Eastern Plaguelands, but a good number of them inhabit a camp at Chillwind Camp on the border of the Western Plaguelands and the Alterac Mountains as well. Those knights certainly have some stones; you wouldn't catch me camping out in that frozen hellhole. With ogres to the south and an undead-infested graveyard right on their borders, the templars at Chillwind have their work cut out for them.

Members

The Argent Dawn admits members of any race and profession, so long as they are dedicated to the opposition of evil in the world. They screen their members carefully, however, so this seemingly open-ended recruitment policy can be misleading. Most potential members are required to use minor magic items to gather "scourgestones" from defeated undead creatures to prove the combat ability of the applicant. Apparently that wasn't good enough

for me; I actually had to go demon hunting with the lot of 'em to show the Argent Dawn members what I was made of. Hmpf. Members are also expected to uphold the virtues of the Light, even if they are not followers of the Light themselves. This expectation is, to be plain, the tricky part. They can get pretty antsy about what their members do or say, especially in public.

Young members of the Church and the Silver Hand seem to find the Argent Dawn appealing, since the elders of their groups seem to be stuck on certain traditions that no longer apply. The Argent Dawn as a whole seems unusually youthful; some leaders actually appear much younger than they should be, which I find suspicious.

Leaders

Lord Maxwell Tyrosus (male human paladin 14/warrior 4): Lord Maxwell Tyrosus is the leader of the Argent Dawn in the Plaguelands, and one of the highest ranking officers in the organization as a whole. He resides inside Light's Hope Chapel, and rarely sees visitors from outside his organization. Lately, reports indicate he may be planning an offensive on Baron Rivendare in Stratholme — Rivendare is a real bastard, so I wish 'em luck. Don't know where he'll get the manpower for an operation like that, though. He is older than most Argent Dawn knights at about 40 years, but he is still in peak physical condition.

Commander Andarin Lightblade (human — maybe — male, paladin 8/Argent Dawn templar* 6): I met this mysterious swordsman at Mount Hyjal during my time exploring Northern Kalimdor (see Lands of Mystery). Of all the Argent Dawn templars I've encountered thus far, he is perhaps the strangest. While he was apparently once a paladin — perhaps he still is — he wears no armor other than an ornate breastplate, which may just be for show. Andarin is a solid fighter and a good representative of member of the Argent Dawn. We need more people like him around.

Commander Addar Lightbringer (human male paladin 14/Argent Dawn templar* 6): The second-in-command serving under Andarin Lightblade in Mount Hyjal. He serves as the personnel officer for their branch.

Commander Ashlam Valorfist (human male paladin 10/Argent Dawn templar* 4/warrior 3/gladiator 2): This young but battle-scarred veteran leads the Argent Dawn at Chillwind Point. His recent focus has been on a graveyard just outside the borders of their camp, but due to recent successes from outside help — not the least of which was my own — he pushes the front toward Andorhal.

High Priestess MacDonnell (human female priest 13/Argent Dawn templar* 2/paladin 2): High Priestess MacDonnell is employed with removing the taint of the Scourge upon the Plaguelands; and with the help of an alchemist named Arbington, she meets with a limited amount of success. She discovered that Kel'Thuzad is maintaining the Scourge with massive cauldrons placed on each of the farms in the Plaguelands. These caudrons emit a diseased cloud that contaminates the land; fortunately, MacDonnell and Arbington believe this effect can be reversed with an experimental potion, but they haven't had the manpower to try it yet.

* See **More Magic & Mayhem** for the Argent Dawn templar class.

Church of the Holy Light

Membership: 800,000 (approximately).
Alignment: Lawful Good.
Affiliation: Alliance.
Regions of Influence: You can find the Church of the Holy Light just about everywhere on Azeroth. They are based out of Stormwind City, where the Church leaders gather in the Cathedral of Light.

Activities: The Church sends its people all over the world, spreading the wisdom and comfort of the Holy Light. They also do what they can to help people with more practical matters, from building homes to settling family disputes to scaring off bullies. It's all very noble, of course, but that fits with the Holy Light's teachings of making the world a better place and making yourself better by helping other people.

I shouldn't mock them, really. The Church seems to have everyone's best interests at heart, and they really do their best to help everyone. Plus it's hard to make fun of a religion that's all about making people happy, not to mention a religion whose practitioners show clear evidence of divine blessing. Even those determined to doubt are forced to admit that the Light grants its followers impressive powers to combat the darkness.

Nobody really knows how the Church got its start. For that matter, no one knows when people first discovered the Holy Light — or were discovered by it — either. People started preaching about it at some point, explaining how this great and benevolent force existed and sought out mortal spirits interested in helping others and protecting life in general. The Holy Light is a strange philosophy (it's really more a philosophy than a religion) because it doesn't involve reverence for a person or even a being — the Light is more of a force, really, and honesty and good deeds are more important than money or wine or any other form of sacrifice. There's also a lot of study and contemplation involved, particularly on how to make yourself a better person in order to commune with the Light more completely. I think they probably had libraries before they had churches, and the one simply grew out of the other. Eventually all those churches started working together, and you wound up with the Church of the Holy Light.

For a long time the Church was the dominant human religion. The followers of the Holy Light were everywhere, supporting civilizations and building cities and founding temples and generally bringing light and hope and help to everyone.

Then the First War began. And there were the members of the Church, right in the thick of things, using their Light-given gifts to hold back the Horde. It was impressive — awe-inspiring, really. Unfortunately (say some), most of the priests focused on defending people rather than taking the fight to the Horde. And there just weren't enough priests to go around.

The leader of the Holy Order of Northshire Clerics during the war was Archbishop Alonsus Faol, and his apprentice was a devout lad named Uther. After the First War, Uther knew that that the Church needed to do more when the orcs came again — its people needed to stand up and fight instead of just healing and defending. They needed to go after the darkness and actively prevent it from harming anyone, rather than waiting for it to come to them. He issued a call to all the bravest knights to join his new order, the Knights of the Silver Hand, and thus the paladins were born. They saw their first battles in the Second War and were instrumental in the Alliance's victory.

Some claim that the Third War was the best thing that could have happened to the Church. Oh, people died and all Lordaeron was lost, but the Church finally gave up its old habits and started to change. Some of the younger priests suggested that the Church take this opportunity to rebuild itself, setting aside many of its older traditions and starting new ones. They claimed that the Church had strayed from the path of the Three Virtues and needed to pare back down to essentials. According to these younger priests, their elders had lost touch with the Light and it was time to reclaim that holy communion.

I've heard rumors of a break within the Church itself, dating to about that time. They say the members are fighting amongst themselves about whether to cling to the old traditions or forge new ones. I think it didn't help that most of the Church's texts were lost and so people have been writing new ones — some of them writing about the same things but without comparing notes or checking sources. Some say the Church is finally organizing again and looking at all these texts for consistency and accuracy. I don't know if that's true. I do know that, these days, the Church is stronger than it's been in centuries. It's rebuilding, regaining ground, and speaking out against the Scourge and other evils. I'm not a member, but judging from the priests and paladins I've met I wouldn't object to having the Holy Light on my side — and I definitely wouldn't want it as an enemy.

Organization

I'm not a Church insider, so I'm not really privy to all the details, but their organization isn't exactly a secret. The Church has an archbishop. He's in charge, but he's got a council of bishops to advise him. Usually the archbishop was a bishop himself before he was selected, and once he's been chosen he's in charge until he dies or chooses to step down.

The bishops do more than advise the archbishop, of course. Each bishop has charge of a region, in some cases

an entire continent — I hear the few human settlements in Northrend were thrilled to get their own bishop a few years back, not realizing what a joke the position was to everyone else. The regions are based more on population than area, so in some cases a bishop might only be responsible for a large city, while others have an entire countryside. Apparently Stormwind City has its own bishop.

Priests work for the bishops, and they do most of the actual community work: preaching, tending to the wounded, teaching the children, and so on. I gather they have lay priests as well, who aren't ordained and cannot preach but handle most of the daily chores around the temples and monasteries.

Most people think religious institutions don't care about money. They're wrong, though — priests have to eat too, and you can only get so much through donations. The Church of the Holy Light knows that. It has farms all over the countryside, most of them housing monasteries, and the priests there raise crops and cattle and whatever else the Church needs, and sell the surplus. In some regions the Church owns land and rents it to farmers, merchants or businessmen. They don't keep much of the profit, though — at least, I haven't seen any rich priests, and the Church is always giving food, clothing and tools to the poor. It also teaches people about prayer, about health and farming, and generally how to be a good person.

Locations

Way back before the First War the Church had three major locations: Northshire Abbey in Lordaeron's western countryside, the Temple of Light in Stratholme, and the Cathedral of Light in Stormwind City. The Horde destroyed Northshire Abbey in the First War, tearing it apart and burning the rubble. The Temple of Light fell with the rest of Stratholme to the Scourge. Only the Cathedral of Light remains, and this has become the Church's headquarters. A grand structure with many wings and spires, the Cathedral houses Archbishop Benedictus, the bishop of Stormwind City, and various other priests. It also contains the Grand Chamber, a vast meeting room where the council of bishops meets with the archbishop to discuss issues and plot the Church's actions.

Members

Anyone can follow the path of the Holy Light, and anyone who follows the Holy Light is welcomed by the Church. Most of its members are human, but the Church does not discriminate. High elves and Ironforge dwarves have long been members; other races are welcome, though members of the Horde have never shown interest in the Three Virtues.

Though anyone can become a member of the Church, becoming an actual priest is a long and difficult process. First come various classes, taught by lay priests, all about the Church's history, principles and activities. If the applicant does well in class he graduates to the next level, taking personal instruction with a priest. That's all about prayers and other devotions, I hear. Most applicants become lay priests, working for the Church while studying. They can spend several years in instruction, basically until the priest feels they're ready. Then there's an audience with the bishop, and a stay in one of the Church's monasteries — several months to several years away from everyone except other faithful. I understand this is when many of them experience true communion with the Light for the first time. If the applicant maintains his faith and still seems suitable, the monastery's head priest sponsors him for ordination.

Once a priest is ordained, her life belongs to the Church. The council decides where she goes and what she will do, whether that's working a farm or preaching in a city. The priest can put in requests, of course, but that's all they are. Most priests stay with the Church until they die, though as they get older they do more studious and clerical work and less physical labor. A few lose faith and break away, forsaking their vows. Those who do stay, and who distinguish themselves spiritually and politically, can rise through the ranks and eventually become a bishop.

Twenty years ago, the Church of the Holy Light had very few members — in large part because so many died in Lordaeron — and most temples had a single priest or were actually shut. People have begun applying again since the Third War, however, and now the temples are all fully staffed again.

Leaders

The council has many bishops, though naturally not all of them can attend every meeting. Many handle their own regions well but are quiet during meetings, expressing opinions with nods or frowns and voting without a word. Others are more boisterous, more aggressive, and more political. Three of these have formed their own power bases within the council, and they and the archbishop are the true powers of the Church — some might say the three bishops are the power and the archbishop dances desperately among them, attempting to prevent a schism.

Archbishop Benedictus (male human priest 18): The current archbishop is a middle-aged man named Jarl, though following Church tradition he gave up his birth name when he was elected to this high position and adopted a new, holy name, Benedictus, instead. The younger son of a wealthy Lordaeron merchant, Jarl was raised to join the family business. He found religion instead, discovering the Holy Light after meeting an old traveler one night and almost dying when a pack of mercenaries attacked them both. After recovering, Jarl petitioned to join the Church and was accepted immediately. He rose quickly to the rank of senior priest, and had charge of a large town in Lordaeron when the Scourge appeared. Jarl did his best to evacuate his parishioners, then joined them in their flight to Azeroth. The Church settled

him in a town there, but soon promoted him to Stormwind City instead. He was being considered for promotion to bishop when the archbishop died, and the council chose to elevate him to archbishop instead. Benedictus is a soft-spoken man of average height and stocky build who looks more like a farmer than a religious leader. He still hates the Scourge for destroying his homeland, and has vowed to direct the Church to destroying that threat forever. Despite his quiet ways Jarl is surprisingly adept at politics, at least at avoiding confrontation and at forming alliances, and he has managed to keep the three bishops in check since his elevation.

Hylan (male human priest 15): Despite being one of the oldest remaining bishops, Hylan is still extremely active, and forceful enough to cow many younger men by sheer volume. A strong proponent of the old Church ways, Hylan disapproves of fraternizing with nonhumans and even with nonbelievers. He feels the Church would be better off concentrating on its own people and letting the rest of the world suffer, and says this at every opportunity. Despite his narrow-mindedness Hylan is genuinely devout, and can be surprisingly sympathetic when dealing with the Church's followers. Those who have seen him in action cannot deny that Hylan has a strong connection to the Light.

Leander (male human priest 14): A short, stout man, Leander likes his comforts and his books, and hates having to do without either. Leander feels everyone deserves the Church's blessing, not just those who attend services. But even more than protecting people or ministering their needs he wishes to spend his time in the libraries, and feels the rest of the Church should do the same. Leander is convinced that the Church has lost something essential, and that this missing element can be found by researching the Church's own past. He is determined to rebuild the Church's libraries and thus restore the wealth of knowledge that guided them in ages past.

Neheri (male human priest 10/warrior 4): The youngest of the bishops, tall, powerfully built Neheri is part of the new order of the Church. He fought in the Third War, shoulder to shoulder with the night elves and the orcs, and actively attempts to recruit nonhumans. Neheri also feels the time of passive protection is long past — the Church needs to attack its enemies rather than waiting for them to strike. He is less concerned with his own behavior, feeling that priests should have some leeway in order to better protect their people. He has won most of the younger priests to his cause, and battles Hylan bitterly at every turn — the only place they agree is that the Church's followers deserve protection.

The Kirin Tor

Membership: 120.

Alignment: Lawful neutral.

Affiliation: Independent, although the Kirin Tor (and many of its members, both past and present) has strong ties to the Alliance.

Regions of Influence: The Kirin Tor resides in the Lordaeron city-state of Dalaran.

Activities: The Kirin Tor is a sect of wizards trying to study and record all of humanity's magic. They are also determined to rebuild the fallen city of Dalaran, though I'm not sure why they bother.

Long ago, most wizards lived in Strom. Things were difficult there, though, so some of them fled north, where they created the city of Dalaran with the help of the high elves. More wizards followed, and the city became a haven for magi and a center of arcane study. They used their arts to make Dalaran magnificent and to protect it and its more mundane residents, who in return provided basics like food and trade.

Unfortunately, with nobody to control them the magi cast spells whenever they liked, and the constant magic tore at reality. These tears acted as beacons to the Burning Legion, luring them back to Azeroth. Demons slipped through the gaps, terrorizing the locals until the ruling Magocrats were forced to turn to the elves for aid. Elf wizards quickly realized what had happened and warned that humanity would have to give up magic to avoid the threat completely. The Magocrats didn't like

that, and instead proposed selecting a mortal champion to protect them from the Legion. This Guardian would have access to all their might, and would form a secret defense for the world. The elves agreed and, through the newly formed Order of Tirisfal, provided guidance in the selection. At the same time, the Magocrats set some of their number to research and catalog all human magic. These wizards became the Kirin Tor.

Even the Kirin Tor, however, found itself powerless to stop Prince Arthas and his forces when he led the Scourge through Lordaeron. Arthas acquired the spellbook of Medivh and Kel'Thuzad used it to summon Archimonde, who destroyed Dalaran. The city was left in ruins. Some felt the devastation was well-deserved, since Kel'Thuzad had himself been one of the Kirin Tor (before he left to form the Scholomance). Since Kel'Thuzad was responsible for creating the Plague of Undeath and releasing the Scourge upon the world, many felt the Kirin Tor should share in the blame and the consequences.

The Kirin Tor refused to abandon their home, however. They returned to the ruins months later, destroying those few undead creatures that remained, and reclaimed their city. They erected a glowing dome around the entire city, powerful enough to destroy anyone who touches it. Within that protective barrier the Kirin Tor… does something, I imagine. But since no one can get inside, I have no idea what that is. And that worries me.

Organization

Well, I'm not sure what the Kirin Tor is up to these days, because of the aforementioned glowing dome. I can relate their past organization, though.

The Kirin Tor has a ruling council of six archmagi. The council meets to discuss important issues and vote on matters — no single member holds sway, and the majority vote decides every issue. In case of a tie, the members reconvene a day later, during which interval each member considers his or her vote and all relevant information.

Beneath the ruling council are the archmagi, each of whom is given tasks as the council sees fit. Archmagi do not hold specific positions or responsibilities, beyond the general loyalty to the Kirin Tor and to the world, and the standing obligation to study new human magic whenever it appears. In reality, however, some archmagi have been given the same tasks so often they have essentially assumed responsibility for those jobs. Thus one archmage might be in charge of cataloging all wands, while another handles researching and cataloging all illusions. I know that, these days, several work to monitor and maintain the city's protective dome.

Magi are the lowest members of the Kirin Tor, and answer to the archmagi. Any archmage in the sect can issue orders to a mage, provided the instructions still fit within the organization's goals. As with archmagi, however, most magi settle into specific positions and tasks and work exclusively for one archmage. The ruling council can change this at any time but rarely does so, unless they feel a mage has become a problem in his current position, or if they need him for a different task. Most magi are allowed the freedom to pursue their tasks and studies in whatever manner they choose. Despite the fact that they are the lowest members in the hierarchy, many magi possess great power.

Locations

Before Dalaran's destruction, the Kirin Tor was the city's ruling power. Dalaran was not a large city, but it was a beautiful place of towering spires and glittering streets, and the people there were happy and well protected. The Kirin Tor's headquarters was the Violet Citadel, an impressive building so named for its stone walls which gave off a faint violet light. The building had many libraries, research chambers, testing rooms, classrooms, meeting alcoves, and bedrooms. The ruling council, six members in all, met in the Chamber of the Air, a room with no visible walls — the gray stone floor with its central diamond symbol stood beneath an open sky that shifted and changed rapidly, as if the time sped past within the chamber.

Members

Before the Scourge came, any human mage was welcome in Dalaran. They found peers and a place to stay and to work in peace. Magi with an eye for detail and a strong focus on research were offered membership in the Kirin Tor. This process could take anywhere from a few months to several years — the ruling council did not invite magi until it was sure of their abilities and allegiances. They became even more cautious about admittance after Kel'Thuzad defected and took many other magi with him.

Leaders

Antonidas (male human mage 14/archmage of the Kirin Tor 5): One of the mightiest magi of the recent age, Antonidas came to Dalaran as a mere youth and apprenticed himself to a member of the Kirin Tor. He quickly demonstrated both his magical talent and his loyalty, and was invited to join the Kirin Tor as a lowly mage. After several years Antonidas achieved the power of an archmage. His work within the sect earned him a great deal of respect, and he was given charge of studying protective spells. Several years later he was selected to join the ruling council, and quickly became one of its dominant members. For many Antonidas was the true ruler of the Kirin Tor, and his wise, fatherly countenance became the sect's public face. Unfortunately, Antonidas grew cautious as he got older; when the Prophet warned him about the upcoming invasion, Antonidas did not heed the stranger's advice to personally investigate. Instead he sent his finest pupil, Jaina Proudmoore, who accompanied Prince Arthas along the first leg of his journey toward Northrend. After the Scourge appeared

Antonidas did his best to protect Dalaran, creating a protective field around the entire city. It was not enough, however, and Prince Arthas led his undead minions into Dalaran and then into the Violet Citadel itself. Arthas killed Antonidas, whose spirit lingered even after the city's destruction, until the blood-elf prince Kael'thas finally released him.

Baratea (female human mage 13/archmage of the Kirin Tor 1): Baratea was a mere mage and a recently invited member of the Kirin Tor when the Scourge first appeared. She fought with the other members to defend the city from Prince Arthas and his legions, and fled with the others when Archimonde appeared. After Dalaran fell the Kirin Tor scattered, but Baratea and many others returned to the ruins of their home. There the other magi combed the city for survivors, for lingering undead, and for anything they could use. Despite her youth Baratea is a powerful archmage.

What's Up

Each of the Alliance races has a rich history beyond the more recent unification the Alliance brought us. These histories are described in more detail elsewhere (in Chapter 6: History and Culture), but an overview of how their histories contributed to the Alliance seems in order.

This is Brann Bronzebeard again. Hi.

Ironforge Dwarves

My people have always been content to live within our mountains, inventing, studying and mining. Few bothered us in the mountains, although we have had problems with ice trolls and wild beasts, like wendigo and crocolisks. We allied with the gnomes and made the way safe for travelers between the south and the north. We handled most of our issues ourselves. Our inventions attracted the attentions of the humans, and we established a trade agreement, but little else. This ended after the humans' First War. With the orcs starting to attack from the south and the humans and elves offering help from the north, we would have been fools to refuse the Alliance. It never hurts to have friends.

Wildhammer Dwarves

The Wildhammer dwarves were once our siblings and resided alongside us in Ironforge. Overpopulation and civil war drove them to found the fortress atop Grim Batol. Later attacks from the evil, sorcerous Dark Iron dwarves toppled their city and polluted it with foul magic. They then settled atop Aerie Peak, establishing a lasting community. They have an odd combination of a desire to stay autonomous and a readiness to help when an ally needs them. Technically the Wildhammers aren't part of the Alliance. The Wildhammers used to be part of the Alliance (back in the Second War), but aren't today. They are allies of the Alliance and friendly toward the Alliance, however.

The Horde brought the Second War to the Wildhammers. The Horde marched all the way up Azeroth and attacked the Wildhammers. Then the high elves appealed to the Wildhammers and convinced them to join the Alliance, which was, after all, fighting the Horde, too. The Wildhammers sent gryphon riders to help the Alliance in its fight against the Horde.

Half-Elves

The half-elves never were considered a unified race apart from the Alliance: they were a by-product of it, or at least the friendly alliance between high elves and humans. Perhaps the only race that has actually received some benefit from the Third War, the half-elves have seen the historical prejudice against their mixed heritage wane in recent years. Since the destruction of Lordaeron reduced the population of the Alliance by huge numbers, each member is now considered needed, regardless of parentage. There are few half-elves, as couplings between high elves and humans are rare. With what we know about night elves and their historical link to the high elves, we can only assume that the humans and night elves will be able to have children, but this hasn't happened yet, to my knowledge.

High Elves

After their exile, the high elves finally settled far north in Lordaeron. They brought the wonders of the arcane arts to our lands and altered the world to fit their needs. They founded the land of Quel'Thalas, and did not bother themselves with the other races, except for the occasional trolls that attacked. After some time, the trolls became more than the high elves could handle, so they sent an emissary to the humans to ask for an alliance. The humans agreed to help fight the trolls, and the high elves taught them magic to help them do so.

To hear the high elves tell it, they saved the humans from troll invasions, and taught them magic out of the kindness of their hearts, but the storyteller always colors history.

The high elves were not interested in fighting in the Second War. However, they joined the Alliance because Lothar was the last descendant of the Arathi bloodline, and the elves were duty-bound to help him, as his ancestors had helped the elves against the trolls.

Night Elves

The night elves, being the newest members of the Alliance, lived posh, solitary lives in the western continent of Kalimdor while the rest of us struggled with the Horde, the trolls and the ogres in the east. They worried themselves with pretty much one concern: guarding the Well of Eternity from outsiders. Since their magic protected them well, this "guarding" consisted of half of their population napping for thousands of years in the Emerald Dream. Others guarded their dangerous prisoners. I suppose that's one bad thing about immortality — your society's criminals are also immortal. They awakened to the problems of the real world when the Third War brought the Burning Legion to their doorstep. Now they share their lives — their mortal lives — with the Horde, the Scourge, the remaining Burning Legion, and the Alliance. They chose to ally with us, and it has benefited the Alliance to have Kalimdor natives helping us out. Some Alliance members, I won't say who, take dark joy in watching the night elves attempt to adapt to their lives as mortals and as part of a larger group.

Gnomes

The gnomes were a decent, honest folk. Well, they still are, they just used to be a decent, honest folk with a home. They built the impressive (even to a dwarf) Gnomeregan into a mountain in Khaz Modan. As

dwarves and gnomes had much in common (a keen interest in engineering and a love of the mountains), the Ironforge dwarves were friendly with our neighbors. When we joined the Alliance, the gnomes came with us, offering their keen minds and nimble fingers; they were irreplaceable during the Second War. Unfortunately, the citizens of Gnomeregan had a power-mad traitor in their midst, and they lost their grand city when the troggs infiltrated from below. We took the refugees in at Ironforge and other cities, and some reside in the east in Kalimdor and Bael Modan.

Humans: The Heart of the Alliance

The troll attacks on the nomadic human tribes around 3,000 years ago did something good for the humans, in retrospect: The trolls' frequent raiding of the human tribes caused them to unite and form the first human nation, Arathor. The humans proved to be a worthwhile force in that age, attracting the attention of the high elves. The Arathi saw great potential in a friendship with the magic-using race and traded their support in return for tutelage in magic, but this was only a handshake of an agreement, nothing formal. It wasn't until centuries later, when the refugees from Stormwind arrived in Lordaeron bringing their tales of the Horde, that the humans saw the common sense in forming an Alliance of their countries, and with their neighbor races.

It was not as simple as that, however. When the refugees arrived on the shores of Lordaeron fleeing the horrible Horde, King Terenas of Lordaeron called delegates from the seven nations of humanity together to meet to discuss the threat. King Terenas took the refugees at their word about the danger in the south, and agreed to join forces. The other five leaders were harder to convince. It amazes me when men become stubborn and refuse to see what is in front of their faces.

As they were meeting, we Ironforge dwarves faced the Horde as it rampaged through our lands, and knew we needed aid if we were to protect our homeland. The Horde also caught the attention of the high elves in Quel'Thalas. Each of our races approached the humans to discuss the Horde and to eventually join the Alliance.

Most of the human countries, after much quarreling, finally agreed to unite for the betterment of the future. They called themselves the Alliance and put their armies under the control of Lothar, who had faced the Horde. They included all seven of the human nations, some more grudgingly than others. Below, I endeavor to describe them to some degree.

Azeroth

Azeroth, the shattered southern country, brought its resolute and angry refugees into the Alliance. Now under the rule of the Regent Lord Anduin Lothar, these people once made up the mightiest of the human kingdoms. They mourned their beloved King Llane who died when Stormwind fell to the Horde, and they settled near Southshore, determined to take back their homes.

Lordaeron

Lordaeron's King Terenas proved to be Azeroth's staunchest ally, calling a conclave of all human kingdoms to meet to discuss the fall of Azeroth. Its armies were the heart and backbone of the Alliance.

Stromgarde

Lordaeron's opposite was Stromgarde; its leader, Thoras Trollbane, led his kingdom with a strict, martial philosophy. While Lordaeron brought the priests, Stromgarde brought the warriors. This kingdom borders Khaz Modan, and served as the first area of defense from land-based attacks for the humans. Stromgarde left the Alliance after the Second War, upset with certain political decisions.

Kul Tiras

Admiral Daelin Proudmoore led the island kingdom of Kul Tiras. Kul Tiras was a naval and merchant country, and thus both rich and powerful. Proudmoore was an ally of Anduin Lothar, so he was Azeroth's second strongest-patron. Daelin Proudmoore, also the father of Jaina Proudmoore, would later go on to terrorize the Horde on Kalimdor, souring relations between the Alliance and Horde; he would meet his death at the hands of Horde heroes.

Gilneas

Genn Greymane ruled Gilneas, the peninsula nation near Kul Tiras. Personally, I believe he's a selfish old fool who only aids the Alliance when it benefits him. He joined the Alliance in the Second War, but offered only token support. I wish I could say he met an end that befitted his egocentric life, but his coast is well fortified to this day, and a strong wall separates his peninsula from the rest of the continent. No one I know has seen the lands of Gilneas — or the people of Gilneas — since the wall was erected.

Dalaran

Dalaran was a nation populated by, and run by, magi. The Kirin Tor ran the country as a conclave, their committee leading the magi in an intellectual as well as political fashion. They were once a powerful nation, strong allies of the Alliance, trading considerable knowledge for the protection of the other nations. Dalaran's archmagi were invaluable in the Second War. Later, in the Third War, Arthas and Archimonde of the Burning Legion destroyed Dalaran. Currently, an impenetrable magical wall encircles the area, and no one, not even other Alliance officials, knows what the surviving magi are planning inside.

Alterac

Lord Aiden Perenolde, perhaps the most notorious human noble of the Second War, was in charge of Alterac at the beginning of hostilities. Perenolde was cowardly and his will weak; he betrayed the Alliance, sending

Fraweth Whiteshield tiptoed his great bulk through the foggy, foul desert of the Blasted Lands. He wished he hadn't left his great ram, Goldbar, with the knights at Nethergarde Keep, but he figured the mount was too good to accompany him on a suicide run. He didn't expect to be coming back from this journey.

The scent of sulfur reached his nose and he stopped. The sound of hooves caressing the ground rose to his ears, and he grinned. Squinting his one good eye up in the fog, he recognized Timmanrug, the pit lord who had taken his eye in the Third War.

"You've returned on the day we had agreed upon. Wonderful," it rasped. One wing hung limp, scarred and useless, to the side: Whiteshield's gift to him.

"Told you we'd end it." He raised his greataxe.

"You honor me with your continued wrath," the pit lord raised his own warblade in response.

"Think what you like. I'm here for your head," Whiteshield said. His greataxe glowed with the Light of the Silver Hand, and he gave a mighty shout and plunged forward.

The pit lord reared, striking with its front legs. Whiteshield knew this move — his fight with Timmanrug had haunted his dreams for years. He ducked underneath the hooves and swung his axe upwards, slicing into the fiend's belly. It roared, and blood rained down on the dwarf. Although the blood burned where it touched his skin, Whiteshield smiled.

"First blood, you bastard," he cried, and aimed a crippling blow at the demon's front knees even as it struck back at him, fel sword glowing.

ships to strike at their vulnerabilities. Captured and ousted, now Lord Aliden Perenolde, Aiden's son, leads the Syndicate, a bandit group that includes Alterac's fallen nobles who seek to reclaim their kingdom.

The Knights of the Silver Hand

At the onset of the Second War, when the Alliance formed and began mustering its forces, several abbots openly wept as they realized that their pacifist priests would need to learn the arts of war; but Archbishop Alonsus Faol saw an opportunity to unite the sword and the chalice to create a new breed of holy knights: Paladins who were mighty with the hammer as well as the holy magic of the divine. He founded the Knights of the Silver Hand and began training paladins immediately. Uther was his first and greatest paladin.

The Second War, and Times After

Unlike the First War, which was quick and painful, the second one was more drawn out, reaching through Khaz Modan and into Quel'Thalas. The Alliance, fortified with seven human nations, three races, and a new breed of holy warrior, met the Horde with more confidence, and pushed them back south to their stolen keep of Stormwind.

The way the orcs tell it, the turning point of the war was not when they fell back under the Alliance onslaught, but when the warlock Gul'dan took a good number of the Horde's forces and went to look for the Tomb of Sargeras, an underwater crypt holding the remains of the great demon that the Guardian of Tirisfal, Aegwynn, had defeated years ago. He found the Tomb and raised it; but demons poured from the stone edifice, killing Gul'dan and his followers. With the Horde diminished by treachery, they fell back to the Dark Portal, where most were captured after the portal was destroyed.

Day of the Dragon

The Dragonmaw orc clan remained strong after the Second War, living in the Wildhammer dwarves' old fortress of Grim Batol. Their warlock, Nekros, held the queen of the red dragonflight, Alexstrasza, captive using an artifact called the Demon Soul. A reckless human mage by the name of Rhonin led a force of humans and dwarves to Grim Batol to destroy the Demon Soul. When they freed the dragon, she decimated the Dragonmaw clan in vengeance. In the course of these adventures, the dragon Deathwing, once called Neltharion the Earth-Warder, reappeared and clashed with the other Dragon Aspects. When the Demon Soul shattered, though, the other dragons grew in power, and they routed Deathwing from the skies. That was the last time anyone saw Deathwing (though his children continue to scheme).

The Interim

What happened after the Second War was odd: The orcs seemed to diminish in the prison camps. Now, I am not one overflowing with love for the green-skinned. Any prison can sap the will out of anyone — I should know, I've visited a few, and Booty Bay's prisons can really drain you of your will to live. But the orcs, who were so fearsome and bloodthirsty in battle, seemed to wilt like trees denied their water. I suppose many of us had assumed they would beat themselves against the walls of the camps until they died, and when that didn't happen, we of the Alliance had no idea what to do.

We didn't really worry about it, however. As the years went on, we worked on rebuilding our lands as people do after a war. We did not know that a corrupted human mage, Kel'Thuzad, was communicating with the Lich King, Ner'zhul, and forming the Cult of the Damned. He commanded his followers to concoct a plague of undeath to spread through Lordaeron. And we did not discover his treachery until it was too late.

The Third War

As the plague spread, so did rumors of orcs escaping the prison camps. Although the authorities feared a new Horde uprising, none came, and our own undead became a greater threat to the Alliance settlements than the Horde ever was. The pride of Lordaeron, paladin Prince Arthas, searched in vain for a cure for the plague. He lost his mind, even slaying sickened townspeople to stop the spread of the plague, for all the good that did. He betrayed his men and lost his soul in the northern continent of Northrend. He returned to Lordaeron having sold his soul for power; he was an evil being, a death knight. He murdered his father and claimed Lordaeron for the Scourge.

The Horde, wisely, stole ships and headed west. The Alliance attempted to fight the growing numbers of undead, but the plague had taken too many of us. We had no hope of victory fighting our own dead: Every time we lost a fighter, the enemy gained one. When Arthas and his followers let the demons of the Burning Legion into our world, we knew it was time to go. Like the Horde, we fled west.

The Horde made fast friends with the huge nomadic people called tauren, as well as some trolls. (What is it with the Horde and trolls?) They made fast enemies with the night elves, after they cut down some sacred trees and then killed one of their demigods in a following skirmish.

Alliance Timeline

–147,000 (?)

Our discoveries in our excavations of Bael Modan show that the beings we call the titans arrived on Azeroth at this point. They created the dwarves (called the "earthen").

–64,001

The titans depart, empowering the dragonflights to care for the world and the Well of Eternity. Why they didn't charge the dwarves with this task is beyond my comprehension. But one doesn't question one's creators.

–9,999

Kaldorei Malfurion Stormrage, Tyrande Whisperwind and Illidan Stormrage; the demigod Cenarius; and the dragonflights defeat the Burning Legion in the War of the Ancients. The war splits the continent in two, forming the Maelstrom that plagues our seas to this day

–7,300

The night elves banish the Highborne from Kalimdor, then close their borders. We don't hear from them again for quite some time.

–6,800

Highborne settle in Lordaeron, the first elves to visit the continent since the battle with the demons. They settle in the north and call their new country Quel'Thalas; they change their name to high elves.

–2,800

The humans build the nation of Arathor to unite against troll attacks. Humans and high elves meet and become allies.

–1,200

Arathor gets too populous, and internal strife causes it to break apart into seven independent nations: Lordaeron in the north; Stormwind in the south; Kul Tiras, an island, to the west; Stromgarde, north of Khaz Modan; Alterac, south of Lordaeron; Gilneas on the western peninsula; and Dalaran, the mage city south of Alterac.

–230

Civil war erupts in Ironforge, with the Bronzebeard clan defeating the Wildhammer and the Dark Iron dwarves. The Wildhammer dwarves settle on the mountain of Grim Batol. Later, the Dark Iron dwarves attack Grim Batol and Ironforge at once, managing to destroy Grim Batol, but losing against the combined forces of Wildhammer and Ironforge dwarves. The Wildhammer dwarves settle on Aerie Peak.

1

Eager to conquer a new world and aided by corrupted Alliance magi, the orcs attack. The First War begins.

Stormwind proves harder to take than they had thought, however, and the humans slaughter many orcs in the first battle. Orc warlocks hide the orc outpost from prying eyes and the remaining orcs reside there, healing and preparing for more battles.

4

The new Warchief of the Horde, Orgrim Doomhammer, lays siege to Stormwind. Under his lead, the Horde takes Stormwind castle in a massive battle. A half-orc assassin kills King Llane.

Doomhammer, having just destroyed the human's pride and joy in the south, seems to retain enough compassion to understand that although sacking a kingdom is accepted, dabbling in dark magic is not. He captures Llane's assassin, who is loyal to the warlocks, and tortures her into revealing their plans. Lord Anduin Lothar takes control of the Stormwind refugees, leading them north to Lordaeron. Thus the First War ends.

5

King Terenas of Lordaeron calls the other human kings together to discuss the Horde and

Stormwind. Backed by Daelin Proudmoore of Kul Tiras, he moves that the humans unite to save the Stormwind people and remove the Horde from the land. Kul Tiras, Dalaran and Alterac are agreeable, while Gilneas and Stromgarde are hesitant.

The orcs move north into Khaz Modan, and the Ironforge dwarves contact the humans for help. The dwarves of Ironforge and their allies, the gnomes, join the Alliance.

The high elves, longtime allies of the human nations, add their bows and magic to the growing arsenal. The Wildhammer dwarves, due to Horde aggression and high elf appeal, also join.

The human Archbishop Alonsus Faol forms the holy warriors, the Knights of the Silver Hand. Some Ironforge dwarves join the humans in training as paladins.

6

Too soon after the previous war, the Horde advances north. They destroy much of Quel'Thalas. The Alliance manages to force them back to retreat to Stormwind.

The Alliance's push continues and the Horde falls back to the mouth of the Dark Portal. Beloved Lord Anduin Lothar of Azeroth falls in the final battle. The Alliance destroys the orcs' portal to Azeroth, and imprisons most of the orcs in camps held by Alliance forces.

The Second War ends.

7

The orcs reconstruct the Dark Portal, and King Terenas fights the Horde on its own soil. He sends his greatest heroes, Khadgar, General Turalyon, high elf ranger Alleria, Wildhammer dwarf Kurdran, and the human veteran Danath, through the portal. The warlock Ner'zhul opens several portals; the magic causes the orcs' homeworld to rip apart. The heroes sacrifice themselves, closing the portal to Azeroth from Draenor, saving our land. We do not know if they survived, and if they did, where they are now.

8

The human mage Rhonin leads an attack on the last powerful free orc clan: Dragonmaw. Rhonin and his band break the control the orcs have over the red dragonflight, and the dragons do the rest of the Alliance's work for them.

10

The orc warlock Ner'zhul, now imprisoned in ice as the Lich King, corrupts archmage Kel'Thuzad of Dalaran. Kel'Thuzad forms the Cult of the Damned, maddened mortals who are obsessed with the undead, to aid him in creating a plague of undeath.

25

The Third War begins

Paladins are unable to cure the plague that sweeps through Lordaeron. Prince Arthas loses his soul and mind during a quest to find a cure, and is the dominating force behind the fall of Lordaeron and the slaying of his father, King Terenas, and the beloved paladin (and his mentor), Uther Lightbringer.

Alliance forces flee west, their hopes dashed with the fall of Lordaeron, Quel'Thalas and Dalaran, and the coming of the Burning Legion.

The presence of the Alliance and Horde alerts the night elves to strange movements. When Tyrande Whisperwind discovers the Burning Legion has returned, she awakens the sleeping druids.

In an unprecedented measure, the night elves, Alliance and Horde unite to battle the demons. Atop Mount Hyjal, the night elves imbue the World Tree with their magic, giving back the immortality and power the Well of Eternity had gifted them. The magic destroys the demon forces.

The Third War, the shortest but the most damaging of them all, comes to an end.

The night elves, mortal, vulnerable and no longer secret, join the Alliance.

Jaina Proudmoore leads the Alliance far south where they settle on a rocky island called Theramore.

26

The diminished Alliance loses more numbers as most surviving high elves on Lordaeron secede and join the exile Illidan. They call themselves the blood elves to remember their fallen kin, and become Illidan's army.

29

Daelin Proudmoore leads an assault on Durotar, failing miserably and leading the orcs back to Theramore. The Horde destroys Admiral Proudmoore and his troops, and damages much of Theramore, but leaves it standing.

30

Present day. The truce between the Alliance and Horde is still intact, although some say it is in their leaders' eyes only.

Lordaeron is mostly an undead wasteland, with the Scourge and the Forsaken battling for control. Demons are still a very real threat in many places.

Although many people are just trying to get along with their normal lives, they live with the shadow of death still on the doorstep, whether their doorstep lies in Theramore, Durotar, Stormwind, or a tiny pocket of resistance in Lordaeron. Although we are not in open war, this is certainly not a time of peace.

We had fled our homes to survive — none of us had thought to regroup and fight again, but the demons and the Scourge followed us. The night elves determined they were aiming for a tree on top of one of their mountains: Nordrassil, the World Tree that protected the Well of Eternity, one of the greatest sources of magic. The Alliance leader, Jaina Proudmoore, was tricked into a secret meeting with a man we now know to be Medivh, the mage who opened the Dark Portal in the first place, and Thrall, the new chief of the Horde. In an unprecedented move, the two leaders agreed to a truce to remove the demons from the world.

Our combined armies made a valiant stand at the World Tree. The night elves proved a powerful race, even if they had been hiding in shadows and fog for the past several thousand years. The Alliance made a strong stand as well, and even I had to take my helmet off in respect to the Horde warriors who died. They were not wilted anymore, and still fought with barbarian-like rage, but they seemed more focused and less bestial. Whatever Thrall had done for them upon their escape, it was to their benefit.

Even with the three armies, we were not enough. The demons converged on the World Tree, intent on draining its energies and breaking apart what was left of our world. Then the night elves made the ultimate sacrifice, channeling their power and immortality into the tree itself; the sudden rush of power destroyed the demon lord Archimonde.

The Aftermath

With the end of the war came the settling. The Horde established a homeland for the first time since their arrival to our world. Their allies settled around them, making a large area of land dedicated to the Horde. The night elves remained in their forests, part of the Alliance but hesitant to have Alliance travelers visit them.

The rest of us, we settled in the south on Theramore Island. The tiny, walled city housed clues to our makers, the titans. Humans stayed mostly on Theramore, and the gnomes are welcome wherever Ironforge dwarves are. Half-elves are welcome everywhere and nowhere, as usual.

Proudmoore's Invasion

Life was just getting back to a semblance of order when Jaina Proudmoore's father, Daelin, hero of the Second War, brought a fleet from Lordaeron and violated our truce, attacking the orc nation of Durotar. The orcs struck back at Theramore, which Daelin had commandeered. Theramore was left in flames, but still standing, as the orcs retreated after the admiral's death.

Current times

Lordaeron stays under the control of the undead, where a civil war brews between the Scourge and a faction of free undead, the Forsaken, who are free from Arthas's control. Azeroth remains somewhat the same, only with demons roaming the southeastern portion. Khaz Modan is still the strong nation it once was, with only troggs, maddened gnomes and ice trolls to concern us.

The night elves worry about one of their own, Illidan, who betrayed their trust and became part-demon for more power. He now leads an army of naga and blood elves in Outland, the shattered orc homeworld.

And the former prince Arthas? He took the mantle of his former master, the Lich King, and crowned himself, becoming the strongest being in the world.

State of the Alliance

If you want to know what's going on in the Alliance right now (or at least, at the time I'm writing this), this is the place to look.

Alliance Leadership and Hierarchy

We've got our fair share of leaders in the Alliance; some of 'em are good, some of 'em not as much so. These leaders all have different ideas of how things should be run, and I'm not one to tell them how to do their jobs, but I'm glad to tell ya which of them have their heads screwed on straight. Of course, there's more to the Alliance's structure than just what their figureheads — erm, I mean "leaders" — have to say about it. I'll get to that, too — keep your pants on. I can already envision a few of my students in the guild nodding off, and I'm hardly through the first paragraph. I better get to the good stuff.

As unlikely as it sounds, humans aren't the ones in charge as much as they used to be. Yeah, they've got their spanky new cities on *both* continents, but there's one problem — the eastern side of things has no distinct leader. Stormwind's kid prince is a good lad and all, but Anduin is what, twelve? If he were dwarf, he'd hardly be walking at that age. Actually, come to think of it, I've never seen him outside the palace anyway… but enough about the poor lad, he's had enough grief from others. Anduin tries to do what's best for his people, but he's just a child, and he's clearly not pulling the strings. Who is, then, you ask? Well, I'll tell you — and you aren't going to like the answer. On the human side of things, Lady Katrana Prestor and Lord Bolvar Fordragon serve as the king's main advisors, and they pretty much call the shots. Bolvar is a good man, and a damn good fighter. Problem is, he's not one to insult the judgment of an "educated" lady like Katrana Prestor. That's a problem, because it seems like her advice is pretty much the exact opposite of anything a logical person with half a brain would come up with. Don't get me wrong, Katrana has some good qualities; she's pretty enough for a human lass. That qualifies her to serve me an ale, but not to give orders to an army of thousands of soldiers, and that's exactly what's happening.

Lord Bolvar Fordragon

Lord Bolvar is as stalwart and loyal of a soldier as they come, perhaps to a fault. While he does his best to look after Stormwind's interests, he seems to have fallen under the charm of the alluring Lady Katrana Prestor, much like many others in the kingdom. By deferring to her judgment, he has allowed for some crucial gaps in the defenses of human-controlled territory. He is one of the few who is aware that the true king of Stormwind, Varian Wrynn, is probably alive (and missing). This is one of the justifications for keeping most of Stormwind's army centralized; Katrana has convinced Bolvar that the boy King, Anduin, will be the next target of whoever captured or killed the real King on his diplomatic mission. It is suspected that Varian was captured because his trip to Theramore signified an effort to make peace with the Horde, and a number of forces wish the fighting between the Alliance and the Horde to continue.

Handwritten note from the author on King Magni Bronzebeard's copy of this book:

Brother,

She's sabotaging them. I'm sure of it. This isn't just one of my little hunches; we need to get someone in there to watch her, maybe even take her out. Hell, I've half a mind to do it myself. We need to get someone we trust in Stormwind's throne room immediately to keep an eye on things.

Now, I'm not saying the humans are completely inept; Bolvar leads his troops well, and he's a great boon to us when he's out in the field. That being said, humans traditionally lead the Alliance, and as a result of Lady Prestor's intervention, proper human leadership has become impossible. See, she doesn't seem to think the other races are necessary — she'd get along well enough with the likes of Fandral Staghelm, if she were an elf, or he were a human. I'll get to Fandral later, though. The point is, while Lady Jaina Proudmoore has been uniting the Alliance's races (and then some) on Kalimdor, the humans are doing a damn fine job of undoing the Alliance in the Eastern Kingdoms. Hell, it gets worse — Katrana won't even allow the king to send reinforcements to human lands that desperately need it, such as Duskwood and the Redridge Mountains. Every report of enemy activity on those fronts is shot down for lack of "proof" — like our dead men and women aren't good enough for her. There's something deeply wrong with that lass.

The end result of this situation is two-fold; one, the Alliance is stronger on Kalimdor than in the Eastern Kingdoms; and two, night elves are stepping in to lead where humans traditionally have in the past. By stronger, I don't just mean in numbers — I mean we're actually working together on Kalimdor, and that's a rare sight in

Not wishing to deal with the presence of the dreadlord any longer than he absolutely had to, Ishy followed Achalon with haste. He ran through the spells in his mind that would put a swift end to the unholy creature when they finished with it. On a certain level, he would have preferred to just slaughter these demons one at a time if necessary, but he knew that such would be impossible; these were not mindless creatures, and the absence of even one would be noticed almost immediately. The mage had to keep himself from cringing as they passed from the Blasted Lands into the Tainted Scar itself, and again when the dreadlord called out to the other demons in the area to announce their presence. "Mortal servants of Kil'jaeden," the dreadlord called them. Ishy bit his tongue in disgust.

While he most certainly did not enjoy the prospect of being in such a place, he was glad that Achalon seemed to be able to control the monster as well as he claimed. One thing was clear, however; the effect was temporary. The mage noticed that while Achalon had claimed to have never before set foot in the Tainted Scar, he seemed to know the way; while the dreadlord walked in front of them, Achalon was clearly "leading" in a certain direction. After several minutes of walking, they approached another ridge. Achalon beckoned Ishy over, and he obliged and approached, interested to see what the warlock wanted to point out.

"Over this hill lies the crater created by the landing of an infernal. It is within that crater that the Amberseal Keeper lies, guarded by over a dozen elite felguard. We will require a distraction in order to retrieve the staff." The warlock smiled to himself, looking extremely pleased.

"So, you plan to send the dreadlord in to distract them, then?" Ishy inquired, as curious as he was uncertain. His hand drifted instinctively toward the sword on his belt as he looked at so many demons below.

"Not exactly," Achalon responded, his voice trailing off.

Ishy had only started to turn around toward the warlock when something heavy — presumably the dreadlord's fist — slammed into the side of his skull. His vision went red momentarily, but he managed to begin the words of an incantation before the dreadlord struck again, knocking him to the ground. He could almost hear a feminine voice softly saying, "I told you so," as his vision faded into blackness.

the east. This is leading to some level of resentment on all sides of things; even the gnomes seem a bit confused on who to listen to. Unfortunately, while the night elves are leading the Alliance and keeping it together politically (with some notable help from Jaina), they don't seem to have anyone who excels in leading on the battlefield like humans used to. In fact, *no one* is leading on the field like the humans — okay, really Lothar and Uther — used to. Not for the Alliance anyway. There's only one person I can think of with the leadership to bring us back swinging, and he was *banished* from the Alliance. Shows how we treat our best. Talking about Tirion Fordring here, for those of you who read my report on the Plaguelands in **Lands of Conflict** — if we actually gave him some inspiration, he might whip the Silver Hand back into action. Then we'd see some undead heads start to roll.

The main way the humans are still contributing to the Alliance these days seems to be in active "junior" officers, who are willing to do things on their own without explicit orders from high-up. Many of these officers are still fulfilling the traditional human role of teaching those less experienced with war what to do. As funny as this sounds, humans are having to teach most of the night elf men how to fight — Sentinels have been all-female since ancient times, and they haven't had a male military force since the War of the Ancients, apparently. Even most of the druids didn't have all that much combat training — they never needed it. It's significant to note that humans still provide the majority of the Alliance's officers, but many of these officers simply never see the battlefield anymore. Much of the military might of the human nations is sitting at Stormwind right now, and it's a shame. The elves and the rest of us have to pick up the slack.

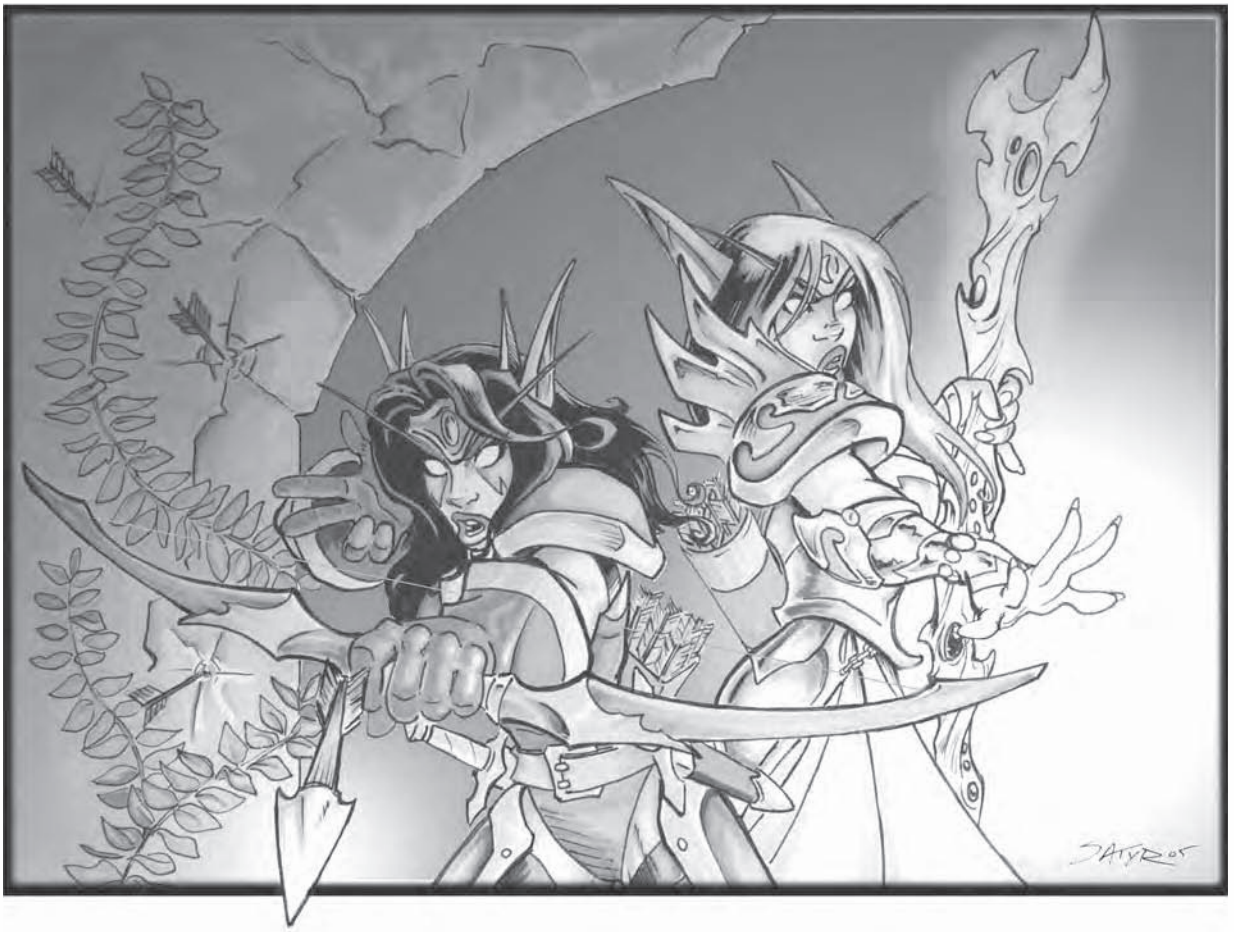
So, as a result of human inactivity, the night elves are working all over the place these days. Tyrande calls the shots from Darnassus, much to the chagrin of everyone's favorite arch-druid, Fandral Staghelm. You'll find those loyal to Tyrande organizing Alliance activities nearly everywhere on Kalimdor, and in a few places in the Eastern Kingdoms now, too. Tyrande has so much authority because she's the head of two of the three major night elf factions — the Priestesses of Elune and the Sentinels (the third faction being the druids). Now, Tyrande doesn't actually do much to lead the Sentinels these days — she leaves that to her

Fandral Staghelm

The current arch-druid in Darnassus is Fandral Staghelm, who replaced Malfurion Stormrage after the latter's mysterious disappearance. Staghelm dislikes Tyrande Whisperwind and their goals are often in opposition. They are fierce political rivals.

It's clear to me that Fandral is terribly misguided. He is one of the few Alliance leaders who openly attempts to perpetuate the war with the Horde — for his own ends. He *is* trying to restore his people's power, but he's going about it in the wrong way.

Fandral Staghelm's statistics and further information can be found in **Lands of Mystery.**



close friend Shandris Feathermoon. This keeps the two organizations tight-knit, and that's exactly the way it should be. The druids played well with the other kiddies when Malfurion was in charge, but it seems like Fandral has his own agenda, and he has little desire to incorporate anyone else in it.

We can all be thankful that Staghelm rules only the druids — a small segment of the night elf population. Tyrande rules the rest. I wish I saw more druids picking sides, but Fandral is their rightful leader, and most don't question his authority.

The night elves contribute a great deal to the Alliance with their knowledge of nature. This assists both in tactics and in teaching people how to better survive in a natural environment. The night elves have long known how to live off the land without any permanent shelter, and while a few of us figured this sort of thing out on our own during the last couple wars, they're starting to teach everyone about it — a considerable boon, especially for those people fighting in places like Lordaeron, where you might have to know how to purify the water and survive with very little for days on end. The Priestesses of Elune rival the Church of the Holy Light in treating wounds, both by magical and non-magical means, and they contribute a great deal by teaching basic medical skills to many soldiers.

I've seen a lot of night elves in the Eastern Kingdoms as of late, which is good — we can use all the help we can get. Most of them seem to be unorganized, however, which is bad. Without someone like Tyrande

Lady Tyrande Whisperwind

Tyrande Whisperwind is the leader of the night elves. A legendary hero by all accounts, she has opposed the forces of darkness for more than 10,000 years — and she doesn't look a day over twenty. Tyrande's main concerns right now are twofold; to protect her people and their allies, and to restore her love, Malfurion Stormrage, from whatever ailment prevents him from returning to his physical body. Though Malfurion's disappearance wounded her emotionally, it has only bolstered her resolve; she does everything within her power to get him back and defend her people at the same time. Though she is the leader of the Sentinels as well as the High Priestess of Elune, she leaves most military action in recent times to her close friend and confidante, Shandris Feathermoon.

As one of the leaders who agreed to side with the orcs against the Burning Legion at Mount Hyjal, she is aware that they are not all evil, and has no desire to continue the war against them — unless, of course, she finds out they are responsible for what happened to Malfurion. She maintains contact with Warchief Thrall (though not to the extent that Jaina Proudmoore does), and works with him to try to arrange another ceasefire.

Tyrande Whisperwind's statistics and background information can be found in **Shadows and Light.**

or Shandris to keep them together, the night elves are just as desperate for good leadership as the rest of us, really. I hear there's an arch-druid up in the Alterac Valley with a small group of druids; maybe she could help out. The night elves send ambassadors to discuss plans with the humans in Stormwind and such of course, but that simply isn't enough. The Alliance in general isn't functioning as a coherent unit right now, and while the night elves seem to be (arguably) doing their best about trying to make things work, it isn't enough. One of the blocks is their continuing strained relations with the high elves; things are improving with that, but it's going to take time. A lot of night elves out there want to say, "I told you so" to the high elves about the Burning Legion coming back, and some high elves want to wipe the arrogant smirk off said night elf's face with a fireball. (Of course, these days the point is largely moot, since high elves are few and far between.) For the record, I don't think we can blame the high elves for the Burning Legion's return — but it hardly matters at this point.

The high elves are in dismal shape. A few high elf lodges still stand up near the Hinterlands and suchlike, but most of them fled to Stormwind or moved west with Jaina to Theramore. Those high elves who are still around are almost all battle-scarred veterans and survivors; not many managed to flee from Quel'Thalas when the Scourge hit it, but a few fought their way out or survive elsewhere.

The biggest blow to the high elves may not have even been the Scourge, however. When Prince Kael'thas Sunstrider, the last of their royal line, decided to declare his followers "blood elves" and leave for Draenor, he took 90% of the remaining high elves with him. High elves have varied reactions to this event. Some feel that their prince abandoned them, others feel he is a fool for continuing to pursue arcane magic after the destruction of the Sunwell. Some respect his decision and simply chose not to follow, but they are rare.

The remaining high elves are sadly too few in number to play a major role in things right now, but I expect as the years pass they will rebuild and prove a great boon to the Alliance.

Enough about the elves; into the good stuff. Ironforge dwarves and gnomes play a major role in the Alliance these days; far more so than in the Second or Third War, by my estimation. With High Tinker Mekkatorque and King Magni Bronzebeard both in Ironforge, both our peoples prosper, though both dwarves and gnomes have suffered terrible losses in the recent wars like everyone else. The advantages to having gnomes and dwarves in the same city are both material and social: On the physical side of things, engineering advances at an amazing rate with dwarves and gnomes working together; and we also get to know each other better, so we can coordinate well on the battlefield. A great example of our new technology is the Deeprun Tram, which allows lightning-speed travel between Stormwind and Ironforge. This helps strengthen the bond with our human neighbors, who were already close in our hearts; in fact, the "Dwarf District" in Stormwind helps out with the overpopulation problem in Ironforge. The dwarves living in Stormwind live well, and have no trouble taking the tram if they miss their underground home (and who wouldn't?).

There's just one small hitch with all this; dwarves and gnomes are almost as bad about sitting around in Ironforge as the humans are in Stormwind. Now, we do have a good number of settlements from Loch Modan all the way to the Wetlands, but these are small towns and garrisons; there's no major military activity on our part. The only real exception is the Stormpike clan; they've taken a liking to the Alterac Mountains and defend them fiercely against the trolls and orcs invading the area. Why the trolls would even *want* the valleys of Alterac, I have no idea. Still, by taking a few troll heads, the Stormpikes manage to form a close bond with the Wildhammer dwarves, which is a very good thing — the Wildhammers have helped us out since the Second War, but they don't considered themselves part of the Alliance. (They

King Magni Bronzebeard

The King of Ironforge is depressed. The death of his younger brother, Muradin, left him in a somber state for over two years after the Third War concluded. In the time since then, he had begun to recover from his stupor, urged on by his remaining brother, the renowned explorer Brann Bronzebeard. Unfortunately, things have taken another turn for the worse in recent days — Princess Moira Bronzebeard has disappeared, and it is feared that she may have been slain. Her bodyguard is also missing, and he was known to be a competent fighter. Some suspect that Dark Iron dwarves captured her, and this is the reason for Magni's recent invasion plans. While this recent event hurts Magni deeply, he is beginning to turn his thoughts away from sadness and toward revenge, both against the Scourge and the Dark Irons. These events may provide him with much-needed motivation, but Brann fears that Magni may begin self-destructive or even suicidal attacks in order to appease his conscience.

Fortunately, King Magni is still a good-hearted soul, and he has proven one of the strongest diplomats on the side of the Alliance. With a bit more motivation, he could probably be a key figure in sealing a treaty with the Horde or gaining the support of neutral organizations. Perhaps if a group of adventurers can find Moira, he will have new enthusiasm and begin to support the Alliance as strongly as he did in his youth.

seceded before the Third War.) Maybe if we treat 'em nice enough, the Wildhammers will again join us officially; that'd be damn nice.

Our esteemed King Magni Bronzebeard, rightful ruler of Ironforge, has had a long career of leading our people to military victory. As one of the heroes of the Second War, many look up to him as a potential savior in these dark times, but alas, our king has found little time to lead our people into battle as he used to. We all understand that the king's duties are extensive, and not limited to military campaigns, but these days the dwarves have no clear battlefield leader. Many choose to serve under General Marcus Jonathan, one of the human ground force commanders, but Marcus is one of many leaders who has been forced to remain in Stormwind due to the "king's" orders. The end result is that essentially no high-ranking dwarf or human officer is on the battlefield actually leading a large group; we have a few field marshals and grand marshals out there, but they all are dealing with small, elite groups — and we need more.

General morale among the dwarves remains high, but our king has barely been outside the gates of Ironforge in recent months. This is partially because he awaits news on a matter of national and familial importance that I am not at liberty to discuss here, but regardless, we need our king back on the field as soon as possible — or he needs to appoint another worthy military leader. King Magni also seems to be planning for an assault on the Dark Iron dwarves in the Blackrock Depths; while we have long had problems with the Dark Irons sabotaging our plans, I cannot see why now would be the time to take action and crush them. As I'm sure our king knows, the Scourge is our most immediate threat, followed by the remnants of the Burning Legion. I'd like to see more of an effort from the Alliance in general to coordinate a massive attack on the Scourge. We lose more good people to the undead each day, and those people are turned into mindless slaves to fight against us. We simply cannot allow this to continue.

The gnomes still put a good deal of their effort into finding a way to reclaim Gnomeregan, their former home. Curing the irradiated gnomes who escape from Gnomeregan is also a high priority. I've heard rumors that there's still an inhabited "clean zone" inside Gnomeregan, and the people inside can't get out — evacuating these brave survivors should indeed be high on the priority list, as the gnomes as a whole can't contribute as much to the Alliance as they normally would with their attention still focused on the troggs and such. The Wildhammer clan seems to be having similar trouble with trolls; this makes sense, since many trolls lived in the same general area as Quel'Thalas, and likely were forced to move south (into Wildhammer and human territory) after the Scourge's invasion.

High Tinker Mekkatorque

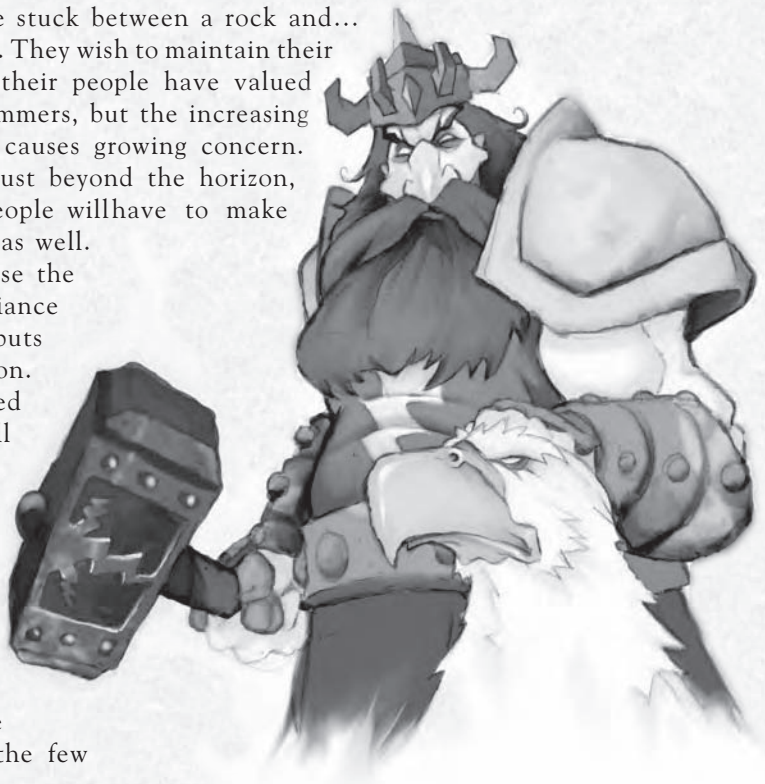
The king of the gnomes is a bit less silly than the title sounds (but still pretty crazy). Mekkatorque spends the overwhelming majority of his time working on plans to retake Gnomeregan, knowing that many of his people are still trapped inside with no means of escape. While he appreciates the hospitality of the dwarves, Ironforge is too small for both races, at least in the long term. In addition to his efforts to retake Gnomeregan, Mekkatorque works with the dwarves on a regular basis to prefect new military technology and strategies. He is partially responsible for the new models of dwarven flying machines being sent out into the field, but his people are too few to make much more of a contribution to the Alliance at this time. Mekkatorque has also assigned a team to researching anti-Scourge weaponry, knowing that an undead attack is imminent.

The Wildhammers, fortunately, do have an active leader — although he's not likely to let you know that when you first meet him. Falstad Wildhammer is a bit of a war hero himself, and one of the best gryphon riders I've had the privilege of knowing, but his most important role was probably as a member of the small group of adventurers who freed Alexstrasza, the legendary Dragonqueen, from captivity at the hands of the orcs. Now, the Wildhammer dwarves weren't really big on the whole "Alliance" thing in the past — they've always kept to themselves — but with their high elf allies forced out of their homes, the Wildhammers are beginning to see that they would be better off with mutual help. We need to get some savvy diplomats up to Aerie Peak to make things official; the Alliance needs strong friends right now, and coordinating with Falstad would make things much safer for both sides. The Wildhammers are already lending us a hand with gryphons and trained riders. I suspect the dwarves at Aerie Peak could benefit from our technology and such as well, so it's a win-win situation. Good stuff. We should get right on that.

On a final note, Theramore is damn near perfect. We should strive to follow Jaina's example — well, without the whole living in a stinkin' swamp part. Jaina is perhaps the strongest human leader we've got left, but the poor lass can't handle everything by herself. With Onyxia threatening to huff, puff, and blow her city down, Jaina has a lot to deal with. Fortunately, she has assistants — a scary night elf girl with a big hammer and a human archmage.

You may have noticed I haven't talked about a real Alliance hierarchy here. That's because there isn't one. It's a mess. Sure, we've got ranks, but telling someone you're a Grand Super Marshal of Eliteness isn't going to help one bit if you don't have any soldiers assigned to you. Each race has its own leaders (or lack thereof) right now, and they haven't worked together to assemble an extensive leadership system yet. I think it's about time we get started, because it's frankly annoying that the races

Falstad Wildhammer



The Wildhammer dwarves are stuck between a rock and… well, trolls. Lots and lots of trolls. They wish to maintain their independence, something that their people have valued since the War of the Three Hammers, but the increasing number of trolls in their land causes growing concern. Falstad also sees the Scourge just beyond the horizon, and knows that one day, his people willhave to make a stand against the living dead as well. To this end, he seeks to increase the Wildhammers' ties with the Alliance without actually joining, which puts him in an interesting position. Since he has not officially joined the Alliance, he lacks their full support; but the Horde does not yet consider him an enemy, either. He has yet to decide if joining the Alliance would be beneficial enough to risk the wrath of the Horde, but his people lean more in that direction, especially with many of them working side-by-side with the Stormpike clan and the few remaining high elves already.

Falstad does have one more ace up his sleeve: the red dragonflight. As a member of the party that freed the Dragonqueen, and a personal friend of her mate, Korialstrasz, he is one of the most respected humanoids in the eyes of the red dragons. While he has yet to call upon their favor, Falstad considers flying to Grim Batol to ask for aid, or just to discuss matters with the dragons. If Falstad could be persuaded to join the Alliance, perhaps he could bring the red dragonflight with him….

Due to his fighting prowess against dragons, Falstad is often known as "Falstad Dragonreaver," but his real last name is (like Muradin Bronzebeard) that of his clan: Wildhammer.

don't have any need to acknowledge each other's authority right now — and besides, I figure I'd be pretty damn high on the rank list. To give you an example, I recently found out about the existence of Grand Admiral Jes-Tereth. Apparently Daelin Proudmoore has a replacement now; I hadn't been informed. This Jes-Tereth is in Stormwind to discuss plans — seems like *everyone* is discussing things in Stormwind. She's an admiral, she should be out at sea doing stuff. Am I wrong?

Jaina Proudmoore

The Lady of Theramore is one of the most respected leaders in the world, and with good reason. She's one of the strongest diplomats, as well as a powerful mage. She seeks to maintain and strengthen the existing relationships between the Alliance races, and also end the hostilities with the Horde, so targets like the Scourge and the Burning Legion can be destroyed once and for all. Also on her agenda is finding King Varian of Stormwind, since he was on his way to visit her when he disappeared.

Although she hasn't shown it much, Jaina is deeply hurt by the death of her father, and she blames herself for being incapable of stopping it. Likewise, she feels she should have been able to stop Arthas' descent into madness; and when the time comes, she hopes to put an end to the Lich King — and her nightmares — with her own power. She has sacrificed nearly everything for her people.

Regardless, she proves she has the strength to keep fighting, and she will likely play a major role in the war as it continues to evolve.

Interracial Relations in the Alliance

It's worth discussing how each race works together with the others (or doesn't, in some cases). Most of us have learned to play nice by now, but that's not universally the case.

Humans and Dwarves

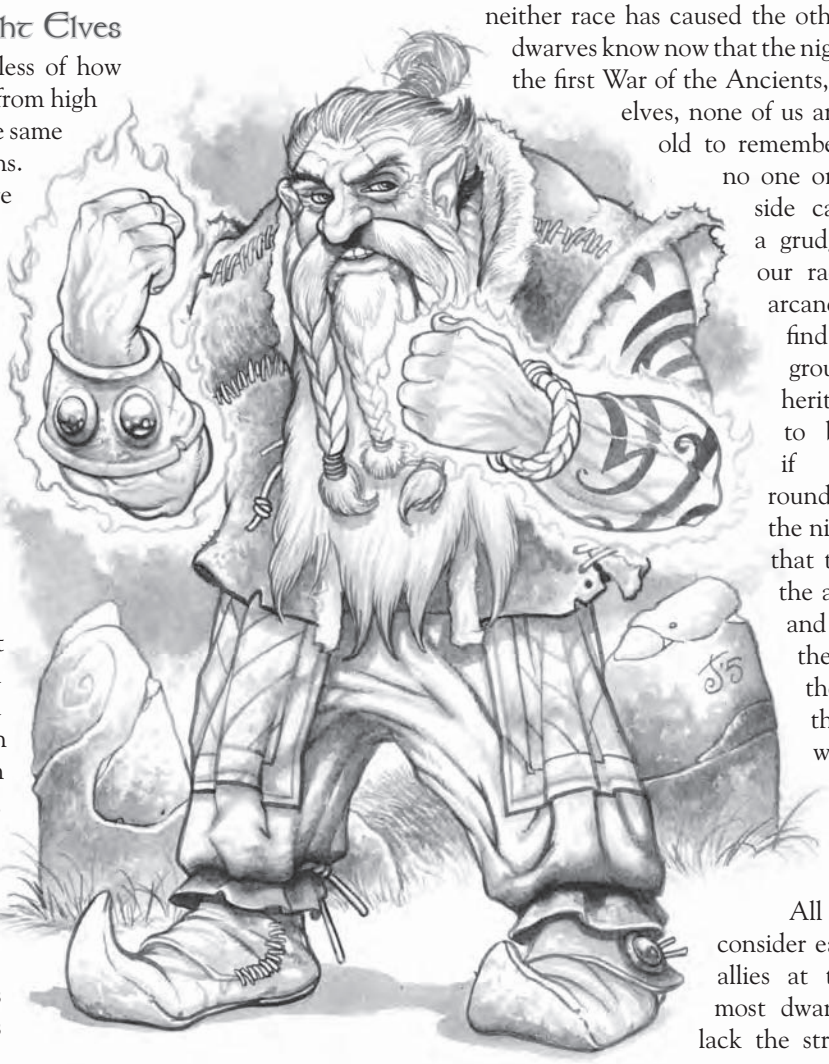
Humans are trusted throughout the Alliance. Their strongest relationships are with Ironforge dwarves, who co-inhabit many of their cities. That being said, things aren't perfect in any relationship, and this is no exception. The human nations are beginning to feel that Ironforge has been withdrawing too much of its support without explanation; the dwarves consider this hypocritical, and cite Stormwind as a major example. Most of these squabbles are among politicians; on the battlefields, humans and dwarves work as closely together as ever, if not moreso. Captain Balinda Stonehearth, for example, commands a massive human unit reinforcing the Stormpike clan in the valleys of the Alterac Mountains. These minor disputes are to be expected, but as more human nobles blame King Magni for holding back his troops, possible problems could arise.

Humans and Night Elves

Night elves, regardless of how different they may be from high elves, have some of the same problems with humans. All these races are known for individuals with superiority complexes (*cough — Fandral Staghelm — cough*) and the night elves haven't had as long to get used to working with other races. Now, the Third War wasn't long ago, and a lot of them remember how many of Jaina's brave soldiers fought by their sides, and realize they may well have lost the mountain without human help. Unfortunately, the humans in the Eastern Kingdoms prove to be an entirely different beast, and one that the night elves don't appreciate as much. True, Jaina Proudmoore was an archmage, and the night elves have held a grudge against arcane magic users for centuries, but Jaina never gave them any reason to pause and think about it. With the new knowledge that corrupted human magi were responsible for much of the power of the Scourge, and that many humans still worship demons and the Old Gods, the night elves are more suspicious of humans they can't keep their eyes on. It's safe to say that most night elves would rally to Theramore's defense and give their lives to save it from Onyxia, for example, but I suspect not nearly as many would answer the call if Nefarian came knocking on the doors of Stormwind. That's something to think about.

Night Elves and Dwarves

The night elves remember the dwarf race from their most ancient days — back before we were called "dwarves," I believe — and know that although our two races never had much contact, we fought against the demons in both the War of the Ancients and the Third War and generally haven't caused any trouble ourselves. In essence, the night elves were neutral about dwarves in the past, and that disposition has improved to be slightly friendly over the last few years, with greater involvement between the races. Oddly enough, this makes it one of the best relationships in the Alliance, simply because neither race has caused the other trouble. We dwarves know now that the night elves caused the first War of the Ancients, but unlike the elves, none of us are 10,000 years old to remember it. As such, no one on the dwarves' side can really hold a grudge. Neither of our races is fond of arcane magic, so we find some common ground there. Our heritage also seems to be connected, if only in a roundabout way: the night elves know that the titans were the ancient shapers and guardians of the world; upon the discovery that the dwarves were the titans' creations, the elves warmed up to us noticeably. All in all, we consider each other solid allies at this time, but most dwarves and elves lack the strong emotional



bond that some of the other races have formed due to long relationships and time spent together in war.

High Elves and Everyone Else

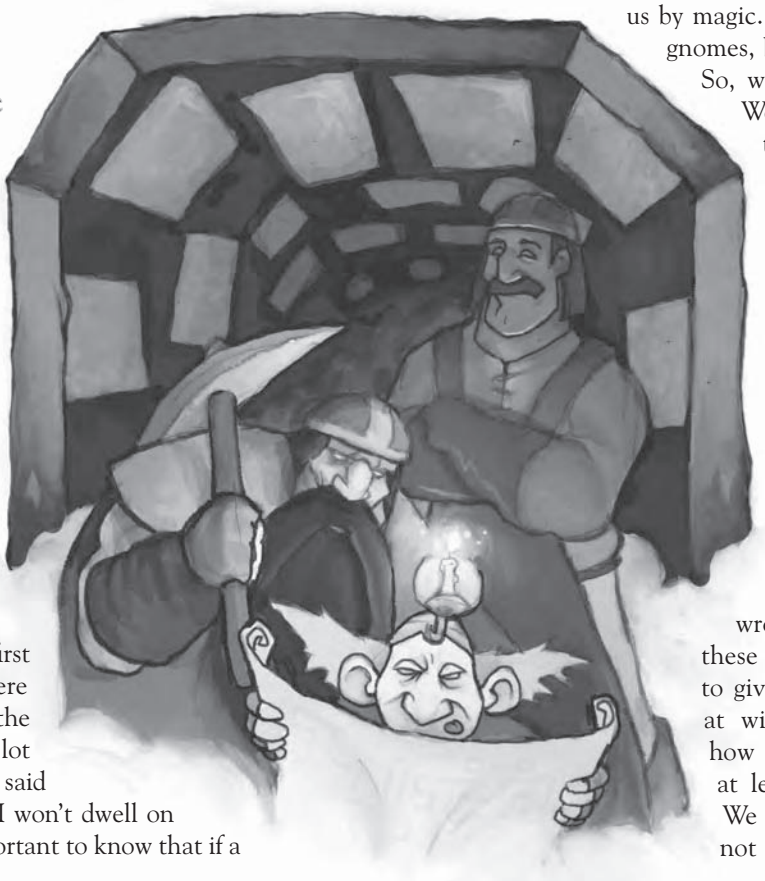
High elves are so few and scattered that I can't make judgments about their race as a whole. They are individuals, and they get along (or don't) with others as individuals.

Wildhammer Dwarves and Everyone Else

A bit of a tangent here; the Wildhammer dwarves don't necessarily work quite the same way as the rest of us in Ironforge, so it's worth talking about them here. Although they aren't "officially" part of the Alliance right now, they support us well with gryphon riders and mighty stormhammers, as they always have. In terms of relationships, things get a bit interesting. They don't get along with humans quite as well as the rest of us, for the most part, because they've seen all the trouble humans can cause and haven't seen as much of the benefit of working with them. Likewise, they aren't as keen on the gnomes; not for any bad reason, but they simply don't have as close of a bond with the "mini-dwarves" as we do. On the plus side, however, they get along with high elves famously, due to their strong bond with nature. That makes them candidates for even better friends with the night elves, since the only thing the Wildhammers *don't* really like about the high elves was arcane magic. I'd imagine that the night elves and Wildhammers have a similar philosophy on life in general, and if they worked together, they probably would get along famously.

Gnomes and Everyone Else

Back to gnomes for a moment, since I brought them up when talking about the Wildhammers. The only real relationship of note between the gnomes and any other race is how well they work with the dwarves; in fact, their move into Ironforge may mark one of the first times in history where two races share the same capital. A lot has already been said on this subject, so I won't dwell on it long. It's just important to know that if a split ever occurred in the Alliance for some reason, the dwarves and gnomes would move as a group, period.



No one was happy with the gnomes a few years back; during the Third War, they were pretty much completely absent (since the troggs were invading Gnomeregan, unbeknownst to the rest of us). While most have forgiven and forgotten at this point, some humans still point fingers at the gnomes for their lack of communication. The general feeling among these people is that if the gnomes had explained their plight, we would have swept in and saved Gnomeregan, then had the support of the gnomes for the Third War, possibly preventing some of the worst losses. That's a great theory. Here's what really happened: the gnomes were fighting for their lives, and corrupt humans (and elves, if the rumors are true) were sowing the seeds for the Scourge to sweep across Lordaeron. Now, who has a reason to point fingers at the gnomes for *their* problems? I thought so. That all being said, the point remains that even in Ironforge, we didn't hear enough to realize the gnomes needed help. This will need to change in the future — but hell, they live right next to us now, how could such a catastrophe happen again anyway? Hard to miss an army of troggs on the other side of town.

A Parting Note on Race Relations

So, how does this all affect the Alliance in the long run? Well, here's something to consider — how many races would put their all into defending Ironforge? Almost all of them, I'll wager. The humans would arrive by tram, the Wildhammers by gryphon, and the elves would probably find their way to us by magic. We've already got the gnomes, bless their little hearts. So, what am I saying here? Well, I *am* bragging, but that isn't the half of it, laddies and lassies. Think about how many would rally to the support of Darnassus or Stormwind for a second, and you'll get an idea of what I'm aiming at. While the relationships between most of the races aren't *bad*, they aren't that great either. And there's something inherently wrong with the fact that these racial groups are able to give or withdraw support at will, as well; that isn't how an *alliance* works (or at least, not a solid one). We need full cooperation, not this half-assed, self-

serving cooperation pact we're calling, not just *an* alliance, but *the* Alliance.

We need to deal with two main problems. Decentralized leadership is the first. As I pointed out earlier, each race has its own leaders, and not all of them are created equal. The only reason we managed to push back the orcs in the Second War was because we had a leader, Anduin Lothar, who was loved by all of us regardless of race, and he kicked the bucket — and hard. Where's a good sacrificial lamb when you need one? — I didn't just say that. Anyway, we need to find someone who's active on the field, knows how to give orders, and can work with all the races on an equal level. That person needs to be promoted to leading the entire Alliance, pronto, and we need to enforce it. That means that if someone, say the night elves, decides they're too good for the leaders of our Alliance, we have to pull some of our support. It's not a nice thing to do, but they need to realize that we're all in this together here, and if we can't work as a group we're all fodder for the dead; it's that simple, folks.

Second, we need to get people to stop discriminating because of 1) fear of past events repeating (e.g., night elves are scared of magi), and 2) a few people of a certain race serving as a bad example (e.g., the Scarlet Crusade killing other humans and their allies).

I'm going to guess addressing the second problem won't happen. For the moment, however, putting some real leaders in charge of the Alliance as a whole would be nice. Where's that Prophet when you need him? Maybe he could tell us who to pick for the oh-so-fun job of trying to coordinate our sorry bunch.

Alliance Territory

The Alliance has a good deal of territory, but not as much as I'd like.

The East

Everything south of the Wetlands is fairly solidly under Alliance control, with the exception of the eastern regions near Blackrock Mountain and the Blasted Lands. Even then, the Alliance has a solid presence; it's everywhere else in the world that's a problem. We've got ourselves a good foothold, but it's not enough. The Alliance relies heavily on Stormwind and the outlying area; it's the last bastion of the strength of the old human nations. This area is the source of much of the remaining wealth of the Alliance, with many nearby goldmines still undepleted. Consequently, this area is where the majority of Alliance troops are stationed, and that's not necessarily a good thing. While there are threats in the southern part of the Eastern Kingdoms, most notably the black dragonflight and the Burning Legion (with a healthy nod to Ragnaros and the Dark Iron dwarves), the Scourge is still spreading nearly unsuppressed in the north, and that's a much more immediate problem.

Southshore is perhaps the last secure town north of the Wetlands. The town has been nearly flooded with refugees; some from Tarren Mill, others from further north, and some from Stromgarde (although most of *those* are at Refuge Point in Arathi). Now, Stromgarde is worth talking about; a three- way (or more) war is still raging inside, among the Syndicate, a bunch of ogres and trolls, and the remaining members of the League of Arathor. The League is also being whittled down by a Forsaken invasion in the Arathi Basin, although the Alliance has finally seen fit to send adventurers to help support the fighting there. It's hardly enough, but perhaps we'll get lucky and one of those adventurers will step up and start leading our forces in the area to victory. It's hard to say,

Achalon let out a low growl, spinning and expecting to see the dreadlord behind him; he had not anticipated the demon would have the nerve to attack him, but seemingly this Darthias was even more volatile than he expected. As he spun, he discovered an entirely different assailant. A jagged sword shot out from the night elf's hand as she withdrew her dagger from Achalon's back and slashed across his torso.

"Fool!" he howled, pain forcing him to fall back, raising his staff to defend himself. Surprisingly, the dreadlord moved to his defense, drawing its own massive blade. Achalon had no illusions that the dreadlord was actually acting on his behalf, but the demon was probably insulted that the assassin had first targeted a puny mortal instead of a mighty dreadlord. What the hell was a night elf doing here, anyway? He had little time to process the thought before she attacked again, her dagger slashing his staff hand with lightning speed. She drew a bloody cut across his knuckles, forcing him to drop the staff in pain and retreat behind the dreadlord. He had hoped to avoid using his magic before confronting the felguard, but necessity dictated it was time to act.

Darthias muttered something about an "insect" as he swung his mighty greatblade toward the comparatively small elf, but with a grace superior to even what one might expect from a Sentinel, she bent her body backward and contorted underneath the swing, then leapt over the dreadlord's blade as he brought his sword back toward her at knee-level. The rogue continued to press her attack on Achalon, the blood-red sword in her right hand knocking the dreadlord's weapon down long enough to give her time to thrust forward with her dagger. Darthias brought his sword back up suddenly, throwing off her aim, but the rogue's weapon still managed to stab into Achalon's shoulder.

but I remain hopeful. The coast of Arathi would be a major asset; a hidden port behind Stromgarde still exists, accessible through a series of hidden caves. It used to allow for secure trade between the north and the south (as far down as Booty Bay, in fact). If we could move a large enough body of troops to secure Arathi, it would be a major asset, and morale would improve among the survivors. This would also help insure reinforcements for Aerie Peak and the Alterac Valley, which are both being threatened by trolls and the Horde right now.

We aren't doing a damn thing to help Dalaran, and, as far as I can tell, the magi there couldn't care less. They aren't doing anything to help us, either; in fact, I'm still not sure what in the hell they're up to at all. They've got a big, glowing dome around a ruin; I'm impressed, but also very unimpressed somehow. I was hoping for something more along the lines of an anti-undead super cannon. Eh, I'm not getting my hopes up on that one. Dalaran is still an asset, though, because they're still fighting the good fight against the Scourge and the Forsaken on a daily basis, even if they won't let us in on what their big fun secret plan is. A pity; we've got a good number of magi who could probably help them speed up whatever it is, if someone would only open the lines of communication a bit. Ah, well. Can't expect too much from a bunch of guys in hoods and dresses.

Up further north, the Alliance's remaining forces are hardly worth mentioning, I'm sad to say. The northwestern portion of what used to be Lordaeron's lands is almost exclusively under the control of the Forsaken at present. The Scarlet Crusade is the only real human faction working there, and I'm hard-pressed to call them members of the Alliance, considering they'd kill most of our people as swiftly as any undead monster. The Scarlet Monastery there served as a bastion for human hope when it was first created, but sadly, only zealots remain within.

Things aren't much better in the Western Plaguelands, and the Scarlet Crusade still represents most of the survivors. Their city of Hearthglen, however, seems ever-so-slightly less insane than the rest of them. This is likely due to the leadership of Highlord Taelan Fordring, who has not yet lost his mind — just his faith. Taelan has been brainwashed by the Crusade as thoroughly as any, but he retains his kind heart. If we could show him what the Crusade is doing to other living men and women, perhaps he could be persuaded to take control over the organization and stop this bloody nonsense. Sadly, I doubt we have anyone who has the skill or knowledge to slip in there and show him some evidence. It's important to note that the Crusade in the northern portion of the Plaguelands fights the Scourge more than the Forsaken, which may be part of the reason they haven't gone quite as crazy yet. You see, the Crusade often attacks human groups under the justification that they could be human-looking Forsaken (which is a big pile of kodo turds, if you ask me), and it's harder to make that excuse without any Forsaken in the area.

The Argent Dawn is also at work in the Western Plaguelands, though their numbers are small. Knowing that their small group cannot stand against the might of the Scourge directly, they are doing their best to find clever ways to turn the Scourge's power in on itself; the best example of this is cleansing the plague cauldrons I spoke of earlier, but I've also heard rumors of paladins learning to cleanse the "scourgestones" found on the bodies of the undead and turn them into "mightstones," small rocks infused with the power of the Holy Light. On a bit of a side note, there are rumors that the bronze dragonflight is beginning to work here, but I've heard no indication as to why.

The Eastern Plaguelands are in a similar situation, but I fear that Baron Rivendare will soon sweep south into Light's Hope and Tyr's Hand to kill the remaining defenders if we do not rally to their aid. The Argent Dawn

members here concern themselves with defending their own territory, but they devote a good deal of attention to putting the ghosts of Darrowshire and Caer Darrow to rest as well. Nearly everything else is dead around here; Tirion Fordring, the father of the Scarlet Highlord, still lives at a small farm, destroying the few undead foolish enough to wander near his home. We need to get Tirion recruited, and fast. His son believes him to be dead; if an army marched into Hearthglen with Tirion at the lead, and clearly alive, we might just bring the Scarlet Crusade back into the realm of sanity. Perhaps I'm just dreaming, though.

Further north is Quel'Thalas; I honestly didn't spend as much time there as I would have liked to, but there aren't really any Alliance forces left there to speak of, at least to the best of my knowledge. Sure, there are a few elven lodges here and there with survivors, but that's about the best of it. I've heard rumors of survivors on a small island, but I didn't learn about it until I had started heading to Kalimdor for my next book, so I haven't investigated yet. It would certainly be good news, but like the Scarlets turning back to us, it may be wishful thinking.

The West

Kalimdor is a much different picture. While the Eastern Kingdoms have a clear divide in influence near the Thandol Span between the Wetlands and Arathi, this is not the case on Kalimdor. Alliance forces are all over the place, and that clearly has advantages and disadvantages. I'm not sure which situation could be called better, honestly. We'll get started on the north side, since it's probably in the best shape, and it's also where I visited first.

Teldrassil, is, well, supposed to be under Alliance control. Darnassus certainly is, and that's a good thing, but the problems there may outweigh the benefits of living on the island. The tree is slowly deteriorating without the blessing of nature, and it doesn't look like the dragons are in any rush to come kiss it and make it all better. In fact, I'm pretty sure no one has even asked them to; it's hard to believe the dragons don't know about the new tree, but I'm sure they have bigger fish (and demons) to fry. There's no question that Darnassus is a major center for Alliance power, and it's a source of great hope for the night elf people, but those in the know are understandably worried. Tyrande's influence is probably all that keeps the place sane, at least to my mind. Darnassus' wisps provide an excellent, nearly endless supply of fresh lumber to the elves; this tremendous resource advantage is a key to the defensive capabilities of the night elves in general.

Just a bit of a swim away is Auberdine, the mainland port for the night elves. Auberdine keeps the majority of Darkshore under control, but the eastern border is gradually getting more and more corrupted. There are pockets where some nasty beasts have made their homes, and the extremely suspicious "Master's Glaive" which may or may not be a deceased Old God, but generally things are pretty happy here. The fishing and boating industries are exceptionally strong.

To the south of Auberdine, we've got Ashenvale. The eastern and southern borders are contested by the Horde, but the majority of the area is still under Alliance control. Things grow more ugly in the south, where the Silverwing Sentinels lose ground (and trees) to orc attackers and deforestation efforts. The trees form a natural barrier between Ashenvale and the Barrens for now, but soon that may no longer be the case. Since this is such a key location for defense, you frequently see Silverwing Emissaries in Stormwind, Ironforge and other major cities pleading for aid. Many adventurers have answered the call and taken up their swords and spellbooks against the Warsong clan, but their contributions, while significant, are simply not enough to stem the tide of Horde invaders.

While Northern Kalimdor is probably where the Alliance is strongest overall, that still isn't saying much. Some suggested that, in this book, I include an idea of what resources each region provides — well, for most of them, I'd write down "What resources?" They haven't got any! Winterspring has, snow, and uh, demons. Not exactly the biggest contributors to the Alliance's well being, right there. Felwood has dying trees and more demons. I'm not really sure what to say about Hyjal, actually. Properly dealt with, Mount Hyjal could be a key region to the Alliance's success — simply due to the presence of *three* dragonflights there. I go over this in **Lands of Mystery,** but I can't emphasize it enough — the non-Alliance races in these areas, such as the Timbermaw furbolgs and the mighty dragons, are of far greater value than any kind of gem or precious ore. Good relations with Alexstrasza's or Ysera's brood could make the difference between survival and complete eradication for our people over the coming years.

Azshara is a good spot to look for one of the most ancient of resources — magic. The blue dragon Azuregos sure thinks so; I went back and chatted him up a bit, and he seemed in a better mood this time (the first time was during my **Lands of Mystery** research). He thinks the ruins are positively littered with magic items; I would speculate he actually found one that still worked, which was probably why he seemed pleased to have someone to talk to. He also mentioned something about a fish and a scepter; it's probably something I should inquire about again next time we meet. (I did ask him about it then, mind you, but he dismissed the subject as if he had changed his mind about letting me know his little secret. I was frankly a bit disappointed.)

The central portion of Kalimdor has little to offer the Alliance right now, with the clear exception of Theramore on the central east side. We have some excellent dwarven mining settlements in the Barrens and Mulgore, but they're too small in scale to provide much. I suspect these mines will be more considerable resources to the Alliance as they grow and flourish with time — assuming the Horde allows them to do so.

Theramore is simply amazing to me, really. I mean, it's in the middle of a swamp, and it seems like no one even notices the smell. But more importantly, the port proves extremely successful, and somehow they're even finding usable fish (I wouldn't touch 'em with a twelve-foot-long rusty halberd, mind you) in all that gook. Sure, they're on the ocean's edge, but there's just something *unclean* about that whole general area. Well, my pet peeves aside, they're doing an outstanding job —when you think Alliance success in Kalimdor, think Theramore. It's quite possibly the best example. If we could expand from there, we'd be in good shape.

Southern Kalimdor isn't terrific on Alliance support; we've got some stuff in Feralas, and that's really about it. Oh, Cenarion Hold in Silithus, but that hardly counts; it's mostly night elves, but they're supposed to be "neutral" or somesuch. Silly tree-huggers. Still, I can hardly blame them; holding hands with tauren isn't my idea of a fun pastime, but I certainly can understand the desire for peace. In a sense, they're a good example; except for all the flowers and plants and stuff. That gets a little scary.

Oh, Feralas. Well, we've got a little night elf "city" if it can be called that on the eastern border. It's so small the name escapes my mind at the moment; and with a mind like mine, that means it's pretty damn trivial. I mean, I give 'em credit for trying and all, but there's simply not much there yet. Feathermoon is much more significant; Shandris keeps a good eye on things there. The general of the Sentinels is a good lass, and a major asset to the Alliance; one of the best strategists I've had the pleasure of meeting, and that says something. Not half bad with a bow, either, from what I hear. Feathermoon gives us a strong foothold to work with in Feralas, but expanding would be silly; it's really more of a defensive establishment to prevent the naga in the south from getting out of control and that sort of thing. The Alliance doesn't send these brave men and women much support, but they seem to be doing fine.

That about sums it up for our major establishments in Kalimdor; it's not much to look at, I know. We've got a lot of work ahead of us.

Achalon nearly lost his concentration as the blade punctured his flesh, but his fury allowed him to regain his focus for the split second he needed. In an instant, blackened fire bathed the night elf's body, consuming the first layer of her flesh and clothing in mere moments. Confident, the warlock began to turn back toward his destination as the assassin fell to her knees, only to snarl in pain once again as he felt a dagger slash across the back of his leg.

Darthias kicked the rogue in the ribs, the massive demon's strike likely breaking at least two of her ribs as it tossed her several feet down the hill. She tumbled, both in a desperate attempt to remove the flames burning away at her and to soften her fall. Achalon began the words to another spell, not wishing to take any chances with the mysterious assailant. He felt something tug against the back of his leg, and turned to look down at his feet, impatient. "What now!" he exclaimed, ready to scream before surprise forced the breath out of his lungs.

Ishy held tight to Achalon's leg, his eyes closed in concentration. Ancient words of power flowed from his lips as he continued his incantation, causing the crude glyph traced in the dirt to flare to life. "Impossible!" was the last thing Achalon managed to mutter before Ishy completed his spell, and Darthias, noticing the mage's consciousness for the first time, turned to run.

Achalon's vision went white as the familiar disorientation of teleportation overtook him. When he finally regained his bearings, it was far too late. "WHO DARES INVADE THE LAIR OF KIL'JAEDAN'S RIGHT HAND, LORD KAZZAK THE SUPREME?!" The warlock hadn't time to mutter an apology before the shadows overtook him.

Threats to the Alliance

We're up to our arses in problems right now, both inside our own ranks and otherwise. I'll touch on the biggest ones here, but don't think this is the sum of every enemy the Alliance faces. Talking about the big names is important, but we've got a lot more fish to fry. Keep that in mind.

The Burning Legion

I'd say these happy little fiends from the sky are about our second biggest external threat right now, second to the Scourge only because they are not as active. I'm going to make this very clear right now — the victory at Mount Hyjal was not only temporary, but also just a scratch on the surface of the Burning Legion's forces. Some people say the demons didn't come again for 10,000 years after their last defeat, and I have to laugh at that. Defeat? We've suffered more losses than the demons have at this point; and with the Alliance and the Horde no longer working as a unit against them, it's only a matter of time before the Legion builds up again and prepares to strike. Sure, they underestimated us once — twice, even, if you count the night elves way back when. That doesn't mean it's going to happen again.

A good number of fun cults are still out there who think these demons are the winning team — and hell, at this point I'm hardly one to argue. We need to get things together, or our cities will be toast as soon as Kil'jaeden decides it's time to play. What do we think we're doing? Really, I can't see any excuse for not sweeping the remaining demons off the map right now and closing up every portal we can think of. The Legion might seem weak right now, but I'm givin' ya fair warning, things

will change rapidly when they decide it's time to strike. We're actually lucky; the Scourge is serving as a buffer to buy us time, because the Legion realizes that they are facing a unique threat in the Lich King right now. I'm sure Kil'jaeden is kicking himself for that one. The loss of Archimonde was a strong blow to the Legion, too, of course, but nothing for which they can't compensate if given time.

Right now, the Legion has a few major areas under their influence. The first is the Blasted Lands, where a Dark Portal still lies (even if it doesn't seem functional). I'm not sure if the thing is active or not, but chances are if they can get it to work completely, we'll soon see a near endless supply of demons prancing on through. There's already a good number of demons down by the portal, but I'm honestly not sure if they're guarding it, waiting for reinforcements, or what. These demons seem to be led by the doomguard "Lord Kazzak," who commands a fairly large force in the Tainted Scar (which is in the southern part of the Blasted Lands, bordering Stranglethorn Vale). Kazzak probably could take over the area if he wanted to, but the loyal soliders at Nethergarde Keep manage to stop his forces from advancing very far. In recent days, I've heard talk of a dreadlord doing some nasty work in the area, too; they called him Razelikh the Defiler. Good name. Another potential obstacle for Kazzak's movement is the black drake Teremus the Devourer. Teremus seems unusually powerful for his size and age, and extremely territorial. I have no idea why even a black would want to hold onto anything in that hellhole, but Teremus manages to keep a strong clawhold there.

Felwood is in much worse shape than the Blasted Lands, if you ask me. Sure, the Blasted Lands, are, well, blasted, but the northern part is still mostly under Alliance control. Felwood offers no such haven. The Emerald Circle, a subsect of the Cenarion Circle, has a few makeshift camps, and the Horde controls a base or two themselves (not that it helps us any), but the majority of the forest is corrupted and infested with demons and satyrs. Good stuff. If for some reason you haven't read my entry on it in **Lands of Mystery** yet (shame on you), Shadow Hold in Jaedenar serves as the primary fortress for the demons who live there. A dreadlord named Lord Banehollow represents the Legion there, while the Shadow Council (mostly orc cultists) runs day-to-day activities. Infernals still roam the Shatter Scar Vale, and I suspect they may soon be commanded to cross the mountains all the way into Hyjal. This is because the Legion prepares for another assault in the Darkwhisper Gorge in Winterspring, and I believe a flanking tactic may give them an advantage over the guardians of the World Tree on Hyjal's summit.

Darkwhisper Gorge is preparing for battle, but I have yet to identify a clear leader. I joined a group of dragons and Argent Dawn templars down there for a look-see (and a bit of head-bashing) a while back; and while we took them off-guard, it's safe to say that the demons stand a good shot of overwhelming the tree's defenders if they have any tricks up their sleeves (fur?). It would be very wise to bring an army up here now, while we have the support of *three* dragonflights in the area, and slaughter the remaining demons before they can take action.

All in all, the Legion is just one of many reasons we need to pull the living together and start taking heads now, before it's too late.

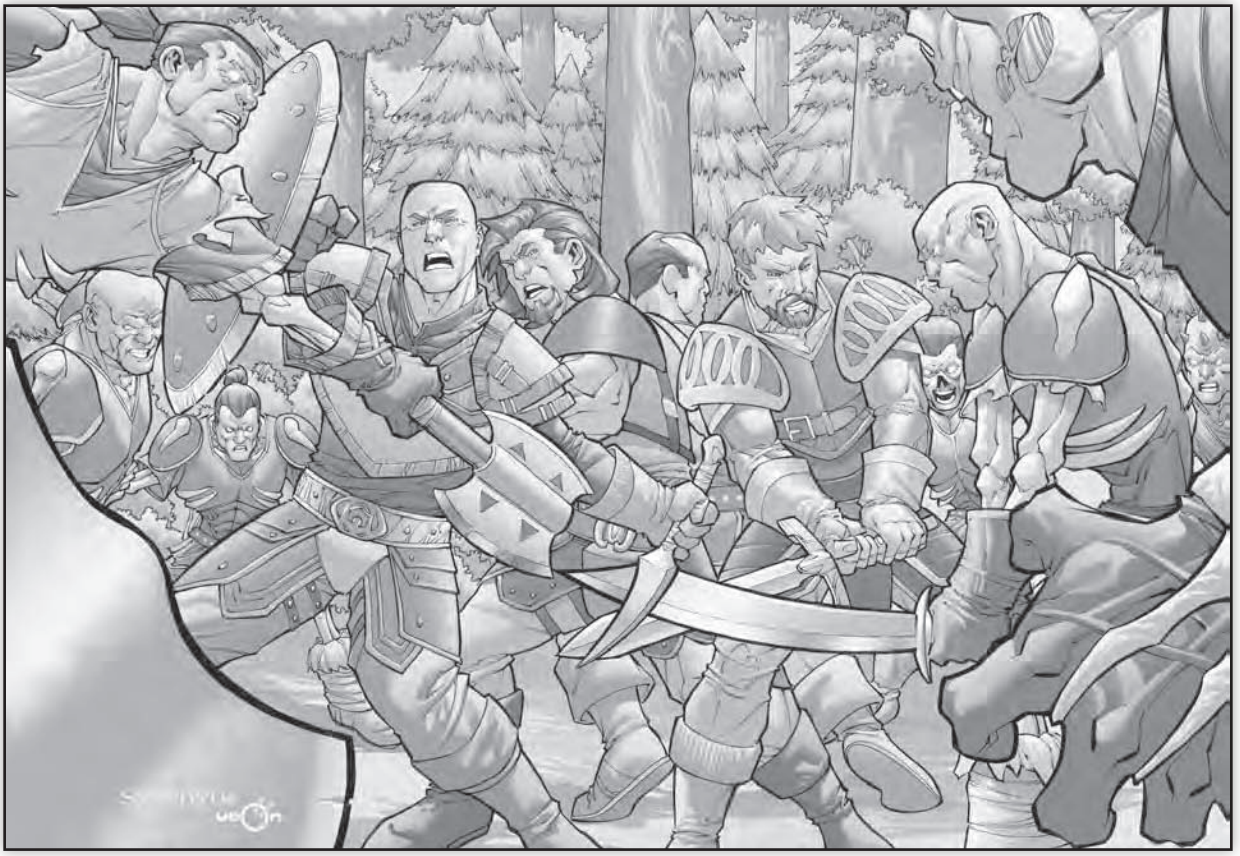
The Horde

I'll be frank. There's no good reason why the Horde should be a threat to us at all. The overwhelming majority of the problems with the Horde are of our making — but all that said, we still have to deal with them. For the time being, the Horde is now our most "obvious" enemy, in that they are numerous, and old hatreds put the fight with them at the top of nearly every priority list. It's silly — both the Alliance and the Horde should be dealing with the Scourge first — but that isn't happening, and we have to deal with it. We need to push for a ceasefire, at least to get the time to smash the Scourge in Lordaeron.

Of special note is the Forsaken's recent inclusion in the Horde. I am suspicious of these guys, but at the same time, I can understand their point of view. The Forsaken are wary of everyone, even their new allies, and their new allies haven't done enough to reassure the Forsaken that, if the Alliance is defeated, the Forsaken won't be the next enemy on the Horde's list. Some members of the Horde suspect the Forsaken might stab them in the back and wonder if they can trust the undead faction. However, the Horde *did* accept them, and there's no widespread Horde conviction that the Forsaken are inevitably going to betray their living allies.

As much as I preach peace with the Horde, they do have their bad apples, and those should be the first ones we break. Number one on that list should be Varimathras. Is it smart to have a *demon* as one of the Horde's leaders, I ask? Sylvanas I can understand; her hatred and bitterness have some good, *mortal* reasons behind them. But I find it hard to believe that a dreadlord has our best interests at heart.

The biggest threat from the Horde right now is unbalancing us in locations that are already in danger; for example, the constant pressing at Ashenvale's borders diverts troops that could be reclaiming Felwood, and the bizarre attempts to take the Arathi Mountains keep the Stormpike clan and their allies away from the front lines against the Scourge. Think about it — if the Horde were working with us, how swiftly could our forces crush the demons near Felwood and Winterspring? Now, we can't just abandon these locations, obviously, but we need to get the battles there resolved, rather than trickling forces in every few weeks and perpetuating a bloody war over a few rocks or trees. The Alliance needs to get its priorities straight, withdraw its troops from locations that are not key, and focus on pushing in specific regions of importance. I've already made it clear where I think we



should focus, but ultimately just making a strong assault on any location would probably be beneficial.

Of all the Horde races, the Forsaken are clearly the biggest problem, but we also need to consider that the trolls could be a growing concern. The Darkspear trolls do not have the long history of fighting the Alliance that some of the other tribes do, but there's a strong possibility that other groups of trolls will join the Horde in time. In ancient days, only weird insect-things rivaled the trolls in numbers and territory; the trolls are not to be underestimated. A united empire of trolls would be fearsome indeed, and working with the Horde they could be almost unstoppable. We should brace ourselves for the possibility of these alliances, and hope that we can get the Horde on our good sides before then.

The mighty tauren and orcs seem to be doing their best to avoid battle with our forces, and I thank them for that. Many tauren work closely with night elves in their study of druidic magic; perhaps eventually we will see night elves learning the path of shamanism from tauren as well. I see these races as the least threatening of the Horde right now; while orcs have been our traditional enemies for generations now, Thrall is an entirely new beast, and his Horde functions differently from the invaders of old. It's taking me time to adapt, and many veterans of the Second War still think to bash first and ask questions later, but that kind of behavior is counterproductive for everyone. Thrall and Cairne are wise enough to see this, and they kept their side of the bargain when we sided with them against the Legion at the end of the Third War. Perhaps too much blood has been spilled to do such a thing again, but hope beats fiercely within my heart that I will live to see the Alliance and the Horde again strike together against the Scourge and the Burning Legion.

Internal Threats

It's hard to fight against the wicked creatures of the world when your brother is constantly trying to cut your throat. We've got our fair share of traitors, and sadly, that seems the norm for the Alliance. You can hardly sneeze in the Forlorn Caverns these days without running into a warlock or two; and while these guys aren't all necessarily traitors, they're sure dangerous. I don't care about the justification, taking a demon as your "pet" isn't the world's greatest idea. You never know when one of these warlocks is going to do their best to sell us out to the Burning Legion — and frankly, I don't think they know when they're going to do it either. Most of these lads and lasses don't seem right in the head; it won't be long before most of these "masters of demonology" are controlled by the very demons they supposedly enslave. The power isn't worth the price.

Warlocks, I'm sad to say, are the least of our concerns. It seems like damn near every major city has *someone* trying to sabotage it; my dear friend Fandral Staghelm is still my favorite, of course. He might have had good intentions in making the new World Tree — I can't really say — but I'm no druid, and I could figure out pretty easily that forgetting a little thing like getting the blessing of the dragonflights first was a slip-up (which may eventually cost us a great deal). Now, clearly this is a big deal — the new home of the night elves isn't safe — but he's got an even bigger skeleton in his closet. I'm hearing that he's been messing with morrowgrain, and that's an herb used

Ask Not What the Alliance Can Do for You

Player characters can do many things to influence the Alliance, for better or for worse. The Alliance desperately needs leadership, and PCs could fill a key role by taking charge of a group within the Alliance, or ultimately even the Alliance itself. On the other hand, a player could equally easily work to sabotage the existing leadership of the Alliance, or an up-and-coming leader who has not yet established herself. On a smaller scale, the Alliance needs troops, healers, tacticians, scouts, and pretty much everything else they can get their hands on at this point. A good politician could also make worlds of difference within the Alliance; perhaps a persuasive diplomat could convince the Horde to work with the Alliance against the Scourge, at least for a short time.

Alliance membership has a different meaning to nearly everyone. To many, simply being a member of one of the allied races makes you a part of the Alliance; but in reality, few people actively support it. The active members of the Alliance are mostly people belonging to specific organizations, such as the Knights of the Silver Hand or Stormwind Intelligence. While this may seem an empty distinction, it is important to remember that not every human has any interest in working toward the goals of the Alliance, even if he is not a member of an anti-Alliance group like the Defias Brotherhood. Many "normal" people suffered from the foolishness of the Alliance and feel little loyalty for it.

for curses. Nasty stuff, morrowgrain. I fear what he intends to do with it, and I have my suspicions — but I won't jinx it by writing them down here. I hope we discover his intentions before he actually puts whatever his plan is into action. Then again, it's possible he's already using it.

Stormwind is just as bad off. I'm certain we have Syndicate and Defias Brotherhood members working within the city walls, and that's bad enough, but Lady Prestor is definitely the worst offender. I don't know what she did to get the prince's ear, but for whatever reason she's managed to keep both the king and Lord Bolvar following her directions (and some of them are clearly nonsense). She's just playing games with our troops when we've got good men and women dying out there; this needs to stop, and now. I don't know what her motivations are, but she's certainly either working for something malicious, or she is malicious herself. The lack of action on the part of Stormwind is as deadly as any poison; their inaction claims more lives each day.

While the Scarlet Crusade can barely be called part of the Alliance, they're worth noting here. The Scarlets are, for the most part, bat-crazy — and I suspect their leaders are being manipulated by something far more sinister. Perhaps Deathwing or one of his brood? Regardless, they still think we consider them part of the Alliance for some reason, so it's worth trying to get these guys to act like it — get them to attack Stratholme with us or something. So long as they form the front of the line, we're probably fine. It's also worthwhile to keep your eyes open for any Scarlets who don't have the taint of insanity yet; there have been a few who have seen the truth and come back to the Church, abandoning the Scarlets and working with us once again. I'd like to see more cases like this.

This next subject is a bit touchy, but I'll jump right in anyway. We don't know what the Kirin Tor are up to, but I'm not confident whatever it is will be beneficial to the Alliance; in fact, it could be quite the opposite. While they may have good intentions, accidents happen (think Gnomeregan). We all appreciate the sacrifices made by the people of Dalaran during the Third War, but if we learned anything from the stories of the elves (and the proof presented in the Legion's coming), arcane magic is dangerous and corrupting. I've seen the dreaded naga and satyrs, and there's nothing to say that humans can't end up the same way. Remember, while Dalaran has produced true heroes, like Khadgar for example, we've also had a long line of Medivhs, Kel'Thuzads, and even Kael'thas Sunstriders to deal with. It's hard to blame the high elf prince for his decisions, but from what I understand, he works openly with naga and demons now — not a good idea. I hope the other magi of Dalaran have a better plan in mind.

Dalaran was also the breeding ground for the Cult of the Damned, and many of their members undoubtedly remain in our midst. The cult is still extremely dangerous; we haven't seen another plague yet, but it's just a matter of time. I would certainly hope that the magi of Dalaran are working on a cure for the plague, but I can't count on it; and even if they manage to find a cure for the "old" plague, who's to say it'll work on whatever Kel'Thuzad comes up with next? Or perhaps it will be Sylvanas who unleashes the next plague. Regardless, these necromancers are a terrible danger. They spread their ridiculous beliefs more and more each day, and each necromancer could take out a small town if properly prepared. This is one issue I can't pose a miracle solution to; there's no easy way to identify cult sympathizers until they've reached the point where they are burned by the Holy Light. My only real suggestion is to be wary; it would be ideal if the Church of the Holy Light could find a way to detect plague-contaminated food or water before it is consumed, but I have a feeling that may be too grand in scale for the Church to deal with, sadly.

The last foul beast within our ranks is one of the greatest — apathy. As time passes and more soldiers are told to simply hold their ground, they become complacent with their role as door guards instead of fighting machines. Given time to fester, this could very well destroy our military completely.

The Scourge

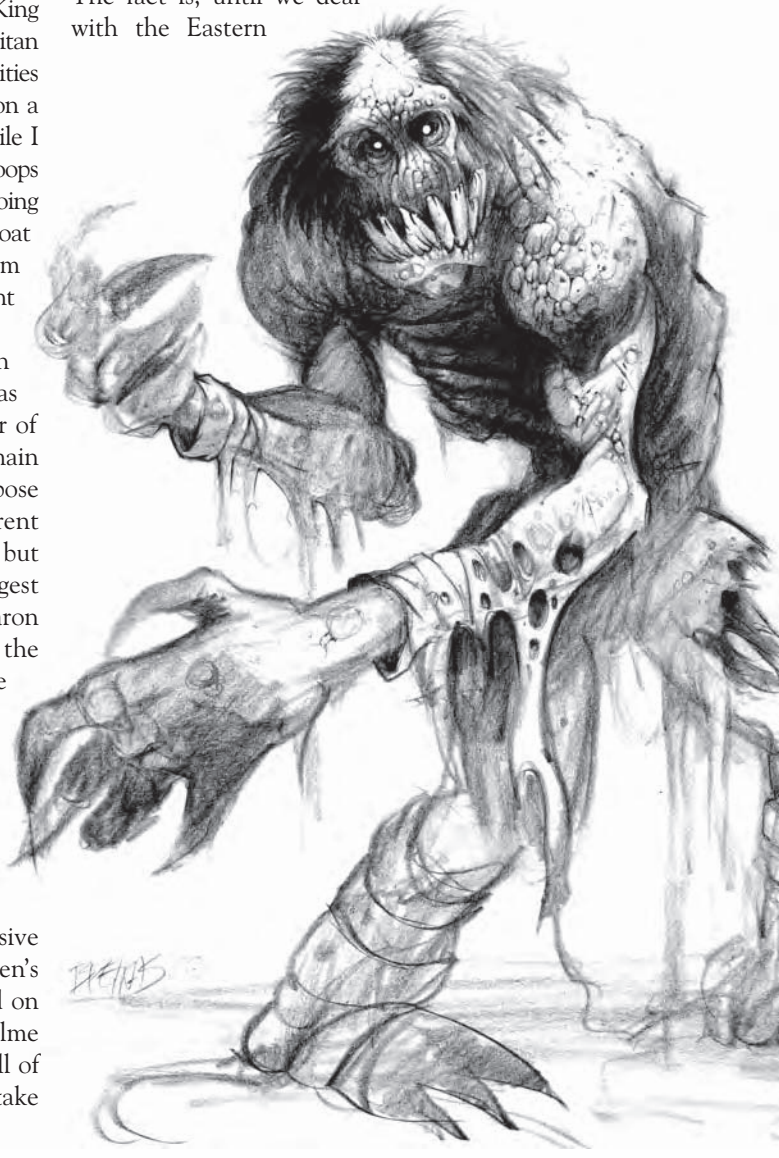
You can hardly take step out of a good tavern these days without stumbling into one of the walking dead — and I'm not just talking about the lads who can't handle a good Thunderbrew Lager. These walking corpses are the single biggest threat to the Alliance out there — and everyone else for that matter. I'm not even sure where to start; we're all aware of the threat the Scourge poses, but for some reason, the thick heads in Stormwind are too busy antagonizing the Horde and withholding our forces to do anything about it. I'll arbitrarily start on the north side of the world and move clockwise to give you an idea of how many undead we've got in each location.

Northrend — that's a lot of friggin' undead. The Scourge controls practically the entire continent, with the exception of a few points of resistance from the blue dragonflight, mysterious crystalline golems, and the few remaining mortals; chances are, that situation will be far worse by the time we get any Alliance troops mobilized to support the area. That doesn't mean I think we should ignore Northrend; far from it. If the Scourge manages to force their way into the Dragonblight long enough to raise more frost wyrms, we're in for a whole new world of hurt. Likewise, if the Lich King forces his way past the ancient wards protecting the titan ruins — well, I don't even want to think about the possibilities there. Needless to say, the situation here is grim, and on a level unparalleled even in the rotting Plaguelands. While I do want to send considerable support to the Alliance troops marooned here (and the blue dragonflight), I suspect doing so is impossible without first retaking Lordaeron; the boat ride from Kalimdor to Northrend might be doable, but I'm not sure it's even been attempted yet. Hrmm… I might want to look into that.

Lordaeron (and the surrounding regions such as Quel'Thalas) is clearly the worst off of any areas close to home. In fact, it *is* home to a good number of surviving troops — and they want it back. Our main advantage here is, ironically, the Forsaken; they oppose the Scourge just as strongly as we do, but for far different reasons. The Forsaken are clearly a danger as well, but I'll get to that. For the time being, I would highly suggest we focus our efforts on the Eastern Plaguelands. Baron Rivendare and Kel'Thuzad are two key figures in the Scourge's power structure, and if we managed to raze Stratholme and destroy them both, that would likely be sufficient to reclaim the much of the Plaguelands. I respect the members of the Argent Dawn for what they're trying to do out there, but the fact is a few templars aren't going to cut it; we need a full scale assault on Naxxramas if we want to take the Plaguelands back, and that's exactly what we should be preparing for right now. The Alliance's defensive tactics are just bolstering the Scourge and Forsaken's numbers every time we lose a man, woman or child on the battlefield. Taking a small group against Stratholme would be suicide, too; we need the full support of all of the Alliance's races for the type of assault needed to take down Kel'Thuzad.

Araj the Summoner controls a fair chunk of the Western Plaguelands from his seat in Andorhal, but honestly, I'm not quite as worried about it. The Scarlets harass Araj constantly, and between their forces at Hearthglen and the Argent Dawn at Chillwind, I think that area is contested strongly enough to leave it be until Naxxramas falls. It's hardly an ideal situation, mind you — we simply don't have the resources to be spreading out as much as we are trying to right now. Plowing over the Scourge's cities like a steam tank out of control would be far more effective than splitting our forces, at least for the time being. If we take Stratholme, I fully expect to be able to push through the remaining cities with relative ease; remember, the undead seem to lose coordination and control when too far away from their masters, and the loss of Kel'Thuzad would likely be devastating. Even if we can't destroy the lich, driving him back to Northrend would be sufficient to make our chances of survival far, far greater.

The area northeast of Stratholme, including Quel'Thalas, still has a fairly strong Scourge presence, but it's nowhere near as organized. As a result, I don't see it as a high priority. If the rumors of blood elves returning are true, perhaps they can handle it, at least for a while. The fact is, until we deal with the Eastern



Plaguelands, we can't do a thing to help Quel'Thalas. I feel bad for our high elf friends, but the damage has been done, and rushing back will not change a thing.

Small pockets of Scourge activity exist throughout the remainder of the Eastern Kingdoms, but with no real organization. This doesn't mean that these creatures are not a threat; they simply do not pose the same level of danger that the northern Scourge forces do. The possible exception is the area around Karazhan; a number of ghosts and other strange undead creatures dwell there, but I have little idea as to what the source might be. Everything I've researched seems to indicate that a powerful mastermind controls the tower for some nefarious purpose, but what evil lies within those ruins? The spirit of Sargeras, escaped when Medivh was slain? The death knight Teron Gorefiend, not seen since the Second War? Deathwing, who disappeared at Grim Batol years ago? There are many rumors as to what might have taken command of the legendary tower, and the nearby crypts and ruins, but I have sadly not found any conclusive proof. It warrants investigation, but it is one of few missions I dare not undertake alone — not yet. I fully intend to take a strong group of adventurers to the tower to investigate at some point in the future, but as of now I believe that Stratholme remains our highest priority. However, the Karazhan area is extremely dangerous, and it could become moreso quickly; the increased undead activity in Duskwood may be an indication that something dark is coming, and soon. Anyone living in that area should be on their guard, and in my opinion, ready to evacuate. The Night Watch is competent, but who can say what ancient evil they might stand against?

Kalimdor and the South Seas are mostly devoid of major Scourge activity now; the brunt of the Scourge escaped after the battle at Mount Hyjal. A powerful lich still retains a foothold in the Razorfen Downs, a series of caverns in the Barrens, but he's the only real example of intelligent undead I've heard about in Kalimdor recently. Actually, scratch that — there are a number of ghosts in Dire Maul in Feralas, but they aren't Scourge creatures, so they don't count. Likewise, Highborne ghosts haunt a lake in Winterspring, a large portion of Azshara, and some other scattered locations; these are worth noting, but they aren't associated with the Lich King (although I fear that in time, he may take control of them as well). One of the centaur clans in Desolace also recently began practicing necromancy, presumably at the behest of the Scourge; they could be a considerable threat as time goes on, but for the time being they remain occupied with their ancient war with the other centaur clans.

Other Threats

Threats to the Alliance are everywhere. The rampaging centaur clans of Desolace could be extremely dangerous if left uncontrolled, as could many of the other wild races of the world if they grew organized. There are a few more immediate threats, however, and they warrant serious discussion.

The silithid are coming. Something stirs beyond the Scarab Wall in southern Silithus, and the time is soon approaching when we will see what evil lurks within Ahn'Qiraj. While I hear the night elves had some success in fighting against the silithid about a thousand years ago (with no small amount of help from the bronze dragonflight, which surprises me a bit), the night elf empire is clearly no longer in the same shape it once was. Without Malfurion Stormrage, I fear the night elves lack the leadership to coordinate and stop the movement of this skittering menace. While we do not yet know the scale of the impending silithid invasion, there's a strong possibility their forces will be a threat comparable to that of the Legion once released. If my suspicions are right, their master is perhaps as fearsome as Archimonde himself….

"It took you long enough." They were the first words Ishy spoke as he awoke, to the familiar figure of a night elf girl sitting by the campfire only a few short feet away. He blinked for a couple moments before realizing a staff was slung over her shoulder — the Amberseal Keeper. The mage smiled.

"I told you he'd stab you in the back before you even got to the crater. You owe me an ale," she said with a grin. "On second thought, though, I might just keep this thing instead. I rather like it, it's sort of cute."

"It's a staff, Elain. You can't even use staves." Ishy grumbled, having had this conversation with her nearly a dozen times in the past. He was confident that the rogue already had a few magic staves in her collection, and probably at least two of his robes, too. "You know it'll be put to much better use in my hands. Or at least let me take it back to Sal; he'd give it to a priest or something and reward us for the drop-off."

She seemed to consider his point, then shrugged. "What's the closest city?" she asked. He considered her question for a moment, then grinned, realizing she already knew the answer.

"Booty Bay. Okay, you get your drink, but I don't think there's enough pirate gold out there to purchase a relic like this." He sat up, rubbing the back of his head. She had already treated his wounds, which from the look if it were superficial compared to hers. He could see why she wanted a good ale about now. "I'll get the portal ready the moment you hand me the staff."

She titled her head to the side, then stood, wincing slightly from the pain of her burns and bruises. "Well, you're going to have to catch me for that, silly mage." She turned and sprinted off toward the Swamp of Sorrows. He stood slowly, then shook his head and started to run after her. It was going to be a long night.

We must also not forget Illidan Stormrage in Outland. Rumors say that he has a force of naga, blood elves, and draenei with him, and that his final battle against Arthas nudged him into madness. In fact, with his brother Malfurion missing in action, who knows what Illidan might do? His faction might be strong enough to rival the Alliance or the Horde, perhaps. Let us hope his attention remains focused on the Scourge, and Arthas, the one who defeated him at the Frozen Throne.

Speaking of naga, they are a threat of their own accord. While some work with Illidan, they are all loyal to Azshara and Nazjatar. It is no secret that they wish to reclaim the world, and their increasing attacks on our shores might be preparations for a full-scale war.

A number of Alliance betrayers have created their own organizations, such as the Defias Brotherhood and the Syndicate. These human organizations are too small in scale to, say, lay siege Stormwind or something, but their ability to infiltrate Alliance guilds and influence them politically is considerable. The Syndicate also has massed enough numbers to take over a good chunk of Stromgarde; sending help to the League of Arathor should be one of our highest priorities. With Stromgarde back in Alliance hands, we would have a solid base of operations in the lands near Lordaeron. There are other human crazies out there to watch out for — the Bloodsail Buccaneers come to mind — but most of them aren't groups that will single-handedly turn the tide of the impending war.

Finally, while I've mentioned them before, I have to emphasize the danger posed by the black dragonflight. Deathwing may still be missing, but his children are among the most dangerous creatures in the world. Onyxia stands poised to take Theramore with a bit more preparation, and Nefarian seems hard at work on fulfilling his father's dream of creating a chromatic dragonflight. Should either of them succeed at their plans, it could spell the end for the Alliance — if not the Horde as well. I hope the other dragonflights realize the danger posed by these wyrms and see fit to act soon and save us all some trouble.

Alliance Tactics

The Alliance can boast of many strengths in its army; it lacks in no area.

Warriors and paladins create the infantry, making the first wave of attack a formidable one. The generals commonly lead the charge, believing in leading by example. A poor general is one who stays behind and watches his troops die.

Most generals engineer battles to work around the enemy, to flank their troops. Behind the front line are any mounted warriors or paladins, using their superior speed and skill to stop up any enemy forces breaking through.

Tinker-engineered firepower serves from the flank, usually beside the archers. These ranged attackers are ideally hidden under the cover of either walls or trees, or within a vehicle. If the army is lucky enough to have powerful artillery or catapults, formidable warriors surround these weapons, there only to defend the weapons.

Magi work as artillery, though they usually approach closer to the enemy, surrounded by footmen and knights. Priests, often stronger physically than the magi, work within the melee to heal those who have fallen or protect the injured from further attacks.

Technologically speaking, the Alliance is strong, with gnomish and dwarven inventions. Heavily armored vehicles with massive guns often help take well-defended structures, or even serve to simply destroy an enemy's morale. The appearance of three or four armored vehicles can often break an enemy's morale without ever firing a shot. However, they are well armed in case they do need to fire.

Naval battle doesn't happen as often as it did in the Second War; but now that the Alliance and Horde are rebuilding, one sees many other ships on the sea than goblin transports, merchant ships and pirate ships. Many of the ships are now equipped with cannons and other weapons to protect themselves from pirates or other threats at sea, but the Alliance still does not have what they would call a respectable navy.

Goblin Mercenaries

Although many in the Alliance consider the goblin mercenaries to be war profiteers, they are not above using them. If they have no tinkers, or their tinkers have died in a previous battle, they sometimes have to go to the goblins for repairs or supplies. And the goblins are always ready to help a customer, for the right price.

Ironforge Dwarves

The mighty dwarves, with their stoic attitudes, have always manned the front lines. They have the axes, the guns — and the knowledge that if they run away, they can never show their faces in a pub again. This race is forever reliable: The Ironforge dwarves say if you have a dwarf on your front line, then the battle is half-won.

When not serving as warriors or paladins in melee, dwarves are with the ranged attackers with their firearms, or manning the large artillery guns farther back. They serve the Alliance in the role of tinkers almost as well as gnomes do, but focus more on weapons and explosives than other devices.

Ironforge dwarves do not study magic. It's not a rule, but it's a safe bet to say that a dwarf is not going to be throwing fireballs, unless they come out of a gun. They do, however, make fine priests, and can call down divine retribution with the best of them.

Wildhammer Dwarves

Wildhammer dwarves always attack from the air, if they are able. Either with divine spells or ranged attacks, they love to rain destruction onto their enemies. They make careful preparations to protect their mount's bellies and necks from attack, and remain difficult to hit.

Unmounted Wildhammer dwarves are often shaman or druids, and attack with the other priests and paladins. They, like their cousins from Ironforge, eschew the arcane pursuits. Wildhammer dwarves are the Alliance's main source of air offense, swooping in on their gryphons and spreading confusion and chaos.

Half-Elves

Half-elves can excel at the positions both parents take, but most fall into warrior roles. These positions are thankless, for most generals aren't terribly concerned whether the half-elves live or die. They're often given the dangerous jobs, and see this as a challenge to prove themselves.

They can become magi as easily as their high elf parents, if they can find tutors patient enough to teach them. The priests of the Holy Light are more tolerant, and many welcome half-elves to follow the path of the healer.

There has been more than one half-elf who has become an assassin, as many grew up abandoned on the street and ended up learning the more stealthy arts of stealing and killing.

The Weak Link

Although the Alliance has built an impressive army in the past years, finding strength in its diversity and numbers, weak points still exist that the Alliance's enemies can (and do) take advantage of when fighting.

Pride: The Alliance is proud of itself. Their people are sophisticated and learned, and they excel in the intellectual pursuits such as arcane magic and engineering. Even after three bloody wars, they still view themselves as overall smarter than the Horde, and believe that greater brain power wins out over primal force. This is even after they fought alongside the Horde in the Third War and saw how they had changed. They underestimate the Horde, especially the new Horde under Thrall, and could easily be guilty of underestimating their enemies' abilities.

Arcane Magic: Yes, their powerful command of the arcane is a point of strength in the Alliance's arsenal, but arcane magic also shows a weakness. The magi are weak and easy to kill, if an enemy can break through their protections.

Physical Strength: If you put an orc, a tauren, a human and a dwarf in a room with no weapons, most everyone can make a good guess as to who would come out alive. The front lines of the Alliance's armies are always in danger against the physically stronger Horde.

High Elves

High elves excel at magic; everything else is secondary. High elf magi are some of the most powerful tools a regiment can have. Generals sometimes place arcanists on a hill, somewhere to the side of the battle where they can see everything but be far enough away from the carnage to avoid getting hurt.

Some high elves do branch out in military careers, most becoming priests or archers. They do not, for the most part, like getting into melee.

Since high elves are now few and scattered, they don't have the impact on war and the Alliance military that they once did.

Night Elves

Night elves excel in stealth, and serve the armies well as scouts. Their innate ability to hide and their greater knowledge of Kalimdor makes them naturals in scouting the territory and the enemy.

Like their distant cousins, high elves, night elves rarely choose to be on the front lines of battle, as they prefer ranged or magical (always divine) attacks. They resent, however, guarding arcanists as they work in battle. If a night elf is to be on the front lines, she is likely to be mounted, or a druid who can assume a form more appropriate for melee. Technology is nearly alien to the night elves, as they do not trust it, even when used by allies.

Night elf druids are a powerful force that is new to the Alliance. Their healing magics are a boon, but they serve also as ranged support, scouts and powerful warriors on the front line in their animal forms.

Gnomes

Every time someone makes a comment about how no gnome warriors exist, he runs the risk of being hamstrung the next time he is in a tense situation. These gnomes are the kind who deny that they are small; every other race is just too damn big. However, the truth is this race finds ways to become extremely effective in battle while not joining the taller races on the front lines.

Gnomes excel in the tinkering field, creating weapons and devices to either work in fabulous offensive shows of power, or help out defensively. Although not as many gnomes study magic as humans do, gnomes do have a good sense for arcane magic, as their intellects are high enough to comprehend the workings of mechanical devices.

Gnomes can fight on the front line if they happen to be piloting war vehicles of some kind. Some clever gnomes design their vehicles to fit only their small bodies, ensuring that only a gnome can pilot it — making sure the generals do not try to keep the gnomes out of battle.

Gnomes also stay out of (direct) harm's way as they attack or scout from their flying machines in the air. The Alliance gathers vital information from the speedy gnome pilots.

The gnomes that become warriors are fierce, but are often placed in defensive positions, guarding either artillery or battle magi.

Humans

Humans are the jacks of all trades. They can as easily be seen attacking from afar with magic, healing on the battlefield, sniping from the cover of trees or fighting on the front lines. While there are things other races do better, no race can be encountered as often in every area of the battle as the humans.

The most popular place for a human to be is in melee combat with a sword in her hand. She will often study to become a knight or a paladin.

As the most numerous race, humans dominate most Alliance battles. Because of the odds being stacked in their favor, humans are most likely to be generals and other leaders on the battlefield.

Military Forces

This section includes statistics for typical members of the Alliance military. If you've played the *Warcraft III* computer game, you'll recognize the following individuals (mostly) as units from that game. These are all people who have seen several battles, at least, and thus are experienced soldiers; none of them are level 1 (except perhaps some peasants), though the Alliance military undoubtedly includes some 1st-level recruits.

The military forces here are divided into two broad categories: champions and soldiers. Champions are generals, leaders and other exceptional individuals. Many are former (or current) adventurers. They are powerful additions to an army and a force to be reckoned with on the battlefield; each one is worth half-a-dozen (or more) common troops. Soldiers are those common troops. Most of them are career soldiers, but they are content to follow orders and work best when combined into units composed of other, similar soldiers. Those presented here are veterans of at least a few battles.

The forces presented here are further divided based on their allegiance, as follows:

- **Humans:** Archmage, paladin, elite guard, footman, knight, militiaman and peasant.
- **Dwarves:** Mountain king, mortar team, rifleman, sapper, flying machine pilot and gryphon rider.
- **High Elves:** Dragonhawk rider, priest and sorcerer.
- **Night Elves:** Demon hunter, priestess of the moon, warden, archer, druid and huntress.

Human Military Forces

Humans often contribute the following champions and soldiers to the battlefield.

Typical Archmage – Conjurus Rex, 13th-Level Mage/1st-Level Archmage of Kirin Tor

Archmagi keep the enemy on their toes, making them realize that there are more things to fear than simply the swords in their faces. Always attacking from afar, archmagi back up the combatants and either protect them or attack the enemies. Extremely powerful, they are also vulnerable, and warriors must protect them in case the enemy archers attempt to focus their fire on them.

Conjurus Rex, Male Human Mage 13/ Archmage 1: CR 14; Medium humanoid (human); HD 14d6+42, hp 92; Init +3; Spd 30 ft.; AC 15, touch 15, flat-footed 12; Base Atk +6; Grp +6; Atk +6 melee (1d6, quarterstaff); Full Atk +6/+1 melee (1d6, quarterstaff); SA arcane adept (evocation), call elemental (2/day), enhanced counterspell; SQ mastery of shaping, summon familiar; AL CG; SV Fort +7, Ref +7, Will +11; Str 11, Agy 17, Sta 16, Int 19, Spt 12, Cha 10.

Languages Spoken: Common, Darnassian and Thalassian.

Skills: Bluff +4, Concentration +11, Decipher Script +12, Diplomacy +7, Gather Information +5, Knowledge (arcana) +17, Ride +5, Search +6, Sense Motive +6, Spellcraft +19, Stealth +7, Swim +1.

Feats: Block Spell, Brew Potion, Craft Wand, Dodge, Empower Spell, Iron Will, Magic Energy Control, Maximize Spell, Silent Spell.

Mage Spells (5/6/6/6/6/4/3/3; DC 14 + spell level): Conjurus Rex's high Intellect score and his ranks in Spellcraft allow him to prepare 15 spells per level; he can prepare most of the spells on the mage spell list. His evocation spells are cast at caster level 13 and the DCs to resist his evocation spells are 16 + spell level (due to his arcane adept ability).

Possessions: Quarterstaff, *ring of protection +2*, *wand of blizzard*, spellbooks, spell component pouch, light warhorse mount.

Description:

This man is tall and slightly overweight, with a balding head, olive skin, and a great white beard. His face has a nebbish quality to it, making him look as if he wishes to please whoever he speaks to.

Unsure of himself in social situations, Conjurus Rex makes excellent use of his years of study when he is in battle. He prides himself on protecting the troops with defensive spells, as well as spying on the enemy troops with magic. He doesn't usually prepare aggressive spells unless specifically requested.

Typical Paladin – Ballador the Bright, 13th-Level Paladin

The shining armor and resplendent capes of the paladins are the stuff of legends and tavern tales. They serve as generals, battle commanders, and even on the front line. Their presence lifts the troops, and when they fall it is a mighty blow to the morale of the army.

Possessions

In addition to the possessions listed in a champion's or soldier's description, all these characters are assumed to carry standard campaigning gear: backpacks, bedrolls, equipment for their mounts, flint and steel, pouches, rope, rations, waterskins, perhaps a smattering of coins, and the like.

Ballador the Bright, Male Human Paladin 13: CR 13; Medium humanoid (human); HD 13d10+26, hp 102; Init +1; Spd 20 ft. in full plate (base 30 ft.); AC 20, touch 11, flat-footed 19; Base Atk +13; Grp +15; Atk +16 melee (2d6+4/x3, greathammer); Full Atk +16/+11/+6 melee (2d6+3/x3, greathammer); SA aura of might, auras (4/day), crusader strike, holy strike, turn undead (5/day), fist of justice, retribution aura; SQ aura of good, devotion aura, divine grace, divine health, healing aura, lay on hands; AL LG; SV Fort +10, Ref +5, Will +6; Str 14, Agy 12, Sta 15, Int 10, Spt 15, Cha 15.

Language Spoken: Common.

Skills: Concentration +6, Diplomacy +8, Handle Animal +8, Heal +4, Knowledge (nobility and royalty) +6, Knowledge (religion) +2, Profession (military commander) +4, Ride +5, Sense Motive +4.

Feats: Cleave, Intimidating Shout, Leadership, Mounted Combat, Power Attack.

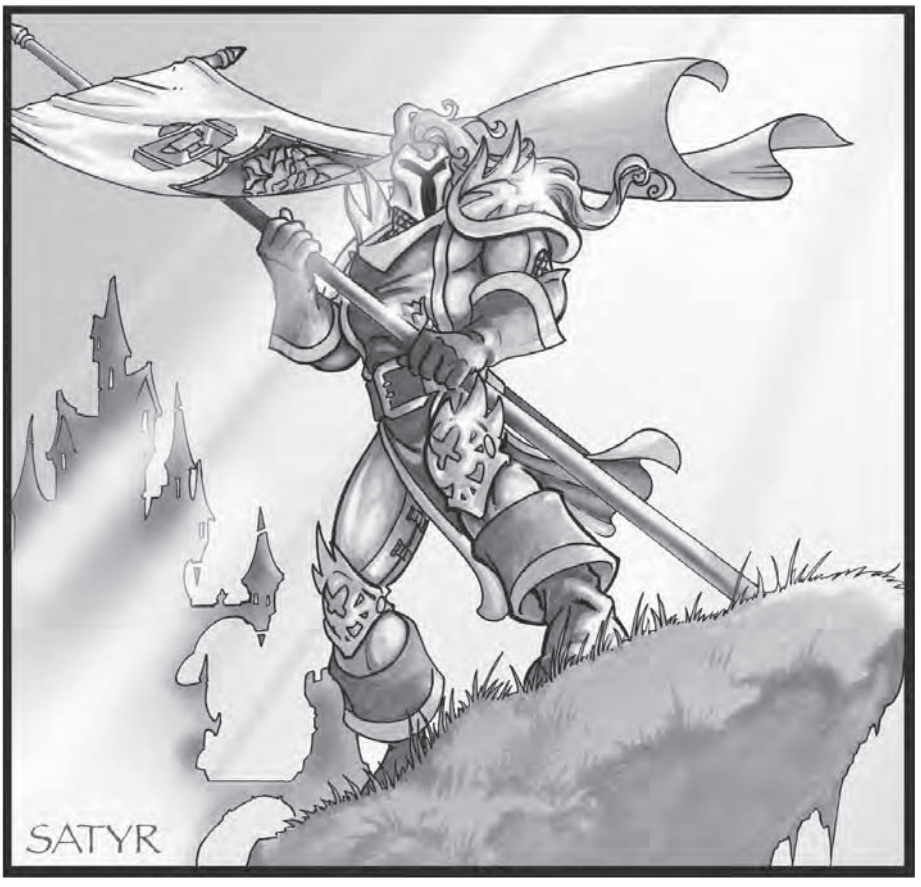
Paladin Spells (2/2/1; DC 12 + spell level): Ballador's high Spirit score allows him to prepare 7 spells per level; he can prepare many of the spells on the paladin spell list.

Possessions: +1 greathammer, +2 full plate, 4 potions of cure critical wounds.

Description:

This man is small for a human, but bulky and well-muscled. Although he is a quiet man, he still commands attention. His brown hair is kept in a long ponytail, and his brown eyes are kind. However, when he speaks, the rich baritone can undoubtedly either entrance women or command men.

Ballador is a quiet man when he is away from the battlefield, but is confident and commanding when fighting. He cut his teeth in the Second War and fought Arthas in the Third. He failed to save Uther Lightbringer from Arthas' blade, and this knowledge haunts him. This drives him in battle, as he commands the troops and puts himself in the middle of melee in each battle, regardless of whether he needs to or not. He searches out the commander of the enemy and attempts to take her down immediately.



Typical Elite Guard, 10th-Level Warrior

When the Alliance needs someone to guard their citadels and palaces, these watchmen are called into service. Proven in battle, the Alliance takes only the best soldiers and places them before the doors of their kings and queens.

Elite Guard, Female Human Warrior 10: CR 10; Medium humanoid (human); HD 10d10+20, hp 79; Init +5; Spd 20 ft. in full plate (base 30 ft.); AC 25, touch AC 11, flat-footed AC 24; Base Atk +10; Grp +13; Atk +17 melee (1d8+7/19–20, longsword); Full Atk +17/+12 melee (1d8+7/19–20, longsword); AL LN; SV Fort +9, Ref +4, Will +6; Str 16, Agy 13, Sta 14, Int 11, Spt 12, Cha 13.

Language Spoken: Common.

Skills: Listen +9, Spot +9.

Feats: Battle Shout, Furious Charge, Greater Weapon Focus (longsword), Improved Initiative, Intimidating Shout, Iron Will, Quick Draw, Run, Skilled (Listen and Spot), Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +2 longsword, +2 full plate, +2 heavy steel shield, signal horn, *potion of cure serious wounds.*

Description:

Wary and watchful, this tall human is not easily distracted. As she walks, she scans the area around her, and focuses on the dark quiet places where evil may lurk.

Guards remain on duty, either stationed at a key area, or marching on patrol. If the guards spot an intruder, first they sound the alarm, then they attack if they think they can handle the opposition, or retreat to wait for the reinforcements if they cannot. If they are guarding a critical installation, they fight to the death.

Typical Footman, 3rd-Level Warrior

Comprising the bulk of the Alliance army, the footman is the heart of the war machine for elves, humans and dwarves. Fighting in close formation, they use proven

tactical methods: Advance slowly with shields raised, then draw swords and close to melee range.

Footman, Male Human Warrior 3: CR 3; Medium humanoid (human); HD 3d10+6, hp 27; Init +2; Spd 20 ft. in full plate (base 30 ft.); AC 21, touch 11, flat-footed 20; Base Atk +3; Grp +6; Atk/Full Atk +8 melee (1d8+3/19–20, longsword); AL LN; SV Fort +5, Ref +3, Will +2; Str 16, Agy 15, Sta 15, Int 10, Spt 12, Cha 11.

Language Spoken: Common.

Skills: Climb +3, Knowledge (military tactics) +6.

Feats: Battle Shout, Cleave, Defend, Power Attack, Weapon Focus (longsword).

Possessions: Masterwork longsword, full plate, heavy steel shield, *potion of cure light wounds*.

Description:

This grim, mud-slogging soldier initially appears to be a grizzled veteran, until you get a glimpse of his young face. His weapons and armor look worn, like they were scavenged from a battlefield.

Footmen like to travel in small groups and form ranks (using the Defend feat). They are attuned to formation fighting, and coordinate their attacks. They use the aid another action to bring down well-armored opponents.

Typical Knight, 5th-Level Warrior

Aside from champions, the knight is the elite warrior of the Alliance, the best of the normal troops. They typically form ranks and charge to devastating effect on the battlefield.

Knight, Male Human Warrior 5: CR 5; Medium humanoid (human); HD 5d10+10, hp 42; Init +2; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +5; Grp +8; Atk/Full Atk +9 melee (1d8+4/x3, lance); AL LN; SV Fort +7, Ref +4, Will +3; Str 16, Agy 15, Sta 15, Int 10, Spt 12, Cha 11.

Language Spoken: Common.

Skills: Handle Animal +10, Ride +15.

Feats: Expert Rider, Mounted Combat, Ride-By Attack, Skilled (Handle Animal and Ride), Spirited Charge, Trample.

Possessions: +1 *lance*, masterwork full plate, heavy steel shield, *cloak of protection +1*, , *potion of cure light wounds*, heavy warhorse mount.

Description:

This proud young man carries himself as if he were the lord of the battlefield. Resplendent in his (probably hereditary) armor, he spends much of his time testing the balance of his lance and speaking with his horse.

Knights line up for a coordinated charge, using their mounts' mobility to give them an advantage using the Ride-By feat, or to overrun an enemy's line so they may trample their opponents.

Typical Militiaman, 3rd-Level Commoner

In terms of fighting potential, militiamen are a step up from peasants — they have answered a call to arms and have gathered in the town hall, where they received armor and weapons. Beneath the leather and steel, however, they are still the same untrained farmers and laborers. Peasants become militia only when their commanders are desperate.

Militiaman, Male Human Commoner 3: CR 3; Medium humanoid (human); HD 3d4+3, hp 15; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +1; Grp +3; Atk +3 melee (1d6+2/19–20/x2, short sword); Full Atk +3 melee (1d6+2/19–20/x2, short sword); SA none; SQ none; AL NG; SV Fort +2 (1+1), Ref + 1 (1+0), Will +2 (1+1); Str 14, Agy 10, Sta 12, Int 9, Spt 12, Cha 10.

Language Spoken: Common.

Skills: Climb +1, Craft (any) +2, Handle Animal +1, Jump +1, Listen +1, Profession (any) +2, Spot +1.

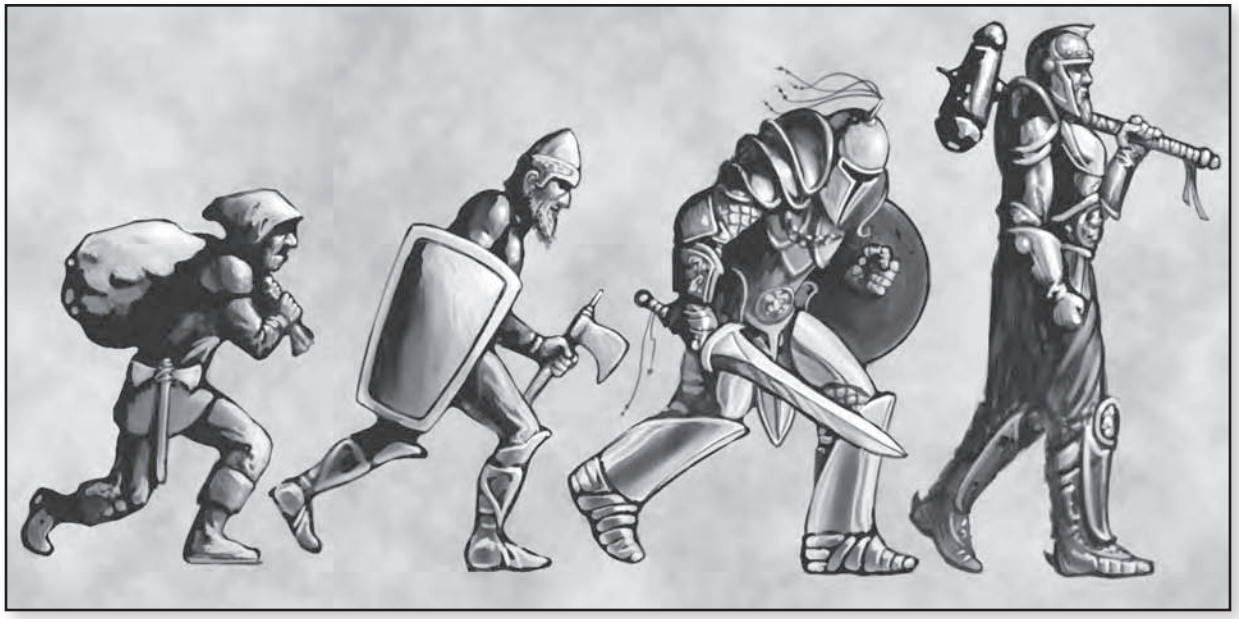
Feats: Toughness.

Possessions: Short sword, studded leather armor.

Description:

At first glance you take the man for a warrior, standing in his armor and hefting his sword. Then you notice how poorly the armor fits him, and how awkwardly he carries his battered blade. A cloak covers his shoulders, but his head is bare; the expression on his face, more fear than anything else, confirms your suspicions. This man is no soldier.

Peasants sometimes receive rudimentary military training, and with some armor over their bodies and a



weapon in their hands, some of them even remember it. Militiamen still charge but stop a pace or two away in order to attack. Most of them realize just how little their armor truly protects them and still run away when faced with a clearly superior foe.

Typical Peasant, 3rd-Level Commoner

No matter how loudly a knight might boast of his deeds, the truth is that no army could survive, much less win, without peasants. These lowly men, armed with little more than staves and clubs or picks and axes, and often completely unarmored, are the force that allows an army to function.

Peasant, Male Human Commoner 3: CR 3; Medium humanoid (human); HD 3d4+3, hp 15; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +3; Atk +3 melee (1d6+2/x2, club); Full Atk +3 melee (1d6+2/x2, club); SA none; SQ none; AL NG; SV Fort +2 (1+1), Ref + 1 (1+0), Will +2 (1+1); Str 14, Agy 10, Sta 12, Int 9, Spt 12, Cha 10.

Language Spoken: Common.

Skills: Climb +1, Craft (any) +2, Handle Animal +1, Jump +1, Listen +1, Profession (any) +2, Spot +1.

Feats: Toughness.

Possessions: Club.

Description:

The man standing before you is clearly a peasant, dressed in nothing more than dirty, torn shirt and ragged pants. He wears black boots and his head is bare, though he does have a threadbare cloak to ward off the night chill. He carries a mining pick over one shoulder and a burlap sack over the other.

Peasants have no desire to fight, and only attack when forced or when terrified. In battle they forget all discipline and simply charge, waving their picks and shouting incoherently.

Dwarf Military Forces

Dwarves often contribute the following champions and soldiers to the battlefield.

Typical Mountain King – Grim Thunderbrew, 6th-Level Warrior/6th-Level Mountain King*

Mountain kings are the elite of the Ironforge warriors, imposing fighters who tap into mystic powers to become true champions of their race. Many mountain kings remain in Khaz Modan, defending their people against attack. Others wander the world, however, fighting alongside other Alliance forces to destroy all manner of evil creatures. Mountain kings are impressive in combat both for their own skill and for their ability to direct troops, and they are often found leading elite forces against powerful opponents. They have the respect of every Alliance fighter, and many treat them with awe and a little fear.

Grim Thunderbrew, Male Ironforge Dwarf Warrior 6/Mountain King 6: CR 12; Medium humanoid (dwarf); HD 6d10 plus 6d10+60, hp 146; Init +6; Spd 30 ft.; AC 23 (10+8+3+2), touch 13, flat-footed 20; Base Atk +12; Grp +17; Atk +19 melee (1d10+8/19–20/ x3, dwarven waraxe); Full Atk +19/+14/+9/+4 melee (1d10+8/19–20 x3, dwarven waraxe) or +18/+13/+8/+3 melee (1d10+6/x3, dwarven battle hammer) or +17/+12/+7 ranged (1d6+5/10 ft./x2, throwing axe); SA dazing blow, staggering blow; SQ darkvision, cave fighter, cleave and bludgeon, slice and swing, storm hammer 2/day, thunderclap 1/day, stability, stonecunning, weapon familiarity; AL CG; SV Fort 15, Ref 6, Will 5; Str 20, Agy 16, Sta 20, Int 12, Spt 12, Cha 14.

Languages Spoken: Common, Dwarven, Gnome.

Skills: Climb +8, Handle Animal +6, Intimidate +12, Jump +6, Knowledge (military tactics) +10, Profession (military commander) +10, Ride +3, Swim +3.

Feats: Improved Initiative, Toughness, Two-Weapon Fighting, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe).

Possessions: +1 dwarven battle hammer, +1 keen dwarven waraxe, throwing axe, dagger, mithril *+2 full plate.*

Description:

Grim Thunderbrew glares up at you, his eyes glittering beneath his heavy brow. His massive waraxe rests easily in his large, capable hands, an equally impressive battle hammer at his side; and you can see the gems encrusting his silvery armor and the dwarven runes carved about his elaborate battle horn. He looks like a war god come to life.

Grim is a fearless warrior. He charges into battle, axe held high, targeting the largest foe available. He is no fool, however, and places any allies and troops to his best advantage. He will even retreat when necessary, though he likes to act as if he does not know the meaning of the word, and often uses the image of a raging barbarian to trick his opponents into underestimating him. Grim is capable of fighting with his war axe in one hand and his battle hammer in the other, though he will only do so when getting the extra attack makes up for the awkwardness of wielding both weapons at once.

Typical Ironforge Dwarf Flying Machine Pilot, 5th-Level Tinker

Perhaps the most unusual — or insane — warrior in the entire Alliance is the dwarven flying machine pilot. This captain of the skies performs everything from reconnaissance to bombing missions, fearing nothing (except perhaps a passing dragon).

Flying Machine Pilot, Male Ironforge Dwarf Tinker 5: CR 5; Medium Humanoid (Ironforge dwarf); HD 5d6+10, hp 30; Init +3; Spd 20 ft.; AC 14, touch 10, flat-footed 14; Base Atk +3; Grp +3; Atk +3 melee (1d8, heavy mace), or +3 ranged bomb (special); Full Atk +3 melee (1d8, heavy mace) or +3 ranged bomb (special); SA bomb bouncing; SQ darkvision, stability, stonecutting, weapon familiarities, +2 save vs. poison, packrat, scavenge, cobble (1/week), evasion, coolness under fire; AL LN; SV Fort +3, Ref +4, Will +5; Str 10, Agy 11, Sta 14, Int 16, Spt 12, Cha 13.

Language Spoken: Dwarven.

Skills: Appraise +11, Concentration +10, Craft (alchemy) +11, Craft (technological device) +13, Decipher Script +8, Disable Device +11, Knowledge (architecture and engineering) +11, Listen +5, Open Lock +8, Spot +5, Use Technological Device +11.

Feats: Emergency Repair, Light Armor Proficiency, Vehicle Knack, Vehicle Proficiency (air).

Possessions: Heavy mace, 5 grenade bombs, *+1 studded leather,* masterwork artisan's tools.

Description:

Elegantly clad in studded leather, the flying machine pilot strides confidently as he enters his craft. Young and alert, ignoring those who deride technology with a slight sneer, his positive manner might inspire those who don't realize just how crazy he is.

The flying machine pilot performs reconnaissance missions, and uses the weapons of his vehicle to attack aerial targets or perform strafing runs (the latter being a particularly tricky business). His vehicle also serves quite handily as a distraction, especially to those members of the Horde who are not used to the sight of such craft.

Typical Wildhammer Dwarf Gryphon Rider, 5th-Level Warrior

Gryphon riders are the air power of the Alliance, the men who fly through the air and risk their lives in an aerial blitzkrieg. To a man (or woman), they describe their job as the most exhilarating in the Alliance.

Gryphon rider, Male Wildhammer Dwarf Warrior 5: CR 5; Medium humanoid (Wildhammer dwarf); HD 5d10+5, hp 37; Init +3; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +5; Grp +7; Atk +8 melee (1d10+3/x3 plus 1d6 electricity, *stormhammer*); Full Atk+8 melee (1d10+3/x3 plus 1d6 electricity, *stormhammer*) or +7 melee (1d8+2/x3, lance), or +9 ranged (1d10+3/x3 plus 1d6 electricity, *stormhammer*); SQ darkvision, Wildhammer dwarf traits; AL CG; SV Fort +5, Ref +3, Will +2; Str 14, Agy 16, Sta 13, Int 12, Spt 13, Cha 12.

Language Spoken: Dwarven.

Skills: Handle Animal +11, Knowledge (military tactics) +9, Ride +15.

Feats: Expert Rider, Mount Bond*, Mounted Combat, Ride-By Attack, Skilled (Handle Animal and Ride).

* See Chapter 2: Class Options.

*Possessions: Stormhammer**, lance, *+1 breastplate*.

* See Chapter 4: Magic.

Description:

Wearing a breastplate and a jaunty leather cap, this stout, friendly Wildhammer dwarf stays close to his steed.

In combat, the gryphon rider's tactics are surprisingly similar to those of normal cavalry; they charge in, strike a blow, and get out before the opponent can launch a counterattack. As one gryphon rider puts it: "If they've got no spellcasters or missile troops, battle's a picnic."

Typical Ironforge Dwarf Sapper, 5th-Level Tinker

Sappers are engines of destruction; when the Alliance needs a structure removed from the battlefield, a dwarven demolition team is sent to blow it away. Sappers invite a bloody death (and hearing loss) every time they go into action, but the sight of a Horde gatehouse collapsing into a pile of rubble is well worth such risks.

Sapper, Male Ironforge Dwarf Tinker 5: CR 5; Medium Humanoid (Ironforge dwarf); HD 5d6+10, hp 28; Init +3 (+3 Dex); Spd 20 ft.; AC 12, touch 10, flat-footed 12; Base Atk +3; Grp +5; Atk +5 melee (1d8+2, heavy mace) or +3 ranged (3d6/x3, flintlock pistol); Full Atk +5 melee (1d8+2, heavy mace) or +3 ranged (3d6/x3, flintlock pistol); SA bomb bouncing; SQ darkvision, cobble (1/week), coolness under fire, evasion, packrat, scavenge; AL LN; SV Fort +3, Ref +4, Will +5; Str 14, Agy 10, Sta 14, Int 16, Spt 12, Cha 11.

Language Spoken: Dwarven.

Skills: Appraise +11, Concentration +10, Craft (technological device) +11, Decipher Script +11, Disable Device +11, Knowledge (architecture and engineering) +11, Search +11, Spot +5, Open Lock +8, Use Magic Device, +8, Use Technological Device +11.

Feats: Delay Malfunction, Emergency Repair, Exotic Weapon Proficiency (firearms), Siege Weapon Knack.

Possessions: Heavy mace, flintlock pistol, *bracers of armor +2*, masterwork artisan's tools.

Description:

Cheerfully striding onto the battlefield is a team of odd dwarves, scarred and blackened faces, a mace in one hand, a pistol in the other, hauling kegs of powder strapped to their backs. They seem to ignore the rest of the field.

The sapper's tactics focus on delivering large amounts of gunpowder to a target and using his skills to destroy it. They are aware of the surrounding battle only as it concerns their ability to reach their target and have enough time to set a charge and escape.

Typical Dwarven Rifleman, 3rd-Level Warrior*/2nd-Level Ironforge Dwarf

The dwarven rifleman is a native of the Ironforge clans who specializes in use of the long rifle. Typically, they use their climbing skills to work their way into a good vantage point, then rain death upon their enemy from above.

Rifleman, Male Ironforge Dwarf Warrior 3/ Ironforge Dwarf 2: CR 5; Medium humanoid (Ironforge dwarf); HD 3d10 plus 2d8+10, hp 39; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +4; Grp +5; Atk +9 ranged (3d6/x3, long rifle); Full Atk +9 ranged (3d6/x3, long rifle) or +5 melee (1d8+1/x3, bayonet); SQ darkvision, +2 racial bonus on attacks against giants, +4 dodge bonus to AC against giants, proficiency in dwarven battle hammer and long rifle, stoneflesh (+4 AC, 5 rounds), Ironforge dwarf traits; AL N; SV Fort +7, Ref +3, Will +2; Str 12, Agy 14, Sta 15, Int 10, Spt 12, Cha 13.

Language Spoken: Dwarven.

Skills: Listen +7, Spot +7. *Feats:* Far Shot, Lightning Reload, Point Blank Shot, Weapon Focus (flintlock pistol), Weapon focus (long rifle).

Possessions: Masterwork long rifle with bayonet, masterwork breastplate, *potion of cat's grace*, *potion of cure moderate wounds*, *potion of shadowmeld*.

Description:

This dwarf has a long white beard and wears a blue, hooded cloak. He carries a long rifle against his shoulder and a scowl on his face.

A rifleman's tactics are fairly basic; find a nice corner into which he can survey as much of the surrounding area without being spotted as possible, plot an escape route, and wait for his target to walk into his sights.

* The dwarven rifleman uses the dwarf sharpshooter racial iconic class presented in Chapter 2.

High Elf Military Forces

High elves often contribute the following soldiers to the battlefield.

Typical High Elf Dragonhawk Rider, 3rd-Level Mage*/2nd-Level Warrior

Dragonhawk riders are high elf magi who take the fight to the air. The high elves use these mounted warriors as support troops, nullifying ranged fighters and battlements with their spells.

Dragonhawk Rider, Male High Elf Mage 3/ Warrior 2: CR 5; Medium humanoid (high elf); HD 3d6+2d10, hp 23; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +3; Grp +3; Atk +4 melee (1d8/x3, lance); Full Atk +4 melee (1d8/x3, lance); SA spells; SQ low-light vision, boundless mind, high elf traits; AL LG; SV Fort +4, Ref +2, Will +2; Str 10, Agy 12, Sta 11, Int 14, Spt 9, Cha 8.

Language Spoken: Thalassian.

Skills: Concentration +6, Handle Animal +4, Knowledge (arcana) +10, Knowledge (military tactics) +4, Ride +8, Spellcraft +12. *Feats:* Mounted Combat, Ride-By Attack, Scribe Scroll, Spirited Charge.

Mage Spells (5/5/4; save DC 12 + spell level): The dragonhawk rider's high Intellect score and his ranks in Spellcraft allow him to prepare 6 spells per level; he can prepare many of the spells on the mage spell list. A dragonhawk rider favors the following spells:

1st—*arcane missile*, *obscuring mist*†; 2nd— *aerial shackles*‡, *fog cloud*.

† See **Horde Player's Guide.**

‡ See Chapter 4: Magic.

Possessions: Masterwork lance, dragonhide breastplate, dragonhide heavy shield, dragonhawk mount.

Description:

This high elf is resplendent in golden and blue armor, the helm worked in stylized wings above each ear. He bears a lance, and pats his majestic dragonhawk mount in preparation for battle.

Dragonhawk riders are elite aerial warriors. As magi, dragonhawk riders tend to stay above the battle, using their spells to befuddle enemies and disable potentially dangerous foes. A favorite tactic of dragonhawk riders is to cast *fog cloud* over enemy battlements, rendering their ranged attacks useless. Dragonhawk riders also use *aerial shackles*† to disable flying opponents.

* The dragon rider uses the focused mage variant class presented in Chapter 2.

† See Chapter 4: Magic.

Typical High Elf Priest, 5th-Level Priest

The Holy Light has many devotees among elvenkind. They spread a message of comfort and protection to the displaced, the hope of unity among elves, half-elves, and men — and revenge against the Scourge.

Priest, Male High Elf Priest 5: CR 5; Medium humanoid (high elf); HD 5d8, hp 27; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +3; Atk +4 melee (1d6, quarterstaff); Full Atk +4 melee (1d6, quarterstaff); SA smite, turn undead; SQ low-light vision, aegis, Protection domain (lesser), high elf traits; AL NG; SV Fort +4, Ref +3, Will +8; Str 11, Agy 14, Sta 11, Int 11, Spt 18, Cha 14.

Language Spoken: Thalassian.

Skills: Concentration +8, Diplomacy +12, Heal +12, Knowledge (religion) +10. *Feats:* Brew Potion, Heighten Spell, Improved Counterspell, Scribe Scroll.

Priest Spells (5/4/3/2; DC 14 + spell level): The priest's high Spirit score allows him to prepare 9 spells per level. He can prepare many of the spells on the priest spell list.

Domain Spells: 1st—*shield of faith*; 2nd—*resist energy*; 3rd—*holy word shield*.

Domain: Protection (the priest casts Protection spells as a 6th-level caster).

Possessions: Masterwork quarterstaff, *+1 chain shirt*, holy symbol, scrolls of *cure moderate wounds*, *dispel magic*, and *lesser restoration*.

Description:

Clad in robes but protected by a chain shirt, this priest of the Holy Light appears tailored to look like the bastion of his faith. He fingers a holy symbol around his neck, and occasionally bows his head to say a brief prayer (or in silent, reverent, contemplation).

As a priest of the Holy Light dedicated to the aspect of protection, this acolyte prefers not to wade into battle, but to serve in the middle ranks of a group of allies and support them with petitions, prayers and spells. His staff is reserved for use only when a gap in his protection is breached.

Typical High Elf Sorcerer, 5th-Level Mage*

High elves are renowned for their magic, and on the battlefield, elven sorcerers often accompany Alliance troops into the thick of the fray. Although not physically powerful, the skill and bravery of these elves is beyond dispute.

Sorcerer, Female High Elf Mage 5: CR 5; Medium humanoid (high elf); HD 5d6, hp 20; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +2; Grp +2; Atk+5 ranged (1d4/19–20, dagger); Full Atk +5 ranged (1d4/19–20, dagger) or +2 melee (1d4/19–20, dagger); SA spells; SQ low-light vision, arcane legacy, cross-discipline study (warlock), high elf traits; AL N; SV Fort +1, Ref +4, Will +4; Str 11, Agy 16, Sta 10, Int 16, Spt 11, Cha 14.

Language Spoken: Thalassian.

Skills: Concentration +8, Decipher Script +11, Knowledge (arcana) +13, Knowledge (the planes) +11, Spellcraft +15.

Feats: Scribe Scroll, Spell Focus (evocation), Spell Penetration.

Mage Spells (5/7/5/3; DC 15 + spell level): The sorcerer's high Spirit score and her ranks in Spellcraft allow her to prepare 9 spells per level. She can prepare many of the spells on the mage spell list. High elf sorcerers prefer support spells like *invisibility* and *slow*.

Possessions: Dagger, *bracers of armor +3*, spellbook, spell component pouch, *potion of cure serous wounds*, scroll of *baleful polymorph*.

Description:

Clad in revealing robes, this elven sorcerer is distinctive. She wears far too much eye shadow.

The elven sorcerer prefers to serve as part of a group, preferably in the rear with a few people to guard her. *Mana shield* is deployed to provide additional protection, while spells like *slow* and *invisibility* support their allies.

* The high elf sorcerer uses the high elf mage racial iconic class presented in Chapter 2.

Night Elf Military Forces

Night elves often contribute the following champions and soldiers to the battlefield.

Typical Demon Hunter – Sindweller, 6th-Level Rogue/7th-level Demon Hunter*

Demon hunters have dedicated themselves to ridding the world of demons, no matter the cost. These shadowy figures are usually night elves, and they have voluntarily become exiles to fulfill their duties. Because demon hunters traffic in demonic power, and become increasingly demonic in appearance, they are not welcome in polite society and are feared more than trusted. A demon hunter may win the respect of other warriors, however, and can become a valued asset to any military unit stationed in places where demons roam — though the hunter will still be isolated and distrusted. They are far better suited for solo missions, or small excursions with other champions, than for fighting with standard warriors.

Sindweller, Male Night Elf Rogue 6/Demon Hunter 7: CR 13; Medium humanoid (night elf); HD 6d6 plus 7d8+39, hp 94; Init +12; Spd 30 ft.; AC 23, touch 17, flat-footed 16; Base Atk +11; Grp +13; Atk +18 melee (2d4+6/x3 plus 1d6 fire, warglaive); Full Atk +16/+11/+6 melee (2d4+6/x3 plus 1d6 fire, warglaive) and +16/+11/+6 melee (2d4+6/x3 plus 1d6 fire, warglaive); SA backstab +3d6, dark metamorphosis 1/day (DC 18), demon bane (+3d6), finishing strike, *immolation* 2/day, improved warblade, *mana burn* 2/day (DC 18), warblade; SQ low-light vision, demon drain, demonic aura, dodge +3, enlightenment 45 ft., evasion, improved evasion, stalk, trapfinding, trap sense +2, uncanny dodge; AL CG; SV Fort +7, Ref +14, Will +8; Str 14, Agy 19, Sta 16, Int 11, Spt 13, Cha 12.

Languages Spoken: Common, Darnassian, Orcish, Thalassian.

Skills: Climb +11, Knowledge (the planes) +4, Listen +10, Spellcraft +4, Spot +10, Stealth +20, Tumble +20, Use Magic Device +10.

Feats: Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (warglaive).

Possessions: Two *+2 warglaives*, dagger, *+3 studded leather*, *ring of reaction*†, masterwork thieves' tools.

† See **More Magic & Mayhem**.

Description:

The figure stands partially within the shadows, moving easily among them. As the light hits him you see glimpses of a slender frame, delicate features, long hair bound back in a tight braid, and a glittering black blade. Even as the shadows return, however, you see the cloth bound across the eyes, and the hint of smoke behind them, as if the orbs there still burned from the fire that destroyed them.

Sindweller uses his stealth to full advantage. His light armor makes him more maneuverable than most opponents, and he darts in to attack then retreats to the shadows. *Immolation* and *mana burn* not only deal damage but distract foes from their own battle plans, making it easier for him to divide and conquer.

* See Chapter 3: Prestige Classes.

"Mistress, someone here to see you."

The voice failed to cut through Selene's concentration, and she took a moment to finish her prayers to Elune before opening her eyes and giving a stern glare to her acolyte.

The young human shifted from one foot to the other, his eyes on the ground. Selene ground her teeth and wondered for the thousandth time why she had agreed to take members of other races as apprentices and acolytes. However, Elune had wanted her world healed, and inclusion was the path she had chosen.

"Who is it, Gareth?" Few people visited her, as her sanctum was near the border of Ashenvale and the Barrens, and it was considered a dangerous area.

"I… think you should see for yourself."

Selene rose and strode past him, glaring. She walked from her private garden and moonwell to the inner sanctum, and then stopped.

He had been ill-used, with blood dripping from cuts on his face and with one eye swollen shut. He sat on the floor, peacefully, looking her in the eye. He was unarmed, unarmored, and had the manner of being her guest rather than her surprised and angry guards' prisoner.

"We need to talk. The land is angry, and it tells me only the unification of our peoples can heal it. We have much work to do."

She gazed at her guards, who held him, unresisting, at spear-point. "How in the name of Cenarius did an orc get in here?"

Typical Priestess of the Moon – Delas Moonfang, 13th-Level Priest

Valuable as healers during wartime, priestesses of the moon can also use their divine magic spells to hinder or harm the enemy. They are also inspirational leaders and excellent archers. Priestesses often keep to the rear, protecting the wounded with ranged weapons. Guided by Elune, priestesses serve as a morale boost for troops, assuring them that they will be healed, protected or, at the worst, blessed during their final journey.

Delas Moonfang, Female Night Elf Priest 13: CR 13; Medium humanoid (night elf); HD 13d8+13, hp 75; Init +2; Spd 30 ft.; AC 22, touch 12, flat-footed 20; Base Atk +9; Grp +10; Atk +13 ranged (1d8+2/x3, longbow) or +10 melee (1d8+1, heavy mace); Full Atk +13/+8 ranged (1d8+2/x3, longbow) or +10/+5 melee (1d8+1, heavy mace); SA smite, turn undead; SQ low-light vision, aegis, compel, greater aegis, Healing domain (lesser), War domain (greater); AL NG; SV Fort +9, Ref +4, Will +12; Str 13, Agy 14, Sta 13, Int 15, Spt 19, Cha 13.

Languages Spoken: Common, Darnassian, Thalassian and Ursine.

Skills: Bluff +4, Concentration +10, Diplomacy +13, Gather Information +8, Heal +17, Knowledge (arcana) +7, Knowledge (religion) +12, Knowledge (nature) +9, Listen +9, Ride +6, Sense Motive +9, Spellcraft +14, Survival +16.

Feats: Brew Potion, Combat Casting, Craft Magic Arms and Armor, Leadership, Martial Weapon Proficiency (longbow), Mounted Archery, Mounted Combat, Point Blank Shot, Track, Weapon Focus (longbow).

Priest Spells (6/5/5/4/4/3/2/1; save DC 14 + spell level): Delas's high Spirit score allows her to prepare 14 spells per level; she can prepare most of the spells on the priest spell list.

Domain Spells: 1st—*bless*; 2nd—*call of the spirits*; 3rd—*bloodlust*; 4th—*cure critical wounds*; 5th—*true seeing*; 6th—*mass bear's endurance*; 7th—*earthquake*.

Domains: Healing (Delas casts Healing spells as a 14th-level caster) and War (proficiency and Weapon Focus with longbow; holy strike 1/day (+4 on attack and damage rolls with longbows for 13 rounds)).

Possessions: +1 composite longbow (+1), arrows, heavy mace, mithril *+2 full plate*, four *potions of cure moderate wounds*, spell component pouch.

Description:

This night elf woman has white hair and bright violet eyes. Her hair is in a long braid that loops around her waist. Her mithril armor glows with a white light.

Delas Moonfang is a natural leader. She appears as a white warrior, casting spells to aid the combatants and protecting the wounded. She remains in the rear of a battle, organizing the efforts to retrieve and heal the wounded.

Typical Warden – Cordana Felsong, 3rd-Level Rogue/3rd-Level Scout/7th-Level Warden

Wardens are the night elves' special police force, tasked with maintaining the laws of their people and with pursuing and capturing their fugitives. Though staunch members of the Alliance, wardens are rarely seen outside night elf lands unless sent on a specific mission. When pursuing fugitives, however, they may work with other Alliance forces and can prove invaluable when navigating night elf territories. More than one Alliance commander has felt some disquiet upon meeting these fiercely independent, accomplished, focused women, but that discomfort often changes to admiration and even appreciation upon seeing the warden at work. Wardens often target key enemy figures who have attacked the night elves before, and their presence near a battlefield often means the upcoming elimination of a significant threat. Sometimes a warden allies with an Alliance force, staying with them and eliminating each major opponent the Alliance commander indicates. This usually occurs

on or around night elf lands, where any invading force is a threat to their society.

Cordana Felsong, Female Night Elf Rogue 3/ Scout 3/Warden 7: CR 13; Medium humanoid (night elf); HD 3d6 plus 3d8 plus 7d6+26, hp 82; Init +8; Spd 30 ft.; AC 14, touch 14, flat-footed 14; Base Atk +11; Grp +13; Atk +17 melee (2d4+6/16–20/x2, moonsword); Full Atk +17/+12/+7 melee (2d4+6/16–20/x2, moonsword) or +18/+13/+8 ranged (1d8+5/110 ft./x3, longbow); SA backstab +2d6; SQ Low-light vision, evasion, greater weapon finesse, improved weapon finesse, nature sense, spell-like abilities (*dimension blink*, inner fire, moon glaive, shadowmeld, shadow strike, silence, silent image)*, stalk, trapfinding, wild healing, woodland stride, weapon familiarity; AL NG; SV Fort 8, Ref 15, Will 5; Str 16, Agy 18, Sta 16, Int 14, Spt 12, Cha 12.

Languages Spoken: Common, Darnassian, Low Common, Thalassian, Orcish.

Skills: Balance +3, Bluff +8, Climb +10, Concentration +8, Craft (traps) +8, Gather Information +12, Heal +5, Intimidate +12, Jump +10, Knowledge (local) +10, Knowledge (military tactics) +10, Knowledge (nature) +8, Listen +8, Open Lock +6, Search +11, Sense Motive +12, Spot +12, Stealth +14, Survival +8, Swim +6, Tumble +6, Use Magic Device +4, Use Rope +6.

Feats: Careful Strike, Dodge, Empower Spell-Like Ability, Extend Spell-like Ability, Improved Initiative, Track, Weapon Finesse.

Possessions: +1 keen moonsword, *+2 composite longbow*, 20 arrows, dagger, *darkening dust**, *minor blackstone ring†*, masterwork thieves' tools.

* See Chapter 4: Magic.

† See **More Magic & Mayhem**.

Description:

The night elf steps from the shadows as if emerging from a dark pool, her delicate features forming before you. Tall and lithe, she wears no armor but carries an impressive silvery blade as if it weighed nothing. Her cool gaze sweeps across you, and you feel as if you have been judged — and barely deemed acceptable.

Anara crouched, letting the tall grass close about her. Her bow lay at her side, her quiver snug against one thigh; the handle from her hunting blade jutted against her arm as she leaned on her hands, waiting. The night was quiet, the grass still save for a faint breeze. Somewhere a wolf howled, but it was nowhere near and not on the hunt. She was, however, and she forced herself to stay alert, body tensed, every sense scouring the region.

There. A muted rustle as a body shifted grass aside. And there, the dulled thud of a small rock being ground beneath a heavy boot. The walker was very good at moving silently. She knew this land intimately, however, and could hear a worm burrowing at a hundred paces.

Slowly she drew an arrow from her quiver, careful to hold it so neither shaft nor head touched the leather. When the wind came again she shifted her weight to one knee, the sound covered by the breeze, and raised her bow to rest across the other leg. Again she listened, and again she heard the telltale signs. Perhaps sixty paces forward, and twenty to the left. Now fifteen. Now ten.

As the figure passed in front of her Anara rose, bow swiveling upright, arrow nocked. She could see nothing but the grass, but her ears told her all she needed and she released the arrow directly ahead, its chiseled head parting the grass with a thin whistle. Then she heard the meaty thunk of the head striking flesh, and a stifled cry, followed by the sound of a heavy body hitting the ground. She was already sprinting forward, drawing her blade as she ran. No one trespassed upon her tribe, not while the Sentinel Anara Darkshrike prowled the night.

Cordana uses her spell-like abilities to appear and disappear within shadow. She casts *silence* first, to unnerve her opponents and to prevent spellcasters from using verbal spell components. Then she targets one foe and appears from the darkness nearby, attacking swiftly and retreating for another pass.

Typical Archer, 2nd-Level Scout/2nd-Level Night Elf

Many night elves learn to use weapons before they can walk. Some show a natural talent for archery and hone that skill. These archers are excellent hunters but, in wartime, become critical support troops, firing upon enemies to give allies a chance to regroup and attack. Night elf archers are particularly renowned for their ambushes, especially within their own forests. They can move silently among the trees and down opponents a hundred feet away without ever being seen.

Archer, Female Night Elf Scout 2/Night Elf 2: CR 4; Medium humanoid (night elf); HD 2d8 plus 2d8+8, hp 31; Init +4; Spd 30 ft.; AC 17 (10+3+4), touch 14, flat-footed 13; Base Atk +1; Grp +2; Atk +2 melee (1d4+1/19–20/x2 plus 3, dagger); Full Atk +2 melee (1d4+1/19–20/x2 plus 3, dagger) or +5 ranged (1d8/150 ft./x3 plus 3, longbow); SA none; SQ low-light vision, bonus weapon proficiency (moon glaive), resistances, shadowmeld, weapon familiarity; AL NG; SV Fort +2, Ref +5, Will +3; Str 12, Agy 19, Sta 14, Int 10, Spt 12, Cha 10.

Language Spoken: Darnassian

Skills: Climb +4, Concentration +4, Handle Animal +3, Listen +4, Sense Motive +2, Spellcraft +2, Spot +4, Stealth +4, Survival +3.

Feats: Point Blank Shot, Far Shot.

Possessions: Longbow, 40 arrows, dagger, studded leather armor.

Description:

The typical archer is slender but strong, with a quiet grace and the ability to shift from motionless to eye-blurring speed in an instant. She carries her bow constantly and pays it more respect than most people.

The archer's specialty is ranged attack, and she will do everything possible to maintain her distance. Most night elf archers also use their stealth, speed and darkvision to full advantage. An archer might creep to a hiding place and wait there for hours to set the target at ease. Archers train both alone and in teams, and often concentrate fire on a single major target or on a small group standing close together. This allows them to take down tougher foes or clustered enemy commanders in a single volley.

Typical Druid, 2nd-Level Druid*/2nd-Level Night Elf

Night elves are close to the land and to nature, and learn herbalism and animal husbandry as youths. Some demonstrate both aptitude and inclination, and stay with those studies as they grow older, setting aside bow and sword in favor of herbalism and meditation. Some druids, like the druids of the claw, are powerful combatants and relish the opportunity to strike back for their land and its creatures. Others, though less combative, are excellent guides and protectors, and help troops evade capture and find shelter, food and water. Druids also make good scouts, particularly in wilderness regions — the druids of the talon are famous for their skill at scouting terrain and assessing enemy forces unseen. During the Third War most druids were either of the claw, of the talon, or of the fang. Thanks to Malfurion Stormrage, many druids have set aside these distinctions and enjoy a wider appreciation of nature and of their own abilities.

Druid, Male Night Elf Druid 2/Night Elf 2: CR 4; Medium humanoid (night elf); HD 2d8 plus 2d8, hp 21; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11; Base Atk +2; Grp +3; Atk +3 melee (1d6+1/19–20/x2, moon glaive); Full Atk +3 melee (1d6+1/19–20/x2, moon glaive) or +5 ranged (1d4+1/50 ft./x2, sling); SA spellcasting; SQ low-light vision, animal companion (hawk), inspiration, strider, turn/rebuke plants, the voice of Cenarius, bonus weapon proficiency (moon glaive), resistances, shadowmeld, weapon familiarity; AL CN; SV Fort +3, Ref +5, Will +8; Str 12, Agy 16, Sta 10, Int 12, Spt 16, Cha 12.

Language Spoken: Darnassian

Skills: Climb +2, Concentration +2, Handle Animal +4, Heal +3, Knowledge (nature) +4, Knowledge (religion) +3, Listen +2, Sense Motive +3, Spellcraft +3, Spot +3, Stealth +2, Survival +4.

Feats: Dodge, Skilled (Heal, Knowledge [nature]).

Druid Spells (5/3; save DC 13 + spell level): The druid's high Spirit score allows him to prepare 1# additional spell per level; he can prepare many of the spells on the Druid spell list.

Domain Spells: 1st—*roar*.

Domains: Animal (*speak with animals* 1/day) and Wild (*swiftpaws* [speed increases by +10 in animal form]).

Possessions: Moon glaive, sling, spell component pouch.

Description:

This night elf is dressed in simple clothes of brown and green, designed to blend in with the foliage. His clothes have a leaf motif. He carries only a staff, a sling, and a short knife in his belt.

Druids use their knowledge of the area and of nature to their advantage. Most summon animals or awaken plants to protect them, and then use their animal companion and their own wildshape to attack.

* The night elf druid uses the night elf druid racial iconic class presented in Chapter 2.

Typical Huntress, 4th-Level Scout

Night elf women are trained in stealth and combat. Many fight to protect their homes, their lands and their people. At the forefront of this army ride the huntresses. This elite cadre calls upon the moon goddess Elune for strength. Huntresses ride their fearsome nightsaber panthers into battle and wield moon glaives with deadly accuracy. In times of peace the huntresses protect night elf lands from trespassers. In times of war, however, they extend their activities to anyone foolish enough to attack their people or their allies.

Huntress, Female Night Elf Scout 4: CR 4; Medium humanoid (night elf); HD 4d8+12, hp 35; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +3; Grp +6; Atk +6 melee (1d6+3/19–20/x2, moon glaive); Full Atk +6 melee (1d6+3/19–20/x2, moon glaive) or +6

ranged (1d6/20 ft./19–20/x2, moon glaive); SA none; SQ low-light vision, nature sense, trackless step, uncanny dodge, weapon familiarity, wild healing, woodland stride; AL CG; SV Fort +7, Ref +7, Will 2; Str 16, Agy 17, Sta 16, Int 10, Spt 12, Cha 10.

Language Spoken: Darnassian

Skills: Climb +3, Craft (armorer) +2, Heal +2, Jump +3, Knowledge (military tactics) +2, Knowledge (nature) +3, Listen +4, Profession (hunter) +3, Ride +3, Search +2, Spot +4, Stealth +4, Survival +4, Swim +3, Use Rope +3.

Feats: Mounted Combat, Ride-by Attack.

Possessions: Two moon glaives, leather armor.

Description:

This night elf woman is tall and lean, lithe like the cat she rides and so dusk-skinned her purple flesh blends into the panther's fur, making them seem almost a single beast intent upon slaughter. She wears light armor designed for mobility as much as strength, and wields a moon glaive that flashes in the night.

The huntress is a warrior, first and foremost. She takes the fight to her foes, charging close to the enemy before flinging her moon glaive. The panther's speed and agility allow her to attack quickly, and she often dispatches her first foe with a single toss, spreading terror and panic among those nearby.

An Alliance Bestiary

The Alliance makes use of many creatures. Some are intelligent and friends of the Alliance, while others are beasts of burdens or mounts. Some are both. They all accompany troops to war.

Feats marked with an asterisk (*) appear in Chapter 2: Class Options; those marked with a dagger (†) appear in **Lands of Mystery,** Chapter 9: New Rules; and those marked with a double dagger (‡) appear in the **Monster Guide,** Chapter 4: Monsters as Characters.

Summoning These Creatures

See the **Monster Guide** for updated *summon nature's ally* lists (and descriptions for other spells) that include the creatures in this book.

See the **Monster Guide** for more information about monsters and their abilities.

Ancients

	Ancient of Lore	Ancient Protector
	Huge Plant	**Huge Plant**
Hit Dice:	18d8+124 (205 hp)	12d8+96 (150 hp)
Initiative:	-1	+0
Speed:	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	25 (-2 size, –1 Agy, +18 natural), touch 7, flat-footed 25	20 (–2 size, +12 natural), touch 8, flat-footed 20
Base Attack/Grapple:	+13/+28	+9/+26
Attack:	Slam +18 melee (3d6+7)	Slam +17 melee (4d6+9/19–20), or rock +8 ranged (2d8+5)
Full Attack:	2 slams +18 melee (3d6+7)	2 slams +17 melee (4d6+9/19–20), or rock +8/+3 ranged (2d8+5)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Spells, trample 3d6+10 (DC 26), tree slam	Rock throwing, trample 4d6+13 (DC 23), tree slam
Special Qualities:	Low-light vision, damage reduction 10/slashing and magic, eat tree, spell resistance 28, take root, plant traits	Low-light vision, damage reduction 5/slashing and magic, eat tree, take root, plant traits
Saves:	Fort +18, Ref +5, Will +16	Fort +14, Ref +4, Will +7
Abilities:	Str 24, Agy 8, Sta 24, Int 16, Spt 24, Cha 14	Str 28, Agy 10, Sta 26, Int 10, Spt 16, Cha 10
Skills:	Concentration +28, Knowledge (arcana) +26, Knowledge (nature) +26, Spellcraft +24, Survival +28	Listen +19, Spot +19, Stealth +0* (–4 to hide)
Feats:	Block Spell, Brew Potion[B], Improved Counterspell, Iron Will, Magic Energy Control, Silent Spell, Skilled (Knowledge (arcana) and Knowledge (nature)), Still Spell	Improved Critical (slam), Improved Natural Attack‡ (slam), Skilled (Listen and Spot), Weapon Focus (rock), Weapon Focus (slam)
Environment:	Temperate forest	Temperate forest
Area:	Northern Kalimdor	Northern Kalimdor
Organization:	Solitary or grove (1 plus 2–7 other ancients)	Solitary or grove (1 plus 2–7 other ancients)
Challenge Rating:	15	8
Treasure:	Standard	None
Alignment:	Always neutral good	Always neutral good
Advancement:	18-24 HD (Huge); 24-34 HD (Gargantuan) or by character class	13–16 HD (Huge); 17–22 HD (Gargantuan) or by character class
Level Adjustment:	—	+5

The tree moves — and it has nothing to do with the wind. Its boughs creak and descend and its trunk twists, presenting you with a craggy face. The tree growls as its roots pull from the ground, dripping dirt.

Description

Ancients are some of the most important creatures in night elf society. They resemble sentient trees, but their wisdom and insight are almost unparalleled. Many of them are thousands of years old. They assist their night elf allies with guidance, education (particularly in the druidic arts), and protection — they are large and powerful, and are protectors of the forest. They are large enough to carry night elves, and some are so enormous that a few night elves make their homes in them.

Most ancients resemble deciduous trees that live in temperate climates, such as oaks and maples. A few evergreen ancients also exist. No reliable reports of tropical ancients have yet surfaced, but the night elves claim that they can exist — and if a colony of night elves moves to the tropics and brings along the appropriate druidic magic, tropical ancients may indeed grace Azeroth's surface.

Ancients speak Darnassian. A few also speak Common. Their voices sound like ancient trees creaking in the wind.

Combat

Ancients are traditionally friends of night elves and good-hearted, but the recent Third War makes them suspicious of non-night elves. They give outsiders a chance to prove their good intentions; but if roused to anger ancients are implacable foes.

Some ancients patrol their territories, but most spend their time standing still, virtually indistinguishable from normal trees. An ancient may watch intruders, perhaps moving in secret to dog their path. If the outsiders do nothing to harm the forest or nature's balance, the ancient leaves them alone. If the outsiders appear to share the same ideals as the ancient (destroying corrupted creatures or protecting trees from other intruders, for example), the ancient reveals itself and lends assistance.

If outsiders abuse the land, the ancient rumbles to a fury and attacks with mighty swings of its arms.

Tree Slam (Ex): Ancients that plant their feet and swing deal incredible amounts of damage. They can smash apart buildings and other structures as well as turning living creatures into bloody splatters. An ancient can take a full attack to make a single slam attack. If the attack hits, it deals double damage (triple on a critical). A tree slam also ignore up to 10 points of an object's hardness.

Eat Tree (Ex): An ancient can eat trees (and parts of trees) in order to heal itself. In an area where trees are plentiful, 1 minute of tree-eating restores hit points equal to the ancient's Hit Dice. In areas where an ancient does not have access to several trees, this ability is less useful, at the GM's discretion.

Spell Resistance (Ex): All ancients except ancient protectors have spell resistance equal to 10 + their plant Hit Dice.

Take Root (Ex): An ancient's natural state is rooted to the ground. The ancient can take root wherever it wishes, as long as the ground can hold its roots. Taking root is a full-round action that does not provoke attacks of opportunity. An ancient must take root in order to rest, which it must do 8 hours each day.

While rooted, the ancient cannot move voluntarily. It gains a +8 bonus on checks to avoid being bull rushed, tripped, or otherwise moved from its location. It gains a +1 bonus on attack rolls and a +2 bonus on damage rolls.

Pulling up its roots, so the ancient can move again, is a full-round action that provokes attacks of opportunity.

Are Ancients Ancients?

Night elf culture speaks of both ancients and Ancients (note the capital A). Ancients (lower-case) are the treelike sages and protectors depicted here. Ancients (upper-case) are old demigods, like Cenarius, who assisted the night elves at various points throughout their history.

* **Skills:** Ancients have a +10 racial bonus on Stealth checks to hide in forested areas (where the trees are similar in appearance to them). This bonus increases to +20 if the ancient is stationary.

Ancient of Lore

This ancient's leaves are red and yellow, and its craggy face bears a look of wisdom. A lantern hangs from its upper boughs.

Description

An ancient of lore seems to be in a constant state of autumn — its leaves are gold and scarlet. Lanterns hang from its branches, symbolizing the light of wisdom. Ancients of lore instruct nascent night elf druids and priests about the ways of magic and the secrets of nature.

Combat

Ancients of lore prefer to use their spells to bolster their allies, but in times of great conflict they turn their magic abilities and their powerful arms on their enemies.

Spells: An ancient of lore casts spells as a druid equal to its plant Hit Dice (18th, in the case of the ancient presented above).

Druid Spells (6/7/7/7/6/5/5/4/3/2; save DC 17 + spell level): An ancient of lore's high Spirit and ranks in Spellcraft allow it to prepare 18 spells per level. It can prepare most of the spells on the druid list.

Ancient Protector

This green, leafy ancient has a beard of thick leaves and moss. One hand clutches a boulder.

Description

Ancient protectors often remain near night elf settlements, serving as heavy artillery and powerful soldiers against their enemies.

Combat

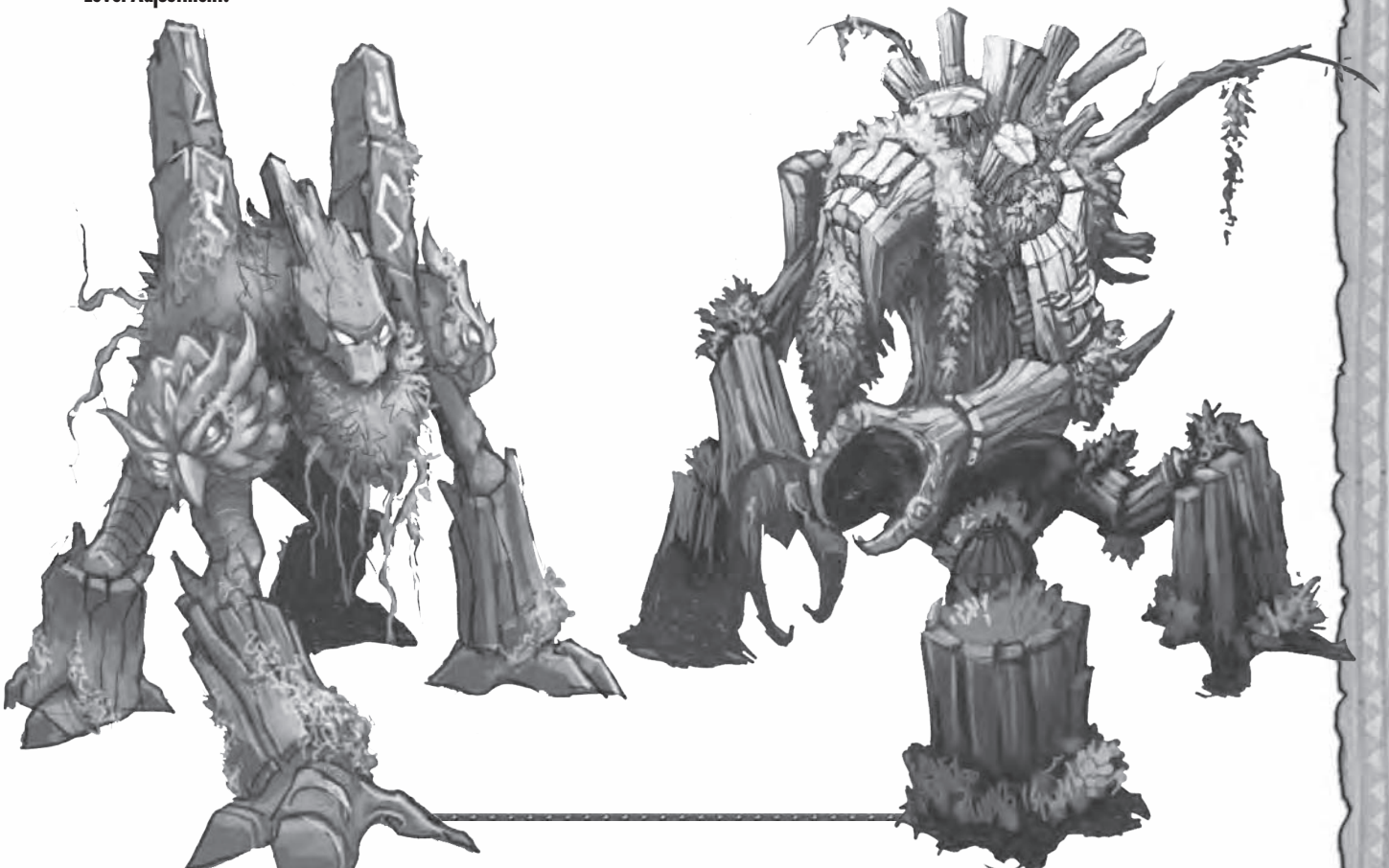
Ancient protectors prefer to hurl rocks at their opponents as they close, then enter melee with mighty swings of their branchlike arms.

Rock Throwing (Ex): Ancient protectors are skilled at throwing boulders, and receive a +1 racial bonus on attack rolls when throwing rocks. They often take root near supplies of such weapons, many partially buried to conceal their presence.

Rocks that an ancient protector throws have a range increment of 100 feet. An ancient protector of Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. These rocks deal 2d6 points of bludgeoning damage. A Huge ancient protector can hurl rocks of 60 to 80 pounds (Medium objects) that deal 2d8 points of damage.

	Ancient of War	Ancient of Wind
	Huge Plant	**Huge Plant**
Hit Dice:	18d8+198 (279 hp)	15d8+120 (187 hp)
Initiative:	+4	+5
Speed:	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	30 (-2 size, +22 natural), touch 8, flat-footed 30	21 (–2 size, +1 Agy, +12 natural), touch 9, flat-footed 20
Base Attack/Grapple:	+18/+38	+11/+26
Attack:	Slam +30 melee (4d6+16/19–20)	Slam +16 melee (3d6+7)
Full Attack:	2 slams +30 melee (4d6+16/19–20)	2 slams +16 melee (3d6+7)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Trample (4d6+18, DC 33), tree slam	Spells, trample (3d6+10, DC 24), tree slam
Special Qualities:	Low-light vision, damage reduction 15/slashing and magic, eat tree, plant warrior, spell resistance 28, take root, plant traits	Low-light vision, damage reduction 10/slashing and magic, eat tree, spell resistance 25, take root, plant traits
Saves:	Fort +22, Ref +6, Will +9	Fort +17, Ref +6, Will +12
Abilities:	Str 34, Agy 10, Sta 32, Int 10, Spt 16, Cha 12	Str 24, Agy 12, Sta 26, Int 17, Spt 21, Cha 12
Skills:	Listen +24, Spot +24 +23, Spellcraft +23, Survival +26	Concentration +31, Handle Animal +22, Knowledge (nature)
Feats:	Ability Focus† (trample), Awesome Blow*, Blind-Fight, Bloodletter, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Natural Attack‡ (slam), Greater Weapon Focus (slam), Improved Weapon Specialization (slam), Power Attack, Reckless Attack, War Stomp, Weapon Focus (slam), Weapon Specialization (slam)	Brew Potion[B], Improved Initiative, Iron Will, Silent Spell, Skilled (Concentration and Knowledge (nature)), Skilled (Spellcraft and Survival), Still Spell
Environment:	Temperate forest	Temperate forest
Area:	Northern Kalimdor	Northern Kalimdor
Organization:	Solitary or grove (1 plus 2–7 other ancients)	Solitary or grove (1 plus 2–7 other ancients)
Challenge Rating:	15	12
Treasure:	Standard	Standard
Alignment:	Always neutral good	Always neutral good
Advancement:	18-24 HD (Huge); 24-34 HD (Gargantuan)	15–21 HD (Huge); 22–30 HD (Gargantuan)
Level Adjustment:	—	+6

	Ancient of Wonders	Tree of Life
	Huge Plant	**Gargantuan Plant**
Hit Dice:	14d8+84 (147 hp)	24d8+264 (372 hp)
Initiative:	–1	–2
Speed:	30 ft. (6 squares)	40 ft. (8 squares)
Armor Class:	22 (-2 size, –1 Agy, +15 natural), touch 7, flat-footed 22 34	34 (-4 size, –2 Agy, +25 natural, +5 deflection), touch 9, flat-footed
Base Attack/Grapple:	+10/+23	+18/+40
Attack:	Slam +13 (3d6+5)	Slam +25 (6d6+10/19–20)
Full Attack:	2 slams +13 (3d6+5)	2 slams +25 (6d6+10/19–20)
Space/Reach:	15 ft./15 ft.	20 ft./20 ft.
Special Attacks:	Trample (3d6+7, DC 22), tree slam	Spells, trample (6d6+15, DC 32), tree slam
Special Qualities:	Low-light vision, damage reduction 10/slashing and magic, eat tree, item crafter, spell resistance 24, take root, plant traits	Low-light vision, damage reduction 15/slashing and magic, eat tree, nature's blessing (240 feet), root healing, spell resistance 34, take root, plant traits
Saves:	Fort +15, Ref +3, Will +9	Fort +25, Ref +6, Will +15
Abilities:	Str 20, Agy 8, Sta 22, Int 20, Spt 20, Cha 15	Str 30, Agy 6, Sta 32, Int 18, Spt 25, Cha 19
Skills:	Concentration +23, Craft (alchemy) +22, Craft (any one) +22, Knowledge (arcana) +22, Knowledge (nature) +22, Spellcraft +22, Use Magic Device +19	Craft (any one) +31, Knowledge (any one) +31, Knowledge (arcana) +31, Knowledge (nature) +31, Survival +34, Use Magic Device +31
Feats:	Brew Potion[B], Craft Magic Arms and Armor, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll[B]	Greater Spell Penetration, Improved Counterspell, Improved Critical (slam), Improved Natural Attack‡ (slam), Maximize Spell, Silent Spell, Spell Penetration, Still Spell, Weapon Focus (slam)
Environment:	Temperate forest	Temperate forest
Area:	Northern Kalimdor	Northern Kalimdor
Organization:	Solitary or grove (1 plus 2–7 other ancients)	Solitary or grove (1 plus 2–7 other ancients)
Challenge Rating:	10	21
Treasure:	Double standard	Standard
Alignment:	Always neutral good	Always neutral good
Advancement:	15-21 HD (Huge); 21-30 HD (Gargantuan)	24–32 HD (Gargantuan); 33–44 HD (Colossal)
Level Adjustment:	—	—



Ancient of War

Two long tusks protrude from this ancient's gray, craggy face.

Description

Ancients of war train night elves in the arts of weaponry. Their tutelage creates the highly skilled archers and huntresses for which the night elf armies were famous in the Third War.

Combat

An ancient of war charges into melee, beginning combat by trampling smaller creatures (if it faces many of them) or with an Awesome Blow (if it faces few). It then pummels its opponents with its slams.

Plant Warrior: An ancient of war's plant Hit Dice grant it bonus feats as if they were warrior levels. They also count as warrior levels for the purposes of meeting prerequisites. In addition, unlike most plants, an ancient of war's base attack bonus is equal to its plant Hit Dice (plus any base attack bonus it gains from class levels).

Ancient of Wind

This ancient turns its hawk-like head with surprising quickness.

Description

Ancients of wind assist ancients of lore in the training of night elf druids. They excel especially at teaching night elves to train and ride hippogryphs, and the druids of the talon revere them as their key mentors.

Combat

Ancients of wind avoid combat; but like other ancients, when enemies threaten nature, they battle with their allies. They use their spells to confound their enemies; as their name implies, they favor wind-based spells like *cyclone* (see Chapter 4: Magic).

Spells: An ancient of wind casts spells as a druid equal to its plant Hit Dice (15th, in the case of the ancient presented above).

Druid Spells (6/7/6/5/5/4/2/1; DC 15 + spell level): An ancient of wind's high Spirit and ranks in Spellcraft allow it to prepare 17 spells per level. It can prepare most of the spells on the druid list.

Ancient of Wonders

Energy sparks from this ancient's bulky form.

Description

Ancients of wonder act as magic storehouses for night elf culture. They spend much of their time crafting magic items, and store the items they create in their branches and in nooks in their bark. They also train night elf spellcasters in the ways of magic item creation and forms of natural alchemy.

Combat

Ancients of wonder leave melee combat to other ancients and to their night elven allies. In battle, they use magic items — usually wands or staffs — to blast their enemies with druidic spells.

Item Crafter (Ex): An ancient of wonders knows spells as a druid equal to its plant Hit Dice (14th, in this case). However, it cannot cast these spells; it can use them only as prerequisites to create magic items. The spells are considered to be on the ancient's spell list for the purposes of whether or not it can use magic items such as staffs and wands. An ancient of wonders' high Spirit and ranks in Spellcraft allow it to prepare 15 spells per level. It can prepare most of the spells on the druid list.

This ability stacks with actual druid levels to determine the spells that an ancient of wonders has available for magic item creation. Thus, a 5th-level ancient of wonders druid has the spells of a 19th-level druid, but its druid abilities, including the spells that it can actually cast, are otherwise those of a 5th-level druid.

Tree of Life

This enormous ancient's eyes burn blue in its blunt face. Golden sparkles dance in its boughs.

Description

Trees of life are the most important ancients in night elf society. They are the wisest and most insightful of the ancients, and gently guide night elf leaders toward the skills they need to effectively lead their people.

Combat

Trees of life rarely enter combat alone; their importance means that they are usually surrounded by ancients, dryads, keepers of the grove and night elf allies. A tree of life fights defensively, remaining near its companions, but willingly smashes opponents with its great branches.

Spells: A tree of life casts spells as a druid equal to its plant Hit Dice (24th, in the case of the ancient presented above).

Druid Spells (6/7/7/7/6/6/5/5/4/4; save DC 17 + spell level): A tree of life's high Spirit and ranks in Spellcraft allow it to prepare 19 spells per level. It can prepare most of the spells on the druid list.

Nature's Blessing (Su): Allied ancients within a radius equal to (10 feet per the tree of life's plant Hit Dice) of the tree of life (including the tree of life itself), gain an enhancement bonus to movement speed of +10 feet, and a +5 deflection bonus to AC. These bonuses are already taken into account in the above tree of life's statistics.

Root Healing (Su): While they are rooted, trees of life gain fast healing 10.

Advancement: When a tree of life reaches 28 Hit Dice, it is called a tree of ages. When it reaches 33 Hit Dice (and Colossal size), it is called a tree of eternity.

Avatar of Vengeance

Medium Outsider

Hit Dice:	12d8+36 (90 hp)
Initiative:	+5
Speed:	40 ft. (8 squares)
Armor Class:	26 (+5 Agy, +5 natural, +6 deflection), touch 21, flat-footed 21
Base Attack/Grapple:	+12/+17
Attack:	Weapon +18 melee (1d8+5/17–20 plus energy drain)
Full Attack:	Weapon +18/+13/+8 melee (1d8+5/17–20 plus energy drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Create spawn, energy drain, summon spawn, vengeance weapon
Special Qualities:	Darkvision 60 ft., improved deflection, partial incorporeality, spell resistance 22, spell-like abilities, unnatural aura
Saves:	Fort +11, Ref +13, Will +12
Abilities:	Str 21, Agy 20, Sta 16, Int 10, Spt 18, Cha 17
Skills:	Climb +20, Jump +20, Knowledge (any one) +15, Listen +21, Spot +21, Stealth +24*, Survival +19, Swim +20
Feats:	Ability Focus (energy drain)**, Combat Reflexes, Improved Critical (weapon), Skilled (Listen and Spot), Track[B], Weapon Focus (weapon)
Environment:	Any land or underground
Area:	Any
Organization:	Solitary or squad (1 plus 1–6 spirits of vengeance)
Challenge Rating:	12
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	12–20 HD (Medium)
Level Adjustment:	—

The shadows take form, resembling a humanoid figure with wisps of black energy trailing from its limbs. The creature has two eyes that glow with a malevolent white light. It lifts a curved blade in its right hand.

Description

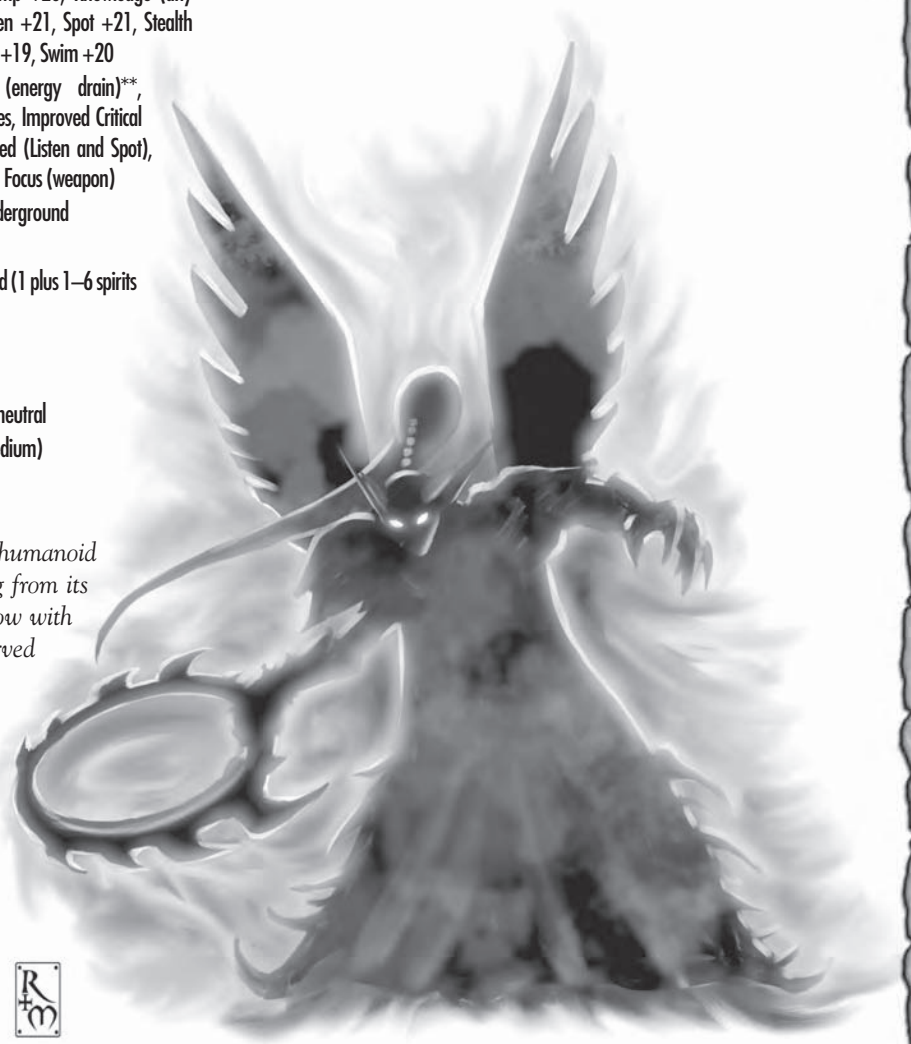
No one knows exactly how avatars of vengeance form. Some claim that, when a person with a great need for vengeance dies, his spirit becomes an avatar of vengeance. This story cannot be true, though, as avatars of vengeance are not undead creatures. Rather, they are beings composed of the raw energy of vengeance and vendetta; they are revenge given physical form.

Avatars of vengeance are rarely encountered naturally, nor are they summoned. They are born of a terrible wrong or bitter emotional state — when an individual seeks vengeance with all of her will, she may inadvertently bring to life an avatar of vengeance. The spirit has a will of its own — even if the individual who created it remits her hate. The spirit does not stop until it claims vengeance upon the perpetrator of the act that caused its creation.

Avatars of vengeance do not speak. Most believe that they understand Common and a few other languages, but they have no interest in communication.

Combat

Avatars of vengeance prefer to attack from surprise, often sneaking up on their prey before attacking. After they ambush their foes, their tactics are straightforward: They focus on a single target until it falls, then switch to another.



Create Spawn (Su): Any humanoid that an avatar of vengeance slays becomes a spirit of vengeance on the following round (see the listing below). Spawn are under the command of the avatar of vengeance that created them, and remain enslaved until its destruction. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by an avatar of vengeance's weapon attack gain two negative levels. The DC is 21 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the avatar of vengeance gains 5 temporary hit points.

Summon Spawn (Su): An avatar of vengeance can create a spirit of vengeance from any humanoid corpse (see the listing below). Doing so is a standard action that does not provoke attacks of opportunity; the ability has a range of 30 feet. The corpse cannot have been dead more than 14 days. A spirit of vengeance under the control of the avatar of vengeance rises from the corpse.

Vengeance Weapon (Ex): An avatar of vengeance's weapon is a shadowy extension of itself. Their weapons can take many forms; those that are summoned usually bear weapons similar to those who summoned them. Whatever their form, all avatar of vengeance weapons have the statistics of longswords (1d8 points of damage, threatens a critical on a 19 or 20).

Also, an avatar of vengeance is partially incorporeal. As its weapon is an extension of itself, it shares this quality, and armor is only somewhat effective against its attack. Targets of the avatar of vengeance's weapon attacks lose up to 4 points of armor or natural armor bonus. This effectively means that the avatar of vengeance gains a +4 bonus on its attack rolls against opponents with at least a +4 armor and/or natural armor bonus.

Improved Deflection (Su): An avatar of vengeance has a deflection bonus to AC equal to twice its Charisma bonus.

Partial Incorporeality (Ex): An avatar of vengeance is partially incorporeal. It can be harmed normally by incorporeal creatures; magic weapons or creatures that strike as magic weapons; and spells, spell-like abilities or supernatural abilities. Even when hit by spells or magic weapons, it has a 20% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as *arcane missile*, or attacks made with *ghost touch* weapons). It has a 50% chance to ignore any damage from nonmagical attack forms.

Spell Resistance (Ex): An avatar of vengeance has spell resistance equal to 10 + its outsider Hit Dice.

Spell-Like Abilities: 3/day — *find the path*, *locate creature*. The avatar of vengeance has a number of abilities that enable it to track specific creatures.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of an avatar of vengeance at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

* **Skills:** An avatar of vengeance has a +4 racial bonus on Stealth checks.

Battle Ram

Large Animal

Hit Dice:	4d8+19 (37 hp)
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	14 (–1 size, +1 Agy, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+3/+13
Attack:	Gore +8 melee (1d8+6)
Full Attack:	Gore +8 melee (1d8+6) and 2 hooves +3 melee (1d4+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Powerful charge 2d8+12
Special Qualities:	Low-light vision
Saves:	Fort +8, Ref +5, Will +2
Abilities:	Str 22, Agy 13, Sta 19, Int 2, Spt 13, Cha 6
Skills:	Listen +3, Spot +3, Survival +4
Feats:	Endurance, Toughness
Environment:	Cold and temperate forest, hill, and mountains
Area:	Any
Organization:	Solitary or group (2–8)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5–10 HD (Medium)
Level Adjustment:	—

When confronted by such an intimidating set of massive horns, it's hard to remember that this animal is just a male sheep. Wild, but not necessarily aggressive, it wanders through the snowy hills, likely in search of food.

Description

Battle rams are the sturdy rams raised by the dwarves as mounts, especially in the Alterac Mountains. They serve in essentially the same role that warhorses do for humans; but the dwarves tend to both train and equip their mounts better, and the rams are considerably more resilient overall. Recently, the dwarves have begun training their strongest allies (usually humans) in how to properly raise and ride a battle ram, knowing that such a skill would benefit any member of the Alliance.

Combat

A wild battle ram avoids combat. If pressed, it charges its attacker, using its horns and hooves to subdue its target as quickly as possible. Battle rams are fiercely loyal, and fight to protect their riders.

Charge (Ex): A charging battle ram deals doubles damage on a gore attack with its horns.

Battle Ram Mounts

The mighty dwarves of the Stormpike clan (and others) train battle rams to serve as loyal mounts. This training requires a successful Handle Animal check (DC 19 for a young battle ram, DC 25 for an adult), and that the ram is willing to be trained. The training takes approximately 1 year.

Battle rams are rarely sold, but their market price is about 2,000 gp.

Carrying Capacity: A light load for a battle ram is 300 pounds, a medium load 301–600 pounds, and a heavy load 601–1,200 pounds.

Cat, Saber

	Frostsaber Panther	Nightsaber Panther
	Medium Magical Beast	**Medium Magical Beast**
Hit Dice:	9d10+36 (85 hp)	3d10+9 (25 hp)
Initiative:	+7	+2
Speed:	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	18 (+3 Agy, +5 natural), touch 10, flat-footed 15	15 (+2 Agy, +3 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+9/+14	+3/+7
Attack:	Bite +14 melee (1d8+5)	Bite +7 melee (1d6+4)
Full Attack:	Bite +14 melee (2d6+5) and 2 claws +9 melee (1d8+2)	Bite +7 melee (1d6+4) and 2 claws +2 melee (1d4+2)
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Pounce, improved grab, rake 1d8+2	Pounce, improved grab, rake 1d4+2
Special Qualities:	Darkvision 60 ft., low-light vision, damage reduction 5/magic	Darkvision 60 ft., low-light vision, shadowmeld
Saves:	Fort +10, Ref +9, Will +3	Fort +5, Ref +5, Will +1
Abilities:	Str 21, Agy 16, Sta 18, Int 8, Spt 10, Cha 10	Str 19, Agy 14, Sta 16, Int 8, Spt 10, Cha 10
Skills:	Balance +8, Listen +3, Spot +2, Stealth +13 (+9 to hide)	Balance +7, Listen +1, Spot +1, Stealth +9 (+4 to hide*)
Feats:	Dodge, Improved Initiative, Mobility, Spring Attack	Dodge, Mobility
Environment:	Cold mountains	Temperate forest
Area:	Winterspring	Northern Kalimdor
Organization:	Solitary or pride (2–4)	Solitary or pride (2–4)
Challenge Rating:	6	2
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	10–15 HD (Medium)	4–8 HD (Medium)
Level Adjustment:	—	—

Description

Frostsabers are legendary cats native to Winterspring, and they are highly sought after by the most experienced Sentinels as mounts. The night elves view frostsabers as sacred, and treat them with more respect than almost any other creature. In recent years, with the coming of the goblins to Winterspring, frostsaber trainers have begun selling their trained mounts for the first time in history. Traditionalists view this as blasphemous, but many understand that the coin from such sales often goes to a worthy cause (and the frostsaber trainers are highly selective about just who they are willing to sell to). Frostsaber cats are intelligent and loyal when domesticated, but feral and aggressive when left in their natural environments.

Combat

The frostsaber cat is a fearless opponent; its thick fur has the resilience to shrug off minor damage. It uses its fangs and claws against those foolish enough to engage it in melee combat.

Improved Grab (Ex): To use this ability, a frostsaber cat must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +14 melee, damage 1d8+2.

Skills: Frostsaber cats have a +4 racial bonus on Balance and Stealth checks. *A frostsaber cat gains a further +4 circumstance bonus on Stealth checks to hide in a snowy environment.

Frostsaber Mounts

Frostsabers are difficult to train, and thus traditionally only experienced Sentinels were ever capable of convincing one to serve as a mount. Training a frostsaber requires a successful Handle Animal check (DC 23 for a young frostsaber, DC 30 for an adult) and that the frostsaber is willing to be trained. The training takes approximately 2 years.

Trained frostsabers are only sold to an exclusive few who have proven themselves strong allies of the night elves. Even so, the price tag is extremely high; usually ranging from 10,000 gp to 12,000 gp.

Carrying Capacity: A light load for a frostsaber is 275 pounds, a medium load 276–500 pounds, and a heavy load 501–1,050 pounds.

Nightsaber Cat

In combat, the nightsaber cat is a deadly foe, leaping from the shadows to rend its foes with its fangs and claws.

Rake (Ex): Attack bonus +7 melee, damage 1d4+2.

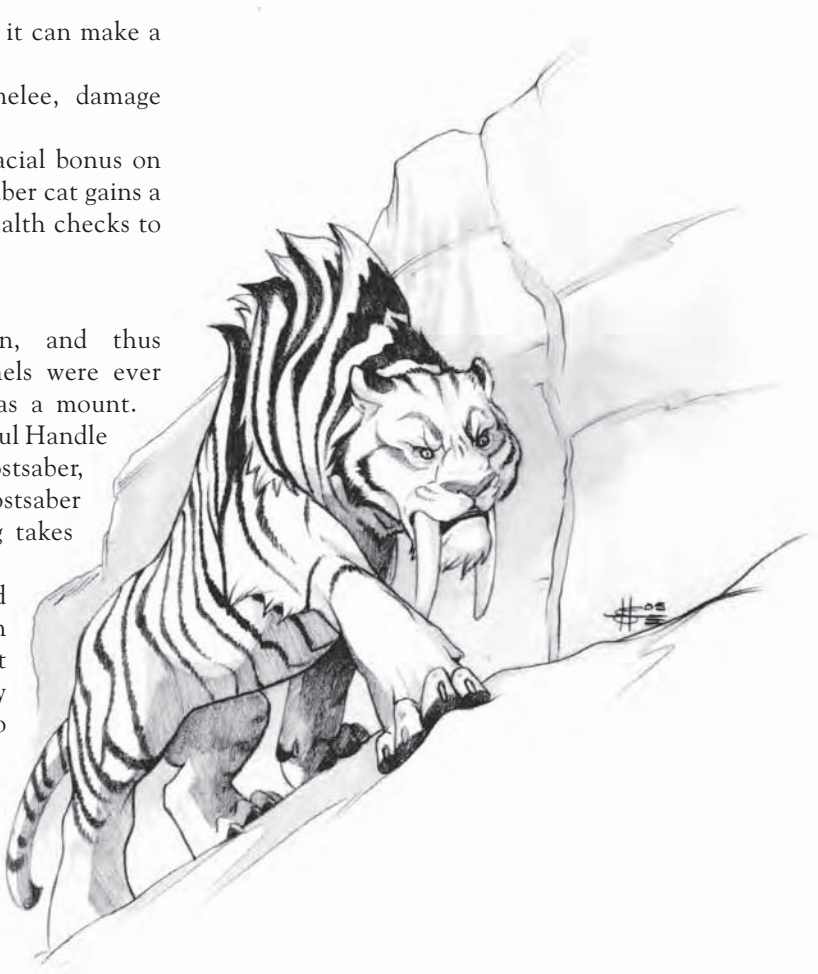
Shadowmeld (Su): A nightsaber cat is virtually invisible while under cover of darkness. This ability provides a +15 circumstance bonus on Stealth checks to hide while in shadows.

Nightsaber Mounts

Nightsabers are the traditional mounts of the Sentinels, and about as common among the elves as a riding horse might be in a human city. Training a nightsaber requires a successful Handle Animal check (DC 15 for a young frostsaber, DC 20 for an adult) and that the nightsaber is willing to be trained. The training takes approximately 2 years.

Nightsabers are typically sold for about 500 gp, but the night elves tend to be selective about who they are willing to sell to.

Carrying Capacity: A light load for a nightsaber is 250 pounds, a medium load 251–450 pounds, and a heavy load 451–900 pounds.



Chimaera

Large Magical Beast

Hit Dice:	12d10+60 (126 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), fly 40 ft. (poor)
Armor Class:	19 (–1 size, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+12/+21
Attack:	2 bites +16 melee (4d6+5)
Full Attack:	2 bites +16 melee (4d6+5) and tail slap +11 melee (1d8+2)
Space/Reach:	10 ft./5 ft. (10 ft. with bite)
Special Attacks:	Corrosive breath, lightning breath, snatch
Special Qualities:	Darkvision 60 ft., low-light vision, damage reduction 5/—
Saves:	Fort +13, Ref +8, Will +7
Abilities:	Str 20, Agy 10, Sta 20, Int 4, Spt 16, Cha 14
Skills:	Listen +12, Spot +13
Feats:	Cleave, Flyby Attack, Improved Initiative, Power Attack, Snatch‡
Environment:	Temperate forest
Area:	Northern Kalimdor
Organization:	Solitary
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always neutral
Advancement:	13–18 HD (Large); 19–24 (Huge)
Level Adjustment:	—

This terrific creature resembles a large dragon, but it possesses two long necks and heads which seem to move and act independently. Its deep purple scales gleam in the moonlight.

Description

Chimaeras have historically been some of the strongest allies of the night elves, but their origins remain shrouded in mystery. Many valiant chimaeras fought on the side of the Alliance during the Third War, playing a key role in defending Mount Hyjal from Archimonde's onslaught. They are, however, reclusive, bestial creatures.

Little has been seen of the mighty chimaeras since the end of the Third War; some have been sighted in Winterspring and Feralas, but without the guidance of one with powerful control over nature (such as Malfurion Stormrage) they have become wilder.

Combat

A chimaera uses its fangs and breath weapons to full effect, confident that its heavily armored body can shrug off most attacks.

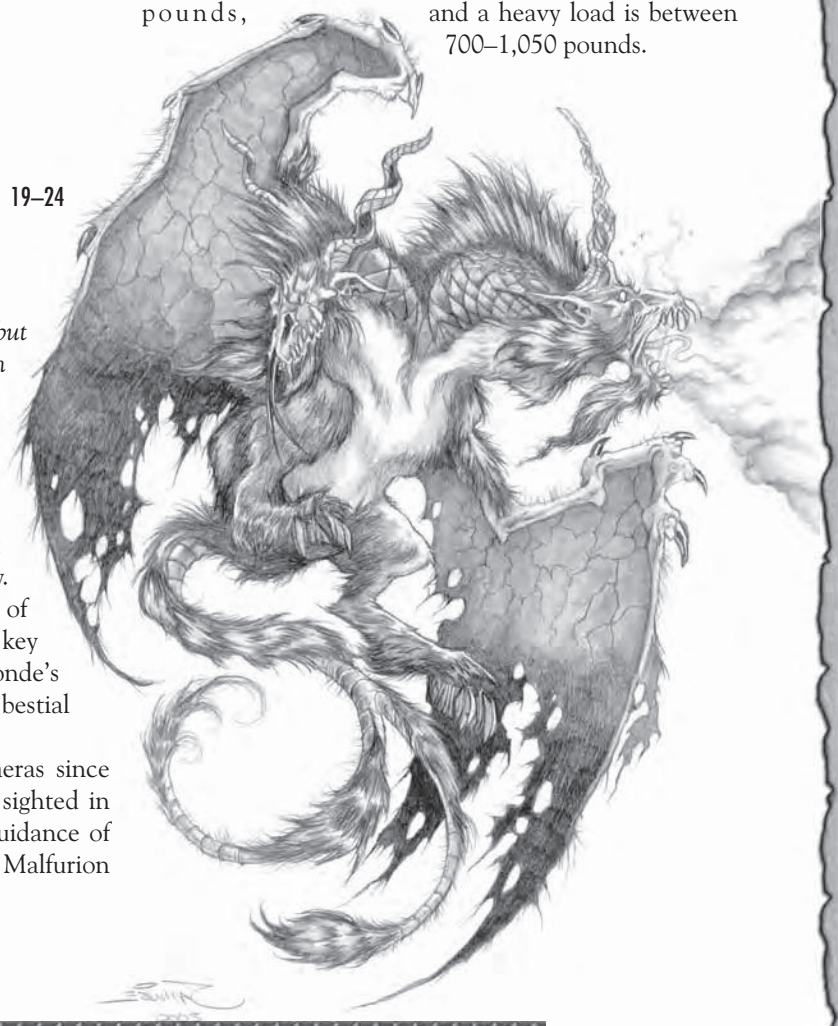
Corrosive Breath (Su): A chimaera can unleash a 60-foot line of corrosive acid once every 1d4 rounds. This breath deals 12d6 points of acid damage (DC 21 Reflex half). The save DC is Stamina-based.

Lightning Breath (Su): Each round, one of a chimaera's heads can exhale a massive bolt of lighting instead of biting. This breath weapon extends in a 60-foot line from the chimaera and deals 8d6 points of electricity damage (DC 21 Reflex half). The save DC is Stamina-based.

Dual Minds (Ex): Chimaeras can attack with both their heads at no penalty, even if they move or charge during the round. Each head can breathe instead of biting, if it wishes.

Skills: A chimaera's two heads give it a +2 racial bonus on Spot and Listen checks.

Carrying Capacity: A light load for a chimaera is up to 348 pounds, a medium load is between 349–699 pounds, and a heavy load is between 700–1,050 pounds.



Dire Cobra

	Dire Cobra	Huge Dire Cobra
	Large Animal	**Huge Animal**
Hit Dice:	12d8+36 (90 hp)	21d8+126 (220 hp)
Initiative:	+10	+10
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	21 (–1 size, +6 Agy, +6 natural), touch 15, flat-footed 15	24 (–2 size, +6 Agy, +10 natural), touch 14, flat-footed 18
Base Attack/Grapple:	+9/+17	+15/+31
Attack:	Bite +13 melee (2d8+6 plus poison)	Bite +22 melee (3d8+12/19–20 plus poison)
Full Attack:	Bite +13 melee (2d8+6 plus poison)	Bite +22 melee (3d8+12/19–20 plus poison)
Space/Reach:	10 ft./10 ft.	15 ft./15 ft.
Special Attacks:	Poison	Poison
Special Qualities:	Scent	Scent
Saves:	Fort +11, Ref +14, Will +5	Fort +18, Ref +18, Will +8
Abilities:	Str 18, Agy 22, Sta 16, Int 1, Spt 12, Cha 6	Str 26, Agy 22, Sta 22, Int 1, Spt 12, Cha 6
Skills:	Balance +15, Climb +16, Listen +8, Spot +9, Stealth +19 (+15 to hide), Swim +13	Balance +16, Climb +21, Listen +9, Spot +10, Stealth +20 (+12 to hide), Swim +18
Feats:	Ability Focus† (poison), Improved Initiative, Run, (Listen and Spot), Weapon Focus (bite)	Ability Focus† (poison), Improved Critical (bite), Skilled Improved Natural Attack‡ (bite), Improved Initiative, Run, Power Attack, Skilled (Listen and Spot), Weapon Focus (bite)
Environment:	Temperate marshes	Temperate marshes
Area:	Any	Any
Organization:	Solitary	Solitary
Challenge Rating:	7	10
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	13–16 HD (Large); 17–36 HD (Huge)	21–36 HD (Huge)
Level Adjustment:	—	—

The snake's head rises, sinuous, swaying 12 feet above the ground. A hood flares out from its back, and the thing hisses loudly before rearing to strike. Its mouth opens to reveal fangs the size of a human's arms, unfolding. A drop of yellow venom falls to the ground.

Description

Dire cobras are some of the most feared and dominant predators around. They are aggressive, and strike to defend themselves or their territory.

Combat

Dire cobras lurk beneath the water of marshes, in exceptionally tall grasses, or curled around tree branches. When they sense prey, they strike.

Poison (Ex): Bite, initial and secondary damage 2d6 Sta, DC 19 Fort negates. The save DC is Stamina-based.

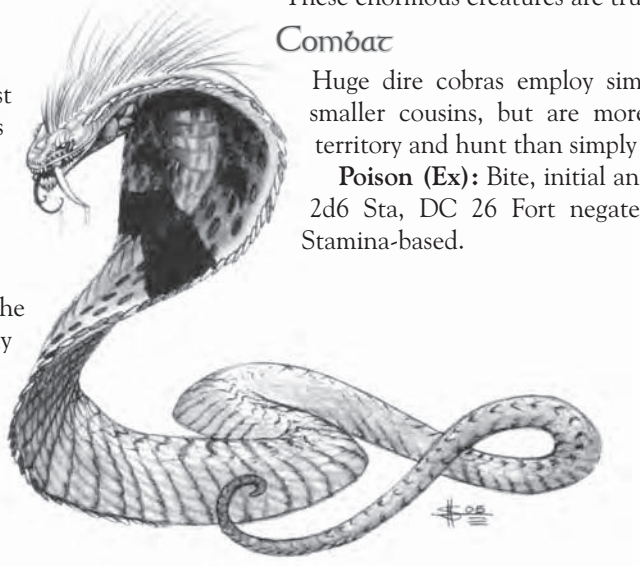
Huge Dire Cobra

These enormous creatures are truly frightening.

Combat

Huge dire cobras employ similar tactics as their smaller cousins, but are more likely to patrol a territory and hunt than simply lie in wait.

Poison (Ex): Bite, initial and secondary damage 2d6 Sta, DC 26 Fort negates. The save DC is Stamina-based.



Dragonhawk

Large Magical Beast

Hit Dice:	4d10+12 (34 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), fly 90 ft. (average)
Armor Class:	16 (–1 size, +3 Agy, +4 natural), touch 12, flat-footed 13
Base Atk/Grapple:	+4/+12
Attack:	Bite +8 melee (1d8+6)
Full Attack:	Bite +8 melee (1d8+6)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	—
Saves:	Fort +7, Ref +7, Will +3
Abilities:	Str 19, Agy 17, Sta 17, Int 3, Spt 14, Cha 6
Skills:	Listen +6, Spot +11
Feats:	Skilled (Listen and Spot), Weapon Focus (bite)
Environment:	Temperate forest
Area:	Quel'Thalas
Organization:	Solitary or pair
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5–8 HD (Huge); 9–12 HD (Gargantuan)
Level Adjustment:	—

This large, hawk-like creature is impressive. Its feathers show brilliant streaks of blue and red on its wings and tail, but its most remarkable feature is its head, which seems like a combination of eagle and dragon. Straight, colored horns that match its plumage sprout from the beast's head.

Dragonhawks are vicious flying predators. They are swift and deft, able to crack bones and pierce hides with their mighty beaks. They can be trained as aerial mounts, and seem to have a particular affinity with high elves (and now, blood elves). Majestic and magnificent creatures, dragonhawks and their elf riders, resplendent in lacquered dragonhide armor, make an impressive sight.

Combat

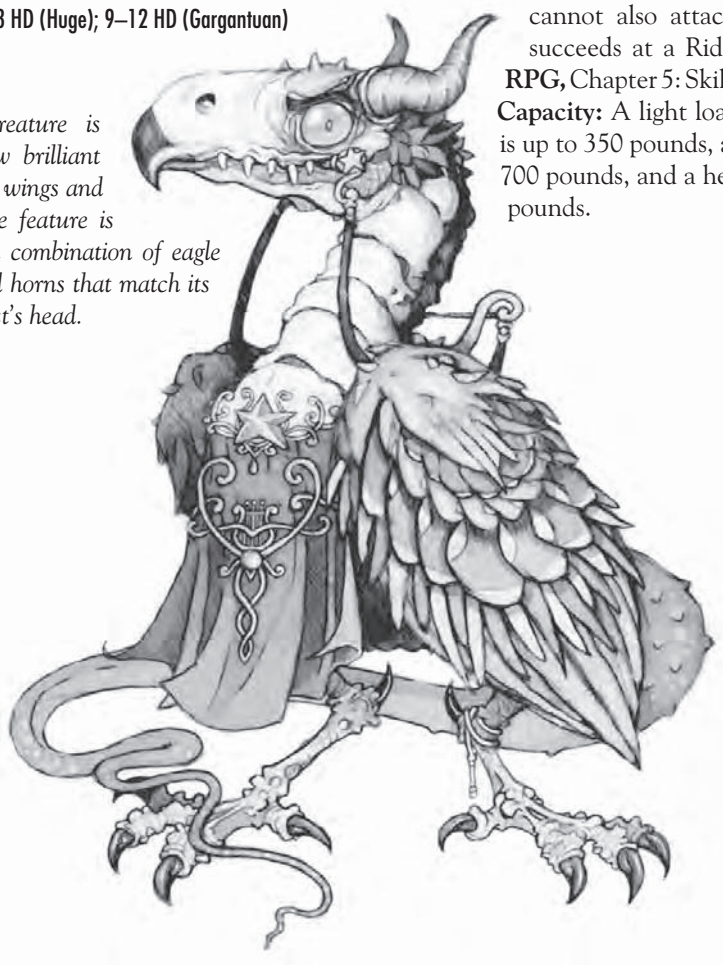
Dragonhawks are able predators. They prefer diving attacks, snatching prey with their beaks. When trained, they readily fight in tandem with a skilled rider.

Skills: Dragonhawks have a +2 racial bonus on Spot checks.

Dragonhawk Mounts

Training a dragonhawk as an aerial mount requires a successful Handle Animal check (DC 24 for a young creature, or DC 29 for an adult).

Dragonhawk eggs are worth 800 gp apiece on the open market, while chicks are worth 1,600 gp each. A fully trained, grown dragonhawk sells for around 3,000 gp. Riding one requires an exotic saddle. A dragonhawk can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (see **WoW RPG,** Chapter 5: Skills, "Ride"). **Carrying Capacity:** A light load for a dragonhawk is up to 350 pounds, a medium load 351–700 pounds, and a heavy load 701–1,050 pounds.



Dryad

Medium Fey

Hit Dice:	7d6+7 (31 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	17 (+2 Agy, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+3/+4
Attack:	Spear +5 melee (1d8+1/x3 plus poison), or spear +6 ranged (1d8+1/x3)
Full Attack:	Spear +5 melee (1d8+1/x3 plus poison), or spear +6 ranged (1d8+1/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Dispel magic, poison
Special Qualities:	Low-light vision, immunity to magic
Saves:	Fort +3, Ref +7, Will +7
Abilities:	Str 13, Agy 14, Sta 12, Int 11, Spt 15, Cha 12
Skills:	Jump +11, Knowledge (nature) +10, Listen +12, Spellcraft +10, Spot +12, Stealth +12
Feats:	Improved Natural Armor‡, Point Blank Shot, Weapon Focus (spear)
Environment:	Temperate forest
Area:	Northern Kalimdor
Organization:	Solitary, pair, or squad (3–7)
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic good
Advancement:	8–10 HD (Medium), or by character class
Level Adjustment:	+2

This creature has the lower body of a gray faun, but the upper body of a beautiful night elf woman. It doesn't look like she wants to use the spear in her hand — but if she had to, she could.

Description

Dryads are peaceful watchers of the forest. They are friends of the night elves and defenders of nature. Daughters of Cenarius, they somewhat resemble centaurs, their cursed brethren. Dryads enjoy play and frolic in the forests.

Despite the fact that dryads abhor violence, they fought alongside their night elf allies in the Third War and continue to protect the forests against the depredations of the Scourge, the Burning Legion and other intruders. They focus their efforts particularly against hostile magic.

Dryads speak Darnassian. Some also speak Common.

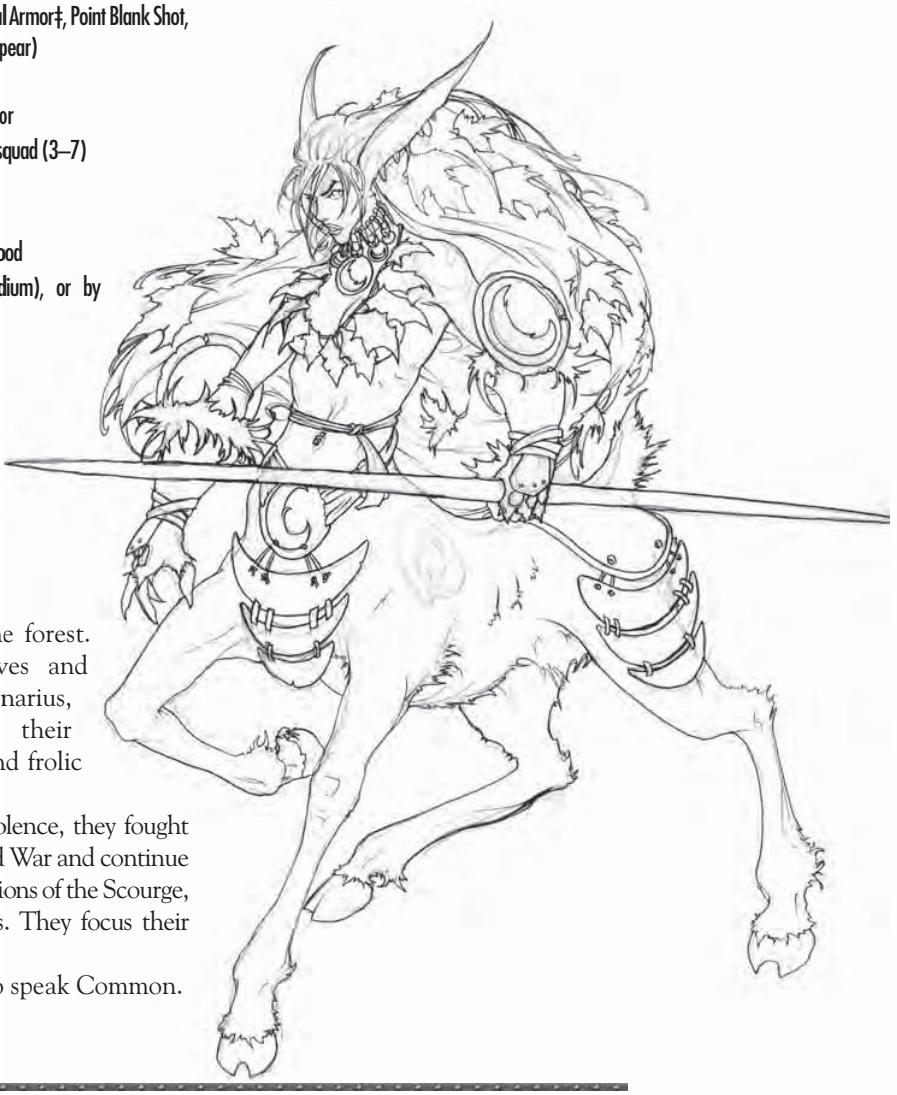
Combat

Dryads are peaceful, but they fight to protect nature and in defense of their night elf allies. They hurl their spears at close range (most dryads carry five or six spears), closing to melee when they run out of ammunition. In a serious engagement, one or two dryads flee to summon help from ancients, keepers of the grove or night elves, while the others delay their opponents.

***Dispel Magic* (Sp):** A dryad can use *dispel magic* at will as a 10th-level caster.

Poison (Su): A dryad's magical nature coats her weapons with a painful and debilitating poison. Dryads attempt to weaken their enemies to the point where their gear weighs them down, forcing them to move slowly and making them vulnerable. Initial and secondary damage 1d4 Str and 1d2 Sta, DC 15 negates. The save DC is Stamina-based.

Immunity to Magic (Ex): A dryad is immune to any spell or spell-like ability that allows spell resistance.



Faerie Dragon

Medium Fey

Hit Dice:	7d6+7 (31 hp)
Initiative:	+4
Speed:	10 ft. (2 squares); fly 40 ft. (good)
Armor Class:	17 (+4 Agy, +3 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+3/+2
Attack:	Bite +7 melee (1d4–1)
Full Attack:	Bite +7 melee (1d4–1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Mana flare
Special Qualities:	Low-light vision, damage reduction 5/ arcanite, immunity to magic, magic vision, phase shift
Saves:	Fort +3, Ref +9, Will +6
Abilities:	Str 8, Agy 18, Sta 12, Int 6, Spt 13, Cha 17
Skills:	Listen +11, Spellcraft +8, Spot +11, Survival +11
Feats:	Ability Focus† (mana flare), Hover†, Weapon Finesse
Environment:	Temperate forest
Area:	Northern Kalimdor
Organization:	Solitary, pair, or group (3–5)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral good
Advancement:	8–12 HD (Medium)
Level Adjustment:	—

This creature resembles a dragon in some respects, but feathery antennae sprout from its head and its wings are moth-like. Its turquoise scales shimmer in the sparkles that dance from its body. It turns its head to look at you with a beady black eye before emitting a small keen.

Description

Faerie dragons are not related to true dragons, though they share similar traits in appearance. They are mystic creatures that protect the Emerald Dream from hostile magic; occasionally they join their night elf allies in Azeroth's battles as well.

Faerie dragons do not speak.

Combat

Faerie dragons are weak melee combatants; they prefer to remain out of direct combat in order to use their mana flare ability. They flee if confronted, attacking with their bite only if cornered.

***Mana Flare* (Sp):** Faerie dragons can use *mana flare* (see Chapter 4: Magic) at will as a spell-like ability (save DC 18). The faerie dragon uses this ability as a caster equal to its fey Hit Dice (7th, in the case of the faerie dragon presented above). When a faerie dragon uses this ability, it also gains a +5 deflection bonus to AC for the duration of the *mana flare*. The save DC is Charisma-based.

Phase Shift (Su): A faerie dragon is constantly under the effects of a *phase shift* spell (see Chapter 4: Magic). This effect can be dispelled (it is as if cast by a caster equal to the faerie dragon's fey Hit Dice; 7th, in the faerie dragon presented above), but the faerie dragon can reinstate it as a free action.

Immunity to Magic (Ex): A faerie dragon is immune to any spell or spell-like ability that allows spell resistance.

Gryphon

Large Magical Beast

Hit Dice:	8d10+16 (60 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), fly 80 ft. (average)
Armor Class:	18 (–1 size, +3 Agy, +6 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+8/+16
Attack:	Bite +12 melee (2d6+4)
Full Attack:	Bite +12 melee (2d6+4) and 2 claws +9 melee (1d4+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, rake 1d6+2
Special Qualities:	Darkvision 60 ft., low-light vision, scent, resistance to electricity 10
Saves:	Fort +8, Ref +9, Will +3
Abilities:	Str 18, Agy 17, Sta 15, Int 5, Spt 13, Cha 10
Skills:	Jump +8, Listen +7, Spot +10* Listen
Feats:	Multiattack, Skilled (Listen and Spot), Weapon Focus (bite)
Environment:	Temperate and cold hills and mountains
Organization:	Solitary or pair
Challenge Rating:	5
Treasure:	—
Alignment:	Usually lawful good
Advancement:	9–10 HD (Large); 11–24 HD (Huge)
Level Adjustment:	—

This mighty beast's forequarters — including head, forelegs and tremendous wings — resemble a great eagle, while its hindquarters are that of a mighty lion.

Description

The gryphon is the symbol of resolve and fortitude among the wild dwarves of Aerie Peak. From the tip of its powerful beak to the back of its swishing tail, a gryphon reaches lengths of 9 feet. Its wings can span up to 30 feet, and are powerful enough to launch the beast into flight.

Gryphons are intelligent and loyal, suppressing their natural aggression and territorial behavior to assist the wild dwarves who share their mountain homes. They are, however, partial to horse flesh and unless closely watched indulge their taste to the detriment of nearby cavalry. In recent times, the trolls of the Witherbark tribe in the southern Hinterlands have been capturing gryphons to attempt to train their own windwarriors. They have thus far been unsuccessful, but it is possible that the trolls will eventually find a way to duplicate the success of the Wildhammer clan and produce gryphon riders of their own.

Combat

A gryphon attempts to swoop down on its prey, attacking from above. Gryphons are intelligent enough to avoid fighting in situations in which they cannot make their attack at an advantage.

Pounce (Ex): If a gryphon charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+2.

Skills: Gryphons receive a +4 racial bonus on Jump checks. *They also receive a +4 racial bonus on Spot checks made in daylight.

Gryphon Mounts

The Wildhammer dwarves of Aerie Peak are renowned for training gryphons as mounts. This training requires a successful Handle Animal check (DC 22 for a young gryphon, DC 29 for an adult) and that the gryphon is willing to be trained. The dwarves can complete this training in about 8 months; for most others, the process takes about 2 years.

The sale of gryphon eggs is considered a crime in most human and dwarf holdings, but black market eggs can be had for prices at around 2,000 gp. Trainers sell trained gryphons for prices in the 4,000–6,000 gp range.

Carrying Capacity: A light load for a gryphon is 350 pounds, a medium load 351–700 pounds, and a heavy load 701–1,400 pounds.

Hippogryph

Large Magical Beast

Hit Dice:	5d10+10 (37 hp)
Initiative:	+3
Speed:	50 ft. (10 squares), fly 80 ft. (average)
Armor Class:	16 (–1 size, +3 Agy, +4 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+5/+13
Attack:	Bite +8 melee (1d8+4)
Full Attack:	Bite +8 melee (1d8+4) and 2 claws +3 melee (1d4+2/19–20)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Razor sharp claws
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +6, Ref +7, Will +3
Abilities:	Str 18, Agy 17, Sta 15, Int 6, Spt 14, Cha 11
Skills:	Listen +6, Spot +6*
Feats:	Dodge, Flyby Attack†
Environment:	Cold and temperate forest, hills, mountains, and plains
Area:	Northern Kalimdor
Organization:	Solitary, pair, or flight (7–12)
Challenge Rating:	4
Treasure:	None
Alignment:	Usually chaotic good
Advancement:	5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment:	—

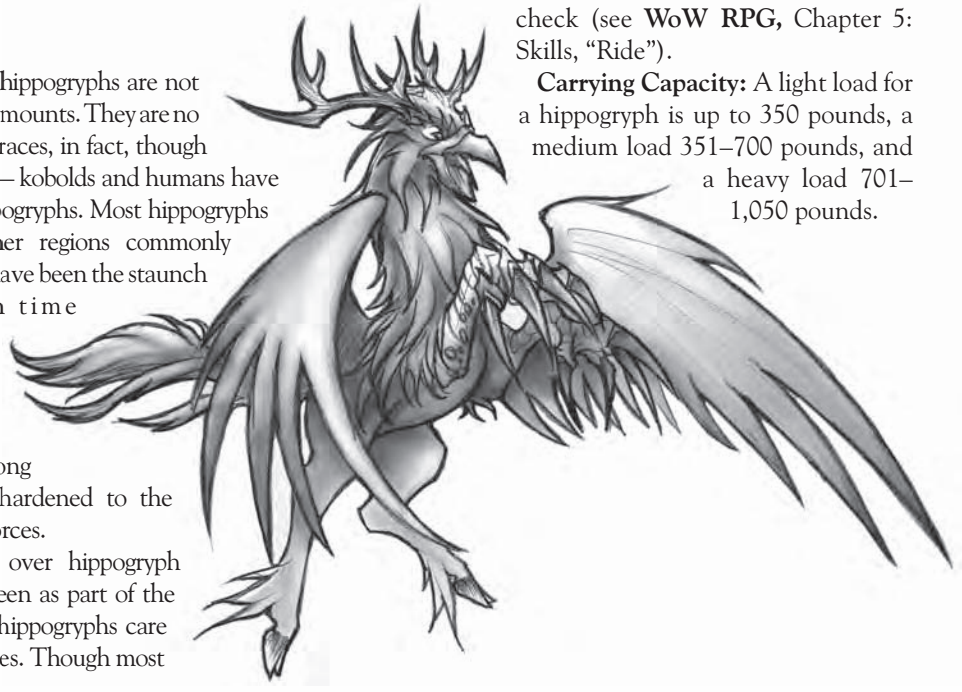
The beast has the hindquarters of a mighty black stag and the head, wings and forelegs of a large raven. Antlers rise from its black-feathered head.

Description

Contrary to common belief, hippogryphs are not simply beasts that act as night elf mounts. They are no less intelligent than humanoid races, in fact, though they are wary of non-elf races — kobolds and humans have both attempted to enslave hippogryphs. Most hippogryphs dwell in Ashenvale and other regions commonly inhabited by night elves. They have been the staunch partners of the night elves from time immemorial. Indeed, some say that hippogryphs were experiments created by the night elves, or gifts of Cenarius. While kind and generous among night elves, hippogryphs are hardened to the demands of fighting demonic forces.

Night elf Sentinels watch over hippogryph eggs, and the night elves are seen as part of the hippogryph families. Likewise, hippogryphs care for the children of the night elves. Though most prefer to stay and protect communities, young hippogryphs taken with the urge to explore and see the forest beyond their nests often serve as willing mounts for night elf windwarriors.

Hippogryphs speak Darnassian, but are capable of learning Common and other languages.



Combat

Hippogryphs have a keen awareness of aerial tactics. Without riders, they attack in quick dives, striking with their beaks followed by swipes with their talons. Female hippogryphs avoid direct combat. If trapped on the ground, hippogryphs charge, trying to get space to regain the air. Carrying night elf archers, hippogryphs make careful circling attacks, darting within range long enough for a shot before wheeling away. The mount can aid the archer's attacks, possibly providing a +2 bonus on the archer's attack roll.

Razor Sharp Claws (Ex): Hippogryph claws are exceptionally sharp. Their critical range is 19–20.

Skills: *Hippogryphs have a +4 racial bonus on Spot checks in daylight.

Hippogryph Mounts

Training a hippogryph as an aerial mount requires a successful Handle Animal check (DC 24 for a young creature, or DC 29 for an adult).

Hippogryph eggs are worth 1,000 gp apiece on the open market, while chicks are worth 2,000 gp each. A fully trained, grown hippogryph sells for around 4,000 gp. Riding one requires an exotic saddle. A hippogryph can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (see **WoW RPG,** Chapter 5: Skills, "Ride").

Carrying Capacity: A light load for a hippogryph is up to 350 pounds, a medium load 351–700 pounds, and a heavy load 701–1,050 pounds.

Keeper of the Grove

Large Fey

Hit Dice:	12d6+36 (78 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	19 (–1 size, +1 Agy, +9 natural), touch 10, flat-footed 18
Base Attack/Grapple:	+6/+12
Attack:	Claw +7 melee (1d6+2)
Full Attack:	Claw +7 melee (1d6+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Rebuke/command plants and animals, spell-like abilities, spells, spontaneous casting
Special Qualities:	Low-light vision, damage reduction 5/ arcanite, spell resistance 22
Saves:	Fort +7, Ref +9, Will +16
Abilities:	Str 15, Agy 13, Sta 16, Int 12, Spt 21, Cha 18
Skills:	Concentration +18, Knowledge (any two) +16, Knowledge (nature) +16, Spellcraft +16, Survival +20, Use Magic Device +19
Feats:	Block Spell, Magic Energy Control, Improved Counterspell, Iron Will, Spell Penetration
Environment:	Temperate forest
Area:	Northern Kalimdor
Organization:	Solitary
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always chaotic good
Advancement:	12–16 HD (Large); 17–22 HD (Huge); or by character class
Level Adjustment:	+3

This creature has the lower body of a stag and the upper body of a venerable night elf man. Great antlers sprout from his head. His right hand is twisted and gnarled, and covered with bark. He looks down at you with an imperial but benevolent expression.

Description

Keepers of the grove are powerful nature spirits that protect the forests and other wild lands. They are sons of the demigod Cenarius; and they resemble their sisters the dryads, save that they are male and have the bodies of mighty stags. They possess formidable druidic powers, which they use to crush the enemies of nature. They teach druidic skills to night elves (and, occasionally, other races), with whom they have been allied for millennia.

Keepers of the grove speak Common and Darnassian.

Combat

Keepers of the grove begin combat by summoning help with *summon nature's ally* or similar spells. They then protect themselves with spells like *thorn shield*, bolster their summoned allies with *inner fire* and similar spells, impede their foes with *entangling roots* and *cyclone* (see Chapter 4: Magic), and blast them with *greater moonfire*.

Rebuke/Command Plants and Animals (Su): A keeper of the grove can rebuke or command plants and animals as an evil druid of a level equal to his Hit Dice (12th, in the case of the keeper presented above). This ability stacks with actual druid levels. (Thus, a 3rd-level keeper of the grove druid rebukes plants and animals as a 15th-level evil druid — even though he is not evil).

Spell-Like Abilities: At will — *speak with animals*, *speak with plants*. 2/day — *commune with nature*. These abilities are cast at a level equal to the keeper's fey Hit Dice (12th, in the case of the keeper presented above).

Spells: A keeper of the grove casts spells as a druid equal to its fey Hit Dice (12th, in the case of the keeper presented above).

Druid Spells (6/7/5/5/4/4/2; DC 15 + spell level): A

keeper of the grove's high Spirit and ranks in Spellcraft allow him to prepare 16 spells per level. He can prepare most of the spells on the druid spell list.

Spontaneous Casting (Ex): A keeper of the grove can spontaneously cast *summon nature's ally* spells, just as a druid can.

Group Stride (Ex): The keeper of the grove can bestow the effects of his strider ability (see below) upon a number of beings of Small to Large size traveling with him. As long as the beings travel with the keeper of the grove, they leave no tracks or trail, unless the keeper wishes them to. The keeper may exclude specific individuals from the effects this ability. This ability can affect a number of creatures equal to 6 + the keeper's Spirit modifier (a total of 11, in the case of the keeper presented above).

Spell Resistance (Ex): Keepers of the grove have spell resistance equal to 10 + their fey Hit Dice.

Strider (Ex): The keeper of the grove may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars and overgrown areas that have been magically manipulated to impede motion still affect him.

The keeper also leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail.

Mountain Giant

Huge Giant (Earth)

Hit Dice:	14d8+98 (161 hp)
Initiative:	–1
Speed:	20 ft. (4 squares)
Armor Class:	27 (–2 size, –1 Agy, +20 natural), touch 7, flat-footed 27
Base Attack/Grapple:	+10/+31
Attack:	Greatclub +21 melee (3d8+19/19–20), or rock +7 ranged (2d8+13)
Full Attack:	Greatclub +21/+16 melee (3d8+19/19–20), or 2 slams +21 melee (3d6+13), or rock +7 ranged (2d8+13)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Rock throwing
Special Qualities:	Low-light vision, damage reduction 7/–, rock catching, spell resistance 24
Saves:	Fort +16, Ref +3, Will +5
Abilities:	Str 36, Agy 8, Sta 24, Int 6, Spt 13, Cha 10
Skills:	Listen +9, Spot +10
Feats:	Challenging Shout (DC17), Craggy Exterior*, Cleave, Improved Critical (greatclub), Power Attack
Environment:	Temperate forests and mountains
Organization:	Solitary
Challenge Rating:	12
Treasure:	Standard
Alignment:	Always neutral good
Advancement:	14–19 HD (Huge); 20–26 HD (Gargantuan); or by character class
Level Adjustment:	+5

This great creature looks to be composed of roughly hewn stone, patched with moss. Its fists are the size of human torsos, each of its fingers the width of a human arm. It rumbles as it stares down at you.

Description

Ages ago, the titans created mountain giants to shape the world's mountains. They are composed of rock and tough flora. Once they roamed everywhere, crafting the craggy peaks and carving the valleys of Azeroth. Now, few remain to carry out their work. Those left, though, are mighty creatures of mythic power, and are some of the mightiest warriors in the world.

Mountain giants are hermitic, content to hide away in the remote mountains of the world. They are slow to anger, ignoring most annoyances as temporary problems that will eventually disappear. When stirred to anger, however, they are frightening and dangerous. A few years ago, they awakened to discover that the tranquil world they loved is besieged by fire and ash. They left their mountain peaks to join their old allies, the night elves, against the Burning Legion and other forces of destruction.

A mountain giant measures a towering 20 feet tall and weighs nearly 12,000 pounds. They carry valuables in cracks and ledges of their skin, tucking jewels and items into niches where they will fit. They leave larger items in mountain caves.

Mountain giants do not reproduce. All mountain giants that exist today are the same creatures that the titans created at the dawn of the world, and the immortal creatures tend to be perpetual and unchanging. Thus, every mountain giant that falls in battle is one that cannot be replaced.

Mountain giants speak Darnassian and Titan, but their speech tends to be crude and dim-witted.

Combat

Mountain giants eagerly enter melee combat, believing (usually correctly) that they can destroy anything with their clubs and can absorb whatever their enemies throw at them. They enter the most violent areas of melee, offering themselves as targets to protect their allies.

Rock Throwing (Ex): Mountain giants receive a +1 racial bonus on attack rolls when throwing rocks. A mountain giant can hurl rocks of 60 to 80 pounds (Medium objects) up to five range increments. A mountain giant's range increment is 120 feet for thrown rocks.

Rock Catching (Ex): Mountain giants can catch Small, Medium or Large rocks (or projectiles of similar shape). Once per round, a mountain giant who would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magic bonus on attack rolls, the DC increases by that amount.) The mountain giant must be ready for and aware of the attack in order to make a rock-catching attempt.

Spell Resistance (Ex): Mountain giants have spell resistance equal to 10 + their giant Hit Dice.

Spirit of Vengeance

Medium Undead

Hit Dice:	4d12 (26 hp)	**Saves:**	Fort +1, Ref +4, Will +5
Initiative:	+3	**Abilities:**	Str 17, Agy 16, Sta —, Int 6, Spt 12, Cha 10
Speed:	30 ft. (6 squares)	**Skills:**	Spot +8, Stealth +14*
Armor Class:	18 (+3 Agy, +5 natural), touch 13, flat-footed 15	**Feats:**	Combat Reflexes, Weapon Focus (weapon)
Base Attack/Grapple:	+2/+5	**Environment:**	Any land or underground
Attack:	Weapon +6 melee (1d8+3/19–20 plus energy drain)	**Area:**	Any
Full Attack:	Weapon +6 melee (1d8+3/19–20 plus energy drain)	**Organization:**	Squad (1 avatar of vengeance plus 1–6 spirits of vengeance)
Space/Reach:	5 ft./5 ft.	**Challenge Rating:**	3
Special Attacks:	Energy drain, vengeance weapon	**Treasure:**	None
Special Qualities:	Darkvision 60 ft., avatar tie, immunity to weapons, partial incorporeality, spell resistance 14, unnatural aura	**Alignment:**	Always chaotic neutral
		Advancement:	—
		Level Adjustment:	—

This creature resembles a humanoid composed of shadows and dark wisps. White fire burns in its eyes, and its blade looks like an extension of its own dark form.

Description

Spirits of vengeance are creatures that form when an avatar of vengeance slays a humanoid. Avatars of vengeance can also summon spirits of vengeance from corpses. In some ways, spirits of vengeance are like lesser versions of avatars of vengeance — they are composed utterly of revenge. Unlike avatars, a spirit of vengeance contains bits of humanoid soul mingled with the vengeance energy. The avatar of vengeance that created the spirit has full control over it.

Spirits of vengeance do not speak, but they do utter animalistic growls.

Combat

Spirits of vengeance possess little of the cunning of the avatar that created them. When uncontrolled, they move toward living creatures and hack them apart. Some spirits target specific creatures particularly deserving of vengeful judgment, ignoring innocents.

Energy Drain (Su): Living creatures hit by a spirit of vengeance's weapon attack gain one negative level. The DC is 12 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spirit of vengeance gains 5 temporary hit points.

Vengeance Weapon (Ex): A spirit of vengeance's weapon is a shadowy extension of itself. Their weapons can take many forms; most resemble either the weapon of the avatar that created them or the weapons of the living creatures from which they were summoned. Whatever their form, all spirit of vengeance weapons have the statistics of longswords (1d8 points of damage, threatens a critical on a 19 or 20).

Also, a spirit of vengeance is partially incorporeal. As its weapon is an extension of itself, it shares this quality, and armor is only somewhat effective against the attack. Targets of the spirit of vengeance's weapon attack lose up to 4 points of armor or natural armor bonus. This effectively means that the spirit of vengeance gains a +4 bonus on its attack rolls against opponents with at least a +4 armor and/or natural armor bonus.

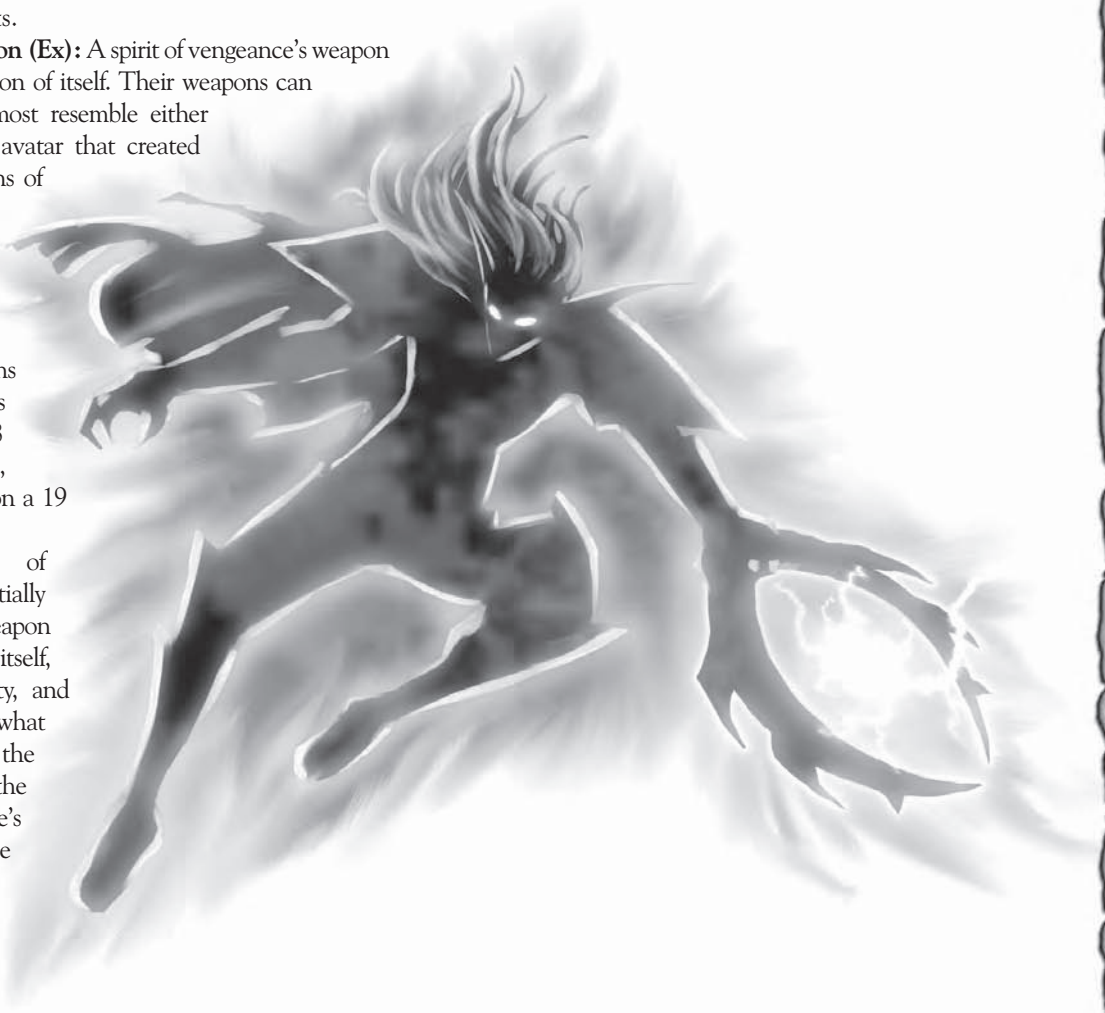
Avatar Tie (Ex): Spirits of vengeance are tied to the avatar of vengeance that created them. When the avatar is destroyed or departs the plane, the spirits of vengeance vanish.

Immunity to Weapons (Ex): Spirits of vengeance are immune to damage from weapons, both magic and mundane.

Partial Incorporeality (Ex): A spirit of vengeance is partially incorporeal. It can be harmed normally by spells, spell-like abilities or supernatural abilities. Even when hit by spells, it has a 20% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, or force effects such as *arcane missile*).

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spirit of vengeance at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

* **Skills:** A spirit of vengeance has a +4 racial bonus on Stealth checks.



Treant

Medium Plant

Hit Dice:	4d8+4 (22 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	17 (+7 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+3/+5
Attack:	Claw +6 (1d8+2)
Full Attack:	Claw +6 (1d8+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, plant traits
Saves:	Fort +5, Ref +1, Will +2
Abilities:	Str 14, Agy 10, Sta 13, Int 7, Spt 12, Cha 6
Skills:	Climb +6, Jump +5
Feats:	Improved Natural Attack‡ (claw), Weapon Focus (claw)
Environment:	Temperate forest
Area:	Northern Kalimdor
Organization:	Solitary or group (2–5)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral good
Advancement:	4–10 HD (Medium)
Level Adjustment:	+2

This creature looks to be a short, angry tree-man. Its branchlike arms end in three-fingered claws.

Description

Treants are small, treelike beings. They are rarely seen in times of peace, but in days of conflict they patrol the forests and fling themselves at nature's enemies.

Treants do not speak, but they understand Darnassian.

Combat

Little is subtle about a treant's tactics. They charge their enemies as soon as they can, slashing with their wooden claws.

Treants and Spells

The spells *force of nature* and *greater force of nature* in the **WoW RPG** book assume that treants are much more powerful than those depicted here. Those spells actually summon ancient protectors, not treants.

Alternatively, if you wish, those spells can still summon treants; they just summon a lot more of them. *Force of nature* summons 2d6+2 treants, while *greater force of nature* summons 6d8+7 treants.

The GM should decide which version of the spells he wishes to use in his game..

Warhorse, Heavy

Large Animal

Hit Dice:	4d8+12 (30 hp)
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	14 (–1 size, +1 Agy, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+3/+11
Attack:	Hoof +6 melee (1d6+4)
Full Attack:	2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +7, Ref +5, Will +2
Abilities:	Str 18, Agy 13, Sta 17, Int 2, Spt 13, Cha 6
Skills:	Listen +5, Spot +4
Feats:	Endurance, Run
Environment:	Temperate plains
Area:	Any
Organization:	Domesticated
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

Muscles ripple beneath this animal's white coat. It snorts and paws the ground.

Description

Heavy warhorses are trained and bred for strength and aggression. Human knights ride such beasts into battle.

Combat

A heavy warhorse can fight while carrying a rider, but the rider cannot also attack unless she succeeds on a Ride check (see **WoW RPG,** Chapter 5: Skills, "Ride"). In battle, a heavy warhorse lashes out with its hooves and, if you get lucky, bites off your enemy's face.

Carrying Capacity: A light load for a heavy warhorse is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A heavy warhorse can drag 4,500 pounds.

Wisp

Small Fey	
Hit Dice:	1d6 (3 hp)
Initiative:	+2
Speed:	Fly 30 ft. (6 squares) (good)
Armor Class:	13 (+1 size, +2 Agy), touch 13, flat-footed 11
Base Attack/Grapple:	+0/–6
Attack:	—
Full Attack:	—
Space/Reach:	5 ft./5 ft.
Special Attacks:	Detonate
Special Qualities:	Low-light vision, renew, harvest lumber, seed ancient, work wood
Saves:	Fort +0, Ref +4, Will +1
Abilities:	Str 6, Agy 14, Sta 10, Int 1, Spt 8, Cha 8
Skills:	Listen +3, Spot +3
Feats:	Skilled (Listen and Spot)
Environment:	Any forest
Area:	Northern Kalimdor
Organization:	Solitary or company (2–4)
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral good
Advancement:	2–3 HD (Small); 4–5 HD (Medium)
Level Adjustment:	—

The glowing ball of light hovers a few feet off the ground. Within the eldritch glow, you can just make out the translucent features of an elven face.

Description

Wisps are mysterious "forest spirits" of unknown origin. They are dedicated to the well-being of night elf forests. They are connected to the forest on a supernatural level rivaling that of Cenarius' children; indeed, many believe that wisps often evolve into mighty ancient protectors and other creatures. Wisps play a major role in night elf life by creating and repairing their wooden structures.

Wisps show little intelligence, free will or self-interest. They appear to exist purely to serve the will of the night elves. A tremendous number of wisps were destroyed at the end of the Third War in Malfurion's gamble to destroy Archimonde. As a result, they are nowhere near as numerous as before the Third War, but nevertheless they play an integral part in the lives of all night elves.

Some human scholars think that wisps are the souls of deceased night elves, but these claims have yet to be proven.

Combat

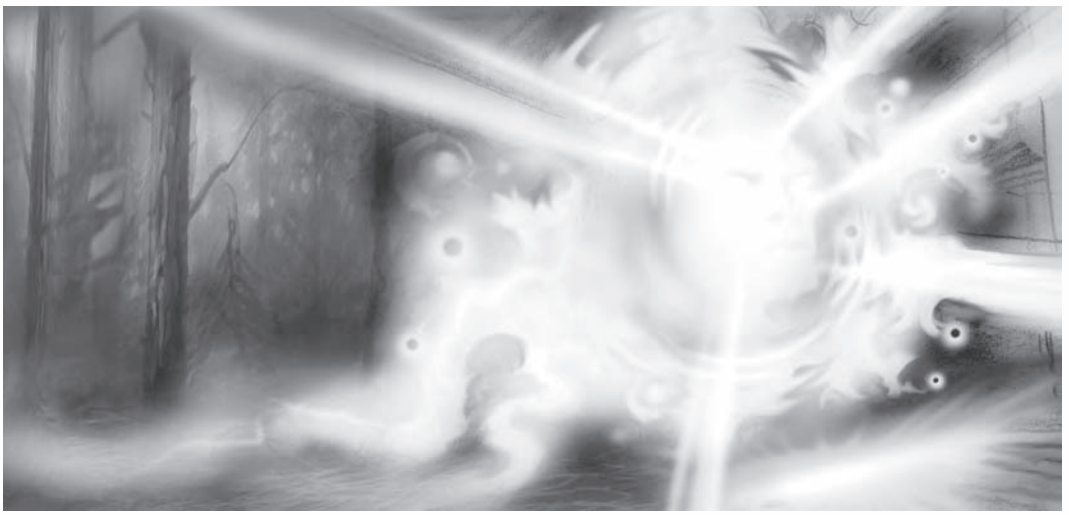
Wisps avoid combat. They follow night elf orders, which usually means they act as support troops, healing ancients and repairing night elf structures. They detonate if ordered to do so, or if they cannot flee.

Detonate (Su): A wisp can sacrifice itself as a standard action. Creatures within 30 feet suffer the simultaneous effects of the spells *banishment* (DC 16), *dispel magic*, and *mana burn* (DC 11). The caster level equals the wisp's Hit Dice (1st, in the case of the wisp presented above). The DCs are 10 + the wisp's Charisma bonus + the spell's level.

Renew (Su): As a standard action, a wisp may heal an ancient, plant or wooden structure. The wisp must touch the plant or structure, and it heals 1d8 points of damage per its Hit Dice (1d8, in the case of the wisp presented above).

Harvest Lumber (Su): Wisps have the ability to safely extract wood from a tree without damaging or harming the plant. This is a slow process, but over the course of a day, a single wisp can produce about 20 pounds of lumber from a large tree.

Work Wood (Su): Wisps have the capability to mold wood into nearly any form. As a standard action, a wisp can change the shape of up to a 5-foot cube of wood, shifting the wood's dimensions at will. This potent ability allows wisps to swiftly create structures for the night elves.



The Dog of Warcraft

"The Dog of Warcraft" is a **World of Warcraft RPG** adventure designed for four 7th-level heroes. Any Alliance race is appropriate. Boxed text is meant to be read aloud or paraphrased for the players.

The action takes place in the Alterac Mountains, and the opponents are renegade humans.

Adventure Background

Captain Aretain Naris is a human paladin who fought in the Third War. After the conflict ended, Aretain returned to his home in the Alterac Mountains with a small group of loyal soldiers. These men and women were unwilling to put aside their hatred of the Horde, and over the past two years others who feel the same have joined them. Continuing Horde presence in Alterac — in bases such as Tarren Mill — embitter these people even more. Now, Aretain leads a small band bigots and cutthroats. They move from place to place, establishing camps where Aretain feels they can fight the Horde most effectively. They see all Horde members as evil creatures — including orcs who observe the truce between the Horde and the Alliance.

Since he doesn't have the numbers to mount an assault, Aretain vows to cripple the orcs in the Alterac region and drive them from his homeland "by any means necessary." "Any means" includes the systematic slaughter of the few gryphons that live in the Alterac Mountains (which he believes orcs and trolls are training to use as mounts) and poisoning the wells near every Horde settlement, no matter how small (which has allows poison to seep into the Alliance water supplies).

Clearly, Aretain no longer walks in the Light. He is a bandit chief, and his actions damage relations between the Alliance and the Horde. Something must be done about him — and the PCs are the ones to do it.

Adventure Synopsis

"The Dog of Warcraft" is designed for four 7th-level characters. The party should have at least one warrior or paladin who is capable of representing the heroes in a duel or challenge.

The heroes arrive in the Alterac area on an errand to find Aretain. Some say that Aretain does good work and protects the Alliance — if this is the case, he's done it too well. He's decided that the Third War never really ended, and he's determined to drive every last remnant of the Horde out of the region. He's poisoned wells, murdered merchants who trade with the Horde, and slaughtered the local gryphon population to keep it from falling into the hands of the orcs.

Encounters with a dying gryphon, a dead druid, and soldiers who murder orc women and children force the heroes to a confrontation with Aretain. The heroes must decide to fight with him, or against him. If they agree to help, they'll soon become embroiled in internecine violence between Aretain and the town of Hillsbrad. If they oppose Aretain, they discover that a renegade warlock is subtly manipulating him.

For the Heroes

The adventure begins in the Alterac Mountain region of Lordaeron, northeast of the town of Hillsbrad. The heroes could be in Alterac for any number of reasons, including the following.

- **Finish the Traitor.** The Alliance realizes that Aretain is now a criminal. Since it doesn't have the numbers to send soldiers after him, an Alliance captain deputizes the heroes and sends them to eliminate Aretain and his bandit ring. (Or talk some sense into him, but he doesn't think that's likely.)
- **Investigation.** The heroes have been sent by the Alliance to investigate reports of murdered gryphons. A druid named Samuldar sent a messenger bird three days ago to the heroes' home base, informing the Alliance that three nests around the Alterac Mountains had been destroyed and the eggs smashed. No reports have come from Samuldar for three days; the silence is unusual.
- **The Ghostly Gryphon.** One of the heroes, possibly a druid or a Wildhammer dwarf, has a reoccurring vision. At night, when she's alone, a ghostly gryphon appears, gives a terrible distress cry, and then flies away (in the direction of the eastern Alterac Mountains). If the heroes follow the trail of the ghostly gryphon, they eventually find one of the destroyed nests.
- **Hello, Old Friend.** One of the heroes served with Aretain in the last war. At the war's end, the paladin offered hospitality to any fellow soldiers who came to his home. Now that he is in the area, the hero has an opportunity to visit his former comrade.

The Region

The Alterac Valley region of Lordaeron is a land of fertile fields and hills south of the great mountainous bowl of the Alterac Valley. Prominent local features include:

Crushridge Ogres: In Gallow's Corner, which overlaps the road from Tarren Mill to the Plaguelands, is a settlement of ogres.

The Crushridge Ogres are one of the most active of Aretain's enemies, especially in winter, when they come down from the north and attack anything in their path. Aretain's reports portray them as a major threat (at best, an exaggeration), and Aretain promises to open the road to the Plaguelands.

If the heroes visit them, the ogres attack. (See the **Horde Player's Guide** for ogre statistics.)

Hillsbrad: A large farming community (Cco 3/ Mco 2) that's governed by Magistrate Burnside (Arc 6). This community wants to peacefully coexist with its neighbors, though it views the Horde settlement at Tarren Mill as a constant threat.

Hillsbrad was always a rival to the farm towns where Aretain grew up, and that rivalry has turned into enmity. Aretain's open contempt for Hillsbrad is reciprocated. Some worry that Aretain may attempt to force out Magistrate Burnside, take control of the town, and establish it as his base.

A mysterious sickness afflicts the people of Hillsbrad. The malady involves weakness and bouts of temporary blindness, and affects both humans and livestock. Burnside suspects the Horde is responsible, and offers 500 gp to anyone who discovers the source of the plague (see Encounter 5: Poison at Hillsbrad).

Southshore: An Alliance city and port (Cco 8/ Mco 2) that serves as the chief Alliance base on the southern Hillsbrad coast. It's known for its sea turtles, which are a delicacy.

The relations between Aretain and Southshore are similar to those between him and Hillsbrad, except that the hatred is reduced by distance. Aretain's men view the people of Southshore as arrogant city-folk "from that smelly fishport."

Tarren Mill: A major Horde stronghold (Mco 12), which includes a garrison of high-level Horde champions who repel raids from Alliance adventurers.

Tarren Mill is the biggest Horde threat in the region, and Aretain's ultimate goal is its destruction. For its part, Tarren Mill sends patrols to search for Aretain's men, but so far Aretain has managed to elude them.

If the heroes approach Tarren Mill, its defenders watch them, but don't openly attack. If they come within a half-mile, a raiding party (six 5th-level warriors) moves to intercept them. The soldiers warn them to go away, and attack if they fail to comply. They are not interested in parley.

As The Wise Woman Says In Hillsbrad...

"Mark my words. There's no peace in that man's heart. When a man turns himself into a dog of war, it's almost impossible to become a hound of peace."

Random Encounters

The heroes have a 20% chance per 2 hours of wandering around the area to encounter one of the following.

d10	Encounter
1	Stag
2	Dire Bear
3	Dire Wolf (50% chance of one dire wolf, 50% chance of pack of 5–8 dire wolves; see the **Horde Player's Guide** for statistics)
4	Large monstrous spiders (2–5)
5	Battle site (50% of one storm crow; 50% chance of 3–8 storm crows)
6	Tarren Mill raiding party (6 5th-level warriors).
7	Crushridge Ogre raiding party (2–10 ogres plus 1 2nd-level warrior leader; see **Horde Player's Guide** for a description of ogres)
8	Alliance patrol (2–5 4th level warriors, plus 1 6th level captain).
9	Tarren Mill patrol (three 5th-level warriors).
10	Natural obstacle: if near mountains, rockfall (DC 15 Reflex save or 1d6 damage from falling stones); if on the plains, sinkhole (DC 15 Reflex save or be trapped, DC 20 Strength check to break free, roll for a second wandering encounter while a hero is trapped).

Part I: The Journey

No matter the reason for the heroes' journey into Alterac, they run into the following encounters. The encounters can take place in any order, but the following is a logical progression and corresponds to the encounter locations on the map.

Encounter 1: The Last Gryphon of the Alterac Hills (EL 3)

Your trek has turned into a bit of a mountaineering expedition, as you find yourself climbing some deceptively steep hills. A sudden cloudburst catches you as you approach at bottom edge of a bluff; as you take shelter from the rain at the base of the bluff, you hear an odd cry, like an eagle imitating a sick crow, originating from a ledge 40 feet above you.

The bluff is steep but not a difficult climb, particularly as some jutting stones that can be used as handholds line the 40-foot cliff face (DC 8 Climb check). Once the heroes ascend to the ledge, they find themselves on a small plateau, 50 feet wide by 20 feet deep, above which the rise continues for another 40 feet. Within 10 feet of the ledge, they notice a decaying smell.

On the ledge, flies swarm around a pair of dead gryphon hatchlings. Their mother, whose neck is drooped and whose eyes are milky white, is standing over her chicks, crowing mournfully and occasionally nudging them with her beak in the vain hope that they're still alive.

Anyone who makes a DC 10 Handle Animal check followed by DC 15 Craft (alchemy) or Heal check realizes that the mother gryphon has been poisoned.

Creature: The gryphon is nearly blind, and lashes out at any sound, or attacks anyone who gets within 10 feet.

Unless the heroes get the gryphon to move (with wild empathy or magic, for example), the gryphon refuses to leave the nest and dies from dehydration in 2 days.

Gryphon: 30 hp. See Chapter 9: Creatures. This gryphon has a –4 penalty to Strength and Agility.

Encounter 2: Deadly Waters

If the heroes climb the cliff above the nest, they reach a plateau on which sits a small pool of water fed by mountain snows.

The idyllic scene of this mountain pool is disturbed by a grim sight. A pair of year-old gryphons lie dead near the water, and nearly a half-dozen dead eagles litter the ground. Crows pick at their remains.

Any approach scares the crows away. A DC 20 Craft (alchemy) check determines that the water is poisoned by plaguewolt, a rare and murderous substance created by the Forsaken.

Plaguewolt

Plaguewolt is a potent ingested poison. Fortitude save DC 18, initial and secondary damage 1d6 Str and 1d6 Sta.

What Happened to Samuldar?

Worried that Samuldar could track his movements, Aretain ordered one of his men to kill the druid. Belen (a 3rd-level warrior), a farmhand who had been a pupil of Samuldar's, paid him a "friendly" visit. They had a pleasant conversation; when the druid decided to have a rest, the former student promised that he'd watch over him. Once the druid fell asleep, however, Belen calmly slit his throat and returned to Aretain. Belen didn't take Samuldar's items because he feared they could be magically traced.

It's well known that Forsaken couriers often carry messages and other packages to Tarren Mill. However, a DC 18 Knowledge (local) check allows a hero to remember that one of Aretain's recent attacks took him into a Forsaken community, where he raided their storehouse of poisons.

The ledge also provides a good vantage point for the heroes to spot the burning village (Encounter 4).

Encounter 3: The Dead Druid (EL 7)

Near Aretain's encampment is the home of the druid Samuldar.

This is an ivy-covered, earthen hut, 10 feet tall and 20 feet in diameter, surrounded by six 10-foot-tall standing stones. A chirruping comes from within.

Trap: Anyone who enters the stone circle without saying a word of friendship given to them by Samuldar summons 6 silver dire wolves, which attack any creature who comes within the circle unless they are accompanied by a druid.

When the wolves are summoned, stinging insects also appear. These stinging nuisances deal no damage, but cause anyone who's not wearing heavy armor to make a DC 14 Will save every round or take a –4 penalty on attack rolls, Agility-based skills, and Concentration checks.

If any of the standing stones are destroyed (Hardness 8, hit points 1800), the enchantment is broken and the wolves and insects vanish. If the wolves are slain, the insects are also dispelled. The guardian summoning enchantment functions only once per day.

Creatures: The wolves howl for 1 round before attacking; the party may attempt wild empathy checks to persuade them to let them pass (the wolves' initial attitude is hostile).

Dire Wolves: hp 45. See the **Horde Player's Guide** for statistics.

Tactics: Wolves look for the weakest member of a group and attack that individual, using pack tactics to bring her down. In this case, the least-armored hero is their target.

If the heroes enter the hut, continue with the following.

Inside the hut is a 20-foot-diameter open area, which looks to have been a sleeping and living quarters. Ivy lines the interior walls, and the floor is a bed of thick leaves. Small perforations in the ceiling allow tiny songbirds to enter and exit. Dozens of songbirds are inside the hut, and their chirps create an odd, sad harmony, a druid's dirge.

Lying still and peaceful on a bed of leaves is a night elf in a green robe. His throat has been slit from ear to ear. There is no sign of a struggle.

The dead night elf is the druid Samuldar.

Treasure: Along the side of one of the ivy walls are a number of items, tangled in ivy knots. Samuldar could use a verbal command to unravel the ivy; for those without the word, cutting through the vines liberates the items. In addition, with a DC 10 Search check, a character notices that the bottommost ivy leaves are a bright gold color, and a careful examination reveals that they bear the emblem of the currency of Stormwind. If these gold leaves are peeled (which requires a full round), they turn into heavy gold coins, worth 5 gp each. There are 200 gold coins on the leaves; each week, 50 new coins grow (however the number of gold leaves can never exceed 200). Samuldar used this for pocket money when he traveled. The ivy's enchantment is linked to the hut; cutting and transplanting the ivy yields only ordinary ivy.

Within the vines are a *cloak of resistance +1*, a *drakeclaw ring*, a masterwork dagger, and a pouch of rare herbs (worth 200 gp). See **More Magic & Mayhem** for a description of the magic items.

Encounter 4: The Massacre (EL 8)

A small orc village is nestled in the hills, and it's burning. The smoke from the huts can be seen for miles; those who approach hear the sound of war.

A rare pitched battle between Aretain's forces and Horde forces took place here —the Horde lost. As the heroes make their way toward the village, they hear a woman's throaty scream, followed by the sound of heavy boots sprinting across the forest floor. Following these noises takes the heroes to a hideous sight.

A young orc woman, cradling an infant orc in her arms, is pursued by half a dozen armed humans. She stumbles and falls over a tree branch, and is too exhausted to continue her flight. The humans close on her. The leader is an overweight man in plate mail, with black hair and a cruel smile. The men laugh and trade crude jokes about dead orc babies as they prepare to strike down the woman. The Alliance symbols on the soldiers' tabards have been smeared with tar or mud, and another, vague shape imposed over it; it looks like a burning torch.

A DC 15 Knowledge (local) check reveals that the burning torch is Aretain's emblem.

Creatures: The bandits have no love for the Alliance anymore, and they attack the heroes willingly.

Footmen (5): hp 27. Use the statistics for footmen from Chapter 8: The Alliance Military.

Knight: hp 42. Use the statistics for knights from Chapter 8: The Alliance Military.

Development: If the heroes rescue the orc woman and her baby, she is frightened, but not hostile. If the heroes assure her that she won't be killed, she talks freely. Her name is Na'uga; she and a few other orcs had a pig farm not far from here. Aretain discovered it an hour ago. Her friends are dead, and the pigs taken to Aretain's camp.

Encounter 5: Poison at Hillsbrad

If the heroes hear reports of plague when they visit Hillsbrad and agree to investigate, or find the poisoned gryphon and determine that its illness was unnatural, they may investigate the region's watershed and track the source of the poison by following a trail of dead wildlife. The source is a stream that runs through a series of pools adjacent to several small orc encampments and farms; all of the encampments (except one) are abandoned, and at one of them, two orc bodies were thrown into a small crevasse. Both orcs died from disease, and a DC 15 Heal check determines that they were blind when they died.

At one encampment, a few orcs still live.

You've come across a motley crew of orcs huddled around a campfire. They look too sick to do anything.

The orcs are suspicious, but too sick to fight. If the heroes put them at their ease (initial attitude unfriendly) or intimidate them into submission, they relate the tale of how the local waters have turned into "deathwater" that has sickened their people. The orcs know that the local fauna are dying, and are willing to lead the heroes to the deathwater: a small stream.

If the heroes track the stream back to its source (a pool fed by snows on the mountains), anyone who makes a DC 20 Search check discovers a decanter in the headwaters.

Aretain's men poisoned the stream. Aretain wanted to weaken the few orcs who were settling in the highlands north of Hillsbrad. He didn't intend to make people sick in Hillsbrad, but he isn't losing any sleep over the fact.

Part II: The Mad Bandit

Aretain's current encampment is on the eastern slopes of the Alterac Mountains, disturbingly close to the Horde stronghold of Tarren Mill. Aretain and his men have been there for a couple weeks — longer than normal, and Aretain plans to move again soon.

Aretain is a strong and hale man with long, well-groomed black hair that's touched by gray at the temples and moustache. He wears the polished mail of a paladin, but his shield is emblazoned with a burning torch of his own design.

When the heroes approach, read the following:

An encampment squats on the hillside. It is surrounded on three sides by a crude wooden palisade, 10 feet high, and on the fourth side by a sheer cliff face.

Aretain currently has several dozen bandit followers, many of whom are out raiding caravans and farms at any given time. When the heroes arrive, around 25 bandits are in the encampment, most of them men and women in their fighting prime. Aretain has outfitted them with stolen military arms and armor. Use the statistics for Alliance footmen as generic bandits, and Alliance knights for their commanders and captains (of which there are five). Statistics for both footmen and knights appear in Chapter 8: The Alliance Military.

Getting In (ECL 7)

A crude wooden gate bars the way. One guard is visible on the top of the tower. The banner of the burning torch, red against black, flies over it.

A wooden gate protects the encampment. (Aretain takes no chances, and constructs a similar barricade whenever he plans to stay more than a few days. By now his bandits are quite proficient and transporting the materials and building palisades.) Two footmen are stationed at the gate at all times; one has a warning trumpet.

If the heroes approach openly, the bandits are suspicious, but occasionally new recruits seek them out, so they don't attack immediately. They demand an explanation, however, and they don't let intruders just wander off (to reveal their location). Use the following guidelines to adjudicate the heroes' success depending on their actions.

Heroes Use Brute Force: If the heroes attempt to force their way into the camp, the guards sound the alarm. If the alarm sounds, 1d3 bandits (one of which may be a captain) show up every 5 rounds until all 25 are present. After this time; Aretain and and an 8th-level priest (Syndrissin) show up and engage the heroes in a final showdown.

Heroes Use Diplomacy: A hero is welcome to assert his power as a friend to Aretain — perhaps a would-be recruit. The guards' initial attitude is unfriendly. If a hero changes it to friendly, one guard escorts them to Aretain, who has the final say on who he recruits.

Heroes Appeal to Friendship: If the heroes prove (perhaps requiring Bluff check) that they have past connections to Aretain, one guard goes to fetch Aretain. See "The Path of Friendship," below.

Heroes Appeal for Rescue: If the heroes appeal for help and claim to be victims of the Horde, the guards might relent. (This tactic requires Diplomacy checks, as described above. The heroes may also make Bluff checks opposed by the guards' Sense Motive checks to convince them.) If they're accepted, one guard escorts them to Aretain to report their situation.

Heroes Use Subterfuge/Infiltration: Six bandits patrol the camp's perimeter at all times. The palisade is easy to scale (Climb check DC 15). The bandits spend a good deal of the night gambling and drinking around campfires, but crash around dawn. Only about ten desultory bandits remain awake in the early morning to guard the camp.

Challenge: If the heroes accuse Aretain of crimes and try to arrest him, the guards laugh at them. If the heroes insist on confronting him directly, Aretain comes; he responds to any attempt to bring him to account for his crimes with incredulity and self-righteousness. In his mind, anyone who disagrees with him does not understand his situation. "While the knights of Stormwind polish their armor and engage in ridiculous errands that they dare to call 'quests,' the solid dependable folk of Alterac are fighting for their lives and homes in the *real* war." As far as Aretain's concerned, the heroes are a pack of useless fools, and if he has to violate a few outdated principles to protect his people, he does so gladly.

A duel with Aretain is covered in "The Duel" section, below.

The Camp

When the heroes enter the encampment, read the following.

The encampment's tents and grounds are fighting a battle against grime and disorder. It looks like someone is attempting to enforce discipline and cleanliness on these people, but is not having much success. Men and women move about lazily. Their hard faces, unwashed bodies, stained clothing, and weapons display their cutthroat natures.

Syndrissin Naris

Syndrissin Naris (male human priest 8, NG): Syndrissin is Aretain's younger brother. Like Aretain, Syndrissin felt a calling to serve the Light at an early age. He became a priest and fought in the Third War, often at his brother's side. Syndrissin has always lived in Aretain's shadow, following his plans without questioning them. Now he finds himself in over his head, but can think of no way to escape. He fears for his brother's sanity.

Syndrissin knows nothing about poisons, but has heard guards laugh about the massacres. Some of the bandits know that Aretain had the druid Samuldar killed, though they haven't mentioned this to Syndrissin. If the heroes tell the priest of this fact, his will cracks and he says that his brother has gone too far. He asks the heroes to "take care of him."

If asked about Aretain, Syndrissin tells tales of his past, of his courage (and ruthlessness) in the Third War. He also emphasizes Aretain's pride, that he's an accomplished duelist who often boasts about never backing down from an honorable challenge, "even if it was issued by an orc." Aretain seems unconcerned that his cutthroat tactics aren't in the least bit honorable.

Syndrissin lives alone in a tent next to Aretain's.

The camp consists of several dozen tents surrounding a large tent in the center. Common bandits share a tent with one or two of their fellows. Aretain has his own tent (the large one at the center). A guard is always stationed at the entrance to Aretain's tent, more because he wants to enjoy his power than because he fears intrusion.

Treasure

Aretain's personal possessions are stored in five steel-bound chests (Open Lock DC 25) in his tent. Two chests contain 2,000 gp each. In a third chest, wrapped in heavy bandages, is the preserved head of the brigand Darius Glonn. (The head is worth 2,000 gp, but Aretain hasn't yet delivered it to Theramore in order to collect on that bounty.) A fourth chest contains various gold rings and badges, mixed with preserved orc nails; they're trophies taken from the Horde soldiers he's killed. This chest also contains a list of names on a bloody parchment: these are the men who served with him, including their hometowns and notes on their fates (if known). Aretain composed it while recovering from an injury (the blood is his). Aretain's journal, where he describes his dreams in detail, is also in this chest. Finally, the fifth chest is full of Forsaken poisons. The poisons include several doses of the exotic plaguewolt that killed the gryphons.

In the encampment, several encounters occur that should lead the heroes to a final confrontation with Aretain. Exactly what happens depend on how the heroes gain access to the town and on their relationship with Aretain.

The Path of Friendship

If the heroes convince the guards that one of them is an old friend of Aretain, a messenger summons Aretain. If the heroes were lying, Aretain orders his bandits to destroy them. If one hero did indeed serve with Aretain (or convinces him that she did, taking a –10 penalty on the Bluff check), Aretain greets his old compatriot with joy. He invites them to join them for their dinner of venison and stolen pork, where they sing old tavern songs and trade war stories.

The Rival: Soff, a distant relative of Aretain and one of his best captains, is jealous of the affection that his uncle shows toward his old comrade. He tries to get the heroes roaring drunk (and probably be rather inebriated himself) and draw her into a fight.

An Invitation to Torture: Aretain recently captured a traveling merchant named Hammerton was sold weapons at Tarren Mill. In Aretain's eyes, this is a capital crime. The man says he was only doing business, and there's a truce between the Alliance and the Horde (Aretain spits on the ground whenever the word "truce" is mentioned). As part of the evening's "entertainment," Aretain flogs the merchant until he passes out, then sets a couple dogs to finish him off while his men cheer. A DC 13 Spot check during the incident shows that Syndrissin has a look of obvious distaste on his face during the whole affair.

The Duel (EL 7)

If a hero challenges Aretain to a duel, he may denigrate her skill and scoff at her cause, but he ultimately accepts. He doesn't attempt any treachery against the challenger, and urges his followers not to do so either. (Aretain may be a murderer, but he's not a cheat.) The duel takes place as soon as the men clear an area.

Aretain demands that, as is his family's tradition, each of the duelists fights with a normal, nonmagic longsword, light wooden shield, and chain shirt. Magic of any sort is not allowed. If the heroes balk at these requirements, Aretain scowls and says he has no wish to fight a *dishonorable* duel. If he is going to duel, he is going to do it the way his family has done it for generations.

Before the combat commences, the two combatants get a chance to address each other. Jeering bandits ring the dueling ground.

Aretain turns to the gathered crowd and cries:

"Behold this self-righteous philosopher! This whelp wishes to punish me for the crime of saving your lives and doing what was necessary to make sure the butchers didn't make a meal of you for their pet wolves' bellies. Well, I spit upon her (or him), upon Stormwind, upon Theramore, and upon any power on Azeroth that stands against our survival!" He turns to you. "You are an orc in my sight, and I shall cut you down like any crawling creature of the Horde, and take joy at your slaughter!"

The hero gets a chance to answer his speech, then combat begins.

Aretain, male human ex-paladin 8: CR 8; Medium humanoid (human); HD 8d10+16, hp 64; Init +1; Spd 20 ft. in full plate (base 30 ft.); AC 24, touch 11, flat-footed 23; Base Atk +8; Grp +12; Atk +14 melee (1d8+5/19–20 plus 1d6 cold, longsword); Full Atk +14/+9 melee (1d8+5/19–20 plus 1d6 cold, longsword); AL LE; SV Fort +9, Ref +4, Will +4; Str 18, Agy 13, Sta 15, Int 11, Spt 13, Cha 14.

Skills: Knowledge (military tactics) +11, Profession (military commander) +12.

Feats: Counterattack, Dodge, Furious Charge, Weapon Focus (longsword).

Possessions: +1 frost longsword, +2 full plate, +1 heavy steel shield, gauntlets of ogre Strength +2, cloak of resistance +1, potion of serious critical wounds.

With Dueling Equipment: Spd 30 ft.; AC 16, touch 11, flat-footed 15; Atk +12 melee (1d8+3/19–20, longsword); Full Atk +12/+7 melee (1d8+3/19–20, longsword); SV Fort +8, Ref +3, Will +3; Str 16.

Concluding the Adventure

If the hero who offered the challenge is slain, then the other heroes are forced to surrender or fight for their lives. Captured heroes are kept in chains until an agent from one of the goblin cartels comes to visit (in 1 week), at which point Aretain sells them into slavery. The slavers shackle the heroes and take them to a small smuggler's cove west of Southshore, where they eventually end up on a smuggling ship hauling cargo between Booty Bay and Ratchet. (A DC 30 Open Lock check allows a hero to escape the confines of the cell, while a DC 25 Escape Artist check can slip the manacles while in transit.)

If the dueling hero triumphs, the bandits stand dumbfounded for a few seconds, then erupts in cries. They advance angrily toward the heroes. Soff attempts to take control, but other bandits draw swords. The encampment degenerates into chaos. The bandits fight back against the heroes, but are too interested in venting their personal rivalries to pay them much heed. Syndrissin, his face tear-streaked, his brother's journal in his hand, sneaks up to them and asks that they remove both him and themselves from the disintegrating camp as quickly as possible.

"The Dog of Warcraft" can lead to other adventures. Incorporating Aretain's journal, as described below, is a good way to lead into such an adventure.

The Journal: While Syndrissin understands that Aretain is responsible for his crimes, he always suspected that something strange was happening that motivated his fall from grace.

Aretain's journal describes vivid, recurring nightmares, which he believed were prophecies sent to him by the Light. (Indeed, Aretain thought he lost his paladin powers so that the Light could give him prophetic powers in their place). One entry in particular stands out:

Again, the fevers of prophecy have afflicted me, and enlightened me. Orc warlocks riding the gryphons of the Alterac Mountains hurled scorching fire onto the fields; and none was left to defend the land, for I was in shackles. At Tarren Mill, five mighty horns sounded, and when each horn blew, a great host marched across the land, each greater than all the armies of the last war combined: one orc host, one ogre, one undead, one troll, and finally a flight of dragons the likes of which no one has ever seen.

I beheld the council chambers of the weak peoples of Hillsbrad and Southshore, and cursed the truce that allowed the hordes of Durotar to nurse their strength. From Loch Modan to Dalaran, the land burned, and Horde banners were as plentiful as trees in a dense forest. The fist of the Thrall who was now king hung poised over Stormwind, and then I awoke, cursing my slumber.

Investigating, the heroes discover that the dreams are the handiwork of a Scourge necromancer, a troll named Nazaruul, who's trying to engineer a new war between humanity and orcs by driving various orcs and humans so mad with hatred that the truce collapses. Nazaruul's stronghold is in the Plaguelands.

Gift for the Bride

"Gift for the Bride" is a **World of Warcraft RPG** adventure for four 1st-level heroes. Any Alliance race or class is appropriate. Boxed text is meant to be read aloud or paraphrased for the players.

The action takes place in Theramore and Dustwallow Marsh, and involves human defectors and black dragons.

Adventure Background

After Daelin Proudmoore's attack on Durotar, many soldiers from his forces settled in Theramore. Though Jaina offered them amnesty, many still harbored a deep hatred for Daelin's treacherous daughter. Recently a group of these people — under the leadership of the mage Rober Ronn — left the city of Theramore, done with the Alliance. They believe that guerrilla attacks on Theramore could give the citizens courage to turn against Jaina Proudmoore, bring her down, then focus the city's aggression toward the Horde, where it really belongs.

Knowing their handful of magi and warriors are no match for Theramore, the defectors traveled south through Dustwallow Marsh to seek out the black dragonspawn Madaggan, who also wishes to see the Alliance vacate the island of Theramore. The defectors promised that after the Alliance, under their leadership, crushes the Horde, it will take Durotar and Mulgore and live there, leaving all of Dustwallow Marsh to the black dragonflight.

Madaggan agreed to work with the soldiers, likely with his own nefarious agenda to manipulate their desires. He armed them with several magic items, which he insisted be returned after their use. He warned that they should not be wasted.

The defectors established a hideout in a cavern network in the hills north of Theramore, on the edge of Dustwallow Marsh. Many of them serve as spies and continue to move in and out of the city, posing as messengers, travelers or adventurers, but they always return to the caves.

The defectors constantly watch for ways to destabilize te Alliance, and now they've discovered a chance. An Ironforge veteran of some prestige is getting married, and the wedding looks to be a gathering of the who's-who in Theramore society and military circles, including Jaina Proudmoore. The ballroom is packed, and ripe for assassination.

Adventure Synopsis

The heroes represent their employers or patrons at the wedding of two veterans. During the wedding, a group of rogue humans attempts an assassination on Jaina, one teleporting away after the attempt and the others running off. The authorities send a group of heroes south to investigate the black dragonflight, and send the heroes to see if the Daelin's old soldiers has anything to do with it.

The heroes head to a system of caves where the defectors hide out and seek the answers to the assassination attempt. They encounter mostly humans, but find out that the defectors work with the black dragonflight when they meet Shalrath, a black wyrmkin and daughter of Madaggan, working with the human leader.

After they encounter these characters, the heroes hear that more soldiers have arrived as backup, but so have dragons. Madaggan is displeased that the soldiers failed in their assassination attempt, and he has sent his dragon allies to deal with the remaining defectors. The dragonflight likely does not notice the heroes, but puts on an impressive display.

For the Heroes

The adventure beings at a wedding reception in the grand mess hall of the Theramore barracks. The heroes could be at the reception for any number of reasons, including the following.

- Their patron wishes to reward them by sending them in his place.
- Their patron wishes them to learn diplomatic skills.
- They may be acquainted with or related to either the bride or groom.
- They may be spies or emissaries.
- They might be there to get information from the night elves attending, since this is a rare public gathering.
- They could simply be skilled party crashers.

The reception for the wedding takes place in the grand mess hall of the Theramore barracks. Heroes who live in the barracks do not recognize it; it's been cleaned and decorated to befit an elaborate wedding (that of veterans Staa Stonetouch and Palagin Rocksteel). Flowers and ribbons hang from the rafters, the weapons that hang on the walls are gleaming, and a fire roars in the southern fireplace, roasting a boar.

The drinks flow and laughter and merriment surrounds you. Swift goblin caterers serve a feast along the eastern wall, but many tables have been removed to make room for dancing. The west wall holds a table piled high with gifts, the wrapping paper indicating the gifts come from many different cultures. Along the north wall sit the happy couple: Staa in her dress military uniform, white fur-lined vest and white leather breeches, her red hair loose hanging around her waist; and Palagin, wearing black clothing as a counterpoint to his new wife. A servant wanders by and offers you another mug of ale.

Characters may notice the following:

With a DC 15 Spot check, characters notice three humans lingering near the table of presents, each holding a beer but not drinking it. Each wears a pair of strong leather gloves, despite the heat of the party.

With a *detect magic* spell, a character can see that three wedding presents have magic auras, one much stronger than the others — stong (necromancy; the others are conjuration). One of the previously mentioned humans' hands has a magical aura as well.

With a *detect evil* spell, a character detects that one wedding present — in black wrapping paper — has a strong aura. This is the same gift that has the overwhelming magic aura. The gift is actually a powerful magic statue resembling a black dragon.

Anyone using Gather Information to discover anything about the couple simply learns that they are respected by all Alliance military, especially dwarves. In asking about latest Theramore happenings, the heroes learn that some humans — former soldiers of Daelin Proudmoore — have been fomenting considerable unrest (Gather Information DC 10). Inquiries among the dwarves (and a DC 10 Gather Information check) reveal that relationships between Ironforge dwarves and Daelin's former soldiers are tense, as apparently a dwarf, Redsnout Grisling, is missing, and the dwarves think the men from Daelin's expedition are behind it. Redsnout's family is offering a reward for information.

The three suspicious humans near the gift table are rude to anyone who attempts conversation. They do not fight if provoked; they are too busy watching the table. Jaina Proudmoore's retainers squash any attempt to mingle with elite Theramore officials. The heroes can learn that Jaina is worried about some unrest or threat by the black dragonflight with a DC 20 Gather Information check.

After allowing the characters time to pick up rumors (and enjoy the catering), continue with the following. If the heroes acted on the information they gathered, you may have to alter the following.

Dwarves begin clapping and stamping their feet to call for the couple to open their presents. The gruff dwarves guarding the table deliver the gifts one by one. Considerable cheering rises at each gift, and you can tell

the couple is having a ball. All focus in the room rests on the bride and groom. Jaina Proudmoore and her guards stand nearby.

Staa, the bride, hefts a large present wrapped in black paper. "To the happy couple!" she calls, reading the card, and people applaud again. The moment she reaches into the box, you see what looks to be something made of black obsidian; then a bright flash fills the room, blinding you. Shouts and screams echo.

As you regain your sight, you see that one a large human man, blade bared, leap toward Jaina. Her guards close about her, and Staa, the bride, steps in front of him, blinking. The human cuts her down and makes for Jaina. One guard sweeps his sword from its scabbard, and in the same motion hacks halfway into the murderer's neck. He chokes and sinks.

Pandemonium. The groom bends over his wife and shakes her shoulders, but she slumps over the gift and doesn't move. A human woman — one who had been standing next to the would-be assassin earlier — darts forward and pulls the gift from the bride's still hands, and then he is gone. Two more humans yell, "There he goes!" and dash out the exit, bumping your table along the way. The room reels with chaos.

After determining if anyone is dead (which the bride and the failed assassin are, unless the heroes interfered), Jaina Proudmoore and her advisors take charge of the situation. They prevent anyone from leaving the room, instead questioning everyone present. A harassed-looking guard, Lieutenant Odik Match, interviews the heroes, and becomes interested at the mention of the escaping humans — whom many others didn't notice. After 30 minutes to an hour, Theramore's elite confer. Finally, Jaina addresses the crowd.

"Something terrible has happened here today. Both Palagin and the Alliance suffered a loss, and I will see that it does not go unpunished." She turns to her guards. "Find a group to head south to black dragonflight territory, we need someone to see what's going on down there. The dragons are behind this, I'm sure. The people who fled this room did not have this kind of power at their disposal."

The guards nod and leave. The nobility falls into small groups that converse quietly. After a few minutes, Lieutenant Match emerges and approaches you.

"Hello again. Many of our best officers are on assignment, and, as you heard, we just sent more off to the south of Dustwallow Marsh. We can't leave the city undefended, so it appears we're somewhat shorthanded. Would you care to investigate those people you saw escape? We think they're members of a… disenfranchised cult… group… I don't know. Something. Anyway, we're fairly sure where they are hiding, we just didn't think it was worth investigating." He frowns. "There will be a reward if you can bring the assassins to justice. Bring them back alive, or bring us their heads. I don't care which."

Once the heroes receive the rough map to the defectors' caves from Match, they are free to head out.

Approaching the Dungeon

The heroes now must face the foul waters and poor footing of Dustwallow Marsh: not a fun prospect. The weather is poor, damp and foggy, and slows their travel. Travel takes 4 hours on foot.

The many bogs have soaked your boots and your hair is tacky from the drizzle. You see a black shape flying overhead, but you can't make it out through the fog. It looks to be heading southwest, and pays you no heed. You trudge on, peering through the fog. A shadow catches your eye, and you spot a small crevice in the hills, a cave — your destination. Smoke rises from the hills and mixes with the fog, and you can smell an acrid scent on the air.

Dungeon Features

The following features are true unless otherwise noted in an area description.

Doors: The few doors in the complex have the following qualities: 1 in. thick; hardness 5; hp 10; AC 5; break DC 18.

Ceilings: Ceilings in the caves average 15 feet high. As these caves are natural or carved out by monsters long-dead, the height is not constant.

Light: The dungeon is inhabited mostly by human soldiers, who prefer well-lit corridors. Torches line most hallways, but to save torches and fuel, the caves are dark unless inhabited.

Encounters

Consult the map for keyed encounters.

Area 1: Stable (EL 1)

This room has a trapped pressure plate on the floor.

The cave has a wide opening, and you can comfortably fit inside. Several torches in sconces light the cave; it seems to serve as half-stable, half-armory. Formerly brightly colored rugs near the entrance are coated with mud and grass. Five horses are tethered to the wall, standing on dried straw with bundles of grass and hay stacked neatly on the left-hand wall. A tunnel leads from the wall directly opposite. On the right, apparently just returning, is a human man, removing traveling gear.

Creatures: This room holds a human soldier.

Soldier, Human Warrior 1: CR 1; Medium humanoid (human); HD 1d10+2, hp 7; Init +2; Spd 30 ft.; AC 14, touch 11, flat-footed 13, Base Atk +1; Grap +4; Atk/Full Atk +4 melee (1d8+3/19–20, longsword) or +3 ranged (1d8/x3, longbow); SQ human traits; AL LE; SV Fort +4 Ref +1 Will +2; Str 16, Agy 13, Sta 14, Int 10 Spt 14, Cha 8.

Languages Spoken: Common.

Skills: Climb +6, Handle Animal +3, Ride +5

Feats: Point Blank Shot[B], Power Attack, Weapon Focus[B] (longbow).

Gathering Intel

If the heroes attempt to capture and interrogate any soldier in the cave (except for Rober Ronn), they can learn the following:

DC 10 Intimidate or DC 15 Diplomacy: The defectors did in fact plot the assassination attempt on Staa Stonetouch.

DC 15 Intimidate or DC 20 Diplomacy: About 30 humans inhabit the caves, but a dozen or so are out gathering supplies.

DC 20 Intimidate or DC 25 Diplomacy: The defector group is working with the black dragonflight to overthrow Theramore and Jaina Proudmoore.

Possessions: Longsword, longbow, 40 arrows, studded leather armor, 35 sp.

Tactics: The soldier uses his longbow as long as he can, aiming for spellcasters first. He shouts for assistance, alerting the soldiers in area **2** to come to his aid (DC 5 Listen checks). When the heroes close in, he attempts to run away into the caves and head for area **13**.

Trap: A pressure plate lies on the floor 5 feet into the room, directly opposite the cave opening. It is under one of the rugs. Stepping on it causes a poison dart to release from a trap hidden near the horses, hitting the person closest to it (who stepped on the trap). The soldiers who live here know to avoid that particular rug.

Poison Dart Trap: CR 1; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4 Sta plus 1d3 Spt); Search DC 20; Disable Device DC 18.

Treasure: The heroes can find mundane items near the horses including equipment (bit, bridle, saddle and the like) for each horse. Three longswords hang on the wall, and a chest sits open underneath them with 250 arrows inside.

Area 2: Magi's Chambers (EL 3)

This room has been set up to mimic a fine chamber within a mage's home. Two alchemist's tables stand against the wall, and a variety of potions and stones sit on a bookshelf. Two human women, dressed in black robes lined with white fur, are conversing at one table, apparently arguing about some liquid in a vial between them.

Creatures: Unless they are moving with stealth, the heroes alert the magi to their presence when they arrive at the doorway. The magi attack immediately. They each have a cat familiar.

Mage, Human Mage 1 (2): CR 1; Medium humanoid (human); HD 1d4+2; hp 5; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grap –1; Atk/Full Atk –1 melee (1d4–1/19–20, dagger) or +2 ranged (1d4–1, sling); SA spells; SQ familiar, human traits; AL LE; SV Fort +2, Ref +1, Will +2; Str 8, Agy 13, Sta 14, Int 18, Spt 11, Cha 10.

Languages Spoken: Common, Darnassian, Dwarven, Goblin, and Thalassian.

Skills: Concentration +6, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (local) +8, Listen +4, Spellcraft +8, Spot +4.

Feats: Dodge, Mobility, Scribe Scroll[B], Skilled (Listen and Spot)*.

* While familiar is within arm's reach.

Mage Spells (4/3; DC 14 + spell level): The magi's high Intellect scores and ranks in Spellcraft allow them to prepare 10 spells per spell level. They are fond of *resistance*, *arcane missile* and *moon glaive*.

Possessions: Dagger, sling, scroll of *shield*, 1 gp, 15 cp. The magi (and all magi in the cave) have small tattoos of black dragons on their necks under their right ears.

Tactics: One mage serves as the offensive caster while the other supports her with defensive magic.

Treasure: The alchemists' table bears 2 vials of alchemist's fire and 3 *potions of cure light wounds*.

Area 3: Kitchen (EL 3)

The hallway opens up to a large cave, well-lit with torches. It contains several tables and chairs, enough to seat maybe 8 people. On the far wall, a rabbit roasts over a large fire pit, the smoke issuing out a hole in the ceiling. Another pot hangs over the fire, bubbling and hissing. One human man tends the fire; another sits at a table near him, chatting and laughing.

Creatures: The room is large enough and the soldiers loud enough that the men take a –4 penalty on their Listen checks to notice the heroes.

Soldiers (2): hp 7 each. See area **1** for statistics.

Tactics: One soldier draws his bow and fires, attacking from afar until the heroes close on him. The second attempts to run from the room and alert his fellows in area **6**.

Area 4: Storage Room

The door to this room is locked (Open Lock DC 15). Rober Ronn holds the key to this and all other locked doors.

The wooden door swings open easily into a small 10 foot by 10 foot room. Cobbled-together shelves reach the ceiling, and hold stores of dried meat, cheese, wheat, and other supplies. Barrels of wine sit to the left of the door, while empty water skins are piled in front of the shelving.

There is nothing of interest in this room, unless the heroes are low on food.

Area 5: Refuse Room

This room is closed off by a wooden door.

The first thing that hits you when you open this door is the smell: death, filth and decay. The room has a scent that is almost tangible. The little bit of light from the hall shows several bodies, mostly those of giant spiders, raptors and even a few cows. Some of the animals are cleaned of meat, others lie bloated with all of the flesh left to rot. A fat humanoid hand with stubby fingers sticks out from underneath a giant spider's body.

If the heroes venture farther in, the scent overwhelms them and they must make DC 15 Fortitude saves or become nauseated.

A search of the room (DC 15 Search check) reveals the body of Redsnout Grisling, the missing dwarf the heroes may have heard about at the wedding. He was badly beaten, but his corpse is somewhat fresh. He carries a letter penned to the Theramore guards stating that he had discovered a group of humans that posed a threat to the Alliance. His family's signet ring hangs around his neck.

Area 6: Study (EL 3)

If these magi were alerted to the heroes' presence by the encounter in area **4**, this room is empty.

The door is cracked open. Inside you can hear low discussion. Through the door you can spy two couches and a roaring fire. Another wooden door on the wall beside the fireplace is closed. Two robed humans chat on the sofa with their backs to the door.

If the heroes do not alert the magi to their presence and choose to listen, they can learn about the recent assassination attempt and its success or failure.

"He will not be pleased."

"Was the item returned?"

"Yes, it's going back into storage."

"He's going to need to charge it again. Before we can use it to get to Proudmoore."

"As I said. He will not be pleased."

"Did you get a chance to see it before it was shipped?"

"Yes. It hurt my eyes. It makes me nervous having it here."

"Even discharged."

"Even then. Because that means he sends more here."

Creatures: Two human magi dwell in this room.

Mage (2): hp 5 each. See area **2** for statistics.

Tactics: These magi are arrogant and wish to prove themselves, especially if they know trouble is coming. They do not run for help, but fire off as many offensive spells as they can, and then attack with their daggers.

Development: These magi know a bit more than the others. If the heroes succeed at a DC 15

Intimidate check on a captured mage, he reveals that their patron is displeased with them for failing to assassinate Jaina Proudmoore. He also says that further travel into the caves is dangerous for the heroes, as one of their patrons arrived a couple of hours ago. A DC 20 Intimidate check has the magi admitting that Madaggan, a black dragonspawn, is their "patron," and he could be on his way. Their dozen comrades will also be returning from their supply runs soon.

If questioned about Redsnout Grisling, they say the dwarf stuck his odd nose in where it didn't belong. They say that Redsnout had challenged the King of the Sky. (A high elf in the party can make a DC 15 Knowledge (local) check to recognize the name Sky Kanth'tal, a high elf mage and known troublemaker. "Sky" is actual a disguise and alias of Rober Ronn, the defectors' leader.)

Area 7: Library

The door to this room is locked (DC 15 Open Lock) and trapped. Rober Ronn holds the key.

This cave has bookshelves 10 feet high, filled with books of all sorts. Wooden planks cover the walls, giving the illusion of it being a room inside a building. A cushy chair sits in the middle of the room in the midst of the books.

Treasure: Three blank spell books can be found on the shelves with a DC 15 Search check. The other books illustrate the history of Azeroth, as well as cover some magical theory.

Area 8: Sleeping Quarters A (EL 1)

This room is closed off by an unlocked door. The sleeping soldier inside might hear the heroes outside. If he does, he awakens and begins donning armor; otherwise he is surprised and wears no armor. If he does not awaken, read the following:

This cave is a sleeping area. Furry rugs cover the floor, making the dank cave lose some of its clammy feeling. Eight cots line the walls, piled with cotton sheets and puffy comforters. From the light of the one torch, you can see that one bed is occupied; tufts of golden hair peek out from under a sheet.

Creature: A single soldier is here when the heroes arrive.

Soldier: hp 7. See aea **1** for statistics.

Tactics: This soldier is on night watch, so he's attempting to get his sleep, and is a tad confused to see intruders. He yells out for help.

Treasure: Three of the beds have small chests underneath. All three are locked (Open Lock DC 15). One holds 200 gp and a scroll of *cure light wounds*, another an emerald gem worth 150 gp, and the final one a tiny onyx statue of a dragon (worth 50 gp).

Interrogating Shanna

If the heroes capture Shanna, it takes nothing more than a DC 10 Intimidate check (or DC 15 Diplomacy check) to get her talking. She is a proud — and seemingly slightly mad — mage, and the heroes find out that she was honored to be sent to the traitor city of Theramore to assassinate Jaina Proudmoore. She is not alone in her zeal: More defectors lie in wait in the city, prepared to strike at any time. She says nothing about her masters, only that the Sky King has much to say to the intruders (the heroes). He may, Shanna warns, leave one of them alive in order to alert the Alliance as to who was responsible for its downfall.

Shanna is also a charismatic and inspiring speaker. She is responsible for recruiting many magi to her cause, which why so many of them have joined the defectors.

A trunk of furs and finely quilted and embroidered bedspreads and blankets sits at the far wall, the contents totaling about 20 gp.

Area 9: Sleeping Quarters B (EL 3)

This room is closed off by an unlocked door.

If these magi were not alerted by the calls by their fellow in area **8**, they are seated at the table. One of the magi, Shanna, is the individual who grabbed the dragon statue and teleported away from the wedding reception. She is now without gloves, and a black ring encircles her left thumb.

Much like the other room, this area is clearly a sleeping area. A small table sits beyond the eight beds, and two humans are deeply engrossed in a card game. Although she wears no gloves now, you recognize one of them as the woman who disappeared with the deadly present at the wedding reception.

Creatures: Two magi spend time here.

Mage (2): hp 5. See area **2** for statistics.

Tactics: These magi attempt to lure the heroes deeper into the room, running over the cots, or might head to area **10** to get help.

Area 10: Sleeping Quarters C (EL 1)

This room is closed off by an unlocked door.

A four-poster bed sits against the far wall with privacy hangings closed. Beautiful fabric weavings cover the walls near this bed, setting it apart from the rest of the cave, which contains 10 cots. One of the smaller cots is occupied.

With a DC 10 Search check the heroes find a secret door behind one of the wall hangings.

Creature: The soldier is asleep unless alerted.

Soldier: hp 7. See area **1** for statistics.

Treasure: A locked chest (Open Lock DC 15) lies underneath the fine bed with 100 gp inside, as well as an *amulet of natural armor +1*. (See the **Monster Guide,** Chapter 4: Monsters as Characters, for a description of these amulets.)

Area 11: Personal Storage Closet (EL 1)

This room is dimly lit by the torchlight from the bedroom. It is small, about 10 feet by 10 feet. The walls are crude and the ceiling low, as if it had been carved from the stone recently. The floor is littered with stone and dust. A weapons rack holding a longsword and an axe sits against the far wall beside a closed basket.

Treasure: The weapons rack holds a hand axe and a masterwork longsword.

Trap: The basket next to the weapons rack is trapped and holds nothing.

Burning Hands Trap: CR 1; magic device; touch trigger (opening the basket); automatic reset; spell effect (*burning hands*, 1st-level caster, 1d4 fire, DC 11 Reflex save half); Search DC 26; Disable Device DC 26.

Area 12: Shalrath's Chamber (EL 1)

You can feel the palpable heat against your face as a deep fire pit smolders in the middle of this room. The coals glow brightly and are the room's only illumination. Several items are piled against the wall; they look to be weapons.

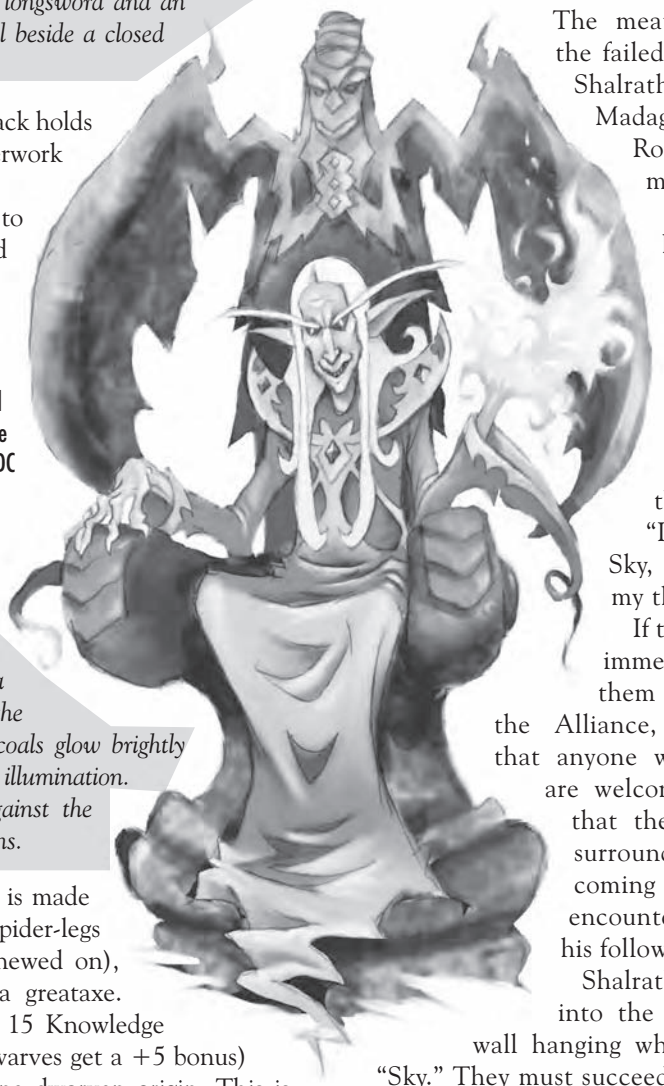
The pile against the wall is made of an odd assortment of spider-legs (looking as if they were chewed on), torn bits of leather, and a greataxe. The heroes can make DC 15 Knowledge (local) checks (Ironforge dwarves get a +5 bonus) to discover the axe is of fine dwarven origin. This is Redsnout's greataxe, and his family is offering a reward of 100 gp for its return.

Trap: This room has no door, but a trapped pressure plate lies 3 feet inside the doorway.

Fusillade of Darts: CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20.

Area 13: King of the Sky (EL 2)

This room is much larger than the others, and contains little more than a carved wooden throne inlaid with gold. A high elf sits upon that throne, arguing with a being that looks to be a cross between a human and a horrid, scaly, black quadruped. They argue loudly, their speech interrupted by oaths and hisses.



The high elf is actually a human mage named Rober Ronn; he uses magic (*disguise self*) to assume his high elven persona of "Sky Kanth'tal." He does this because he wishes his name to remain unblemished in Theramore. Characters who closely interact with Rober receive DC 15 Will saves to penetrate the illusion.

The meat of the argument is the failed assassination attempt. Shalrath, the wyrmkin, says Madaggan will not be pleased; Rober is adamant that his men did their best.

Creatures: If the heroes do not attempt to conceal themselves, they interrupt the argument. Shalrath scuttles back to assess the threat, while the high elf steps from the throne and welcomes them.

"I am the King of the Sky, and I welcome you to my throne room."

If the heroes do not attack immediately, he speaks to them of his new plans for the Alliance, and graciously says that anyone who wish to join him are welcome. He also mentions that the heroes will soon be surrounded, as more soldiers are coming soon; the heroes have encountered only a fraction of his followers.

Shalrath attempts to slip into the secret room behind a wall hanging while the heroes talk to "Sky." They must succeed a Spot check opposed by Shalrath's Stealth check to hide to notice her. (The heroes can find the secret door behind the wall hanging with a DC 10 Search check.)

If the heroes show any desire to do more than talk, Rober casts defensive spells and then attacks. In 2 rounds, Shalrath exits the secret room and attacks as well (see area **14**). Rober has a black weasel familiar.

Rober Ronn, Male Human Mage 2: CR 2; Medium humanoid (human); HD 2d4+2, hp 8; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10, Base Atk +1; Grap –1; Atk/Full Atk +1 melee (1d4/19–20, dagger) or +2 ranged (1d4–1, sling); SA spells; SQ familiar, human traits; AL LE; SV Fort +1, Ref +1, Will +5; Str 9, Agy 13, Sta 13, Int 18, Spt 14, Cha 8.

Languages Spoken: Common, Darnassian, Dwarven, Goblin, and Thalassian.

Skills: Concentration +6, Knowledge (arcana) +9, Knowledge (history) +9, Knowledge (local) +9, Listen +4, Spellcraft +11, Spot +4.

Feats: Dodge, Mobility, Scribe Scroll[B], Skilled (Listen and Spot)*.

* While familiar is within arm's reach.

Mage Spells (5/3; DC 14 + spell level): Rober's high Intellect score and ranks in Spellcraft allow him to prepare 10 spells per spell level. He is fond of *resistance*, *charm person*, *mana shield* and *moon glaive*. Note that he has 3 1st-level spells instead of 4 because he has already cast *disguise self*.

Possessions: +1 dagger, 50 gp, ruby worth 100 gp, ring of keys to locked doors in caves.

Area 14: Secret Storage Room (EL 2)

The storage room is an area for Shalrath to arm herself. It holds two chests and a weapons rack.

Shalrath, Female Black Wyrmkin 2: CR 2; Large monstrous humanoid (fire); HD 2d8+4, hp 16; Init +5; Spd 30 ft.; AC 16, touch 10, flat-footed 15, Base Atk +2; Grap +8; Atk +4 melee (3d6+3, greatsword); Full Atk +4 melee (3d6+3, greatsword); Space/Reach: 10 ft./10 ft.; SQ darkvision, heritage immunities, immunity to fire, vulnerability to cold; AL LE; SV Fort +5, Ref +1, Will +5; Str 15, Agy 12, Sta 15, Int 10, Spt 14, Cha 7.

Languages Spoken: Common, Draconic, and Thalassian.

Skills: Listen +7, Spot +7.

Feats: Improved Initiative.

Possessions: Large breastplate, Large masterwork greatsword.

Tactics: Shalrath assesses the group and determines who she thinks is the strongest, and attempts to disable that person first. If she looks to be losing, she cuts and runs, heading to the cave entrance.

Treasure: A chest in this room contains 100 gp, and a second chest contains the black dragon assassination statue (which had only one charge, so is harmless until a powerful arcanist, versed in necromancy, enchants it again). The weapons rack holds a masterwork short sword and a masterwork longspear.

Endgame

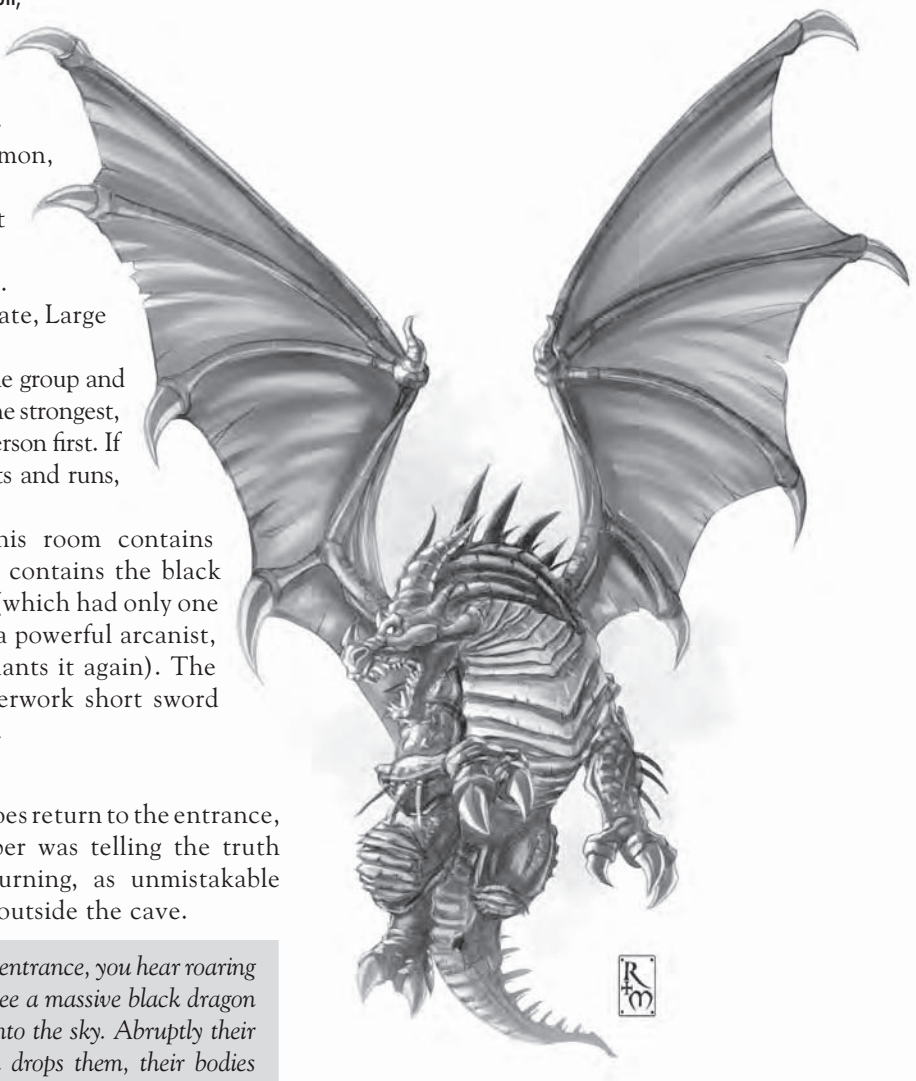
After the battle, as the heroes return to the entrance, they hear that indeed, Rober was telling the truth about his other forces returning, as unmistakable sounds of battle come from outside the cave.

As you head towards the cave entrance, you hear roaring and screaming. Outside you see a massive black dragon carrying screaming humans into the sky. Abruptly their screams stop and the dragon drops them, their bodies crashing and breaking on the ground.

The black dragons, come at the behest of Madaggan, are not concerned with the heroes, only the humans who botched the assassination. They seek to punish any defector they find — but any human (or humanoid) will do in a pinch.

The heroes should stay out of this one, as a single black drake (CR 17) and two black whelps (CR 6) are outside, dealing Madaggan's punishment to the conveniently returning soldiers. Hiding in the cave is a good idea; the dragons don't even look that direction, which means they get a –8 penalty on their Spot checks if the heroes loiter near the entrance to watch the carnage. Even if the dragons notice movement in the cave, they pay no heed unless the heroes do something particularly attention-grabbing. If the heroes pull back and remain out of sight, the dragons don't notice them at all.

Sneaking past the dragons takes Stealth checks opposed by the drake's Spot and Listen checks (Listen +16 and Spot +17). Once the dragons slay the soldiers outside the cave, they consider their message delivered and vacate the premises — though Madaggan is likely to show up soon, so the heroes would do well to return to Theramore.



Concluding the Adventure

If the heroes come home with no proof of black dragon involvement (such as the statue or Shalrath's head), Lieutenant Match thanks them and gives them each 100 gp for their troubles.

If they bring back more information, Match takes the black statue (if the heroes have it) and entrusts it to the proper authorities. He organizes an honorary dinner for them, and Jaina Proudmoore might attend.

If the heroes found any information about Redsnout Grisling, his family pays them 100 gp for the return of his greataxe, 10 gp for the return of his signet ring, and 200 gp for his body.

If Jaina Proudmoore has proof of the black dragonflight's meddling with Daelin's former soldiers, Lieutenant Match calls together volunteers to begin combing the city for other traitors. He would welcome the heroes' involvement.

"Gift for the Bride" can lead to other adventures, such as the following.

- An espionage campaign to discover if there are any traitors still in Theramore.
- A diplomatic campaign to keep tensions between the humans, the dwarves and the Alliance as a whole from reaching the boiling point.
- A hack 'n slash adventure to travel to Ratchet to do more menial work for Lieutenant Match, who can't assign these things to her higher-ranked people.
- Subtle clashes with Madaggan, who is not pleased that the heroes thought they could hamper his plans.

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