World of Warcraft®

The Roleplaying Game

MONSTER GUIDE

A FANTASY ROLEPLAYING GAME FOR REVISED THIRD EDITION RULES

Sword & Sorcery

MONSTER GUIDE

Credits

Authors:

Jackie Cassada, Brandon Crowley, Richard Farrese, Bob Fitch, Bruce Graw, Luke Johnson, Adam Loyd, Andrew Rowe, and Amber E. Scott.

Additional Design and Material:

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

Developer:

Luke Johnson

Editor:

Scott Holden

Managing Editor:

Stewart Wieck

Art Direction and Design:

Mike Chaney

Cover Artist:

Jason Chan and Glenn Rane

Interior Artist:

Glenn Rane

Blizzard Entertainment

Creative Development Manager:

Shawn Carnes

Producer:

Ben Brode

Developers:

Evelyn Fredericksen, Micky Nielsen

Art Directors:

Glenn Rane, Sam Didier

Blizzard Special Thanks:

Chris Metzen, Gloria Soto, Joanna Cleland, Lisa Pearce, Brian Hsieh

Special Thanks

To cows and chickens, because I eat them.
– Luke Johnson

Check out upcoming Sword and Sorcery Studio products online at: http://www.swordsorcery.com

Check out upcoming Sword and Sorcery Studio products online at:http://www.swordsorcery.com

Distributed for Sword and Sorcery Studio by White Wolf Publishing, Inc. This printing of *Monster Guide* is published in accordance with the Open Game License. See the Open Game License Appendix of this book for more information. Arthaus, the Arthaus logo, Sword and Sorcery, Sword and Sorcery Studios, the Sword and Sorcery logo, Manual of Monsters, Magic & Mayhem, Shadows & Light and More Magic & Mayhem are trademarks of White Wolf Publishing, Inc. All rights reserved. © 2007 Blizzard Entertainment, Inc. Warcraft, World of Warcraft and Blizzard Entertainment are trademarks or registered trademarks of Blizzard Entertainment, Inc., in the U.S. and/or other countries, and is used with permission. All rights reserved. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

PRINTED IN CHINA

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0: Any and all Sword and Sorcery Studio or Blizzard logos and identifying marks and trade dress, including all Sword and Sorcery Studio or Blizzard Product and Product Line names, including but not limited to Warcraft, World of Warcraft, World of Warcraft: The Role-Playing Game; Magic & Mayhem; More Magic & Mayhem; Lands of Mystery; Monster Guide; Alliance Player's Guide; Horde Player's Guide; Dark Factions; all text under the **"Description"** header of any creature, spell, magic item, artifact, or NPC listing; any elements of the Warcraft setting, including but not limited to capitalized names, names of artifacts, beings, characters, countries, creatures, geographic locations, gods, historic events, magic items, organizations, songs, and spells; any and all stories, storylines, plots, thematic elements, and dialogue; and all artwork, symbols, designs, depictions, illustrations, maps and cartography, likenesses, poses, logos, symbols, or graphic designs, except such elements that already appear in the System Reference Document and are already OGC by virtue of appearing there. The above Product Identity is not Open Game Content.

Designation of Open Game Content: Subject to the Product Identity designation above, the remainder of this volume is designated as Open Game Content and may only be used in accordance with the Open Game License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identifi ed as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor. (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have suffi cient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Warcraft: The Roleplaying Game Copyright 2003, Blizzard Entertainment
Warcraft Roleplaying Game: Manual of Monsters Copyright 2003, Blizzard Entertainment
Warcraft Roleplaying Game: Alliance & Horde Compendium Copyright 2004, Blizzard Entertainment
Warcraft Roleplaying Game: Magic & Mayhem Copyright 2004, Blizzard Entertainment
Warcraft Roleplaying Game: Lands of Conflict Copyright 2004, Blizzard Entertainment
Warcraft Roleplaying Game: Shadows & Light Copyright 2004, Blizzard Entertainment
World of Warcraft: The Roleplaying Game Copyright 2005, Blizzard Entertainment
World of Warcraft: More Magic & Mayhem Copyright 2005, Blizzard Entertainment
World of Warcraft: Lands of Mystery Copyright 2005, Blizzard Entertainment
World of Warcraft: Monster Guide Copyright 2006, Blizzard Entertainment
World of Warcraft: Alliance Player's Guide Copyright 2006, Blizzard Entertainment
World of Warcraft: Horde Player's Guide Copyright 2006, Blizzard Entertainment
World of Warcraft: Dark Factions Copyright 2006, Blizzard Entertainment

Table of Contents

Credits 1

Introduction 5

Chapter 1: The Dangers of Being a Hero 10

Arcane nullifier X-21 10
Basilisk 11
Black ooze 12
Bloodpetal 13
Carrion grub 14
Cloud serpent 16
Core hound 17
Corrupted creature 19
Example: Fel orc 20
Crowd pummeler 9-60 20
Crypt fiend 22
Example: Nerubian worker crypt fiend 24
Darkhound 24
Dinosaur 25
Devilsaur 25
Diemetradon 27
Pterrordax 28
Stegodon 29
Threshadon 30
Dire animals 31
Dire ape 31
Dire bat 32
Dire bear 32
Dire boar 33
Dire condor 34
Dire hyena 34
Dire lion 35
Dire Gargoyle 36
Doomguard 37
Dragons 39
Black dragon 40
Bronze dragon 42
Green dragon 44
Red dragon 46
Dragonspawn 48
Dreadlord 50
Dwarf, Dark Iron 51
Elementals 53
Air elementals 54
Earth elementals 56
Fire elementals 58
Lava elementals 60
Water elementals 61
Elf, blood 64
Elite creature 66
Example: Dark Iron rifleman 66
Entropic beast 67
Felguard 68
Felhound 70
Felsteed 71
Flamewaker 73
Ghost 74
Example: Ghostly warrior 76
Ghoul 76
Giant, frost 78
Giant, molten 79
Giant, sea 80
Gnoll 82
Gnome, leper 83
Golem 85
Harvest golem 85
Grell 86
Harpy 87
Helboar 88
Hydra 89
Imp 91
Infernal 92
Kobold 94
Lich 95
Example: Human lich 97
Makrura 98
Mana surge 101
Mechanized animal 103
Example: Mechanostrider 104
Naga 105
Obsidian destroyer 108
Obsidian statue 109
Primal ooze 110
Quilboar 111
Risen 114
Example: Risen warrior 115
Rock borer 116
Satyr 117
Scorpid 119
Shade 120
Silithid 121
Reaver 122
Swarmer 123
Wasp 124
Skeletal creature 125
Example: Skeletal warrior 126
Succubus 127
Swarm 129
Bat swarm 129
Rat swarm 130
Tar beast 131
Thistleshrub 132
Timberling 133
Trogg 135
Troll, ice 137
Voidwalker 138
Wendigo 140

Wildkin 141
Withered creature 143
Example: Rot Hide gnoll 144
Worg 145
Worgen 146
Wraith 148
Zombie 148
Example: Human zombie 150

Chapter 2: Villains 151

Archaedas, Stone Guardian of the Vault 151
Balnazzar 152
Baron Geddon 154
Baron Rivendare, Death Knight of Stratholme 156
Drakkisath, General of Nefarian's Armies 158
Garr 159
Kel'Thuzad, Lich Lord of the Plaguelands 161
Lady Onyxia, Mistress of the Black Dragonflight 164
Lord Kazzak 166
Mekgineer Sicco Thermaplugg 168
Nefarian (or Lord Victor Nefarius), Lord of Blackrock Spire 170

Chapter 3: Improving Monsters 173

Chapter 4: Monsters as Characters 178

Chapter 5: Types, Subtypes, and Abilities 185

Chapter 6: Awarding Experience Points 201

Appendix 1: Monsters and Magic 203

Appendix 2: Monster Charts 209

Welcome to the World of Warcraft Monster Guide!

This book has a huge number of monsters for use in your **World of Warcraft RPG** game. Within these pages, you can find creatures to challenge heroes of every stripe and level of expertise, from massive, raging core hounds to skulking kobolds, from a raven that a mage might use as a familiar to the mighty demon Lord Kazzak. They're all here in this book.

The **Monster Guide** is organized into the following chapters:

Chapter One: The Dangers of Being a Hero

This chapter is enormous, making up the bulk of the book. It includes those "standard" monsters heroes might encounter throughout the world — and beyond. Each description contains specific information. The chapter is organized alphabetically, beginning at arachnathid and ending with zombie.

For details on reading the entries, see "Knowing Your Monsters," below.

Chapter Two: Villains

This chapter includes 15 of the most infamous and deadly villains on Azeroth: Archaedas, Balnazzar, Baron Geddon, Baron Rivendare, Garr, General Drakkisath, Kel'Thuzad, Lady Onyxia, Lord Kazzak, Mekgineer Thermaplugg, and Nefarian. If your heroes are particularly unlucky, they may cross paths with one or more of these individuals.

I know what you're going to say: "My favorite guy isn't on that list!" Well, I'm sorry. We didn't have room in the book to include *all* the villains we wanted to, so I had to make some hard choices.

Other Sources for Monsters

Several other books in the **World of Warcraft RPG** line also include monsters. If you can't find a monster here, you might try checking one of these books:

Lands of Mystery: Blue dragon and dragonspawn, magnataur, murloc, and nerubian.

Alliance Player's Guide: Ancients, avatar of vengeance, battle ram, chimaera, dire cobra, dragonhawk, dryad, faerie dragon, gryphon, heavy warhorse, hippogryph, keeper of the grove, nightsaber and frostsaber panthers, stone giant, treant, and wisp.

Horde Player's Guide: Abomination, banshee, centaur, forest troll, bat, giant bat, and vampire bat, kodo beast, ogre, ogre mage, quilbeast, raptor, salamander, spirit beast, thunder lizard, wolf, giant wolf, and dire wolf, and wyvern.

Dark Factions: Arachnathid, clockwerk goblin, couatl, chromatic dragon, dragon turtle, hobgoblin, makrura prawn, mur'gul, nerubian spiderlord, pandaren, snap dragon, spiderling swarm, tube wyrm, and tuskarr.

Chapter Three: Improving Monsters

Many monsters in the *World of Warcraft* computer games are simply tougher versions of weaker monsters — they look similar, but are hardier and might possess additional abilities. You can perform the same sort of advancement in the **World of Warcraft RPG** using the guidelines presented in this chapter.

Chapter Four: Monsters as Characters

Some players enjoy playing monster heroes. This chapter provides the information to create unique monster characters, whether heroic or villainous. This chapter also contains several new feats that are particularly appropriate for monster characters; that involve monsters, such as Craft Construct; or that apply to one or more of the villains in Chapter 2. (This chapter also includes the magic items that those villains wield.)

Chapter Five: Monster Types, Subtypes, and Abilities

Monsters possess a wide array of strange and frightening abilities, and this chapter details them all, as well as the traits and features of the various monster types. (For instance, what does it mean to be a fey?) You might think of this section as a glossary; when a monster's description includes an ability that isn't detailed in its description, you should turn to Chapter 5 to find out what that ability does.

Chapter Six: Awarding Experience Points

Heroes advance in levels by gaining experience points (XP). This chapter provides guidelines and rules for handing out XP based on the power of the monsters the heroes defeat.

Appendix One: Monsters and Magic

Several spells deal with monsters, notably *summon monster, summon nature's ally,* and *summon undead,* as well as a few others such as *create undead.* In the **WoW RPG** book, those spells assumed that players could consult the original **Manual of Monsters…** which was printed before this book existed.

Manual of Monsters

This book revises the material in the **Manual of Monsters** to conform to the new rules set forth in the **World of Warcraft RPG** book. It also includes many new monsters that appear in the *World of Warcraft* computer game and did not exist when we designed the **Manual of Monsters**.

Any information in this book replaces that in the **Manual of Monsters** where the two sources differ (i.e., when a monster or villain appears in both places, the information in this book trumps that in the old). This caveat holds true across the **Warcraft RPG** board — the most recently published information is always the correct version.

This appendix provides the information you need to use the spells listed above, including new tables for the *summon* spells. It also includes updated rules for the warlock's fel companion arcana and the mage's call elemental arcana, so that they function properly with the monsters presented in this book.

Appendix Two: Monster Charts

This second appendix includes a list of all the monsters in this book (and those from other sources, such as the **Alliance Player's Guide**), organized by Challenge Rating, so you know the right creatures to challenge your players. This appendix also includes monsters listed by type and subtype.

Web Extras

This book has a lot of monsters. So many, in fact, that they didn't all fit in the book. Log on to www.warcraftrpg.com for dozens more pages of monsters — animals and vermin.

Animals

This section contains the animals one might find wandering around Azeroth. Some are dangerous, such as bears and giant snakes; others, like sheep and lizards, are (usually) not. This section of the web extras contains the statistics for the creatures that arcanists can take as familiars and for the creatures that druids and hunters can take as companions.

Note that Chapter 1 includes some creatures that are actually animals — notably dinosaurs and dire animals — placed among the monsters because they are particularly large and dangerous, at least as much like monsters as they are animals.

Vermin

The second part of the web extras contains the statistics for various dangerous arthropods, generally giant insects and arachnids, including monstrous scorpions, monstrous spiders, and giant scarabs.

Knowing Your Monsters

A number of statistics describe the monsters in this book (and other books). Each monster description contains the following information.

Name

The monster's name appears at the top of the description. Some monsters are known by other names as well.

Size, Type, and Subtype

The line beneath the monster's name tells you the monster's size as well as its type and subtype. For example, the imp description reads "Tiny Outsider (Demon, Evil, Extraplanar)." This means that imps are Tiny creatures, that they are of the outsider type, and that they possess the demon, evil, and extraplanar subtypes. The creature's size affects several statistics, notably attack bonus, AC, and its grapple modifier, as described in **WoW RPG,** Chapter 12: Combat, "Combat Statistics."

Every creature has a type, and many have one or more subtypes. See Chapter 5: Monster Types, Subtypes, and Abilities for details about these things. See the Monster Charts in Appendix 2 for a list of monsters by type and subtype (including monsters in this book and from **Lands of Mystery, Alliance Player's Guide, Horde Player's Guide,** and **Dark Factions**).

Hit Dice and Hit Points

All monsters in this book have average hit points for their Hit Dice; of course, individual monsters may have more or fewer hit points, but generally their hit points are average.

A monster's type (and/or class, in some cases) determines its Hit Die size.

Initiative

A monster's bonus to initiative is usually equal to its Agility modifier; some monsters improve this bonus with the Improved Initiative feat.

Speed

This entry provides the monster's base land speed, both in feet and in number of squares on a combat grid (assuming one square equals 5 feet). Some monsters have other movement modes, such as burrow, climb, fly, or swim; these speeds also appear here.

Armor Class

This entry includes the monster's AC, including its touch and flat-footed AC values, as well as the calculations that determine those numbers.

Base Attack/Grapple

A monster's type (and/or class, in some cases) determines its base attack bonus, provided here. You'll rarely need to know the monster's base attack bonus, but it can be useful for feats such as Power Attack.

A monster's grapple bonus equals its base attack bonus + Strength modifier + special size modifier.

Attack

When a monster makes a single attack, either because it has only a standard action or because it's making an attack of opportunity, it uses this line. Attacks are presented in the following format:

Type +# melee/ranged (damage/critical hit information)

Type: What the monster uses to make the attack (a claw, a weapon, or whatever).

+#: The monster's total attack bonus with the attack type.

Melee/ranged: Whether the attack is melee or ranged.

Damage: How much damage the attack deals.

Critical Hit Information: If the attack has a larger-than-normal threat range or critical multiplier, this information appears after the slash.

Full Attack

When a monster takes a full attack action, it uses this line. Some monsters have two or more options, separated by the word *or*, such as "longsword +3 melee (1d8/19–20) or longbow +4 ranged (1d8/x3)." The monster chooses which attack form to use based on the circumstances.

Space/Reach

This entry provides the monster's fighting space (i.e., how many squares of space it takes up on the battlefield) and its reach. A monster threatens all squares within its reach. Some monsters have a longer reach with certain weapons; if so, this information also appears here — for example, "5 ft./5 ft. (10 ft. with longspear)."

Special Attacks

This entry is a list of the monster's special attacks.

Special Qualities

This entry is a list of the monster's special qualities. Vision types appear first so that they don't get in the way of the juicy combat information.

Saves

A monster's type (and/or class, in some cases) determines its base saving throw bonuses.

Abilities

Most monsters have average ability scores, though some use higher values. See Chapter 3: Improving Monsters for more information.

Skills

Monsters have skills, just as heroes do. When a monster gains a bonus to a skill check for some reason, an asterisk (*) denotes this.

Feats

A monster gets one feat automatically, plus an additional feat at its 3rd Hit Die and again for every three Hit Dice thereafter. Some monsters have bonus feats; a superscript "B" denotes bonus feats (such as "Track[B]").

Environment

This entry provides the environment(s) in which the monster is often found. Heroes might encounter the monster outside this environment, but such occurrences are rare.

Area

This entry provides the area in which the monster is often encountered, such as the Arathi Highlands, the Molten Core, or Teldrassil. Heroes might encounter the monster outside these areas, but such occurrences are uncommon at best; the area(s) noted here are the monster's natural grounds.

Organization

Different monsters travel in groups of varying sizes, as shown here. If you would like your heroes to encounter a random group of monsters, use this entry as a guideline to determine the group's size and composition.

Challenge Rating

A monster's Challenge Rating (CR) tells you how difficult it is to fight. If a party of 4 heroes encounters a monster with a CR equal to its average level, the heroes should triumph over it, but the encounter should drain the party of 20–30% of its resources (spells, hit points, magic items, and so forth). A monster's Challenge Rating is the best yardstick to determine whether or not it is an appropriate encounter for your heroes; remember that heroes who have already faced several encounters are weaker than those at full power, so an ordinarily average monster might prove deadly in such circumstances.

Also, some monsters are more challenging if they are encountered in certain environments. Undead, for example, do not need to breathe, so an undead creature in a room full of poison gas or under water is more challenging than one in a 10-foot-by-10-foot room. A monster's Challenge Rating does not take into account the fact that it might have an advantage in certain circumstances; it is up to you to determine whether the environment (or some other situation) makes a monster more challenging than its CR implies.

Some monsters — particularly the villains in Chapter 2 — have magic items they can use against heroes. The power of these items is already taken into account in setting these beings' Challenge Ratings. Also, some villains have slightly different Challenge Ratings than what you might expect based on their character levels, Hit Dice, and templates. (For example, several villains get the elite template as a bonus that does not increase their CR, simply because they need the extra hit points to survive against epic-level heroes.)

A monster's Challenge Rating also determines how many experience points (XP) it provides to heroes who defeat it. See Chapter 6: Awarding Experience Points for more information.

See the Monster Charts in Appendix 2 for a list of monsters in this book organized by Challenge Rating.

Treasure

This entry describes how much wealth a creature typically owns. See "Treasure" in Chapter 5: Monster Types, Subtypes, and Abilities for more information.

Alignment

This entry provides the monster's alignment. The alignment is listed as either "always," "usually," or "often" (such as "always neutral" or "usually chaotic evil").

Always: All monsters of this sort have the indicated alignment. Exceptions, if they exist, comprise less than 1% of the monster's population and apply to isolated individuals.

Usually: 80–90% of these sorts of monster have the indicated alignment. Exceptions are thus rare and may be ostracized by the monster's society.

Often: 40–80% of these sorts of monsters have the indicated alignment. Exceptions are uncommon, but not unknown.

Advancement

The monster description provides the statistics for the weakest specimen of its kind. Some monsters achieve far greater power; the Advancement entry gives you the guidelines to determine just how much more powerful such a creature can become. Monsters usually advance by increasing in Hit Dice, which tends to make them larger. Some monsters advance by taking character classes, and some cannot improve at all (the latter indicated by a dash in this entry).

See Chapter 3: Improving Monsters for more information.

Level Adjustment

Some monsters are suitable to become player characters; these monsters often have *level adjustments*. A monster has one of the following three descriptions in this entry:

—: The monster is unsuitable as a player character.

+#: The monster has the indicated # as a level adjustment (see Chapter 4: Monsters as Characters, for more information). A value of +0 means the monster has no level adjustment and is suitable for play from level 1. The standard races presented in **WoW RPG** (humans, Ironforge dwarves, orcs, and the like) all have level adjustments of +0. A level adjustment of +1 or higher means the monster is more powerful than the standard races and needs a level adjustment as a way to balance its increased power with that of other player characters.

Use Racial Levels: Though the monster is more powerful than standard races, it uses racial levels to represent this fact (much like tauren, Forsaken, night elves, and other player character races with racial levels). The monster's racial levels are provided in its description; in this case, the monster whose statistics are presented as the standard is usually a 1st-level member of the race with just 1 racial level. Monsters of this sort are thus suitable for play from level 1.

Descriptive Text

Italicized text below the monster's statistics is meant to be read aloud or paraphrased to players to give them an idea of the monster's appearance.

Description

The text in this section provides general information about the monster for the GM, such as what it does, where it lives, what motivates it, its history, its mentality, its ecology, how tall it is, how much it weighs, what languages it speaks, and so forth.

Combat

This entry opens with a discussion of what the monster generally does in combat: i.e., its standard tactics. Following this explanation are descriptions of the monster's special attacks and special qualities, in the same order in which they appear in its statistics above. If a special attack or special quality doesn't appear here, it is common to so many monsters that reprinting it in each description would be impractical: See Chapter 5: Monster Types, Subtypes, and Abilities for details about special qualities and special attacks that do not appear here.

In all cases, a special attack or quality is defined as being extraordinary (Ex), supernatural (Su), or spell-like (Sp). These three descriptors are defined in Chapter 5: Monster Types, Subtypes, and Abilities, "Special Abilities," and in **WoW RPG,** Chapter 13: Abilities and Conditions, "Special Abilities."

Also at the end of this entry is a description of the monster's racial bonus on skill checks, if it has any.

Monsters as Characters

Some monsters have a "Monsters as Characters" entry. These monsters are usually humanoids and are especially appropriate to become intelligent heroes (and/or villains). This entry explains what sort of character classes these creatures tend to take, what different kinds exist, and what role they play in society. It also suggests why such a creature might become an adventurer. Following this explanation is a list of the creature's racial traits (much like those provided for the standard races in **WoW RPG**) and, often, a racial class. See **WoW RPG,** Chapter 2: Races, for more information about racial levels.

Templates

Some monster descriptions, such as crypt fiend and ghost, are not actually monsters, but templates used to create new monsters from other creatures. (See Chapter 3: Improving Monsters for more information.) An example of a monster with that template is provided with the template (or, in some cases, appears in Chapter 2: Villains).

Villains

The villains found in Chapter 2 use a slightly modified version of the standard monster description.

Class and Level

Following the villain's name (and title) is a list of his or her class levels and, if appropriate, Hit Dice in a monster type. (Monster Hit Dice work much the same way as character levels; see Chapters 3, 4, and 5 for more information.)

Hit Points

Each villain has received maximum hit points at 1st level (or for its first monstrous Hit Die, as appropriate).

Villain Points

As described in **WoW RPG** (see Chapter 13: Warcraft Campaigns, "Hero Points"), some especially nasty villains also have villain points. All the villains worthy of inclusion in this book are especially nasty…

Alignment

A villain's alignment does not include an always/usually/often descriptor, for a villain is an individual who necessarily possesses a distinct alignment.

Advancement

Most villain's advance by character class, but a few advance by adding Hit Dice instead.

Background

This entry is similar to a monster's Description entry, but focuses on the villain's history and current plans.

Combat

This entry does not include those special abilities that appear elsewhere (in applicable class, monster, or template descriptions, for example); it includes only abilities that are unique to that villain.

Possessions

Villains often possess items of dark and terrible power with which to make heroes' lives miserable. This entry indicates such items; new items are described in Chapter 4: Monsters as Characters (other magic items appear in **More Magic & Mayhem**).

Keep in mind that the villains in this chapter have great power and standing, and that they possess or can gain access to just about any item of less than artifact power; the Possessions entry simply indicates which items are unique to the villain that he or she is rarely without. A good rule of thumb is that a villain has any item worth 1,000 gp per Hit Die lying around somewhere and can procure just about any other item (worth up to 10,000 gp per Hit Die) in not more than a few days.

Arcane Nullifier X-21

Large Construct (Mechanical)

Hit Dice:	12d10+30 (96 hp)
Initiative:	–2
Speed:	40 ft. (8 squares)
Armor Class:	17 (–1 size, –2 Agy, +10 natural), touch 7, flat-footed 17
Base Attack/Grapple:	+9/+19
Attack:	Slam +14 melee (2d6+6)
Full Attack:	2 slams +14 melee (2d6+6)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rechannel spell
Special Qualities:	Darkvision 60 ft., hardness 5, malfunction, spell resistance 25, construct traits
Saves:	Fort +4, Ref +2, Will +4
Abilities:	Str 23, Agy 7, Sta –, Int 1, Spt 10, Cha 1
Skills:	Listen +9, Spot +10
Feats:	Awesome Blow*, Bash, Cleave, Improved Bull Rush, Power Attack
Environment:	Any land and underground
Area:	Gnomeregan
Organization:	Solitary or attack squad (1 plus 2–4 crowd pummelers and one 5th-level tinker leper gnome)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	13–20 HD (Large)
Level Adjustment:	—

* This feat appears in the **Alliance Player's Guide.**

A technological mockery of a 10-foot-tall gnome stands before you, clunking and whirling with steam power. A faint glow comes from within its chest, and massive steel fists clench in preparation for battle.

Description

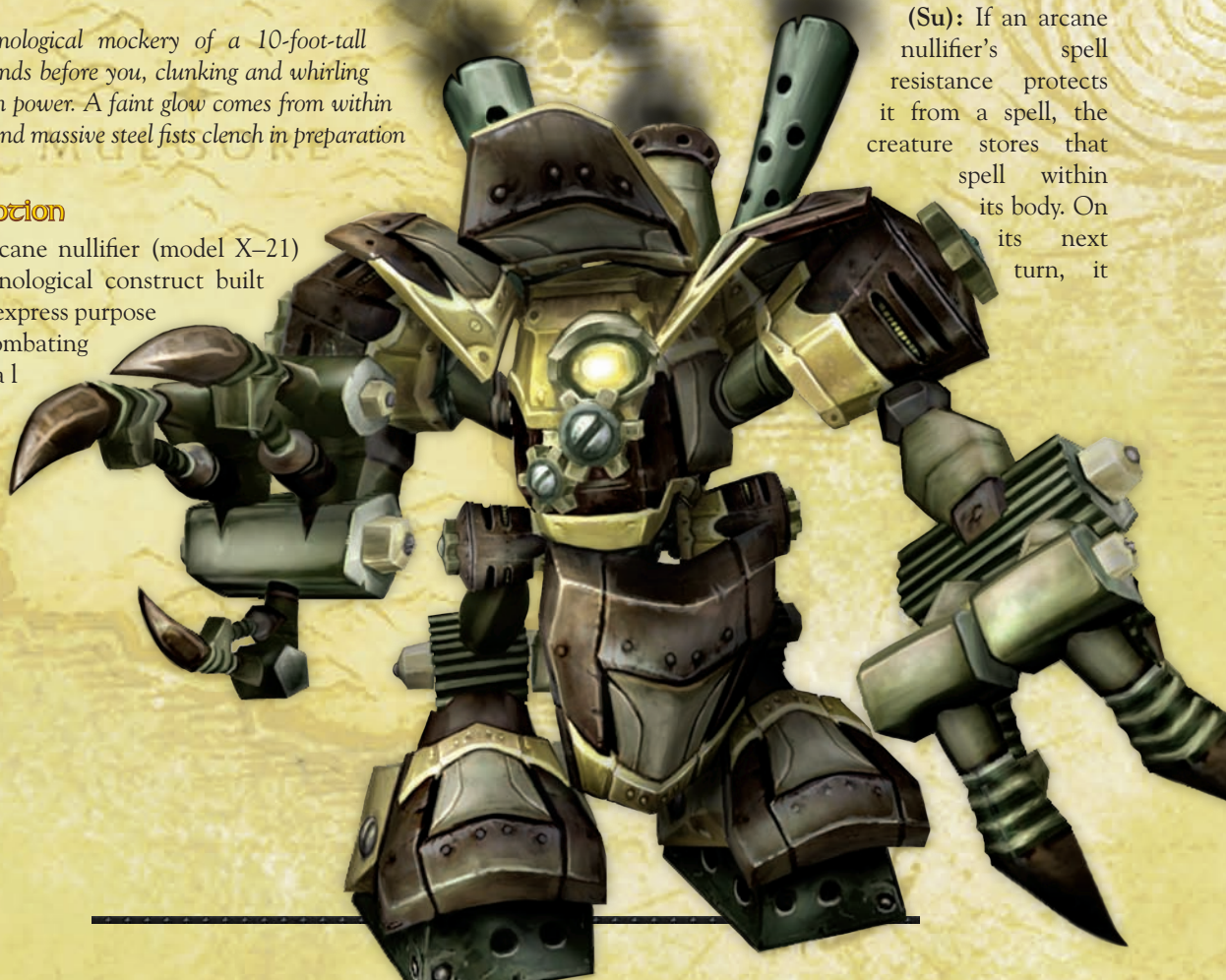
The arcane nullifier (model X–21) is a technological construct built with the express purpose of combating magical enemies of Gnomeregan. Based off of the original crowd pummeler, arcane nullifiers are ingenious works of steam technology combined with alchemical prowess and unreal science. Not only are they larger and much stronger than crowd pummelers, but these constructs are also built with a strange contraption that nullifies and reflects spells cast upon them. Rare and expensive as the constructs may be, leper gnomes quickly send these constructs out when obvious magical presences intrude into their halls.

Arcane nullifiers recognize Common, but only an experienced tinker, shouting out the correct codes, may command them. Some are automated to speak pre-programmed phrases under certain conditions, but their limited intelligence does not make them the greatest conversationalists.

Combat

An arcane nullifier wades mindlessly into combat, lashing out with its steel fists. If any magic-users are present, it targets them first unless ordered to do otherwise.

Rechannel Spell (Su): If an arcane nullifier's spell resistance protects it from a spell, the creature stores that spell within its body. On its next turn, it



automatically releases the same spell as a free action, usually targeting the creature that first cast the spell. The spell occurs just as if the original caster had cast it.

Skills: Arcane nullifiers gain a +2 racial bonus on Listen and Spot checks.

Construction

Arcane nullifiers are built with the technological device creation rules (see **World of Warcraft RPG**, Chapter 11: Technological Devices, "Creating Technological Devices").

Operation: Starting up an inert arcane nullifier, which involves cranking cranks, pushing buttons, turning little knobs, and speaking into flared tubes, takes 1 minute and a DC 40 Use Technological Device check. The nullifier obeys the voice commands of the creature that started it, attacking his enemies and doing anything else he asks. The robot can understand only simple commands; see the tricks in the Handle Animal skill for some possibilities.

Whenever the controller issues a new command, he must make a DC 25 Use Technological Device check or the nullifier ignores him and continues performing its current action.

The robot can operate continuously for 8 hours before it must shut down to cool off for 1 full hour.

Fuel: The arcane nullifier X–21 requires two vials of phlogiston every hour.

Malfunction: The robot attacks its master or his allies.

Tinker Component: Hardness 5; 65 hp, Size Large; Weight 1,200 lb.; MR 3; TS 30, Craft DC 70, Price 186,400 gp.

* See Chapter 4: Monsters as Characters.

Basilisk

Large Magical Beast

Hit Dice:	6d10+12 (45 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	19 (–1 size, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+6/+15
Attack:	Bite +10 melee (1d8+5)
Full Attack:	Bite +10 melee (1d8+5) and 2 claws +8 melee (1d6+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Petrifying gaze (DC 15), *sleep* (DC 13)
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +7, Ref +5, Will +3
Abilities:	Str 20, Agy 10, Sta 15, Int 4, Spt 12, Cha 11
Skills:	Listen +6, Search +5, Spot +6
Feats:	Ability Focus* (petrifying gaze), Multiattack, Skilled (Listen and Spot)
Environment:	Temperate forest
Area:	The Blasted Lands, Desolace, Duskwood, Maraudon, the South Seas, Stonetalon Mountains, Stranglethorn Vale, Tanaris, Thousand Needles, Uldaman
Organization:	Solitary or colony (3–6)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment:	—

* This feat appears in **Lands of Mystery.**

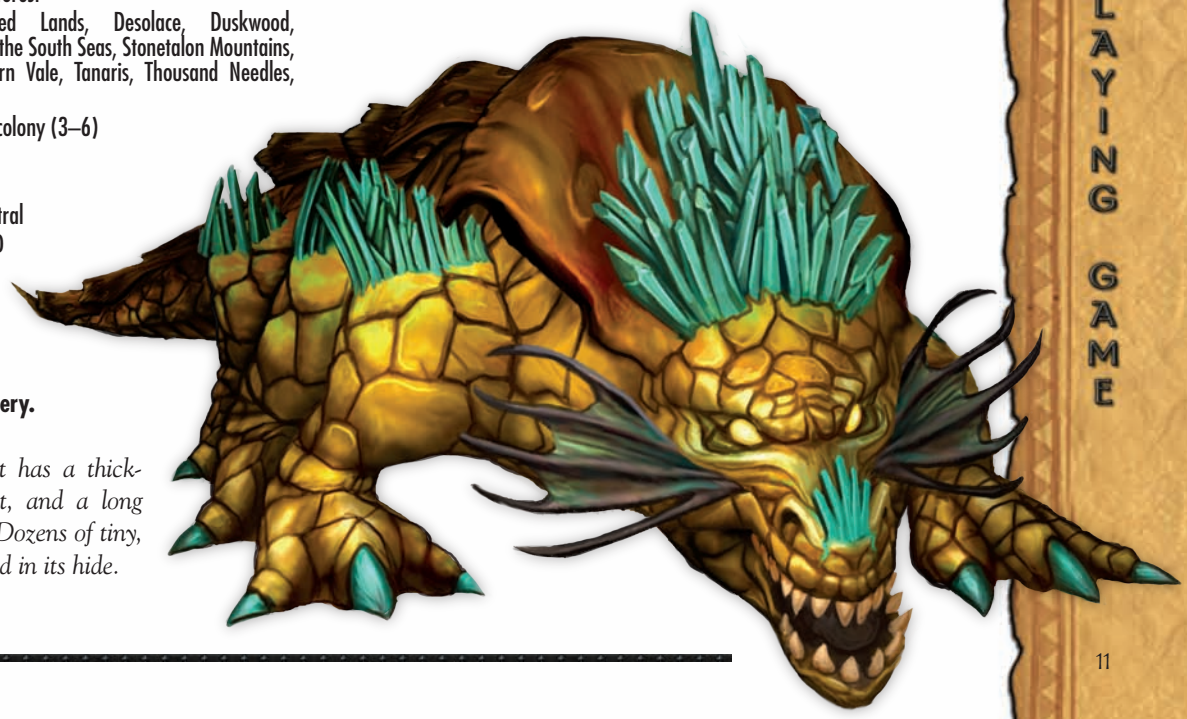
This hulking reptilian beast has a thick-plated hide, three-clawed feet, and a long jaw studded with sharp teeth. Dozens of tiny, glistening crystals are embedded in its hide.

Description

Basilisks — giant lizard-like animals — are possessed of barely more than animal intelligence, but can put prey to sleep or even turn enemies to stone (if they aren't hungry).

While fierce fighters, basilisks do not exhibit cruel or violent tendencies. They defend their territories and hunt other creatures, even sentient ones, for food.

Basilisks' hides range from dark chestnut shades of brown to mossy green and ocean blue. Males tend to be larger and brighter than females. Immature basilisks usually stand as tall and wide as an adult boar. Full-grown basilisks grow to 10 feet in length and weigh up to 2,500 pounds. After mating, a basilisk pair remains together for several months. The female buries her eggs in warm earth and rotting plant matter; she guards the eggs while her mate hunts and brings her food. After the young hatch, the male departs.



Combat

A basilisk stays at range and targets its enemies with *sleep*. Once its prey enters range, the basilisk switches to its petrifying gaze attack. When the enemy reaches a distance of 15 feet or so from the basilisk, the basilisk charges. Basilisks are ferocious fighters but not suicidal; they retreat when the odds turn against them.

Petrifying Gaze (Su): Turn to stone permanently, range 30 feet; Fortitude DC 15 negates. The save DC is Charisma-based.

Sleep (Sp): This ability functions as the *sleep* spell (see the **Alliance Player's Guide**), save that it has no HD limit. The save DC is Charisma-based.

Skills: Basilisks gain a +5 racial bonus on Search checks.

Black Ooze

Huge Ooze	
Hit Dice:	12d10+72 (138 hp)
Initiative:	–5
Speed:	20 ft. (4 squares)
Armor Class:	3 (–2 size, –5 Agy), touch 3, flat-footed 3
Base Attack/Grapple:	+9/+24
Attack:	Slam +14 melee (1d8+10 plus 2d6 acid)
Full Attack:	Slam +14 melee (1d8+10 plus 2d6 acid)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Acid, constrict (1d8+10 plus 2d6 acid), improved grab
Special Qualities:	Blindsight 60 ft., damage reduction 5/–, split, ooze traits
Saves:	Fort +10, Ref –1, Will –1
Abilities:	Str 24, Agy 1, Sta 22, Int –, Spt 1, Cha 1
Skills:	—
Feats:	—
Environment:	Any mountains and underground
Area:	Venture Company mines
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	13–15 HD (Huge); 16–30 HD (Gargantuan)
Level Adjustment:	—

This mass of black, viscous liquid flows along the ground in utter silence. Its surface bears an oily sheen. Swirls of glistening copper and silver rise to the surface and then sink back into the black depths.

Description

Black oozes form in the foul slag pits of mining operations, given animation by mystic forces and freed to roam and consume. Black oozes possess a corrosive touch that dissolves metal; while their anatomy remains a mystery, they clearly seek to consume flesh as well.

Some theorize that angry natural forces inhabited the original black oozes, animating the contaminated waste of mining operations and using it to enact vengeance on the miners. Others postulate that some miners, working far too deep in the ground, inadvertently operated in areas of powerful buried magic. Mystic energy penetrated the miners' slag pits and animated the sludgy runoff there. Whatever their origins, black oozes now exist as monsters in their own right, requiring no outside influence to live and reproduce (which they do by means of asexual splitting).

Black oozes prefer to remain underground, though a few venture out onto surrounding mountainsides. They do not appear to have any sort of sentience, society, or ambition beyond engulfing whatever they encounter.

Combat

Slag beats, being non-intelligent, possess little in the way of tactics. They flow toward the nearest target, wrap around it until it completely dissolves, and then move on to the next target. Black oozes do not appear concerned with self-preservation, and some theorize they cannot feel pain. Thus they rarely retreat, even when obviously outmatched.

Acid (Ex): A black ooze secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage; worse, the opponent's armor and clothing dissolve and become useless unless he makes a DC

22 Reflex save. A metal or wooden weapon that strikes a black ooze also dissolves immediately unless it makes a DC 22 Reflex save. The save DCs are Stamina-based.

The black ooze's acidic touch deals 22 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A black ooze deals automatic slam and acid damage with a successful grapple check. A grappled opponent takes a –4 penalty on Reflex saves to avoid having his clothing and armor dissolved by the ooze's acid.

Improved Grab (Ex): To use this ability, a black ooze must hit with its slam attack. It can then try to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex): Slashing and piercing weapons deal no damage to a black ooze. Instead, when struck by such attacks, the creature splits into two identical black oozes, each with half of the original's current hit points (round down for the newly created beast). A black ooze with 10 hit points or fewer cannot be further split and dies if reduced to 0 hit points.

Bloodpetal

	Bloodpetal	Bloodpetal Flayer
	Medium Plant	**Medium Plant**
Hit Dice:	12d8+36 (90 hp)	14d8+56 (119 hp)
Initiative:	+2	+2
Speed:	30 ft. (6 squares), climb 20 ft.	30 ft. (6 squares), climb 20 ft.
Armor Class:	20 (+2 Agy, +8 natural), touch 12, flat-footed 18	22 (+2 Agy, +10 natural), touch 12, flat-footed 20
Base Attack/Grapple:	+9/+12	+10/+14
Attack:	Slam +13 melee (1d6+3 plus poison)	Slam +15 melee (1d8+4/19–20/x3 plus poison)
Full Attack:	2 slams +13 melee (1d6+3 plus poison)	2 slams +15 melee (1d8+4/19–20/x3 plus poison)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Piercing thorns (DC 19), poison (DC 19)	Piercing thorns (DC 21), poison (DC 21), serrated thorns, whirlwind strike
Special Qualities:	Darkvision 60 ft., thorn shield, plant traits	Darkvision 60 ft., thorn shield, plant traits
Saves:	Fort +11, Ref +6, Will +4	Fort +13, Ref +6, Will +4
Abilities:	Str 16, Agy 14, Sta 17, Int 2, Spt 10, Cha 10	Str 19, Agy 15, Sta 19, Int 2, Spt 11, Cha 10
Skills:	Listen +15	Listen +17
Feats:	Cleave, Dodge, Mobility, Power Attack, Weapon Focus (slam)	Cleave, Dodge, Improved Critical (slam), Power Attack, Weapon Focus (slam)
Environment:	Warm forest	Warm forest
Area:	Un'Goro Crater	Un'Goro Crater
Organization:	Solitary, clump (2–9), or patch (10–30)	Solitary, clump (2–9), or patch (10–30)
Challenge Rating:	7	8
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	13–16 HD (Medium); 17–20 HD (Large)	15–21 HD (Large); 22–25 HD (Huge)
Level Adjustment:	—	—

The plant has a huge blood-red flower and a thick stem extending five feet to the ground. The creature ambles along on many wiry roots, which act like legs; , its thorn-covered arms wave back and forth menacingly.

Description

Bloodpetals are ambulatory plants that dwell in the steamy jungles of the Un'Goro Crater. They are covered in nasty thorns that exude a crippling toxin; although not terribly dangerous alone, they tend to use swarm tactics. Otherwise, not much is known about these curious creatures, although the Explorers' League produces a few reports.

Colonies of bloodpetals, apparently always less than 30 in number, stake out a territory typically in some remote area where threats are at a minimum. They defend this area carefully while new bloodpetal sprouts grow. A sprout remains immobile for several months before its legs fully develop.

Once a bloodpetal patch grows too large for nearby resources to support it, the creatures send out scouts. These scouts range far and wide, and thus are usually the first bloodpetals a visitor to Un'Goro encounters; interestingly, a scout avoids conflict and fights only to defend itself, giving the illusion that bloodpetals aren't terribly aggressive ¯ a fact that leads many explorers into trouble when they encounter an actual patch.

Bloodpetals typically stand about 5 feet high and weigh about 100 pounds. They speak no languages as far as anyone knows, although they do seem capable of communicating with each other in some unknown manner.

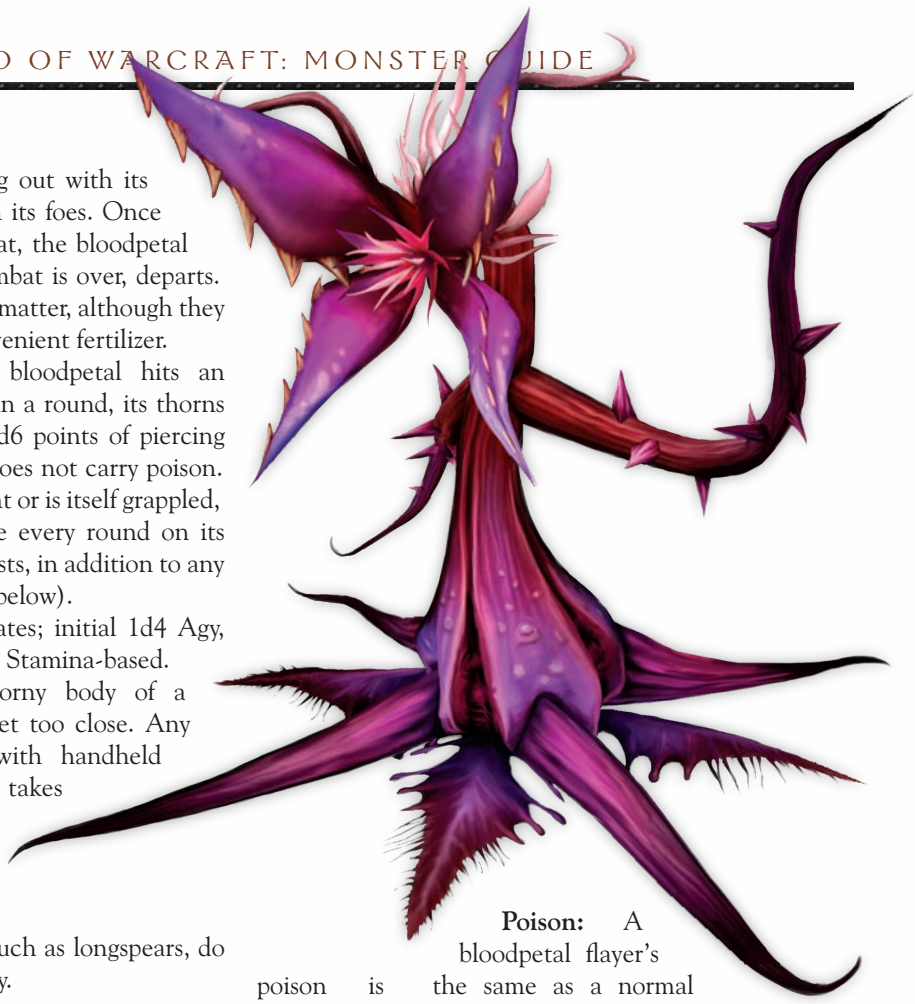
Combat

A bloodpetal attacks by striking out with its thorny arms, attempting to poison its foes. Once a creature no longer seems a threat, the bloodpetal moves to the next target or, if combat is over, departs. Bloodpetals don't consume animal matter, although they might bury a corpse for use as convenient fertilizer.

Piercing Thorns (Ex): If a bloodpetal hits an opponent with both slam attacks in a round, its thorns gouge the foe for an additional 2d6 points of piercing damage. This additional damage does not carry poison. If a bloodpetal grapples an opponent or is itself grappled, it automatically deals this damage every round on its turn for as long as the grapple persists, in addition to any damage dealt by the thorn shield (below).

Poison: Slam; Fort DC 19 negates; initial 1d4 Agy, secondary 1d4 Sta. The save DC is Stamina-based.

Thorn Shield (Su): The thorny body of a bloodpetal injures enemies who get too close. Any creature striking a bloodpetal with handheld weapons or natural weapons takes 1d6+1 points of piercing and slashing damage from the creature's thorns. (This damage does not carry poison.) However, weapons with exceptional reach, such as longspears, do not endanger their users in this way.



Bloodpetal Flayer

A bloodpetal flayer appears no different than a standard bloodpetal until it enters combat, at which point it becomes apparent that it is quicker and stronger. A flayer's vines and thorns swell up with internal fluids, giving it enhanced abilities in combat. Bloodpetal flayers are almost never encountered alone; they are the primary defenders of a bloodpetal patch and fight to the death if their colony comes under attack.

Combat

A bloodpetal flayer viciously attacks any foe that approaches its colony, using its whirlwind strike as often as available.

Poison: A bloodpetal flayer's poison is the same as a normal bloodpetal's, except the Fortitude save is DC 21.

Serrated Thorns (Ex): A bloodpetal flayer's slam attacks are particularly vicious, dealing three times normal damage on a critical hit.

Whirlwind Strike (Ex): Once every 1d4+1 rounds, a bloodpetal flayer can lash out in all directions with thorny vines, tearing any opponent within range. Doing so is a full round action. When doing this, a flayer makes a single attack against every opponent within 10 feet. This attack makes the flayer somewhat more vulnerable, as it has extended itself as far as it possibly can; it is flat-footed until its next action (of course, plants are immune to sneak attack damage, so this isn't as great a weakness as it might otherwise seem).

Carrion Grub

Medium Magical Beast

Hit Dice:	16d10+176+3 (267 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), burrow 5 ft.
Armor Class:	20 (+1 Agy, +9 natural), touch 11, flat-footed 19
Base Attack/Grapple:	+16/+20
Attack:	Bite +21 melee (1d8+6 plus 2d6 acid) or spit +17 ranged touch (2d6 acid)
Full Attack:	Bite +21 melee (1d8+6 plus 2d6 acid) or spit +17 ranged touch (2d6 acid)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Acid spray (DC 29), acidic slime, death throes (DC 29), spit acid
Special Qualities:	Blindsense 120 ft., darkvision 60 ft., low-light vision, immunity to acid, maggot body
Saves:	Fort +21, Ref +11, Will +5
Abilities:	Str 19, Agy 13, Sta 32, Int 1, Spt 10, Cha 10
Skills:	Survival +19
Feats:	Dodge, Great Fortitude, Improved Overrun, Power Attack, Toughness, Weapon Focus (bite)
Environment:	Temperate forest and plains
Area:	Eastern Plaguelands
Organization:	Solitary, cluster (2–7), or swarm (8–27)

Challenge Rating: 10
Treasure: None
Alignment: Always neutral
Advancement: 17–18 HD (Medium); 19–25 HD (Large); 26–32 HD (Huge)
Level Adjustment: —

A fat, sickly, human-sized yellow worm undulates its way along the ground, a trail of sizzling slime in its wake. Smallish pincer-like mandibles, dripping with green ichor, extend and retract from a tiny sucker-like mouth.

Description

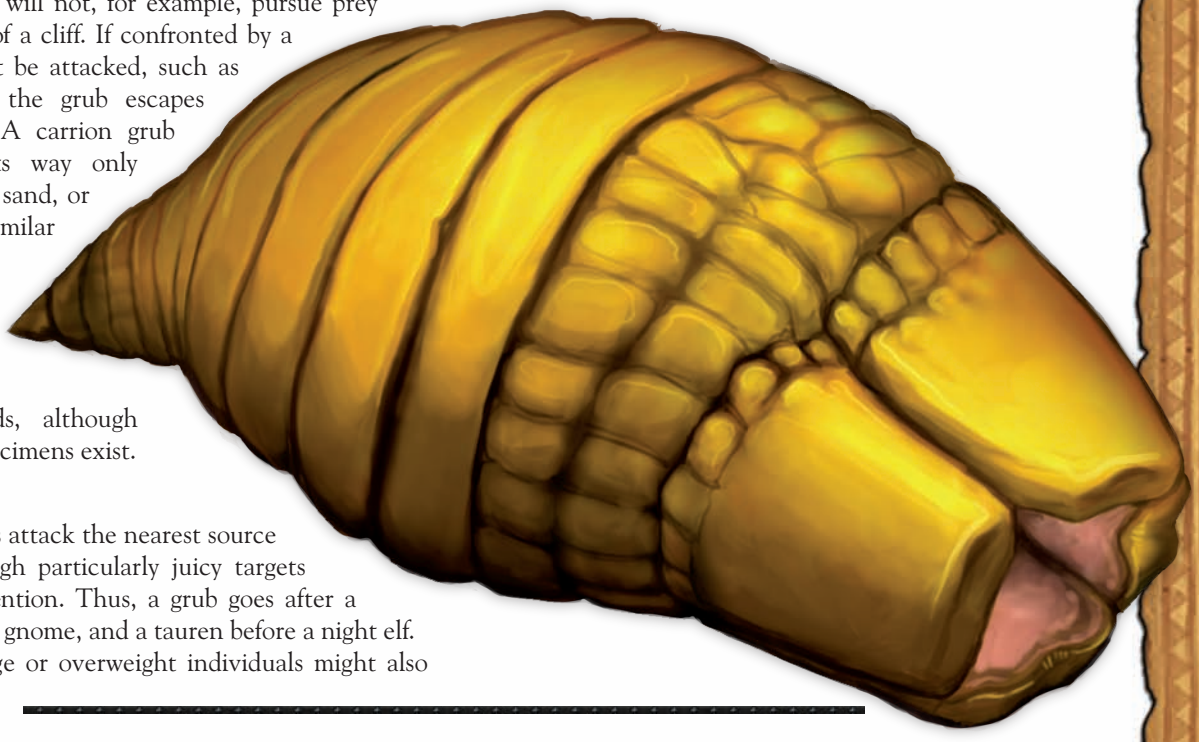
Carrion grubs are disgusting worms that roam the Plaguelands searching for corpses to consume. They devour prey by gripping it in acid-coated mandibles, dissolving it, and sucking it up through their relatively tiny mouths. If they cannot find dead or dying creatures to feed upon, any living flesh will do. Carrion grubs prefer mammals, but will dine on reptiles or fish — they are voracious eaters that can consume close to half their body weight in a day. They cannot digest vegetable matter.

Carrion grubs roam only, and have appeared the Plaguelands there only in recent years. It is unclear if they are the result of horrible experiments by overzealous necromancers, or simply a mutation created by the Scourge. Since they pursue undead flesh as readily as the living, it seems unlikely anyone created them on purpose.

Carrion grubs move about haphazardly, constantly seeking food. If they detect suitable prey with their blindsense, they move to investigate, attacking rapaciously if the prey proves edible. If the food source moves out of blindsense range, the grub continues moving in the same direction until it catches up, comes to an obstacle, or detects another food source.

Although grubs are stupid, their blindsense is quite acute and they will not, for example, pursue prey over the edge of a cliff. If confronted by a foe that cannot be attacked, such as flying archers, the grub escapes by burrowing. A carrion grub can wriggle its way only into soft earth, sand, or materials of a similar consistency.

Most carrion grubs are 6 to 8 feet long and weigh 300 to 500 pounds, although much larger specimens exist.



Combat

Carrion grubs attack the nearest source of food, although particularly juicy targets draw more attention. Thus, a grub goes after a human before a gnome, and a tauren before a night elf. Particularly large or overweight individuals might also become preferred targets. If a large enough source of food is available (such as a corpse), a grub stops attacking while it dissolves and digests the offering. However, if attacked while feeding, it defends itself.

If possible, a carrion grub charges and overruns a foe if the size difference between them is not too great. If the grub successfully overruns, the target is automatically subjected to an acidic slime attack (see below).

Acid Spray (Ex): Once every 2d4 rounds, a carrion grub can, as a standard action, open up pores in its slimy surface and exude a tremendous spray of acid. All creatures within 30 feet of the carrion grub take 6d6 points of acid damage. A DC 29 Reflex save halves this damage. The save DC is Stamina-based.

Acidic Slime (Ex): Carrion grubs exude an acidic slime that coats every inch of their bloated bodies. Any creature that contacts their skin (such as when making an unarmed or grapple attack, or if the grub successfully overruns an opponent) takes 2d6 points of acid damage (no save). Weapons hitting a carrion grub take 1d6 points of acid damage per blow. If the weapon is metal, this acid damage ignores its hardness.

Death Throes (Ex): When slain, a carrion grub bursts apart, releasing a shower of acid similar to the acid spray (above), except that the death throes deal 8d6 points of acid damage in a 45-foot radius.

Spit Acid (Ex): A carrion grub can spit gobs of acid. This is a normal ranged attack with a range increment of 20 feet and a maximum range of 10 range increments (200 feet).

Maggot Body (Ex): A carrion grub has a slick worm-like body with nothing to grab onto, so an opponent attempting to grapple it takes a –4 penalty (assuming anything would want to grapple something coated in acid). As they have no discernable body parts to flank or attack, carrion grubs cannot be flanked and are not subject to critical hits.

Cloud Serpent

Medium Magical Beast

Hit Dice:	5d10+5 (32 hp)
Initiative:	+5
Speed:	20 ft. (4 squares), climb 20 ft,. fly 60 ft. (good), swim 40 ft.
Armor Class:	17 (+5 Agy, +2 natural), touch 15, flat-footed 12
Base Attack/Grapple:	+5/+5
Attack:	Bite +10 melee (1d4 plus poison)
Full Attack:	Bite +10 melee (1d4 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Lightning breath, poison (DC 13)
Special Qualities:	Scent
Saves:	Fort +5, Ref +9, Will +3
Abilities:	Str 10, Agy 21, Sta 13, Int 1, Spt 14, Cha 2
Skills:	Balance +13, Climb +13, Listen +8, Spot +12, Stealth +13, Swim +8
Feats:	Skilled (Listen and Spot), Weapon Finesse
Environment:	Warm desert
Area:	Thousand Needles
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	6–8 HD (Medium); 9–14 HD (Large)
Level Adjustment:	—

This sky blue winged serpent has dark blue plumage. Its fangs no doubt bear poison, but they are also unmistakably surrounded by tiny crackles of electricity.

Description

Cloud serpents are magical wind serpents (see the web extras) with the ability to breathe lightning. Larger on average than normal wind serpents by at least half a foot, they also vary in color from sky blue to deep purple, with blue and/or green plumage. They are more aggressive, at least in part due to the fact that their larger size requires more food.

Cloud serpents prefer to make their nests in the high cracks or infrequent oases of Thousand Needles, feeding on anything that wanders into their territory. Many live near the coasts of the area, feeding off fish and crabs.

Combat

Unlike wind serpents, cloud serpents hide among the clouds or in areas where their blue plumage matches the sky; on rare occasions, they hide in the waters of an oasis, ambushing unwary travelers. Preferring to avoid combat, cloud serpents spit balls of lightning from afar.

Cloud serpents may be constrictors rather than vipers, with changes as noted under "Wind Serpent" in the web extras (this does not change its CR).

Lightning Breath (Su): As a standard action, a cloud serpent may spit a ball of lightning at a target. This is a ranged touch attack (+10 bonus); the lightning breath has a maximum range of 60 feet and no range increment. A successful hit deals 1d6 points of electricity damage (no save).

Poison (Ex): Bite, Fortitude DC 13; 1d6 Sta/1d6 Sta. The save DC is Stamina-based.

Skills: Cloud serpents gain a +4 racial bonus on Listen, Spot, and Stealth checks and a +8 racial bonus on Balance checks. They use either their Strength modifier or Agility modifier for Climb checks, whichever is higher.

Core Hound

Huge Outsider (Chaotic, Evil, Extraplanar, Fire)

Hit Dice:	18d8+108 (189 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	16 (–2 size, –1 Agy, +9 natural), touch 7, flat-footed 16
Base Attack/Grapple:	+18/+34
Attack:	Bite +25 melee (3d8+9 plus 2d8 fire)
Full Attack:	2 bites +25 melee (3d8+9 plus 2d8 fire)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Constrict 3d8+9 plus 2d8 fire, improved grab, savage bite
Special Qualities:	Darkvision 60 ft., damage reduction 15/magic, fire subtype, regeneration 10, scent
Saves:	Fort +17, Ref +10, Will +13
Abilities:	Str 27, Agy 9, Sta 22, Int 6, Spt 10, Cha 11
Skills:	Climb +29, Jump +29, Listen +23, Spot +23, Survival +21, Swim +29
Feats:	Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Skilled (Listen and Spot), Track, Weapon Focus (bite)
Environment:	Warm land and underground
Area:	Firelands (The Elemental Plane), Molten Core
Organization:	Solitary, pair, or pack (3–5)
Challenge Rating:	14
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	19–27 HD (Huge); 28–54 HD (Gargantuan)
Level Adjustment:	—

The beast appears to be a massive bulldog with two heads. Each mouth is filled with rows of flaming teeth. Its body is covered with armored hide and small boney spikes. A streak of flames runs down its spine from head to stubby tail.

Description

Core hounds are the vicious but faithful servants of Ragnaros and his minions. The oldest and most powerful of the core hounds is Magmadar, the alpha male and sire of the entire current pack.

Core hounds understand Kalimag but cannot speak.

Combat

Core hounds use simple tactics. They attack the most obviously threatening target first, attempting an improved grab or bull rush to push the victim into lava. A core hound with flaming breath takes hold of a victim before using its flaming breath, thus preventing the victim from escaping the effect.

Constrict (Ex): A core hound deals automatic bite damage (including fire damage) with a successful grapple check.

Improved Grab (Ex): To use this ability, a core hound must hit a creature of up to one size larger than itself 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 constrict.

Savage Bite (Ex): Each head of a core hound adds 1-1/2 times the core hound's Strength bonus to damage with its bite attack.

Regeneration (Ex): Cold attacks and good and/or truesilver (described in **More Magic & Mayhem**) weapons deal lethal damage to core hounds.

Advancing Core Hounds

Core hounds grow and gain power throughout their lives. A core hound gains one special attack or quality from the following list of core hound powers every time it advances 3 Hit Dice beyond 18. These special attacks and qualities are listed below.

Core hounds with 21 to 27 Hit Dice are sometimes called *core ragers*; those with 28 or more Hit Dice are often called *ancient core hounds*, for they are among the oldest in the pack and have many dangerous abilities. Magmadar is the oldest and largest of the core hounds.

Core Hound Powers

All saving throws are DC 10 + 1/2 the core hound's HD + the core hound's appropriate ability modifier (as listed). Each ability is described as a special attack (SA) or special quality (SQ).

SA — Ancient Despair (Ex): A core hound with frightful presence may acquire this special attack. The core hound's frightful presence takes on the added quality that creatures failing their Will save are affected as though by a *slow* spell for the duration of the frightful presence.

SA — Ancient Dread (Ex): A core hound with frightful presence may acquire this special attack. The core hound's frightful presence takes on the added quality that creatures failing their Will save become confused for twice the duration of the frightful presence.

SA — Ancient Hysteria (Su): The core hound may howl as a standard action. Creatures within 100 feet must make a Will save or take 2d4 points of Intellect and Spirit damage. This is a sonic effect. The save DC is Charisma-based.

SA — Breath Weapon (Ex): The core hound has a cone-shaped breath weapon 40 feet long. Those caught in the area take 10d8 points of fire damage (Reflex half). Victims trapped in the core hound's mouth after an improved grab automatically fail this save. The save DC is Stamina-based.

SA — Brutal Flames (Ex): The core hound's body burns with intense heat. Its bite and constrict deal an additional 2d8 points of fire damage beyond the usual amount.

SA — Frightful Presence (Ex): The core hound has the frightful presence ability (see Chapter 5).

SA — Ground Stomp (Ex): The core hound may use a standard action to stomp on the ground, causing a shockwave to emanate from the point of impact in a 30-foot burst. All creatures in the area take 1d8 points of damage and are stunned for 1 round. A successful Fortitude save prevents the stun effect. The save DC is Strength-based.

SA — Lava Bomb (Ex): A core hound with the magma spit special attack may acquire the lava bomb special attack. Whenever the core hound uses its magma spit special attack, a 2-foot-diameter sphere of sticky magma is left behind in the target's space. This sphere builds up internal pressure and finally explodes after 1d4 rounds. The explosion deals 10d8 points of fire damage to everything in a 30-foot burst (Reflex half). A creature touching the lava bomb before it explodes takes 2d8 points of fire damage. The save is Stamina-based.

SA — Magma Spit (Ex): The core hound may spit globs of magma as a ranged attack with a range increment of 20 feet (maximum range 100 feet). Each glob deals 3d6 points of bludgeoning damage plus 2d8 points of fire damage. The target must also make a Reflex save or be coated in magma, which burns for an additional 2d4 rounds and deals 2d8 points of fire damage each round. A victim may spend a full-round action scraping off the magma to end the effect. The save is Stamina-based.

SA — Mangle (Ex): A core hound with the serrated bite special attack may acquire the mangle special attack. The core hound is adept at tearing vital tissues and tendons. Victims of the core hound's bite must make a Fortitude save or take 1d4 points of both Strength and Agility damage. Mangle does not affect creatures immune to critical hits. The save is Agility-based.

SA — Serrated Bite (Ex): The core hound's teeth are incredibly sharp, giving it Improved Critical (bite) as a bonus feat.

SA — Thrash (Ex): The core hound shakes its head after a successful improved grab; this motion wrenches its victim like a rag doll and deals an additional 2d8 points of damage each round that it deals constriction damage.

SA — Vicious Bite (Ex): A core hound with the mangle and serrated bite special attacks may acquire the vicious bite special attack. The core hound is experienced at tearing vital organs, veins, and arteries. Victims of the core hound's bite attack must make a Fortitude save or take 1d4 points of Stamina damage. Vicious bite does not affect creatures immune to critical hits. The save is Agility-based.

SA — Withering Heat (Su): The unnatural heat of the core hound acts almost like an anti-magic field against fire resistance. The resistance to fire (if any) of all creatures within 60 feet is lowered by 10 points. Resistance to fire within 30 feet is lowered by 20 points. For example, if a creature within 30 feet of a core hound has resistance to fire 30, that ability is reduced by 20 points to resistance to fire 10. Withering heat does not affect creatures having immunity to fire.

SQ — Blindsense (Ex): The core hound has blindsense out to 60 feet.

SQ — True Seeing (Su): A core hound with the blindsense special quality may acquire the true seeing special quality. The core hound is continually affected as though by a *true seeing* spell.

Corrupted Creature

The fel energies of the Twisting Nether warp and defile all things about them. Arising through fonts such as corrupted moonwells or the radiation flooding Gnomeregan, these energies are powerful enough to twist and mutate even living beings into horrible mockeries of nature. Corrupted creatures are in perpetual pain; lumps of flesh fall off them periodically as the fel energies destroy their bodies.

Corrupted creatures appear much like their former selves, but more primal and savage. Fel energies run through their veins, augmenting their strength and endurance and empowering their attacks as well. They attack anything that moves, their corrupted nature deriving pleasure from destruction.

Occasionally, a corrupted creature is called by some other moniker, such as "cursed" or "fel."

Hit Dice	DC Modifier
Up to 1	+2
2–3	+4
4–7	+6
8–15	+8
16 or more	+10

Creating a Corrupted Creature

"Corrupted" is an acquired template that can be added to any living corporeal creature (referred to hereafter as the base creature).

A corrupted creature uses all the base creature's statistics and special abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: Animals or vermin with this template become magical beasts; a creature that changes type also gains the augmented subtype. Size is unchanged.

Special Attacks: A corrupted retains all the special attacks of the base creature and gains fel strike as well. Creatures with poison treat their poison as fel poison.

Fel Strike (Su): Creatures with this ability deal +1d6 points of fel damage on melee attacks with both natural and manufactured weapons, plus an additional 1d6 points of fel damage against creatures of good alignment. Their attacks are treated as chaotic, evil, good, and lawful for the purposes of bypassing damage reduction.

Fel Poison (Su): The infernal energies within the creature strengthen its poison, providing a bonus on its save DC based on the creature's Hit Dice, as shown below.

Sample Corrupted Creature: Fel Orc

Male Orc, 4th-Level Barbarian
Medium Humanoid (Orc)

Hit Dice:	4d12+12 (38 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	14 (+1 Agy, +3 studded leather), touch 11, flat-footed 13
Base Attack/Grapple:	+4/+9
Attack:	Greataxe +9 melee (1d12+7/x3 plus 1d6 fel)
Full Attack:	Greataxe +9 melee (1d12+7/x3 plus 1d6 fel)
Space/Reach:	5 ft./5 ft.
Special Attacks:	+1 to hit humans
Special Qualities:	Low-light vision, fast movement, ferocity, rage 3/day, trap sense +1, uncanny dodge, orc traits
Saves:	Fort +7, Ref +2, Will +1
Abilities:	Str 20, Agy 13, Sta 16, Int 6, Spt 10, Cha 6
Skills:	Intimidate +3, Listen +7, Spot +7
Feats:	Power Attack, Skill Focus (Intimidate)
Environment:	Any land
Area:	Lordaeron, Outland, Stormwind
Treasure:	Standard
Alignment:	Always chaotic evil
Organization:	Solitary, pair, hunting party (2–6), or warband (4–12, plus one 8th-level fel orc warlock)
Challenge Rating:	5
Advancement:	By character class
Level Adjustment:	+1

The creature seems a massive orc wielding a horrible axe. Upon closer examination, you notice its blood-red skin, its glowing eyes, and the feral snarl upon its lips.

Description

Fel orcs, also known as chaos orcs, are the creation of Mannoroth, who "blessed" the orc race by infusing within them fel energies and binding their will to the Burning Legion. While Grom's sacrifice (see the timeline in the introduction in **WoW RPG**) freed most of his race, many orcs remain loyal to Mannoroth and worship the demons, gaining tremendous strength in exchange for their service. While not all demon-worshiping orcs are fel orcs, more than enough still partake of demon blood for the strength it grants them.

This creature uses the elite ability score array (see Chapter 3: Improving Monsters).

Combat

A fel orc dives into battle with reckless abandon, swinging his axe with an unnatural bloodlust, attacking the largest and most dangerous foes first.

Rage (Ex): The fel orc's rage lasts for 7 rounds. When raging, the fel orc has the following statistics: 46 hp; AC 12, touch 9, flat-footed 11; Atk greataxe +11 melee (1d12+10/x3 plus 1d6 fel); Fort +9, Will +3; Str 24, Sta 20.

Special Qualities: A corrupted creature retains all the special qualities of the base creature and gains the ferocity quality.

Ferocity (Ex): A corrupted creature is such a tenacious combatant that it continues to take actions and to fight without penalty even while disabled or dying.

Abilities: Modify from the base creature as follows: +4 Str, –2 Int, –2 Spt, –2 Cha.

Challenge Rating: Same as the base creature +1.

Alignment: Always chaotic evil.

Level Adjustment: Same as the base creature +1.

Crowd Pummeler 9-60

Medium Construct (Mechanical)

Hit Dice:	7d10+20 (58 hp)
Initiative:	–1
Speed:	20 ft. (4 squares)
Armor Class:	17 (–1 Agy, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple:	+5/+7
Attack:	Slam +7 melee (1d6+3)
Full Attack:	Slam +7 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., hardness 5, malfunction, construct traits
Saves:	Fort +2, Ref +1, Will +2
Abilities:	Str 15, Agy 9, Sta –, Int 1, Spt 10, Cha 1
Skills:	Listen +7, Spot +7
Feats:	Bash, Improved Bull Rush, Power Attack
Environment:	Any land or underground
Area:	Gnomeregan
Organization:	Solitary, pair, or squad (4–8 plus one 5th-level tinker leper gnome)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	8–15 HD (Medium)
Level Adjustment:	—

A squat construct stands at attention before you, its one green robotic eye watching the area around it. The being is made of red pipes and pistons, and its massive fists look lethal.

Description

Crowd Pummelers (Model 9–60) are cheap and easy-to-maintain devices made for sentry duty. Patrolling the streets of Gnomeregan, Crowd Pummelers bash anything they notice that violates the laws programmed into them. Since Gnomeregan's fall, most are programmed to attack anything that is not a leper gnome.

Crowd Pummelers recognize Common, but only an experienced tinker, using the correct technological codes, may command them. In the past, a Pummeler warned nearby violators aloud, giving them a short time to halt their offences, but now all they say is "Intruder!" before charging.

Combat

Crowd Pummelers lack finesse, simply charging into combat and smashing any enemy in sight. If multiple crowd pummelers are commanded to capture a target, one uses the Bash feat and the others deal nonlethal damage (taking –4 penalties on their attack rolls to do so).

Skills: Crowd pummelers gain a +2 racial bonus on Listen and Spot checks.

Construction

Crowd Pummelers are built with the technological device creation rules (see **World of Warcraft RPG**, Chapter 11: Technological Devices, "Creating Technological Devices").

Operation: Starting an inert Crowd Pummeler (which involves turning cranks, pushing buttons, twisting little knobs, and speaking into flared tubes) takes 1 minute and requires a DC 40 Use Technological Device check. The construct obeys the voice commands of the creature that started it. The construct can understand only simple commands; see the tricks in the Handle Animal skill for some possibilities.

Whenever the controller issues a new command, he must make a DC 25 Use Technological Device check or the construct ignores him and continues performing its current action.

The construct can operate continuously for 8 hours before it must shut down to cool off, which takes 1 hour.

Fuel: The Crowd Pummeler 9–60 requires one vial of phlogiston every hour.

Malfunction: The construct attacks its master or her allies.

Hardness 5; 58 hp; Size Medium; Weight 650 lb.; MR 2; TS 30, Craft DC 70, Price 48,400 gp.

Crypt Fiend

Mummified spider creatures, crypt fiends are the enslaved undead of the once-powerful nerubian race.

For ages after the ancient qiraji Empire fell to the trolls, the nerubians lived a quiet existence in Northrend, rebuilding their shattered power and replenishing their forces. Then came the Lich King, whose rise the nerubians of Azjol-Nerub watched with dismay, for they feared that such a powerful enemy would thwart their own bid for dominance. The ruler of Azjol-Nerub, a nerubian spiderlord named Anub'arak, led its forces in an offensive against Icecrown.

A bitter war raged across the frozen glacier and beneath it, in the subterranean city of Azjol-Nerub. Despite the nerubians' natural immunities, the Lich King had the power of the dreadlords and his undead armies at his command. In the end, undead legions swarmed the tunnels of Azjol-Nerub and the nerubian empire fell for a second time. The Lich King animated fallen nerubians as crypt fiends. Their leaders, including the powerful Anub'arak, found a second life as crypt lords under the Lich King's control.

Now the crypt fiends find themselves bound in unwilling slavery to the Scourge. Most despise their condition but lack the power to break free of the Lich King's domination. Some crypt fiends are tortured, maddened creatures, raging constantly at their shameful condition and taking out their frustration on their enemies. Crypt lords suffer even more; their transformation allows them greater intelligence and power, so they feel more keenly the limitations their masters impose. However, undeath also brings might, and many crypt fiends and crypt lords alike revel in their power.

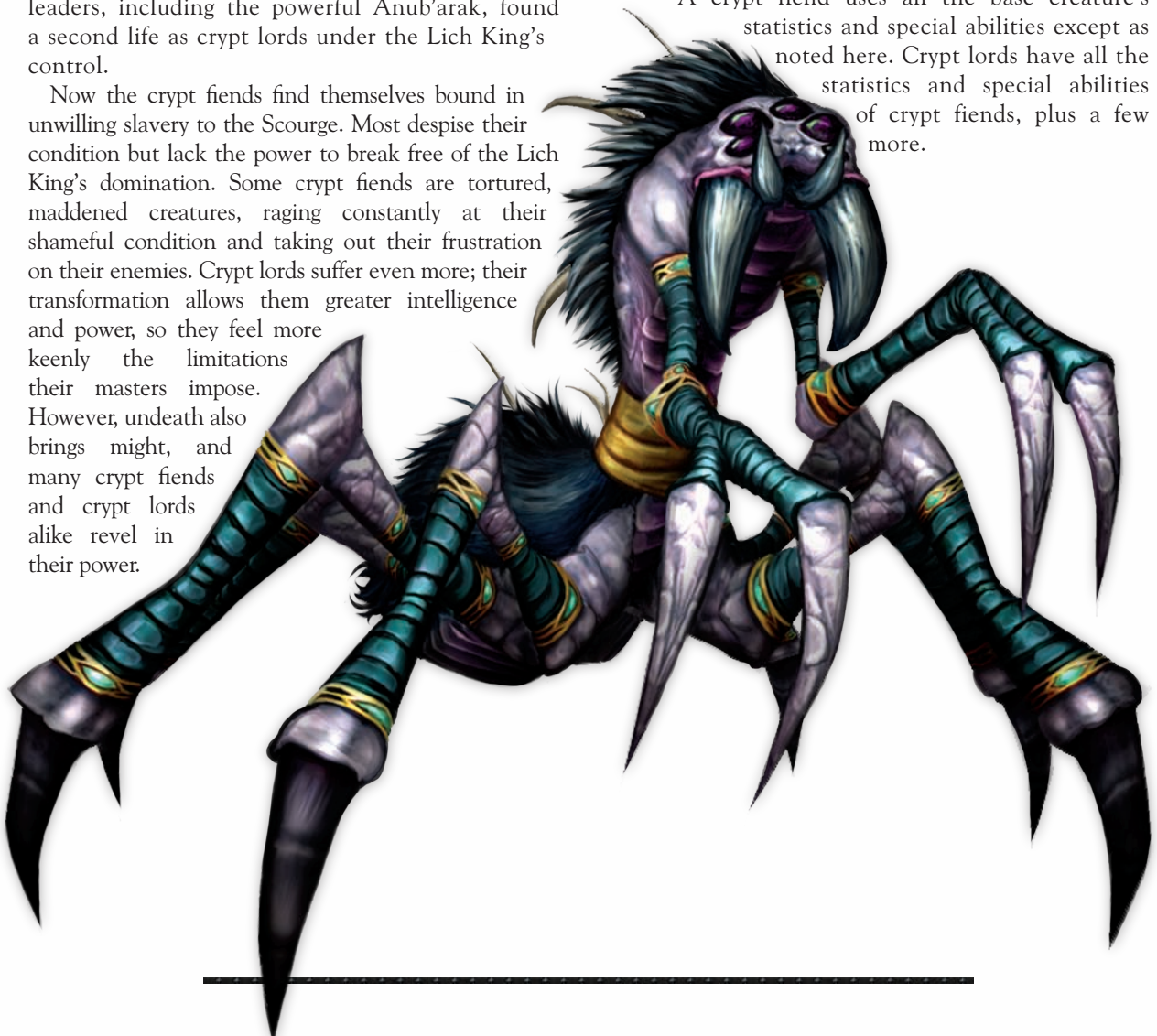
Particularly ambitious nerubian spiderlords seek out the Lich King's transformation. Nerubians despise these turncoats, branding them traitors of Azjol-Nerub, but these same traitors appear the most likely to rise to positions of leadership in the Scourge.

Crypt fiends appear somewhat as they did in life — spiderish creatures with six spindly, claw-tipped legs. They also possess humanoid torsos with two arms (for a total of eight limbs). They are obviously undead, with withered flesh bound in linen bandages and skeletally gaunt faces. A crypt lord's carapace looks dull and worn, and its eyes burn with an unholy light.

Creating a Crypt Fiend

"Crypt fiend" is an acquired template that can be added to any nerubian, including a spiderlord (referred to hereafter as the base creature). Nerubian spiderlords with this template are termed "crypt lords." See **Lands of Mystery** for more information on nerubians and **Dark Factions** for nerubian spiderlords.

A crypt fiend uses all the base creature's statistics and special abilities except as noted here. Crypt lords have all the statistics and special abilities of crypt fiends, plus a few more.



Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: Same as base creature, and the crypt fiend gains a burrow speed of 10 feet.

Armor Class: The base creature's natural armor bonus increases by +4. If the base creature was a spiderlord, its natural armor bonus increases by +6 instead.

Attack: A crypt fiend retains all the attacks of the base creature and also gains a slam attack.

Full Attack: A crypt fiend uses either its single slam attack or its natural weapons.

Damage: Slam attack damage varies with the crypt fiend's size. The base creature's natural attacks retain their old damage values or use the appropriate value from the table below, whichever is better. Slam attacks deal the damage listed below plus 1-1/2 times the crypt fiend's Strength bonus.

Size	Slam Damage
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A crypt fiend retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 the crypt fiend's racial HD + the crypt fiend's Charisma modifier unless noted otherwise.

Poison (Su): While nerubians generate poison naturally, as spiders do, crypt fiends and crypt lords produce poison magically. This supernatural ability is a function of the Lich King's animating magic. This attack functions just as the base nerubian's poison attack, but its DC is based on Charisma instead of Stamina.

Web (Su): This attack functions just as the base creature's web attack, but is supernatural in nature, like the crypt fiend's poison attack. (Crypt lords do not gain this ability.)

Special Attacks — Crypt Lord only: A crypt lord retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 the crypt lord's racial HD + the crypt lord's Charisma modifier unless noted otherwise.

Generate Carrion Beetle (Su): As a standard action, a crypt lord can generate 1 carrion beetle from a corpse to serve it; the corpse can be no more than 1 day old and must be within 30 feet of the crypt lord. The crypt lord can telepathically control up to 5 carrion beetles at a time. Commanding any or all of the carrion beetles is a move action. If a crypt lord creates more than 5 carrion beetles, it chooses which five to command each round on its turn. Uncontrolled carrion beetles attack the closest living creature or trundle off to live normal carrion beetle lives. If a crypt lord dies, all its carrion beetles become uncontrolled.

A corpse that produces a carrion beetle is despoiled for the purposes of *raise dead* and similar spells.

Impale (Su): As a standard action, a crypt lord slams the ground with its claws. Spiked tendrils shoot outward in a straight line from the point of impact, and enemies in the line's path are knocked prone and take damage as noted below. A creature that makes a successful Reflex save takes only half damage and does not fall prone. A target that fails its Reflex save must also make a Fortitude save or be stunned for 1 round.

Size	Line Length*	Damage
Large	30 ft.	6d6
Huge	40 ft.	10d6
Gargantuan	60 ft.	14d6
Colossal	100 ft.	20d6

* A line effect is 5 feet high and 5 feet wide.

Locust Swarm (Sp): At will, as a standard action, a crypt lord can summon a locust swarm. This functions as the *carrion swarm* spell with a caster level equal to the crypt lord's Hit Dice. A crypt lord gains temporary hit points equal to half the damage the locust swarm deals.

Special Qualities: A crypt fiend retains all the special qualities of the base creature and gains those described below.

Fast Healing (Su): While buried in the ground (burrowing), the crypt fiend gains fast healing 5.

Special Qualities — Crypt Lord only: A crypt lord retains all the special qualities of the base creature and gains those of a crypt fiend, as well as those described below.

Spiked Carapace (Ex): The spiked shell of a crypt lord not only affords it greater armor, but injures enemies who get too close. Any creature striking a crypt lord with handheld or natural weapons takes 2d6 points of piercing and slashing damage from the creature's spikes. Reach weapons such as longspears do not endanger their users in this way.

Abilities: Change from the base creature as follows: Str +4, Agy –2. As an undead creature, a crypt fiend has no Stamina score.

A crypt lord also receives a +2 bonus to Intellect and Charisma.

Skills: Crypt fiends and crypt lords gain a +4 racial bonus on Stealth checks. In addition, crypt lords gain a +2 racial bonus on Bluff and Sense Motive checks.

Environment: Any.

Organization: Solitary, pair, or swarm (3–12).

Challenge Rating: Same as the base creature +2 (crypt fiends) or +3 (crypt lords).

Treasure: Standard.

Alignment: Always evil (any).

Advancement: As base creature.

Level Adjustment: Same as the base creature +1 (crypt fiends) or +2 (crypt lords).

Example Crypt Fiend: Nerubian Worker Crypt Fiend

Large Undead
Hit Dice: 4d12 (26 hp)
Initiative: +7
Speed: 40 ft. (8 squares), burrow 10 ft., climb 20 ft.
Armor Class: 17 (–1 size, +2 Agy, +6 natural), touch 11, flat-footed 11
Base Attack/Grapple: +3/+11
Attack: Spear +6 melee (2d6+5) or bite +6 melee (1d8+4 and poison) or javelin +5 ranged (1d8+4)
Full Attack: Spear +6 melee (2d6+5) and 2 claws +1 melee (1d4+2); or bite +6 melee (1d8+4 and poison) and 2 claws +1 melee (1d4+2); or slam +6 melee (1d8+5); or javelin +5 ranged (1d8+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Poison (DC 14), web (DC 16)
Special Qualities: Darkvision 60 ft., fast healing, resistance to cold 5, undead traits
Saves: Fort +1, Ref +4, Will +4
Abilities: Str 19, Agy 15, Sta –, Int 12, Spt 10, Cha 10
Skills: Climb +15, Craft or Knowledge (any one) +4, Jump +7, Listen +3, Spot +3, Stealth +12 (+8 hiding)
Feats: Ability Focus* (poison), Improved Initiative
Environment: Cold and temperate forest, hills, plains, and underground
Area: Northrend
Organization: Solitary, pair, or swarm (3–12)
Challenge Rating: 6
Treasure: Standard
Alignment: Usually lawful evil
Advancement: 5–10 HD (Large); 11–16 HD (Huge); or by character class
Level Adjustment: +5
* This feat appears in **Lands of Mystery**.

This creature has the lower body of a spider and the torso of a humanoid with a spiderlike head. It looks mummified — bandages wrap its arms and six legs, and its flesh is dessicated.

Description

Crypt fiends are some of the Lich King's most feared soldiers.

Combat

Crypt fiends do not know fear, and they retain their former cunning. They follow orders absolutely.

Poison (Su): Bite, Fortitude DC 14, 1d6 Strength/1d6 Strength. The save DC is Charisma-based.

Web (Su): This crypt fiend can throw a web 8 times per day as a standard action. This is similar to an attack with a net, but has a maximum range of 50 feet with a range increment of 10 feet and is effective against targets up to one size category larger than the nerubian. An entangled creature can escape with a successful Escape Artist check, or it may burst the web with a Strength check. In either case, the DC is 10 + 1/2 the crypt fiend's HD + 2 racial bonus.

In addition to using webbing as an attack, a crypt fiend can spin a single strand to ascend or descend at its climb speed. The strand can hold the weight of the crypt fiend and one creature of Medium or smaller size.

Some crypt fiends can instead create sheets of webbing; all crypt fiends and nerubians can move across crypt fiend and nerubian webbing at their climb speed.

Fast Healing (Su): While buried in the ground (burrowing), the crypt fiend has fast healing 5.

Skills: Nerubians have a +4 racial bonus on Spot checks and on Stealth checks made to hide. A nerubian also has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. Crypt fiends have a +4 racial bonus on Stealth checks.

Darkhound

Small Outsider (Chaotic, Demon, Evil, Extraplanar)
Hit Dice: 3d8+6 (19 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 15 (+1 size, +3 Agy, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +3/+0
Attack: Bite +5 melee (1d6+1)
Full Attack: Bite +5 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., resistance to fire 5, scent, demon traits
Saves: Fort +5, Ref +6, Will +4
Abilities: Str 13, Agy 17, Sta 15, Int 3, Spt 12, Cha 6
Skills: Jump +9, Listen +8, Spot +8, Stealth +8 (+12 hiding), Survival +6*
Feats: Bloodletter, Skilled (Listen and Spot), Track[8]
Environment: Temperate Forest
Area: Tirisfal Glades
Organization: Solitary, pair, or pack (3–12)
Challenge Rating: 1

Treasure: None
Alignment: Always chaotic evil
Advancement: 4–5 HD (Small); 6–8 HD (Medium)
Level Adjustment: —

This creature resembles a purple hunting hound with a shaggy black mane and a horrible set of fangs. Two horns sprout out of its forehead, and another pair emerges from its shoulders.

Description

Darkhounds are demonic dogs. These creatures frequent forests, traveling either by themselves or in small packs, hunting and killing any living creature as they find it. Unlike normal dogs, darkhounds kill for the sheer joy of the kill; they rarely eat what they hunt.

No one really knows where darkhounds came from. They appeared shortly after the Third War, terrorizing the wildlife of the former elven kingdoms. While the Forsaken hunting and living in Tirisfal Glades consider them only a minor nuisance, occasionally a large enough pack poses a threat to alchemists exploring the woods for components. Many warlocks instead keep the monsters as pets, training them to be even more lethal than normal.

Darkhounds understand basic Eredun, but, being little better than beasts, they cannot speak.

Combat

Darkhounds stalk their prey, shadowing it for hours until a suitable ambush spot presents itself. They then dart out, attempting to bring down their victim with overwhelming numbers and sharp teeth.

Skills: Darkhounds gain a +4 racial bonus on Jump checks. *Darkhounds gain a +4 racial bonus on Survival checks when tracking by scent.

Dinosaurs

These ancient lizards inspire awe and respect wherever they go. While animals, dinosaurs possess a might and magnificence that places them above other creatures of the natural world; many sentient races revere dinosaurs, or consider it a test of personal honor to hunt one of the great beasts.

While many different types of dinosaurs exist, most are carnivores and thus share the same basic traits. Their forelimbs tend to prove ill-suited for combat, so they attack with their horned heads and teeth. They stake out territories and guard them fiercely. (This territorial instinct exists in herbivorous dinosaurs as well, but they tend to more peaceful behavior, attacking only when a creature wounds or threatens them.)

Dinosaurs have rough reptilian skin, thick and pebbly in texture. Their coloration varies, but many dinosaurs tend to blend in well with their natural surroundings. As cold-blooded creatures, they avoid areas of extreme temperatures, such as arctic regions. Most dinosaurs nest in the Un'Goro Crater and the Sholazar Basin, which possess a pleasing climate as well as abundant territory and prey. One exception is the threshadon, which lives in several places throughout Azeroth.

Some dinosaurs make excellent riding mounts.

Devilsaur

Huge Animal
Hit Dice: 25d8+150 (262 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 24 (–2 size, +2 Agy, +14 natural), touch 10, flat-footed 22
Base Attack/Grapple: +18/+36 (+40 with bite)
Attack: Bite +27 melee (4d6+15/19–20)
Full Attack: Bite +27 melee (4d6+15/19–20)
Space/Reach: 15 ft./10 ft.
Special Attacks: Improved grab, locking jaws, savage, swallow whole

Special Qualities: Low-light vision, scent
Saves: Fort +20, Ref +16, Will +10
Abilities: Str 31, Agy 14, Sta 22, Int 2, Spt 11, Cha 10
Skills: Listen +12, Spot +12, Survival +16
Feats: Bloodletter, Cleave, Improved Bull Rush, Improved Natural Attack* (bite), Improved Critical (bite), Iron Will, Power Attack, Skilled (Listen and Spot), Weapon Focus (bite)
Environment: Warm forest and marsh
Area: Sholazar Basin, Un'Goro Crater
Organization: Solitary, pair, or horde (3–6)
Challenge Rating: 10
Treasure: None
Alignment: Always neutral
Advancement: 26–32 HD (Huge); 33 — 45 HD (Gargantuan)
Level Adjustment: —

* This feat appears in Chapter 4: Monsters as Characters.

This giant lizard walks on two powerfully muscled hind legs. Its stunted yet sharp-clawed forelimbs stretch out before it, and rows of bloodstained teeth fill its maw. Mud spatters its pale green hide.

Description

The devilsaur got its name from its vicious, relentless attacks, during which it savages its victims to death. The devilsaur uses its bite to assault its prey, and its powerful hind legs allow it to chase down almost anything.

Despite the ferocity of this ill-tempered beast, hunters prize its extraordinarily tough but supple hide and often seek it out. Some theorize that the devilsaur's foul temper developed over years of people hunting and skinning its kind.

Devilsaurs grow to 30 feet tall and weigh almost 16 tons. Females tend to be smaller and lighter than males, but are even more aggressive. In a reversal of most creatures' natural gender roles, a female devilsaur abandons her eggs as soon as she lays them; male devilsaurs can identify a clutch of eggs they fathered by scent, and protect that clutch until the eggs hatch.

Combat

The devilsaur uses its good speed to charge as soon as its enemies enter range. It targets the smallest creatures in a pack first, closing its powerful jaws over them and lifting them off the ground. The devilsaur savages it prey, biting and shaking until it or the enemy stops moving, swallows, and then moves on to the next target. Badly wounded devilsaurs flee, sometimes carrying opponents with them.

Improved Grab (Ex): To use this ability, a devilsaur must hit an opponent of up to Large size with its bite attack. If it wins the grapple check, it establishes a hold and can attempt to savage the following round.

Locking Jaws (Ex): A devilsaur's powerful jaws grant it a +4 racial bonus on grapple checks made to hold and savage bitten opponents.

Savage (Ex): A devilsaur that makes a successful grapple check to deal damage to a held opponent deals double damage (8d6+30).

Swallow Whole (Ex): A devilsaur can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the devilsaur's muscle movements and gizzard acids. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge devilsaur's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: A devilsaur has a +8 racial bonus on Survival checks.

Diemetradon

Huge Animal

Hit Dice:	15d8+60 (127 hp)
Initiative:	–1
Speed:	20 ft. (4 squares)
Armor Class:	26 (–2 size, –1 Agy, +19 natural), touch 7, flat-footed 26
Base Attack/Grapple:	+11/+26
Attack:	Bite +17 melee (3d6+7)
Full Attack:	Bite +17 melee (3d6+7) and 2 claws+14 melee (1d8+3)
Space/Reach:	15 ft./10 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, razor crest, scent, stability
Saves:	Fort +15, Ref +8, Will +5
Abilities:	Str 25, Agy 8, Sta 19, Int 2, Spt 10, Cha 11
Skills:	Listen +9, Spot +9
Feats:	Great Fortitude, Improved Bull Rush, Improved Natural Attack* (bite), Multiattack, Power Attack, Weapon Focus (bite)
Environment:	Warm marsh or forest
Area:	Sholazar Basin, Un'Goro Crater
Organization:	Solitary, pair, or pack (3–6)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	16–24 HD (Huge); 25–30 HD (Gargantuan)
Level Adjustment:	—

* This feat appears in Chapter 4: Monsters as Characters.

Thick, shell-like plates cover this dinosaur's thick hide. Its six powerful stumpy legs end in sharp claws, and jagged teeth line its mouth. Two enormous, jagged red crests protrude from its back.

Description

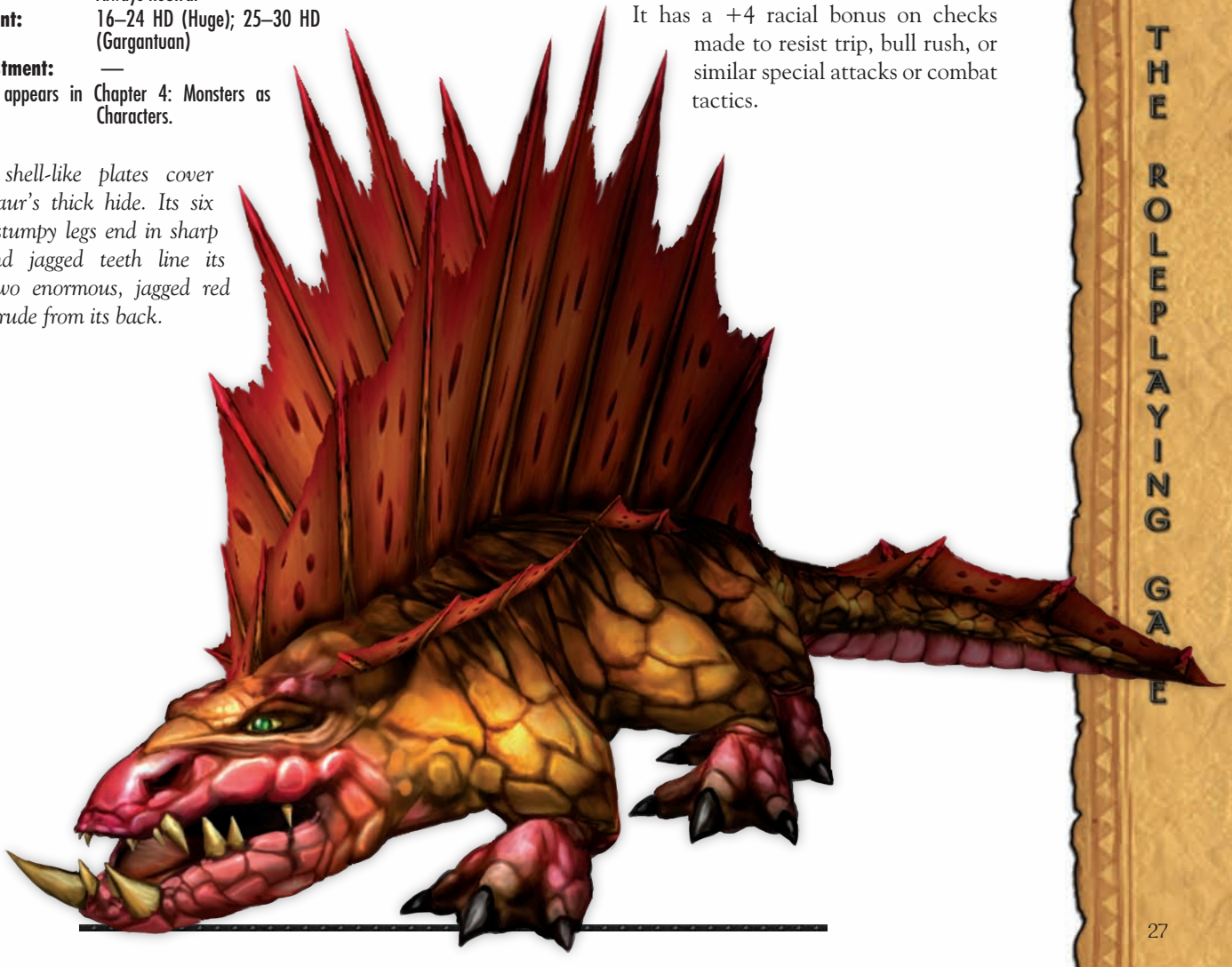
The diemetradon — one of the strongest predators in the Un'Goro Crater — stalks its prey and rips it apart without mercy. This creature uses both its squat, strong legs tipped with sharp claws and its wickedly fanged mouth to great advantage, tearing apart its prey without a second thought.

Combat

The diemetradon lumbers straight into battle, ripping and tearing with its claws and teeth. It targets enemies that deal large amounts of damage to it and attempts to dispatch them as quickly as possible, usually using its Power Attack feat to full advantage. The diemetradon also attempts to bull rush its enemies into trees or swampy areas.

Razor Crest (Ex): The razor-sharp crests along a diemetradon's back prove a good defense against those who get too close. Anyone grappling a diemetradon takes 2d6 points of slashing damage per round.

Stability (Ex): The diemetradon's powerful legs and low body make it exceptionally stable. It has a +4 racial bonus on checks made to resist trip, bull rush, or similar special attacks or combat tactics.



Pterrordax

Large Animal
Hit Dice: 8d8+32 (68 hp)
Initiative: +3
Speed: 10 ft. (2 squares), fly 60 ft. (average)
Armor Class: 19 (–1 size, +3 Agy, +7 natural), touch 12, flat-footed 16
Base Attack/Grapple: +6/+11
Attack: Bite +9 melee (1d6+1)
Full Attack: Bite +9 melee (1d6+1) and 2 wings +6 melee (1d4)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +10, Ref +9, Will +2
Abilities: Str 12, Agy 17, Sta 18, Int 2, Spt 11, Cha 10
Skills: Listen +5, Spot +14
Feats: Multiattack, Weapon Finesse, Weapon Focus (bite)
Environment: Temperate forest
Area: Sholazar Basin, Un'Goro Crater
Organization: Solitary, pair, or flight (3–6)
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 9–16 HD (Large); 16–24 HD (Huge)
Level Adjustment: —

Claw-tipped wings stretch out from the back of this reptilian creature. Green eyes shine above a long, beaklike snout lined with razor teeth.

Description

Pterrordax soar through the air, using their keen predator's senses to satisfy their taste for fresh meat. These fierce creatures stand as tall as a horse and weigh up to 1,500 pounds. Their pigmentation ranges from moss green to deep emerald. While weaker than other dinosaurs, pterrordax possess great agility.

Pterrordax prefer to hunt alone; normally, adventurers encounter them in pairs only during mating season, a two-week period in the springtime. Pterrordax may form flights when their breeding grounds are threatened by a strong foe, but disband once they eliminate the threat.

Combat

A hungry pterrordax attacks any creature smaller than itself, disdaining carrion. It batters enemies to death with its clawed wings and tears the flesh from bones with its fanged beak. A badly wounded pterrordax retreats and flies back to its lair to rest.

Skills: A pterrordax gains a +8 racial bonus on Spot checks.

Stegodon

Huge Animal

Hit Dice:	20d8+200 (290 hp)
Initiative:	–1
Speed:	20 ft. (4 squares)
Armor Class:	26 (–2 size, –1 Agy, +19 natural), touch 7, flat-footed 26
Base Attack/Grapple:	+15/+32
Attack:	Gore +23 melee (2d6+13/19–20)
Full Attack:	Gore +23 (2d6+13/19–20)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Impale, trample 2d6+13 (DC 29)
Special Qualities:	Low-light vision, scent
Saves:	Fort +22, Ref +11, Will +8
Abilities:	Str 28, Agy 9, Sta 30, Int 2, Spt 10, Cha 11
Skills:	Listen +10, Spot +10, Survival +7
Feats:	Improved Critical (gore), Improved Natural Armor* (x3), Iron Will, Skilled (Listen and Spot), Weapon Focus (gore)
Environment:	Warm plains
Area:	Sholazar Basin, Un'Goro Crater
Organization:	Solitary, pair, or herd (3–6)
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	21–24 HD (Huge); 25–36 HD (Gargantuan)
Level Adjustment:	—

* This feat appears in Chapter 4: Monsters as Characters.

This massive reptilian creature heaves itself along on four legs the size of tree trunks. A stunted tail sticks out behind it and dark green spikes cover its body. An enormous tusk extends from its blunt snout.

Description

Stegodons are short-tempered, aggressive, but herbivorous dinosaurs. Easily irritated, they attack trespassers on sight, but rarely venture from their territories. They consume vast quantities of plant matter and grow angry when logging, mining, and other such activities disturb their food sources.

Combat

A stegodon begins combat with a charge, using its impale special attack. Vicious opponents, these dinosaurs use gore and trample attacks to debilitate enemies as swiftly as possible. Stegodons are stubborn creatures and often fight to the death.

Impale (Ex): On a successful charge, a stegodon deals double damage with its gore attack.

Threshadon

Large Animal (Aquatic)

Hit Dice:	6d8+24+3 (54 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), swim 40 ft.
Armor Class:	16 (–1 size, +3 Agy, +4 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+4/+12
Attack:	Bite +7 melee (1d10+6)
Full Attack:	Bite +7 melee (1d10+6)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +11, Ref +8, Will +3
Abilities:	Str 18, Agy 17, Sta 18, Int 2, Spt 13, Cha 9
Skills:	Listen +5, Spot +5, Stealth +4 (+0 hiding)*, Swim +12
Feats:	Dodge, Great Fortitude, Toughness
Environment:	Warm aquatic
Area:	Darkshore, Loch Modan
Organization:	Solitary, pair, or school (5–8)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	7–9 HD (Large); 10–22 HD (Huge); 23–30 HD (Gargantuan)
Level Adjustment:	—

This beast has a large body, thick, rough skin, and flippers. Its long neck supports a vaguely snakelike head with many needle-sharp teeth.

Description

Though it resides primarily in the water, a threshadon breathes only air. A threshadon has a total length of some 15 feet, including a tail about half as long as the main portion of its body, and weighs about 1,000 pounds. Observers who see only its head or tail might easily mistake it for a massive serpent.

Combat

A threshadon is aggressive and attacks virtually anything it notices. The creature is strong, fast, and highly maneuverable, able to turn quickly and lunge at prey. When hunting, it travels with its head out of the water, snapping down quickly to seize prey.

Skills: *A threshadon gains a +8 racial bonus on Stealth checks in water.

Dire Animals

Dire animals are larger, tougher, more aggressive versions of ordinary animals. They have a feral, prehistoric, or even, in some cases, seemingly demonic appearance.

Dire Ape

Large Animal

Hit Dice:	5d8+10+3 (35 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 15 ft.
Armor Class:	15 (–1 size, +2 Agy, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+3/+13
Attack:	Claw +8 melee (1d6+6)
Full Attack:	2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rend 2d6+9
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +6, Will +5
Abilities:	Str 22, Agy 15, Sta 14, Int 2, Spt 12, Cha 7
Skills:	Climb +14, Listen +5, Spot +6, Stealth +4 (+0 hiding)
Feats:	Skilled (Listen and Spot), Toughness
Area:	Any
Environment:	Warm forests
Organization:	Solitary or company (5–8)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6–15 HD (Large)
Level Adjustment:	—

This large gorilla has silver down its back. Its shaggy coat does little to hide the muscles in its frame, which bulge far more than normal muscles should.

Description

A dire ape stands about 9 feet tall and weighs from 800 to 1,200 pounds.

Combat

Dire apes attack anything that enters their territory, even other dire apes. If an opponent's armor foils a dire ape's attacks, the creature attempts to grapple and pin, then rend the prone opponent.

Rend (Ex): A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+12 points of damage.

Dire Bat

Large Animal
Hit Dice: 4d8+12 (30 hp)
Initiative: +6
Speed: 20 ft. (4 squares), fly 40 ft. (good)
Armor Class: 20 (–1 size, +6 Agy, +5 natural), touch 15, flat-footed 14
Base Attack/Grapple: +3/+10
Attack: Bite +5 melee (1d8+4)
Full Attack: Bite +5 melee (1d8+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Blindsense 40 ft.
Saves: Fort +7, Ref +10, Will +6
Abilities: Str 17, Agy 22, Sta 17, Int 2, Spt 14, Cha 6
Skills: Listen +12*, Spot +8*, Stealth +12 (+8 hiding)
Feats: Skill Focus (Stealth), Skilled (Listen and Spot)
Area: Any
Environment: Temperate deserts
Organization: Solitary or colony (5–8)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 5–12 HD (Large)
Level Adjustment: —

This enormous bat looks like something out of a nightmare. Its wings are clawed and its fangs long.

Description

A dire bat has a wingspan of 15 feet and weighs about 200 pounds.

Combat

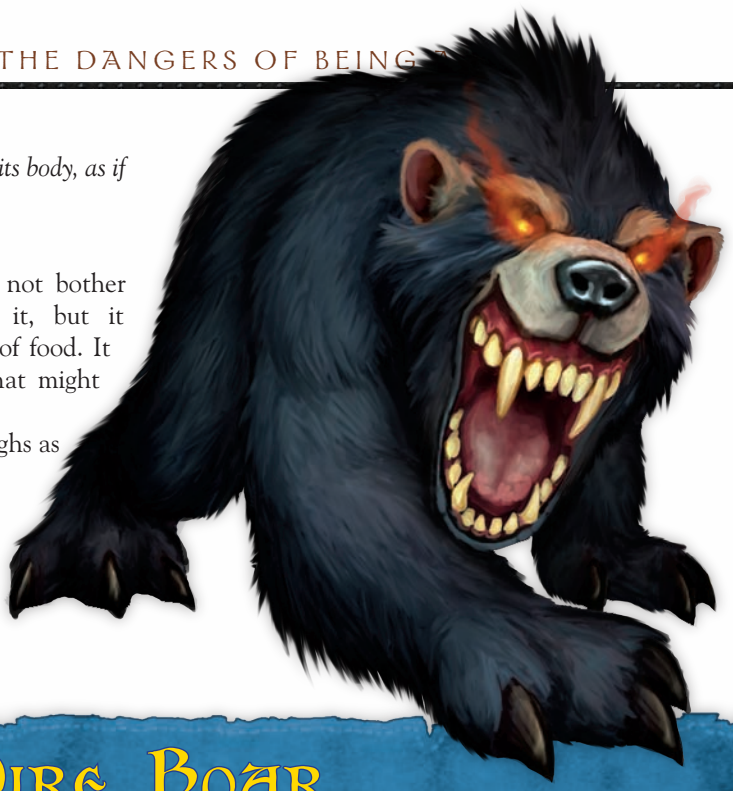
Dire bats swoop down upon unsuspecting prey from above.

Blindsense (Ex): A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills: *Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

Dire Bear

Large Animal
Hit Dice: 12d8+48+3 (105 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 17 (–1 size, +1 Agy, +7 natural), touch 10, flat-footed 16
Base Attack/Grapple: +9/+23
Attack: Claw +19 melee (2d4+10)
Full Attack: 2 claws +19 melee (2d4+10) and bite +13 melee (2d8+5)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab
Special Qualities: Low-light vision, scent
Saves: Fort +12, Ref +9, Will +9
Abilities: Str 31, Agy 13, Sta 19, Int 2, Spt 12, Cha 10
Skills: Listen +10, Spot +10, Swim +13
Feats: Endurance, Run, Skilled (Listen and Spot), Toughness, Weapon Focus (claw)
Area: Any
Environment: Cold forests
Organization: Solitary or pair
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 13–16 HD (Large); 17–36 HD (Huge)
Level Adjustment: —



This great bear has bony protrusions all over its body, as if its skeleton were trying to fight its way out.

Description

The omnivorous dire bear usually does not bother creatures that assiduously try to avoid it, but it aggressively defends a kill or other source of food. It does not hesitate to rip apart anything that might contain something edible.

A typical dire bear is 12 feet long and weighs as much as 8,000 pounds.

Combat

A dire bear attacks by tearing at opponents with its claws.

Improved Grab (Ex): To use this ability, a dire bear must hit with a claw attack.

Dire Boar

Large Animal	
Hit Dice:	7d8+21 (52 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	15 (–1 size, +6 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+5/+17
Attack:	Gore +12 melee (1d8+12)
Full Attack:	Gore +12 melee (1d8+12)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Ferocity
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +5, Will +8
Abilities:	Str 27, Agy 10, Sta 17, Int 2, Spt 13, Cha 8
Skills:	Listen +8, Spot +8
Feats:	Endurance, Iron Will, Skilled (Listen and Spot)
Area:	Any
Environment:	Temperate forests
Organization:	Solitary or herd (5–8)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	8–16 HD (Large); 17–21 HD (Huge)
Level Adjustment:	—

Spines adorn this enormous boar's back and neck. Its tusks are long, sharp, and barbed, and its small red eyes seem to burn with a wicked intelligence.

Description

Dire boars are omnivorous and spend most of their time rooting around, much as ordinary pigs do. They viciously attack anything that approaches them, however.

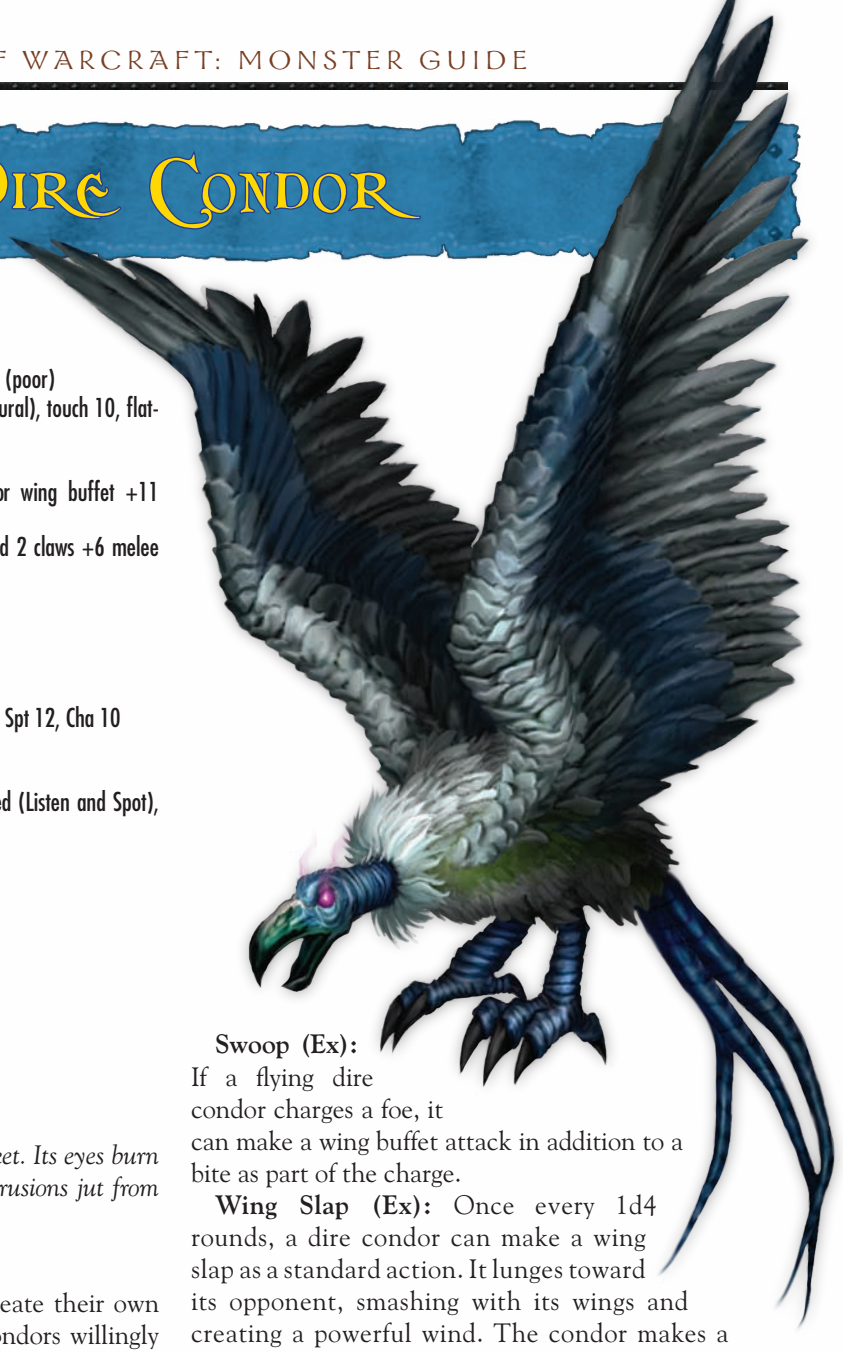
Dire boars grow up to 12 feet long and weigh as much as 2,000 pounds.

Combat

A dire boar charges its opponent, trying to rip the target open with its tusks.

Ferocity (Ex): A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Dire Condor



Large Animal
Hit Dice: 10d8+20+3 (68 hp)
Initiative: +1
Speed: 10 ft. (2 squares), fly 100 ft. (poor)
Armor Class: 16 (–1 size, +1 Agy, +6 natural), touch 10, flat-footed 16
Base Attack/Grapple: +7/+16
Attack: Bite +11 melee (2d8+5) or wing buffet +11 melee (2d6+5)
Full Attack: Bite +11 melee (2d8+5) and 2 claws +6 melee (1d6+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Swoop, wing slap (DC 17)
Special Qualities: Low-light vision
Saves: Fort +9, Ref +8, Will +4
Abilities: Str 20, Agy 12, Sta 14, Int 2, Spt 12, Cha 10

Skills: Listen +9, Spot +12
Feats: Flyby Attack*, Hover*, Skilled (Listen and Spot), Toughness
Environment: Temperate and warm plains
Area: Any
Organization: Solitary or pair
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 11–16 HD (Large)
Level Adjustment: —

* These feats appear in **Lands of Mystery.**

This great bird's wingspan is at least 15 feet. Its eyes burn with feral wickedness and rough, bony protrusions jut from its beak and talons.

Description

Dire condors are carrion birds that create their own carrion. Unlike smaller buzzards, dire condors willingly attack live prey.

A dire condor has a wingspan of 15 feet and weighs about 200 pounds.

Combat

Dire condors normally swoop to the attack, beginning with a wing buffet and a bite, then tearing their fallen prey apart with beak and claws. They are unlikely to flee, even if pressed.

Swoop (Ex): If a flying dire condor charges a foe, it can make a wing buffet attack in addition to a bite as part of the charge.

Wing Slap (Ex): Once every 1d4 rounds, a dire condor can make a wing slap as a standard action. It lunges toward its opponent, smashing with its wings and creating a powerful wind. The condor makes a wing buffet attack roll as normal; if the attack hits, the opponent takes the usual damage and must also make a DC 17 Reflex save or be knocked prone. A creature that fails this save must also make a DC 17 Fortitude save or be stunned for 1 round. The save DCs are Strength-based.

Skills: Dire condors have a +2 racial bonus on Spot checks.

Dire Hyena

Large Animal
Hit Dice: 7d8+21 (52 hp)
Initiative: +6
Speed: 50 ft. (10 squares)
Armor Class: 15 (–1 size, +2 Agy, +4 natural), touch 11, flat-footed 15
Base Attack/Grapple: +5/+13
Attack: Bite +8 melee (2d8+6)
Full Attack: Bite +8 melee (2d8+6)
Space/Reach: 10 ft./5 ft.
Special Attacks: Trip
Special Qualities: Low-light vision, scent
Saves: Fort +8, Ref +7, Will +6
Abilities: Str 19, Agy 15, Sta 17, Int 2, Spt 13, Cha 10

Skills: Listen +9, Spot +9, Stealth +2 (–2 hiding)*
Feats: Dodge, Improved Initiative, Mobility, Skilled (Listen and Spot)
Environment: Warm deserts
Area: Any
Organization: Solitary, pair, or pack (7–16)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 10–18 HD (Large)
Level Adjustment: —

This massive, striped animal has slavering jaws. It throws its head back and screams an hysterical-seeming laugh.

Description

Dire hyenas chase both lions and their smaller cousins away from prey; hunting in packs, they are particularly dangerous. Dire hyenas are about 8 feet long and 5 feet high, and weigh more than 800 pounds.

Combat

A dire hyena pack often sends in a few of its members to harass prey while the rest of the pack circles for position. During this delaying action, the foremost hyenas fight defensively; when the full pack is in position, it charges as a unit.

Trip (Ex): A dire hyena that hits with its bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the hyena.

Skills: *Dire hyenas gain a +4 racial bonus on Stealth checks to hide in areas of tall grass or heavy undergrowth.

Dire Lion

Large Animal
Hit Dice: 8d8+24 (60 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 15 (–1 size, +2 Agy, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple: +6/+17
Attack: Claw +13 melee (1d6+7)
Full Attack: 2 claws +13 melee (1d6+7) and bite +7 melee (1d8+3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, pounce, rake 1d6+3
Special Qualities: Low-light vision, scent
Saves: Fort +9, Ref +8, Will +7
Abilities: Str 25, Agy 15, Sta 17, Int 2, Spt 12, Cha 10
Skills: Listen +7, Spot +7, Stealth +6 (+2 hiding)*
Feats: Run, Skilled (Listen and Spot), Weapon Focus (claw)
Area: Any
Environment: Warm plains
Organization: Solitary, pair, or pride (6–10)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment: —

This lion's mane is great and bushy and looks to have thorns mixed with the fur. Its face constantly betrays a look of aggression.

Description

Dire lions are patient hunters, just like their smaller cousins, but apt to take on considerably larger prey.

Many dire lions grow to be up to 15 feet long and weigh up to 3,500 pounds.

Combat

A dire lion attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws. It often jumps onto a creature larger than itself.

Improved Grab (Ex): To use this ability, a dire lion must hit with its bite attack. 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 +12 melee, damage 1d6+3.

Skills: Dire lions gain a +4 racial bonus on Stealth checks. *In areas of tall grass or heavy undergrowth, the Stealth bonus to hide improves to +8.

Dire Gargoyle

Medium Monstrous Humanoid

Hit Dice:	15d8+45 (112 hp)
Initiative:	+8
Speed:	40 ft. (8 squares), fly 60 ft. (average)
Armor Class:	27 (+4 Agy, +13 natural), touch 14, flat-footed 23
Base Attack/Grapple:	+15/+21
Attack:	Bite +21 melee (2d6+6)
Full Attack:	Bite +21 melee (2d6+6) and 2 claws +18 melee (1d6+3) and 2 wings +18 melee (1d6+3) and tail +18 melee (1d8+3)
Space/Reach:	10 ft./5 ft. (10 ft. with tail)
Special Attacks:	Rend 2d6+6
Special Qualities:	Darkvision 60 ft., damage reduction 10/magic, stone form, vitality
Saves:	Fort +8, Ref +13, Will +9
Abilities:	Str 22, Agy 19, Sta 16, Int 3, Spt 10, Cha 8
Skills:	Climb +10, Listen +4, Spot +5, Stealth +9
Feats:	Flyby Attack*, Hover*, Improved Initiative, Improved Natural Attack† (bite), Multiattack, Wingover*
Environment:	Any land or underground
Area:	Eastern Plaguelands, Stratholme
Organization:	Solitary, pair, or brood (3–12)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	16–24 HD (Medium); 25–36 HD (Large)
Level Adjustment:	—

* These feats appear in **Lands of Mystery.**
† See Chapter 4: Monsters as Characters.

This creature is slightly smaller than a human, with wiry muscles and sharp claws. Its eyes glow with pale blue light. It has angular features and pale bat-like wings. It has white skin, nearly translucent, lined with bluish veins. Its skin looks like quartz or marble.

Description

Dire gargoyles are among the most vicious and violent of creatures in all Azeroth. They are a bloodthirsty, sadistic, and frighteningly destructive race.

Gargoyles aren't undead creatures, nor are they necessarily allies of the Lich King. Normal gargoyles are less intelligent and less humanoid than dire gargoyles. As a result, Arthas has not bothered to enslave normal gargoyles. However, Arthas does consider the dreaded dire gargoyles of Northrend his allies.

All gargoyles have rough crystalline hides that are resistant to many attacks. Also, they can land when needed and convert their hides into a stone-like substance. They cannot attack in this state, but their health regeneration increases.

Despite their humanoid appearance, gargoyles are not sentient.

Combat

Despite its size, a dire gargoyle possesses great stealth. It sneaks up on its prey, then swoops down, slashes its prey, and takes to the sky once again. If an enemy targets a dire gargoyle with a ranged attack, the gargoyle dives down to engage the enemy with a full complement of attacks. A dire gargoyle retreats and assumes stone form when it feels itself overpowered.

A dire gargoyle that comes across a solitary target takes great pleasure in tormenting its prey. It attacks, withdraws, attacks again from concealment, withdraws, and attacks again, all the while taunting the harried creature.

Rend (Ex): A dire gargoyle that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+6 points of damage.

Stone Form (Su): As a standard action, a dire gargoyle can cause its skin to convert into a stone-like substance. A dire gargoyle can maintain its stone form indefinitely, and may activate it an unlimited number of times per day. While in stone form, the dire gargoyle gains damage reduction 15/adamantine and fast healing 5. A dire gargoyle cannot move, attack, or take any other physical actions while in stone form. Dismissing the stone form is a move action.

Vitality (Su): Dire gargoyles posses an innate resistance to life-draining magic. They receive a +4 racial bonus on saving throws made to resist negative energy damage (such as from *inflict light wounds* and similar spells).

Doomguard

Large Outsider (Demon, Evil, Extraplanar, Lawful)

Hit Dice:	18d8+180 (261 hp)
Initiative:	+10
Speed:	40 ft. (8 squares), fly 90 ft. (good)
Armor Class:	33 (–1 size, +6 Agy, +18 natural), touch 15, flat-footed 27
Base Attack/Grapple:	+18/+34
Attack:	*+1 unholy flaming falchion* +31 melee (2d6+19/18–20 plus 1d6 fel and 1d6 fire) or slam +29 melee (1d10+12)
Full Attack:	*+1 unholy flaming falchion* +31/+26/+21/+16 melee (2d6+19/18–20 plus 1d6 fel and 1d6 fire) and slam +24 melee (1d10+6); or 2 slams +29 melee (1d10+12)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Fel strike, mortal infection (DC 25), spell-like abilities
Special Qualities:	Blindsight 60 ft., darkvision 60 ft., low-light vision, damage reduction 10/good and truesilvert, immunity to fel and fire, resistance to acid 10, cold 10, and electricity 10, spell resistance 26, demon traits
Saves:	Fort +21, Ref +17, Will +17
Abilities:	Str 35, Agy 23, Sta 31, Int 24, Spt 22, Cha 23
Skills:	Bluff + 27, Concentration +31, Diplomacy +31, Intimidate +29, Knowledge (arcana) +28, Knowledge (military tactics) +30, Knowledge (the planes) +28, Listen +27, Profession (military commander) +29, Search +27, Sense Motive +26, Spellcraft +30, Spot +27, Stealth +26, Survival +10, Use Magic Device +26
Feats:	Cleave, Great Cleave, Improved Initiative, Improved Sunder, Power Attack, Quicken Spell-Like Ability* (*immolate*), Weapon Focus (falchion)
Environment:	The Twisting Nether
Area:	The Twisting Nether
Organization:	Solitary or troupe (1 doomguard, 1 felguard elite, 2 felstalkers, and 2–4 felguard)
Challenge Rating:	18
Treasure:	Standard coins; double goods; standard items (including Large *+1 unholy flaming falchion*)
Alignment:	Always lawful evil
Advancement:	19–28 HD (Large); 29–36 HD (Huge); or by character class
Level Adjustment:	—

* This feat is found in the **Alliance Player's Guide.**
† This substance appears in **More Magic & Mayhem.**

This hulking, demonic humanoid emanates immense power and malevolence. Its skin is blood red, and large bat-like wings stretch from its back. Dark flame engulfs its sword as its green-glowing eyes settle upon its next kill.

Description

When mortals recall the brutal terror of the Burning Legion's armies, they likely think first of the doomguard. These ironfisted demons serve as the Burning Legion's captains and generals. Countless worlds have fallen to their brilliant and ruthless military tactics.

A doomguard's prowess at commanding large-scale battles does not reduce the demon's hunger for personal combat. In any conflict, a doomguard brings its powerful demonic abilities to where they can do the most damage, viciously slaughtering enemy troops or personally eliminating a bothersome mage.

While most doomguard remain unquestioning and loyal servants to the lords of the Burning Legion (nathrezim and pit lords, among others), some ascend to this tier of command themselves and are among the most powerful demons in the Legion. In fact, most demons that remain in Azeroth after the failure of the second invasion are now under the control of various doomguard lords, ruling from such places as Jaedenar, Mannoroc Coven, and the Tainted Scar.

A typical doomguard stands about 10 feet tall and weighs about 4,000 pounds, though some become much larger.

Doomguard speak Eredun, and many also speak one or more languages of the mortal races as well.

Combat

A doomguard generally uses *shadow strike* and *unholy aura* before entering combat, and focuses first on what it considers the most dangerous opponent (most often a spellcaster); it uses *shadowburn* or its quickened *immolate* to finish that opponent. After one enemy is down, the doomguard focuses on the next biggest threat, picking off each opponent one by one, or it may use area attacks, such as *rain of fire* or *hellfire*, especially if it is accompanied by allies that are immune to fire damage.

The doomguard presented above is armed with a falchion, but individual doomguard have also been known to also favor scimitars, longswords, or greatswords (most of them similarly enchanted).

Mortal Infection (Su): A wound left by a doomguard's attack may become infected with fel energy, weakening the effects of magical healing. A creature the takes damage from a doomguard's attack must make a DC 25 Fortitude save or be tainted for 2d4 rounds. Any curing spell or ability used on a tainted creature heals only half the normal amount of hit points. The save DC is Charisma-based.

Spell-Like Abilities: At will—*blasphemy* (DC 23), *dominate monster* (DC 25), *greater dispel magic*, *immolate*† (DC 21), *rain of fire* (DC 21), *shadow strike*, *unholy aura* (DC 24); 1/day—*hellfire*† (DC 24), *shadowburn*† (DC 24). Caster level 18th; save DCs are Charisma-based.

† See **More Magic & Mayhem.**

Dragons

Since before the first days of mortal history, the five mighty Aspects and their children have guarded and protected Azeroth. The Aspects are the leaders of each of the five greatest "flights" — black, blue, bronze, green, and red — and empowered by the titans to protect one part of the world. For a time, all dragons worked as one to safeguard the land and protect it from invasion and corruption. Sadly, this situation was not to last.

About the time the night elves unwittingly contacted the Burning Legion, a sinister force irrevocably tainted the mind of Neltharion, the mighty Earth Warder and ruler of the black dragonflight. When the Legion finally came to Azeroth, the dragonflights sought to fulfill their duty and strike against these invading demons. To do this, Neltharion, with his blood and magic, created the Dragon Soul, a powerful artifact that contained the fragments of the other Aspects' souls. (The Earth-Warder withheld his own.) Neltharion had already lost his mind to madness, however, and when the time came, he turned the Dragon Soul against his fellow dragons, decimating the blue dragonflight and forcing the others into retreat. A skillful group of mortals managed to steal the artifact away from Neltharion, now called Deathwing, before he could cause further damage.

Thousands of years later, Deathwing set a new plan in motion. Under Deathwing's influence, an orc chieftain named Zuluhed rediscovered the Demon Soul. As leader of the Dragonmaw clan, Zuluhed tried to use the artifact, but his shamanic magic had no effect on the Demon Soul. In the hope that darker magic might prevail, Zuluhed entrusted the powerful artifact to the only warlock he trusted: Nekros Skullcrusher. Over time, Nekros learned to wield the Demon Soul well enough to enslave the famed Dragonqueen, Alexstrasza, and through her the rest of the red dragonflight. The orcs forced the red dragons to fight for the Horde against their will in the Second War.

Korialstrasz, one of the Dragonqueen's surviving mates, guided the human mage Rhonin and his companions to Grim Batol, where they successfully freed Alexstrasza from her imprisonment. Since that time, the Aspects have secluded themselves, and the dragonflights have all but disappeared from mortal sight. Many still roam the world in the forms of humans, elves, and other mortal races, seeking to guide the mortal races for their protection — or, in some cases, for other, darker purposes.

Dragon Abilities

Dragons have a number of special attacks and special qualities unique to their race.

Blindsense (Ex): Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

Boundless Mind (Ex): All dragons have the boundless mind ability (see Chapter 5: Monster Types, Subtypes, and Abilities), though obviously this ability benefits only those who train as spellcasters.

Breath Weapon (Su): Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. A blast from a breath weapon always starts at any intersection (i.e., where any two lines meet on a 5-foot battlemat) adjacent to the dragon and extends in a direction of the dragon's choice, with an area as noted in the dragon's description.

If the breath weapon deals damage, creatures caught in the area can attempt Reflex saves to take half damage. The save DC against a breath weapon is 10 + 1/2 dragon's HD + dragon's Sta modifier. Saves against non-damaging breath weapons use the same DC; the kind of saving throw is noted in the dragon's description. Breath weapons that deal damage deal a number of dice of damage equal to half the dragon's Hit Dice. The die size varies based on the dragon type.

Crush (Ex): This special attack allows a flying or jumping dragon of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage as noted for that dragon during the next round unless the dragon moves off them. If the dragon chooses to maintain the crush, treat it as a normal grapple attack; pinned opponents take damage from the crush each round if they don't escape.

Frightful Presence (Ex): Some dragons can unsettle foes with their mere presence (see Chapter 5: Monster Types, Subtypes, and Abilities). Dragons ignore the frightful presence of other dragons.

Immunities (Ex): Dragons are immune to magic sleep effects and to all paralysis effects.

Black Dragon

	Black Whelp	Black Drake
	Medium Dragon (Earth, Fire)	**Huge Dragon (Earth, Fire)**
Hit Dice:	9d12+18 (76 hp)	24d12+168 (324 hp)
Initiative:	+4	+4
Speed:	40 ft. (8 squares), fly 150 ft. (poor), swim 60 ft.	40 ft. (8 squares), fly 150 ft. (poor), swim 60 ft.
Armor Class:	18 (+8 natural), touch 10, flat-footed 18	31 (–2 size, +23 natural), touch 8, flat-footed 31
Base Attack/Grapple:	+9/+12	+24/+43
Attack:	Bite +12 melee (1d8+3)	Bite +33 melee (2d8+11/19–20)
Full Attack:	Bite +12 melee (1d8+3) and 2 claws +10 melee (1d6+2) and 2 wings +10 melee (1d4+2)	Bite +33 melee (2d8+11/19–20) and 2 claws +31 melee (2d6+5) and 2 wings +31 melee (1d8+5)
Space/Reach:	5 ft./5 ft.	15 ft./10 ft. (15 ft. with bite)
Special Attacks:	Breath weapon 4d10 fire (DC 16), spell-like abilities	Breath weapon 12d10 fire (DC 29), crush 2d8+16 (DC 29), frightful presence 180 ft. (DC 27), spell-like abilities
Special Qualities:	Blindsense 60 ft., darkvision 120 ft., low-light vision, boundless mind, damage reduction 5/magic, fire subtype, immunity to paralysis and sleep	Blindsense 60 ft., darkvision 120 ft., low-light vision, boundless mind, damage reduction 10/magic, fire subtype, immunity to paralysis and sleep, spell resistance 25
Saves:	Fort +9, Ref +6, Will +7	Fort +21, Ref +14, Will +17
Abilities:	Str 17, Agy 10, Sta 15, Int 12, Spt 13, Cha 14	Str 33, Agy 10, Sta 25, Int 16, Spt 17, Cha 20
Skills:	Appraise +7, Concentration +8, Craft (alchemy) +9, Decipher Script +7, Gather Information +8, Heal +6, Intimidate +12, Jump +9, Knowledge (arcana) +7, Knowledge (nature) +3, Listen +7, Search +7, Spellcraft +9, Spot +7, Swim +15	Appraise +15, Concentration +34, Craft (Alchemy) +28, Decipher Script +12, Diplomacy +13, Gather Information +17, Heal +11, Intimidate +36, Jump +16, Knowledge (arcana) +26, Knowledge (nature) +18, Listen +16, Search +30, Spellcraft +28, Spot +17, Swim +24
Feats:	Blind-Fight, Improved Initiative, Multiattack, Skilled (Listen and Spot)	Blind-Fight, Cleave, Improved Initiative, Multiattack, Flyby Attack*, Hover*, Improved Critical (bite), Power Attack, Skilled (Listen and Spot)
Environment:	Mountains, warm deserts and plains (any volcanic or magma-filled area)	Mountains, warm deserts and plains (any volcanic or magma-filled area)
Area:	Blackrock Spire, Burning Steppes, Elwynn Forest, Redridge Mountains	Blackrock Spire, Burning Steppes, Elwynn Forest, Redridge Mountains
Organization:	Solitary or clutch (2–5)	Solitary, pair, or family (1–2 adults and 2-5 offspring)
Challenge Rating:	5	15
Treasure:	Double standard	Double standard
Alignment:	Always evil (any)	Always evil (any)
Advancement:	10–23 HD (Large); or by character class	25–40 HD (Huge); or by character class
Level Adjustment:	+4	—

* These feats appear in **Lands of Mystery.**

The scaled creature looks almost friendly at first, but you quickly note the deceptive glint in the whelp's eyes. The creature's grin is not a greeting, but rather an indication of its pleasure at seeing you; perhaps it's hungry…. The dragon's dark scales make it almost impossible to see as it moves in and out of the shadows.

Description

Black whelps are trained to kill from the moment they emerge from their eggs; in some cases, they are ready to fight even before that. Terrible and vicious, these predators delight in inflicting pain on the mortal races. Though many can speak, they typically do so only to get close enough to strike.

Black whelps speak Common and Draconic.

Combat

Unlike most other dragons at their age, black dragons are nearly fearless, quite willing to die in a bloody frenzy in order to inflict as pain as they can on their targets. As such, they are incredibly dangerous, especially in groups; and this is exactly how they like to fight. If encountered alone, a black whelp retreats to find more of its kind, then return to tear apart whatever has invaded their domain. They focus on the same target as the oldest dragon, killing enemies one by one. Whelps delight in using their breath weapons.

Breath Weapon (Su): 30-ft. cone, 4d10 fire, Reflex DC 16 half. A black dragon exhales a massive jet of lava in an incinerating cone, reducing its targets to ash.

Spell-Like Abilities: 3/day—*suggestion* (DC 15); 2/day—*produce flame*; 1/day—*detect thoughts* (DC 14), *endure elements*. Caster level 8th.

Skills: A black dragon gains a +4 racial bonus on Intimidate checks.

Black Drake

The black dragon's murderous intent is clear from its posture even before you have a chance to look into its eyes. Massive yet sinuous, the dragon spreads its wings and roars in challenge, jaws snapping the air in anticipation. The midnight

scales reflect the ambient light brightly, making the beast look even more nightmarish.

Description

Your average black drake's goal in life is no less than to become Deathwing's right hand (or replacement) and thus to control the rest of the flight in conquering or destroying the natural world. Black dragon society is ruled by the powerful, and its "laws" are enforced by brute strength, cunning, and magical power.

By this age, a black drake has already proven itself to be a survivor; most blacks don't even make it to adulthood, with nearly every creature in the world, including its own kind, looking to take its head or its hide.

Black drakes speak Common and Draconic, and some speak other languages as well.

Combat

Black drakes use every dirty trick, stratagem, and advantage they have to incapacitate or kill their enemies as swiftly and easily as possible. If all else fails, they retreat, no doubt with a plan for vengeance already forming in their minds. When working with a group, they are as showy as possible, trying to assert their dominance and skill over the others, while in reality trying to expend their own energy as little as possible.

Drakes use their fiery breath as frequently as possible, but also use flight to their advantage, keeping a distance from opponents on the ground and making strafing flyby attacks. Those who train as spellcasters prefer offensive and manipulative spells, but most drake spellcasters also prepare a few spells intended to help them escape more quickly if all goes badly.

Breath Weapon (Su): 50-ft. cone, 12d10 fire, Reflex DC 29 half.

Spell-Like Abilities: 3/day—*suggestion* (DC 18); 2/day—*produce flame*, *shockwave* (DC 18), *fire blast*† (DC 21); 1/day—*detect thoughts* (DC 17), *endure elements*. Caster level 24th.

† See **More Magic & Mayhem.**

Bronze Dragon

	Bronze Whelp	Bronze Drake
	Medium Dragon (Air)	**Huge Dragon (Air)**
Hit Dice:	9d12+9 (67 hp)	24d12+120 (276 hp)
Initiative:	+4	+4
Speed:	40 ft. (8 squares), fly 150 ft. (poor), swim 60 ft.	40 ft. (8 squares), fly 150 ft. (poor), swim 60 ft.
Armor Class:	18 (+8 natural), touch 10, flat-footed 18	31 (–2 size, +23 natural), touch 8, flat-footed 31
Base Attack/Grapple:	+9/+11	+24/+41
Attack:	Bite +11 melee (1d8+2)	Bite +32 melee (2d8+9/19–20)
Full Attack:	Bite +11 melee (1d8+2) and 2 claws +9 melee (1d6+1) and 2 wings +9 melee (1d4+1)	Bite +32 melee (2d8+9/19–20) and 2 claws +29 melee (2d6+4) and 2 wings +29 melee (1d8+4)
Space/Reach:	5 ft./5 ft.	15 ft./10 ft. (15 ft. with bite)
Special Attacks:	Breath weapon 4d6 fire (DC 15), spell-like abilities	Breath weapon 12d6 fire (DC 27), crush 2d8+13 (DC 27), frightful presence 180 ft. (DC 27), spell-like abilities
Special Qualities:	Blindsense 60 ft., darkvision 120 ft., low-light vision, boundless mind, damage reduction 5/magic, immunity to electricity, immunity to paralysis and sleep, vulnerability to cold	Blindsense 60 ft., darkvision 120 ft., low-light vision, boundless mind, damage reduction 10/magic, immunity to electricity, immunity to paralysis and sleep, spell resistance 25, vulnerability to cold
Saves:	Fort +8, Ref +6, Will +9	Fort +19, Ref +14, Will +20
Abilities:	Str 15, Agy 10, Sta 12, Int 14, Spt 16, Cha 14	Str 29, Agy 10, Sta 20, Int 20, Spt 22, Cha 20
Skills:	Appraise +8, Concentration +7, Craft (alchemy) +8, Decipher Script +8, Gather Information +8, Heal +9, Intimidate +8, Jump +8, Knowledge (arcana) +14, Listen +9, Search +8, Spellcraft +16, Spot +13, Swim +12	Appraise +32, Concentration +32, Craft (alchemy) +32, Decipher Script +20, Gather Information +17, Heal +20, Intimidate +32, Jump +22, Knowledge (arcana) +32, Listen +18, Search +32, Spellcraft +34, Spot +33, Swim +31
Feats:	Blind-Fight, Improved Initiative, Multiattack, Skilled (Listen and Spot)	Blind-Fight, Dodge, Improved Initiative, Multiattack, Flyby Attack*, Improved Critical (bite), Skilled (Listen and Spot), Weapon Focus (bite), Wingover*
Environment:	Temperate and warm land	Temperate and warm land
Area:	Any	Any
Organization:	Solitary or clutch (2–5)	Solitary, pair, or family (1–2 and 2-5 offspring)
Challenge Rating:	5	15
Treasure:	Double standard	Double standard
Alignment:	Always lawful neutral	Always lawful neutral
Advancement:	10–23 HD (Large); or by character class	25–40 HD (Huge); or by character class
Level Adjustment:	+4	—

At first, the dragon seems almost like a statue; its metallic scales gleam in the sunlight as if freshly polished. However, the strange, statuesque creature clearly watches you, almost perfectly still except for its faintly glowing eyes.

Description

Bronze whelps are the small, intelligent children of the bronze dragonflight. Just a shade smaller than the children of the other flights, they learn to compensate with extreme speed — but this fact isn't immediately apparent from looking at them. Bronze whelps are among the most patient of all living creatures, and on an initial encounter, they aren't likely to move for several minutes unless threatened. They are highly curious, observing anything they find interesting from a distance at first, and then from closer if necessary. They are friendly to humanoid races, but they may seem a bit distant or egotistical.

Bronze whelps speak Common and Draconic.

Combat

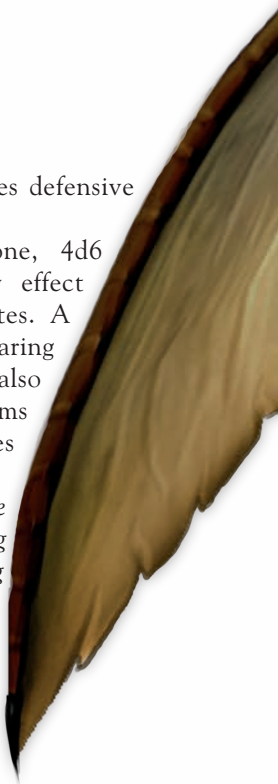
A bronze whelp attempts to maneuver around its opponent to use its breath, staying as far away as possible. If seriously threatened, it uses defensive magic and retreats.

Breath Weapon (Su): 30-ft. cone, 4d6 fire, Reflex DC 16 half; secondary effect accelerated aging, Will DC 16 negates. A bronze dragon's breath weapon is a searing cone of superheated sand; this attack also causes accelerated aging in its victims — an affected creature immediately ages 10% of its natural lifespan.

Spell-Like Abilities: 3/day—*arcane missile*, *dancing lights*, *lesser lightning guardians* (DC 13); 2/day—*lightning shield*;1/day—*discern location*.

Bronze Drake

The dragon watches you from a distance, little emotion showing on its features. Its scales are pristine and beautiful, but as you stare into them, they seem almost to shift on the dragon's form. After a few moments



of disorientation, you turn your gaze back to the dragon's eyes: The magnificent creature seems to smile slightly.

Description

The brood of Nozdormu has traditionally been one of the closest to mortal societies, although few realize this fact. Though many bronze dragons went into hiding when Deathwing once again began capturing the eggs of other flights, some bronzes remain near human cities, often in the guise of a human or elf.

Bronze dragons are concerned with making sure the flow of time is properly maintained, but some also lend a hand to mortal society and help maintain the safety of the world at large. Generally, bronze dragons are aloof and introspective, constantly thinking and debating options in their minds.

Bronze dragons speak Common and Draconic, and many speak other languages as well.

Combat

Bronze drakes are extremely swift to strike in combat, seeking to catch their opponents off guard. They initiate combat with spell-like abilities or breath weapon, depending on the situation, moving into melee only if necessary. If outnumbered or severely wounded, they retreat as quickly as they were attacked, preferably with the aid of magic.

Breath Weapon (Su): 60-ft. cone, 12d6 fire, Reflex DC 27 half; secondary effect, affected creature immediately ages 10% of its natural lifespan, Will DC 27 negates.

Spell-Like Abilities: 3/day—*arcane missiles*, *dancing lights*, *lesser lightning guardians* (DC 16); 2/day—*lightning shield*, *lightning bolt* (DC 18), *iron body*; 1/day—*discern location*.

Green Dragon

	Green Whelp	Green Drake
	Medium Dragon (Air)	**Huge Dragon (Air)**
Hit Dice:	9d12+9 (67 hp)	24d12+96 (252 hp)
Initiative:	+4	+4
Speed:	40 ft. (8 squares), fly 150 ft. (poor), swim 60 ft.	40 ft. (8 squares), fly 150 ft. (poor), swim 60 ft.
Armor Class:	18 (+8 natural), touch 10, flat-footed 18	31 (–2 size, +23 natural), touch 8, flat-footed 31
Base Attack/Grapple:	+9/+11	+24/+41
Attack:	Bite +11 melee (1d8+2)	Bite +31 melee (2d8+9/19–20/x2)
Full Attack:	Bite +11 melee (1d8+2) and 2 claws +9 melee (1d6+1) and 2 wings +9 melee (1d4+1)	Bite +31 melee (2d8+9/19–20) and 2 claws +29 melee (2d6+4) and 2 wings +29 melee (1d8+4)
Space/Reach:	5 ft./5 ft.	15 ft./10 ft. (15 ft. with bite)
Special Attacks:	Breath weapon 4d6 acid (DC 15), spell-like abilities	Breath weapon 12d6 acid (DC 26), crush 2d8+13 (DC 26), frightful presence 180 ft. (DC 27), spell-like abilities
Special Qualities:	Blindsense 60 ft., darkvision 120 ft., low-light vision, boundless mind, damage reduction 5/magic, immunity to paralysis and sleep, immunity to poison	Blindsense 60 ft., darkvision 120 ft., low-light vision, boundless mind, damage reduction 10/magic, immunity to paralysis and sleep, immunity to poison, spell resistance 25
Saves:	Fort +8, Ref +6, Will +9	Fort +18, Ref +14, Will +22
Abilities:	Str 15, Agy 10, Sta 13, Int 12, Spt 17, Cha 14	Str 29, Agy 10, Sta 19, Int 16, Spt 27, Cha 20
Skills:	Appraise +3, Concentration +7, Craft (alchemy) +7, Decipher Script +7, Gather Information +8, Heal +9, Intimidate +8, Jump +8, Knowledge (arcana) +3, Knowledge (nature) +9, Listen +9, Search +7, Spellcraft +5, Spot +9, Survival +7, Swim +14	Appraise +5, Concentration +31, Craft (alchemy) +11, Decipher Script +12, Diplomacy +15, Gather Information +17, Heal +22, Intimidate +27, Jump +22, Knowledge (arcana) +11, Knowledge (nature) +32, Listen +21, Search +28, Spellcraft +25, Spot +22, Survival +30, Swim +22
Feats:	Blind-Fight, Improved Initiative, Multiattack, Skilled (Listen and Spot)	Blind-Fight, Improved Initiative, Multiattack, Flyby Attack*, Hover*, Improved Critical (bite), Power Attack, Skilled (Listen and Spot), Wingover*
Environment:	Temperate land	Temperate land
Area:	Any	Any
Organization:	Solitary or clutch (2–5)	Solitary, pair, or family (1–2 and 2-5 offspring)
Challenge Rating:	5	15
Treasure:	Double standard	Double standard
Alignment:	Usually neutral good	Usually neutral good
Advancement:	10–23 HD (Large) or by character class	25–40 HD (Huge) or by character class
Level Adjustment:	+4	—

* These feats appear in **Lands of Mystery.**

The verdant hatchling is small, but nevertheless it exudes a spiritual aura, one that implies great wisdom even in such a young creature. Its wings look barely large enough to keep it aloft, yet it manages to be imposing in spite of its seeming frailty.

Description

Green whelps are precious to the green dragonflight, especially with the increasing danger of a mysterious, dark force that seems to have arisen in the Emerald Dream. Green whelps spent much of their time in the Emerald Dream in the past, but those children who have not yet experienced travel to the Dream have (fortunately) been kept from entering, and thus safe from contamination. Most green whelps in the world are found under the careful watch of an older dragon.

Green whelps speak Common, Darnassian, and Draconic.

Combat

Green whelps usually retreat if engaged in combat. If doing so is impossible, they use their breath weapon or try to use magic to increase their chances of escaping.

Breath Weapon (Su): 20-ft. cone, damage 4d6 acid, Reflex DC 15 half; secondary effect, *sleep*† as 4th-level caster, Will DC 15 negates. A green dragon breathes a cone of noxious emerald-colored gas that burns flesh and subjects all within the cone to an effect identical to that of the *sleep* spell, except that there is no Hit Dice limit.

† See the **Alliance Player's Guide.**

Spell-Like Abilities: 3/day—*cure light wounds*, *entangling roots* (DC 15), *roar*; 2/day—*charm animal* (DC 13); 1/day—*commune with nature*.

Green Drake

A look of sadness and pain is clear on the features of this majestic beast. It appears to be struggling with something inside itself, something threatening its very essence. The creature's once-brilliant scales have dimmed to a forest green.

Description

The green dragonflight was, until recently, one of the few that still flourished. It was only recently that disaster struck: green dragons, clearly insane due to some sort of corruption, appeared on Azeroth. A dark and corruptive force seems to have arisen in the Emerald Dream. While

the strongest of the green dragons seek the answer to this mystery, typical drakes — the average adults of the flight — try their best simply to maintain order and keep themselves and their young alive and well.

Green drakes speak Common, Darnassian, and Draconic. Some speak other languages as well.

Combat

Green dragons avoid combat, preferring to use incapacitating magic or their breath weapons to stop their foes. If pushed, however, they fight to the best of their abilities, using quick thinking and their magical prowess to outwit and outmaneuver their foes.

Unlike most dragons, greens call upon the power of nature for their magic, and this gives them one major advantage: healing magic. If necessary, a green drake wears down her opponent, then flies away briefly to heal before reengaging. In battles with allies, such as other dragons, a few green drakes often stay back to heal their group and use beneficial spell-like abilities.

Breath Weapon (Su): 40-ft. cone, damage 12d6 acid, Reflex DC 26 half; secondary effect *sleep*† as 12th-level caster, Will DC 26 negates.

Spell-Like Abilities: 3/day—*cure light wounds*, *entangling roots* (DC 18), *roar*; 2/day—*mark of the wild*, *charm animal* (DC 16); 1/day—*commune with nature*.

Red Dragon

	Red Whelp	Red Drake
	Medium Dragon (Fire)	**Huge Dragon (Fire)**
Hit Dice:	9d12+18 (76 hp)	24d12+168 (324 hp)
Initiative:	+4	+4
Speed:	40 ft. (8 squares), fly 150 ft. (poor), swim 60 ft.	40 ft. (8 squares), fly 150 ft. (poor), swim 60 ft.
Armor Class:	18 (+8 natural), touch 10, flat-footed 18	31 (–2 size, +23 natural), touch 8, flat-footed 31
Base Attack/Grapple:	+9/+11	+24/+41
Attack:	Bite +11 melee (1d8+2)	Bite +31 melee (2d8+9/19–20/x2)
Full Attack:	Bite +11 melee (1d8+2) and 2 claws +9 melee (1d6+1) and 2 wings +9 melee (1d4+1)	Bite +31 melee (2d8+9/19–20) and 2 claws +29 melee (2d6+4) and 2 wings +29 melee (1d8+4)
Space/Reach:	5 ft./5 ft.	15 ft./10 ft. (15 ft. with bite)
Special Attacks:	Breath weapon 4d10 fire (DC 16 Reflex), spell-like abilities	Breath weapon 12d10 fire (DC 29 Reflex), crush 2d8+13 (DC 29), frightful presence (180 ft., DC 27), spell-like abilities
Special Qualities:	Blindsense 60 ft., darkvision 120 ft., low-light vision, boundless mind, damage reduction 5/magic, fire subtype, immunity to paralysis and sleep	Blindsense 60 ft., darkvision 120 ft., low-light vision, boundless mind, damage reduction 10/magic, fire subtype, immunity to paralysis and sleep, spell resistance 25
Saves:	Fort +9, Ref +6, Will +8	Fort +21, Ref +14, Will +19
Abilities:	Str 15, Agy 10, Sta 15, Int 12, Spt 15, Cha 14	Str 29, Agy 10, Sta 25, Int 16, Spt 21, Cha 20
Skills:	Appraise +7, Concentration +8, Craft (alchemy) +7, Decipher Script +7, Gather Information +8, Heal +8, Intimidate +8, Jump +8, Knowledge (arcana) +5, Knowledge (nature) +5, Listen +8, Search +7, Spellcraft +5, Spot +8, Swim +16	Appraise +15, Concentration +34, Craft (alchemy) +18, Decipher Script +12, Diplomacy +15, Gather Information +17, Heal +19, Intimidate +32, Jump +22, Knowledge (arcana) +18, Knowledge (nature) +18, Listen +18, Search +30, Spellcraft +20, Spot +19, Swim +22
Feats:	Blind-Fight, Improved Initiative, Multiattack, Skilled (Listen and Spot) Wingover*	Blind-Fight, Improved Initiative, Multiattack, Flyby Attack*, Hover*, Improved Critical (bite), Power Attack, Skilled (Listen and Spot),
Environment:	Temperate land	Temperate land
Area:	Any	Any
Organization:	Solitary or clutch (2–5)	Solitary, pair, or family (1–2 and 2-5 offspring)
Challenge Rating:	5	15
Treasure:	Double standard	Double standard
Alignment:	Usually good (any)	Usually good (any)
Advancement:	10–23 HD (Large) or by character class	25–40 HD (Huge) or by character class
Level Adjustment:	+4	—

* These feats appear in **Lands of Mystery.**

Scales resembling solid flame glisten on the small dragon's form. Although not great in size, she nevertheless has wicked claws, and her fangs are visible as she turns her head. Though clearly a predatory creature, the glint of wisdom and kindness shines in her eyes.

Description

Red whelps are the youngest of red dragonkind. These hatchlings are highly intelligent; unless newborn, they know enough about humanoid creatures to be friendly even when first encountered. They are suspicious of orcs, and avoid them if possible, due to the Horde's previous enslavement of the red flight. Those red whelps raised near Grim Batol are more aggressive due to the events that occurred there (and possibly for other reasons connected to the contents of the fortress).

Red whelps speak Common and Draconic.

Combat

Red whelps flee combat if alone or clearly overwhelmed. If they are with a group, older whelps attack in order to give the younger children a chance to retreat; red dragons invariably put their own health and wellbeing second to that of a friend or loved one, even at this young age.

Breath Weapon (Su): 30-ft. line, damage 4d10 fire, Reflex DC 16 half; secondary effect, scorch and renew land. A red dragon breathes a white-hot line of superheated air and flame. This flame also sears any ground that it strikes: it burns away all soil and vegetation, which starts to grow back within 1d4 days, but three times as bountiful as before. (Plants bear three times their original crop, grow at three times their natural rate, and so forth.) The affected land is otherwise refreshed, renewed, and healthy, and is immune to any disease or ailment for one full year.

Spell-Like Abilities: 3/day—*cure light wounds*, *firebolt*† (DC 16), *tongues*; 2/day—*speak with animals*; 1/day—*detect thoughts* (DC 14). The save DC is Charisma-based.

† See **More Magic & Mayhem.**

Red Drake

Golden orbs scrutinize your every motion, obviously judging whether you might be friend or foe. Your eyes take in the dragon's lithe frame; though large, the crimson drake is graceful and noble in form. The fiery horns atop the dragon's skull resemble a crown upon the head of a worthy king.

Description

Red drakes are the adults of the red dragonflight, and most are fully grown at this stage. Once friends to nearly every living creature, red dragons are now much more suspicious, tending to seek only the company of their own kind. The capture of the Dragonqueen and the accompanying loss of a great number of their flight has left reds crippled, but not defeated.

Although many reds feel they owe a debt of gratitude to the Alliance for its assistance in Alexstrasza's rescue, others distrust all mortals, noting that even the night elves once brought danger and death to the world. Generally, though, red dragons are friendly to humans, elves, and their other traditional friends and allies; for the most part, it is the representatives of the flight near Grim Batol who are strangely hostile to any outsiders. Red drakes typically consider the various Horde races to be enemies, with the possible exception of tauren, whom they respect for their druidic abilities.

Red drakes speak Common and Draconic, and some speak other languages.

Combat

Red drakes are honorable and always fight on equitable terms if battling honorable or worthy opponents. For instance, they sacrifice their aerial advantage if their enemies meet them fairly on the ground. They quickly dispense with honor when facing those they consider dishonorable, however; such beings are to be expunged with every instinct and ability that red dragons possess.

Red drakes use flame to entrap enemies and force them into difficult terrain, using their aerial advantage for greater mobility. They seek to destroy an opposing force's leadership first, ruining its command structure and hopefully setting the younger or less experienced combatants to flight. Like younger reds, drakes willingly put themselves at risk to protect a companion (or even more so, their eggs).

Breath Weapon (Su): 60-ft. line, damage 12d10 fire, Reflex DC 29 half; secondary effect scorch and renew land.

Spell-Like Abilities: 3/day—*cure light wounds*, *firebolt*† (DC 19), *tongues*; 2/day—*speak with animals*, *dispel magic*, *heal*; 1/day—*detect thoughts* (DC 17). The save DC is Charisma-based.

Dragonspawn

	Dragonspawn Wyrmkin	Dragonspawn Scalebane
	Large Monstrous Humanoid	**Large Monstrous Humanoid**
Hit Dice:	3d8+9 (22 hp)	9d8+27 (67 hp)
Initiative:	+1	+5
Speed:	20 ft. in masterwork scale mail (4 squares); base 30 ft.	30 ft. in scale mail (4 squares); base 40 ft.
Armor Class:	18 (–1 size, +1 Agy, +2 natural, +4 masterwork scale mail, +2 heavy shield), touch 10, flat-footed 17	20 (–1 size, +1 Agy, +4 natural, +6 *+2 scale mail*), touch 10, flat-footed 19
Base Attack/Grapple:	+3/+11	+9/+17
Attack:	*+1 longsword* +7 melee (2d6+5/19–20)	*+3 greatsword* +15 melee (3d6+9/19–20) or *+3 composite longbow (+4)* +12 ranged (2d6+7/x3)
Full Attack:	*+1 longsword* +7 melee (2d6+5/19–20) or *+1 spear* +7 melee (2d6+5/x3), or *+1 spear* +4 ranged (2d6+5/x3)	*+3 greatsword* +15/+10 melee (3d6+9/19–20) or *+3 composite longbow (+4)* +12/+7 ranged (2d6+7/x3)
Space/Reach:	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	—	—
Special Qualities:	Darkvision 60 ft., heritage qualities	Darkvision 60 ft., heritage qualities
Saves:	Fort +6, Ref +2, Will +3	Fort +11, Ref +4, Will +6
Abilities:	Str 19, Agy 12, Sta 16, Int 13, Spt 10, Cha 6	Str 19, Agy 12, Sta 16, Int 13, Spt 10, Cha 8
Skills:	Knowledge (arcana) +5, Knowledge (military tactics) +5, Spellcraft +8, Spot +6	Balance +0, Bluff +3, Concentration +8, Intimidate +13, Knowledge (arcana) +7, Knowledge (military tactics) +7, Listen +7, Spellcraft +13, Spot +5, Stealth +0 (–4 to hide), Survival +3
Feats:	Cleave, Power Attack	Cleave, Great Fortitude, Improved Initiative, Power Attack
Environment:	As dragon type	As dragon type
Area:	Any	Any
Organization:	Unit (10–100), squadron (40–400), or army (100–1000)	1 per 50–100 wyrmkin; or unit (10–100), squadron (40–400), or army (100–1000)
Challenge Rating:	3	7
Treasure:	Standard (weapons and armor)	Standard (weapons and armor)
Alignment:	Any	Any
Advancement:	By racial levels or character class	10–18 HD (Large); 19–27 HD (Huge); or by character class
Level Adjustment:	Use racial levels	+3

Standing tall on four well-muscled legs, the creature flexes massive arms clearly capable of swinging its sword with deadly force. Its scaled armor is an enameled sapphire blue, brighter than the color of the natural scales that cover the majority of its humanoid upper body. The creature's head resembles that of a small azure dragon.

Description

Dragonspawn are monstrous beings trained to serve under the five dragonflights of the world, and some say they evolved from humans who dedicated their lives to servitude under the great dragons. Wyrmkin are the most common and low-ranking of the spawn, but they are nonetheless fierce opponents in battle.

Combat

Wyrmkin are trained to set up ambushes, use hit-and-run tactics, and generally do everything they can to gain the upper hand in a battle. Most carry *+1 longswords* or other minor magic weapons, provided by their patrons.

Most wyrmkin fight in large units, and they are capable of performing advanced maneuvers such as flanking their enemies or taking specific formations, but they rarely think of such strategies on their own. Fortunately, most of these groups are lead by higher-ranking dragonspawn, to whom the wyrmkin look for orders.

The wyrmkin presented above uses the elite ability score array (see Chapter 3: Improving Monsters) and has 3 levels in the wyrmkin racial class*. While the wyrmkin presented above assumes a blue wyrmkin, the statistics are virtually identical for each color.

* This class appears in **Lands of Mystery**.

Masterwork/Magic Arms and Armor: Dragonspawn are generally equipped with the best weapons and armor available. Unless otherwise stated, each dragonspawn has masterwork quality weapons and armor. Some may also have magic equipment.

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

Black and red dragonspawn also have the fire subtype.

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

Saves: Unlike other monstrous humanoids, dragonspawn have good Fortitude and Will saves and poor Reflex saves.

Scalebane

Scalebanes are the most elite of the dragonspawn, and they represent a small fraction of dragonspawn society. These are the leaders, the most powerful spellcasters, and the elders of the dragonspawn race. While all scalebanes were wyrmkin earlier in life, scalebanes are technically a different species, having been transformed by a complicated ritual similar to those undergone by dragons as they mature. Scalebanes are chosen from the best of the lesser ranks, those who demonstrate exceptional leadership as well as combat or magical abilities.

While most scalebanes are intellectual, they are still powerfully built for combat, standing 7 feet tall on average. Many scalebanes carry banners representing their draconic patron or matron, such as Azuregos the Blue or Vaelastrasz the Red.

Combat

Scalebanes spend most of their time in combat commanding their units, but those with spellcaster levels pepper their enemies with spells from a distance. If pressed, they fight fearlessly, but avoid melee combat because they know they are most effective in command positions.

Masterwork/Magic Arms and Armor: Each scalebane is always equipped with a +3 magic weapon, usually a greatsword, which often has other abilities in addition to its enhancement bonus. In addition, a scalebane typically carries at least one other magic item, such as a shield, piece of armor, wand, or else something that would benefit the scalebane's unit.

Scalebanes are trained in the use of all martial weapons and all types of armor and shields.

Wyrmkin as Characters

While most wyrmkin are content — and often eager — to serve their dragon patrons, some strike out on more adventurous paths. Sometimes a dragonspawn rebels against her oppressive culture, while other times a wyrmkin's patron or dragonflight offers its blessings on her quest. Some adventuring wyrmkin are on lengthy missions for the dragonflight, exploring new places and discovering new magic.

Dreadlord (Nathrezim)

Medium Outsider (Demon, Evil, Extraplanar, Lawful)

Hit Dice:	17d8+51 (127 hp)
Initiative:	+9
Speed:	40 ft. (8 squares), fly 60 ft. (good)
Armor Class:	33 (+5 Agy, +12 natural, +6 insight), touch 21, flat-footed 28
Base Attack/Grapple:	+17/+23
Attack:	Claw +23 melee (1d4+6 plus 1d6 fel and energy drain)
Full Attack:	2 claws +23 melee (1d4+6 plus 1d6 fel and energy drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Dominate (DC 26), energy drain (DC 26), fel strike, frightful presence (DC 28), spell-like abilities, spells, *summon infernal*, vampiric aura (DC 26)
Special Qualities:	Darkvision 120 ft., boundless mind, damage reduction 15/good and truesilver*, fast healing 5, fiendish defense, resistance to acid 15, cold 15, fire 20, and electricity 15, spell resistance 27, demon traits
Saves:	Fort +13, Ref +15, Will +16
Abilities:	Str 22, Agy 21, Sta 16, Int 16, Spt 22, Cha 27
Skills:	Bluff +30, Concentration +23, Diplomacy +32, Intimidate +30, Knowledge (arcana) +23, Knowledge (the planes) +23, Knowledge (religion) +23, Listen +26, Sense Motive +26, Spellcraft +25, Spot +26
Feats:	Ability Focus† (frightful presence), Improved Initiative, Maximize Spell, Silent Spell, Skilled (Bluff and Diplomacy), Spell Penetration
Environment:	Any
Area:	Blasted Lands, Twisting Nether
Organization:	Solitary
Challenge Rating:	20
Treasure:	Double standard
Alignment:	Always lawful evil
Advancement:	By character class
Level Adjustment:	—

* This substance appears in **More Magic & Mayhem.**
† This feat appears in **Lands of Mystery.**

Sheer malice radiates from this white-skinned humanoid. Leathery black bat-wings unfurl from its back and two shining black horns curve back from its brow. Its arms end in long claws, and in place of feet it has polished cloven hooves.

Description

Dreadlords, masters of trickery, deceit, and guile, take pride in the fiendish destruction they have wrought on Azeroth. Affiliated with the Burning Legion for centuries, the dreadlords — also termed *nathrezim* — acted as commanders of undead legions during the Burning Legion's second invasion, slaughtering thousands with their unnatural hordes. The dreadlords lost much power when several of their most influential members fell to the Forsaken armies under Sylvanas Windrunner's banner.

Now the dreadlords seem almost a myth, a story told to frighten children. People feel safer when they think the dreadlords a remote tale; some instead comfort themselves with the lie that the great Varimathras is the only surviving dreadlord. More practical sorts know that evil never truly dies and that just because they cannot see something does not mean it is not there.

Dreadlords invariably stay behind the scenes and effect change through proxies. Adventurers might go their whole lives and never realize a dreadlord has acted against them in countless, seemingly unrelated ways. Only after much exertion and investigation do the heroes uncover the dreadlord behind a plot. Even then, the task of tracking and slaying a dreadlord can overwhelm the most competent hunter of evil.

Dreadlords live in heavily fortified lairs or march at the center of an army. They most often take arcanist levels, but some dreadlords favor the physical arts of the rogue or warrior.

Dreadlords can speak with any creature that has a language.

Combat

A dreadlord engages in melee combat only when convinced he holds the upper hand. A dreadlord studies his opponent first and learns her weaknesses. Then he remains at range, unleashing his most powerful spells on his enemy.

Dominate (Su): A dreadlord crushes his opponent's will with a simple glance. This is similar to a gaze attack, except that the dreadlord must use a standard action; those merely looking at the dreadlord are not affected. Anyone the dreadlord targets must succeed on a DC 26 Will save or fall under the dreadlord's influence as though by a *dominate monster* spell (caster level 17th). This ability has a range of 30 feet.

Energy Drain (Su): Living creatures hit by a dreadlord's claw attack gain one negative level. The Fortitude DC to remove a negative level is 26; the save DC is Charisma-based.

Spell-like Abilities: At will—*deeper darkness*, *detect chaos*, *detect good*, *detect magic*, *hold monster* (DC 23), *read magic*, *sleep*‡ (DC 19), *teleport* (self plus 50 pounds of objects only); 3/day—*plane shift*, *sending*, *summon swarm* (bats only); 1/day—*dream***, *nightmare*** (DC 23). Caster level 17th; save DCs are Charisma-based.

‡ See the **Alliance Player's Guide.**
** See the **Horde Player's Guide.**

Spells: A dreadlord casts spells as a 17th-level necromancer who also gains access to the warlock spell lists. However, he gains bonus spells and determines his maximum number of prepared spells and his spell save DCs based on his Charisma score instead of his Intellect score.

Necromancer Spells (5/7/7/7/7/6/6/5/4/2; DC 18 + spell level): A dreadlord's high Charisma score and ranks in

Spellcraft allow him to prepare 18 spells per level. Dreadlords always have the following spells prepared, among others:

1st—*disguise self*; 2nd—*detect thoughts*, *invisibility*, *mirror image*; 3rd—*dispel magic*, *gaseous form*; 4th—*charm monster*, *confusion*, *detect scrying*, *greater invisibility*, *phantasmal killer*; 5th—*drain life*, *drain soul*, *hold monster*, *sending*, stilled and silenced *gaseous form*; 6th—*greater dispel magic*, *mass suggestion*; 7th—*greater scrying*, *insanity*, *mass hold person*, *spell turning*; 8th—*demand*, *mind blank*; 9th—*dominate monster*, *mass hold monster*, *summon monster IX*, *summon undead IX*.

***Summon Infernal* (Sp):** Once per day a dreadlord can summon 1 infernal. This ability is the equivalent of a 9th-level spell (caster level 17th).

Vampiric Aura (Su): A constant vampiric aura surrounds a dreadlord. This functions as the *vampiric aura* spell (DC 26). Caster level 17th; the save DC is Charisma-based.

Fiendish Defense (Ex): Dreadlords receive an insight bonus to their Armor Class equal to their Spirit modifier.

Spell Resistance (Su): A dreadlord has spell resistance equal to 10 + its total Hit Dice.

Dwarf, Dark Iron

Medium Humanoid (Dwarf)

Hit Dice:	1d8+2 (6 hp)
Initiative:	+2
Speed:	20 ft. (4 squares)
Armor Class:	18 (+2 Agy, +4 chain shirt, +2 heavy steel shield), touch 12, flat-footed 16
Base Attack/Grapple:	+0/+2
Attack:	Dwarven waraxe +3 melee (1d10+2/x3) or light crossbow +2 ranged (1d8/19–20)
Full Attack:	Dwarven waraxe +3 melee (1d10+2/x3) or light crossbow +2 ranged (1d8/19–20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	+1 on attack and damage rolls against Ironforge and Wildhammer dwarves
Special Qualities:	Darkvision 60 ft., fire magic affinity, resistance to fire 3, Dark Iron dwarf traits
Saves:	Fort +4, Ref +2, Will +1
Abilities:	Str 15, Agy 14, Sta 14, Int 10, Spt 12, Cha 6
Skills:	Listen +5, Search +4, Spot +5, Stealth +2
Feats:	Weapon Focus (dwarven waraxe)
Environment:	Dry land and underground
Area:	Arathi Highlands, Searing Gorge
Organization:	Solitary (often rogue or assassin level 5th–10th), team (2–4), squad (11–20 plus two 3rd-level sergeants and one greater living flame), or clan (30–100 plus 30% noncombatants plus one 3rd-level sergeant per 10 adults, five 5th-level lieutenants, three fireguard destroyers, and one 8th-level chieftain)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	Use racial levels

This dwarf has pallid skin and black hair. Orange eyes burn from an impassive face.

Description

Dark Iron dwarves are the Bronzebeard and Wildhammer dwarves' evil kin. Three hundred years ago, the Dark Iron clan split from the Bronzebeard and Wildhammer clans during the violent War of the Three Hammers. During the battles, the Dark Iron leader Thaurissan inadvertently summoned Ragnaros, a blazing and ancient elemental whose rebirth into Azeroth tore the land asunder. Ragnaros's

summoning destroyed the city of Thaurissan, and in its place sat a great volcano that dwarves would later name Blackrock Spire. Ragnaros bent the remaining Dark Irons to his will, and he and his new servants retreated to the safety of the Blackrock Spire's depths.

Now, the Dark Irons have returned to the surface. The Third War's devastation leaves Ironforge with few allies, and the world is ripe for a Dark Iron emergence. Their current battles are mainly against the black dragon Nefarian and his allies, who claim Blackrock Spire's upper reaches. Dark Iron forces are scattered across Khaz Modan, searching for items and slaves to help them destroy their ancient enemies.

Dark Iron dwarves physically resemble Bronzebeard dwarves, but they are less stocky and more dexterous. Their skin is pale white to sickly gray, and their hair and beards white, black, or orange. Their eyes glow with orange flame — one of many gifts from their fiery master.

Dark Iron dwarves speak Dwarven.

Combat

Dark Iron dwarves avoid straight combat, preferring ambushes and ranged assaults. Dark Irons are self-serving, with little of the clan loyalty so dominant in the other two dwarven clans. A Dark Iron willingly flees or betrays his allies in order to save his own life.

The Dark Iron dwarf presented here uses the elite ability score array (see Chapter 3: Improving Monsters) and has 1 level in the Dark Iron dwarf racial class (se below).

Dark Iron Dwarves as Characters

Few Dark Irons are neutral or good, and fewer still ever break free of Ragnaros's dominance. Ironforge and Wildhammer dwarves despise Dark Irons and attack them on sight. Other races have less experience with Dark Iron dwarves and may be curious or suspicious rather than hostile.

Dark Iron dwarves often take levels in rogue and assassin. Spellcasters are usually mages or shaman, as these deal closely with fire.

Dark Iron dwarves have the following racial traits:

- +1 Agility, –2 Charisma. Dark Iron dwarves are more precise and subtle than their Bronzebeard and Wildhammer kin, but just as surly (if not more so).
- Medium: As Medium creatures, Dark Iron dwarves have no bonuses or penalties based on their size.
- Dark Iron dwarf base land speed is 20 feet. Medium and heavy armor does not slow Dark Iron dwarves.
- Darkvision out to 60 feet.
- Stonecunning: Dark Iron dwarves possess the stonecunning ability, just like their brethren. (See **WoW RPG,** Chapter 2: Races, "Ironforge Dwarves.")
- Weapon Familiarity: Dark Iron dwarves treat blunderbusses, dwarven battle hammers, dwarven tossing hammers, dwarven waraxes, flintlock pistols, and long rifles as martial weapons rather than exotic weapons.
- +2 racial bonus on saving

Table 1-1: The Dark Iron Dwarf

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

throws against poison.

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

• Automatic Languages: Common and Dwarven.

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

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

Dark Iron Dwarf Levels

Dark Iron dwarves can take up to three levels in "Dark Iron dwarf" at any time. Levels in Dark Iron dwarf represent the individual drawing upon his heritage as both a member of the Dark Iron clan and a servant of fiery elementals. He grasps the flame in his core and fans his hatred for his Bronzebeard and Wildhammer enemies.

Hit Die: d8.

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

Skill Points at Higher Levels: 4 + Int modifier.

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

Starting Gold: A 1st-level Dark Iron dwarf with a level in Dark Iron dwarf begins play with 5d4x10 gold pieces.

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

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

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

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

Elementals

The Elemental Plane is a violent and dangerous place where elementals of one type battle with all others in a never-ending conflict to expand their territory. It is no wonder, then, that some elementals escape from the unceasing struggle by traveling to Azeroth, where they establish solitary lairs in suitable environments. Such transplanted elementals find it difficult to shake off the warlike existence they lived on the Elemental Plane; they guard their new territory viciously and constantly seek to expand their boundaries.

All elementals speak Kalimag.

All elementals, whether summoned to Azeroth or there of their own free will, wear a set of magic bracers. These bracers form automatically when the elemental leaves the Elemental Plane. They tie the elemental to Azeroth and allow it to exist outside of the Elemental Plane. An elemental that loses its bracers also loses much of its power and might inadvertently return to the Elemental Plane.

Bracers (Su): An elemental that loses its bracers must make a DC 19 Will save or return immediately to the Elemental Plane as if targeted by a *banishment* spell. If the elemental makes its save, it still suffers a permanent –5 penalty to Strength, Agility, and Stamina. Only a *limited wish, wish,* or *miracle* can reverse this penalty.

Elemental bracers possess a hardness of 15 and 15 hit points each. Destroying a single bracer has no effect on an elemental.

Air Elemental

	Wind Elemental, Lesser	Wind Elemental	Wind Elemental, Greater
	Small Elemental (Air, Extraplanar)	**Medium Elemental (Air, Extraplanar)**	**Large Elemental (Air, Extraplanar)**
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
Initiative:	+7	+9	+11
Speed:	Fly 100 ft. (20 squares) (perfect)	Fly 100 ft. (20 squares) (perfect)	Fly 100 ft. (20 squares) (perfect)
Armor Class:	17 (+1 size, +3 Agy, +3 natural), touch 14, flat-footed 14	20 (+5 Agy, +5 natural), touch 15, flat-footed 15	23 (–1 size, +7 Agy, +7 natural), touch 16, flat-footed 16
Base Attack/Grapple:	+1/–2	+3/+5	+6/+14
Attack:	Slam +5 melee (1d4+1)	Slam +8 melee (1d6+3)	Slam +12 melee (2d6+4)
Full Attack:	Slam +5 melee (1d4+1)	Slam +7 melee (1d6+3)	2 slams +12 melee (2d6+4)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Dustcloud (DC 14), whirlwind (DC 12)	Dustcloud (DC 17), whirlwind (DC 14)	Dustcloud (DC 21), whirlwind (DC 18)
Special Qualities:	Darkvision 60 ft., bracers, elemental traits	Darkvision 60 ft., bracers, elemental traits	Darkvision 60 ft., bracers, damage reduction 5/–, elemental traits
Saves:	Fort +0, Ref +6, Will +0	Fort +3, Ref +9, Will +1	Fort +5, Ref +13, Will +2
Abilities:	Str 12, Agy 17, Sta 10, Int 4, Spt 11, Cha 11	Str 14, Agy 21, Sta 14, Int 4, Spt 11, Cha 11	Str 18, Agy 25, Sta 16, Int 6, Spt 11, Cha 11
Skills:	Listen +1, Spot +1, Stealth +11 (+7 to hide)	Listen +3, Spot +3, Stealth +15	Listen +4, Spot +4, Stealth +19 (+15 to hide)
Feats:	Flyby Attack*, Improved Initiative[B], Weapon Finesse[B]	Flyby Attack*, Improved Initiative[B], Skilled (Listen and Spot), Weapon Finesse[B]	Combat Reflexes, Flyby Attack*, Improved Initiative[B], Skilled (Listen and Spot), Weapon Finesse[B]
Environment:	Any	Any	Any
Area:	Skywall (The Elemental Plane)	Skywall (The Elemental Plane)	Skywall (The Elemental Plane)
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Always chaotic neutral	Always chaotic neutral	Always chaotic neutral
Advancement:	3 HD (Small)		5–7 HD (Medium) 9–15 HD (Large)
Level Adjustment:	—	—	—

	Whirlwind Ripper	Whirlwind Shredder	Whirlwind Stormwalker
	Huge Elemental (Air, Extraplanar)	**Huge Elemental (Air, Extraplanar)**	**Huge Elemental (Air, Extraplanar)**
Hit Dice:	16d8+64 (136 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+13	+14	+15
Speed:	Fly 100 ft. (20 squares) (perfect)	Fly 100 ft. (20 squares) (perfect)	Fly 100 ft. (20 squares) (perfect)
Armor Class:	26 (–2 size, +9 Agy, +9 natural), touch 17, flat-footed 17	28 (–2 size, +10 Agy, +10 natural), touch 18, flat-footed 18	30 (–2 size, +11 Agy, +11 natural), touch 19, flat-footed 19
Base Attack/Grapple:	+12/+26	+15/+30	+18/+34
Attack:	Slam +19 melee (2d8+6)	Slam +23 melee (2d8+7)	Slam +27 melee (2d8+8)
Full Attack:	2 slams melee (2d8+6)	2 slams +23 melee (2d8+7)	2 slams +27 melee (2d8+8)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Dustcloud (DC 27), scour, whirlwind (DC 24)	Dustcloud (DC 30), scour, whirlwind (DC 27)	Dustcloud (DC 33), scour, whirlwind (DC 30)
Special Qualities:	Darkvision 60 ft., bracers, damage reduction 5/–, elemental traits	Darkvision 60 ft., bracers, damage reduction 10/–, elemental traits	Darkvision 60 ft., bracers, damage reduction 5/–, elemental traits
Saves:	Fort +9, Ref +19, Will +5	Fort +11, Ref +22, Will +7	Fort +12, Ref +25, Will +8
Abilities:	Str 22, Agy 29, Sta 18, Int 6, Spt 11, Cha 11	Str 24, Agy 31, Sta 18, Int 8, Spt 11, Cha 11	Str 27, Agy 33, Sta 18, Int 10, Spt 11, Cha 11
Skills:	Listen +5, Spot +5, Stealth +27 (+19 to hide)	Listen +6, Spot +6, Stealth +31 (+23 to hide)	Listen +17, Spot +17, Stealth +40 (+32 to hide)
Feats:	Combat Reflexes, Dodge, Flyby Attack*, Improved Initiative[B], Improved Sunder, Power Attack, Skilled (Listen and Spot), Weapon Finesse[B]	Blind-Fight, Combat Reflexes, Dodge, Flyby Attack*, Improved Initiative[B], Improved Sunder, Mobility, Power Attack, Skilled (Listen and Spot), Weapon Finesse[B]	Blind-Fight, Combat Reflexes, Dodge, Flyby Attack*, Improved Initiative[B], Improved Sunder, Mobility, Power Attack, Skilled (Listen and Spot), Spring Attack, Weapon Finesse[B]
Environment:	Any	Any	Any
Area:	Skywall (The Elemental Plane)	Skywall (The Elemental Plane)	Skywall (The Elemental Plane)
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Always chaotic neutral	Always chaotic neutral	Always chaotic neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–28 HD (Huge)
Level Adjustment:	—	—	—

* This feat appears in **Lands of Mystery.**

This creature appears as a crackling cloud with two glowing yellow orbs for eyes. Two columns of mist shot through with lightning extend from the cloud like giant arms, each one encircled with blue metal bracers.

Description

Air elementals, the violent and territorial monarchs of the skies, favor mountaintops and other high places for their lairs. They seek to effect change in the world (for example, erosion via wind). Air elementals create whirlwinds to suck up their enemies and also blind them with dust storms. Air elementals are the fastest and most agile of the elementals, moving with silent grace.

Combat

An air elemental uses its special attacks whenever possible. It engulfs smaller opponents in its whirlwind first; if the elemental sees no opponent small enough to affect, it targets combatants with its dustcloud before engaging in melee.

Dustcloud (Ex): As a standard action, an air elemental can target one creature within reach with an individual dustcloud. The target must make a Reflex save (DC provided in the elemental's Special Attacks entry, above) or be blinded for 1d4 rounds as grit and dust gets in her eyes. Targets without eyes or similar organs are immune to this effect. This ability functions only in environments in which loose grit, sand, dust, or a similar substance is available. The save DC is Agility-based.

Whirlwind (Su): An air elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the air elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top and up to 50 feet tall, depending on the elemental's size (see the chart below). The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see the table below for details) and may be lifted into the wind. An affected creature must make a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also make a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size. The save DC is Strength-based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Agility and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside it.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered

Elemental	Height	Weight	Whirlwind Save DC	Whirlwind Damage	Whirlwind Height
Lesser Wind	4 ft.	1 lb.	12	1d4	10–20 ft.
Wind	8 ft.	2 lb.	14	1d6	10–30 ft.
Greater Wind	16 ft.	4 lb.	18	2d6	10–40 ft.
Whirlwind Ripper	32 ft.	8 lb.	24	2d8	10–50 ft.
Whirlwind Shredder	36 ft.	10 lb.	27	2d8	10–60 ft.
Whirlwind Stormwalker	40 ft.	12 lb.	30	2d8	10–60 ft.

on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet: Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

Skills: Air elementals gain a +5 racial bonus on Stealth checks.

Whirlwind Ripper

Scour (Ex): Whirlwind rippers can create winds so strong they can tear objects off their enemies. Whirlwind rippers gain a +4 racial bonus on attack rolls made to sunder an item. (This bonus is in addition to the bonus granted by the Improved Sunder feat.)

Whirlwind Stormwalker

This hulking mass of air and debris swirls in a constant whirlwind. Chunks of dirt and dust tint the creature a muddy brown. Two glowing yellow eyes shine in a blunt head and two brass bracers encircle its formless arms.

Earth Elemental

	Lesser Rock Elemental	Rock Elemental	Greater Rock Elemental
	Small Elemental (Earth, Extraplanar)	**Medium Elemental (Earth, Extraplanar)**	**Large Elemental (Earth, Extraplanar)**
Hit Dice:	2d8+2+3 (14 hp)	4d8+12+3 (33 hp)	8d8+32+3 (71 hp)
Initiative:	+1	+1	+1
Speed:	20 ft. (4 squares), burrow 60 ft.	20 ft. (4 squares), burrow 60 ft.	20 ft. (4 squares), burrow 60 ft.
Armor Class:	19 (+1 size, +1 Agy, +7 natural), touch 12, flat-footed 18	20 (+1 Agy, +9 natural), touch 11, flat-footed 19	21 (–1 size, +1 Agy, +11 natural), touch 10, flat-footed 20
Base Attack/Grapple:	+1/+0	+3/+8	+6/+17
Attack:	Slam +5 melee (1d6+5)	Slam +8 melee (1d8+7)	Slam +12 melee (2d8+7)
Full Attack:	Slam +5 melee (1d6+5)	Slam +8 melee (1d8+7)	2 slams +12 melee (2d8+7)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Push, smash	Push, smash	Push, smash
Special Qualities:	Darkvision 60 ft., bracers, earth glide, elemental traits	Darkvision 60 ft., bracers, earth glide, elemental traits	Darkvision 60 ft., bracers, damage reduction 5/–, earth glide, elemental traits
Saves:	Fort +4, Ref +1, Will +0	Fort +7, Ref +2, Will +1	Fort +10, Ref +3, Will +2
Abilities:	Str 17, Agy 12, Sta 13, Int 4, Spt 11, Cha 11	Str 21, Agy 12, Sta 17, Int 4, Spt 11, Cha 11	Str 25, Agy 12, Sta 19, Int 6, Spt 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Power Attack, Toughness[B]	Cleave, Power Attack, Toughness[B]	Cleave, Great Cleave, Power Attack, Toughness[B]
Environment:	Any	Any	Any
Area:	Deephome (The Elemental Plane)	Deephome (The Elemental Plane)	Deephome (The Elemental Plane)
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Always chaotic neutral	Always chaotic neutral	Always chaotic neutral
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment:	—	—	—

	Thundering Boulderkin	Rumbling Exile	Enraged Rock Elemental
	Huge Elemental (Earth, Extraplanar)	**Huge Elemental (Earth, Extraplanar)**	**Huge Elemental (Earth, Extraplanar)**
Hit Dice:	16d8+80+3 (155 hp)	21d8+105+3 (202 hp)	24d8+120+3 (231 hp)
Initiative:	+1	+1	+1
Speed:	20 ft. (4 squares), burrow 60 ft.	20 ft. (4 squares), burrow 60 ft.	20 ft. (4 squares), burrow 60 ft.
Armor Class:	22 (–2 size, +1 Agy, +13 natural), touch 9, flat-footed 21	24 (–2 size, +1 Agy, +15 natural), touch 9, flat-footed 23	26 (–2 size, +1 Agy, +17 natural), touch 9, flat-footed 25

Base Attack/Grapple:	+12/+29	+15/+33	+18/+37
Attack:	Slam + 19 melee (2d10+9)	Slam +23 melee (2d10+10)	Slam +27 melee (2d10+11/19–20)
Full Attack:	2 slams +19 melee (2d10+9)	2 slams +23 melee (2d10+10)	2 slams +27 melee (2d10+11/19-20)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Push, smash	Push, smash	Push, smash
Special Qualities:	Darkvision 60 ft., bracers, damage reduction 5/–, earth glide, elemental traits	Darkvision 60 ft., bracers, damage reduction 10/–, earth glide, elemental traits	Darkvision 60 ft., bracers, damage reduction 10/–, earth glide, rage, elemental traits
Saves:	Fort +15, Ref +6, Will +7	Fort +17, Ref +8, Will +9	Fort +18, Ref +9, Will +10
Abilities:	Str 29, Agy 12, Sta 21, Int 6, Spt 11, Cha 11	Str 31, Agy 12, Sta 21, Int 8, Spt 11, Cha 11	Str 33, Agy 12, Sta 21, Int 10, Spt 11, Cha 11
Skills:	Listen +9, Spot +10	Listen +14, Spot +14	Listen +22, Knowledge (the planes) +14, Spot +22
Feats:	Awesome Blow*, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack, Thunderous Blow[B], Toughness[B]	Awesome Blow*, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack, Skilled (Listen and Spot), Toughness[B]	Awesome Blow*, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Skilled (Listen and Spot), Toughness[B]
Environment:	Any	Any	Any
Area:	Deephome (The Elemental Plane)	Deephome (The Elemental Plane)	Deephome (The Elemental Plane)
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Always chaotic neutral	Always chaotic neutral	Always chaotic neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—

* This feat appears in the **Alliance Player's Guide.**

This hulking mass of rock bears a humanoid torso, a flat head with glowing eyes, and two muscular stone arms encircled by giant copper bracers. Its torso trails away into a pile of formless rock that floats along the ground.

Description

Earth elementals, the strongest of all elementals, are beings of destruction. They use their tremendous strength to batter their enemies. They move through stone as easily as a human walks along the ground, and while they look like they might fly, they always remain in contact with the ground.

Combat

Large and larger earth elementals favor grappling attacks, as their size and strength give them a significant advantage over most enemies. When possible, earth elementals bull rush their opponents into walls or off cliffs.

Push (Ex): An earth elemental can start a bull rush without provoking an attack of opportunity. It receives a +1 racial bonus on opposed Strength checks during a bull rush.

Smash (Ex): An earth elemental ignores the first 2 points of hardness when attacking an object.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it makes a DC 15 Fortitude save.

Rumbling Exile

Rumbling exiles differ from their solitary brethren, being aggressive roamers who leave their territories in search of new enemies against which to test their strength. They find no greater pleasure than combat, particularly combat with creatures they have never seen before.

Enraged Rock Elemental

Rage (Ex): An enraged rock elemental can rage once per day as a 1st-level barbarian. An enraged rock elemental's rage lasts for 10 rounds. When raging, an enraged rock elemental has the following statistics: 279 hp; AC 24, touch 7, flat-footed 23; Atk 2 slams +29 melee (2d10+13/19–20); Fort +20, Will +12; Str 37, Sta 25.

Fire Elemental

	Lesser Living Flame	Living Flame	Greater Living Flame
	Small Elemental (Fire, Extraplanar)	**Medium Elemental (Fire, Extraplanar)**	**Large Elemental (Fire, Extraplanar)**
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
Initiative:	+5	+7	+9
Speed:	50 ft. (10 squares)	50 ft. (10 squares)	50 ft. (10 squares)
Armor Class:	17 (+1 size, +1 Agy, +5 natural), touch 12, flat-footed 16	20 (+3 Agy, +7 natural), touch 13, flat-footed 17	23 (–1 size, +5 Agy, +9 natural), touch 14, flat-footed 18
Base Attack/Grapple:	+1/–3	+3/+4	+6/+12
Attack:	Slam +3 melee (1d4 plus 1d4 fire)	Slam +6 melee (1d6+1 plus 1d6 fire)	Slam +10 melee (2d6+2 plus 2d6 fire)
Full Attack:	Slam +3 melee (1d4 plus 1d4 fire)	Slam +6 melee (1d6+1 plus 1d6 fire)	2 slams +10 melee (2d6+2 plus 2d6 fire)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Burn (DC 11), suffocate (DC 11)	Burn (DC 14), suffocate (DC 14)	Burn (DC 17), suffocate (DC 17)
Special Qualities:	Darkvision 60 ft., bracers, fire subtype, elemental traits	Darkvision 60 ft., bracers, fire subtype, elemental traits	Darkvision 60 ft., bracers, damage reduction 5/–, fire subtype, elemental traits
Saves:	Fort +0, Ref +4, Will +1	Fort +3, Ref +7, Will +2	Fort +5, Ref +11, Will +3
Abilities:	Str 10, Agy 13, Sta 10, Int 6, Spt 13, Cha 10	Str 12, Agy 17, Sta 14, Int 8, Spt 13, Cha 10	Str 14, Agy 21, Sta 16, Int 10, Spt 13, Cha 10
Skills:	Listen +4, Spot +3	Listen +7, Spot +6	Listen +14, Spot +14
Feats:	Dodge, Improved Initiative[B], Weapon Finesse[B]	Dodge, Improved Initiative[B], Skilled (Listen and Spot), Weapon Finesse[B]	Dodge, Improved Initiative[B], Mobility, Skilled (Listen and Spot), Weapon Finesse[B]
Environment:	Any land and underground	Any land and underground	Any land and underground
Area:	Firelands (The Elemental Plane)	Firelands (The Elemental Plane)	Firelands (The Elemental Plane)
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Always chaotic neutral	Always chaotic neutral	Always chaotic neutral
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment:	—	—	—

	Flaming Elemental	Blazing Elemental	Fiery Destroyer
	Huge Elemental (Fire, Extraplanar)	**Huge Elemental (Fire, Extraplanar)**	**Huge Elemental (Fire, Extraplanar)**
Hit Dice:	16d8+64 (136 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+11	+12	+13
Speed:	60 ft. (12 squares)	60 ft. (12 squares)	60 ft. (12 squares)
Armor Class:	24 (–2 size, +7 Agy, +9 natural), touch 15, flat-footed 17	27 (–2 size, +8 Agy, +11 natural), touch 16, flat-footed 19	28 (–2 size, +9 Agy, +11 natural), touch 17, flat-footed 19
Base Attack/Grapple:	+12/+24	+15/+28	+18/+32
Attack:	Slam +17 melee (2d8+4 plus 2d8 fire)	Slam +22 melee (2d8+5 plus 2d8 fire)	Slam +26 melee (2d8+6 plus 2d8 fire)
Full Attack:	2 slams +17 melee (2d8+4 plus 2d8 fire)	2 slams +22 melee (2d8+5 plus 2d8 fire)	2 slams +26 melee (2d8+6 plus 2d8 fire)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Burn (DC 22), suffocate (DC 22)	Blaze (DC 24), burn (DC 24), suffocate (DC 24)	Burn (DC 26), consume, suffocate (DC 26)
Special Qualities:	Darkvision 60 ft., bracers, damage reduction 5/–, fire subtype, elemental traits	Darkvision 60 ft., bracers, damage reduction 10/–, fire subtype, elemental traits	Darkvision 60 ft., bracers, damage reduction 10/–, fire subtype, elemental traits
Saves:	Fort +9, Ref +17, Will +8	Fort +11, Ref +20, Will +10	Fort +14, Ref +23, Will +11
Abilities:	Str 18, Agy 25, Sta 18, Int 10, Spt 13, Cha 10	Str 20, Agy 27, Sta 18, Int 12, Spt 13, Cha 10	Str 22, Agy 29, Sta 18, Int 12, Spt 13, Cha 10
Skills:	Listen +22, Spot +22	Knowledge (the planes) +25, Listen +27, Spot +27	Knowledge (the planes) +28, Listen +30, Spot +30
Feats:	Combat Reflexes, Dodge, Improved Initiative[B], Iron Will, Mobility, Skilled (Listen and Spot), Spring Attack, Weapon Finesse[B]	Blind-Fight, Combat Reflexes, Dodge, Improved Initiative[B], Iron Will, Mobility, Skilled (Listen and Spot), Spring Attack, Weapon Finesse[B], Weapon Focus (slam)	Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative[B], Iron Will, Mobility, Skilled (Listen and Spot), Spring Attack, Weapon Finesse[B], Weapon Focus (slam)

Environment:	Any land and underground	Any land and underground	Any land and underground
Area:	Firelands (The Elemental Plane)	Firelands (The Elemental Plane)	Firelands (The Elemental Plane)
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Always chaotic neutral	Always chaotic neutral	Always chaotic neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—

This strange being is formed of blazing flames held together to create the appearance of a muscular humanoid torso. Black metal bracers encircle the thing's arms, and its torso trails off into a fiery tail.

Description

Fire elementals are beings of hate and cruelty. They enjoy causing pain.

Fire elementals ignite all that they touch and consume the air around them.

Combat

Fire elementals prefer close combat, where they can set their opponents alight and take no damage from the resulting blaze. They initiate combat with a suffocate attack to weaken their enemies before engaging in melee. Cunning foes, fire elementals lure their opponents into dangerous areas, such as dry forests the elemental can set alight. Fire elementals are intelligent enough to attack only those who seem easy targets, and they usually flee when the battle turns against them.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must make a Reflex save or catch on fire (DC provided in the elemental's Special Attacks entry, above). A burning creature can take a move action to put out the flame. The flames burn for 1d4 rounds. The save DC is Stamina-based.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack and also catch on fire unless they succeed on a Reflex save.

Suffocate (Su): A fire elemental burns so hot and bright that it consumes all the air around it. Anyone within 5 feet of a fire elemental must make a Fortitude save (see the Special Attacks entry listed above). On a failed save, the target takes a –4 penalty to all Intellect- and Wisdom-based checks, as well as Concentration checks, for 1d4 rounds. Multiple failed saves increase the effect's duration but do not increase the penalties.

Constructs, undead, and other creatures that do not breathe are immune to this effect. A target that makes her save is immune to suffocation from that elemental for 24 hours. The save DC is Stamina-based.

Blazing Elemental

Blaze (Su): Blazing elementals can erupt in a brief inferno as a standard action. Anyone within 5 feet of a blazing elemental when it blazes takes 4d8 points of fire damage. A DC 24 Reflex save halves this damage. The save DC is Stamina-based.

Fiery Destroyer

Consume (Su): A fiery destroyer that kills an opponent with its slam attack or fire damage burns the creature utterly until nothing remains but ash. The resulting ash still provides enough of a focus for a *resurrection* spell, but the victim cannot be returned to life by any lesser method, including *raise dead* and *reincarnation*.

A fiery destroyer can consume a dead creature as a full-round action that provokes attacks of opportunity. The destroyer cannot consume dead creatures that were immune to fire in life.

Lava Elemental

	Lava Elemental	Lava Surger
	Large Elemental (Earth, Extraplanar, Fire)	**Huge Elemental (Earth, Extraplanar, Fire)**
Hit Dice:	21d8+63 (157 hp)	37d8+185 (351 hp)
Initiative:	+0	+0
Speed:	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	24 (–1 size, +15 natural), touch 9, flat-footed 24	30 (–2 size, +22 natural), touch 8, flat-footed 30
Base Attack/Grapple:	+15/+26	+27/+45
Attack:	Slam +21 melee (3d6+7 plus 3d6 lava sear)	Slam +36 melee (3d8+10 plus 3d8 lava sear)
Full Attack:	2 slams +21 melee (3d6+7 plus 3d6 lava sear)	2 slams +36 melee (3d8+10 plus 3d8 lava sear)
Space/Reach:	10 ft./10 ft.	15 ft./15 ft.
Special Attacks:	Impacting blow, lava sear	Impacting blow, lava sear, surge (DC 38)
Special Qualities:	Darkvision 60 ft., low-light vision, bracers, fire subtype, elemental traits	Darkvision 60 ft., low-light vision, bracers, fire subtype, elemental traits
Saves:	Fort +15, Ref +14, Will +7	Fort +27, Ref +22, Will +13
Abilities:	Str 24, Agy 11, Sta 17, Int 10, Spt 11, Cha 12	Str 30, Agy 11, Sta 21, Int 12, Spt 11, Cha 12
Skills:	Listen +24, Spot +24	Listen +40, Knowledge (the planes) +40, Spot +40
Feats:	Cleave, Great Cleave, Improved Bull Rush, Improved Natural Attack* (slam), Improved Sunder, Lightning Reflexes, Power Attack, Weapon Focus (slam)	Bash, Cleave, Great Cleave, Great Fortitude, Greater Weapon Focus (slam), Improved Bull Rush, Improved Natural Attack* (slam), Improved Overrun, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)
Environment:	The Molten Core	The Molten Core
Area:	The Elemental Plane	The Elemental Plane
Organization:	Solitary or group (2–6)	Solitary or group (2–6)
Challenge Rating:	12	17
Treasure:	Standard	Standard
Alignment:	Always chaotic neutral	Always chaotic neutral
Advancement:	22–36 HD (Large)	38–60 HD (Huge)
Level Adjustment:	—	—

* This feat appears in Chapter 4: Monsters as Characters.

This blocky humanoid, its torso formed of fluid black rock, glows with a red inner light. Molten lava oozes from its great fists.

Description

Lava elementals are destructive creatures that consume everything they touch with their powerful heat. Some theorize that lava elementals may be related to fire elementals, but the two do not seem to get along. Lava elementals fight for their own territory and refuse to share with their fiery brethren.

A lava elemental appears as a floating, vaguely humanoid shape composed of large boulders. These boulders are in truth blobs of molten lava. While the lava elemental trails a few inches off the ground, it cannot rise any higher. A lava elemental stands nearly 15 feet high and weighs about 2,000 pounds.

Combat

Lava elementals enjoy targeting enemies with heavy armor, thus making good use of their impacting blow ability. They use their Power Attack feat to its fullest degree and divide their attacks among their enemies, in order to affect as many as possible with their lava sear ability.

Impacting Blow (Ex): A lava elemental's slam attack is so heavy and strong that it seems to pound right through armor. A lava elemental ignores half its enemy's armor bonus to AC.

Lava Sear (Su): With each blow, a lava elemental deals additional fire damage equal to its base slam attack damage. This fire damage lingers, for the molten lava from an elemental's slam clings to its enemy's skin: For every 5 HD the lava elemental possesses, the fire damage lasts for an additional round (to a maximum of 5 rounds), dealing the same amount of damage each round. (In the case of the elementals presented above, a lava elemental's lava sear lasts 4 rounds and that of a lava surger lasts 5 rounds.)

Successive attacks deal the initial fire damage and increase the duration of this effect, but the lingering damage does not stack. An affected creature can take a full-round action that provokes an attack of opportunity to scrape the sticky magma from his skin.

Creatures hitting a lava elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's lava sear attack.

Lava Surger

Lava surgers are larger, more powerful lava elementals. Their enormous forms radiate intense heat, causing the air around them to shimmer and twist.

Surge (Ex): A lava surger sometimes engulfs smaller opponents in its molten form. A lava surger may target

any creatures one or more size categories smaller than itself with an engulf attack as a standard action. The lava surger merely has to move over the opponents, affecting as many as fit inside its space. Opponents can make attacks of opportunity against the lava surger as it moves, but if they do so they are not entitled to a saving throw against its surge. Those who do not attempt attacks of opportunity must make a DC 38 Reflex save or be engulfed; if they succeed, they are pushed back or aside (their choice) as the lava surger moves forward.

Engulfed creatures are automatically affected by the lava surger's lava sear ability each round they remain engulfed, and are considered to be grappled and trapped within the lava surger's body. The save DC is Strength-based.

Water Elemental

	Lesser Deep Elemental	Deep Elemental	Greater Deep Elemental
	Small Elemental (Water, Extraplanar)	**Medium Elemental (Water, Extraplanar)**	**Large Elemental (Water, Extraplanar)**
Hit Dice:	2d8+2 (11 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
Initiative:	+1	+2	+3
Speed:	20 ft. (4 squares), swim 90 ft.	20 ft. (4 squares), swim 90 ft.	20 ft. (4 squares), swim 90 ft.
Armor Class:	18 (+1 size, +1 Agy, +6 natural), touch 12, flat-footed 17	19 (+2 Agy, +7 natural), touch 12, flat-footed 17	20 (–1 size, +3 Agy, +8 natural), touch 12, flat-footed 17
Base Attack/Grapple:	+1/–1	+3/+6	+6/+15
Attack:	Slam +4 melee (1d6+3)	Slam +6 melee (1d8+4)	Slam +10 melee (2d8+5)
Full Attack:	Slam +4 melee (1d6+3)	Slam +6 melee (1d8+4)	2 slams +10 melee (2d8+5)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Drench, numbing blow (DC 12), vortex	Drench, numbing blow (DC 15), vortex	Drench, numbing blow (DC 18), vortex
Special Qualities:	Darkvision 60 ft., bracers, elemental traits	Darkvision 60 ft., bracers, elemental traits	Darkvision 60 ft., bracers, damage reduction 5/–, elemental traits
Saves:	Fort +4, Ref +1, Will +0	Fort +7, Ref +3, Will +1	Fort +10, Ref +5, Will +2
Abilities:	Str 14, Agy 12, Sta 13, Int 4, Spt 11, Cha 10	Str 16, Agy 14, Sta 17, Int 4, Spt 11, Cha 10	Str 20, Agy 16, Sta 19, Int 6, Spt 11, Cha 10
Skills:	Listen +2, Spot +3, Swim +10	Listen +3, Spot +4, Swim +11	Listen +5, Spot +6, Swim +13
Feats:	Combat Reflexes[B], Power Attack	Cleave, Combat Reflexes[B], Power Attack	Cleave, Combat Reflexes[B], Great Cleave, Power Attack
Environment:	Any aquatic	Any aquatic	Any aquatic
Area:	Abyssal Maw (The Elemental Plane)	Abyssal Maw (The Elemental Plane)	Abyssal Maw (The Elemental Plane)
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Always chaotic neutral	Always chaotic neutral	Always chaotic neutral
Advancement:	3 HD (Small)	5–7 HD (Medium)	8–15 HD (Large)
Level Adjustment:	—	—	—

	Befouled Water Elemental	Sea Spray Elemental	Sea Elemental
	Huge Elemental (Water, Extraplanar)	**Huge Elemental (Water, Extraplanar)**	**Huge Elemental (Water, Extraplanar)**
Hit Dice:	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	+5	+6	+7
Speed:	20 ft. (4 squares), swim 90 ft.	20 ft. (4 squares), swim 90 ft.	20 ft. (4 squares), swim 90 ft.
Armor Class:	23 (–2 size, +5 Agy, +10 natural), touch 13, flat-footed 18	26 (–2 size, +6 Agy, +12 natural), touch 14, flat-footed 20	29 (–2 size, +7 Agy, +14 natural), touch 15, flat-footed 22
Base Attack/Grapple:	+12/+27	+15/+31	+18/+35
Attack:	Slam +17 melee (2d10+7)	Slam +21 melee (2d10+8)	Slam +26 melee (2d10+9/19-20)
Full Attack:	2 slams +17 melee (2d10+7)	2 slams +21 melee (2d10+8), or spray +19 ranged (2d10+8)	2 slams +26 melee (2d10+9/19–20)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Corrupt water, drench, numbing blow (DC 23), vortex	Drench, numbing blow (DC 25), spray, vortex	Drench, numbing blow (DC 27), vortex
Special Qualities:	Darkvision 60 ft., bracers, damage reduction 5/–, elemental traits	Darkvision 60 ft., bracers, damage reduction 10/–, elemental traits	Darkvision 60 ft., bracers, damage reduction 10/–, elemental traits
Saves:	Fort +15, Ref +10, Will +7	Fort +17, Ref +13, Will +9	Fort +19, Ref +17, Will +10
Abilities:	Str 24, Agy 20, Sta 21, Int 6, Spt 11, Cha 10	Str 26, Agy 22, Sta 21, Int 8, Spt 11, Cha 10	Str 28, Agy 24, Sta 21, Int 10, Spt 11, Cha 10

Skills:	Listen +11, Spot +12, Swim +15	Listen +14, Spot +14, Swim +16	Knowledge (the planes) +14, Listen +22, Spot +22, Swim +17
Feats:	Cleave, Combat Reflexes[B], Great Cleave, Improved Bull Rush, Iron Will, Power Attack, Skilled (Listen and Spot)	Cleave, Combat Reflexes[B], Great Cleave, Improved Bull Rush, Iron Will, Point Blank Shot, Power Attack, Precise Shot, Skilled (Listen and Spot)	Cleave, Combat Reflexes[B], Great Cleave, Improved Bull Rush, Improved Critical (slam), Iron Will, Lightning Reflexes, Power Attack, Skilled (Listen and Spot), Weapon Focus (slam)
Environment:	Any	Any	Any
Area:	Abyssal Maw (The Elemental Plane)	Abyssal Maw (The Elemental Plane)	Abyssal Maw (The Elemental Plane)
Organization:	Solitary or pair	Solitary or pair	Solitary or pair
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually chaotic evil	Always chaotic neutral	Always chaotic neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—

This muscular humanoid is formed from glimmering blue-green water; polished brass bracers encircle its hefty arms and two glowing blue eyes shine from a featureless head. Its torso trails off into a vestigial whirlpool.

Description

Water elementals, perhaps the most versatile of all the elementals, possess strong arms, quick reflexes, and hearty constitutions. Enemies fear them, for water elementals possess devastating slam attacks, numbing blows, and the capacity to form powerful whirlpools. They are also the most secretive. Many have never seen daylight and dwell near ocean wrecks and forgotten cities.

Human archmagi preferred summoning water elementals over all other elementals during the Third War. Of all the elementals, adventurers are most likely to succeed in diplomatic overtures with water elementals.

Combat

Water elementals rely on their vortex as a primary attack and then switch to melee combat as appropriate. They focus their numbing blows on a single target, hoping to neutralize one threat before turning their attention to other combatants.

Elemental	Height	Weight	Vortex Save DC	Vortex Damage	Vortex Height
Lesser Deep	4 ft.	34 lb.	14	1d4	10–20 ft.
Deep	8 ft.	280 lb.	15	1d6	10–30 ft.
Greater Deep	16 ft.	2250 lb.	19	2d6	10–40 ft.
Befouled Water	32 ft.	18000 lb.	25	2d8	10–50 ft.
Sea Spray	36 ft.	21000 lb.	28	2d8	10–60 ft.
Sea	40 ft.	24000 lb.	31	2d8	10–60 ft.

Drench (Ex): A water elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Numbing Blow (Su): Once every 1d4 rounds, a water elemental can put all its force behind a single blow. This single slam attack requires a full-round action. If the attack hits and deals damage, the target must make a Fortitude save (DC provided in the elemental's Special Attacks entry, above) or take 1d4 points of Agility damage from the freezing cold water. Creatures immune to cold do not take Agility damage. The save DC is Stamina-based.

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is in water, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water, even along the bottom, at its swim speed.

The vortex is 5 feet wide at the base, up to 30 feet wide at the top and at least 10 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below) and may be swept up by it. An affected creature must make a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also make a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the vortex. Creatures caught in the vortex can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the vortex take a –4 penalty to Agility and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside it.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the seabed (or riverbed, etc.), it creates a swirling cloud of silt and debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

Befouled Water Elemental

Befouled water elementals possess ugly temperaments that reflect their powers. These creatures corrupt water with a touch and take great pleasure in ruining wells and freshwater streams, especially when the result sickens animals and other creatures.

Combat

Corrupt Water (Su): As a full-round action, a befouled water elemental can corrupt one 10-foot cube of water with a touch. The water becomes brackish and tainted. Anyone drinking corrupted water must make a DC 18 Fortitude save or become sickened for 24 hours. The save DC is Charisma-based.

Sea Spray

Sea sprays possess a ranged attack. Whenever possible, they stay at maximum range and attack enemies as they draw near.

Spray (Su): As a standard action, a sea spray can eject a powerful stream of water. This functions as a ranged slam attack with no range increment and a maximum range of 60 feet. A sea spray can also use its drench and numbing blow special attacks with its spray.

Elf, Blood

Medium humanoid

Hit Dice:	1d10 (10 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	18 (+2 Agy, +4 chain shirt, +2 heavy steel shield), touch 12, flat-footed 16
Base Attack/Grapple:	+1/+3
Attack:	Scimitar +4 melee (1d6+2/18–20) or composite longbow +3 ranged (1d8+2/x3)
Full Attack:	Scimitar +4 melee (1d6+2/18–20) or composite longbow +3 ranged (1d8+2/x3))
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, blood elf traits
Saves:	Fort +2, Ref +2, Will +1
Abilities:	Str 15, Agy 14, Sta 11, Int 12, Spt 12, Cha 8
Skills:	Knowledge (arcana) +5, Ride +6, Spellcraft +5
Feats:	Combat Reflexes, Weapon Focus (scimitar)
Environment:	Any
Area:	Lordaeron, Outland, Quel'Thalas
Organization:	Solitary (often 5th–10th level warlock, plus imp companion), team (2–4), hunting party (2–6 plus two 5th-level warlocks and one voidwalker), or warband (11–20 plus two 7th-level warlocks plus one 13th-level mage, and one voidwalker [advanced by 4 HD])
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	Use racial levels

Standing before you is what appears to be a high elf bearing odd red tattoos across her face and arms. Upon closer examination, her hair and skin are much paler than that of a high elf, and her eyes glint with a green light. She wears blood-red robes.

Description

Blood elves are a desperate race who were once high elves. During the Third War, King Arthas's Scourge sacked Quel'Thalas and shattered the elven race, slaying more than 90% of the high elven population. Prince Kael'thas Sunstrider was studying magic in Dalaran at the time of the disaster. When he heard what had happened, he quickly returned home and took command of the survivors. Kael'thas renamed them "blood elves" in honor of their fallen kin.

Prior to the Sunwell's destruction, all high elves everywhere were constantly bathed in its magical power. Now bereft of this arcane energy, the blood elves (and high elves) suffered. Kael'thas claimed that they would soon die without another magical source to replace the Sunwell. The blood elves therefore set about learning to drain magic from alternative sources.

Soon, the blood elves clashed with the Scourge and the Amani trolls, who were making inroads into former elven territory. The blood elves defended their homeland, and eventually, having reestablished a degree of safety to their land and prevented their society from degenerating, Kael'thas left. He took a group of the strongest blood elf warriors and spellcasters and joined the Alliance against the Scourge. They were eager to revenge themselves on the undead forces.

However, bigotry prevented the human forces from seeing the aid the blood elves could bring to their fight. Imprisoned and sentenced to death by the humans who had commanded them, the blood elves escaped, fled to Outland, and joined Illidan Stormrage's forces. This group of blood elves then helped defeat the demon Magtheridon and claimed his Black Citadel as their own.

In exchange for the blood elves' loyal service, Illidan gave them a place to live, as well as further techniques to siphon mana from anything with arcane power. Blood elves on Outland now hunt demons and feed off the demons' magic. As a consequence, despite what other races might suspect, blood elves are hardly on friendly terms with demons. Indeed, blood elves too view demons with abhorrence. Even blood elf warlocks believe demons are useful tools, not potential allies.

Not every blood elf lives in Outland. Most blood elves still live on Azeroth, particularly in Quel'Thalas. These blood elves seek to reclaim their lost homeland and destroy the Scourge at any cost. While they despise most other races, they are coming to accept that the Forsaken are different, or at least share the same goals as the blood elves.

Blood elves resemble their high elf cousins. While most blood elves are not spellcasters, those who are sometimes delve into the forbidden art of fel magic. These elves have glowing green eyes — the more they use fel magic, the brighter the glow. Blood elves often wear red, and many go so far as to tattoo red sigils across their bodies. Some scholars argue that the blood elves will evolve further over the years, perhaps eventually becoming to high elves as satyrs are to night elves.

Blood elves speak Thalassian.

Combat

Blood elves rarely engage in battle, instead preferring to use guile to lead characters into ambushes, where an ally's summoned demons can reek havoc.

The blood elf presented above uses the elite ability score array (see Chapter 3: Improving Monsters) and has 1 level in the warrior class.

Skills: Blood elves have a +2 racial bonus on Concentration, Knowledge (arcana), and Spellcraft checks.

Blood Elves as Characters

Most blood elves are not insane or evil — they just choose to fight fire with fire. They were all suffering for

lack of the Sunwell; they all needed — and still need — to feed on arcane energies, even though most of them aren't spellcasters. The most powerful blood elf spellcasters are insane, as the magic they wield is corrupting.

The blood elves in Outland do not give the Alliance or the Horde much thought. They are busy seeking power and honing their abilities.

Many blood elves are warlocks or mages, though some take levels of hunter, scout, or warrior — especially those seeking to be spell breakers, demon hunters, and rangers. Some take their demonic obsession one step further by taking levels in the felsworn prestige class.

Blood elves have the following racial traits:

• +2 Intellect, –2 Stamina. Like their high elf cousins, blood elves are intellectually superior to many other races, but physically frailer.

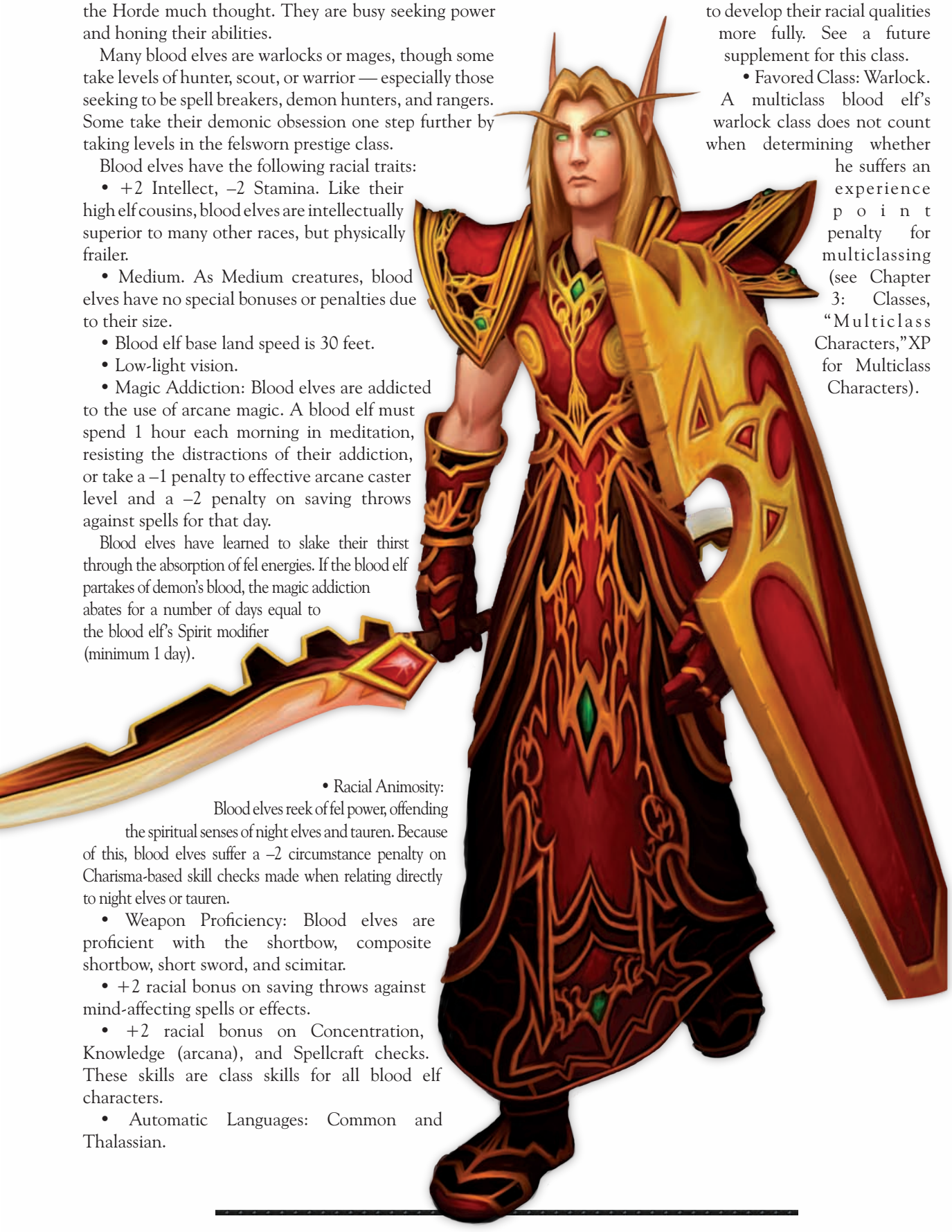
• Medium. As Medium creatures, blood elves have no special bonuses or penalties due to their size.

• Blood elf base land speed is 30 feet.

• Low-light vision.

• Magic Addiction: Blood elves are addicted to the use of arcane magic. A blood elf must spend 1 hour each morning in meditation, resisting the distractions of their addiction, or take a –1 penalty to effective arcane caster level and a –2 penalty on saving throws against spells for that day.

Blood elves have learned to slake their thirst through the absorption of fel energies. If the blood elf partakes of demon's blood, the magic addiction abates for a number of days equal to the blood elf's Spirit modifier (minimum 1 day).



• Racial Animosity: Blood elves reek of fel power, offending the spiritual senses of night elves and tauren. Because of this, blood elves suffer a –2 circumstance penalty on Charisma-based skill checks made when relating directly to night elves or tauren.

• Weapon Proficiency: Blood elves are proficient with the shortbow, composite shortbow, short sword, and scimitar.

• +2 racial bonus on saving throws against mind-affecting spells or effects.

• +2 racial bonus on Concentration, Knowledge (arcana), and Spellcraft checks. These skills are class skills for all blood elf characters.

• Automatic Languages: Common and Thalassian.

• Bonus Languages: Dwarven, Eredun, Goblin, Kalimag, Nazja, and Orcish. Blood elves learn the languages of their enemies and allies.

• Racial Levels: Unlike humans and some other races, blood elves can take a few levels in "blood elf" as a class to develop their racial qualities more fully. See a future supplement for this class.

• Favored Class: Warlock. A multiclass blood elf's warlock class does not count when determining whether he suffers an experience point penalty for multiclassing (see Chapter 3: Classes, "Multiclass Characters," XP for Multiclass Characters).

Elite Creature

Some monsters are especially tough. Adventurers call these creatures "elite." Whereas a normal specimen of a certain breed might fall easily to a lone hero, to defeat an elite creature of the same type requires careful planning, a group of heroes, excellent tactics, or all three. Elite creatures often look different than their non-elite counterparts, being larger, having barbs on their horns and claws, possessing glowing eyes, or evincing other such indication of their power. Some elites, however, look just like normal creatures of their kind, and it is not until a hero engages it that he realizes — perhaps too late — that it is far tougher than he expected.

While elite creatures are decidedly stronger and faster than non-elites, they are infamous not for size and speed but for their durability. They are able to withstand punishment that would kill non-elites several times over.

Elite specimens appear in every creature type.

Creating an Elite Creature

"Elite" is an inherited template that can be added to any creature (referred to hereafter as the base creature). An elite creature uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: The creature's number of Hit Dice do not change; however, it has fully *four times* the hit points of the base creature. You can either roll each Hit Die four times (adding the creature's Stamina bonus and other applicable modifiers each time) or simply multiply the creature's hit points, once calculated normally, by 4.

Abilities: Increase from the base creature as follows: Str +4, Agy +4.

Skills: Elite creatures gain a +4 racial bonus on Concentration checks. Otherwise same as the base creature.

Feats: Elite creatures gain Great Fortitude, Iron Will, and Lightning Reflexes, assuming the base creature doesn't already have these feats.

Environment: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: 1–3 HD, same as the base creature +2; or, 4+ HD, same as the base creature +3.

Treasure: Double the base creature's.

Alignment: Same as the base creature.

Advancement: Same as the base creature.

Level Adjustment: Same as the base creature +4.

Sample Elite Creature: Dark Iron Rifleman

Male Dark Iron Dwarf 3/Warrior 7
Medium Humanoid (Dark Iron Dwarf)

Hit Dice:	3d8+9 plus 7d10+21 [x4] (328 hp)
Initiative:	+4
Speed:	20 ft. (4 squares)
Armor Class:	21 (+1 Agy, +10 *+2 full plate*), touch 11, flat-footed 20
Base Attack/Grapple:	+9/+10
Attack:	Improved *+2 flaming long rifle* +16 ranged (5d6+4/19–20/x3 plus 1d6 fire) or masterwork greatsword +11 melee (2d6+1/19–20)
Full Attack:	Improved *+2 flaming long rifle* +13/+13/+8 ranged (5d6+4/19–20/x3 plus 1d6 fire) or masterwork greatsword +11 melee (2d6+1/19–20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	+1 on attack and damage rolls against Ironforge and Wildhammer dwarves
Special Qualities:	Darkvision 60 ft., fire magic affinity, resistance to fire 9, Dark Iron dwarf traits
Saves:	Fort +13, Ref +9, Will +7
Abilities:	Str 12, Agy 18, Sta 16, Int 10, Spt 14, Cha 6
Skills:	Concentration +7, Listen +7, Search +6, Spot +10, Stealth +7
Feats:	Great Fortitude[B], Iron Will[B], Lightning Reflexes[B], Lightning Reload[B], Improved Critical (long rifle)[B], Improved Lightning Reload*, Point Blank Shot[B], Precise Shot, Rapid Shot, Weapon Focus (long rifle)[B], Weapon Specialization (long rifle).
Environment:	Dry land and underground
Area:	Arathi Highlands, Searing Gorge
Organization:	Solitary, team (one, plus 1–3 non-elite Dark Iron snipers), or squad (one, plus 11–20 non-elites plus one greater living flame)
Challenge Rating:	13
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+4

This orange-bearded dwarf crouches behind a boulder. A wicked, large-bore rifle is propped on the rock beside him.

Description

Dark Iron riflemen are among the key defenses of the Dark Iron dwarves. They range out from Blackrock Spire as snipers and scouts, bringing death to their enemies and information back to their superiors. They have a particular hatred for Ironforge dwarves and enjoy sniping at them from cover.

Combat

Dark Iron riflemen are stealthy snipers, even in heavy plate armor. They slink through broken country until they come to an ambush point — perhaps a boulder atop a hill overlooking a road. There they wait for enemies to pass by, letting loose with a barrage of fiery lead. They prefer to initiate combat from 100 to 500 feet away, depending on visibility, so they can get in a number of shots with their rifles before their enemies close.

This Dark Iron rifleman uses the elite ability score array (see Chapter 3: Improving Monsters).

Entropic Beast

	Entropic Beast	Entropic Horror
	Large Elemental (Extraplanar, Fire)	**Large Elemental (Extraplanar, Fire)**
Hit Dice:	15d8+60 (127 hp)	16d8+80 (152 hp)
Initiative:	+9	+11
Speed:	50 ft. (10 squares)	50 ft. (10 squares)
Armor Class:	20 (–1 size, +5 Agy, +6 natural), touch 14, flat-footed 15	22 (–1 size, +7 Agy, +6 natural), touch 14, flat-footed 17
Base Attack/Grapple:	+11/+17	+12/+19
Attack:	Slam +16 melee (2d6+2 plus 2d6 fire)	Slam +19 melee (2d6+3 plus 2d6 fire and entropic drain)
Full Attack:	2 slams +16 melee (2d6+2 plus 2d6 fire)	2 slams +19 melee (2d6+2 plus 2d6 fire and entropic drain)
Space/Reach:	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	Burn (DC 21)	Burn (DC 23), entropic drain (DC 23)
Special Qualities:	Darkvision 60 ft., damage reduction 5/–, entropic shield, fire subtype, elemental traits	Darkvision 60 ft., damage reduction 5/–, entropic shield, fire subtype, elemental traits
Saves:	Fort +9, Ref +16, Will +5	Fort +10, Ref +19, Will +5
Abilities:	Str 15, Agy 20, Sta 19, Int 7, Spt 11, Cha 10	Str 17, Agy 24, Sta 20, Int 7, Spt 11, Cha 10
Skills:	Listen +9, Spot +9	Listen +10, Spot +9
Feats:	Combat Reflexes, Dodge, Improved Initiative[B], Lightning Reflexes, Mobility, Spring Attack, Weapon Finesse[B], Weapon Focus (slam)	Combat Reflexes, Dodge, Improved Initiative[B], Lightning Reflexes, Mobility, Spring Attack, Weapon Finesse[B], Weapon Focus (slam)
Environment:	Any land and underground	Any land and underground
Area:	Felwood	Felwood
Organization:	Solitary	Solitary
Challenge Rating:	7	8
Treasure:	None	None
Alignment:	Always chaotic neutral	Always chaotic neutral
Advancement:	16–20 HD (Large)	17–21 HD (Large)
Level Adjustment:	—	—

The flames form a vaguely man-like shape that advances angrily, blazing with a greenish fire that hints of corruption.

Description

Entropic beasts were once fire elementals that have since been tainted with the corruption of Felwood. Driven mad by their exile, they now seek to destroy all living things.

Entropic beasts resemble fire elementals in all but their greenish tint. As they haunt areas of severe destruction, such as the Shattered Vale, they may be tied to such areas in some way. If they detect an intruder in the broken landscape, they attack without question until they or the invader are destroyed.

Although they do not attack each other or other fire elementals, entropic beasts do not communicate or cooperate, unless they happen to be wandering in the same area at the same time some unlucky traveler happens across them.

Entropic beasts blaze up to 12 feet high and weigh 300 pounds. They may once have been able to speak or understand Kalimag, but do so no longer.

Combat

Entropic beasts savagely attack anything that intrudes on their domain except other entropic beasts, entropic horrors, or fire elementals. They seem to delight particularly in setting creatures afire and watching them burn to death.

Burn (Ex): An entropic beast's slam attack deals bludgeoning damage plus fire damage from the creature's blazing body. Those hit by a slam attack must make a DC 21 Reflex save or catch on fire (see Chapter 5: Monster Types, Subtypes, and Abilities). A burning creature can take a move action to put out the flames. The flame burns for 2d4 rounds. The save DC is Stamina-based.

Entropic Shield: The corruption of the Felwood has shunted these elementals slightly out of phase with reality, as if trapping them partially between planes. Blows that strike them sometimes slip through these cracks, having no effect. Attacks against an entropic beast have a 20% miss chance, as if the creature has partial concealment at all times. Even attacks that may ignore concealment do not ignore this miss chance.

Entropic Horror

An entropic horror looks exactly like an entropic beast and is just as insane. Its true nature becomes evident only when it engages in combat, for the unnatural fire that burns within it drains the life from its opponents.

Combat

Like entropic beasts, entropic horrors attack any living thing they encounter, ruthlessly and without remorse.

Burn (Ex): An entropic horror's burn attack is the same as that of an entropic beast, except the Reflex save DC is 23.

Entropic Drain: An entropic horror's blazing essence drains a living creature's life energy. If an entropic horror's slam attack hits, the target must make a DC 23 Fortitude save or take 1 point of Stamina damage. Creatures immune to energy drain are unaffected. Every time an entropic horror deals Stamina damage in this way, it heals 1d8 hit points. The save DC is Stamina-based.

Felguard

	Felguard	Felguard Elite
	Medium Outsider (Demon, Evil, Extraplanar)	**Large Outsider (Demon, Evil, Extraplanar)**
Hit Dice:	10d8+50 (95 hp)	15d8+105 (172 hp)
Initiative:	+6	+5
Speed:	40 ft. (8 squares)	50 ft. (10 squares)
Armor Class:	18 (+2 Agy, +2 natural, +4 scale mail), touch 12, flat-footed 16	18 (–1 size, +1 Agy, +4 natural, +4 scale mail), touch 10, flat-footed 17
Base Attack/Grapple:	+10/+17	+15/+30
Attack:	Masterwork halberd +18 melee (1d10+10/x3)	*+1 unholy halberd* +26 melee (2d8+17/x3)
Full Attack:	Masterwork halberd +18/+13 melee (1d10+10/x3)	*+1 unholy halberd* +26/+21/+16 melee (2d8+17/x3)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	—	—
Special Qualities:	Blindsight 60 ft., darkvision 60 ft., damage reduction 10/good, rage, demon traits	Blindsight 60 ft., darkvision 60 ft., damage reduction 12/good, rage, demon traits
Saves:	Fort +12, Ref +9, Will +9	Fort +16, Ref +11, Will +11
Abilities:	Str 24, Agy 15, Sta 21, Int 12, Spt 14, Cha 16	Str 32, Agy 13, Sta 25, Int 12, Spt 14, Cha 17
Skills:	Climb +20, Intimidate +16, Jump +17, Knowledge (the planes) +14, Listen +15, Ride +15, Search +14, Spot +15, Survival +15, Swim +10	Climb +29, Intimidate +21, Jump +26, Knowledge (the planes) +19, Listen +20, Ride +20, Search +19, Spot +20, Survival +20, Swim +19
Feats:	Cleave, Improved Initiative, Intimidating Shout, Power Attack	Cleave, Furious Charge, Improved Initiative, Improved Overrun, Intimidating Shout, Power Attack
Environment:	The Twisting Nether	The Twisting Nether
Area:	The Twisting Nether	The Twisting Nether
Organization:	Solitary, pair, or team (3–4)	Solitary, pair, or team (3–4)
Challenge Rating:	8	12
Treasure:	Standard	Standard (including Large *+1 unholy halberd*)
Alignment:	Always neutral evil	Always neutral evil
Advancement:	11–14 HD (Medium) or by character class	16–19 HD (Large) or by character class
Level Adjustment:	—	—

This creature looks like a tall, muscular humanoid with red skin and glowing eyes. Its legs, arms, shoulders, and head are covered in wicked armor that sports sharp spines and blades. It raises a fiendish halberd above its head and unleashes an unearthly roar.

Description

Felguard are the barbaric foot soldiers of the Burning Legion. While most other demons rely to some extent on magic and trickery, felguard eschew these subtleties, instead relying on sheer strength to overwhelm their foes.

While under the command of a higher-ranking demon or a warlock, a felguard makes the perfect soldier. Each is a disciplined follower outside of combat, calm and patient. When commanded to fight, however, they become wild and merciless; an army of raging felguard is a terrifying sight.

Felguard skin color varies; red, blue, yellow, and black are common.

A felguard is about 7-1/2 feet tall and weighs 350 pounds. Felguard speak Eredun.

Combat

A raging felguard is reckless, but not stupid. It coordinates well with its allies, and usually obeys orders (if it can hear them over its deafening battle cries). A felguard loves battle, sometimes refusing to flee from a combat that it believes it has a chance of winning. Demonic generals know and accept this limitation, and plan their strategies accordingly.

Damage Reduction (Ex): A felguard has damage reduction of *x*/good, where *x* equals 5 plus 1/2 the felguard's outsider Hit Dice (thus, 10/good in the case of the felguard presented above, and 12/good in the case of the felguard elite).

Rage (Ex): A felguard can rage three times per day as a 8th-level barbarian. A felguard's rage lasts for 10 rounds. When raging, a felguard has the following statistics: 115 hp; AC 16, touch 10, flat-footed 14; Atk masterwork halberd +20/+15 melee (1d10+13/x3); Fort +14, Will +11; Str 28, Sta 25.

Felguard Elite

Felguard elites have proven themselves in combat, and are given additional power and authority by the Burning Legion; they serve as sergeants and squad leaders. Much larger than normal felguard, the elites stand out among their kin. They carry a particularly nasty type of halberd they refer to as a "netheraxe" (a Large *+1 unholy halberd*); this weapon is both a symbol of rank and a useful tool against the virtuous.

Felguard elite are about 14 feet tall and weigh roughly 2,600 pounds.

Combat

Felguard elite fight like their lesser counterparts, but are better at both giving and following orders.

Rage (Ex): A felguard elite can rage as a 12th level barbarian (+6 bonus to Strength and Stamina, +3 morale bonus on Will saves, –2 penalty to Armor Class, lasts 13 rounds, 4 times per day).

A felguard elite can rage four times per day; each rage lasts for 10 rounds. When raging, a felguard elite has the following statistics: 217 hp; AC 16, touch 8, flat-footed 15; Atk *+1 unholy halberd* +29/+24/+19 melee (2d8+21/x3); Fort +19, Will +14; Str 38, Sta 31.

Felhound

	Felhound	Felstalker	Fel Ravager
	Medium Outsider (Chaotic, Demon, Evil, Extraplanar)	**Medium Outsider (Chaotic, Demon, Evil, Extraplanar)**	**Medium Outsider (Chaotic, Demon, Evil, Extraplanar)**
Hit Dice:	6d8+12 (39 hp)	10d8+20 (65 hp)	14d8+42 (105 hp)
Initiative:	+5	+6	+7
Speed:	50 ft. (10 squares)	50 ft. (10 squares)	50 ft. (10 squares)
Armor Class:	17 (+1 Agy, +6 natural), touch 11, flat-footed 16	20 (+2 Agy, +8 natural), touch 12, flat-footed 18	23 (+3 Agy, +10 natural), touch 13, flat-footed 20
Base Attack/Grapple:	+6/+11	+10/+17	+14/+22
Attack:	Bite +11 melee (1d8+5 plus 1d6 fel)	Bite +17 melee (1d8+7 plus 1d6 fel) or ray +12 ranged touch (special)	Bite +22 melee (2d6+8/19–20 plus 1d6 fel) or ray +17 ranged touch (special)
Full Attack:	Bite +11 melee (1d8+5 plus 1d6 fel) and 2 claws +9 melee (1d6+2 plus 1d6 fel)	Bite +17 melee (1d8+7 plus 1d6 fel) and 2 claws +15 melee (1d6+3 plus 1d6 fel); or ray +12 ranged touch (special)	Bite +22 melee (2d6+8/19–20 plus 1d6 fel) and 2 claws +20 melee (1d8+4 plus 1d6 fel); or ray +17 ranged touch (special)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Fel strike, pounce	Fel strike, *mana burn* (DC 17), pounce	Fel strike, *mana burn* (DC 20), pounce, spell-like abilities
Special Qualities:	Blindsight 60 ft., darkvision 60 ft., damage reduction 5/good, resistance to acid 5, cold 5, fire 10, and electricity 5, scent, sense magic, spell resistance 16, demon traits	Blindsight 60 ft., darkvision 60 ft., damage reduction 5/good, resistance to acid 5, cold 5, fire 10, and electricity 5, scent, sense magic, spell resistance 20, demon traits	Blindsight 60 ft., darkvision 60 ft., damage reduction 10/good, immunity to fire, resistance to acid 10, cold 10, and electricity 10, scent, sense magic, spell resistance 24, demon traits
Saves:	Fort +7, Ref +6, Will +6	Fort +9, Ref +9, Will +9	Fort +12, Ref +12, Will +12
Abilities:	Str 20, Agy 13, Sta 15, Int 4, Spt 12, Cha 8	Str 24, Agy 15, Sta 15, Int 6, Spt 14, Cha 10	Str 26, Agy 17, Sta 16, Int 8, Spt 17, Cha 12
Skills:	Jump +14, Listen +12, Spot +12, Stealth +10, Survival +10	Jump +20, Listen +17, Spot +17, Stealth +15, Survival +15, Swim +20	Climb +25, Jump +25, Listen +22, Spot +22, Stealth +20, Survival +20, Swim +25
Feats:	Improved Initiative, Multiattack, Skilled (Listen and Spot), Track[B]	Ability Focus* (mana burn ray), Improved Initiative, Multiattack, Skilled (Listen and Spot) , Track[B]	Ability Focus* (mana burn ray), Improved Critical (bite), Improved Initiative, Multiattack, Skilled (Listen and Spot) , Track[B]
Environment:	Any land and underground	Any land and underground	Any land and underground
Area:	Felwood, Outland, the Twisting Nether	Felwood, Outland, the Twisting Nether	Felwood, Outland, the Twisting Nether
Organization:	Solitary or pack (3–8)	Solitary or pack (3–8)	Solitary or pack (3–8)
Challenge Rating:	6	10	14
Treasure:	None	None	None
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	7–9 HD (Medium)	11–13 HD (Medium)	15–17 HD (Medium); 18–24 HD (Large)
Level Adjustment:	—	—	—

* This feat appears in **Lands of Mystery**.

This red-skinned creature looks vaguely like a hound — though one with a massive, toothy head that makes up nearly a third of its length. Great horns jut out above its solid white eyes.

Description

Felhounds are demonic hounds that feed on magic; they can sense the presence of nearby magic and hunt spellcasters unerringly. Their powerful jaws are huge and filled with slender teeth. Their eyes are weak; to get around, felhounds rely on their upon their ability to sense magic. This sense is also how they track their pray.

Felhounds are pit lords' personal hunting hounds, starved for both blood and arcane energy. Pit lords grow felhounds somewhere in the Twisting Nether.

Felhounds do not speak, though they understand Eredun.

Combat

Felhounds treat spellcasters, particularly arcane spellcasters, as layered desserts with meat on the outside and magic on the inside. Less magical characters are worth notice only if they have damaged a felhound in the past round.

Pounce (Ex): If a felhound charges a foe, it can make a full attack that round.

Sense Magic (Su): A felhound senses magic as though continuously under the effects of a *detect magic* spell, except the felhound always receives all information that would normally take 3 rounds to receive, and it automatically succeeds at all Spellcraft checks to determine the school of magic involved in each aura. The felhound can also track the "scent" of magic as easily as any normal odor.

Felhounds also sense which creatures within 60 feet are capable of spellcasting. The felhound senses a caster's relative power (i.e., caster level) in both arcane and divine magic, if applicable.

Spell Resistance (Su): Felhounds have spell resistance equal to 10 + their Hit Dice.

Felstalker

Felstalkers are larger and more vicious versions of felhounds. They are also marginally more intelligent, and their skin tends toward mottled red.

Combat

Felstalkers use tactics similar to felhounds, save that they can burn away portions of magical energy from their opponents. They use this ability at the beginning of combat on the most powerful enemy spellcaster, then pounce.

***Mana Burn* (Sp):** Once every 1d4 rounds, a felstalker can use *mana burn* as a spell-like ability (DC 17; caster level 10th). The DC is Charisma-based, and the caster level is equal to the felstalker's Hit Dice.

Fel Ravager

These are the largest and strongest of felhounds. They are also the most intelligent, which allows skilled demonic trainers to implant spell-like abilities in the creatures.

Combat

Normal felhounds prefer spellcasters, but fel ravagers are so well trained that they ignore melee opponents entirely in favor of spellcasters, especially arcane casters.

A fel ravager also manifests demonic spell-like abilities — brought out due to its higher intelligence, coupled with the intense training it undergoes to become an elite caster-killing machine.

***Mana Burn* (Sp):** The fel ravager's *mana burn* ability is similar to that of the felstalker, but the save DC is 20 and the caster level is 14th.

Spell-Like Abilities: At will—*detect good*, *detect law*, *greater dispel magic*, *read magic*; 3/day—*greater shadow bolt*† (DC 16); 1/day—*cause fear* (DC 12), *darkness*. Caster level 14th. The save DC is Charisma-based, and the caster level is equal to the fel ravager's Hit Dice.

† See **More Magic & Mayhem.**

Felsteed

	Felsteed	Dreadsteed
	Large Outsider (Demon, Evil, Extraplanar, Lawful)	**Large Outsider (Demon, Evil, Extraplanar, Lawful)**
Hit Dice:	5d8+15 (37 hp)	10d8+50 (95 hp)
Initiative:	+1	+6
Speed:	50 ft. (10 squares)	70 ft. (14 squares)
Armor Class:	15 (–1 size, +1 Agy, +5 natural), touch 10, flat-footed 14	20 (–1 size, +2 Agy, +10 natural), touch 11, flat-footed 19
Base Attack/Grapple:	+5/+13	+10/+19
Attack:	Hoof +8 melee (1d6+4 plus 1d4 fire)	Hoof +14 melee (1d6+5 plus 1d8 fire)
Full Attack:	2 hooves +8 melee (1d6+4 plus 1d4 fire) and bite +3 melee (1d4+2)	2 hooves +14 melee (1d6+5 plus 1d8 fire) and bite +9 melee (1d8+2)
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.
Special Attacks:	—	—
Special Qualities:	Darkvision 60 ft., immunity to fire, scent	Darkvision 60 ft., damage reduction 10/good, immunity to fire, scent
Saves:	Fort +7, Ref +5, Will +5	Fort +12, Ref +9, Will +8
Abilities:	Str 18, Agy 13, Sta 17, Int 3, Spt 13, Cha 12	Str 20, Agy 14, Sta 21, Int 5, Spt 13, Cha 12
Skills:	Intimidate +9, Jump +12, Listen +9, Spot +9	Intimidate +14, Jump +18, Listen +14, Spot +14, Survival +14
Feats:	Endurance, Run	Endurance, Improved Initiative, Run, Track

Environment:	The Twisting Nether	The Plains of Xoroth
Area:	The Twisting Nether	The Plains of Xoroth
Organization:	Domesticated or herd (6–30)	Domesticated or herd (6–30)
Challenge Rating:	3	7
Treasure:	None	None
Alignment:	Always lawful evil	Always lawful evil
Advancement:	5–7 HD (Medium); 8–9 HD (Large)	11–13 HD (Medium); 14–15 HD (Large)
Level Adjustment:	—	—

This large, powerful horse has a brown coat and smoldering eyes. Flames flare from its nostrils and wreathe its hooves, leaving a scorched trail in its path.

Description

Felsteeds are the fiery equine servants of the Burning Legion. At one time, they were common horses that became enslaved and fell to the Burning Legion's sinister influence. Now corrupted and evil, they feel both intense loyalty and burning hatred toward their demon masters.

Many warlocks choose a felsteed as a fel companion for the practical convenience of travel on demand. To the felsteed, there is no difference between a mortal master and a demon — both deserve its contempt and obedience.

A felsteed is about the size of a light warhorse.

Combat

A felsteed is trained and bred for strength and aggression, but not normally for combat; it can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a felsteed is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

Dreadsteed

This black horse has a grotesquely demonic appearance. Multiple spines and hard, bony plates cover its head and sides. Flames writhe around its hooves and eyes, and it snorts a short, fiery breath as it exhales.

Description

Lord Hel'nurath's fearsome dreadsteeds are his most prized possessions. Intensely bred and darkly twisted for war, they now roam the fiery Plains of Xoroth, the envy of many demonic lords.

It may be possible for a warlock to steal one of these fine beasts. The preparations for this caper would be difficult and expensive, and such an insult would not go unnoticed.

A dreadsteed is about the size of a big heavy warhorse.

Combat

A dreadsteed is well-disciplined in combat, and grants its rider a +4 bonus on Ride checks.

Carrying Capacity: A light load for a dreadsteed is up to 400 pounds; a medium load, 401–800; and a heavy load, 801 to 1200 pounds.

Flamewaker

Large Outsider (Evil, Extraplanar, Fire, Lawful)

Hit Dice:	12d8+36 (90 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	19 (–1 size, +2 Agy, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+12/+21
Attack:	*+2 quarterstaff* +18 melee (1d8+9 plus 1d8 fire)
Full Attack:	*+2 quarterstaff* +18/+13/+8 melee (1d8+9 plus 1d8 fire)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Heat, spell-like abilities
Special Qualities:	D arkvision 60 ft., damage reduction 10/magic, fire subtype
Saves:	Fort +11, Ref +10, Will +12
Abilities:	Str 20, Agy 14, Sta 17, Int 16, Spt 15, Cha 18
Skills:	Bluff +19, Concentration +18, Diplomacy +21, Gather Information +19, Intimidate +21, Knowledge (arcana) +8, Knowledge (nobility) +8, Knowledge (planes) +8, Listen +19, Search +18, Sense Motive +17, Spellcraft +20, Spot +19.
Feats:	Cleave, Great Cleave, Iron Will, Power Attack, Skilled (Listen and Spot)
Environment:	Warm land and underground
Area:	Firelands (The Elemental Plane), Molten Core
Organization:	Solitary, pair, or cluster (3–5)
Challenge Rating:	8
Treasure:	Standard (including Large *+2 quarterstaff*)
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+5

A humanoid torso with long muscular arms rests on a serpent's body; the creature's elongated head has a distinctively demonic quality. Its body is mostly covered with yellow or red scales, though a broad strip of grayish scales runs from its chest down the front of its body. Thick spikes ranging from 1 to 3 feet long protrude from its shoulders, arms, and tail.

Description

Flamewakers are ruthless servants of Ragnaros. They form a rigid society in the fiery regions of the Elemental Plane, ruled by a monarch who in turn answers only to Ragnaros.

Flamewakers speak Common and Kalimag.

Combat

Flamewakers are highly intelligent, so they use sophisticated tactics and strategies. A group of flamewakers commonly spreads out to prevent area attacks from hitting too many. They try to divide their opponents, such as through the use of *dominate monster* or *firestorm* cast between opposing forces. Meanwhile, those flamewakers that engage in melee slowly retreat to draw away attackers, while other flamewakers wait to engage in flanking positions.

Heat (Ex): A flamewaker generates so much heat that its mere touch deals additional fire damage. Flamewakers' metallic weapons (such as a flamewaker's quarterstaff) also conduct this heat.

Spell-like Abilities: 3/day—*blazing column*, *greater shadow word pain* (DC 20); 1/day—*dominate monster* (DC 23), *fire storm* (DC 22). Caster level 12th; the save DCs are Charisma-based.

Ghost

Ghosts are the spectral remnants of intelligent beings who, for one reason or another, cannot rest easily in their graves. A ghost greatly resembles its corporeal form in life, but in some cases the spiritual form is somewhat altered.

Creating a Ghost

"Ghost" is an acquired template that can be added to any aberration, animal, dragon, giant, humanoid, magical beast, monstrous humanoid, or plant (referred to hereafter as the base creature) with a Charisma of at least 6.

A ghost uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves, or skill points. It gains the incorporeal subtype. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Speed: Ghosts have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Armor Class: Natural armor is the same as the base creature's, but applies only to incorporeal encounters. When the ghost manifests (see below), its natural armor bonus is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attack: A ghost retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not incorporeal.

Full Attack: Against other incorporeal creatures, a ghost uses the base creature's damage values. Against corporeal creatures, the ghost usually cannot deal physical damage at all, but can use its special attacks, if any, when it manifests (see below).

Damage: Against other incorporeal creatures, a ghost uses the base creature's damage values. Against corporeal creatures, the ghost usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests (see below).

Special Attacks: A ghost retains all the special attacks of the base creature, although those relying on physical contact do not affect corporeal creatures. The ghost also gains the manifestation ability plus 1d3 other special attacks chosen from among those described below.

The save DC against a special attack is equal to 10 + 1/2 the ghost's HD + the ghost's Charisma modifier, unless otherwise noted.

Corrupting Gaze (Su): With a glance, the ghost can blast living beings at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Corrupting Touch (Su): If the ghost hits a living target with its incorporeal touch, it deals 1d6 points of damage. Against incorporeal opponents, it adds its Strength modifier on attack and damage rolls. Against corporeal opponents, it adds its Agility modifier on attack rolls (but not damage).

Draining Touch (Su): If the ghost hits a living target with its incorporeal touch, it drains 1d4 points from any one ability score it selects; further, on each such successful attack, the ghost heals 5 points of damage to itself. Against incorporeal opponents, it adds its Strength modifier on attack rolls only. Against corporeal opponents, it adds its Agility modifier on attack rolls (but not damage).

Frightful Moan (Su): The ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views the ghost must succeed on a Fortitude save or take 1d4 points of Strength damage, 1d4 points of Agility damage, and 1d4 points of Stamina damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Malevolence (Su): Once per round, an incorporeal ghost can merge its body with another creature. This ability is similar to a *possession* spell (see the **Horde Player's Guide**; caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try to move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. Normally, a ghost cannot affect or be affected by anything corporeal; corporeal creatures cannot even see a ghost. When a ghost manifests, though, it partly enters corporeality and becomes visible but remains incorporeal. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks ignore armor and shields. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a *ghost touch* weapon (see Ghostly Equipment, below).

When a spellcasting ghost is not manifested, its spells cannot affect corporeal targets, but they work normally against incorporeal targets. When a spellcasting ghost manifests, its spells continue to affect incorporeal targets and can affect corporeal targets normally unless the spells rely on touch; a manifested ghost's touch spells don't work on corporeal targets.

Telekinesis (Su): The ghost can use *telekinesis* (see the **Alliance Player's Guide**) as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Special Qualities: A ghost has all the special qualities of the base creature as well as those described below. As undead, all ghosts have darkvision out to 60 feet.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit often restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful DC 16 level check (1d20 + the ghost's HD). As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): All ghosts have +4 turn resistance.

Abilities: Same as the base creature, except that the ghost has no Stamina score, and its Charisma score increases by +4.

Skills: Ghosts have a +8 racial bonus on Listen, Search, and Spot checks, and on Stealth checks to hide. Otherwise same as the base creature.

Environment: Any, usually same as base creature.

Organization: Solitary, pair, gang (3–6), or mob (7–12).

Challenge Rating: Same as the base creature +2.

Treasure: None

Alignment: Any

Advancement: By character class or as base creature.

Level Adjustment: Same as the base creature +5.

Ghostly Equipment

When a ghost forms, its equipment and carried items usually become ghostly (i.e., incorporeal) along with it. In addition, the ghost retains 2d4 items that it particularly valued in life (provided they are not in another creature's possession). The ghostly equipment works normally on incorporeal creatures but passes harmlessly through corporeal objects or creatures. However, a ghostly weapon of +1 or better magical enhancement can harm corporeal creatures when the ghost manifests, though any such attack has a 50% chance to fail (just as magic weapons can fail to harm the ghost) unless the weapon was a *ghost touch* weapon.

The original material items remain behind, just as the ghost's physical remains do. If another creature seizes the original from its resting place, the incorporeal copy in the ghost's possession fades away. This loss invariably angers the ghost, of course, who stops at nothing to recover the item by returning it to its "proper" place.

Sample Ghost: Ghostly Warrior

Male Human, 1st-Level Warrior
Medium Undead (Augmented Humanoid, Incorporeal)

Hit Dice:	1d12 (6 hp)
Initiative:	+6
Speed:	Fly 30 ft. (perfect) (6 squares)
Armor Class:	13 (+2 Agy, +1 deflection) touch 13, flat-footed 11; or 16 (+2 Agy, +3 studded leather, +1 light steel shield), touch 12, flat-footed 14
Base Attack/Grapple:	+1/+3
Attack:	Incorporeal touch +3 melee (1d6, or 1d6+2 against incorporeal foes); or longsword +4 melee (1d8+2/19–20, incorporeal foes only); or shortbow +3 ranged (1d6/x3, incorporeal foes only)
Full Attack:	Incorporeal touch +3 melee (1d6, or 1d6+2 against incorporeal foes); or longsword +4 melee (1d8+2/19–20, incorporeal foes only); or shortbow +3 ranged (1d6/x3, incorporeal foes only)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Corrupting touch, frightful moan (DC 11), manifestation
Special Qualities:	Darkvision 60 ft., rejuvenation, +4 turn resistance, incorporeal traits, undead traits
Saves:	Fort +2, Ref +2, Will –1
Abilities:	Str 14, Agy 15, Sta –, Int 13, Spt 8, Cha 12
Skills:	Climb +6, Listen +7, Ride +10, Search +9, Spot +7, Stealth +2 (+10 hiding), Swim +6
Feats:	Dodge[B], Improved Initiative, Weapon Focus (longsword)[B]
Environment:	Any
Area:	Any, particularly ruins
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Any
Advancement:	By character class
Level Adjustment:	+1

A pale, translucent warrior dressed in armor from the distant past and bearing an ancient-styled sword approaches. He seems ready to fight if necessary, determined to protect his ruined home.

Description

Ghosts are the disembodied spirits of the dead. They possess a number of mysterious powers designed to harm enemies of a similarly ghostly nature and to intimidate or weaken corporeal enemies.

A creature becomes a ghost whenever he dies with some major purpose unaccomplished. Unlike the undead created by the Scourge, these restless beings are as often pitiable as fearsome. Usually, only the living can end a ghost's eternal quest.

Ghosts usually have a limited area in which they move, usually some place that was important to them in life. They tend to inhabit ruined manors, castles, or battlegrounds, though they may turn up anywhere.

Most ghosts speak Common (and their native language, if that differs from Common), as well as any other tongues accorded to their race.

Combat

A ghost usually attacks only when threatened or if its nature is malevolent or life-hating. When a ghost does enter combat, it uses physical attacks only against other incorporeal creatures. Against all others, it uses its special attacks.

Ghoul

Medium Undead

Hit Dice:	4d12 (26 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Agy, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+2/+5
Attack:	Claw +6 melee (1d6+3)
Full Attack:	2 claws +6 melee (1d6+3) and bite +0 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Ghoul frenzy
Special Qualities:	Darkvision 60 ft., cannibalize, scent, undead traits
Saves:	Fort +1, Ref +2, Will +3
Abilities:	Str 16, Agy 12, Sta –, Int 5, Spt 8, Cha 6
Skills:	Listen +4, Spot +5
Feats:	Skilled (Listen and Spot), Weapon Focus (claw)
Environment:	Any land and underground
Area:	Any
Organization:	Solitary, gang (2–5), or group (7–12)
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	5–9 HD (Medium); 9–16 HD (Large)
Level Adjustment:	—

This rotting corpse is hunched and seems ungainly, but it moves with surprising quickness. Its mouth is unnaturally wide, and yellow, chisel-like teeth protrude at all angles. A long tongue snakes out of its mouth and darts from side to side.

Description

Ghouls are simple undead soldiers of the Scourge that seek only to rip living creatures apart with their cracked

and yellowing claws, feasting on the remains. A spark of cunning burns in their rotted brains, inciting them to a frenzy when especially dangerous enemies approach or when their master wills them to do so. Ghouls are infamous for feasting on the corpses of their enemies, which reinvigorates the creatures with unholy life.

Only the Scourge and a few other necromancers know the secret of creating ghouls. Rumors say that zombies transform into ghouls when they make the transcendence to "true undeath," perhaps reclaiming a small portion of their former intelligence in the process.

Ghouls speak in growling, phlegmy voices, but they only mutter to themselves; they do not normally communicate meaningfully.

Combat

Ghouls throw themselves into combat gleefully, slashing with their thick claws. They usually enter a frenzy, though a necromancer or other creature who controls them can command them not to do so.

Ghoul Frenzy (Ex): Once per day, as a free action, a ghoul can enter a ghoul frenzy. While in a frenzy, the ghoul's base land speed increases by 10 feet and, when it takes a full-attack action, it can make one additional attack at its highest base attack bonus. The ghoul frenzy lasts a number of rounds equal to the ghoul's Hit Dice (4 rounds in the case of the typical ghoul presented here).

Cannibalize (Ex): Ghouls can devour fresh corpses to heal their own wounds. If a ghoul spends a full round cannibalizing a corpse, he regains 1 hit point at the end of the round. A typical Medium corpse has enough meat to feed a ghoul for 10 rounds; after this time, the corpse is stripped of flesh. The corpse cannot be more than a day old.

A cannibalized corpse is befouled. If a ghoul cannibalizes a corpse for at least 3 rounds, *raise dead* is no longer effective on it, though *resurrection* and *true resurrection* function normally. Cannibalized corpses can still be raised as zombies (if fed on for 5 rounds or less) or skeletons (if fed on for more than 5 rounds).

While eating a corpse, a ghoul loses its Agility bonus to AC. Starting to cannibalize provokes attacks of opportunity.

Giant, Frost

Huge Giant (Cold, Earth)

Hit Dice:	22d8+176 (275 hp)
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	25 (–2 size, +1 Agy, +16 natural), touch 9, flat-footed 24
Base Attack/Grapple:	+16/+38
Attack:	Greatclub +28 melee (3d8+21) or slam +28 melee (1d10+14) or rock +16 ranged (2d8+14)
Full Attack:	Greatclub +28/+23/+18/+13 melee (3d8+21); or 2 slams +28 melee (1d10+14); or rock +16 ranged (2d8+14)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Rock throwing
Special Qualities:	Low-light vision, cold subtype, regeneration 30, rock catching
Saves:	Fort +21, Ref +8, Will +13
Abilities:	Str 38, Agy 12, Sta 27, Int 10, Spt 19, Cha 11
Skills:	Climb +24, Knowledge (nature) +17, Sense Motive +19, Stealth +1 (–7 hiding)*, Survival +14
Feats:	Bash, Cleave, Great Cleave, Improved Sunder, Iron Will, Power Attack, Track, War Stomp
Environment:	Cold mountains
Area:	Winterspring
Organization:	Solitary, pair, or gang (3–4)
Challenge Rating:	13
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	23–24 HD (Huge); 25–36 HD (Gargantuan) or by character class
Level Adjustment:	—

This huge creature looks like a snowy cliff face come to life. Ice and rock comprise its stout humanoid body, giving it a grizzled and ancient look. Cold, blue eyes peer beneath its snowy brow.

Description

Frost giants are a rare and particularly cruel variety of giant. Some, the Frostmauls, are found in the mountains of Winterspring. Slow and patient, frost giants take great pleasure in wiping out entire herds of others' domesticated animals or even humanoid settlements. Gangs of them have been known to prepare an attack for over a year, slowly moving and hiding among the mountains, surrounding their target, and cutting off all escape before finally beginning their assault. When the slaughter is over, nothing is left standing, and the corpses are left to rot.

Not much is known about frost giant society or mentality, but many scholars theorize that, like some other giants, they are creations of the titans. If this is the case, then their purpose remains a mystery. Perhaps their most famous entry into history occurred 4,000 years ago, when Tyrande Whisperwind saved the frostsaber queen from rampaging Frostmaul giants, thereby securing the frostsabers' loyalty.

A frost giant stands around 20 feet tall and weighs about 15,000 pounds.

Combat

Attacks from frost giants are usually vicious and well-coordinated, although a frost giant avoids a fight in which it suspects it might be overmatched. If it has an advantage at range, it stays back, pummeling its opponents with rocks. If melee combat serves it better, it attempts to sunder its opponent's weapons, leaving them helpless.

Rock Throwing (Ex): Frost giants receive a +1 racial bonus on attack rolls when

throwing rocks. A frost giant can hurl rocks of 60 to 80 pounds (Medium objects) up to five range increments; the range increment is 120 feet for these rocks.

Rock Catching (Ex): Frost giants can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a frost giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DCs are 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile has a magic bonus on attack rolls, the DC also increases by that amount.) The frost giant must be ready for and aware of the attack in order to make a rock catching attempt (i.e., he cannot be flat-footed and the projectile must be visible).

Regeneration (Ex): Acid and fire deal normal damage to a frost giant. If a frost giant loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump. This ability is active only in sub-zero temperatures.

Skills: *Frost giants gain a +25 racial bonus on Stealth checks to hide against a snowy and rocky surface (such as a hill, mountain, or cliff face).

Giant, Molten

Huge Giant (Earth, Fire)

Hit Dice:	18d8+108 (189 hp)
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	25 (–2 size, +1 Agy, +16 natural), touch 9, flat-footed 24
Base Attack/Grapple:	+13/+35
Attack:	Greatclub +25 melee (3d8+21 plus 1d6 fire) or rock +13 ranged (2d8+14 plus 1d6 fire)
Full Attack:	Greatclub +25/+20/+15 melee (3d8+21 plus 1d6 fire); or 2 slams +25 melee (1d10+14 plus 2d6 fire); or rock +13 ranged (2d8+14 plus 1d6 fire)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Heat, rock throwing, spell-like abilities
Special Qualities:	Low-light vision, fire subtype, rock catching
Saves:	Fort +17, Ref +7, Will +12
Abilities:	Str 38, Agy 13, Sta 23, Int 10, Spt 18, Cha 11
Skills:	Climb +20, Craft (any one) +6, Diplomacy +8, Intimidate +6, Listen +10, Sense Motive +10, Spot +10
Feats:	Bash, Cleave, Improved Bull Rush, Iron Will, Power Attack, Thunderous Blow, War Stomp
Environment:	Warm mountains and underground
Area:	Molten Core
Organization:	Solitary, pair, gang (3–4), or family (2–4 plus 1–2 noncombatants plus one 4th–6th level leader plus 1 core hound pet)
Challenge Rating:	12
Treasure:	Standard coins and items; double goods
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	—

Small glowing yellow eyes peer out of a massive red stone skull. In fact, this creature's entire body is formed from chunks of red stone, even what appears to be a beard or mane. Its arms and legs are thick pillars of rock, and every inch is covered with molten veins.

Description

Molten giants are the brutal and cunning front-line defenders of Ragnaros' army. They view themselves as an autonomous society, serving their flamewaker masters and even Ragnaros himself only by choice. The truth is they could not leave his service if they wanted to, but they are a proud race and refuse to believe otherwise.

Molten giants are opportunistic among their own kind. Their leaders continually jockey for position within their ranks and seek favor with the flamewaker nobility.

Molten giants speak Kalimag.

Combat

Molten giants stand toe-to-toe with foes, slamming and bashing until each opponent in turn stops moving. When molten giants fight in pairs, one sometimes uses a war stomp while the other slams prone victims. If lava is present, as it often is near a molten giant settlement, molten giants attempt to bull rush victims into it.

Heat (Ex): A molten giant generates so much heat that its mere touch deals additional fire damage. Its body deals 2d6 points of extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling. A molten giant's metallic weapons also conduct this heat. Molten giants generally wield Huge stone greatclubs. Stone clubs conduct only half the heat.

Rock Throwing (Ex): Molten giants receive a +1 racial bonus on attack rolls when throwing rocks. A molten giant can hurl rocks of 60 to 80 pounds (Medium objects) up to five range increments. A molten giant's range increment with thrown rocks is 120 feet.

Spell-like Abilities: 3/day—*telekinesis* (DC 15; see the **Alliance Player's Guide**).

Rock Catching (Ex): Molten giants can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a molten giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DCs are 15 for Small rocks, 20 for Medium ones, and 25 for Large. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The molten giant must be ready for and aware of the attack in order to make a rock catching attempt.

Giant, Sea

	Sea Giant	Sea Giant Behemoth
	Huge Giant (Aquatic, Water)	**Gargantuan Giant (Aquatic, Water)**
Hit Dice:	18d8+126 (207 hp)	25d8+200 (312 hp)
Initiative:	+1	+1
Speed:	20 ft. (4 squares), swim 40 ft.	20 ft. (4 squares), swim 40 ft.
Armor Class:	26 (–2 size, +1 Agy, +14 natural, +3 hide armor) touch 9, flat-footed 25	27 (–3 size, +1 Agy, +16 natural, +3 hide armor), touch 8, flat-footed 26
Base Attack/Grapple:	+13/+29	+18/+40
Attack:	Huge heavy pick +20 melee (2d6+12/×4) or slam +19 melee (1d8+8) or rock +12 ranged (2d8+8)	Gargantuan heavy pick +26 melee (3d6+15/×4) or slam +25 melee (2d6+10) or rock +16 ranged (3d8+10)
Full Attack:	Heavy pick +20/+15/+10 melee (2d6+12/×4); or 2 slams +19 melee (1d8+8); or rock +12 ranged (2d8+8)	Heavy pick +26/+21/+16/+11 melee (3d6+15/×4); or 2 slams +25 melee (2d6+10); or rock +16 ranged (3d8+10)
Space/Reach:	15 ft./15 ft.	20 ft./20 ft.
Special Attacks:	Anchor smash, pulverize, rock throwing, spell-like abilities	Anchor smash, pulverize, rock throwing, spell-like abilities
Special Qualities:	Low-light vision, amphibious, scent	Low-light vision, amphibious, scent
Saves:	Fort +19, Ref +7, Will +10	Fort +22, Ref +9, Will +12
Abilities:	Str 26, Agy 12, Sta 25, Int 8, Spt 15, Cha 10	Str 30, Agy 12, Sta 26, Int 8, Spt 15, Cha 10
Skills:	Knowledge (nature) +11, Survival +19, Swim +16	Knowledge (nature) +13, Survival +24, Swim +18
Feats:	Bash, Cleave, Iron Will, Power Attack, Reckless Attack, Skilled (Knowledge [nature] and Survival), Weapon Focus (heavy pick)	Bash, Cleave, Great Cleave, Iron Will, Power Attack, Reckless Attack, Skilled (Knowledge [nature] and Survival), War Stomp, Weapon Focus (heavy pick)
Environment:	Any aquatic	Any aquatic
Area:	The Cape of Stranglethorn	The Cape of Stranglethorn
Organization:	Solitary or current (2–6)	Solitary or current (2–6)
Challenge Rating:	12	14
Treasure:	Standard coins; double goods; standard items	Standard coins; double goods; standard items
Alignment:	Often chaotic neutral	Often chaotic neutral
Advancement:	By character class	By character class
Level Adjustment:	—	—

This humanoid stands nearly 30 feet tall. An enormous green beard flows down its chest, nearly obscuring the shark-hide breastplate it wears, and two yellow eyes stare out from its sea-green face. Starfish and seashells adorn its outfit, and it carries an enormous rusted anchor in one hand.

Description

Titans created the sea giants to dredge the oceans and to serve as guardians of Azeroth's coastlines and oceans, and the fierce giants act as protectors of the waters even now. They keep a wary eye on ships and upon those who make their living on the ocean, such as fisherfolk. While not evil creatures, sea giants care nothing for the laws of land-dwellers or the lives of the small beings that trespass in the waves. They tolerate no opposition — on the rare occasion when a sea giant issues a warning, he does so only once.

Sea giants rarely interact with other races save to drive off trespassers or punish those who befoul the

oceans. They live underwater but rise regularly to patrol their coastlines. Ancient and wise, sea giants nonetheless display a chaotic nature as unpredictable as the sea itself. Still, adventurers who tread carefully and speak convincingly may find a sea giant willing to trade information or secure safe passage in exchange for treasure or knowledge.

Sea giants sometimes build underground settlements of coral and stone, though they rarely put much effort into such constructions. As guardians of the waves, they prefer to be able to pick up and leave at a moment's notice to chase rumors of defilers.

Sea giants speak Common and Titan.

Combat

Sea giants can hurl boulders, but they prefer close combat. A sea giant begins combat with a slam attack (using its Bash feat) against the nearest opponent; if surrounded, he chooses the target who seems the largest or strongest. He then switches to his heavy pick and attacks the next-nearest opponent. He uses his Power Attack and Reckless Attack feats to their fullest degrees, hoping to kill an enemy outright and then Cleave into the next; he generally positions himself near multiple foes, if possible, so that he can use his Great Cleave feat.

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

Pulverize (Ex): When a sea giant scores a critical hit with a slam or a melee weapon, all creatures adjacent to the target also take bludgeoning damage equal to 2d6 + half the sea giant's Strength bonus (2d6+6 in the case of the sea giant presented above).

Rock Throwing (Ex): Sea giants receive a +1 racial bonus on attack rolls when throwing rocks. The giant can hurl rocks of 60 to 80 pounds (Medium objects) up to five range increments; his range increment with thrown rocks is 140 feet.

Spell-Like Abilities: At will—*control water, fog cloud*, *water breathing*; 3/day—*cone of cold* (DC 15), *frost nova* (DC 13). Caster level 18th.

Amphibious (Ex): Sea giants can breathe both water and air.

Sea Giant Behemoth

This green-skinned humanoid stands almost 60 feet tall. Ropes of seaweed tangle in its thick green beard and a massive suit of sharkskin armor encompasses its frame. It carries a monstrous iron anchor as a weapon in one hand.

Description

Sea giants revere sea giant behemoths as the eldest and most powerful of their race. Some scholars claim the sea giant behemoths are in fact those same giants the titans originally created, though no one has ever proven this.

Combat

Sea giant behemoths begin combat using their War Stomp. They then adopt the tactics listed in the sea giant entry above.

Pulverize (Ex): A sea giant behemoth's pulverize attack deals bludgeoning damage equal to 3d6 + half his Strength bonus (3d6+10 in the case of the giant presented above).

Rock Throwing (Ex): The behemoth can hurl rocks of 120 to 150 pounds (L objects) up to five range increments; his range increment with thrown rocks is 160 feet.

Spell-Like Abilities: At will—*control water, fog cloud*, *water breathing*; 3/day—*cone of cold* (DC 15), *frost nova* (DC 13); 1/day—*whirlwind* (DC 18) (must be cast underwater; creates a whirlpool that remains underwater but otherwise functions exactly as the spell). Caster level 25th. The save DC is Charisma-based.

Gnoll

Medium Humanoid (Gnoll)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	17 (+2 Agy, +1 natural, +2 leather armor, +2 heavy wooden shield), touch 12, flat-footed 15
Base Attack/Grapple:	+3/+7
Attack:	Battleaxe +8 melee (1d8+4/x3) or shortspear +8 melee (1d6/x3) or shortbow +6 ranged (1d6/x3)
Full Attack:	Battleaxe +8 melee (1d8+4/x3) or shortspear +8 melee (1d6/x3) or shortbow +6 ranged (1d6/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., gnoll traits
Saves:	Fort +5, Ref +3, Will +2
Abilities:	Str 19, Agy 14, Sta 15, Int 8, Spt 12, Cha 6
Skills:	Listen +4, Spot +4, Stealth +3
Feats:	Improved Initiative[B], Power Attack, Skill Focus (Stealth), Weapon Focus (battleaxe)[B], Weapon Focus (shortbow)[B], Weapon Focus (shortspear)[B]
Environment:	Temperate forest, plains and mountains
Area:	Any
Organization:	Solitary, pair, hunting party (3–5), band (10–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), or tribe (20–200 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	Use racial levels

This brutish humanoid has a face that resembles a hyena (or perhaps a wild dog). Slightly taller than a human, it has gray skin and yellowish-red fur. Its eyes gleam with feral cunning.

Description

Gnolls are a relatively young race known for their beastly cunning, their ferocious tempers, and their penchant for infighting. Though more intelligent than beasts, they tend to lack the finer reasoning of other sentient races. They enjoy fighting — almost too much — and would be formidable opponents if they did not fall prey constantly to internecine bickering.

Gnolls make their home in Lordaeron in the Alterac Mountains and the Redridge Mountains, but they have spread throughout Azeroth, even to Kalimdor, where they compete with other aggressive humanoids for hunting grounds. Their tendency to challenge each other over petty matters (such as who is the tallest) prevents them from achieving any real unity and thus lessens their overall threat. This is fortunate, for their numbers are such that they could easily overrun other races of equivalent strengths.

Occasionally, gnolls hire out as mercenaries, either as individuals or in small packs of 2 to 5 warriors.

Gnolls speak Low Common, though some learn a broken Common.

Combat

Gnolls like to attack when they have the advantage of numbers, using group tactics and their physical strength to overwhelm and knock down their opponents. They show little discipline in battle unless they have a strong leader; at such times, they can maintain ranks and fight as a unit.

While they do not usually prepare traps, gnolls do use ambushes and try to attack from a flanking position. They always take special care to seek the most favorable conditions possible (such as darkness, cover, or some other form of advantageous condition or terrain) when laying ambushes. The gnoll presented above uses the elite ability score array

Table 1-2: The Gnoll

Gnoll Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	+1 Str, Weapon Focus
2nd	+2	+2	+0	+0	+2 Sta, Weapon Focus, bonus class skills
3rd	+3	+3	+1	+1	+1 Str, Weapon Focus, Improved Initiative

(see Chapter 3: Improving Monsters) and has 3 levels in the gnoll racial class (below).

Gnolls as Characters

Gnoll characters do well as hunters or warriors. Their inborn aggression and decidedly cruel nature drive them to pursue their quarry for the sheer pleasure of the capture and, usually, the kill. Gnoll spellcasters tend to be shaman with strong elemental and warlike tendencies.

Occasionally a gnoll might join an adventuring party in pursuit of a common enemy. Sometimes a gnoll is ousted from gnoll society and must make his way in the world outside. Adventuring bands who value aggressive, persistent hunters and warriors may allow a gnoll to join them. Gnoll characters may take up with either Alliance or Horde, depending on which group has been their primary enemy. (More often than not, though, they join the Horde.) A few operate independently, hiring themselves out as mercenaries to the highest payer.

Gnolls have the following racial traits:

• Strength +2, Intellect –2, Charisma –2. Gnolls are strong-limbed and fierce, but they are poor planners with little forethought and deficient leadership qualities.

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

• Gnoll base land speed is 30 feet.

• Darkvision out to 60 feet.

• +1 natural armor bonus.

• Automatic Language: Low Common.

• Bonus Languages: Common, Darnassian, Orcish, Thalassian, and Zandali. These are the languages spoken by the races most likely to interact with gnoll characters.

• Favored Class: Scout. A multiclass gnoll's scout class does not count when determining whether he suffers an XP penalty for multiclassing (see **World of Warcraft the Roleplaying Game,** Chapter 3: Classes, "Multiclass Characters," *XP for Multiclass Characters*).

Gnoll Levels

Gnolls can take up to three levels in "gnoll" at any time. Racial levels indicate an increased understanding of gnoll history and fighting tradition.

Hit Die: d8.

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

Skill Points at Higher Levels: 2 + Int modifier.

"Class" Skills: Climb (Str), Jump (Str), Listen (Spt), Spot (Spt), Stealth (Agy), Survival (Spt), and Swim (Str).

Weapon and Armor Proficiency: Gnolls with levels in gnoll are proficient with simple and martial weapons, and with light armor and shields (except tower shields).

Weapon Focus: At each level, the gnoll gains Weapon Focus with a weapon of his choice.

Bonus Class Skills: Starting at 2nd level, the gnoll's racial class skills are considered class skills for any other class he might take.

Improved Initiative: At 3rd level, the gnoll gains the Improved Initiative feat, having mastered his aggressive nature enough to get the jump on most opponents in battle.

Gnome, Leper

Small Humanoid

Hit Dice:	1d8 (4 hp)
Initiative:	+2
Speed:	20 ft. (4 squares)
Armor Class:	19 (+1 size, +2 Agy, +5 breastplate, +1 buckler), touch 13, flat-footed 17
Base Attack/Grapple:	+1/–3
Attack:	Short sword +2 melee (1d4/19–20) or flintlock pistol +4 ranged (2d6/x3)
Full Attack:	Short sword +2 melee (1d4/19–20) or flintlock pistol +4 ranged (2d6/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision, leper gnome traits
Saves:	Fort +3, Ref +3, Will +0
Abilities:	Str 10, Agy14, Sta 11, Int 12, Spt 9, Cha 8
Skills:	Climb –1, Craft (technological device) +3, Disable Device +3, Handle Animal +1, Intimidate +1, Listen +3, Open Lock +3, Spot +3, Jump –3
Feats:	Exotic Weapon Proficiency (firearms)[B], Skilled (Listen and Spot)
Environment:	Any underground
Area:	Gnomeregan
Organization:	Solitary, troupe (2–4), attack squad (3–5 plus one 3rd-level sergeant), or cluster (10–20 plus 15% noncombatants plus two 3rd-level sergeants plus one 5th-level tinker)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Always chaotic neutral
Advancement:	By character class
Level Adjustment:	—

The creature resembles a starved gnome with sickly green skin. He wears a dented breastplate and a small buckler; a short sword hangs at his hip, and he occasionally fingers the pistol in his belt holster. His eyes glow with a dull green light, and his cracked and bloated lips curve in a manic grin.

Description

When High Tinker Mekkatorque initiated his advisor's plan and flooded Gnomeregan's halls with radiation, the radiation did succeed in stopping the troggs' advance for a time, but it ultimately killed more gnomes than troggs. Even worse, though, many gnomes still within Gnomeregan's halls became horribly mutated and insane, changing into what are now known as leper gnomes.

Leper gnomes vaguely resemble normal gnomes. Emaciated and sickly, their skin is bloated and green with gangrene, while their eyes glow with a color and light similar to that of the radioactive pools in their once-beautiful city. Even worse than their physical mutation, though, is the perverse madness caused by the poisoning that twisted their bodies. While individuals among them may seem saner than others, all are irrevocably twisted.

Leper gnomes claim Gnomeregan as their own and, led by Mekgineer Thermaplugg, defend its halls with horrible constructs and their own prowess. They continue their battle against the troggs, who are more dangerous now due to the radioactive goo that clings to their rocklike skin. Other mutated creatures lurk in the shadows, killing whatever crosses their paths. Perhaps the worst enemies, in their minds, are true gnomes, whom they blame for their current existence. They regard High Tinker Mekkatorque as a demon, and his followers not much better. They regard all other creatures as intruders and quickly put them down.

Recently, however, some adventurers have seen leper gnomes in company with Dark Iron dwarves. Many theorize that Thermaplugg is attempting an alliance between the two underground races, in an attempt to strengthen his own forces and finally defeat the troggs.

Leper gnomes speak Common and Gnome.

Combat

The leper gnome's tactics vary at his whims. Sometimes he charges blindly in with his sword flashing, while other times he snipes from strategic locations.

The leper gnome presented above uses the nonelite ability score array (see Chapter 3: Improving Monsters) and has 1 level in the soldier non-player character class.

Leper Gnomes as Characters

Leper gnomes as a whole suffer from an intensely paranoid xenophobia, fearing that other races seek to encroach upon their territory. Thus, few leper gnomes ever leave Gnomeregan or interact willingly with a foreign race. Occasionally, though, one can be found aboveground.

A leper gnome's reasons for leaving may make little sense, but curiosity or scorn from his peers may drive a leper gnome to the surface. More recently, leper gnomes have undertaken diplomatic missions to races such as the Dark Iron dwarves. A leper gnome may join a group of adventurers for protection or even simple wanderlust, but his loyalty lasts only as long as his interest. Regardless, a leper gnome *never* associates with a regular gnome, preferring to kill or torture them rather than to work with them.

Most leper gnomes are tinkers or rogues, though some retain finesse with magical arts and become mages.

Leper gnomes have the following racial traits:

- –2 Strength, –2 Spirit, +2 Agility, +2 Intellect. Leper gnomes are quick of mind and body, but their small, diseased frames lack true muscle and their minds decay into madness.
- Small: As a Small creature, a leper gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, a +4 size bonus on Stealth checks to hide, and a –4 penalty on grapple checks. He must use smaller weapons than humans use, however, and his lifting and carrying limits are three-quarters those of a Medium character.
- Leper gnome base land speed is 20 feet.
- Darkvision out to 60 ft.
- +2 racial bonus on Craft (technological device), Disable Device, and Open Lock checks. A leper gnome may use Disable Device and Open Lock even if he has no ranks in these skills. These skills are class skills for all leper gnome characters. Leper gnomes feel a kinship with mechanical devices.

• +2 racial bonus on Listen checks. Leper gnomes have keen ears.

• +1 racial bonus on all saving throws. Like their cousins, leper gnomes are incredibly savvy at avoiding danger.

• +2 racial bonus on Fortitude saving throws against disease. A leper gnome's body is used to fighting disease. This bonus stacks with their racial bonus on all saving throws.

• Technological Feat: Leper gnomes begin play with one bonus feat: either Exotic Weapon Proficiency (firearms), or choose one from the list of tinker bonus feats. He must meet any prerequisites associated with that feat.

• Automatic Languages: Common and Gnome.

• Bonus Languages: Dwarven, Goblin, and Low Common. Leper gnomes learn the languages of the creatures with which they live and compete.

• Favored Class: Tinker. A multiclass leper gnome's tinker class does not count when determining whether he suffers an XP penalty for multiclassing (see **World of Warcraft the Roleplaying Game,** Chapter 3: Classes, "Multiclass Characters," *XP for Multiclass Characters*).

Golem

The world "golem" refers to any vaguely humanoid-shaped construct built by another creature. Golems of stone, metal, straw, and even flesh exist. In some cases, a bound elemental or eldritch magic animates the golem; other golems are purely mechanical constructs.

All golems share a number of traits. As mindless, soulless constructs, they cannot feel, nor do they require food, air, or sleep. They follow orders literally and unrelentingly. Adventurers cannot reason with golems. They cannot bargain with golems. A golem is a tool, a weapon, with a specific purpose. It fulfils that purpose or dies trying.

Golems withstand even the harshest environments. This trait combined with their loyalty makes them excellent guardians for vaults and underground lairs.

The harvest golem is described below; other types of golem undoubtedly exist.

Harvest Golem

Medium Construct

Hit Dice:	7d10+20 (58 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	20 (+2 Agy, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+5/+11
Attack:	Claw +12 melee (1d4+7/17–20)
Full Attack:	2 claws +12 melee (1d4+7/17-20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Backstab +2d6, keen claws
Special Qualities:	Darkvision 60 ft., low-light vision, immunity to magic, lifeless mien, construct traits
Saves:	Fort +2, Ref +4, Will +3
Abilities:	Str 23, Agy 14, Sta —, Int —, Spt 12, Cha 1
Skills:	Stealth +10
Feats:	—
Environment:	Any
Area:	Westfall
Organization:	Solitary
Challenge Rating:	5
Treasure:	Special (see below)
Alignment:	Always neutral
Advancement:	8–15 HD (Medium)
Level Adjustment:	—

Eyes like live coals peer out from under the brim of a battered farmer's hat. Wisps of straw protrude from the creature's sleeves and the collar of its tattered shirt. It shambles forward with disturbing swiftness, four gleaming blades stabbing out from each shirt cuff.

Description

Three qualities make a harvest golem so terrifying: its surprising speed, its harmless appearance, and its merciless battle tactics. A harvest golem appears at first to be a common scarecrow. Only a closer examination reveals its snarling face, glowing eyes, and unnaturally long arms and dagger fingers — and by then it is usually too late.

Goblins created the first harvest golems to serve as guardians, setting the constructs to patrol the fields of Westfall. The goblins' first attempts were too effective; the golems killed so quickly and ruthlessly that no victims remained to spread tales of the horrifying guardians. Goblin tinkers thus hamstrung one of their creations just long enough for a survivor to spread the word. Within weeks, the fields of Westfall stood empty save for their silent, shambling caretakers. Harvest golems have since spread to other territories, leaving fear and mutilated corpses in their wake.

Combat

A harvest golem poses as a simple scarecrow long enough for its victims to enter partial charge range (20 feet). It then charges, utilizes its backstab ability to rip the throat out of its nearest opponent.

While mindless, a harvest golem possesses a degree of innate cunning a touch above that of most golems, modifying its tactics somewhat in response to its enemies' attacks. A harvest golem never retreats.

Backstab (Ex): This ability functions as the rogue's backstab, except that a harvest golem cannot opt to deal non-lethal damage with this attack.

Keen Claws (Ex): A harvest golem's claws function in all ways as *+1 keen daggers*. If a harvest golem is destroyed, its claws lose their magic qualities. They remain useful as masterwork daggers, though designed for a harvest golem's use. Any other creature using the claws as daggers takes a –2 penalty on attack rolls (for a total of a –1 penalty, given the +1 enhancement bonus from the masterwork quality).

Immunity to Magic (Su): A harvest golem is immune to any spell or spell-like ability that allows spell resistance. However, any spell with the fire descriptor is an exception, for it affects the harvest golem normally.

Lifeless Mien (Ex): A harvest golem spends most of its time posing as a lifeless scarecrow. Enemies who pass within 30 feet of a such a harvest golem may make a DC 20 Spot check to realize the golem is animate.

Treasure: A harvest golem possesses eight masterwork daggers, but, as these are unwieldy (see above), they usually sell for no more than 100 gp each.

Skills: A harvest golem gains a +8 racial bonus on Stealth checks.

Construction

A harvest golem seems a simple scarecrow, but a crafter must lace its innards with sachets of expensive powders and ground herbs. In addition, the caster inscribes animating runes inside the golem's fabric body, which requires a rare ink made of powdered arcanite. These components cost 500 gp. A harvest golem costs 2,500 gp per Hit Die. Assembling the body requires a DC 15 Craft (tailoring) check. Costs for a 7-HD harvest golem appear below.

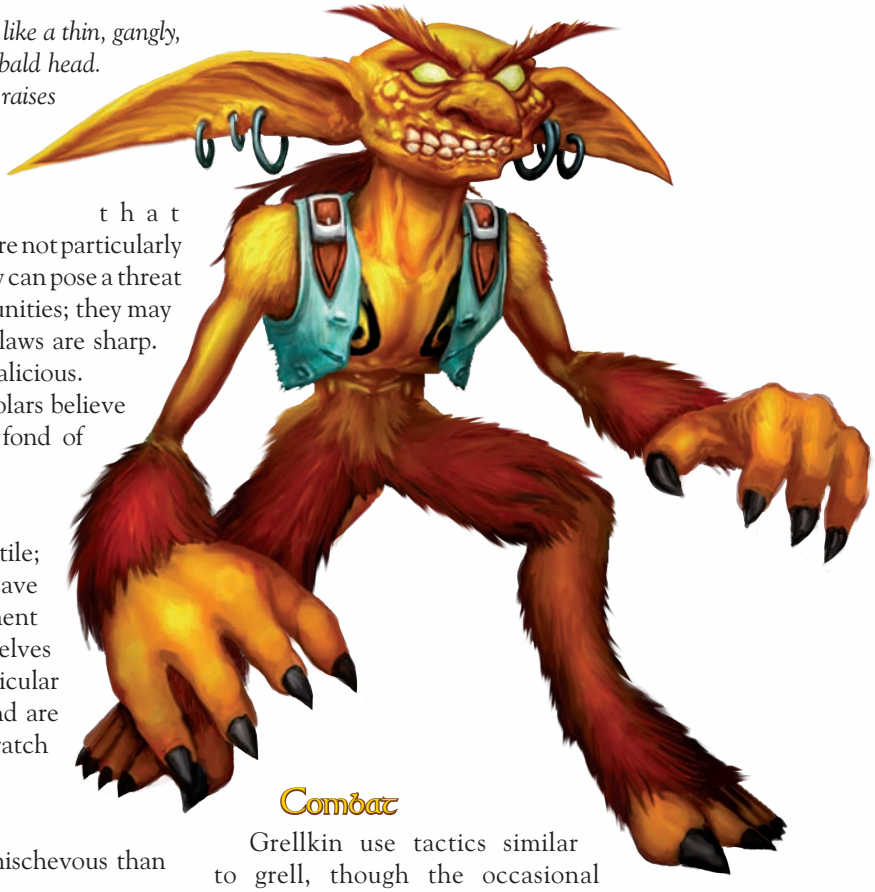
CL 6th; Craft Construct (see Chapter 4), *bladestorm, geas/quest, limited wish,* caster must be at least 6th level; Price 18,000 gp; Cost 9,250 gp + 1,000 XP.

Greil

	Greil	Greilkin
	Small Fey	**Small Fey**
Hit Dice:	1d6 (3 hp)	3d6+3 (13 hp)
Initiative:	+2	+2
Speed:	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class:	16 (+1 size, +2 Agy, +3 natural), touch 13, flat-footed 14	18 (+1 size, +2 Agy, +5 natural), touch 13, flat-footed 16
Base Attack/Grapple:	+0/–4	+1/–2
Attack:	Claw +3 melee (1d4)	Claw +4 melee (1d4+1)
Full Attack:	Claw +3 melee (1d4)	Claw +4 melee (1d4+1)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	—
Special Qualities:	Low-light vision	Low-light vision
Saves:	Fort +0, Ref +4, Will +3	Fort +2, Ref +5, Will +5

Abilities:	Str 10, Agy 14, Sta 11, Int 7, Spt 13, Cha 12	Str 13, Agy 15, Sta 12, Int 8, Spt 14, Cha 13
Skills:	Listen +5, Perform (dance) +5, Spot +5, Stealth +5 (+9 hiding)	Listen +10, Perform (dance) +7, Spot +10, Stealth +8 (+12 hiding), Survival +8
Feats:	Weapon Finesse	Skilled (Listen and Spot), Weapon Finesse
Environment:	Temperate forest	Temperate forest
Area:	Teldrassil	Teldrassil
Organization:	Gang (2–5)	Gang (2–5)
Challenge Rating:	1/3	1
Treasure:	Standard	Standard
Alignment:	Usually neutral	Usually chaotic neutral
Advancement:	2–4 HD (Small) or by character class	4–9 HD (Small) or by character class
Level Adjustment:	—	—

This small, skipping creature looks a bit like a thin, gangly, orange goblin. Large ears spread from its bald head. Its pupil-less yellow eyes stare at you as it raises a clawed paw.



Description

Grell are small, playful creatures that can be encountered in wild areas. They are not particularly dangerous individually, but in gangs they can pose a threat to outlying night elf and furbolg communities; they may be small and unimpressive, but their claws are sharp. Scatterd groups of them are actively malicious.

Some grell wear earrings, which scholars believe may possess magical traits. Grell are fond of hyacinth mushrooms.

Combat

Grell are not particularly hostile; generally, they are content to leave potential dangers alone. If an opponent attacks, however, they defend themselves fiercely. Grell in a gang feel no particular connection to each other, it seems, and are as likely to assist their comrade as to watch the combat idly.

Grellkin

Grellkin are a bit larger and more mischevous than grell.

Combat

Grellkin use tactics similar to grell, though the occasional grellkin wields a manufactured weapon.

Harpy

Medium Monstrous Humanoid	
Hit Dice:	2d8 (9 hp)
Initiative:	+1
Speed:	10 ft. (2 squares), fly 80 ft. (average)
Armor Class:	15 (+1 Agy, +2 natural, +2 leather), touch 11, flat-footed 14
Base Attack/Grapple:	+2/+2
Attack:	Claw +2 melee (1d3) or javelin +3 ranged (1d6)
Full Attack:	2 claws +2/+2 melee (1d3) and dagger –3 melee (1d4); or javelin +3 ranged (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +0, Ref +4, Will +4
Abilities:	Str 11, Agy 13, Sta 10, Int 9, Spt 12, Cha 8
Skills:	Intimidate +5, Listen +7, Spot +6
Feats:	Dodge
Environment:	Temperate and warm hills and mountains
Area:	Kalimdor, particularly Durotar, Mulgore, Ashenvale, Teldrassil
Organization:	Solitary, pair, or flight (1–4 plus one 5th-level shaman)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+0

This creature is a graceful winged humanoid. Its feminine face is beautiful and faintly elven, and it has birdlike feet and clawed hands. It is dirty and unkempt, and a foul, unwashed smell emanates from it.

Description

Harpies are cruel creatures that resemble a combination of brightly-colored bird and vaguely elven female. They live to breed more of their kind and to prey upon the unwary. They enjoy killing, torture, and wanton destruction.

Harpies either wear no clothing or else dress in the clothes of their female victims. Their perpetually bitter expressions and angry outcries attest to their shrewish temperament. Indeed, among their kind, harpies like nothing better than to argue and bicker over everything from safe havens to who gets priority when making a kill.

Legends claim that harpies are descended from elves who betrayed Azshara, and that their transformation into their current hideous shapes is their punishment for that transgression. Harpies don't particularly care if this story is true. They simply want to continue their lives of violence and destruction and ensure the continuation of their species.

Harpy society is made up of a loose network of hunting parties, usually led by a shaman called a "windwitch." Windwitch shaman exercise a modicum of leadership among groups of harpies, deciding when it is time to move their lairs or decreeing which captives will be preserved for breeding purposes.

No male harpies have been reported, so (rumor has it) harpies breed with captive males of many species, though they prefer elves, orcs, and humans to either smaller or larger species. Despite their contentious natures, harpies cooperate in raising their young, a communal process that results in teaching harpy fledglings to hunt and kill their prey as well as to compete with their companions.

Harpies speak Low Common.

Combat

Harpies usually attack from a distance first, throwing their javelins. They close to melee and use their powerful clawed feet and daggers to rip their enemies apart. Pairs of harpies often attack in tandem, trying to gain flanking bonuses, while larger groups may or may not assist one another in combat.

Skills: A harpy gains a +4 racial bonus on Intimidate, Listen, and Spot checks.

Harpies as Characters

Even though harpies do not have a level adjustment, a GM probably should not allow a harpy hero into a party of characters under 4th or 5th level. The ability to fly is subtly powerful, but by 5th level, most heroes can have that ability anyway (since *fly* is a 3rd-level spell).

Helboar

Medium Magical Beast (Fire)

Hit Dice:	12d10+48+3 (117 hp)
Initiative:	+4
Speed:	40 ft. (8 squares)
Armor Class:	21 (+11 natural), touch 10, flat-footed 21
Base Attack/Grapple:	+12/+16
Attack:	Gore +17 melee (2d6+6 plus 2d6 fire)
Full Attack:	Gore +17 melee (2d6+6 plus 2d6 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Flaming charge (DC 20)
Special Qualities:	Low-light vision, ferocity, fire subtype, flaming body, scent
Saves:	Fort +12, Ref +8, Will +6
Abilities:	Str 19, Agy 10, Sta 19, Int 3, Spt 15, Cha 6
Skills:	Listen +12, Spot +11
Feats:	Improved Initiative, Power Attack, Skilled (Listen and Spot), Toughness, Weapon Focus (gore)
Environment:	Plains
Area:	Blasted Lands
Organization:	Solitary or herd (4–8)
Challenge Rating:	8
Treasure:	None

Alignment: Always neutral
Advancement: 13–18 HD (Large)
Level Adjustment: —

This spiny, mottled boar burns with a reddish-orange flame.

Description

Helboar were once ordinary boars, now mutated by the earth-shattering magic of the Blasted Lands. The arcane fire that savaged the region was absorbed into native boars, turning them into savage, ferocious predators.

The body of a helboar is constantly aflame, although this flame deals no damage to the creature. Helboar are omnivores, but consume only plants or animals thoroughly cooked by their flames. Typical helboar are 4 feet long, stand 3 feet high, and weigh 300 pounds or more.

Combat

Helboar viciously charge any creature that enters their territory. Once engaged in melee, they use their flaming gore attack to tear into and fry their opponents.

Flaming Charge (Ex): If a helboar hits an opponent with a charge, the flames from its body burst forth, enveloping the target. The foe must make a DC 20 Reflex save or catch on fire for 2d4 rounds (see Chapter 5: Monster Types, Subtypes, and Abilities). A burning opponent can take a move action to put out the flames. The save DC is Stamina-based.

Ferocity (Ex): Like a natural boar, a helboar is so ferocious that it continues to fight even while disabled or dying.

Flaming Body (Su): Helboar are constantly sheathed in magical fire that deals no damage to them. Creatures striking a helboar with natural or hand-held weapons deal normal damage, but also take 2d6 points of fire damage.

A helboar's flaming body also protects it from cold, so, unlike most creatures with the fire subtype, a helboar does not suffer from a vulnerability to cold.

Hydra

Large Magical Beast
Hit Dice: 12d10+108 (174 hp)
Initiative: +5
Speed: 30 ft. (6 squares), swim 20 ft.
Armor Class: 18 (–1 size, +1 Agy, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple: +12/+24
Attack: Bite +20 melee (2d6+8/19–20 plus poison)
Full Attack: 3 bites +20 melee (2d6+8/19–20 plus poison)
Space/Reach: 10 ft./10 ft.
Special Attacks: Poison (DC 27), spit
Special Qualities: Darkvision 60 ft., fast healing 12, split
Saves: Fort +17, Ref +9, Will +4
Abilities: Str 26, Agy 12, Sta 28, Int 4, Spt 10, Cha 6
Skills: Listen +13, Spot +14, Swim +16
Feats: Ability Focus* (poison), Improved Critical (bite), Improved Initiative, Skilled (Listen and Spot), Weapon Focus (bite)

Environment: Temperate and warm aquatic, marsh, and underground
Area: Any
Organization: Solitary, pair, or colony (3–5 plus 1 hydra of 17+ HD)
Challenge Rating: 11
Treasure: None
Alignment: Usually neutral
Advancement: 13–16 HD (Large); 17–24 HD (Huge)
Level Adjustment: —

This lizard-like creature rears up on two powerful legs. Scales and fins cover its body, and three heads on snakelike necks turn to look at you.

Description

Hydras are three-headed beasts that dwell in marshes and in damp underground areas. They are notoriously

difficult to kill, both because their wounds heal quickly and, when another creature would die from similar wounds, they split into two smaller hydras. Some savage creatures discover ways to use hydras as guardians, though these creatures are by no means domesticated.

Combat

Hydras are fearless, because they know they are tough customers. They charge with little intelligence or tactics. Multiple hydras (such as those created when a large hydra becomes two smaller hydras) use flanking tactics and attempt to overwhelm a single opponent before moving on to the next.

Poison (Ex): Bite or spit, Fortitude DC 27, 1d4 Str and 1d2 Sta/1d4 Str and 1d2 Sta. The save DC is Stamina-based.

Spit (Ex): A hydra's head can spit a glob of poison, either as a standard action or as part of a full attack, instead of biting. This is a ranged touch attack with a range increment of 20 feet and a maximum range 0f 100 feet. As part of a full attack action, some of the hydra's heads can bite while others spit. (However, as it is a ranged attack, spitting provokes attacks of opportunity.)

Fast Healing (Ex): A hydra has fast healing equal to its Hit Dice (12, in the case of the hydra presented above).

Split (Ex): When a hydra drops to 0 hit points or dies, it splits into two smaller hydras. Each of these hydras has half the maximum hit points of the original (these hit points are their maximum hit points) and is one size category smaller than the original. Their other statistics (including total Hit Dice, base attack bonus, and saves) are identical to those of the original hydra. They do not suffer ability damage or other effects (either beneficial or detrimental) that affected the original hydra. They can act in the turn in which they appear. If the created hydras would be Tiny or smaller or have fewer than 15 hit points, they are not created, and the original hydra simply dies. Over several days, hydras created in this manner grow to the size of the original and gain 5 maximum hit points per day until they are each identical to the original hydra.

Skills: Due to its three sets of eyes and ears, a hydra gains a +4 racial bonus on Listen and Spot checks.

Imp

Tiny Outsider (Demon, Evil, Extraplanar)

Hit Dice:	1d8+3 (7 hp)
Initiative:	+6
Speed:	20 ft. (4 squares)
Armor Class:	17 (+2 size, +2 Agy, +3 natural), touch 14, flat-footed 15
Base Attack/Grapple:	+1/–8
Attack:	Claws +2 melee (1d3–1)
Full Attack:	Claws +2 melee (1d3–1)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	*Lesser firebolt* (DC 13)
Special Qualities:	Blindsight 60 ft., darkvision 60 ft., immunity to fire, spell resistance 11, demon traits
Saves:	Fort +2, Ref +4, Will +0
Abilities:	Str 8, Agy 14, Sta 11, Int 8, Spt 7, Cha 15
Skills:	Climb +3, Concentration +4, Knowledge (the planes) +3, Listen +2, Spot +2, Stealth +6 (+14 to hide), Use Magic Device +6
Feats:	Improved Initiative[B], Toughness
Environment:	The Twisting Nether
Area:	The Twisting Nether
Organization:	Solitary, pair, or gang (3–5)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	2–4 HD (Small); or by character class
Level Adjustment:	—

This small, thin humanoid has two long horns and bright yellow eyes. A wicked grin spreads across its narrow face as a ball of flame materializes in its palm.

Description

Imps are small demons that hold limited arcane power. They often serve more powerful beings, usually demons or warlocks; though its natural deference to a master makes it a prized servant, an imp's impetuous and destructive tendencies can manifest at the worst possible times.

Imps love fire – if left unchecked, they tend to ignite whatever flammable material they come across. Most imps that make their home on Azeroth dwell in the Burning Steppes or inside Blackrock Mountain. An imp found elsewhere is likely a warlock's fel companion, or else it has come directly from the Twisting Nether.

Imps speak Eredun, and some also speak Common.

Combat

When outmatched, imps simply run, only to show up later when their enemies are weakened or occupied. In groups, they are capable of simple group tactics, such as focusing their attacks on one opponent and setting up ambushes. An imp engages a foe in melee only as a last resort, preferring to use *lesser firebolt* from a safe distance.

While accompanying its master, an imp almost always acts exactly as instructed. Sometimes, though, an imp that is feeling particularly bold may take an action that its master hasn't expressly forbidden (such as secretly lighting a table on fire, or finishing off a creature that its master intended to take prisoner).

***Lesser Firebolt* (Sp):** An imp can invoke an effect identical to a *lesser firebolt* (DC 13) a number of times per day equal to 3 + its Charisma modifier (5/day in the case of the imp presented above). The save DC is Charisma-based, and the caster level is equal to the imp's racial Hit Dice.

Spell Resistance: An imp has spell resistance equal to 11 + 1/2 its racial Hit Dice.

Infernal

	Lesser Infernal	Infernal	Massive Infernal
	Large Construct (Chaotic, Demon, Evil, Extraplanar)	**Huge Construct (Chaotic, Demon, Evil, Extraplanar)**	**Gargantuan Construct (Chaotic, Demon, Evil, Extraplanar)**
Hit Dice:	8d10+30 (74 hp)	16d10+40 [x2] (256 hp)	32d10+60 [x3] (708 hp)
Initiative:	+0	+0	+0
Speed:	20 ft. (4 squares)	30 ft. (6 squares)	40 ft. (8 squares)
Armor Class:	21 (–1 size, +12 natural), touch 9,1 flat-footed 2	28 (–2 size, +20 natural), touch 9, flat-footed 29	32 (–4 size, +26 natural), touch 9, flat-footed 35
Base Attack/Grapple:	+6/+15	+12/+29	+24/+52
Attack:	Slam +10 melee (2d6+7 plus 1d6 fire and 1 fel)	Slam +19 melee (2d10+9 plus 1d6 fire and 1d6 fel)	Slam +37 melee (3d12+16/19-20 plus 2d6 fire and 2d6 fel)
Full Attack:	Slam +10 melee (2d6+7 plus 1d6 fire and 1 fel)	2 slams +19 melee (2d10+9 plus 2d6 fire and 1d6 fel)	2 slams +37 melee (3d12+16/19–20 plus 2d6 fire and 2d6 fel)
Space/Reach:	10 ft./10 ft.	15 ft./15 ft.	20 ft./20 ft.
Special Attacks:	Blazing body, burn (DC 14), lesser fel strike, meteoric arrival (DC 14)	Blazing body, burn (DC 18), fel strike, meteoric arrival (DC 18)	Blazing body, burn (DC 26), greater fel strike, meteoric arrival (DC 26)
Special Qualities:	Darkvision 60 ft., damage reduction 5/good and magic, demon construct, immunity to fire, resistance to cold 10 and electricity 5, spell resistance 16, construct traits	Darkvision 60 ft., damage reduction 10/good and magic, demon construct, demonic reinforcement, immunity to fire, resistance to cold 20 and electricity 10, spell resistance 22, construct traits	Darkvision 60 ft., damage reduction 20/epic and, demon construct, improved demonic reinforcement, immunity to fire, resistance to cold 40 and electricity 20, spell resistance 34, construct traits
Saves:	Fort +2, Ref +2, Will +2	Fort +5, Ref +5, Will +6	Fort +10, Ref +10, Will +12
Abilities:	Str 20, Agy 10, Sta –, Int 1, Spt 11, Cha 7	Str 28, Agy 10, Sta –, Int 2, Spt 13, Cha 8	Str 42, Agy 10, Sta –, Int 3, Spt 15, Cha 9
Skills:	Jump +16	Jump +28	Jump +51
Feats:	Cleave, Power Attack, Reckless Attack	Bash, Cleave, Great Cleave, Improved Bull Rush, Power Attack, Reckless Attack	Bash, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (slam), Improved Overrun, Power Attack, Reckless Attack, Thunderous Blow, Weapon Focus (slam)
Environment:	Any	Any	Any
Area:	Ashenvale, Twisting Nether	Felwood, Twisting Nether	Blasted Lands, Twisting Nether
Organization:	Solitary, pair, gang (3–7), or horde (8–20)	Solitary, pair, or gang (3–5)	Solitary
Challenge Rating:	7	12	22
Treasure:	None	None	None
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	9–12 HD (Large)	17–24 HD (Huge)	33–42 HD (Gargantuan)
Level Adjustment:	—	—	—

The body of this massive creature is vaguely humanoid, made of shifting stones with an otherworldly appearance. The creature's joints and face exude greenish-yellow flames.

Description

Infernals are savage extraplanar creatures that dwell in an unknown, brutal corner of the Twisting Nether. They are a strange combination of demon and construct. Most demons shun them as uncontrollable and savage. Warlocks who summon infernals do so at great risk to themselves, for an infernal that breaks free attacks its former controller with unfettered ferocity.

Unsummoned infernals arrive through weaknesses in the cross-planar boundaries, crashing to Azeroth in devastating meteoric impacts. The infernal rises from the resulting crater and sets off on an orgy of destruction that can last hours. Fortunately for the rest of the world, an infernal's time on Azeroth is limited to less than a day, whereupon the Twisting Nether swallows it up once again. Also fortunately for Azeroth, infernals appear only in places where the boundaries between planes are unnaturally weak, and such locales are rare.

Lesser infernals stand 10 feet high and weigh 2,000 pounds. They do not speak, although they understand Eredun.

Combat

A lesser infernal attacks indiscriminately. It is somewhat less cunning than larger infernals and tends simply to go after the nearest opponent. Damage they take only infuriates them; a lesser infernal never retreats from a fight.

Blazing Body (Ex): Infernals burn with otherworldly flames. Any creature within 10 feet of a lesser infernal takes 1d4 points of fire damage each round. Any creature that attacks a lesser infernal with a handheld weapon takes 1d6 points of fire damage.

Burn (Ex): Any creature that comes into contact with a lesser infernal, either on its own or if the infernal hits it with a slam attack, must make a DC 14 Reflex save or catch on fire (see Chapter 5: Monster Types, Subtypes, and Abilities). A burning creature can take a move action to put out the flames. The flames burn for 1d4 rounds. The save DC is Agility-based.

Lesser Fel Strike (Su): This ability functions as fel strike, save that it deals only 1 point of fel damage.

Meteoric Arrival (Ex): When a lesser infernal arrives on Azeroth, it tears through a planar rift and falls from a great height. This fall creates a crater 10 feet wide, dealing 4d6 points of bludgeoning damage to all creatures in that area and 2d6 points of damage to creatures within 20 feet. The damage is half bludgeoning, one-quarter fire, and one-quarter fel. Creatures can attempt DC 14 Reflex saves for half damage. Those who fail, in addition to taking damage, are knocked prone.

Plant life and other natural formations in the area are blown apart by the impact. Structures in the area take double damage from the meteoric fall. The infernal itself is unaffected by the crash landing. The save DC is Agility-based.

Demon Construct (Ex): Infernals count as demons for all spells and other effects that affect demons.

Infernal

Infernals are larger and rarer than lesser infernals. They stand 15 feet high and weigh 15,000 pounds.

Combat

Infernals are straightforward combatants that enjoy destruction for destruction's sake. In combat, they prefer to attack weak or "soft" targets first, saving more difficult opponents for last. Infernals use the Reckless Attack feat to maximize their damage against weaker foes; failing that, they attack the most flammable-seeming enemy, apparently enjoying the resulting blaze.

Blazing Body (Ex): An infernal's blazing body deals 1d6 points of fire damage to creatures within 15 feet, and 2d6 points of fire damage to creatures attacking it with natural or hand-held weapons.

Burn (Ex): The Reflex save DC for an infernal's burn ability is 18. The flames burn for 2d4 rounds.

Meteoric Arrival (Ex): An infernal's arrival creates a crater 15 feet wide and deals 8d6 points of damage to creatures within that area; it deals 4d6 points of damage to creatures within 30 feet. The Reflex save DC is 18.

Demonic Reinforcement (Ex): An infernal's creation involves unknown rituals and substances that toughen the creature. Demonic reinforcement doubles its hit points.

Massive Infernal

Massive infernals are terrifying monstrosities that appear only in places where the fabric of reality has been savagely torn asunder. Even then they are exceptionally rare. A warlock who would dare to summon a massive infernal does so at peril not only of his own life, but of the life of everything for miles in all directions.

Massive infernals stand 24 feet high and weigh 32,000 pounds.

Combat

A massive infernal has a degree of cunning beyond that of other infernals, and chooses its foes with more care. It optimizes its attacks to deal the most damage and destruction with the least risk to itself. Massive infernals revel in carnage as much as their smaller cousins, but they reserve the wanton slaughter until after they have eliminated major threats.

Blazing Body (Ex): An infernal's blazing body deals 2d6 points of fire damage to creatures within 20 feet and 4d6 points of fire damage to creatures attacking it with natural or hand-held weapons.

Burn (Ex): The save DC for a massive infernal's burn ability is 26. The flames burn for 2d6 rounds.

Greater Fel Strike (Su): This ability functions as fel strike, save that it deals 2d6 points of damage.

Meteoric Arrival (Ex): A massive infernal's arrival creates a crater 20 feet wide and deals 16d6 points of damage to creatures within that area; it deals 8d6 points of damage to creatures within 40 feet. The Reflex save DC is 26.

Improved Demonic Reinforcement (Ex): A massive infernal's creation involves unknown rituals and substances. Improved demonic reinforcement triples its hit points.

Kobold

Small Humanoid (Kobold)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+3
Speed:	20 ft. (4 squares)
Armor Class:	18 (+1 size, +3 Agy, +4 chain shirt), touch 14, flat-footed 15
Base Attack/Grapple:	+0/–3
Attack:	Heavy pick +2 melee (1d4+1/x4)
Full Attack:	Heavy pick +2 melee (1d4+1/x4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Backstab +1d6
Special Qualities:	Heightened low-light vision, trapfinding, kobold traits
Saves:	Fort +1, Ref +5, Will +2
Abilities:	Str 12, Agy 17, Sta 13, Int 6, Spt 14, Cha 10
Skills:	Appraise +4, Listen +8, Profession (miner) +10, Search +4, Spot +8, Stealth +9 (+13 hiding)
Feats:	Skilled (Profession [miner] and Stealth)
Environment:	Underground
Area:	Eastern Kingdoms, Thousand Needles
Organization:	Group (2–6), patrol (7–12), or expedition (11–20)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Often chaotic neutral
Advancement:	By character class
Level Adjustment:	+0

This small, rat-like humanoid has a long snout. White hair pokes from beneath a ragged cap, on which perches a dribbling white candle. It hoists a leather pack over its left shoulder and a mining pick over its right. Its eyes glitter with wariness.

Description

Kobolds are cowardly humanoids that dwell underground and spend their lives mining, primarily for gold. Though not powerful individually, they congregate in large numbers and can prove a nuisance and, occasionally, a danger. They live in fear of larger races and rarely venture outside their tunnels.

Kobolds trade the gold and other minerals they unearth to goblins and other patrons for all the goods they need to survive; occasionally they purchase protection as well. As they can't see perfectly well in the dark, kobolds have a great affinity for candles.

The kobold presented above uses the elite ability score array (see Chapter 3: Improving Monsters) and has 1 level in the rogue class.

Combat

Kobolds are cowardly and flee from most combats. However, they are tenacious and fierce when cornered, so when their lairs are threatened, they attack with abandon. They are not particularly intelligent and their tactics leave much to be desired. Though they are naturally stealthy, they use this ability for escape more often than ambush; when fighting opponents, they attempt to overwhelm them with large numbers.

Occasionally, adventurers find kobolds so cowardly that they refuse to help

their friends when they fall under attack nearby; these craven creatures prefer to simply go about their business (sweating in fear all the while) and hope that the troublesome adventurers leave them alone.

Kobolds as Characters

Kobolds prefer to remain among their own kind. Many have a fear of the world above ground and of the races that live there. They are comfortable with their existence in the mines, chipping away with their picks and admiring each other's candles.

Kobolds must deal with a frightening number of enemies, being generally weak, and gifted kobold fighters who are able to protect their people rise quickly to the fore. These leaders are usually rogues, warriors, or healers. Rarer are the exceptional kobolds that leave their tunnels behind, striking out on a life of adventure. Most of these have a wanderlust they cannot otherwise sate; others feel the pull of riches more keenly than their brethren, and realize that adventure may be the best way to get what they need.

Kobolds have the following racial traits:

• +2 Agility, –2 Intellect. Kobolds are quick and deft, but not too bright.

• Small size. As a Small creature, a kobold gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, a +4 size bonus on Stealth checks to hide, and a –4 penalty on grapple checks. She must use smaller weapons than humans use, however, and her lifting and carrying limits are three-quarters those of a Medium character.

• Kobold base land speed is 20 feet.

• Heightened Low-Light Vision. Kobolds can see four times 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.

• Candle Morale. Many kobolds wear helmets that sport lit candles. These serve as more than just light sources, for kobolds develop an attachment to their candles and the light they shed. When a kobold wears or holds a lit candle, she gains a +1 morale bonus on attack and damage rolls and a +4 morale bonus on saves against fear effects.

However, it doesn't take much to extinguish one of these candles. In general, the following circumstances extinguish a kobold's candle: The kobold fails any saving throw; the kobold moves more than 40 feet in a round; or an opponent strikes the candle with a melee or ranged touch attack. An opponent may take a –4 penalty on his attack roll to hit both the kobold and the candle with the same attack, thereby both dealing damage and extinguishing the candle.

• Kobolds suffer a –4 penalty on saves against fear effects.

• Kobolds have a +2 racial bonus on Listen and Spot checks. Kobolds are keen at detecting danger (so that they can avoid it).

• Kobolds have a +2 racial bonus on Appraise, Profession (miner), Search, and Stealth checks; further, these are all class skills for kobolds. Kobolds are born miners, and they spend their lives hiding from larger races.

• All kobolds are proficient with light and heavy picks.

• Automatic Languages: Common and Low Common.

• Bonus Languages: Dwarven, Thalassian, and Zandali. Kobolds occasionally learn the languages of their big, scary neighbors.

• Favored Class: Rogue. A multiclass kobold's rogue class does not count when determining whether she suffers an XP penalty for multiclassing (see **World of Warcraft the Roleplaying Game,** Chapter 3: Classes, "Multiclass Characters," *XP for Multiclass Characters*).

Lich

During his mortal life, the Lich King Ner'zhul commanded a number of orc warlocks and shaman. When Kil'jaeden and the Legion captured these wicked spellcasters after the destruction of Draenor, the demons ritually slew their prisoners and animated them into twisted, frightening parodies of their former selves. The resulting liches possessed tremendous magical powers, though their immortal, undead bodies were bound to Ner'zhul's iron will. Since the liches showed unswerving loyalty to their master, Ner'zhul granted them control over the furious elements of the cold north. Since Draenor's destruction, other necromancers of particular loyalty have also become liches.

Liches are among the most powerful spellcasters and allies of the Scourge, serving their master with evil intent and great power. Often, they command armies as generals, surrogates for the Lich King himself. They are deeply entwined with the cold power of the grave. As a rule, these creatures are power-hungry, devious, and vicious. They utilize their great intellect and dark powers not only to serve the Lich King, but also to defeat each other in subtle political machinations, gaining strength and renown from each opponent's death.

A lich resembles a skeleton with a chill blue glow emanating from within its bones. Liches often dress in flowing robes. Instead of walking on the ground as mortals do, liches float above it on frosty mist.

Creating a Lich

"Lich" is an acquired template that can be added to any humanoid creature (referred to hereafter as the base creature). To become a lich, a candidate must be a

spellcaster of at least 8th-level who demonstrates utter loyalty to the Scourge. (Typically, the Lich King elevates only necromancers to lichdom, but rumors speak of the occasional mage or shaman who also attains this status.)

Some tales imply that a spellcaster with enough personal and magical strength can willingly turn himself into a lich, but these reports are unsubstantiated.

A lich uses all the base creature's statistics and special abilities, except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Armor Class: A lich has a +5 natural armor bonus or uses the base creature's natural armor bonus, whichever is better.

Attack: A lich has a touch attack that it can use once per round. If the base creature can use weapons, the lich retains this ability. A creature with natural weapons retains those natural weapons. A lich fighting without weapons uses either its touch attack or its primary natural weapon (if it has any). A lich armed with a weapon uses its touch or a weapon, as it desires.

Full Attack: If armed with a weapon, a lich usually uses the weapon as its primary attack along with a touch as a natural secondary attack, provided it has a way to make that attack (either a free hand or a natural weapon that it can use as a secondary attack).

Damage: A lich can make a touch attack as a standard action that deals 1d8 points of cold damage, +1 point per Hit Die. A lich with natural weapons can use its touch attack or its natural weaponry, as it prefers. If it chooses the latter, it deals the extra cold damage with one natural attack.

Special Attacks: A lich retains all the special attacks of the base creature and gains those described below. Where applicable, saves for these attacks have a DC of 10 + 1/2 the lich's HD + the lich's Charisma modifier.

Cold Aura (Su): A freezing aura surrounds the lich. Creatures within 5 feet take 1d6 points of cold damage per round (half on a successful Will save). As a standard action, a lich can increase the power of its cold aura by spending a spell slot. For each level of the spell slot, the lich can either increase the aura's radius by 5 feet or increase its damage by 1d6. These changes last until the lich's next turn: Creatures within the aura take damage on their turn (not on the lich's).

Example Lich: Human Lich

Male Human 6th-Level Necromancer
Medium Undead

Hit Dice:	6d12+18 (57 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	17 (+2 Agy, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+3/+2
Attack:	Touch +2 melee (1d8+5 cold)
Full Attack:	Touch +2 melee (1d8+5 cold)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Cold aura (DC 16), cold substitution, death touch 1/day (6d6), power of the north
Special Qualities:	Darkvision 60 ft., damage reduction 15/bludgeoning and magic, float, lich immunities, +4 turn resistance, undead traits
Saves:	Fort +2, Ref +6, Will +6
Abilities:	Str 8, Agy 14, Sta –, Int 21, Spt 13, Cha 17
Skills:	Bluff +12, Concentration +12, Knowledge (arcana) +14, Knowledge (religion) +14, Listen +15, Search +13, Sense Motive +9, Spellcraft +16, Spot +11
Feats:	Craft Wondrous Item, Improved Initiative, Lightning Reflexes, Mind Over Matter*, Scribe Scroll[B], Skilled (Listen and Spot)
Environment:	Any
Area:	Any
Organization:	Solitary
Challenge Rating:	8
Treasure:	Standard coins; double goods; double items.
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+4

* This feat appears in the **Horde Player's Guide**.

Chilling mist billows from this skeletal figure. It floats on a cloud of frost, and black robes flow from its evil form.

Description

Human necromancers are the most likely candidates for liches. These liches are evil, cunning, and loyal to the Lich King. They serve as generals of his armies and as advisors to other powerful members of the Scourge. This lich is somewhat inexperienced and probably new to his undead existence, but he is filled with power and arrogance.

Combat

Liches prefer to have hordes of minions surrounding them. These lesser undead creatures protect the lich while he casts spells from a distance. Liches have no qualms about fleeing if the situation warrants.

Necromancer Spells (5/6/5/4; DC 15 + spell level): The lich'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 necromancer spell list.

Cold Substitution (Su): When a lich casts a spell that deals damage, the spell may deal cold damage instead of its normal damage type if the lich so chooses. The lich makes this decision when it casts the spell. The spell gains the cold descriptor and therefore benefits from the lich's power of the north ability (below).

Power of the North (Su): A lich casts spells with the cold descriptor as a caster 3 levels higher for the purposes of determining damage, DCs, and other variable effects based on caster level.

Special Qualities: A lich retains all the special qualities of the base creature and gains those described below.

Damage Reduction (Su): A lich's undead body is tough, giving it damage reduction 15/bludgeoning and magic. Its natural weapons (if any) are treated as magic weapons for the purpose of overcoming damage reduction.

Float (Su): Liches do not walk; instead, they float on small clouds of frigid air. A lich floats from 6 to 12 inches above the ground. Liches cannot trigger pressure plates or similar traps, nor do they leave footprints (which increases the DCs of Survival checks to track them by +8). Most difficult terrain does not inhibit liches, and they can cross calm water and other liquids with this ability. This movement is otherwise similar to normal movement, so liches can still fall down pits, for instance.

Immunities (Ex): Liches have immunity to cold, electricity, polymorph (though they can willingly use polymorph effects on themselves), and mind-affecting attacks.

Turn Resistance (Ex): A lich has +4 turn resistance.

Abilities: Increase from the base creature as follows: Agy +2, Int +4, Cha +2. As an undead creature, a lich has no Stamina score.

Skills: Liches gain a +8 racial bonus on Listen, Search, Sense Motive, and Spot checks. Otherwise, same as the base creature.

Environment: Any land and underground.

Organization: Solitary or troupe (1 lich plus 2–5 skeletal warriors).

Challenge Rating: Same as the base creature +2.

Treasure: Standard coins; double goods; double items.

Alignment: Same as the base creature (which is usually evil).

Advancement: By character class.

Level Adjustment: Same as the base creature +4.

Makrura

	Makrura	Makrura Tidecaller
	Medium Monstrous Humanoid (Aquatic, Makrura)	**Medium Monstrous Humanoid (Aquatic, Makrura)**
Hit Dice:	1d8+3 (7 hp)	1d8+3 plus 2d8+6 (22 hp)
Initiative:	+1 +0	
Speed:	20 ft. (4 squares), swim 40 ft.	20 ft. (4 squares), swim 40 ft.
Armor Class:	15 (+5 natural), touch 10, flat-footed 15	14 (–1 Agy, +5 natural), touch 9, flat-footed 14
Base Attack/Grapple:	+1/+5	+2/+2
Attack:	Claw +6 melee (1d6+4)	Claw +3 melee (1d6)
Full Attack:	2 claws +6 melee (1d6+4)	2 claws +3 melee (1d6)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Improved grab spells, turn/destroy fire elementals	Improved grab, rebuke/command water elementals,
Special Qualities:	Darkvision 60 ft., partially amphibious, resistance to cold 2, stability, unusual anatomy, makrura traits anatomy, makrura traits	Augur, channel positive energy, darkvision 60 ft., Elements domain (lesser), partially amphibious, stability, unusual
Saves:	Fort +5, Ref +0, Will +1	Fort +8, Ref –1, Will +4
Abilities:	Str 18, Agy 10, Sta 16, Int 8, Spt 13, Cha 6	Str 11, Agy 8, Sta 16, Int 11, Spt 15, Cha 10
Skills:	Balance +4, Listen +3, Spot +3, Swim +12 Spot +6, Swim +8	Balance +3, Concentration +7, Listen +6, Spellcraft +4,
Feats:	Weapon Focus (claw)	Brew Potion[B], Combat Casting, Weapon Focus (claw)
Environment:	Warm aquatic	Warm aquatic
Area:	Any	Any
Organization:	Solitary, pair, patrol (3–7 plus 1 tidecaller), or colony (8–40 plus 1–6 tidecallers, 1–4 leaders of 6th–9th level, and noncombatants equal to 150% the number of combatants)	Solitary, pair, or patrol (1 and 3–7 makrura)
Challenge Rating:	1	3
Treasure:	Standard	Standard
Alignment:	Usually chaotic neutral	Usually chaotic neutral
Advancement:	By character class	By character class
Level Adjustment:	Use racial levels	Use racial levels

The creature closely resembles a many-legged, gigantic crayfish with a carapace painted in an array of violet and purple. Two immense pincers clack together menacingly, while tiny eyes on stalks gaze unblinkingly in your direction.

Description

Makrura are aquatic creatures that superficially resemble enormous crayfish, and uneducated observers have mistakenly dubbed them "lobster men." They sport strong pincers used solely for combat, as well as six small tentacles close to the head that can be used for finer manipulation. They walk on four small legs that extend out from under a flat, flippered tail and have two clawed arms they use for combat. Makrura are amphibious and dwell equally well on land or under water, although they prefer shallow tropical seas.

Makrura suffer from the extreme disadvantage of being tasty to many carnivorous races, a fact appreciated all too well by their enemies on both land and sea. While land dwellers sometimes hunt them for food, a makrura's most hated enemies are murlocs and naga (but especially the latter). Murlocs consider makrura a snack to be eaten raw, while naga maintain a wide variety of makrura recipes and sometimes raise the poor creatures from birth in special farms.

Makrura society is matriarchal. Male makrura mate only once and then molt into sexless drones (although they are still referred to as "he" for all practical purposes). Makrura appear scattered and tribal, but in reality they have a large capital city, Mak'aru, in the Eye, close to the naga capital of Nazjatar.

Makrura are primitive, knowing little of advanced magic, craftsmanship, or technology. They use tools only to build their crude underwater dwellings and shellfish traps, or to break apart giant clams (their favorite food). Makrura decorate their hard carapaces with tribal markings and colors, but otherwise disdain clothing, armor, and other trappings of civilization. Their carapaces come in many colors, including shades of red, blue, and black.

Makrura, regardless of gender, are typically 12 feet long and weigh 500 pounds. Both appear identical to non-makrura observers unless a female is carrying a clutch of eggs on her torso. Females typically bear several hundred eggs at a time, maintaining them for several months until they hatch, but less than one-fifth of these survive to maturity.

Makrura speak Nerglish, a low aquatic tongue.

Combat

Makrura fight by grappling an opponent with one pincer and holding it in place while the other pincer tears it apart. Makrura defend their territory aggressively, although they attack murlocs and naga on sight.

The makrura presented above uses the elite ability score array (see Chapter 3: Improving Monsters) and has 1 level in the makrura racial class (below).

Improved Grab (Ex): To use this ability, the makrura must hit with a claw attack.

Makrura Tidecaller

Makrura tidecallers are the shaman of their tribes, and as such are respected, honored, and just as often feared by their fellows. A clan usually has a chief shaman and several apprentices (such as the one shown here), all of whom are rivals for their chief's attention. Should the chief shaman perish, the apprentices battle to the death for the right to become the new spiritual leader of their clan.

Combat

Makrura tidecallers tend to be weaker than their fellows, but make up for their lack of strength with a command of divine magic. Makrura tidecaller chiefs can wield great power and are rightly feared.

The makrura presented above uses the elite ability score array; it has 1 level in the makrura racial class and 2 levels in shaman.

Spells: Tidecallers focus on spells with the cold descriptor and avoid fire-based magic, which does not tend to function well underwater. The tidecaller's high Spirit score and ranks in Spellcraft allow him to prepare 6 spells per level. Typical spells prepared are as follows.

Shaman Spells (5/4; save DC 14 + spell level): 0—*detect poison*, *light*, *purify food and drink*, *resistance*; 1st—*bless*, *roar*, *war drums*.

Domain: Elements. *Domain Spell:* 1st—*lesser lightning guardians.*

Makrura as Characters

Makrura have little or no access to advanced technologies, metalworking, or arcane magic. The vast majority of makrura with character levels are barbarians. Scouts, warriors, and healers other than shaman and are uncommon, while arcanists and tinkers are virtually unknown.

Makrura are gregarious by nature and fiercely protective of their fellow makrura and their communities. Occasionally, though, a wanderer sets out on his own, driven by a desire to explore and see new things. Many of these individuals turn to the land, where the dangers posed by murlocs and naga are not as acute.

Wandering makrura are rare, so much so that members of the Horde or Alliance don't know what to make of them. If a makrura can speak an understandable tongue, he might be able to make his own way, but he is always treated with curiosity or outright wonder. In wilder areas, their resemblance to shellfish might cause a makrura to be mistaken for a walking seafood dinner.

Makrura have the following racial traits:

- +2 Strength, +2 Stamina,–2 Agility, –2 Intellect, –2 Charisma. Makrura are hardy creatures with exceptionally powerful pincers, but they are clumsy, their primitive society allows for little intellectual stimulation, and their strange mindset unnerves others.
- Medium: As Medium creatures, makrura have no special bonuses or penalties due to their size.
- Makrura base land speed is 20 feet. Makrura base swim speed

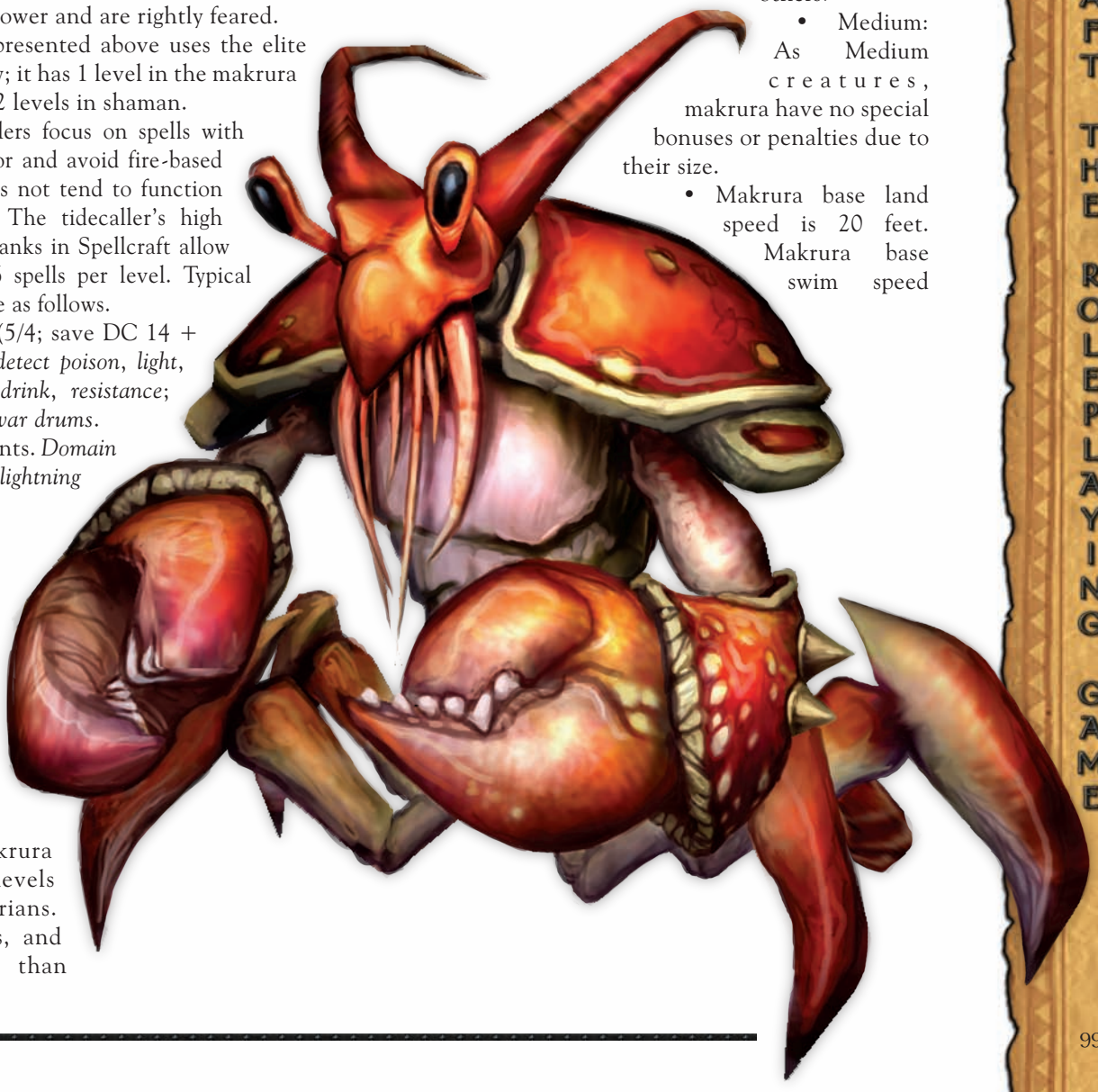


Table 1-3: The Makrura

Makrura Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	+1 Strength, +1 natural armor, improved grab, increased swim speed
2nd	+2	+3	+0	+0	+1 Stamina, +1 natural armor, +1 on attack and damage rolls against naga
3rd	+3	+3	+1	+1	+1 Strength, +1 natural armor, growth

is 30 feet. Like all creatures with a swim speed, a makrura can move through water at his swim speed without making Swim checks. Makrura have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. A makrura always can choose to take 10 on a Swim check, even if distracted or endangered. A makrura can use the run action while swimming, provided he swims in a straight line.

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

• Aquatic Subtype: Makrura have the aquatic subtype.

• Darkvision out to 60 feet.

• +4 natural armor bonus to AC.

• Natural Weapons: A makrura has two claw attacks that deal 1d6 points of damage each.

• Partially Amphibious: Makrura can function perfectly well out of the water for 1 hour. A makrura out of the water beyond this time must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage from overexposure to air. A makrura who takes any nonlethal damage in this way is fatigued. These penalties end when the makrura recovers the nonlethal damage. Makrura reduced to unconsciousness in this way begin taking lethal damage each hour.

The makrura cannot recover damage from air exposure until he immerses himself in water for at least 1 hour.

• Stability: Makrura walk on many small legs, making them exceptionally stable: They gain a +4 racial bonus on Balance checks and on any saving throw made to avoid being knocked prone. Note, however, that the body shape isn't appropriate for certain uses of the Balance skill. For example, no makrura is capable of tightrope walking, although walking across a wide, flat plank would pose little challenge.

• Unusual Anatomy: Makrura have claws, not hands. They suffer a –8 penalty on all checks requiring fine manipulation, including most uses of Craft (technological device), Disable Device, Disguise, Forgery, Heal, Open Lock, Sleight of Hand, and Use Technological Device. They also take a –8 penalty on Tumble checks and on most Ride checks.

Makrura suffer a –4 penalty on attack rolls with manufactured weapons.

A makrura counts as a quadruped for the purposes of lifting and carrying capacities and for bull rush and trip attempts.

Makrura can use magical items that take up a wrist slot (on the pincers) as well as up to 2 rings (they find places to put them), but cannot use boots or gloves.

Due to a makrura's physical form, any armor the creature would wear must be custom made, costing 150% its normal price. A craftsman can alter existing armor to fit a makrura 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: Nerglish.

• Bonus Languages: Common, Goblin, Low Common, and Nazja. Makrura sometimes learn the language of their hated enemies, to better combat them. Those makrura who deal with shore-dwellers may learn languages appropriate to trading and negotiation.

• Favored Class: Barbarian. A multiclass makrura's barbarian class does not count when determining whether he suffers an XP penalty for multiclassing (see **World of Warcraft the Roleplaying Game,** Chapter 3: Classes, "Multiclass Characters," *XP for Multiclass Characters*).

Makrura Levels

Makrura can take up to three levels in "makrura" at any time. Doing so represents a better understanding of their undersea environment as well as advanced methods of attacking and defending against their traditional enemies.

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

Hit Die: d8.

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

Skill Points at Higher Levels: 2 + Int modifier.

"Class" Skills: Balance (Agy), Craft (trapmaking) (Int), Knowledge (nature) (Int), Listen (Spt), Spot (Spt), Survival (Spt), and Swim (Str). See Chapter 5: Skills in **World of Warcraft RPG** for skill descriptions.

Starting Gold: A 1st-level makrura with a level in makrura begins play with 0 gold pieces.

Weapon and Armor Proficiency: Makrura with levels in makrura are proficient only with their natural weapons.

Improved Grab (Ex): To use this ability, the makrura must hit with a claw attack.

Increased Swim Speed (Ex): A 1st-level makrura's swim speed increases to 40 feet.

Growth (Ex): At 3rd-level, the makrura becomes a Large creature. His space and reach increase to 10 feet. He takes a –1 size penalty to AC and a –1 size penalty on attack rolls. He must wear armor appropriately sized for him, which costs 250% normal (including the penalties for his unusual anatomy). His lifting and carrying capacities increase. His claws' base damage increase to 1d8.

Mana Surge

	Mana Surge	Mana Burst
	Tiny Elemental (Air)	**Tiny Elemental (Air)**
Hit Dice:	1d8 (4 hp)	1d8 (4 hp)
Initiative:	+4	+4
Speed:	Fly 40 ft. (8 squares) (perfect)	Fly 50 ft. (10 squares) (perfect)
Armor Class:	20 (+2 size, +4 Agy, +4 natural), touch 16, flat-footed 16	21 (+2 size, +4 Agy, +5 natural), touch 16, flat-footed 17
Base Attack/Grapple:	+0/–8	+0/–8
Attack:	Touch +6 melee (1d3 plus 1d6 electricity and spell drain)	Touch +6 melee (1d3 plus 1d6 electricity and spell drain)
Full Attack:	Touch +6 melee (1d3 plus 1d6 electricity and spell drain)	Touch +6 melee (1d3 plus 1d6 electricity and spell drain)
Space/Reach:	2-1/2 ft./0 ft.	2-1/2 ft./0 ft.
Special Attacks:	Spell drain, spell surge (DC 10)	Spell drain
Special Qualities:	Darkvision 60 ft., damage resistance 5/arcanite, immunity to electricity, immunity to magic, sense magic, elemental traits	Darkvision 60 ft., damage resistance 5/arcanite, immunity to electricity, immunity to magic, sense magic, spell burst (DC 14), elemental traits
Saves:	Fort +0, Ref +6, Will +0	Fort +0, Ref +6, Will +2
Abilities:	Str 10, Agy 18, Sta 11, Int 2, Spt 11, Cha 10	Str 10, Agy 19, Sta 11, Int 4, Spt 15, Cha 14
Skills:	Listen +4	Listen +6
Feats:	Dodge, Weapon Finesse[B]	Dodge, Weapon Finesse[B]
Environment:	Any	Any
Area:	Dustwallow Marsh	Dire Maul
Organization:	Solitary, pair, group (3–7), or swarm (8–24)	Solitary, pair, group (3–7), or swarm (8–24)
Challenge Rating:	2	2
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	2–3 HD (Tiny); 4–7 HD (Small)	2–3 HD (Tiny); 4–7 HD (Small)
Level Adjustment:	—	—

A glowing ball of light bobs up and down as it flits along. Tiny sparks dance around the creature as it moves.

Description

Mana surges are air elementals spawned in areas where magical energy naturally combines with electrical storms. They consume magic and are drawn to sources of power, such as magic items or spellcasters. They move constantly but randomly, ever seeking new sources of energy on which to feed.

Mana surges are aggressive, especially if they sense magic nearby. They distract foes with electrical charges while consuming whatever magic they can absorb. Once sated, they lose interest and fly away. A mana surge can be distracted by giving it a charged item, such as a wand or staff, to feed upon.

Mana surges are approximately 1 foot in diameter and weigh almost nothing, although their relative size fluctuates depending on how much magic they have drained recently. Mana surges do not speak or understand any sort of language. Although sometimes captured for use against spellcasters, they cannot be trained and make poor pets.

Combat

Mana surges automatically sense the most powerful source of magic in the area and attack that opponent exclusively, ignoring all other threats. They drain magic until sated and then depart the area to digest. Mana surges have no sense of self-preservation and attack regardless of any danger to themselves.

Spell Drain (Ex): If a mana surge hits an opponent with a melee touch attack, it drains spell energy. The target loses spell slots totaling 1d4+1 spell levels, starting with the highest-level spell slots currently available; two 0-level spells count as a 1st-level spell for this purpose. A mana surge can drain up to 24 times its Hit Dice in spell levels before becoming sated.

For each spell level drained, the mana surge gains 1 hit point. Hit points gained in excess of the mana surge's normal maximum are treated as temporary hit points. Temporary hit points gained in this manner last 2d4 hours.

A mana surge that makes a successful touch attack against a charged magic item drains it of 1d4+1 charges. Further, if a charged magic item strikes a mana surge in melee, it must make a DC 14 Reflex save or lose 1d4+1 charges. The save DC is Agility-based.

Spell Surge (Ex): If a spell is cast, or if a magic item produces a spell, within 30 feet of a mana surge, the mana surge can attempt to absorb that spell. (This produces a visible but harmless arc of electricity between the mana surge and the caster or item.) The caster (or item) must make a DC 10 Will save; if he fails, the mana surge absorbs the spell. For each level of the spell it absorbs, the mana surge gains 1 hit point. Hit points gained in excess of the mana surge's normal maximum are treated as temporary hit points. Temporary hit points gained in this manner last 2d4 hours. The spell has no other effect (the character does not cast it). The save DC is Charisma-based.

Immunity to Magic (Su): Mana surges are immune to any spell or spell-like ability that allows spell resistance.

Sense Magic (Su): A mana surge senses magic as though continuously under the effects of a *detect magic* spell, except the mana surge always receives all information that would normally take 3 rounds to receive, and it need not make a Spellcraft check to determine the school of magic involved in each aura.

Mana surges also sense which creatures within 60 feet are capable of spellcasting. The mana surge senses their relative power (caster level) with both arcane and divine magic. It also automatically detects the number of spell levels available to any caster within this radius as well as the number of charges stored in a charged item.

Mana Burst

A mana burst looks and acts in the same manner as a mana surge. The major difference is the creature's spell burst ability. Mana bursts cannot surge like a mana surge can.

Mana bursts sometimes appear amid groups of mana surges. Their unexpected explosion can be an unwelcome surprise in the midst of a fight.

Combat

Mana bursts seek out the most powerful spellcasters they can find and drain spell energy from that opponent until sated.

Spell Burst (Ex): If slain, a mana burst erupts in a crackling explosion that releases any spell energy it had previously absorbed. The spell burst deals 2d6 points of electricity damage, plus 1 point of electricity damage for each spell level the creature has absorbed, to all creatures within 15 feet. A DC 14 Reflex save halves all damage.

This explosion also produces an area *dispel magic* effect, centered on the mana burst, as if cast by a caster whose level is equal to 4 + the mana burst's HD (i.e., 5 in the case of the mana burst presented above). The save DC is Agility-based.

Spell Drain (Ex): This ability functions exactly as the mana surge ability of the same name.

Mechanized Animal

Tinkers strive constantly to create the perfect tool. Some actually believe that constructs are the purest form of life, so they recreate the world's natural creatures in this "perfect state." Most mechanized animals barely resemble their organic counterparts, but many tinkers claim they are perfect nonetheless and keep them as pets.

Most mechanized animals are simply referred to as mechanized versions of their natural equivalent. However, some mechanical animals in widespread use go by different names, such as "mechanostrider."

Creating a Mechanized Animal

"Mechanized animal" is an inherited template that can be added to any animal or vermin (referred to hereafter as the base creature).

A mechanized animal uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to construct and it gains the mechanical subtype. It does not gain the augmented subtype. Do not recalculate base attack bonus or skill points. Size is unchanged.

Hit Dice: Increase all current and future hit dice to d10s. Constructs receive bonus hit points based on their size (see Chapter 5: Monster Types, Subtypes, and Abilities).

Speed: Flying mechanized animals' maneuverability decreases by one step (for example, from average to clumsy).

Armor Class: Mechanized animals gain a +2 natural armor bonus that stacks with any existing natural armor.

Attack: Same as the base creature. A mechanized animal also gains a slam attack, if it did not already have one.

Full Attack: A mechanized animal can make a single slam attack as a full attack action.

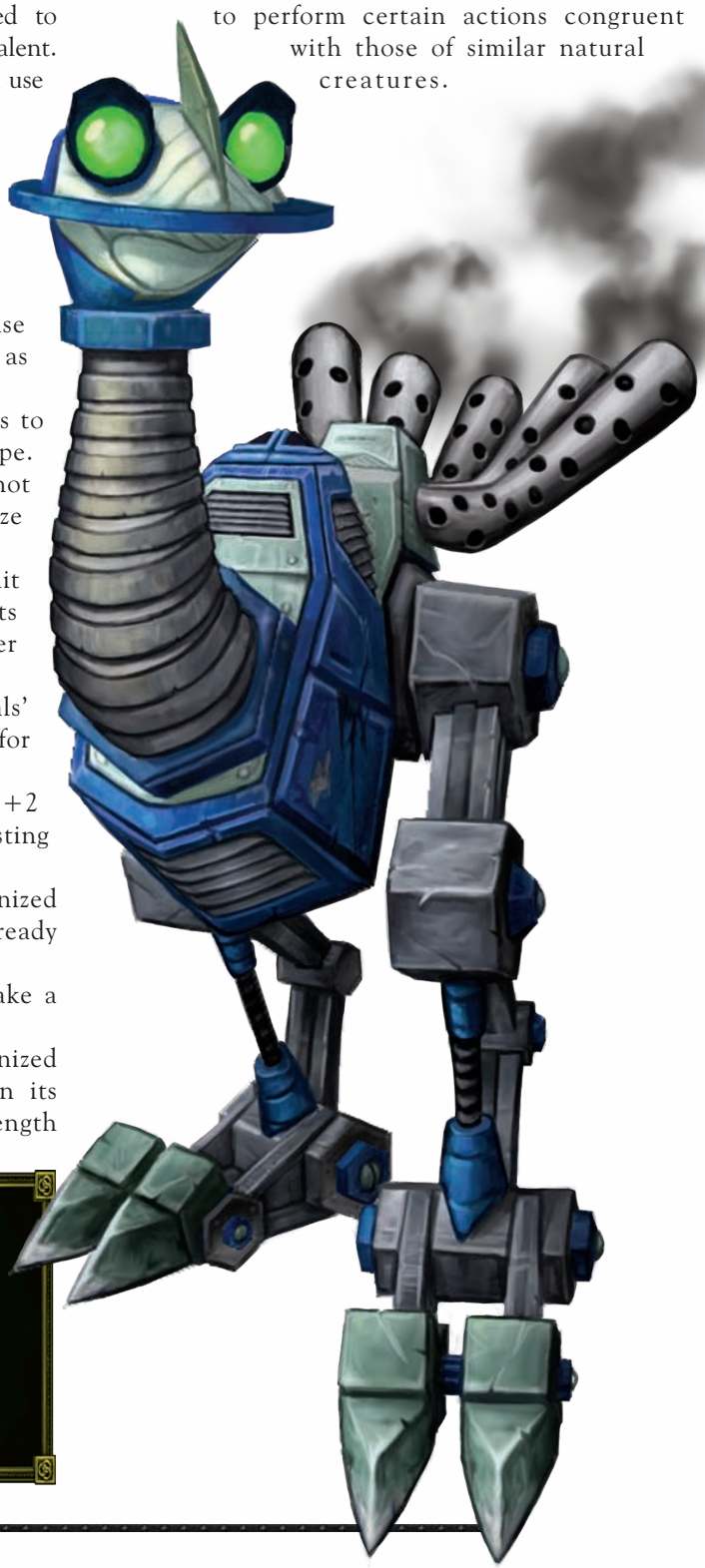
Damage: Same as the base creature. A mechanized animal's slam attack deals damage based on its size, as shown below, plus 1-1/2 times its Strength bonus.

Size	Damage
Fine	—
Diminutive or Tiny	1
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Special Attacks: A mechanized animal retains all special attacks of the base creature.

Special Qualities: A mechanized animal retains all special qualities of the base creature. It also gains construct traits and those qualities described below.

Constructed Mind (Ex): Mechanized animals do not have a true mind, but are instead programmed to perform certain actions congruent with those of similar natural creatures.



Sample Mechanized Animal: "Mechanostrider" (Mechanized Tallstrider)

Medium Construct (Mechanical)
Hit Dice: 5d10+20 (47 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple: +3/+7
Attack: Bite +7 melee (1d6+4) or slam +7 melee (1d4+6)
Full Attack: Bite +7 melee (1d6+4) and 2 claws +2 melee (1d4+2); or slam +7 melee (1d4+6)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., low-light vision, constructed mind, hardness 5, malfunction, construct traits
Saves: Fort +1, Ref +1, Will +1
Abilities: Str 18, Agy 10, Sta –, Int 1, Spt 10, Cha 1
Skills: Listen +6, Spot +6
Feats: Run, Skilled (Listen and Spot)
Environment: Any
Organization: Solitary or pair (1 plus owner)
Challenge Rating: 2
Advancement: —

This construct vaguely resembles a mechanized tallstrider. Small oval lamps replace its eyes, while great mufflers extend where its tailfeathers should be.

Description

When gnomes set out to explore the world once again after their city's fall, they soon realized that they needed reliable mechanical mounts. One ingenious gnome spied a flock of tallstriders and remarked upon their grace and strength. Soon after was born the mechanostrider, which quickly became a favorite mount of all gnome-kind. While these constructs are as dumb as a brick (and even some bricks are smarter, it is said…), they are reliable mounts and, when handled by the best mechanoriders, better than live mounts.

Mechanostrider v.2.0

The mechanostrider presented in this book is the mechanostrider version 2.0. It is the current version of the vehicle that the gnomish race employs. The mechanostrider presented in **More Magic & Mayhem** represents an older model and, while outdated, is a viable and cheaper vehicle.

Combat

A mechanostrider fights only when ordered to or threatened, lashing out with its sharp beak and claws, or simply hammering at the danger with its heavy metallic head.

Hardness 5; 47 hp, Size Medium; Weight 300 lb.; MR 2; TS 30, Craft DC 70, Price 8,000 gp.

Thus, instead of Handle Animal or Ride checks, a creature handling or riding a mechanized animal makes Use Technological Device checks. This stipulation also includes teaching the creature tricks. The wild empathy class feature is useless with regard to mechanized animals, as are spells that specifically target animals.

Hardness (Ex): As a technological device rather than a true animal, the mechanized animal gains a hardness based on its size, as shown below.

Size	Hardness
Fine	0
Diminutive	1
Tiny	3
Small or larger	5

Malfunction (Ex): If the owner of a mechanized animal ever rolls a natural 1 or 2 while giving orders through the Use Technological Device skill, the mechanized animal malfunctions. On a catastrophic malfunction, the animal goes berserk and attacks its master or his or her allies. (See **WoW RPG,** Chapter 11: Technological Devices, "Malfunctions and Repairs" for more information on malfunctions.)

Saving Throws: A mechanized animal has a construct's poor base saving throw bonuses (i.e., +1 per 3 HD).

Abilities: A mechanized animal's Strength increases by +4, its Agility decreases by –4, its Intellect changes to 1, its Spirit changes to 10, and its Charisma changes to 1. As a construct, a mechanized animal has no Stamina score.

Skills: Same as the base creature, likely modified due to ability score changes.

Feats: Same as the base creature. If a particular feat is useless to a construct (such as Endurance), it may be reselected.

Environment: Any.

Organization: Solitary or pair (1 plus owner).

Challenge Rating: Same as the base creature.

Alignment: Always neutral.

Advancement: Only by upgrading (though a character could make a mechanized version of an already-advanced animal).

Level Adjustment: —

Constructing a Mechanized Animal

A tinker may create a mechanized version of any animal.

Technology Score: All mechanized creatures have a TS of 30.

Function Difficulty: All mechanized creatures have a function difficulty of 40.

Complexity Score: Rather than calculating from each individual feature, assume that a mechanized animal has a complexity score of 10 x CR. Thus, a creature with a CR of 4 has a CS of 40.

Malfunction Rating and Time Factor: Most mechanized creatures have an MR of 2 and a Time Factor of 1 minute to start up or to enter sleep mode. A tinker may save costs by adjusting these scores, as normal.

Mechanized animals always attack the owner or his allies on a catastrophic malfunction.

Operation: To start up a mechanized animal, either for the first time or from sleep mode, requires a Use Technological Device check (DC 20 + the creature's HD). Training and giving a mechanized animal orders uses the rules under Handle Animal (see **WoW RPG**), save that one uses the Use Technological Device skill instead of Handle Animal to program tricks and give orders. Similarly, riding a mechanized animal follows the rules for the Ride skill, save that one uses Use Technological Device checks instead of Ride checks.

In sleep mode, a mechanized animal is helpless but does not consume fuel.

Fuel: 1 vial of phlogiston per hour, or 2 per hour if the creature is Large or larger.

Craft DC: 70.

Cost: A mechanized animal has a market value of 4,000 gp x its CR.

A mechanized animal may receive upgrades and add-ons as normal for a technological device.

Naga

Medium Monstrous Humanoid (Aquatic, Naga)

Hit Dice:	1d8+2 (6 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), swim 40 ft. (8 squares)
Armor Class:	16 (+1 Agy, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+0/+3
Attack:	Spear +4 melee (1d8+4/x3)
Full Attack:	Spear +4 melee (1d8+4/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., amphibious, mutation (hard scales), naga traits
Saves:	Fort +4, Ref +1, Will +0
Abilities:	Str 17, Agy 13, Sta 14, Int 10, Spt 10, Cha 6
Skills:	Knowledge (arcana) +2, Spellcraft +2, Stealth +3, Survival +4, Swim +13
Feats:	Weapon Focus (spear)
Environment:	Any aquatic and coasts
Area:	Any
Organization:	Squad (1–4 male naga and 1 female naga spellcaster), force (7–12 male naga, 3 female naga spellcasters, and 1 naga leader [mage or warrior level 6th–8th]), or battalion (41–60 mur'gul, 21–40 naga, three 8th-level naga lieutenants, and one 14th-level naga commander)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	Use racial levels

This humanoid creature has a snake tail instead of legs. Its torso is that of a humanoid, but its head resembles that of a dragon. Large scales cover its body, and short spines descend along its back. It holds a stout spear in two hands.

Description

Naga are sinister, ophidian humanoids that dwell beneath the ocean. Theirs is an ancient and mystical culture, for ten thousand years ago they were kaldorei: night elves. During the War of the Ancients, a group of kaldorei called the Highborne sought to abuse arcane magic to bring demons to the world. This action led to the War of the Ancients, in which the night elves, at great cost, defeated the Burning Legion. The magical backlash shattered the world, imploded the Well of Eternity, and blasted the Highborne's capital city to the bottom of the ocean. Many Highborne joined their city on the ocean floor, where they would have drowned — if a curse hadn't transformed them into the water-breathing naga.

Naga culture is complex. A clear delineation exists between the sexes. Male naga are larger and more muscular, reminiscent of dragons. Naga men serve as soldiers and guardians. Female naga are more slender, with smaller scales and finer, more human-seeming faces. Naga women are natural spellcasters and rely on magic and poison to defeat their enemies. Naga men are more numerous, but as naga consider their women to be magically and intellectually superior, their society is matriarchal. Women occupy most positions of leadership, and all naga pay homage to their queen, Azshara. The naga capital is Nazjatar, in the Eye beneath the Maelstrom, but they can be found nearly anywhere.

Several ranks and types of naga exist. Naga myrmidons and royal guards, for instance, are strong males and powerful melee fighters; naga sirens are female mages.

Naga speak Nazja. Some speak Nerglish and/or Common.

Combat

Naga are intelligent and use clever tactics against their foes. They possess no honor in warfare, and attempt any strategy that gives them an advantage; they favor ambushes and pincer attacks. In groups, naga send their mur'gul slaves in first to soften up their enemies, while myrmidons and royal guards support them. Naga sirens and other spellcasters remain in the back.

The naga presented above is a male using the elite ability score array (see Chapter 3: Improving Monsters) and having 1 level in the naga racial class (below).

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

Naga as Characters

Naga are dark creatures, evil and cunning. A naga might join forces with a being of another race in order to serve her own ends, however, much as Lady Vashj did with Illidan and his forces. Naga are selfish creatures, though, and think only of their own (and their race's) dominance. Their minds have little room for charity or kindness. A naga that renounced her evil ways would be a unique individual indeed.

Naga women usually take levels in the mage class, as they are naturally powerful with arcane magic. A few take levels in rogue. Naga men usually adopt the warrior class.

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

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

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

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

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

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

• Aquatic Subtype: Naga have the aquatic subtype.

• Darkvision out to 60 feet.

• Amphibious: Naga can breathe both air and water indefinitely. They are equally comfortable on land and in water.

• +1 natural armor bonus to AC.

• Naga have a +2 racial bonus on Knowledge (arcana) and Spellcraft checks. These skills are class skills for all naga characters.

• Swim is a class skill for all naga characters.

• Automatic Languages: Common and Nazja.

• Bonus Languages: Darnassian, Low Common, and Nerglish. Naga learn to speak with the creatures with which they interact. Some learn the language of their heritage as well.

• Favored Class: Mage (women) or warrior (men). A multiclass naga's mage (for women) or warrior (for men) class does not count when determining whether she or he suffers an XP penalty for multiclassing (see **World of Warcraft the Roleplaying Game,** Chapter 3: Classes, "Multiclass Characters," *XP for Multiclass Characters*).

Naga Levels

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

Naga men and women tend to evolve in slightly different ways.

Hit Die: d8.

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

Skill Points at Higher Levels: 2 + Int modifier.

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

Starting Gold: A 1st-level naga with a level in naga begins play with 1d4x10 gold pieces.

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

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

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

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

Arcane Puissance (Female only): The naga gains new spell slots per day as if she had also gained a level in an arcane spellcasting class in which she possesses at least 1 level. She does not gain any other benefit a character of that class would have gained. If she has more than one spellcasting class in which she can cast arcane spells, she

Table 1-4: The Naga

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

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

must decide to which class she adds this level of naga for the purpose of determining spell slots per day. A naga can gain this mutation any number of times.

Claws (Male or Female): The naga gains 2 claw attacks that deal 1d4 points of damage each as primary or secondary natural weapons. See Chapter 5: Monster Types, Subtypes, and Abilities, "Natural Weapons," for more information.

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

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

Growth (Male only): The naga grows to great size. The naga becomes a Large creature. His space and reach increase to 10 feet. He takes a –1 size penalty to AC and a –1 size penalty on attack rolls. He must wield weapons of Large size or take penalties. Similarly, he must wear armor appropriately sized for him, which costs twice as much as normal. His lifting and carrying capacities double. If he has claws, their base damage increases to 1d6. *Prerequisite: 3 levels in naga.*

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

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

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

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

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

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

Obsidian Destroyer

Large Construct

Hit Dice:	13d10+30 (101 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), fly 70 ft. (poor)
Armor Class:	24 (–1 size, +2 Agy, +13 natural), touch 11, flat-footed 22
Base Attack/Grapple:	+9/+21
Attack:	Claw +16 melee (1d6+8 plus 2d6 sonic)
Full Attack:	2 claws +16 melee (1d6+8 plus 2d6 sonic)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, spell-like abilities, thunder strike (DC 18)
Special Qualities:	Darkvision 60 ft., freeze, low-light vision, spell resistance 25, construct traits
Saves:	Fort +4, Ref +6, Will +7
Abilities:	Str 26, Agy 15, Sta –, Int 11, Spt 17, Cha 15
Skills:	Concentration +17, Listen +15, Spot +15
Feats:	Cleave, Flyby Attack*, Great Cleave, Power Attack, Skilled (Listen and Spot)
Environment:	Any land
Area:	Any
Organization:	Solitary or pair
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	14–20 HD (Large); 21–34 HD (Huge)
Level Adjustment:	—

* This feat appears in **Lands of Mystery.**

This creature is made of obsidian. It has a lower body resembling a powerfully built panther with a pair of great black wings protruding from its back. Almost 20 feet wide, these latter appendages seem carved from old, porous stone. The creature's upper body is humanoid. A pair of dazzling emerald eyes set within deep, cavernous sockets stand out in the midst of the creature's shriveled, skeletal face.

Description

Born from the mystical transformation of an obsidian statue (q.v.), this strange magical beast is drawn to mana. Because of its appearance, an unmoving obsidian destroyer can easily pass itself off as a statue as long as it keeps its eyes closed. It can thus fool people into believing it is nothing more than a harmless piece of decoration. Most obsidian destroyers enjoy wearing crowns and other ostentatious headdresses that make them appear regal.

Combat

An obsidian destroyer almost always has *see invisibility* active. Since it can always see the auras of spells and magic items as its enemies approach, the creature makes good use of its *greater dispel magic* ability, frequently using it on a target as its first offensive action.

Though not a graceful flyer, an obsidian destroyer attacks from the air, targeting the weakest-looking opponents first. Once engaged in melee, it takes full advantage of its thunder strike ability.

If its enemies flee before it gets a kill, an obsidian destroyer pursues the slowest target relentlessly until it renders him helpless.

Freeze (Ex): A still obsidian destroyer appears to be an ordinary statue. Anyone succeeding a DC 20 Spot check notices the creature is alive.

Pounce (Ex): If an obsidian destroyer charges, it can make a full attack.

Spell-Like Abilities: At will—*greater dispel magic, orb of annihilation* (DC 14), *read magic*, *see invisibility*. Caster level 20th; save DCs are Charisma-based.

Thunder Strike (Su): Obsidian destroyers channel magic energy through their claws to create thunderous blows, dealing an additional 2d6 points of sonic damage on a successful hit. A successful critical hit made by an obsidian destroyer also creates a cacophonous roar like thunder. All other creatures within a 20-foot radius take 4d6 points of sonic damage (no save) and must make a DC 18 Will save to avoid being stunned

for 1 round. In addition, the victim of a destroyer's critical hit must make a DC 18 Fortitude save or be deafened permanently.

Once per day, an obsidian destroyer can turn any successful hit with a claw attack into a critical hit. If the obsidian destroyer uses this ability against a creature immune to critical hits, the attack's damage is calculated normally, but the resulting thunder strike still affects all those within the 20-foot radius.

Sense Magic (Su): An obsidian destroyer senses magic as though continuously under the effects of a *detect magic* spell, except the destroyer always receives all information that would normally take 3 rounds to receive, and it need not make Spellcraft checks to determine the school of magic involved in each aura.

Obsidian destroyers also sense which creatures within 60 feet are capable of spellcasting. A destroyer senses their relative power (caster level) with both arcane and divine magic.

Obsidian Statue

Large Construct

Hit Dice:	13d10+30+3 (104 hp)
Initiative:	+5
Speed:	20 ft. (4 squares)
Armor Class:	23 (–1 size, +1 Agy, +13 natural), touch 10, flat-footed 22
Base Attack/Grapple:	+9/+13
Attack:	Blast +9 ranged (2d6)
Full Attack:	Blast +9 ranged (2d6)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Blast
Special Qualities:	Darkvision 60 ft., low-light vision, damage reduction 10/adamantine, essence of blight, float, immunity to cold, morph into destroyer, spell resistance 25, spirit touch, construct traits
Saves:	Fort +4, Ref +5, Will +4
Abilities:	Str –, Agy 13, Sta –, Int 4, Spt 11, Cha 1
Skills:	Listen +10, Spot +10
Feats:	Improved Initiative, Skilled (Listen and Spot), Point Blank Shot, Precise Shot, Toughness
Environment:	Any land
Area:	Any
Organization:	Solitary, pair, or collection (3–5)
Challenge Rating:	9
Treasure:	—
Alignment:	Always neutral
Advancement:	14–20 HD (Large); 21–40 (Huge)
Level Adjustment:	—

Shaped like a humanoid torso atop the lower body of a winged, powerfully-built panther, this large construct seems an impressively realistic likeness. Carved out of the dark stone from which it takes its name, an obsidian statue has eerie, green eyes that shine brightly within deep sockets.

Description

Undead armies use obsidian statues as figureheads, placing them at the forefront of battle or near strategically important locales, such as armories or headquarters. They inspire awe in the hearts of their enemies, but more importantly they provide useful support to their undead masters.

Obsidian statues do not speak.

Combat

Obsidian statues fight without thought or tactic, using their mystic blasts to pummel those foes close to them. They hate living beings and strike at any living creature that comes within range. Obsidian statues never engage undead in battle unless they are directly threatened by them.

Blast (Su): An obsidian statue shoots blasts of mystic energy at its opponents, dealing 2d6 points of bludgeoning damage per hit (no save). This is a normal ranged attack with a range increment of 50 feet and a maximum range of 10 range increments (500 feet).

Essence of Blight (Su): An obsidian statue radiates a powerful aura in a 30-foot radius that bestows 20 temporary hit points to all allies within the area. Creatures affected lose this benefit as soon as they step outside the radius. They may take advantage of the obsidian statue's essence of blight only once each day (they do not regain the temporary hit points if they reenter the radius). Essences of blight from multiple obsidian statues stack.

Float (Su): An obsidian statue floats from 6 to 12 inches above the ground. Obsidian statues cannot trigger pressure plates or similar traps, nor do they leave footprints (which increases the DCs of Survival checks to track them by +8). Most difficult terrain does not inhibit obsidian statues, and they can cross calm water and other liquids with this ability. This movement is otherwise similar to normal movement, so obsidian statues can still fall down pits, for instance.

Morph Into Destroyer (Su): Through a strange magic process, an obsidian statue can transform itself into an obsidian destroyer (q.v.). The transformation takes 2d4 hours to complete. During this time, the creature remains inanimate and is considered flat-footed. The obsidian statue then breaks apart with a spray of fine dust, and from the black rubble emerges an obsidian destroyer. Once the transformation is complete, the destroyer cannot change back to a statue.

Spirit Touch (Su): An obsidian statue radiates a powerful aura in a 30-foot radius that bestows one additional spell slot to all spellcasting allies within the area of effect. The spell slot is the highest level spell that the ally is capable of casting. Creatures affected in such a manner lose this benefit as soon as they step outside the radius. They may take advantage of the obsidian statue's spirit touch only once each day (they do not regain the spell slot if they reenter the radius). Spirit touches from multiple obsidian statues stack.

Primal Ooze

Medium Ooze

Hit Dice:	20d10+40 (150 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), climb 20 ft., swim 30 ft.
Armor Class:	22 (+12 natural), touch 10, flat-footed 22
Base Attack/Grapple:	+15/+19
Attack:	Slam +19 melee (1d8+4 plus 2d6 acid)
Full Attack:	2 slams +19 melee (1d8+4 plus 2d6 acid)
Space/Reach:	5 ft./10 ft.
Special Attacks:	Acidic cloud
Special Qualities:	Blindsight 90 ft., acidic body, cloning, damage reduction 10/—, immunity to acid, ooze traits
Saves:	Fort +8, Ref +6, Will +8
Abilities:	Str 19, Agy 10, Sta 14, Int —, Spt 15, Cha 4
Skills:	Swim +12
Feats:	—
Environment:	Any
Area:	Un'Goro Crater
Organization:	Solitary or pair
Challenge Rating:	12
Treasure:	Standard (but nothing that can be dissolved)
Alignment:	Always neutral
Advancement:	21–28 HD (Large); 29–36 HD (Huge)
Level Adjustment:	—

This clump of disgusting slime is brownish-green. Pieces of bone and metal glint inside the creature, barely visible through the semi-transparent surface.

Description

Primal oozes are primitive creatures that may date back to the creation of life. They exude acidic digestive juices on their surface and into the air, feeding on any animal matter they encounter. Primal oozes are equally at home on land or in the water, and have been known to climb trees or stone formations to drop on unsuspecting passersby.

Primal oozes take the form of a 6-foot wide, 2-foot high lump of noxious goo. They weigh approximately 200 pounds.

Combat

A primal ooze attacks any animal matter it encounters, using its acid attacks to partially digest a meal before it has even been subdued. Creatures that resist are pummeled to death with acid-covered pseudopods. Primal oozes pursue food relentlessly for as long as they can sense it.

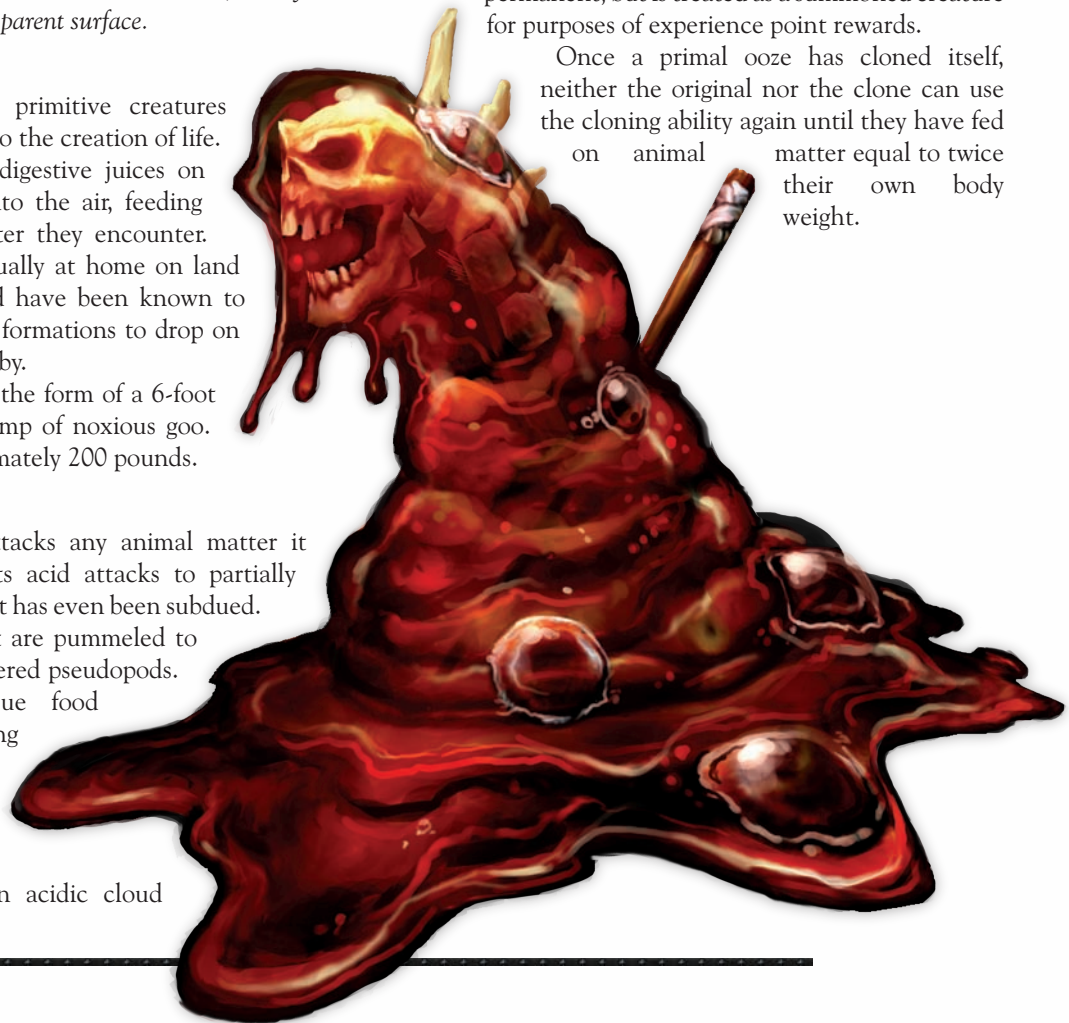
Acidic Cloud (Ex): As a free action, a primal ooze can release an acidic cloud that extends in a 5-foot sphere around the creature. The cloud deals 2d6 points of acid damage to any creatures caught within it (no save). The acidic cloud moves with the primal ooze and remains for as long as the ooze is in combat. Winds in excess of 20 miles per hour disperse the cloud, but water does not.

Acidic Body (Ex): Primal oozes secrete acid constantly. Any creature striking a primal ooze with natural or hand-held weapons takes 2d6 points of acid damage. However, weapons with exceptional reach, such as longspears, do not endanger their users in this way.

Cloning (Su): A primal ooze that takes over half its hit points in damage reacts by creating a clone of itself. Doing so is a full-round action that does not provoke an attack of opportunity. Cloning cannot be interrupted, but if the ooze dies while taking this action, the clone is not formed. While it creates the clone, the ooze's acidic cloud increases in radius to 10 feet and deals 4d8 points of damage. However, once cloning is complete, neither the original nor the clone can use the acidic cloud ability for 24 hours.

A primal ooze's clone is identical to the undamaged original, with full hit points. Magical effects in place on the original are not present on the clone. The clone is permanent, but is treated as a summoned creature for purposes of experience point rewards.

Once a primal ooze has cloned itself, neither the original nor the clone can use the cloning ability again until they have fed on animal matter equal to twice their own body weight.



Quilboar

	Quilboar	Razormane
	Medium Monstrous Humanoid	**Medium Monstrous Humanoid**
Hit Dice:	1d8+3 (7 hp)	3d8+9 (21 hp)
Initiative:	+2 +0	
Speed:	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	18 (+2 Agy, +1 natural, +5 breastplate), touch 12, flat-footed 16	16 (+3 natural, +3 hide armor), touch 10, flat-footed 16
Base Attack/Grapple:	+0/+3	+3/+6
Attack:	Shortspear +3 melee (1d6+3/x3), quills +3 melee (1d4+3), or javelin +2 ranged (1d6+3)	Spear +6 melee (1d8+4/x3), quills +6 melee (1d4+3), or javelin +3 ranged (1d6+3)
Full Attack:	Shortspear +3 melee (1d6+3/x3), quills +3 melee (1d4+3), or javelin +2 ranged (1d6+3)	Spear +6 melee (1d8+4/x3), quills +6 melee (1d4+3), or javelin +3 ranged (1d6+3)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Pack fighting, quills	Pack fighting, quills
Special Qualities:	Darkvision 60 ft., scent	Darkvision 60 ft., scent
Saves:	Fort +5, Ref +2, Will +1	Fort +6, Ref +1, Will +2
Abilities:	Str 17, Agy 14, Sta 16, Int 5, Spt 12, Cha 7	Str 16, Agy 10, Sta 17, Int 7, Spt 12, Cha 6
Skills:	Listen +2, Spot +2, Survival +5	Listen +3, Spot +3, Survival +5
Feats:	Great Fortitude	Great Fortitude, Power Attack
Environment:	Temperate and warm land	Temperate and warm land
Area:	The Barrens	The Barrens
Organization:	Solitary, pair, pack (3–6) or den (10–100 plus 50% noncombatants plus one 2nd-level hunter per 20 adults plus one 3rd–5th level shaman) or warpack (5–10 1st-level hunters plus 2–5 battleboars)	Solitary, pair, pack (3–6) or den (10–100 plus 50% noncombatants plus one 5th-level hunter per 20 adults plus one 6th–8th level shaman) or warpack (5–10 2nd-level hunters plus 2–5 dire boars)
Challenge Rating:	1	2
Treasure:	Standard	Standard
Alignment:	Usually lawful evil	Usually lawful evil
Advancement:	By character class	By character class
Level Adjustment:	Use racial levels	+1

This squat humanoid's warty brown skin looks tough as leather. Two short tusks sprout from either side of the creature's piglike snout, which is set beneath two beady eyes. A thick mane of sharp quills spills down its back.

Description

A ferocious, suicidally brave race with an alien mentality and a slavish devotion to their tribe, quilboar defend their territory with a zeal bordering on fanaticism. They care only for ensuring the survival of their species, to the point where weaker quilboar gladly sacrifice themselves for the benefit the others.

Outsiders see quilboar as stupid, vicious, piglike predators. In truth, quilboar possess a rigid social structure and deeply law-abiding personalities. The only laws they value, however, are their own. Quilboar are born with an instinctive drive to preserve their species. Quilboar always want more territory so that they may increase the size of their tribe; for this reason, they act like bullies, constantly threatening and harassing their neighbors.

Due to the rigors of their society, quilboar offspring grow up quickly. A quilboar reaches maturity almost as soon as he can walk and hold a spear, usually about three years after birth. Quilboar mothers take no care to coddle their children, so sickly infants usually die. Quilboar do not form family units; the females compete for the attention of the strongest males, and the entire tribe tends to the infants. To form the best possible tribe, quilboar quash internal jealousies and rivalries harshly. All must cooperate to ensure the tribe's well-being.

Quilboar males grow taller, heavier, and stronger than females. A typical quilboar male grows to 5-1/2 feet tall and weighs 225 pounds; a typical female grows to 5 feet tall and weighs 150 pounds. For this reason, only males take up the path of warrior. Females feel no resentment over this fact, and, indeed, the males do not see themselves as superior. For the tribe to survive, the quilboar must breed and the females must bear and protect worthy offspring. Each member has his or her role in the tribal structure.

Females quilboar possess such strong tribal instincts that most do not even desire to follow the males' path. On occasion, a female child displays such unnatural strength that the shaman deems her a man. She then trains as a warrior and lives in all ways like a male, even taking female mates. Tribal legend holds that such unions have occasionally produced an exceptional quilboar warrior (though no scholar has confirmed the tale), so there is little or no stigma attached to such situations.

Weak, crippled, and elderly quilboar who feel they can no longer aid the tribe seek death. Quilboar have no need to execute their infirm — the elderly destroy themselves out of a desire to aid the tribe. Most seek death in battle, but

when doing so is not an option, they take their own lives by wandering into the wilderness, hoping to slay at least one beast that may have posed some threat to the tribe.

Quilboar do not frown upon this ritual form of suicide; rather, the tribe views it as an act of bravery and devotion. In fact, quilboar tribes often hold festive ceremonies when a member announces his intention of "taking the walk," in honor of the coming sacrifice. Females almost always commit ritual suicide once past childbearing age.

Quilboar believe that their afterlife holds security and comfort for their race. They enter a realm where all the land belongs to the quilboar and no enemies seek to destroy them. All fight with strength and bravery, battling monsters and prey for amusement. Quilboar revere Agamaggan — an ancient, boarlike Eternal associated with the night elves — believing him to be the progenitor of their race. Where his blood spilled, it is told, patches of enormous briars sprouted to serve as homes to the quilboar. These dens still exist.

Quilboar shaman teach that the law of the wild is the standard by which all tribal members must live — survival of the fittest. When a predator culls the weak from the herd, it is cause for celebration. Those that die do so gladly, knowing that even in death they have contributed to the success of the tribe.

Despite their low intelligence, quilboar possess good common sense. At least one quilboar every generation walks the path of the shaman. Quilboar never *seek* to become shaman, but a few are awarded the right to study with their elders when visited by dreams of former shaman now deceased. Shaman usually rise to positions of power and leadership within their tribes. Most often it is males that receive the dream-vision that sets them on the shaman's path, although female shaman are not uncommon.

Though omnivorous, quilboar prefer the taste of meat.

Quilboar speak Common.

Combat

Quilboar fight best in packs. Their quick charges and frenzied battle cries lead enemies to believe the quilboar are reckless and disorganized, but in reality they use solid tactics. Quilboar flank whenever possible and make use of the aid another action to take down particularly difficult opponents. They never retreat, seeing such an action as a sign of weakness.

The quilboar presented above uses the elite ability score array (see Chapter 3: Improving Monsters) and has 1 level in the quilboar racial class (below).

Pack Fighting (Ex): A quilboar who witnesses an ally's death gains a +1 morale bonus on attack and damage rolls for the remainder of the combat. (Morale bonuses do not stack.) The fallen ally must possess HD equal to or greater than the quilboar's HD for him to gain this bonus.

Quills (Ex): While these days quilboar prefer manufactured weapons, they can fight with their quills as natural weapons. Their quills deal piercing damage equal to 1d4 + Str modifier. Unlike other natural weapons, a quilboar cannot attack with its quills in the same turn he attacks with a manufactured weapon.

Razormanes

Razormane quilboar (from the Razormane tribe) are bigger and meaner than other quilboar.

Skills: Razormanes gain a +2 racial bonus on Survival checks.

Table 1-5: The Quilboar

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

Quilboar as Characters

Enemies threaten quilboar tribes constantly, and bloody confrontations sometimes leave only a handful of survivors. Such survivors can become adventurers. A lone quilboar seeks out worthy packmates of any race with which he can join forces, and often commits to avenging his slain tribe.

On occasion, a quilboar receives a dream-vision where the deceased shaman of the tribe counsel him to leave the pack. The vision may seem confusing to the quilboar, but tribal shaman take these visitations seriously. A vision of this nature never counsels a quilboar to leave the tribe due to his weakness; such a message would likely induce the quilboar to suicide. Instead, they hint at some great opportunity that lies beyond the borders of quilboar territory. A quilboar following a dream-vision sometimes joins groups of other travelers, either because they seem strong companions, or because he has seen them in his dreams.

Quilboar gravitate towards the paths of the barbarian, warrior, and hunter. More agile quilboar may take levels in rogue or scout. Spellcasting quilboar take shaman levels.

Quilboar have the following racial traits:

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

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

• Quilboar' base land speed is 30 feet.

• Darkvision out to 60 feet.

• Scent.

• +1 natural armor bonus.

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

• Quills (Ex): Quilboar can fight with their quills as natural weapons. Their quills deal piercing damage equal to 1d4 + Str modifier. A quilboar cannot attack with his quills in the same turn he attacks with a manufactured weapon.

• +2 racial bonus on Survival checks.

• Automatic Languages: Common and Low Common.

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

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

Quilboar Levels

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

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

Hit Die: d8.

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

Skill Points at Higher Levels: 2 + Int modifier.

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

Starting Gold: A 1st-level quilboar with a level in quilboar begins play with 3d4x10 gold pieces.

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

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

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

Tribal Defense (Ex): The quilboar's dedication to his tribe's defense grants him great combat prowess. At 2nd level, when the quilboar flanks an enemy, he gains a +4 bonus on attack rolls instead of +2.

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

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

Risen

The risen are skeletal guardians created from the bones and corpses of dead warriors. Unlike a typical skeletal soldier, risen are exceptionally tough and resistant to damage. They also retain the fighting skills they had in life, so they make excellent guards, defenders, or skirmishers. Risen often accompany columns of ordinary skeletons into battle.

Risen typically wear plate or chain armor, although it is often ragged and poorly maintained. Some of the more powerful risen are garbed in magic armor and given magic weapons.

Size	Claw Damage
Diminutive or Fine	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Creating a Risen

"Risen" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the base creature), as long as that creature has a skeletal structure.

A risen uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. It retains any subtype except for incompatible alignment subtypes (such as "good") or any subtype that indicates humanoid race. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: Winged risen can't use their wings to fly. If the base creature flew magically, so can the risen.

Armor Class: Increase natural armor bonus by +1 per 2 Hit Dice.

Base Attack Bonus: A risen's base attack bonus is equal to its Hit Dice.

Attack: A risen retains all the natural weapons and manufactured weapon proficiencies of the base creature, except for attacks that can't work without flesh. A creature with hands gains one claw attack per hand; the risen can strike with each of its claw attacks at its full attack bonus.

Full Attack: A risen has iterative attacks based on its base attack bonus, as normal.

Damage: Pre-existing natural attacks and manufactured weapons deal damage normally. A risen's claw attack deals damage depending on the creature's size. (If the base creature already had claw attacks with its hands, use the skeleton claw damage only if it's better.)

Sample Risen: Risen Warrior

Male Human, 11th-Level Warrior
Medium Undead (Augmented Humanoid)

Hit Dice:	11d12+33 (104 hp)
Initiative:	+9
Speed:	30 ft. (6 squares)
Armor Class:	29 (+5 Agy, +5 natural, +5 *+2 studded leather*, +4 *+2 large steel shield*), touch 15, flat-footed 24
Base Attack/Grapple:	+11/+18
Attack:	*+2 longsword* +22 melee (1d8+11/17–20) or claw +18 melee (1d4+7)
Full Attack:	*+2 longsword* +22/+17/+12 melee (1d8+11/17–20) [or 2 claws +18 melee (1d4+7)]
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., damage reduction 10/bludgeoning, immunity to cold, unholy toughness, +3 turn resistance, undead traits
Saves:	Fort +9, Ref +12, Will +3
Abilities:	Str 24, Agy 21, Sta —, Int 1, Spt 11, Cha 1
Skills:	—
Feats:	Cleave[B], Combat Reflexes, Dodge, Improved Initiative[B], Great Cleave[B], Great Fortitude[B], Greater Weapon Focus (longsword)[B], Improved Shield Bash, Mobility[B], Power Attack, Spring Attack[B], Weapon Focus (longsword), Weapon Specialization (longsword)[B]
Environment:	Any
Area:	Eastern Plaguelands, Scholomance
Organization:	Solitary, pair, platoon (3–8), or company (9–24)
Challenge Rating:	13
Treasure:	None
Alignment:	Always neutral evil
Advancement:	By character class
Level Adjustment:	—

The skeleton before you is dressed in surprisingly effective-looking leather armor and wields a sharp blade. It advances purposefully, eye sockets glowing a malevolent red.

Description

This risen was once a powerful fighter. When raised from the dead, all his fighting abilities were left intact. The creature now fights to serve its necromantic master, using everything it learned about combat in life to its full advantage in undeath.

Combat

Although virtually mindless, a risen retains a high degree of cunning regarding combat, always employing feats to the best of its ability. For example, a risen knows that unarmored or lightly armored targets are prime candidates for power attacks, but does not often use the Power Attack feat against heavily armored foes.

Special Attacks: A risen retains all the special attacks of the base creature.

Special Qualities: A risen retains all the special qualities of the base creature and gains those described below.

Damage Reduction 10/Bludgeoning (Ex): Risen lack flesh or internal organs and are exceptionally difficult to damage with non-bludgeoning weapons.

Immunity to Cold (Ex): Risen are not affected by cold.

Turn Resistance (Ex): A risen is difficult to turn, having a turn resistance bonus equal to one-third its Hit Dice.

Unholy Toughness (Ex): Risen are solidly built. They receive 3 bonus hit points per Hit Die.

Saves: Risen have good Fortitude and Reflex saves (i.e., +1/2 HD +2) and poor Will saves (+1/3 HD).

Abilities: Change from the base creature as follows: Strength +8, Agility +4. Change Intellect and Charisma to 1. A risen has no Stamina score.

Skills: A risen loses all skill ranks. It may still use skills untrained, and gains any existing racial bonuses the base creature may have benefited from.

Feats: A risen loses all feats of the base creature. It gains new feats as if it were a warrior of a level equal to its Hit Dice, including bonus feats. However, all the feats the risen takes must be eligible as warrior bonus feats. In addition, a risen gains Great Fortitude and Improved Initiative as bonus feats.

Environment: Any, usually same as base creature.

Organization: Any.

Challenge Rating: Equal to the risen's Hit Dice +2.

Treasure: None.

Alignment: Usually neutral evil.

Advancement: By character class. (Risen can advance only as warriors.)

Level Adjustment: —

Rock Borer

Large Magical Beast (Earth)

Hit Dice:	9d10+36 (85 hp)
Initiative:	+5
Speed:	30 ft. (6 squares), burrow 20 ft.
Armor Class:	19 (–1 size, +5 Agy, +5 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+9/+17
Attack:	Bite +12 melee (1d10+6 plus 1d6 acid)
Full Attack:	Bite +12 melee (1d10+6 plus 1d6 acid)
Space/Reach:	10 ft./15 ft.
Special Attacks:	Acid glob (DC 19), burst forth
Special Qualities:	Tremorsense 60 ft., resistance to acid 20
Saves:	Fort +10, Ref +11, Will +3
Abilities:	Str 18, Agy 21, Sta 19, Int 3, Spt 10, Cha 10
Skills:	Stealth +20 (+16 hiding)
Feats:	Combat Reflexes, Dodge, Mobility, Skill Focus (Stealth)
Environment:	Dry underground
Area:	Desolace, Dustwallow Marsh, Maraudon
Organization:	Solitary, pair, clutch (3-7), or cluster (8-13)
Challenge Rating:	7
Treasure:	Standard (usually gems)
Alignment:	Always neutral
Advancement:	10–14 HD (Large); 15–20 HD (Huge)
Level Adjustment:	—

This sinuous creature looks to be some kind of snake, but it undulates more like an inchworm. Its body is layered in thick scales, and the mandibles jutting forth from its mouth gleam with foul-looking ichor.

Description

Rock borers are rare worm-like beasts that dwell underground in dry, rocky areas. They dig narrow, barely noticeable lairs and lurk near natural caves and passageways, bursting forth when they sense any sort of motion passing by their hiding place. As a result, they almost always attack with surprise.

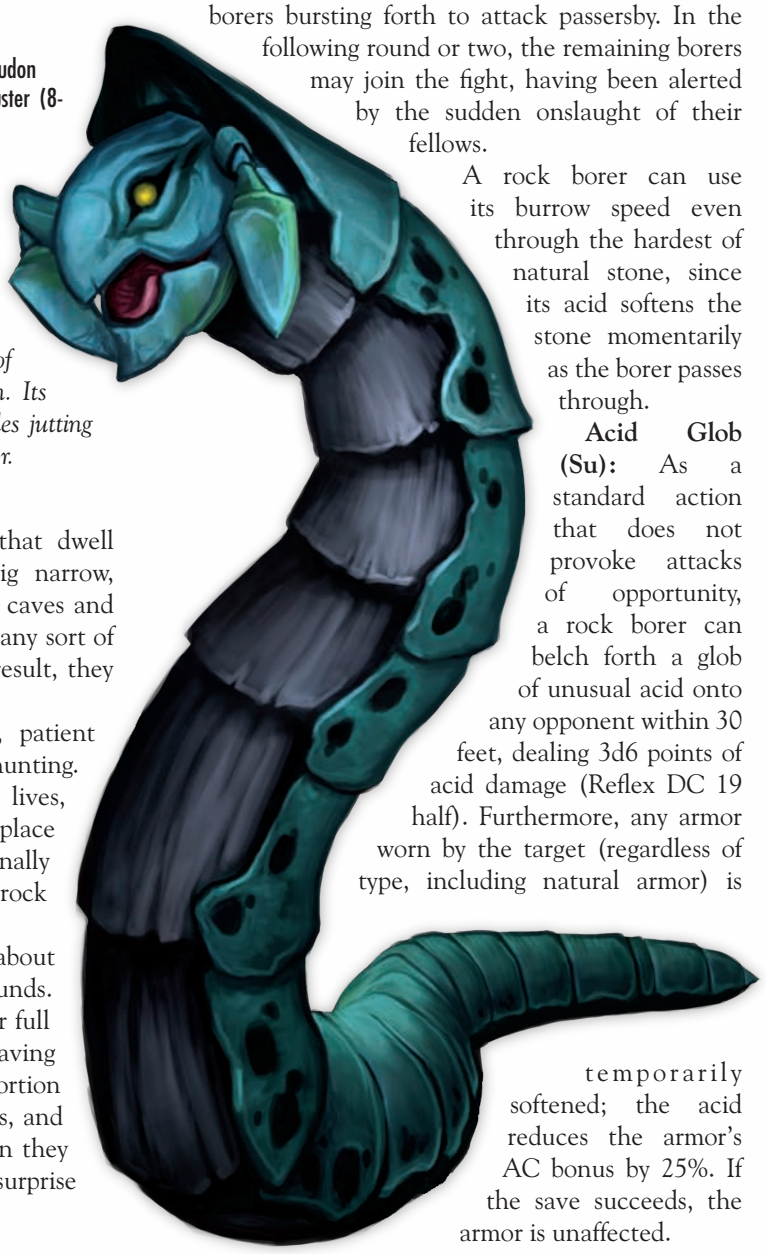
Rock borers are normally slow moving, patient creatures, except when disturbed or when hunting. They are stationary for over 90% of their lives, generally moving only to mate or to seek a new place to lurk in wait for food. Only when exceptionally hungry do they actively hunt. A starving rock borer attacks anything that moves.

A typical rock borer is 20 to 25 feet long, about a foot in diameter, and weighs about 400 pounds. Rock borers almost never stretch out to their full length, instead coiling their hind end (or leaving it in the ground) and raising the forward portion of their body up in the shape of an "S." This, and their thinness, makes them look smaller than they actually are, allowing them to sometimes surprise opponents with their exceptional reach.

Combat

Rock borers prefer to lie in wait for prey to pass by before bursting from their holes. While lurking, they are almost impossible to detect, although (depending on the terrain and lighting) an explorer might identify their presence by the small, largely refilled tunnels they leave behind when burrowing. Once out of their holes, or if encountered while on the move, rock borers try to back into corners where their superior reach gives them the advantage. If hard pressed, they retreat by burrowing.

Rock borers lurking in groups within individual burrows can't communicate with each other, keeping their holes some distance apart. Thus, an attack typically commences with no more than one or two of the nearest borers bursting forth to attack passersby. In the following round or two, the remaining borers may join the fight, having been alerted by the sudden onslaught of their fellows.



A rock borer can use its burrow speed even through the hardest of natural stone, since its acid softens the stone momentarily as the borer passes through.

Acid Glob (Su): As a standard action that does not provoke attacks of opportunity, a rock borer can belch forth a glob of unusual acid onto any opponent within 30 feet, dealing 3d6 points of acid damage (Reflex DC 19 half). Furthermore, any armor worn by the target (regardless of type, including natural armor) is temporarily softened; the acid reduces the armor's AC bonus by 25%. If the save succeeds, the armor is unaffected.

Armor returns to normal after 3d6 rounds. Multiple hits result in cumulative armor penalties. The save DC is Agility-based.

Burst Forth (Ex): A lurking rock borer concealed within earth or stone but no farther than 15 feet from an open space can charge an opponent in that open space, even if it mixes burrowing and normal movement as part of the charge. The borer can make up to two 45-degree turns during this charge as it races through previously prepared paths toward its prey.

Satyr

Medium Outsider (Chaotic, Demon, Evil, Native)

Hit Dice:	1d8 (4 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	16 (+3 Agy, +3 studded leather), touch 13, flat-footed 13
Base Attack/Grapple:	+0/+2
Attack:	Short sword +3 melee (1d6+2/19–20)
Full Attack:	Short sword +3 melee (1d6+2/19–20) or 2 claws +3 melee (1d4+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Backstab +1d6
Special Qualities:	Darkvision 60 ft., satyr traits
Saves:	Fort +0, Ref +5, Will –2
Abilities:	Str 14, Agy 17, Sta 10, Int 12, Spt 6, Cha 11
Skills:	Bluff +4, Knowledge (nature) +7, Stealth +11, Survival +4, Tumble +7
Feats:	Weapon Finesse
Environment:	Temperate forest
Area:	Ashenvale, Azshara, Darkshore, Desolace, Felwood
Organization:	Solitary, pair, gang (4–7), or war party (9–16 satyrs, four 5th-level rogues, three 6th-level spellcasters, and one 10th-level assassin leader)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	Use racial levels

This creature looks somewhat like a night elf, but it has shaggy goat legs, hooves, and a long tail like a lion's. Tall horns sprout from its head.

Description

In the War of the Ancients, the Burning Legion's taint worked strangely on some night elves, corrupting them into satyrs. In the years since, other races have also joined their ranks.

Satyrs resemble the creatures they once were, but much of the resemblance ends at the physical level. Satyrs are bloodthirsty, depraved individuals who enjoy slicing open their opponents with curved blades and flinging entrails everywhere. Satyrs operate at a faster level than other creatures; whereas night elves (for example) are serene and languid, satyrs move sharply and talk quickly. They tend to function as if their heart rates and metabolisms operate at two or three times normal speed, which may be precisely the case. Though satyrs are immortal, rumors tell of certain satyrs that apparently "burn out" and die at ages much younger than that of night elves.

Satyrs consider Lord Xavius to be their patron. Xavius, once a night elf who worshipped and served Sargeras, was the first satyr and was instrumental in bringing the Burning Legion to Azeroth in the War of the Ancients. One of Xavius's powers was the ability to afflict other creatures with his affliction, turning them into satyrs. History says Xavius perished 10,000 years ago, but the satyrs still revere him as their creator and patron.

Combat

Satyr are crazed fighters, but possessed of a dark cunning. Satyrs are tricksters and rogues, and prefer to strike from ambush to inflict as much pain and damage as possible. They strike for vulnerable points and enjoy causing their enemies pain, both physical and psychological, before finishing them. Satyrs, like all demons, despise night elves and attack them first.

The satyr presented above uses the elite ability score array (see Chapter 3: Improving Monsters) and has 1 level in the satyr racial class (below).

Satyrs as Characters

Satyrs are evil, though occasionally they work with other races to further their own goals — notably, a few satyrs employ adventurers (both Horde and Alliance) on missions to undermine their enemies' societies. (Understandably, neither the Horde nor the Alliance look favorably on adventurers who deal with such dark forces.) As satyrs are twisted and corrupted, violence and depravity are inseparable parts of their nature. However, some satyrs care more about causing pain and experiencing dark pleasures than they care about to whom they cause such pain; these chaotic neutral individuals may take up with an adventuring party that could grant them access to such delights, but they are unpredictable and volatile.

Most satyrs take levels in rogue. A few take levels in necromancer or warlock, drawing upon their arcane legacy as demons. Warriors and barbarians are also fairly common among their kind, but healers and tinkers are unknown.

Satyrs possess the following racial traits:

- +2 Agility, –2 Spirit, –2 Charisma. Satyrs are quick and dexterous, but their senses are too wild to remain focused for long and their crazed mindset does not endear them to others.
- Medium: As Medium creatures, satyrs have no bonuses or penalties based on their size.
- Satyr base land speed is 30 feet.

Table 1-6: The Satyr

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

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

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

• Darkvision out to 60 feet.

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

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

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

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

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

• Bonus Languages: Darnassian, Low Common, Goblin, Orcish and Thalassian. (Unless one of these was the satyr's primary language in his former life, in which case it is an automatic language.) Satyrs pick up the languages of their enemies and those creatures that they might find useful.

• Favored Class: Rogue. A multiclass satyr's rogue class does not count when determining whether he suffers an XP penalty for multiclassing (see **World of Warcraft the Roleplaying Game,** Chapter 3: Classes, "Multiclass Characters," *XP for Multiclass Characters*).

Satyr Levels

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

Hit Die: d8.

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

Skill Points at Higher Levels: 4 + Int modifier.

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

Starting Gold: A 1st-level satyr with a level in satyr begins play with 3d4x10 gold pieces.

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

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

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

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

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

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

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

Scorpid

	Scorpid	Scorpid Dunestalker
	Small Magical Beast	**Medium Magical Beast**
Hit Dice:	5d10+5 (21 hp)	9d10+18 (67 hp)
Initiative:	+6	+7
Speed:	30 ft. (6 squares), burrow 20 ft.	30 ft. (6 squares), burrow 20 ft.
Armor Class:	19 (+1 size, +2 Agy, +6 natural), touch 13, flat-footed 17	23 (+3 Agy, +10 natural), touch 13, flat-footed 20
Base Attack/Grapple:	+5/+4	+9/+13
Attack:	Sting +9 melee (1d3+3 plus poison)	Sting +13 melee (1d4+4 plus poison)
Full Attack:	Sting +9 melee (1d3+3 plus poison) and 2 claws +7 melee (1d3+1)	Sting +13 melee (1d4+4 plus poison) and 2 claws +11 (1d4+2)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Poison (DC 13)	Backstab +2d6, poison (DC 16)
Special Qualities:	Darkvision 60 ft., low-light vision, poison resistance, scent	Darkvision 60 ft., low-light vision, poison resistance, scent
Saves:	Fort +5, Ref +6, Will +1	Fort +8, Ref +9, Will +3
Abilities:	Str 17, Agy 14, Sta 12, Int 4, Spt 11, Cha 8	Str 19, Agy 16, Sta 15, Int 4, Spt 11, Cha 8
Skills:	Listen +4, Spot +4, Stealth +6 (+10 hiding)*	Listen +4, Spot +4, Stealth +14*
Feats:	Improved Initiative, Multiattack (Stealthy)	Combat Reflexes, Improved Initiative, Multiattack, Skill Focus
Environment:	Warm land	Warm land
Area:	The Barrens, Burning Steppes, Durotar, Silithus, Tanaris, Thousand Needles	The Barrens, Burning Steppes, Durotar, Silithus, Tanaris, Thousand Needles
Organization:	Solitary, pair, or nest (3–12)	Solitary, pair, or nest (3–12)
Challenge Rating:	3	6
Treasure:	Standard	Standard
Alignment:	Usually neutral	Usually neutral
Advancement:	6–8 HD (Small)	10–16 HD (Medium); 17–24 HD (Large)
Level Adjustment:	+2	+3

Mottled black markings cover this overlarge scorpion's bone-white carapace. Two giant claws click menacingly as it skitters forward, balanced by a curving, stinger-tipped tail.

Description

Scorpids are quick, vicious, poisonous predators who stalk sand dunes in search of prey. Scorpids possess a strong racial identity; they band together to fight interlopers, form family units called nests, and willingly ally with other scorpids.

Scorpids eat meat, including carrion, but prefer freshly killed food. They live underground, digging burrows in soft sand or earth. Scorpid females are indistinguishable from males to the naked eye, but after giving birth, a scorpid female carries her young on her back until they are old enough to fend for themselves (a period of 2–3 weeks). On average, a scorpid female gives birth to 10–20 live young at a time, each one no bigger than a rat.

Scorpid young routinely molt, shedding their old, soft skin and growing a harder carapace in its place. Scorpids molt 5 to 6 times before reaching maturity. Cautious travelers watch for shed scorpid skins when traveling in the desert.

Scorpids grow to about 3-1/2 feet in length and 2-1/2 feet tall. They are heavy for their size, weighing almost 60 pounds when fully grown. Scorpids come in many colors, including black, yellowish brown, red, and a mottled white that blends with moonlit desert dunes. A strange quality of the scorpid's carapace causes it to fluoresce weakly in certain underground environments, such as an area with phosphorescent plants, moss, or fungi.

Scorpids live an average of 30 years.

Combat

Solitary scorpids retreat and seek out assistance if they know a fellow scorpid is close enough to render aid; scorpids always try to attack in groups if they can. As many scorpids as possible target an individual in combat before moving on to a new enemy.

Scorpids can opt not to poison an enemy when making a sting attack, but they rarely choose to do so. Sometimes, though, scorpid groups reserve their poison and make nonlethal attacks to subdue weak enemies. They then drag the unconscious foe back to the nest to teach their young to kill.

Poison (Ex): Sting, Fortitude DC 13; 1d4 Sta/1d4 Sta. The save DC is Stamina-based.

Poison Resistance (Ex): Scorpids gain a +4 racial bonus on saves against poison.

Skills: A scorpid has a +4 racial bonus on Stealth checks. *The Stealth bonus to hide improves to +8 in sandy environments.

Scorpid Dunestalker

Dunestalkers are a more powerful version of scorpid, growing to 5 feet in length and 3-1/2 feet tall, and weighing close to 600 pounds. The strongest usually serves as a nest's leader.

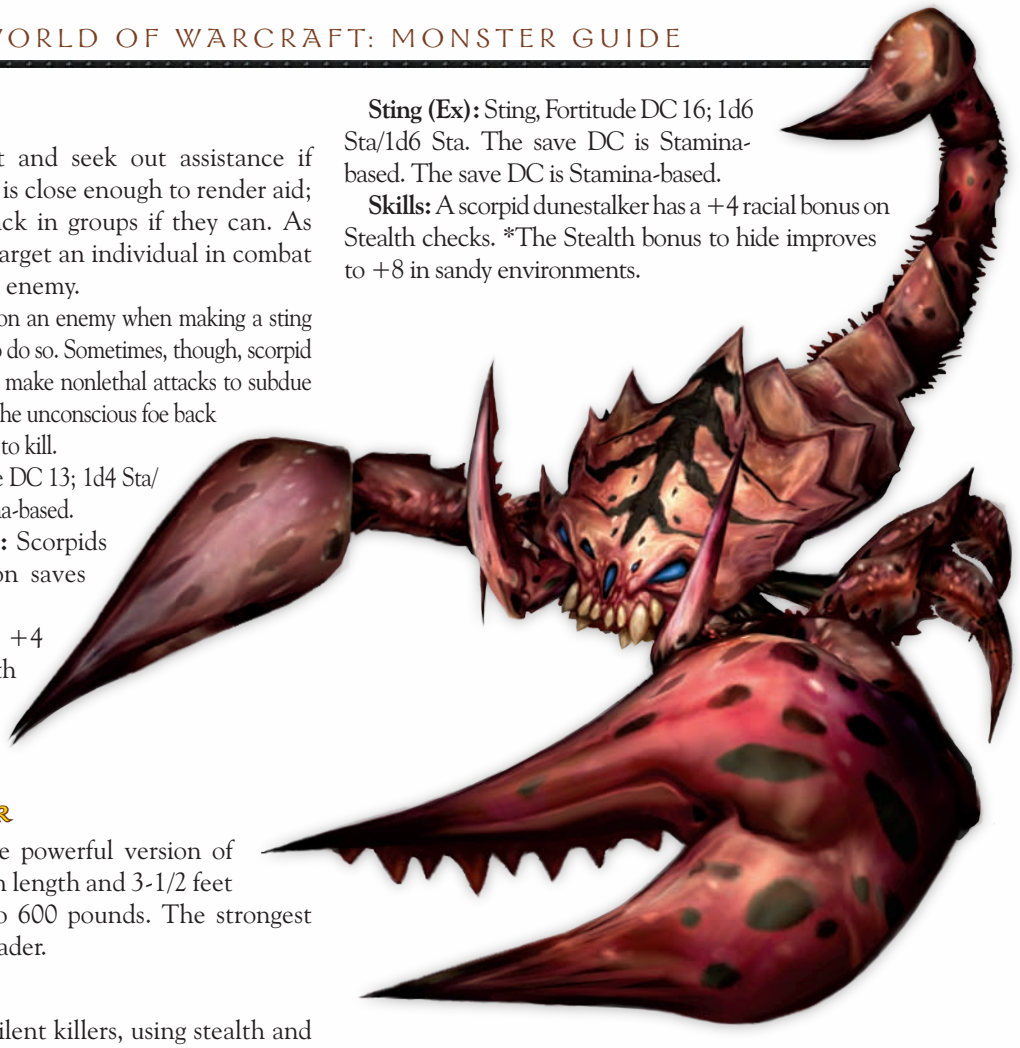
Combat

Dunestalkers are swift, silent killers, using stealth and sneak attacks to great effect.

Backstab (Ex): A scorpid dunestalker possesses the backstab ability, just as a rogue does.

Sting (Ex): Sting, Fortitude DC 16; 1d6 Sta/1d6 Sta. The save DC is Stamina-based. The save DC is Stamina-based.

Skills: A scorpid dunestalker has a +4 racial bonus on Stealth checks. *The Stealth bonus to hide improves to +8 in sandy environments.



Shade

Medium Undead (Incorporeal)

Hit Dice:	1d12 (6 hp)
Initiative:	+7
Speed:	Fly 40 feet (perfect) (8 squares)
Armor Class:	14 (+3 Agy, +1 deflection), touch 14, flat-footed 11
Base Attack/Grapple:	+0/—
Attack:	Incorporeal touch +3 melee (1d2 Spt)
Full Attack:	Incorporeal touch +3 melee (1d2 Spt)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spirit drain
Special Qualities:	Darkvision 60 ft., invisible, true sight, incorporeal traits, undead traits
Saves:	Fort +0, Ref +3, Will +2
Abilities:	Str —, Agy 17, Sta —, Int 8, Spt 10, Cha 5
Skills:	Listen +4, Search +3, Spot +4
Feats:	Improved Initiative
Environment:	Any land or underground
Area:	Any
Organization:	Solitary, pair, or patrol (3–8)
Challenge Rating:	1
Treasure:	None
Alignment:	Always lawful evil
Advancement:	2–6 HD (Medium); 7–12 HD (Large)
Level Adjustment:	—

A vaporous gray mist clearly forms the skeletal body of this creature. Its vaguely humanoid body is translucent and leaves a misty trail as it glides silently about. Only the bright violet eyes, which burn with great intensity, look as though they have any substance.

Description

Shades are the restless spirits of those who never had a chance to achieve greatness in life. These utterly invisible, incorporeal creatures can see all things for what they truly are. Quiet and discrete, shades prefer to avoid living beings. They seem content to roam the land where they were spawned, but most seem also equally at ease among other undead.

These intelligent creatures sometimes serve in undead armies as scouts or spies, reporting anything they see to

their superiors. Once they enter service, shades almost invariably remain loyal to their superiors and their cause. Because of the shades' unquestioning loyalty, many undead generals seek to employ them despite their lack of courage or fighting capabilities.

Combat

Poor combatants, shades prefer to avoid fighting as much as possible. They would rather flee than face an enemy they cannot hope to defeat, but they also tend to retreat from creatures they could likely defeat.

When forced into battle, they use their Spirit drain ability to hamper the living, but still seek to fly away at the first opportunity. Cornered shades fight to the death (but note that incorporeal creatures are notoriously hard to corner…).

Spirit Drain (Su): A shade disturbs the soul of living creatures it comes in contact with. Any living creature touched by a shade takes 1d2 points of Spirit damage.

Invisible (Su): A shade is permanently invisible and cannot be made visible through any means. Treat the creature as thought benefiting from the effect of a permanent *greater invisibility* spell that cannot be dispelled. Even spells and effects such as *see invisibility* do not allow a creature to see a shade. A *true seeing* spell, however, reveals the intangible body of the shade (as described above). This is the only means by which anyone can see a shade in its true form.

True Sight (Su): A shade can see everything for what it actually is. This supernatural ability bestows to the creature the same advantages as a permanent *true seeing* spell.

Silithid

Silithid are an unintelligent insectoid race that have grown in strength and power in recent years. They first appeared in the region called Silithus, but have since founded colonies in neighboring areas, usually far from native settlements. They sometimes prove impartial to travelers, but defend their territory ferociously from invaders.

Scholars disagree on the origins of the silithid. Some believe they are an offshoot of the arachnathid, an insect race that mostly dwells in the northern regions of Azeroth. Others believe they are a new race heretofore unknown on Azeroth, possibly having arrived from another world elsewhere in the Twisting Nether, much as the orcs once did. Still others posit that they are servants of the qiraji, and that their presence in Southern Kalimdor is a harbinger of an impending qiraji invasion.

To humanoids' eyes, silithid are enormous bugs, most of man-size or larger, with powerful natural weapons at their disposal. They do not seem to use tools, although they do build structures out of natural materials using their bodily secretions. Silithid hives are immense, alien affairs with towering antenna-like spires jutting out of the earth. In the maze of tunnels below, the creatures raise their young, tend to their wounded, manage food storage, and fend off invaders.

Most scholars agree that a silithid begins life by hatching from an egg. At this point the young silithid is a broodling — a larval state as yet unspecialized for any role in the hive. Eventually, the broodling encases itself in a cocoon and changes into its new form — a wasp, reaver, swarmer, or possibly some other as-yet unknown type of silithid. While silithid haven't been a visible part of the world long enough for anyone to accurately gauge their lifespans, some researchers think that after achieving adulthood, a common silithid can live for up to 5 years, although queens can survive for decades.

Silithid are capable of communicating by touching antennae to one another. They can also send simple messages to larger groups by sending out chemical signals in the air.

Individual silithid possess a certain level of animal cunning, but are unintelligent. They exist to serve the hive, and are specialized in their roles. Wasps attack, tunnelers dig, reavers defend, swarmers train, queens lay eggs, and so on. A silithid instinctively gives its life for the colony.

Silithid Reaver

Medium Aberration

Hit Dice:	9d8+36 (76 hp)
Initiative:	+2
Speed:	30 ft., climb 20 ft.
Armor Class:	21 (+2 Agy, +9 natural), touch 12, flat-footed 19
Base Attack/Grapple:	+6/+9
Attack:	Claw +10 melee (1d10+3)
Full Attack:	2 claws +10 melee (1d10+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Reaving 1d10+3
Special Qualities:	Darkvision 60 ft., low-light vision, scent, stability, tunnel defense
Saves:	Fort +9, Ref +5, Will +6
Abilities:	Str 17, Agy 15, Sta 18, Int 1, Spt 11, Cha 5
Skills:	Climb +11, Listen +7, Spot +7
Feats:	Blind-Fight, Combat Reflexes, Great Fortitude, Weapon Focus (claw)
Environment:	Any underground
Area:	The Barrens (southern), Feralas, Silithus, Tanaris, Thousand Needles, Un'Goro Crater
Organization:	Solitary, pair, array (3–5), or wall (6–15)
Challenge Rating:	6
Treasure:	None
Alignment:	Usually neutral
Advancement:	10–18 HD (Large)
Level Adjustment:	—

The chitin of this warrior insect is dark blue with black stripes. Two slashing claws jut out of the angular body like deadly blades.

Description

Silithid reavers are the hive's primary defenders. They dwell mostly underground or near tunnel entrances, using their darkvision and scent to ferret out intruders. Reavers are defensive by nature and spend most of their lives guarding a particular area or section of tunnel. They do not advance beyond their patrol area to attack, and might seem non-threatening until one gets too close.

An average reaver is 8 feet long and 5 feet tall, weighing 350 pounds.

Combat

Reavers are tenacious fighters. They exist only to defend their hive and do so at all costs. They typically go after the most dangerous opponent first, then move on to the next most threatening target once they have removed the first threat. If attacked in a burrow, they take up a defensive position where they can strike at anyone who tries to slip by. If need be, they try to grapple particularly dangerous opponents, holding a foe down while other reavers move in for the kill.

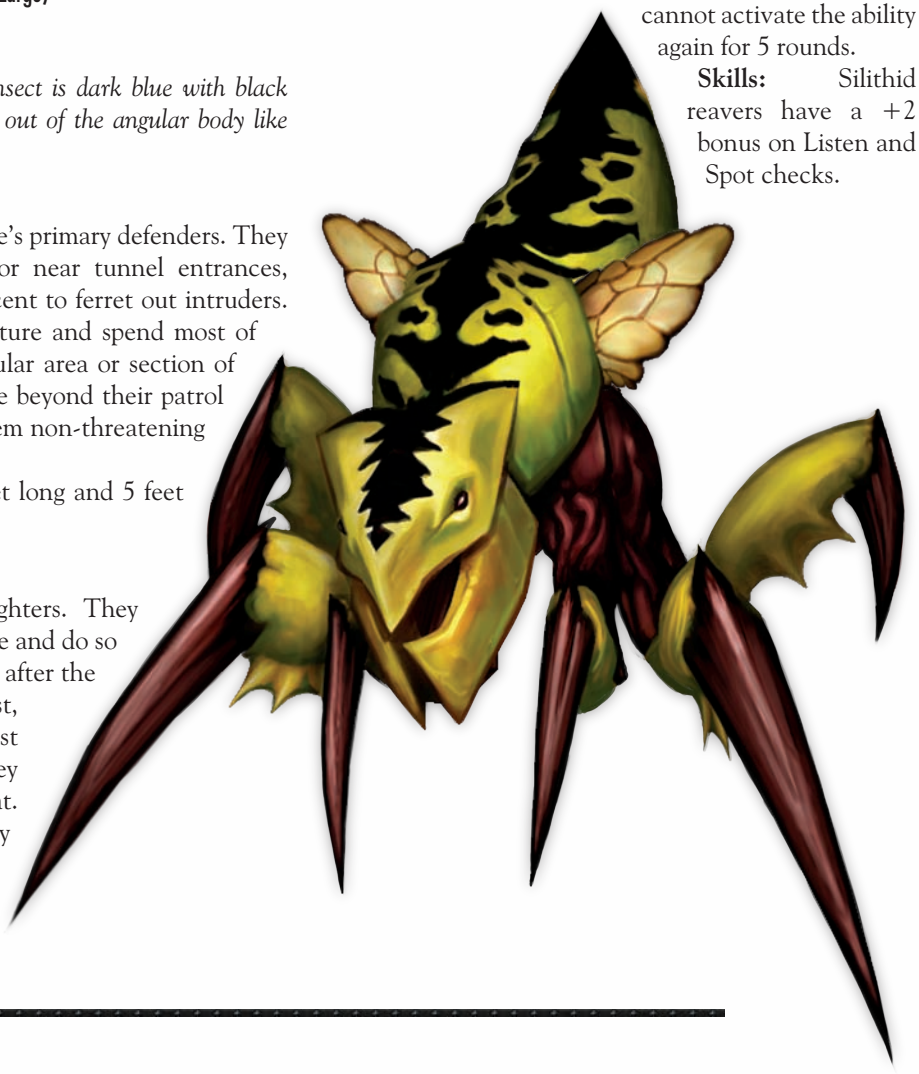
Reaving (Ex): If a silithid hits a single foe with both claws during a full attack action, it strikes again while the target is off balance, gaining a third claw attack against that same opponent. The critical threat range for this extra claw attack is 19–20.

Stability (Ex): Silithid reavers are multi-legged creatures that excel in holding their place. They receive a +8 racial bonus on attempts to resist being bull rushed or tripped when standing on the ground, and a +4 racial bonus on similar attempts even when climbing.

Tunnel Defense (Ex): As a free action, a silithid reaver can enter a powerful defensive stance that helps block tunnels from intruders. While in this stance, the reaver cannot move, but gains a +4 bonus to Strength and Stamina and gains double its normal racial stability bonuses. Furthermore, if reduced below 1 hit point while using its tunnel defense ability, the reaver can continue to fight even if disabled or dying.

Tunnel defense lasts a number of rounds equal to the reaver's Hit Dice (i.e., 9 in the case of the reaver presented above), and a reaver can use this ability 3 times per day. A reaver can voluntarily end its tunnel defense, but cannot activate the ability again for 5 rounds.

Skills: Silithid reavers have a +2 bonus on Listen and Spot checks.



Silithid Swarmer

	Silithid Swarmer	Silithid Broodling Swarm
	Large Aberration	**Diminutive Aberration (Swarm)**
Hit Dice:	10d8+30 (75 hp)	9d8+9 (49 hp)
Initiative:	+1	+2
Speed:	20 ft. (4 squares), climb 10 ft.	20 ft. (4 squares), climb 10 ft.
Armor Class:	18 (–1 size, +1 Agy, +8 natural), touch 10, flat-footed 17	20 (+4 size, +2 Agy, +4 natural), touch 16, flat-footed 18
Base Attack/Grapple:	+7/+16	+6/—
Attack:	Claw +11 melee (2d6+5)	Swarm (2d6)
Full Attack:	2 claws +11 melee (2d6+5)	Swarm (2d6)
Space/Reach:	10 ft./5 ft.	1 ft./0 ft.
Special Attacks:	Release swarm, spit acid (DC 20)	Distraction (DC 15)
Special Qualities:	Darkvision 60 ft., low-light vision, resistance to fire 10, swarm defense	Darkvision 60 ft., low-light vision, immune to weapon damage, swarm traits
Saves:	Fort +8, Ref +4, Will +7	Fort +4, Ref +5, Will +6
Abilities:	Str 21, Agy 12, Sta 17, Int 1, Spt 11, Cha 9	Str 12, Agy 14, Sta 13, Int 1, Spt 11, Cha 9
Skills:	Listen +7, Spot +6	Listen +3, Spot +2
Feats:	Ability Focus* (acid spit), Cleave, Great Fortitude, Power Attack	Weapon Focus (bite)
Environment:	Any	Any
Area:	The Barrens (southern), Feralas, Silithus, Tanaris, Thousand Needles, Un'Goro Crater	The Barrens (southern), Feralas, Silithus, Tanaris, Thousand Needles, Un'Goro Crater
Organization:	Solitary, pair, array (3–5), or wall (6–15)	Solitary
Challenge Rating:	6	4
Treasure:	None	
Alignment:	Usually neutral	
Advancement:	11–20 HD (Large)	3–4 HD (Tiny)
Level Adjustment:	—	—

* This feat appears in **Lands of Mystery.**

This scorpionlike creature has a turquoise body with huge claws clacking at the air.

Description

Silithid swarmers carry young silithid. Underneath its shell, a swarmer carries a cluster of broodlings, protecting them with its body. When the swarmer locates prey, it releases its broodlings so that they may learn how to fight. Should the need arise, the broodlings can retreat back under the swarmer's shell for complete protection.

Typical swarmers are 8 feet long and stand 5 feet high; they weigh upwards of 500 pounds. A swarmer can communicate with other silithid by using its antennae.

Combat

Swarmers enter combat cautiously, assessing the threat posed by their foes before releasing a brood. If the enemy proves too dangerous, the swarmer spits acid and retreats. Otherwise, it releases its brood into the fray, directing it toward specific targets with a series of clicking sounds. The swarmer's CR includes a single broodling swarm.

Spit Acid (Ex): A swarmer can spit a harsh-smelling, blinding acid in a 20-foot cone as a standard action. This acid deals 5d6 points of damage (Reflex DC 20 half) to any non-silithid caught in the area. If a creature's save fails, it must then make a DC 20 Fortitude save or be blinded for 1d6 minutes. The DCs are Stamina-based.

Release Swarm (Ex): A swarmer's body contains an internal compartment designed to carry a swarm of broodlings and protect them from harm. As a free action, a swarmer can open its back plates and release its brood. The broodlings can act immediately, entering the initiative sequence on the count immediately following the swarmer's turn. After the broodlings leave, the swarmer's back plates close automatically; it can open them again at any time to recall the brood back to safety.

As long as the swarmer is alive, any broodlings inside its compartment have total cover; thus they cannot be targeted by direct attacks and are immune to area effects. If the swarmer is killed, the compartment cracks open and the broodlings inside are no longer fully protected, though they still gain cover from most attacks.

Silithid Broodling Swarm

These insects resemble ant larvae. Though quite small in size, perhaps the size of a big rat, they possess vicious-looking mandibles.

Broodlings are young silithid that have yet to molt into their adult forms. Broodlings look identical, but can potentially grow into wasps, reavers, or any other silithid type — even queens, if the hive needs another. They are seldom encountered without a swarmer as their escort.

Broodlings are about 1 foot long and weigh roughly 2 pounds.

Combat

Broodlings attack according to the orders of the swarmer that carries them. Faced with multiple opponents, they attack as many as they can, unless ordered otherwise. Broodlings that show tenacity often grow into reavers, while those that strike quickly eventually metamorphose into wasps. Those with less combat acuity become swarmers or possibly some other type of silithid.

See below for more information on swarms.

Silithid Wasp

Medium Aberration

Hit Dice:	8d8+16 (52 hp)
Initiative:	+4
Speed:	Fly 40 ft. (8 squares) (good)
Armor Class:	20 (+4 Agy, +6 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+6/+7
Attack:	Sting +7 melee (1d8+1 plus poison)
Full Attack:	Sting +7 melee (1d8+1 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison (DC 16), suicide sting
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +4, Ref +6, Will +5
Abilities:	Str 12, Agy 19, Sta 15, Int 1, Spt 11, Cha 6
Skills:	Listen +5, Spot +5
Feats:	Dodge, Flyby Attack*, Hover[B]*, Mobility
Environment:	Any
Area:	The Barrens (southern), Feralas, Silithus, Tanaris, Un'Goro Crater
Organization:	Solitary, pair, flight (3–5), or wave (6–15)
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral
Advancement:	9–16 HD (Large)
Level Adjustment:	—

* These feats appear in **Lands of Mystery.**

This man-sized insect hovers on bluish-green, iridescent wings. Its body is dark blue with black striping, with a wicked-looking black stinger at the base of the abdomen.

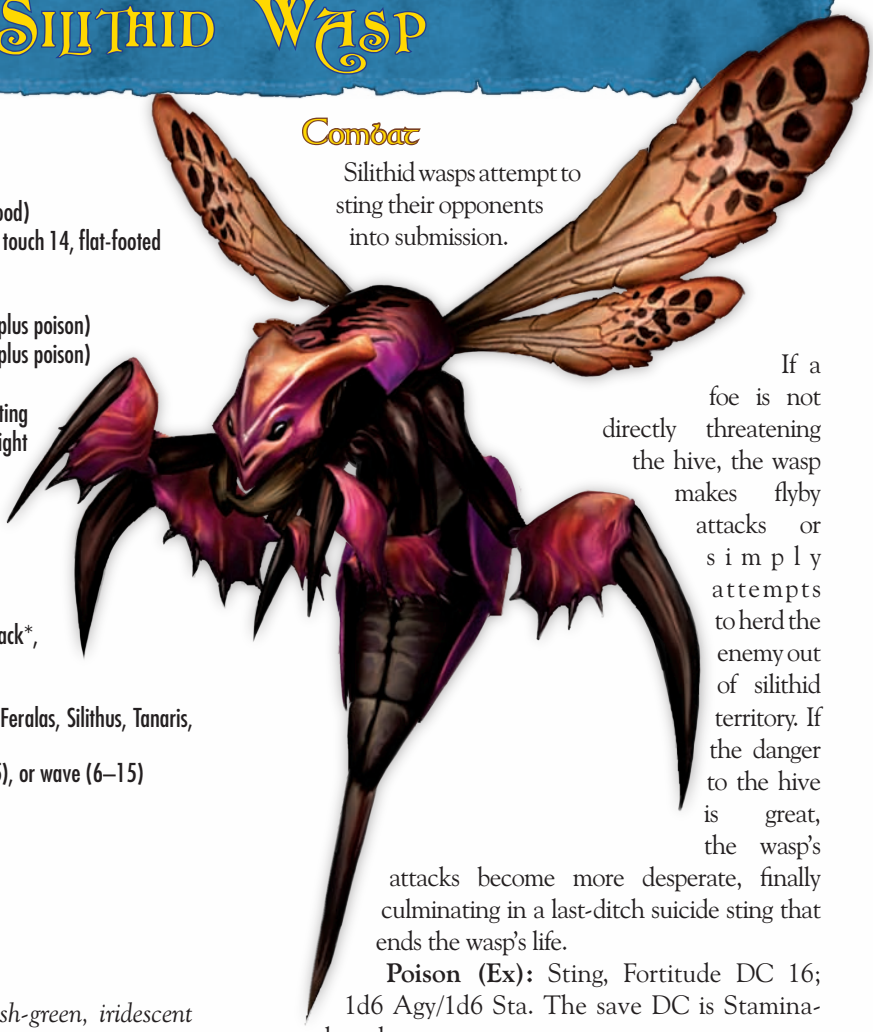
Description

Silithid wasps are the mobile attack force of a hive, patrolling the territory's borders and ruthlessly driving out intruders. They are fearless combatants who willingly sacrifice themselves to bring down a foe.

Wasps begin learning to fly from the moment they molt out of their broodling state, and use their mobility in combat to great advantage. Although a wasp has legs for perching while the creature rests, they are useless for ambulation.

Silithid wasps emit a telltale droning sound when flying or hovering. The sound increases dramatically as more wasps add to the formation. A large squadron of silithid wasps can be heard up to half a mile away, depending on ambient noise.

Silithid wasps are 7 to 8 feet long and weigh 150 pounds.



Combat

Silithid wasps attempt to sting their opponents into submission. If a foe is not directly threatening the hive, the wasp makes flyby attacks or simply attempts to herd the enemy out of silithid territory. If the danger to the hive is great, the wasp's attacks become more desperate, finally culminating in a last-ditch suicide sting that ends the wasp's life.

Poison (Ex): Sting, Fortitude DC 16; 1d6 Agy/1d6 Sta. The save DC is Stamina-based.

Suicide Sting (Ex): A silithid wasp can make a powerful jab with its stinger that rips the weapon out, leaving it embedded in the enemy. The wasp must charge the opponent or make a full attack to use this ability. It gains a +2 bonus on the attack roll and takes a –2 penalty to Armor Class for 1 round (these modifiers stack with those from a charge if the wasp charges).

If the suicide attack is successful, the stinger tears out, killing the wasp. The stinger continues to deal its base damage (i.e., without the wasp's Strength bonus) and deliver poison every round thereafter until removed. Because the stinger is lodged in the victim, it deals double damage if the victim moves or takes any action other than to lie down or take a 5-foot step.

The victim or another character may take a full-round action to try to remove the embedded stinger, which requires a DC 15 Heal check. If the check fails, the character still removes the stinger, but the victim takes triple sting damage and is automatically poisoned for that round (no save against the initial damage).

Skeletal Creature

A skeletal creature is the reanimated bone structure of a formerly living creature. Necromantic magic powers the skeleton, forcing it back into a parody of its living self. Most skeletons are mindless automatons, servants of necromancers or other spellcasters, but a few possess some degree of sentience and free will.

A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armor it was wearing when slain. A mindless skeleton does only what it is ordered to do; it can draw no conclusions of its own and has no initiative. Because of this limitation, its instructions must always be simple.

A skeleton ordered to attack does so without pause and fights until destroyed.

Creating a Skeletal Creature

"Skeletal" is an acquired template that can be added to any corporeal creature with a bony skeletal structure. This means that most animals, dragons, giants, humanoids, magical beasts, and monstrous humanoids are eligible, while most constructs, elementals, oozes, plants, and vermin are not. Many aberrations, fey, and outsiders can acquire this template, but not all. Creatures that are already undead cannot normally acquire the skeletal template.

A skeletal creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind. It does not gain the augmented subtype.

Hit Dice: Increase all current and future Hit Diced to d12s. Creatures with more than 20 Hit Dice cannot acquire this template.

Speed: Winged skeletons can't use their wings to fly. If the base creature flew magically, so can the skeleton.

Armor Class: Natural armor bonus changes to a number based on the skeleton's size:

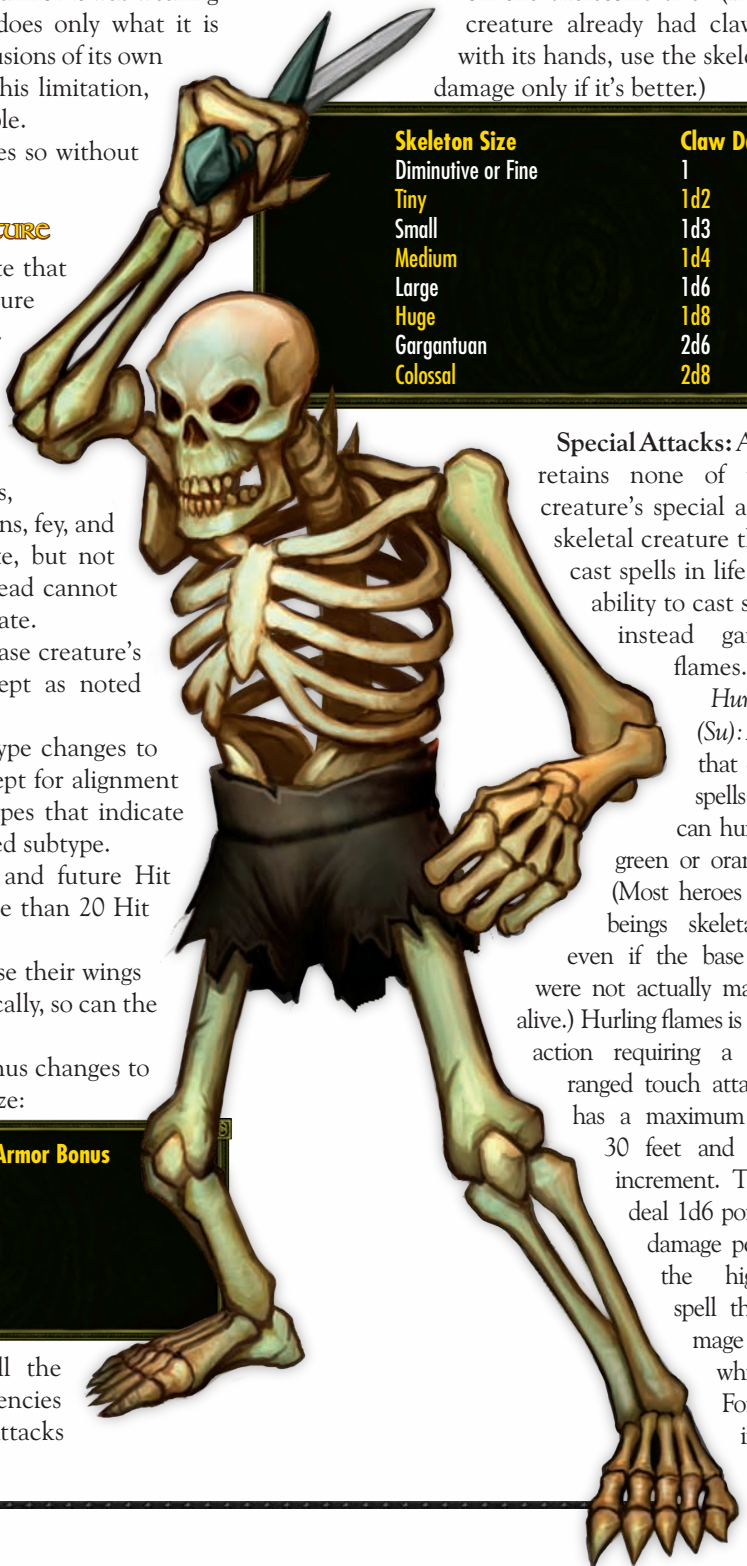
Skeleton Size	Natural Armor Bonus
Tiny or smaller	+0
Medium or Large	+2
Huge	+3
Gargantuan	+6
Colossal	+10

Attacks: A skeleton retains all the natural weapons and weapon proficiencies of the base creature, except for attacks that can't work without flesh. A creature with hands gains one claw attack per hand; the skeleton can strike with each of its claw attacks at its full attack bonus.

A skeleton's base attack bonus is equal to 1/2 its Hit Dice.

Damage: Natural and manufactured weapons deal damage normally. A claw attack deals damage depending on the skeleton's size. (If the base creature already had claw attacks with its hands, use the skeleton claw damage only if it's better.)

Skeleton Size	Claw Damage
Diminutive or Fine	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8



Special Attacks: A skeleton retains none of the base creature's special attacks. A skeletal creature that could cast spells in life loses the ability to cast spells, but instead gains hurl flames.

Hurl Flames (Su): A skeleton that could cast spells while alive can hurl blasts of green or orange flame. (Most heroes call these beings skeletal mages, even if the base creatures were not actually mages when alive.) Hurling flames is a standard action requiring a successful ranged touch attack roll; it has a maximum range of 30 feet and no range increment. The flames deal 1d6 points of fire damage per level of the highest-level spell the skeletal mage could cast while alive. For example, if a 5th-

Sample Skeletal Creature: Skeletal Warrior

Female Human, 1st-Level Warrior
Medium Undead

Hit Dice:	1d12 (6 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	21 (+2 Agy, +2 natural, +5 breastplate, +2 heavy steel shield), touch 12, flat-footed 19
Base Attack/Grapple:	+0/+1
Attack:	Longsword +1 melee (1d8+1/19–20)
Full Attack:	Longsword +1 melee (1d8+1/19–20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., damage reduction 5/ bludgeoning, immunity to cold, undead traits
Saves:	Fort +0, Ref +2, Will +2
Abilities:	Str 13, Agy 14, Sta –, Int –, Spt 10, Cha 1
Feats:	Improved Initiative[B]
Skills:	—
Environment:	Any
Area:	Any
Organization:	Any
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	—
Level Adjustment:	—

This grimy skeleton clutches a rusty longsword and battered shield. Its bones rattle inside a breastplate much too large for its fleshless frame.

Description

Skeletal warriors are the reanimated bones of humanoid warriors. More powerful and experienced warriors become more powerful skeletal warriors. On the battlefields of Azeroth, skeletal warriors are a common sight when necromancers are about.

Combat

Skeletal warriors are mindless, attacking only as their masters direct them. Most necromancers use skeletal warriors as guardians and front-line troops to damage the enemy before more powerful creatures enter the battle.

This skeletal warrior uses the non-elite ability score array (see Chapter 3: Improving Monsters).

level warlock becomes a skeleton, it can hurl blasts that deal 3d6 damage (because a 5th-level warlock can cast 3rd-level spells). If the base creature could cast only 0-level spells, the flames deal 1d3 points of damage.

Special Qualities: A skeletal creature loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A skeleton gains the following special qualities.

Damage Reduction 5/Bludgeoning: Skeletons lack flesh and internal organs, making them resistant to piercing and slashing attacks.

Immunity to Cold (Ex): Skeletons are not affected by cold.

Saves: Skeletons have good Will saves (i.e., +1/2 HD + 2) and bad Fortitude and Reflex saves (+1/3 HD).

Abilities: A skeleton's Agility increases by +2. It has no Stamina or Intellect score, its Spirit changes to 10, and its Charisma changes to 1.

Skills: A skeleton has no skills.

Feats: A skeleton loses all feats of the base creature, but gains Improved Initiative.

Environment: Any, usually same as base creature.

Organization: Any.

Challenge Rating: Depends on Hit Dice, as follows:

Hit Dice	Challenge Rating
1/2	1/6
1	1/3
2–3	1
4–5	2
6–7	3
8–9	4
10–11	5
12–14	6
15–17	7
18–20	8

Treasure: None.

Alignment: Always neutral evil.

Advancement: As base creature (or "—" if the base creature advances by character class).

Level Adjustment: —.

Sentient Skeletons

Every so often, a skeleton retains its intellect or develops sentience over long years of undeath. No one has been able to create this circumstance intentionally, nor does anyone understand why or how it happens.

Skeletons that retain their sentience keep the Intellect, Spirit, and Charisma scores of the base creature. They also retain the skills and feats of the base creature (and also gain Improved Initiative as a bonus feat). Their base attack bonus equals that of the base creature, and if they could cast spells they can still do so as skeletons (but they *also* gain the hurl flames ability). They still lose all other special attacks and qualities of the base creature.

A sentient skeleton's Challenge Rating is equal to that of the base creature.

Succubus

	Succubus	Queen of Suffering
	Medium Outsider (Demon, Evil, Extraplanar, Lawful)	**Medium Outsider (Demon, Evil, Extraplanar, Lawful)**
Hit Dice:	7d8+7 (38 hp)	16d8+96 (136 hp)
Initiative:	+4	+14
Speed:	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	16 (+4 Agy, +2 leather), touch 14, flat-footed 12	31 (+10 Agy, +11 natural), touch 20, flat-footed 21
Base Attack/Grapple:	+7/+7	+16/+20
Attack:	Whip +11 melee (1d3 nonlethal plus 1d6 fel/x3)	Whip +26 melee (1d3+4 nonlethal plus 3d6 fel/x3 and stun)
Full Attack:	Whip +11/+6 melee (1d3 nonlethal plus 1d6 fel/x3)	Whip +26/+21/+16/+11 melee (1d3+4 nonlethal plus 3d6 fel/x3 and stun)
Space/Reach:	5 ft./5 ft. (15 ft. with whip)	5 ft./5 ft. (15 ft. with whip)
Special Attacks:	Backstab +4d6, lash of pain, soothe (DC 19), spell-like abilities	Backstab +8d6, lash of pain, soothe (DC 27), spell-like abilities, stun
Special Qualities:	Blindsight 60 ft., darkvision 60 ft., spell resistance 15, demon traits	Blindsight 60 ft., darkvision 60 ft., damage reduction 10/good and truesilver*, spell resistance 26, demon traits
Saves:	Fort +6, Ref +9, Will +5	Fort +16, Ref +20, Will +16
Abilities:	Str 10, Agy 19, Sta 12, Int 14, Spt 11, Cha 22	Str 18, Agy 31, Sta 19, Int 19, Spt 22, Cha 29
Skills:	Balance +6, Bluff +16, Diplomacy +20, Disguise +16 (+18 acting), Escape Artist +9 (+11 escaping bonds), Intimidate +18, Jump +7, Knowledge (the planes) +12, Sense Motive +10, Stealth +14, Tumble +16, Use Rope +14 (+16 tying bonds)	Balance +31, Bluff+28, Climb +18, Diplomacy +32, Disguise +28 (+30 acting), Escape Artist +22 (+24 escaping bonds), Intimidate +30, Jump +18, Knowledge (the planes) +23, Sense Motive +25, Stealth +29, Tumble +31, Use Rope +29 (+31 tying bonds)
Feats:	Dodge, Improved Feint[B], Mobility, Weapon Finesse	Combat Reflexes, Dodge, Improved Feint[B], Improved Initiative, Mobility, Spring Attack, Weapon Finesse
Environment:	The Twisting Nether	The Twisting Nether
Area:	The Twisting Nether	The Twisting Nether
Organization:	Solitary or pair (1 plus master)	Solitary or coven (1 plus 2–4 succubi)
Challenge Rating:	5	14
Treasure:	Standard	Standard coins; double goods; standard items
Alignment:	Always lawful evil	Always lawful evil
Advancement:	8–15 HD (Medium); or by character class	17–24 HD (Medium); or by character class
Level Adjustment:	—	—

* This substance appears in **More Magic & Mayhem.**

A stunningly beautiful woman stands before you. Her voluptuous form is squeezed into a tight leather bodice. Large bat wings unfurl from her back, and she lets out a short gasp as she cracks a small whip against her milky thigh.

Description

A succubus is pleasure and pain rolled into one deadly package. Like all demons, she enjoys bringing death and misery to the mortal races — but that doesn't mean she can't have fun with them first.

Many warlocks choose a succubus as a fel companion for their ability to manipulate those weak of will. It is not uncommon for a succubus in a mortal's servitude to fall uncontrollably in love with him or her; this occurrence is not always to the master's advantage, though, for a devoted succubus can be prone to fits of extreme jealousy, especially when her master deals with those of the opposite sex.

Succubi speak Eredun, and most also speak Common.

Combat

A succubus usually tries to avoid direct confrontation, preferring instead to use her natural (and supernatural) charm to gain a creature's trust, then to lure her victim into a defenseless position. In open combat, a succubus is far from helpless, however. She is surprisingly agile, always attempting to feint or flank an opponent, thus allowing her to backstab with her lash of pain.

Most warlocks tend to trust their succubus's natural instincts in combat. This trust comes as much from respect for her abilities as it does from the realization that a succubus may ignore an order she doesn't agree with anyway. This is especially true when an opponent threatens her master directly, as she may become reckless trying to save him.

Backstab (Ex): With her lash of pain, a succubus can backstab as a rogue of a level equal to her outsider Hit Dice (7th, in the case of the succubus presented above).

Lash of Pain (Su): In the hands of a succubus, a simple whip becomes an instrument of extreme pain. When the succubus strikes a victim, she deals an additional 1d6 points of fel damage (tripled on a critical hit).

The lash of pain ability is a property of the succubus, not the whip.

Soothe (Su): With merely a sweet look or a kiss blown into the wind, a succubus may prevent a foe from taking

action against her: Thus, once per round when she is the target of any aggressive action (an attack, hostile spell, or any other effect that would have a detrimental effect on her) by a humanoid with an Intellect score of at least 3 that is in line of sight and within 30 feet, the succubus may force that humanoid to attempt a DC 19 Will save. If it fails, the creature must choose a different action that brings no harm to the succubus.

Using this ability is an immediate action. The save DC is Charisma-based.

Spell-Like Abilities: At will—*detect good*; 3/day—*charm person* (DC 17), *detect thoughts* (DC 18); 1/day—*suggestion* (DC 19). Caster level 9th; save DCs are Charisma-based.

Spell Resistance: A succubus has spell resistance equal to 12 plus 1/2 her outsider Hit Dice (15 in the case of the succubus presented above).

Queen of Suffering

A queen of suffering's beauty and seductiveness tempts even other immortals. Treated as royalty among succubi, she commands both love and respect from her lesser cousins. She often travels with a small coven of devoted succubus followers, serving as both her students and handmaids.

To a queen of suffering, there is no greater insult than to be dominated by a mortal, and she cruelly punishes any warlock she finds controlling a succubus fel companion.

Combat

Lash of Pain (Su): A queen of suffering's lash of pain deals an additional 3d6 points of fel damage (x3 on a critical).

Soothe (Su): The save DC for the queen of suffering's sooth ability is 27.

Spell-Like Abilities: At will—charm monster (DC 23), detect good, detect thoughts (DC 21), suggestion (DC 22); 3/day—dominate person (DC 24). Caster level 16th; save DCs are Charisma-based.

Stun (Su): Whenever a queen of suffering hits with her lash of pain attack, the target must make a DC 28 Fortitude save or be stunned for 1d4 rounds. The save DC is Agility-based. This ability is a property of the queen of suffering, not of the whip.

Spell Resistance: A queen of suffering has spell resistance 26. This value does not increase any further by adding outsider Hit Dice.

Swarm

Swarms are dense masses of Fine, Diminutive, or Tiny creatures that would not be particularly dangerous in small groups, but can be terrible foes when gathered in sufficient numbers. For game purposes, a swarm is treated as a single creature with a space of 10 feet. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. It makes saving throws as a single creature.

Many different creatures can mass as swarms; bat swarms and rat swarms are described here, while centipede swarms, locust swarms, and spider swarms appear in the Web Extras. The swarm's type varies with the nature of the component creature (those given here are all animals or vermin), but all swarms have the swarm subtype.

A swarm of Tiny creatures consists of about 300 non-flying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of roughly 1,500 non-flying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of perhaps 10,000 creatures, flying or not. Swarms of non-flying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking.

Larger swarms are represented by multiples of single swarms.

Combat

In order to attack, a swarm simply moves into opponents' spaces, which provokes an attack of opportunity. The swarm can occupy the same space as a creature of any size, since it crawls all over its prey but effectively remains a creature with a 10-foot space. Swarms never make attacks of opportunity, but they can provoke attacks of opportunity.

Unlike other creatures with a 10-foot space, a swarm is shapeable. That is, it can occupy any four contiguous squares, and it can squeeze through any space large enough to contain just one of its component creatures.

Vulnerabilities of Swarms

Swarms are difficult to fight with physical attacks. However, they have a few special vulnerabilities, as follows:

- A lit torch (swung as an improvised weapon) deals 1d3 points of fire damage on a successful hit.
- A weapon with a special ability such as flaming or frost deals its full energy damage with each hit, even if the weapon's normal damage can't affect the swarm.
- A character can use a lit lantern as an improvised thrown weapon, dealing 1d4 points of fire damage to all creatures in squares adjacent to where it breaks.

For more information on the swarm subtype, see Chapter 5: Monster Types, Subtypes, and Abilities.

Bat Swarm

Diminutive Animal (Swarm)
Hit Dice: 3d8 (13 hp)
Initiative: +2
Speed: 5 ft. (1 square), fly 40 ft. (good)
Armor Class: 16 (+4 size, +2 Agy), touch 12, flat-footed 14
Base Attack/Grapple: +2/–
Attack: Swarm (1d6)
Full Attack: Swarm (1d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction (DC 11), wounding
Special Qualities: Blindsense 20 ft., low-light vision, half damage from slashing and piercing, swarm traits
Saves: Fort +3, Ref +7, Will +3
Abilities: Str 3, Agy 15, Sta 10, Int 2, Spt 14, Cha 4
Skills: Listen +11, Spot +11
Feats: Lightning Reflexes, Skilled (Listen and Spot)
Environment: Temperate deserts and underground
Area: Any
Organization: Solitary, flight (2–4 swarms), or colony (11–20 swarms)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

A mass of teeming, squeaking bats wheels and descends.

Description

A bat swarm is nocturnal, never found aboveground in daylight.

Combat

A bat swarm seeks to surround and attack any warm-blooded prey it encounters. The swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

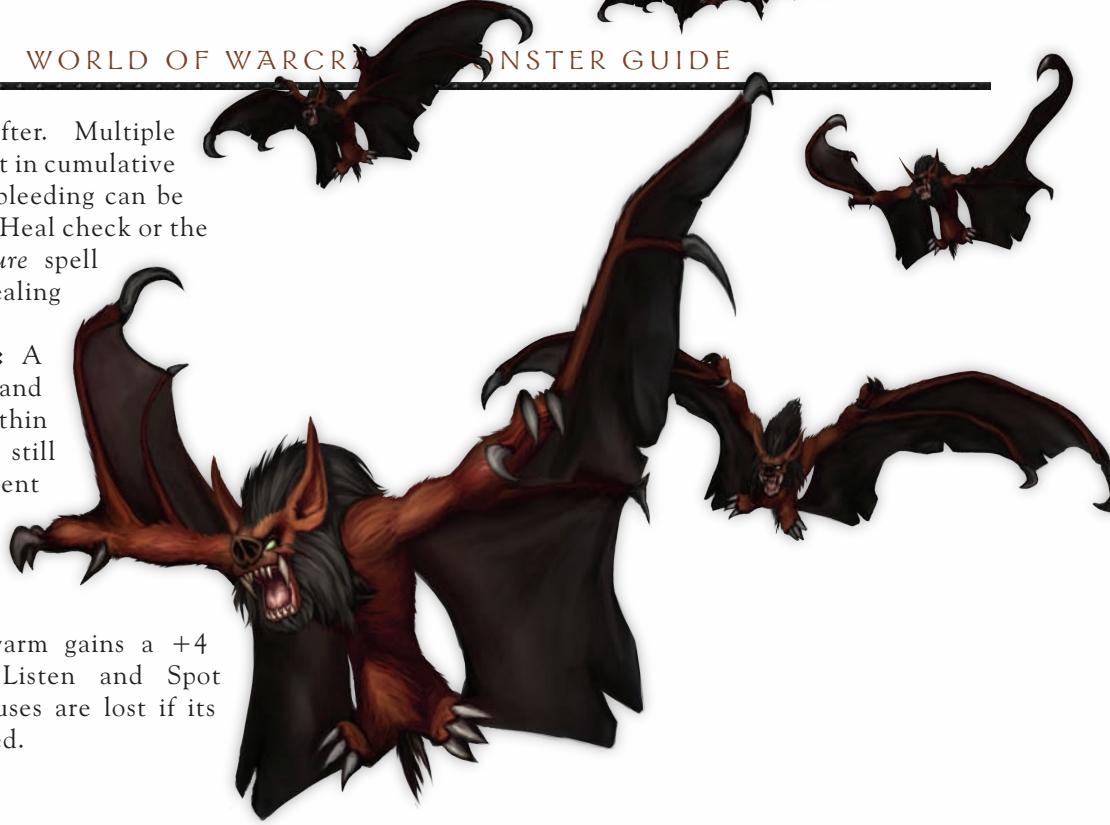
Distraction (Ex): Any living creature that begins its turn with a bat swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Stamina-based.

Wounding (Ex): Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point

per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a *cure* spell or some other healing magic.

Blindsense (Ex): A bat swarm notices and locates creatures within 20 feet. Opponents still have total concealment against the bat swarm (but swarm attacks ignore concealment).

Skills: A bat swarm gains a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsense is negated.



Rat Swarm

Tiny Animal (Swarm)
Hit Dice: 4d8 (18 hp)
Initiative: +2
Speed: 15 ft. (3 squares), climb 15 ft.
Armor Class: 14 (+2 size, +2 Agy), touch 12, flat-footed 12
Base Attack/Grapple: +3/–
Attack: Swarm (1d6 plus disease)
Full Attack: Swarm (1d6 plus disease)
Space/Reach: 10 ft./0 ft.
Special Attacks: Disease (DC 12), distraction (DC 12)
Special Qualities: Low-light vision, half damage from slashing and piercing, scent, swarm traits
Saves: Fort +4, Ref +6, Will +2
Abilities: Str 2, Agy 15, Sta 10, Int 2, Spt 12, Cha 2
Skills: Balance +10, Climb +10, Stealth +6 (+14 to hide), Listen +6, Spot +7, Swim +10
Feats: Skilled (Listen and Spot), Weapon Finesse
Environment: Any land and underground
Area: Any
Organization: Solitary, pack (2–4 swarms), or infestation (7–12 swarms)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

A mass of teeming, squeaking rats swarms across the ground.

Description

Rat swarms are infamous for dwelling in disease-ridden sewers, but are equally at home in almost all environments.

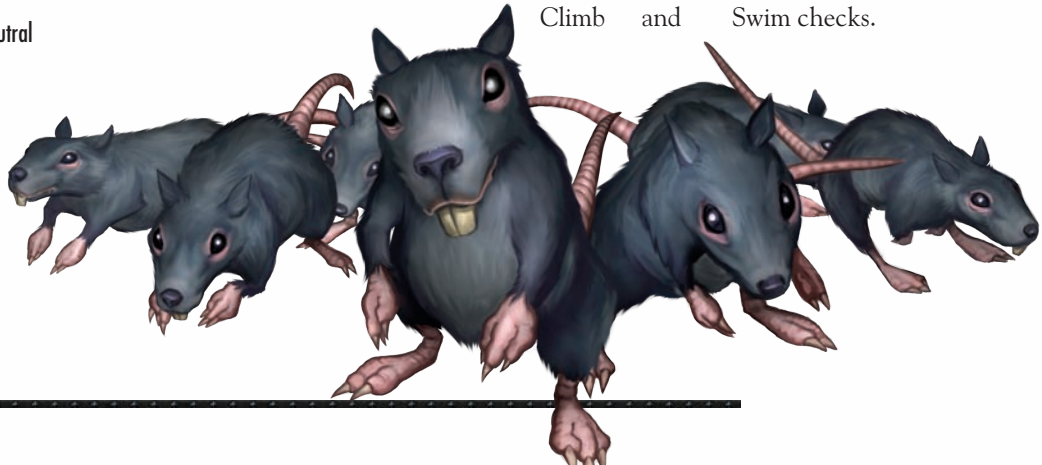
Combat

A rat swarm seeks to surround and attack any warm-blooded prey it encounters. A swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Disease (Ex): Filth fever — swarm attack, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Agy and 1d3 Sta. The save DC is Stamina-based.

Distraction (Ex): Any living creature that begins its turn with a rat swarm in its square must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Stamina-based.

Skills: A rat swarm has a +4 racial bonus on Stealth checks and a +8 racial bonus on Balance, Climb, and Swim checks. A rat swarm uses its Agility modifier instead of its Strength modifier for Climb and Swim checks.



Tar Beast

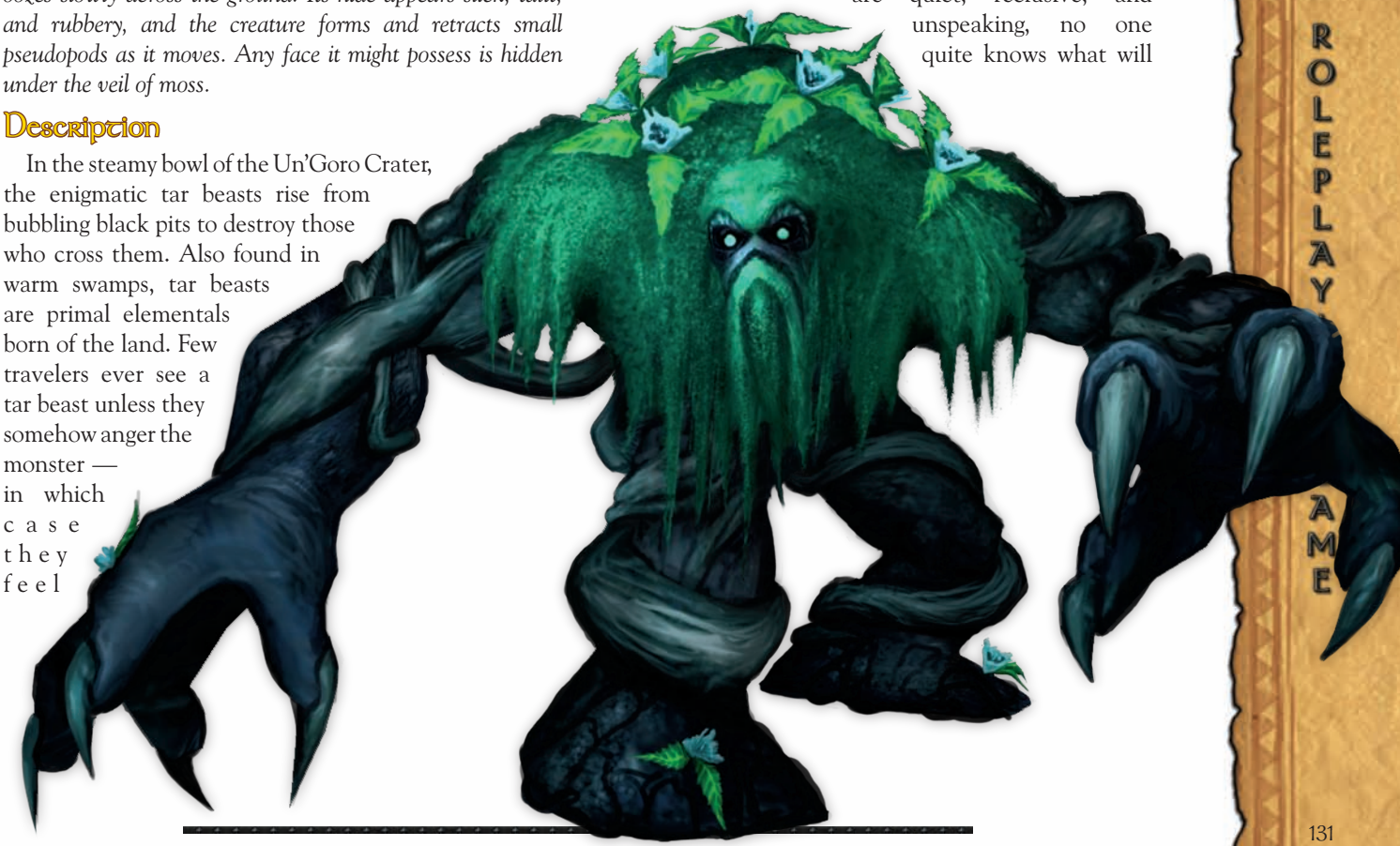
	Tar Beast	Tar Lord
	Large Elemental (Earth, Water)	**Large Elemental (Earth, Water)**
Hit Dice:	10d8+20 (65 hp)	15d8+30 (97 hp)
Initiative:	–1	–1
Speed:	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class:	18 (–1 size, –1 Agy, +10 natural), touch 8, flat-footed 18	23 (–1 size, –1 Agy, +15 natural), touch 8, flat-footed 23
Base Attack/Grapple:	+7/+16	+11/+21
Attack:	Slam +11 melee (1d6+5)	Slam +17 melee (1d6+7)
Full Attack:	2 slams +11 melee (1d6+5)	2 slams +17 melee (1d6+7)
Space/Reach:	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	Adhere (DC 17), blob (DC 19)	Adhere (DC 21), blob (DC 21)
Special Qualities:	Darkvision 60 ft., low-light vision, swampwalk, elemental traits	Darkvision 60 ft., low-light vision, swampwalk, elemental traits
Saves:	Fort +9, Ref +2, Will +4	Fort +11, Ref +4, Will +6
Abilities:	Str 21, Agy 9, Sta 14, Int 9, Spt 12, Cha 10	Str 24, Agy 9, Sta 14, Int 9, Spt 12, Cha 10
Skills:	Listen +5, Spot +7, Survival +8	Listen +7, Spot +9, Survival +9
Feats:	Ability Focus* (blob), Point Blank Shot, Precise Shot, Skilled (Spot and Survival)	Ability Focus* (adhere), Ability Focus* (blob), Point Blank Shot, Precise Shot, Skilled (Spot and Survival), Weapon Focus (slam)
Environment:	Temperate marshes	Temperate marshes
Area:	Un'Goro Crater	Un'Goro Crater
Organization:	Solitary	Solitary
Challenge Rating:	6	7
Treasure:	None	None
Alignment:	Usually neutral	Usually neutral
Advancement:	11–14 HD (Large)	16–24 HD (Huge)
Level Adjustment:	—	—

* This feat appears in **Lands of Mystery.**

A black, viscous creature draped with trailing green moss oozes slowly across the ground. Its hide appears slick, taut, and rubbery, and the creature forms and retracts small pseudopods as it moves. Any face it might possess is hidden under the veil of moss.

Description

In the steamy bowl of the Un'Goro Crater, the enigmatic tar beasts rise from bubbling black pits to destroy those who cross them. Also found in warm swamps, tar beasts are primal elementals born of the land. Few travelers ever see a tar beast unless they somehow anger the monster — in which case they feel the unbridled wrath of the elemental. As tar beasts are quiet, reclusive, and unspeaking, no one quite knows what will



anger one.

Some scholars theorize that primal forces of nature inhabit and animate tar beasts. The fact that such creatures almost always form in extremely ancient, primitive locations bears this theory out, though it certainly proves little. Others claim that the spirits of deceased dinosaurs, trapped and drowned in tar pits, animate the elementals. No one knows for sure.

Tar creatures seem to understand Common and Kalimag (which seems to indicate that the creatures are not dinosaur spirits), but they don't speak.

Combat

Tar beasts begin combat by hurling blobs at their nearest foes. When an enemy closes in, the tar beast engages that enemy only until it becomes stuck in the tar creature's adhesive skin. Then the tar beast shifts its focus to the next-closest enemy.

Adhere (Ex): A tar beast constantly oozes a sticky substance that acts as a powerful adhesive, holding fast any creatures or items that touch it. A tar beast automatically grapples a creature it hits with its slam attack. Opponents so grappled cannot get free while the tar beast is alive without removing the adhesive first.

A weapon that strikes a tar beast is stuck fast unless the wielder makes a DC 17 Reflex save. A DC 17 Strength check is required to pry trapped weapons free. The save DCs are Stamina-based.

Strong alcohol dissolves the adhesive, but of course the tar beast still can grapple normally even when its adhesive does not work. A tar beast can suppress its adhesive quality at will, and the substance breaks down 5 rounds after the tar beast dies.

Blob (Ex): As a standard action, a tar beast can hurl a blob of tar as a ranged touch attack. This attack has a range increment of 20 feet and a maximum range of 100 feet. A target the blob strikes must make a DC 19 Reflex save or be glued to the ground as if by a tanglefoot bag. This entangling effect affects only targets one or more size categories smaller than the tar beast.

The tar beast may use its Point Blank Shot and Precise Shot feats with this ability. The save DC is Stamina-based.

Swampwalk (Ex): When in a swamp or tarpit, a tar beast ignores difficult terrain and can also run and even charge across such terrain. Obstacles still block or hamper the tar beast's movement.

Tar Lord

Powerful tar beasts are sometimes referred to as tar lords. This tar lord represents a tar beast advanced 5 Hit Dice.

Adhere (Ex): The save DC and Strength check DC for this ability are both 21.

Blob (Ex): The save DC for this ability is 21.

Thistleshrub

Large Plant

Hit Dice:	9d8+90 (130 hp)
Initiative:	–1
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	19 (–1 size, –1 Agy, +11 natural), touch 8, flat-footed 19
Base Attack/Grapple:	+6/+9
Attack:	Claw +9 melee (2d6+4 plus poison)
Full Attack:	2 claws +9 melee (2d6+4 plus poison)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Poison (DC 24), poison thorns, root (DC 18)
Special Qualities:	Low-light vision, immunity to fire, plant traits
Saves:	Fort +16, Ref +2, Will +3
Abilities:	Str 19, Agy 8, Sta 31, Int —, Spt 10, Cha 1
Skills:	—
Feats:	—
Environment:	Warm desert
Area:	Tanaris
Organization:	Solitary, pair, patch (3–5) or clump (6–11)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	10–12 HD (Large); 13–18 HD (Huge)
Level Adjustment:	—′

The knotted patch of cactus-like briars shudders and begins to move. It forms massive, gnarled arms covered in wicked thorns.

Description

Thistleshrubs are exceptionally hardy ambulatory plants that meander about the desert seeking sources of water close to the surface. Mindless, they seek out other living creatures in order to drain liquids and minerals from their bodies.

Thistleshrubs often hide among normal plants, so that they appear to be nothing more than a few twisted brambles or vines. They absorb all moisture from the ground, holding it within their bodies in special dew glands. Because they take all nearby sources of moisture for themselves, thereby killing other plants, most consider them ecological menaces to be destroyed on sight. Even druids tend to have little compunction about putting down these destructive creatures.

A typical thistleshrub stands 12 feet high and 8 feet wide. They weigh 800 pounds.

Combat

Thistleshrubs immobilize any moving foe with roots, then move in and pound their prey to death. A thistleshrub always attacks the foe with the most fluid — i.e., usually the largest one. They ignore constructs and creatures with no water content unless such creatures attack them first.

Poison (Ex): Injury, Fortitude DC 24; 1d4 Str/1d4 Sta. The save DC is Stamina-based.

Poison Thorns (Ex): The thorny body of a thistleshrub injures enemies who get too close. Any creature striking a thistleshrub with natural or hand-held weapons takes 1d6 points of piercing and slashing damage from the creature's thorns and must also save against the creature's poison, as above. However, weapons with exceptional reach, such as longspears, do not endanger their users in this way.

Root (Su): Once every 2d6 rounds as a standard action, a thistleshrub can send out roots under the surface of the ground that grasp and entangle opponents. All creatures within 30 feet of the thistleshrub must make a DC 18 Reflex save or be affected by the equivalent of an *entangling roots* spell. Caster level 9th. The save DC is Strength-based.

Timberling

	Timberling	Swampwalker
	Small Plant (Aquatic)	**Medium Plant (Aquatic)**
Hit Dice:	1d8+2 (6 hp)	6d8+12 (39 hp)
Initiative:	+0	+0
Speed:	20 ft. (4 squares), swim 10 ft.	30 ft. (6 squares), swim 20 ft.
Armor Class:	15 (+1 size, +4 natural), touch 11, flat-footed 15	19 (+9 natural), touch 10, flat-footed 19
Base Attack/Grapple:	+0/–2	+4/+8
Attack:	Slam +3 melee (1d6+3)	Slam +8 melee (1d8+4)
Full Attack:	Slam +3 melee (1d6+3)	2 slams +8 melee (1d8+4)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Piercing shoots (DC 12)	Entangling shoots (DC 17)
Special Qualities:	Low-light vision, amphibious, resistance to fire 5, plant traits	Low-light vision, amphibious, damage reduction 5/bludgeoning, resistance to fire 10, swamp regeneration, swamp sense, plant traits
Saves:	Fort +4, Ref +0, Will +0	Fort +7, Ref +2, Will +3
Abilities:	Str 15, Agy 10, Sta 14, Int 3, Spt 10, Cha 2	Str 19, Agy 11, Sta 15, Int 4, Spt 13, Cha 5
Skills:	Listen +2, Spot +2, Swim +10	Listen +4, Spot +4, Stealth +3*, Swim +12
Feats:	Furious Charge	Bash, Improved Sunder, Power Attack
Environment:	Temperate and warm forests and marshes	Temperate and warm marshes
Area:	Teldrassil	Swamp of Sorrows
Organization:	Solitary, pair, clump (3–4), or patch (5–12)	Solitary, pair, clump (3–4), or patch (5–12)
Challenge Rating:	1	4
Treasure:	Standard	Standard
Alignment:	Always neutral	Usually neutral
Advancement:	2–3 (Small); 4–5 (Medium)	7–9 (Medium); 10–15 (Large)
Level Adjustment:	—	—

The twisted mass of branches, vines, and leaves lumbers forward, rustling with each step. Its body has a vaguely humanoid shape.

Description

Timberlings are mobile plants that live in swamps or alongside rivers or lakes. They are normally peaceful creatures that live in harmony with the land, but any sort of disruption (such as pollution) drives them into an unnatural frenzy. An angered timberling attacks anything that moves. Timberlings can be made peaceful again only by removing the source of their discomfort and returning the land to its natural state.

Timberlings attack by forming their woody limbs into fist-like appendages. When they strike a foe, they leave behind a clump of shoots that expand rapidly, enhancing weaknesses in the victim's defenses.

Timberlings stand 4 feet high and weigh 50 pounds. They do not speak or understand any known languages.

Combat

Timberlings attack the nearest enemy, pummeling until the foe stops moving.

Piercing Shoots (Su): Any foe struck by a timberling's slam attack must make a DC 12 Reflex save or be covered in writhing, penetrating shoots. These shoots dig into chinks and gaps in armor of all kinds, temporarily reducing its armor bonus by 1 (or by 2 for Medium timberlings). Thus, for example, a chain shirt's armor bonus is temporarily reduced from +4 to +3. Armor bonuses cannot be reduced to below 0.

Piercing shoots perish and fall off naturally after 1 minute, or can be removed with a full round action. The save DC is Stamina-based.

Amphibious (Ex): Timberlings are equally at home in the water and on land.

Swampwalker

Swampwalkers are similar to timberlings, but are a darker green in color. They dwell almost exclusively in swamps, defending their territory from any intruders. A swampwalker is naturally stealthy and usually lurks just under the surface of the water, lashing out at any creature that comes near.

Swampwalkers stand 7 feet high and weigh 300 pounds. They can flatten themselves down to as short as 2 feet, usually to hide in brambles or underwater.

Combat

Swampwalkers attack indiscriminately, lurching toward any opponent within range. They particularly loathe fire and go after anyone holding or wielding a flame, no matter how small or inoffensive the flame may seem.

Entangling Shoots (Su): Any creature struck by a swampwalker is swarmed with a myriad of writhing, entangling shoots. The victim must make a DC 17 Reflex save or become entangled. (The save DC is

Strength-based.) The creature can burst free of the shoots with a DC 25 Strength check or wriggle free with a DC 22 Escape Artist check. Creature can also cut the shoots; they have an AC of 10 and 22 hp.

Any creature striking a swampwalker with natural or hand-held weapons is also subject to the entangling shoots. However, weapons with exceptional reach, such as longspears, do not endanger their users in this way.

Swamp Regeneration (Ex): If a swampwalker is in contact with natural wetlands or swamp terrain, it gains fast healing 3. As a full-round action, a swampwalker in such terrain can root itself into the ground, drawing forth natural minerals and energy to heal itself of an additional 2d8+4 damage. This action does not provoke attacks of opportunity. A swampwalker can gain this benefit from a given 5-foot square only once in any 24-hour period.

Swamp Sense (Su): A swampwalker is automatically aware of any creature within 60 feet that is standing on natural swamp terrain. The swampwalker must likewise be located in natural swamp to gain this benefit.

Skills: *A swampwalker has a +8 racial bonus on Stealth checks in natural swampy terrain.

Trogg

Medium Humanoid (Earth, Trogg)

Hit Dice:	1d12+3 (9 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	13 (+1 Agy, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+1/+5
Attack:	Club +5 melee (1d6+4) or slam +5 melee (1d4+4)
Full Attack:	Club +5 melee (1d6+4) or slam +6 melee (1d4+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., rage of the earth 1/day, trogg traits
Saves:	Fort +5, Ref +1, Will +2
Abilities:	Str 18, Agy 13, Sta 16, Int 6, Spt 12, Cha 4
Skills:	Intimidate +3, Jump +1, Swim –3
Feats:	Endurance
Environment:	Cold or temperate mountains or underground
Area:	Badlands, Dun Morogh, Loch Modan
Organization:	Solitary, pair, hunting party (3–12), or raiding party (13–25)
Challenge Rating:	1
Treasure:	Standard (typically uncut gems and other shiny baubles)
Alignment:	Usually chaotic neutral or evil
Advancement:	By character class
Level Adjustment:	Use racial levels

The creature is a grotesque parody of a dwarf, with oversized head, bent spine, arms that drag along the ground, and a mouth filled with ragged, oversized teeth. It wears rough, smelly hides and carries a crude club covered with spatters of blood.

Description

Troggs have a distinctly neanderthal look — low, sloping forehead; thick skin covered with bristly black hairs; and the long arms and bent spines of an ape. They are dull-witted and savage, but possess a ferocious cunning that makes them dangerous despite their lack of civilization.

Troggs are related to dwarves, but if anything, the two races are *distant* cousins. Some legends say that both dwarves and troggs descended from the original earthen race left behind by the titans after the world was shaped in ages past. While the dwarves evolved into the stocky creatures known today, the troggs retained a stronger connection to the stone from which they were made. For reasons not yet fully understood, the troggs' evolutionary path led them to their present state — crude, stupid creatures only barely above the level of beasts.

Table 1-7: The Trogg

Trogg Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	+1 Strength, rage of the earth 1/day
2nd	+2	+3	+0	+0	+1 natural armor, ferocity
3rd	+3	+3	+1	+1	+1 Stamina, +1 natural armor

Troggs look and act nothing like their distant cousins, however. They dwell in rocky areas, but don't mind living above ground if they must. They eat just about anything, supplementing their diet of plants and raw meat with dirt and rocks they crush between powerful, flat teeth. The resulting gravel helps with digestion and is partially absorbed into their bodies, increasing their toughness.

Troggs stand about 5 feet tall in their normal hunched-over state, but if they draw themselves fully erect, they exceed 6 feet in height. They weigh around 300 pounds.

Troggs do not speak, but can make themselves understood with guttural growls and grunts.

Combat

Troggs lack subtlety in combat (or in anything else, for that matter). They typically rush toward the closest opponent and bash it over the head until it dies, then move on to the next victim. A trogg usually begins combat by raging, if it has that ability.

The trogg presented above uses the elite ability score array (see Chapter 3: Improving Monsters) and has 1 level in the trogg racial class (below).

Rage of the Earth (Ex): The trogg can rage once per day as a 1st-level barbarian, although the trogg's rage lasts for 10 rounds. When raging, the trogg has the following statistics: 11 hp; AC 11, touch 9, flat-footed 10; Atk club +7 melee (1d6+6); Fort +7, Will +3; Str 22, Sta 20.

Troggs as Characters

Troggs that advance in level usually take levels in barbarian. Warriors and rogues are less common, with healers being the only known spellcasting class (though even they are exceedingly rare). Arcane casters are wholly unknown among the troggs, as are tinkers. Some scholars argue that with proper education a trogg could learn such skills, but so far no one has bothered to try teaching them. While hunter might seem to be a logical class for a trogg, that class is rare among them — apparently these creatures lack the patience required for animal handling.

Although an adventuring trogg is not an impossibility, such a creature would have many hurdles to overcome — the primary ones being stupidity and language. Troggs are almost universally brutish, primitive menaces in civilized lands. They are ugly, smelly, barbaric savages that most would sooner kill than look upon. A trogg that could get past these social stigmas would be an exceptional individual indeed.

Troggs have the following racial traits:

• +2 Strength, +2 Stamina, –4 Intellect, –4 Charisma. Troggs are tough, hardy and powerful, but lack brainpower and social graces.

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

• A trogg's base land speed is 30 feet.

• Darkvision out to 60 feet.

• Natural Weapon: A trogg has a single natural slam attack that deals 1d4 points of damage.

• +2 natural armor bonus to AC. Troggs consume earth and stone as part of their diet, and some of this material is incorporated in their tough skins.

• +4 racial bonus on Intimidate checks. Troggs use their savage, beastly natures to intimidate foes.

• Armor and Shield Proficiency: All troggs are proficient with hide armor, leather armor, and light or heavy shields. They are so skilled in the use of hide armor that it does not reduce their speed when they wear it.

• Weapon Proficiency: All troggs are proficient with clubs, greatclubs, longspears, slings, and spears.

• Automatic Language: None. Troggs do not normally speak, although they can use grunts and bellows to get their message across.

• Bonus Languages: Common, Dwarven, and Low Common. Troggs with exceptional intelligence sometimes learn to speak Low Common; truly gifted individuals might learn Common or Dwarven.

• Favored Class: Barbarian. A multiclass trogg's barbarian class does not count when determining whether he suffers an XP penalty for multiclassing (see **World of Warcraft the Roleplaying Game,** Chapter 3: Classes, "Multiclass Characters," *XP for Multiclass Characters*).

Trogg Levels

Troggs can take up to three levels in "trogg" at any time. Racial levels bring out the feral nature of a trogg, improving its natural ferocity and brutish nature, as well as its inherent connection to earth and stone.

Hit Die: d12.

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

Skill Points at Higher Levels: 2 + Int modifier.

"Class" Skills: Climb (Str), Intimidate (Cha), Jump (Str), Listen (Spt), Spot (Spt), Stealth (Agy), Survival (Spt), and Swim (Str). See Chapter 5: Skills in **World of Warcraft RPG** for skill descriptions.

Starting Gold: A 1st-level trogg with a level in trogg begins play with 1d4x10 gold pieces.

Weapon and Armor Proficiency: Troggs with levels in trogg are proficient with simple weapons but no armor. Weapons are almost always crudely made out of wood, stone, or whatever materials are handy, but troggs are cunning enough to make use of metal weapons taken from fallen enemies.

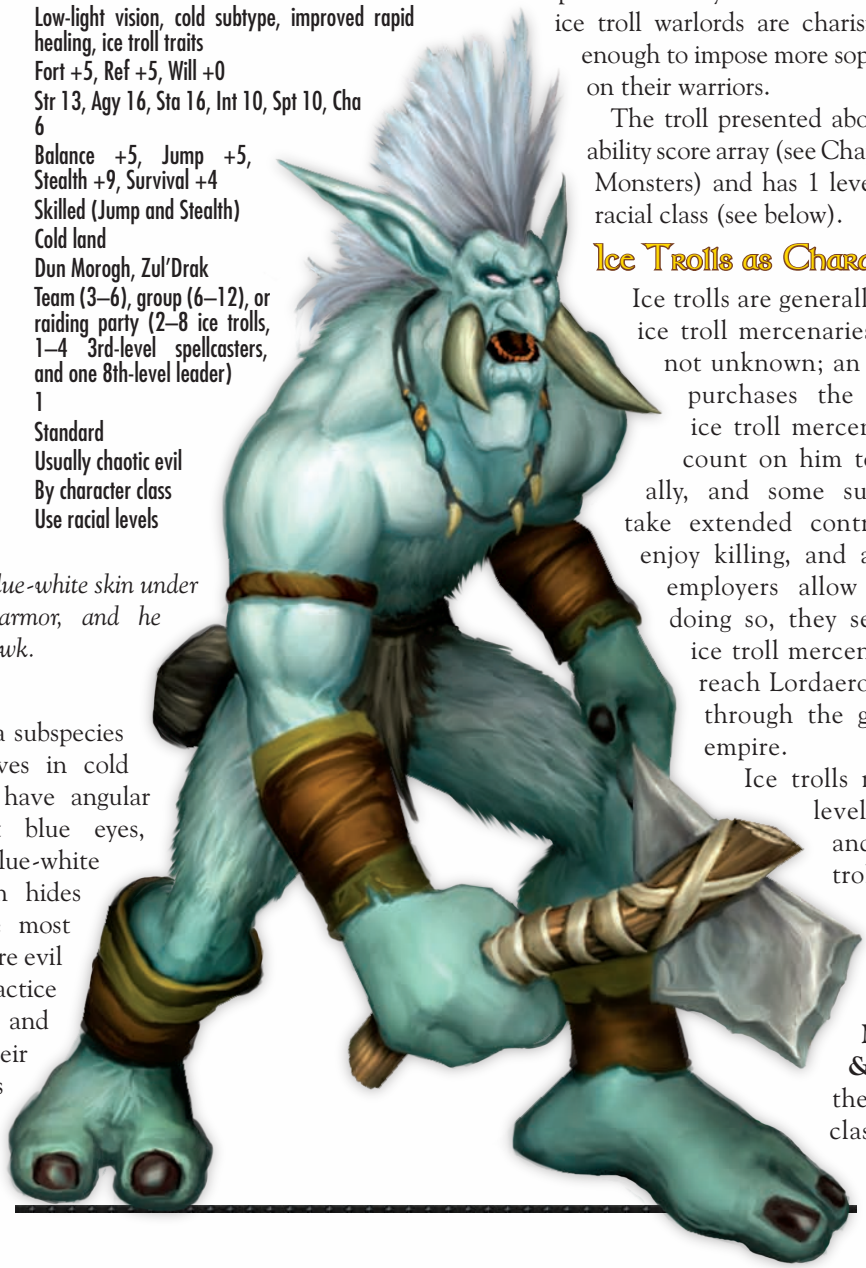
Rage of the Earth (Ex): A 1st-level trogg gains the ability to rage once per day. Rage of the earth is similar to the 1st-level barbarian's rage ability, save that it lasts a number of rounds equal to 5 + the trogg's (newly improved) Stamina modifier. This ability stacks with a trogg's barbarian levels when determining the number of times per day a multiclass barbarian/trogg can rage per day.

Ferocity (Ex): At 2nd level, a trogg's natural ferocity permits it to continue to fight even while disabled or dying.

Troll Ice

Medium Humanoid (Cold, Troll)

Hit Dice:	1d8+3 (7 hp)
Initiative:	+3
Speed:	30 ft.
Armor Class:	15 (+3 Agy, +2 leather), touch 13, flat-footed 12
Base Attack/Grapple:	+1/+2
Attack:	Spear +2 melee (1d8+1/x3) or javelin +5 ranged (1d6+1)
Full Attack:	Spear +2 melee (1d8+1/x3) or javelin +5 ranged (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, cold subtype, improved rapid healing, ice troll traits
Saves:	Fort +5, Ref +5, Will +0
Abilities:	Str 13, Agy 16, Sta 16, Int 10, Spt 10, Cha 6
Skills:	Balance +5, Jump +5, Stealth +9, Survival +4
Feats:	Skilled (Jump and Stealth)
Environment:	Cold land
Area:	Dun Morogh, Zul'Drak
Organization:	Team (3–6), group (6–12), or raiding party (2–8 ice trolls, 1–4 3rd-level spellcasters, and one 8th-level leader)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	Use racial levels



This troll has blue-white skin under grayish leather armor, and he sports a red mohawk.

Description

Ice trolls are a subspecies of troll that lives in cold climates. They have angular features, bright blue eyes, and mottled blue-white skin covered in hides and pelts. Like most trolls, ice trolls are evil beings. They practice cannibalism and sometimes eat their slain enemies raw. Their spellcasters wield voodoo, and their culture is primitive and tribal.

Also like other trolls, ice trolls seek to reclaim their lost empires. They have a particular hatred for Ironforge dwarves, who they believe drove them out of their lands in ages past. Ice trolls in Khaz Modan take advantage of the current chaos there to strike against their ancient enemies.

Combat

Ice trolls like to get to grips with their enemies, and most throw themselves into melee combat. Ice troll spellcasters stay behind to cast spells. Some ice troll warlords are charismatic and savvy enough to impose more sophisticated tactics on their warriors.

The troll presented above uses the elite ability score array (see Chapter 3: Improving Monsters) and has 1 level in the ice troll racial class (see below).

Ice Trolls as Characters

Ice trolls are generally evil. However, ice troll mercenaries and slaves are not unknown; an adventurer who purchases the services of an ice troll mercenary can usually count on him to be a steadfast ally, and some such mercenaries take extended contracts. Ice trolls enjoy killing, and as long as their employers allow them to keep doing so, they serve well. Some ice troll mercenaries and slaves reach Lordaeron and Kalimdor through the goblin merchant empire.

Ice trolls most often take levels in barbarian and/or ice troll. Ice troll spellcasters are shaman, mages, or witch doctors (see **More Magic & Mayhem** for the witch doctor class).

Racial Traits:

Sandfury Trolls

In the deserts of Southern Kalimdor live a tribe of brown-skinned trolls with tough hides, able to withstand the driving sands of the desert winds. They call themselves Sandfury trolls, and much else about them is a mystery. Most scholars think them a small and anomolous off-shoot of the more common troll races.

Sandfury trolls use the statistics of ice trolls, except instead of the cold subtype they have resistance to fire 5. They do not have low-light vision.

Drakkari and Zandalar Trolls

Unlike some other troll tribes, a group of ice trolls still retains a portion of its kingdom: The Drakkari live in Zul'Drak in Northrend. These are larger and stronger than ice trolls elsewhere, and indeed almost all other trolls, averaging 8 feet in height.

Zandalar trolls are the progenitor race from which other trolls came. They are just as large and strong as Drakkari trolls.

Drakkari use the same statistics as other ice trolls, with the following modifications. Zandalari, though they are not jungle trolls (they are Zandalar trolls) use the same statistics as jungle trolls, with the following modifications.

- +2 Strength.
- Large size: –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- +1 level adjustment. Unlike most creatures with racial levels, Drakkari and Zandalari are powerful enough to require a level adjustment in addition to their racial levels.

Ice troll racial traits are identical to those of jungle trolls, save that they have the cold subtype and they gain a +2 racial bonus on Balance checks in place of the jungle troll's bonus to Tumble checks.

Racial Class Levels: Ice troll racial class levels are identical to those of jungle trolls.

Voidwalker

Medium Outsider (Demon, Evil, Extraplanar, Lawful)

Hit Dice:	5d8+15 (37 hp)
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+5/+8
Attack:	Slam +8 melee (1d6+4 plus tormenting strike)
Full Attack:	Slam +8 melee (1d6+4 plus tormenting strike)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Tormenting strike (DC 14)
Special Qualities:	Blindsight 60 ft., darkvision 60 ft., bracers, consume shadows, damage reduction 2/good and truesilver*, spell resistance 13, demon traits
Saves:	Fort +7, Ref +4, Will +1
Abilities:	Str 16, Agy 11, Sta 17, Int 8, Spt 5, Cha 14
Skills:	Climb +11, Concentration +11, Intimidate +10, Knowledge (the planes) +7, Listen +5, Spot +5, Swim +11
Feats:	Improved Initiative, Power Attack
Environment:	The Twisting Nether
Area:	The Twisting Nether
Organization:	Solitary or pair (1 plus master)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	6–14 HD (Medium)
Level Adjustment:	—

* This substance appears in **More Magic & Mayhem.**

This hulking blue creature looks vaguely humanoid. It seems to appear from within a black cloud as dark as the void.

Description

Voidwalkers are demons created from the chaos of the Twisting Nether. Their touch is misery, and it can momentarily blind a creature to other threats.

A voidwalker's sole purpose is to unconditionally serve a master. Thus, travelers rarely encounter them alone. The voidwalker is often a warlock's choice fel companion for its ability to intercept a single foe and keep him or her occupied. Many warlocks also prefer to do without the mischievousness of an imp or the jealousy of a succubus, preferring instead the unwavering, silent loyalty of a voidwalker.

Voidwalkers understand but do not speak Eredun.

Combat

A voidwalker does not hesitate to follow even the most suicidal commands its master gives. A voidwalker's master often sends it to block a threat, leaving the master free to cast spells or use other abilities without interference. A voidwalker takes its orders literally; when out of communication with its master, it continues to obey its last command, even if that command is tactically unsound.

Tormenting Strike (Su): The touch of a voidwalker brings a victim's most painful memories rushing to the surface; for a brief moment, she can think of nothing but destroying the source of this mental anguish. Any creature with an Intellect score of 3 or more that takes damage from a voidwalker's slam attack must attempt a DC 14 Will save. Failure means the creature cannot make melee attacks (even attacks of opportunity) against anything but the voidwalker for 1 full round.

The save DC is Charisma-based.

Bracers (Su): Like elementals, voidwalkers, whether summoned to Azeroth or arriving of their own free will, wear a set of magic bracers. These bracers form automatically when the voidwalker leaves the Twisting Nether, tying the voidwalker to Azeroth and allowing it to exist outside of the Twisting Nether. A voidwalker that loses its bracers also loses much of its power and might inadvertently return to the Twisting Nether.

A voidwalker that loses its bracers must make a DC 19 Will save or return immediately to the Twisting Nether as if targeted by a *banishment* spell. If the voidwalker makes its save, it still takes a permanent –5 penalty to Strength, Agility, and Stamina. Only a *limited wish, wish,* or *miracle* can reverse this penalty.

Voidwalker bracers possess a hardness of 15 and 15 hit points each. Destroying a single bracer has no effect on a voidwalker.

Consume Shadows (Su): A voidwalker can absorb the darkness surrounding it, thereby healing itself of wounds; using this ability provokes attacks of opportunity. A voidwalker in total darkness can spend a full round concentrating (losing its Agility bonus to AC for the round), drawing the darkness in and producing a faint indigo light around its body. The voidwalker heals a number of hit points equal to its Hit Dice + its Stamina bonus (8 points in the case of the voidwalker presented above).

A voidwalker may consume shadows in shadowy illumination but heals only half this amount.

If the voidwalker takes damage while it using consume shadows, it must attempt a Concentration check (DC 10 + damage dealt) or fail in the attempt.

Damage Reduction (Ex): A voidwalker has damage reduction *x*/good and truesilver, where *x* is equal to 1/2 its outsider Hit Dice (DR 2/good and truesilver in the case of the voidwalker presented above).

Spell Resistance: A voidwalker has spell resistance equal to 11 plus 1/2 its outsider Hit Dice (13 in the case of the voidwalker presented above).

Wendigo

	Wendigo	Yeti
	Large Monstrous Humanoid	**Large Monstrous Humanoid (Cold)**
Hit Dice:	5d8+15 (37 hp)	11d8+44 (93 hp)
Initiative:	+3	+3
Speed:	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	16 (–1 size, –1 Agy, +8 natural), touch 8, flat-footed 16	20 (–1 size, –1 Agy, +12 natural), touch 8, flat-footed 20
Base Attack/Grapple:	+5/+15	+11/+22
Attack:	Claw +10 melee (1d8+6)	Claw +17 melee (1d8+7)
Full Attack:	2 claws +10 melee (1d8+6) and gore +5 melee (1d8+3)	2 claws +17 melee (1d8+7) and gore +12 melee (1d8+3)
Space/Reach:	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	Rend 2d8+9	Breath weapon (DC 19), rend 2d8+10
Special Qualities:	Darkvision 60 ft., scent	Darkvision 60 ft., cold subtype, scent
Saves:	Fort +6, Ref +3, Will +4	Fort +9, Ref +6, Will +9
Abilities:	Str 23, Agy 8, Sta 17, Int 4, Spt 10, Cha 7	Str 25, Agy 8, Sta 19, Int 6, Spt 10, Cha 7
Skills:	Listen +4*, Spot +4*, Stealth –1* (–5 hiding)	Listen +7*, Spot +7*, Stealth –1* (–5 hiding)
Feats:	Great Fortitude, Improved Initiative	Great Fortitude, Improved Initiative, Iron Will, Power Attack
Environment:	Forest and cold mountains	Cold mountains
Area:	Dun Morogh	Alterac Mountains, Feralas, Hillsbrad Foothills, Winterspring
Organization:	Solitary, pair, or tribe (12–36)	Solitary, pair, or tribe (12–36)
Challenge Rating:	4	7
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	6–12 HD (Large); 13–20 HD (Huge)	12–18 HD (Large); 19–24 HD (Huge)
Level Adjustment:	—	—

This tall, muscular humanoid is covered in shaggy fur. Its feet and clawed hands are huge, and a pair of deadly horns crowns its head.

Description

Wendigo are bestial, cave-dwelling humanoids. Barely intelligent, these creatures prefer to remain hidden when travelers pass close to their territory. A wendigo's behavior turns aggressive, however, if a visitor overstays his welcome or threatens the yeti's family.

It is possible for a small tribe of wendigo to go unnoticed by a nearby community for years. The townsfolk may tell tales of beast-men living in the woods, but few residents, if any, see one directly. Wendigo living in close proximity are not necessarily a threat, and rumors say that some adopt and protect small villages, eliminating dangers from the shadows.

An adult wendigo stands well over 7 feet tall and weighs about 1,200 pounds.

Combat

A wendigo prefers to avoid combat altogether, but once angered, just about the only way to stop it is to slay the beast.

Rend (Ex): A wendigo that hits with both of its claw attacks latches onto the opponent's body and

tears the flesh. This attack automatically deals an extra 2d8+9 points of damage.

Skills: *In their native environment (forest and cold mountains), wendigo gain a +4 racial bonus on Listen and Spot checks and a +15 racial bonus on Stealth checks.

Yeti

Yeti are cousins to wendigo. They live in colder climates, far away from civilized communities. Yeti are far more territorial and aggressive than wendigo, usually attacking intruders on sight.

Combat

A yeti begins combat with its breath weapon and then closes into melee, attacking fiercely.

Breath Weapon (Su): Every 1d4 rounds, as a standard action, a yeti may breathe a 20-foot cone of cold that deals 5d8 points of cold damage (Reflex DC 19 half). The save DC is Stamina-based.

Rend (Ex): A yeti's rend attack deals 2d8+10 points of damage.

Skills: *In their native environment (cold mountains), yeti gain a +4 racial bonus on Listen and Spot checks and a +15 racial bonus on Stealth checks.

Wildkin

	Wildkin	Owlbeast
	Large Magical Beast	**Huge Magical Beast**
Hit Dice:	8d10+40+3 (87 hp)	14d10+98+3 (178 hp)
Initiative:	+2	+2
Speed:	40 ft. (8 squares), climb 20 ft.	40 ft. (8 squares), climb 20 ft.
Armor Class:	19 (–1 size, +2 Agy, +8 natural), touch 11, flat-footed 17	22 (–2 size, +2 Agy, +12 natural), touch 10, flat-footed 20
Base Attack/Grapple:	+8/+17	+14/+31
Attack:	Claw +12 melee (1d6+5)	Claw +22 melee (2d6+9)
Full Attack:	2 claws +12 melee (1d6+5) and bite +10 melee (1d4+2)	2 claws +22 melee (2d6+9) and bite +19 melee (1d8+4)
Space/Reach:	10 ft./5 ft.	15 ft./10 ft.
Special Attacks:	Improved grab	Improved grab
Special Qualities:	Darkvision 120 ft., low-light vision, rage, scent	Darkvision 120 ft., low-light vision, berserk, scent
Saves:	Fort +11, Ref +8, Will +5	Fort +16, Ref +11, Will +7
Abilities:	Str 21, Agy 15, Sta 20, Int 4, Spt 12, Cha 10	Str 29, Agy 15, Sta 24, Int 4, Spt 12, Cha 10
Skills:	Listen +4, Spot +6, Survival +6	Listen +6, Spot +8, Survival +8
Feats:	Iron Will, Multiattack, Toughness	Improved Natural Attack* (bite)[B], Improved Natural Attack* (claw)[B], Iron Will, Multiattack, Power Attack, Toughness, Weapon Focus (claw)
Environment:	Temperate forests	Temperate forests
Area:	The Barrens, Darkshore, the Hinterlands, Winterspring	Darkshore, the Hinterlands, Winterspring
Organization:	Solitary, pair or clutch (3–10)	Solitary, pair or clutch (3–10)
Challenge Rating:	6	8
Treasure:	None	None
Alignment:	Often chaotic good	Often chaotic neutral
Advancement:	9–15 HD (Large); 16–24 HD (Huge)	15–24 HD (Huge)
Level Adjustment:	—	—

* This feat appears in Chapter 4: Monsters as Characters.

This silver-furred creature appears to be a sort of bear at first glance, but its head resembles that of a bird, and antlers rise from its head. Green and gold feathers trail down its limbs, making them look like miniature wings. Its golden eyes hold wisdom and kindness, but its beak and claws appear razor-sharp.

Description

The wildkin, a beast half-bear, half-owl, acts as a powerful force for good and a staunch ally of the night elves. While good-tempered and wise, the wildkin fights fiercely against evildoers, especially undead and the forces of the Burning Legion. Most wildkin treat peaceful travelers with respect, sometimes coming to their aid or assisting lost visitors out of their forests. They ferociously attack hostile creatures on sight.

Night elves claim that Elune created the first wildkin in the early days of the world to serve as guardians to Cenarius. She combined the best traits of the owl, the most beloved of her night birds, and the bear, the lumbering protector of the woods. The result: a swift, elegant, and fiercely loyal hunter.

Lately, adventurers traveling through the Hinterlands report strange wildkin attacks. The wildkin seem confused, even maddened, and attack relentlessly and randomly. Some also have mutations, such as deformed limbs, scabbed pelts with large bald patches, or red eyes. No one knows how this wildkin corruption began.

Adult wildkin grow to a height of 10 to 12 feet and weigh over 1,000 pounds. They mate for life and bear fuzzy gray cubs that do not develop their claws and brilliant plumage

until 2 or 3 years of age. Night elves consider the shimmering pelts and golden eyes of the wildkin to be beautiful.

Wildkin do not speak, but they understand Darnassian.

Combat

Once wildkin choose to attack, they are ferocious and relentless. A badly injured wildkin may retreat and pursue enemies later, once it heals.

Improved Grab (Ex): To use this ability, a wildkin must hit with both its claw attacks.

Rage (Ex): A wildkin can rage as a barbarian of a level equal to its Hit Dice (8, in the case of the wildkin presented above, or 3/day). A wildkin's rage lasts for 10 rounds, and it cannot prematurely end its rage.

When raging, a wildkin has the following statistics: 103 hp; AC 17, touch 9, flat-footed 15; Atk 2 claws +14 melee (1d6+7) and bite +12 melee (1d4+3); Fort +13, Will +7; Str 25, Sta 24.

Skills: Wildkin have a +2 bonus on Spot checks.

Owlbeast

This creature seems part bear, part owl. Its white, feathered chest turns to dark brown fur along its muscled arms. A yellow beak juts from below its round eyes. A great rack of antlers sprouts from its head.

Description

Owlbeasts, larger and more powerful cousins of wildkin, seem derived from the same species, but their origins remain shrouded in mystery. The night elves claim that Elune also created the owlbeasts to serve as her guardians, but owlbeasts do not possess the gentle natures of wildkin.

Owlbeasts embody chaos over good; they fly into uncontrolled rages in combat. No one knows what sets off an owlbeast's wrath, so cautious adventurers give the creatures a wide berth. Some owlbeasts in the Hinterlands exhibit the same corrupted mutations as their wildkin cousins in that region.

Owlbeasts grow to almost 20 feet tall and weigh 3,000 pounds or more. They prefer colder climates than do wildkin, and as a result they develop white or silver feathers in the snowy season.

Like wildkin, owlbeasts do not speak, but understand Darnassian.

Combat

Owlbeasts attack relentlessly and fearlessly. They fly into a frenzy immediately upon entering combat and fight to the death.

Improved Grab (Ex): To use this ability, an owlbeast must hit with both its claw attacks.

Berserk (Ex): An owlbeast that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent dies. The owlbeast cannot end its berserk state voluntarily, but it can enter any number of berserk rages a day. This ability is otherwise identical to the barbarian's rage ability.

When raging, an owlbeast has the following statistics: 206 hp; AC 20, touch 8, flat-footed 18; Atk 2 claws +24 melee (1d8+11) and bite +21 melee (1d6+5); Fort +18, Will +9; Str 33, Sta 28.

Withered Creature

The Lich King bolstered the ranks of the Scourge through necromancy that left in its wake the twisted, withered husks of once-mortal creatures now horribly transformed into malicious undead servants. Such withered creatures retain their intelligence, their special abilities, and sometimes (and most disturbingly) their memories.

Some are maddened creatures, longing for their old lives but forever barred from that path, taking out their resentment on the living. Others wallow in despair, repulsed by their forms but forced to bear them, waiting patiently and hopelessly for the sweet release of destruction. Still others revel in their new powers, embracing their new unlives with an insane fervor. The only constant among the withered is that none of them remains unchanged by the touch of Ner'zhul.

While the Scourge created the first withered creatures, other types of withered creatures have since come into existence. In some cases, those who die violent deaths at the hands of undead rise spontaneously as withered creatures. Particularly evil beings sometimes find themselves cursed after death, unable to rest quiet in the grave. Greedy folk who cling to life with both hands sometimes attain a withered state through sheer force of will. Necromancers who traffic with the forces of life and death can rise as withered creatures after death, and some seek out the transformation deliberately.

No two withered creatures look exactly alike. Most retain their mortal forms, yet with a dry, dead look about them, as if they were empty husks. Some lose their flesh entirely, remaining as animated skeletons. Others rot continually, shedding slick white flesh and writhing maggots in their wake, but somehow never losing mass. Most bear glowing eyes, usually yellow, red, or green, and certain similar abilities, as listed below.

Creating a Withered Creature

"Withered" is an acquired template that can be added to any aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin.

A withered uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. It retains most subtypes (such as fire or aquatic), but loses alignment subtypes (such as good) and subtype modifiers that indicate humanoid kind (such as "Ironforge dwarf"). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: Same as the base creature, although if the creature could fly, its maneuverability decreases by one rating. The movements of the withered are slow and jerky and easily identified as different from those of other (living) creatures of their type.

Armor Class: The base creature's natural armor bonus improves by +2.

Attack: A withered retains all the attacks of the base creature and also gains a slam attack if it didn't already have one. If the base creature can use weapons, the withered retains this ability. A creature with natural weapons retains those natural weapons. A withered fighting without weapons uses either its slam attack or some other primary natural weapon (if it has one). A withered armed with a weapon uses its slam or the weapon, as it desires.

Full Attack: A withered fighting without weapons uses either its slam attack or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with its slam or some other natural weapon as a natural secondary attack.

Damage: Withered creatures have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the creature's size. Creatures that already have a slam attack retain their old damage or use the appropriate value from the table below, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A withered creature retains all the special attacks of the base creature, with the exception of those noted below, and gains the new attacks described below. Saves have a DC of 10 + 1/2 the withered creature's HD + the withered's Charisma modifier unless noted otherwise.

Breath Weapon (Su): If (and only if) a withered creature possessed a breath weapon in life, it possesses a new one in undeath with the same area, shape, and damage dice as its original breath weapon but possibly with a new saving throw value and damage type. A withered creature's new breath weapon allows a Reflex save for half damage (the save DC is Charisma-based) and the breath weapon always deals cold damage. A breath weapon no longer creates secondary effects based on its old damage type. (For instance, a withered with a breath weapon that originally dealt fire damage no longer sets things on fire.)

Sample Withered Creature: Rot Hide Gnoll

Withered Gnoll
Medium Undead
Hit Dice: 3d12 (19 hp)
Initiative: +5
Speed: 30 ft. (6 squares)
Armor Class: 18 (+1 Agy, +3 natural, +2 leather armor, +2 heavy wooden shield), touch 11, flat-footed 17
Base Attack/Grapple: +3/+9
Attack: Battleaxe +10 melee (1d8+6/x3) or shortspear +10 melee (1d6+6/x3) or shortbow +6 ranged (1d6/x3) or slam +10 melee (1d6+6)
Full Attack: Battleaxe +10 melee (1d8+6/x3) or shortspear +10 melee (1d6+6/x3) or shortbow +6 ranged (1d6/x3) or slam +10 melee (1d6+6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Create spawn (DC 12)
Special Qualities: Darkvision 60 ft., damage reduction 2/–, immunity to cold, gnoll traits, undead traits
Saves: Fort +3, Ref +2, Will +2
Abilities: Str 23, Agy 12, Sta –, Int 4, Spt 12, Cha 2
Skills: Listen +4, Spot +4, Stealth +2
Feats: Improved Initiative[B], Power Attack, Skill Focus (Stealth), Weapon Focus (battleaxe)[B], Weapon Focus (shortbow)[B], Weapon Focus (shortspear)[B]
Environment: Temperate forest, plains and mountains
Area: Any
Organization: Solitary, pair, hunting party (3–5), band (10–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), or tribe (20–200 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level)
Challenge Rating: 4
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +1

At first glance, this creature seems to be a common gnoll, but further inspection reveals that its withered skin stretches tightly over prominent bones, rotted flesh shows beneath its patchy fur, and its eyes glow dark red.

Description

Rot Hide gnolls combine the strength and aggression of regular gnolls, amplified by their undead status, with a lack of the cowardice that gnolls often exhibit.

Combat

Rot Hide gnolls possess little intelligence and even less subtlety. They charge into battle, using their Power Attack feat to its fullest degree, and randomly change targets from round to round.

The gnoll presented above uses the elite ability score array (see Chapter 3: Improving Monsters) and has 3 levels in the gnoll racial class (see above).

If a creature possessed more than one breath weapon in life, it retains only the one that dealt damage measured in damage dice. If a creature possessed only one or more breath weapons that caused non-damaging effects (for example, a breath weapon that creates a cloud of paralyzing gas), it loses those breath weapons and gains a new one that deals 1d6 points of cold damage per 3 HD, with a Reflex save for half damage. The new breath weapon retains the same shape (cone, line, or whatever) as the old one.

Create Spawn (Su): A withered's condition is contagious. Any creature slain by a withered must make a Will save or rise in 24 hours as a withered creature. The save DC for this ability is 10 + 1/2 the withered creature's HD + the withered's Spirit modifier.

Poison (Su): A creature with a poison attack in life loses the natural, biological ability to generate poison in undeath. However, it replaces its old poison with a new supernatural poison, which functions exactly like its original attack (for example, its method of delivery) with the exception of saving throw and damage type.

A withered creature's poison deals Strength damage according to the chart below. A creature hit with this poisonous attack must make a Fortitude save (the DC is Charisma-based, as with all a withered's special attacks) to avoid the initial damage, and a second Fortitude save 1 minute later to avoid secondary damage.

Withered's Size	Poison Damage (Initial and Secondary)
Fine	1 Str
Diminutive	1 Str
Tiny	1d2 Str
Small	1d3 Str
Medium	1d4 Str
Large	1d6 Str
Huge	1d8 Str
Gargantuan	2d6 Str
Colossal	2d8 Str

Special Qualities: A withered retains all the special qualities of the base creature and gains those described below.

Damage Reduction (Su): A withered creature's hardened undead body makes it a bit resistant to any kind of blow. A withered creature has damage reduction 2/–.

Immunity to Cold (Ex): A withered creature is immune to cold damage. If the original creature had vulnerability to cold, instead it loses that quality and does not gain immunity to cold.

Abilities: Change from the base creature as follows: Str +4, Agy –2, Int –4, Cha –4 (none can be reduced to less than 1). Withered creatures are considerably stronger than normal, but also clumsier. While withered creatures retain a degree of sentience and personality, the undead transformation ravages their minds. As an undead creature, a withered creature has no Stamina score.

Skills: Withered creatures suffer a –4 penalty on Handle Animal and Ride checks, as animals are uncomfortable around the undead.

Feats: Same as the base creature.

Environment: Any, usually same as base creature.

Organization: Usually same as base creature. Withered creatures that serve the Scourge usually travel in packs (3–12), mobs (13–24), or hordes (25–100).

Challenge Rating: Same as the base creature +1.

Treasure: None (for Scourge members), or as base creature.

Alignment: Usually evil (any). Most withered creatures inevitably twist into evil, depraved monsters. However, some withered creatures retain their mortal alignment. Such individuals are rare; almost all withered creatures bear some moral taint.

Advancement: Same as the base creature.

Level Adjustment: Same as the base creature +1.

Worg

Large Magical Beast

Hit Dice:	6d8+18 (45 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	19 (–1 size, +2 Agy, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+6/+15
Attack:	Bite +11 melee (1d8+7)
Full Attack:	Bite +11 melee (1d8+7)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Trip
Special Qualities:	Darkvision 60 ft., low-light vision, ornery, scent
Saves:	Fort +8, Ref +7, Will +2
Abilities:	Str 21, Agy 14, Sta 17, Int 5, Spt 10, Cha 11
Skills:	Listen +3, Spot +3, Stealth +5 (+1 hiding)
Feats:	Improved Initiative, Power Attack, Weapon Focus (bite)
Environment:	Temperate forests and volcanic plains
Area:	Burning Steppes, Silverpine Forest
Organization:	Solitary, pair, or pack (3–6)
Challenge Rating:	4
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	7–16 HD (Large); 17–24 HD (Huge)
Level Adjustment:	—

A red tongue lolls from between the fanged jaws of this wolf-like beast. Double the size of a regular wolf, this creature nonetheless pads along the ground with a swift, deadly grace.

Description

Worgs are cunning predators closely related to wolves, but larger and with greater intelligence. They grow to 10 feet long and weigh over 1,000 pounds. Like normal wolves, their pelts range in color from pitch black to gray, brown, and even snowy white.

Worgs live for the hunt, both for the sheer joy of it and because their large bodies require large amounts of meat. Some humanoid races value worgs as steeds due to their increased intellect, but a worg's foul disposition turns away many trainers.

Combat

Instinctive pack hunters, worgs prefer to attack in tandem. They enjoy surrounding an opponent, tripping him up, and then attacking relentlessly as he tries to rise. A badly wounded worg usually flees.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+9 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Ornery (Ex): Worgs possess capricious and violent natures. A character attempting to train a worg takes a –2 penalty on her Handle Animal checks.

Worgen

	Worgen	Tainted One
	Medium Monstrous Humanoid	**Medium Monstrous Humanoid**
Hit Dice:	4d8+4 (22 hp)	6d8+12 (39 hp)
Initiative:	+3	+4
Speed:	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	19 (+3 Agy, +4 natural, +2 leather armor), touch 13, flat-footed 16	22 (+4 Agy, +6 natural, +2 leather armor), touch 14, flat-footed 18
Base Attack/Grapple:	+4/+7	+6/+11
Attack:	Claw +8 melee (1d8+3/19–20)	Claw +12 melee (1d8+5/19–20/x3)
Full Attack:	2 claws +8 melee (1d8+3/19–20) and bite +3melee (1d6+1)	2 claws +12 melee (1d8+5/19–20/x3) and bite +7 melee (1d6+2)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Pounce, serrated claws	Pounce, serrated claws, tainted howl (DC 14)
Special Qualities:	Darkvision 60 ft., damage reduction 5/truesilver*, scent, uncanny dodge	Darkvision 60 ft., damage reduction 10/truesilver*, improved uncanny dodge, scent
Saves:	Fort +4, Ref +7, Will +5	Fort +6, Ref +9, Will +6
Abilities:	Str 17, Agy 16, Sta 13, Int 7, Spt 12, Cha 9	Str 21, Agy 18, Sta 14, Int 8, Spt 13, Cha 10
Skills:	Listen +8	Listen +10
Feats:	Combat Reflexes, Endurance[B], Great Fortitude[B], Weapon Focus (claw)	Combat Reflexes, Dodge, Endurance[B], Great Fortitude[B], Weapon Focus (claw)
Environment:	Temperate forest	Temperate forest
Area:	Ashenvale, Duskwood	Duskwood
Organization:	Solitary or pack (4–12)	Solitary or pack (4–12)
Challenge Rating:	3	4
Treasure:	Standard	Standard
Alignment:	Always neutral evil	Always neutral evil
Advancement:	5–9 HD (Medium) or by character class	7–10 HD (Medium); 11–12 HD (Large) or by character class
Level Adjustment:	—	—

* This substance appears in **More Magic & Mayhem.**

The humanoid lopes along on all fours, half man, half wolf. The wicked-looking claws on its hands look quite capable of cutting people to ribbons.

Description

Worgen are not native to Azeroth, and have only recently appeared in remote areas, where they menace travelers and small settlements. Some believe they are arrivals from another world in the Twisting Nether, while others think they might have been created through magical experimentation, or brought here as servants of some evil entity. Whatever the case, they are most unwelcome.

These creatures are thoroughly evil, delighting in torturing and devouring intelligent creatures. They enjoy hearing the screams of their victims as they tear them apart piece by piece. Worgen never show mercy or remorse. They may seem savage, but they are fairly intelligent and possess a cruel bestial cunning that can come as a surprise to the unprepared.

Worgen society is patriarchal, with the eldest male leading the pack. Worgen never challenge leadership; the patriarch leads until he is physically incapable of doing so any longer, at which point his younger kin devour him. The worgen see this not as cruelty, but a great honor — they consume the bodies of their fallen as well as their victims. They believe the flesh and blood of their own kind improves their strength and cunning.

Worgen look like humanoid wolves. They dwell in simple huts and usually wear cured leather scraps as rudimentary armor. Worgen do not use weapons, preferring to tear foes apart with their claws. They stand 6 feet tall, except when loping along on all fours, and weigh around 250 pounds.

They speak their own language, made up of a variety of growls, barks, and howls.

Combat

Worgen love nothing more than to pounce on an opponent and tear him to ribbons. If a foe is helpless, the worgen delivers a coup de grace before moving on to another target, unless the fight is well in hand. Then it turns to torture (or "playtime") — and the unfortunate victim is almost certain to wish he had died.

Pounce (Ex): If a worgen charges, it can make a full attack.

Serrated Claw (Ex): A worgen's claws are jagged and almost supernaturally sharp, possessing an increased threat range. If a claw scores a critical hit, the wound bleeds, dealing 1 point of damage from blood loss each round. Blood loss stacks (so multiple critical hits cause multiple bleeding wounds).

A character can stop the bleeding with a DC 10 Heal check or with any healing spell; a single Heal check or healing spell staunches all bleeding wounds.

Uncanny Dodge (Ex): A worgen retains its Agility

bonus to AC (if any) even if it is caught flat-footed or struck by an invisible attacker. However, it still loses its Agility bonus to AC if immobilized.

Tainted One

Tainted ones are worgen with exceptionally vicious claws and improved combat abilities. They look almost identical to standard worgen, except that they are perhaps a bit taller while standing erect. An opponent typically doesn't know he's facing a tainted one instead of a regular worgen until his foe howls.

Tainted ones stand almost 7 feet high and weigh up to 300 pounds.

Combat

Tainted ones usually charge an opponent and then howl in his face.

Serrated Claw (Ex): A tainted one's claws are serrated in the same manner as a standard worgen's, except that the tainted one's claws deal triple damage on a critical hit. Also, the Heal check DC to stop the bleeding is 15 instead of 10.

Tainted Howl (Su): Once every 1d4+1 rounds as a free action, a tainted one can emit a piercing howl. The tainted one receives a +2 morale bonus on attack rolls and Will saves for 1 round. Any enemies within 20 feet of the tainted one must make DC 14 Will saves or be shaken. If the tainted one charges an opponent in the same round that it howls, the target of the charge suffers a –2 penalty on his save.

This is a sonic, mind-affecting effect. The save DC is Spirit-based.

Wraith

Medium Undead (Incorporeal)

Hit Dice:	6d12 (39 hp)
Initiative:	+8
Speed:	Fly 60 ft. (12 squares) (perfect)
Armor Class:	16 (+4 Agy, +2 deflection), touch 16, flat-footed 12
Base Attack/Grapple:	+3/—
Attack:	Incorporeal touch +7 melee (1d6 cold)
Full Attack:	Incorporeal touch +7 melee (1d6 cold)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Cold touch, create spawn, possession (DC 15), spell-like abilities
Special Qualities:	Darkvision 60 ft., unnatural aura, +2 turn resistance, incorporeal traits, undead traits
Saves:	Fort +2, Ref +6, Will +6
Abilities:	Str –, Agy 19, Sta –, Int 12, Spt 12, Cha 15
Skills:	Intimidate +11, Knowledge (religion) +10, Listen +10, Spot +10, Stealth +13
Feats:	Blind-Fight, Dodge, Improved Initiative
Environment:	Any
Area:	Northrend, Western Plaguelands
Organization:	Solitary, pair, or patrol (3–5)
Challenge Rating:	5
Treasure:	None
Alignment:	Usually lawful evil
Advancement:	7–16 HD (Medium); 17–24 (Large)
Level Adjustment:	—

This wispy, insubstantial blue figure radiates numbing cold. Tendrils of translucent white hair frame a face twisted in hate.

Description

Wraiths, angry and violent spirits, long for a return to mortal life and vent their jealous rage on living creatures. While possessed by a constant, desperate fury, wraiths nonetheless possess the intellect and self-control to deal rationally, if grudgingly, with mortal beings on occasion.

Wraiths speak the languages they did in life.

Combat

Wraiths begin a combat by using their spell-like abilities. They attempt to dominate or possess anyone who appears able to turn undead; next they target an enemy force's apparent leaders. Should the domination and possession fail, a wraith instead curses these targets. Only after she has expended all her spell-like abilities does a wraith enter melee combat.

Cold Touch (Su): A wraith's chilling, insubstantial form deals 1d6 points of cold damage on a successful incorporeal touch attack.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Wraith spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Possession (Su): Once per round, a wraith can merge its body with that of a corporeal creature. This ability is similar to a *possession* spell (Will DC 15 negates; see the **Horde Player's Guide**), except that it does not require a receptacle. To use this ability, the wraith must simply try to move into the target's space, which does not provoke attacks of opportunity. A creature that successfully saves is immune to that same wraith's possession for 24 hours, and the wraith cannot enter the target's space. If the save fails, the wraith's incorporeal form vanishes into the target's body.

The save DC is Charisma-based.

Spell-Like Abilities (Sp): 3/day—*banshee's curse* (DC 15; see the **Horde Player's Guide**), *dominate person* (DC 17). Caster level 6th; the save DCs are Charisma-based.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within 30 feet of the wraith.

Zombie

Zombies are nothing more than animated corpses. Zombies are often brought to horrifying unlife to serve as front-line troops for the Lich King's armies. Zombies are often plague carriers, infested with all manner of parasitic creatures. Their bodies are in a suspended state of decay, their flesh perpetually sloughing away or peeling aside to reveal bone and desiccated organs.

Of all the undead, zombies are one of the more horrific varieties, for their lack of free will is all the more apparent in their pitiable state of their bodies. Even more horrible is the fact that not all zombies lose their memories and personalities — a few zombies retain their memories, trapped within a decaying corpse compelled to serve their former enemies.

Creating a Zombie

"Zombie" is an acquired template that can be added to any corporeal creature (excluding other undead), referred to hereafter as the base creature.

A zombie uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus. Size is unchanged.

Hit Dice: Drop any Hit Dice from class levels (to a minimum of 1 HD total if the creature has no racial HD), double the number of racial Hit Dice, and raise those remaining HD to d12s. Levels in

racial classes count as racial Hit Dice for these purposes. If the base creature has more than 10 Hit Dice (not counting those gained with experience), it can't be made into a zombie with the *animate dead* spell.

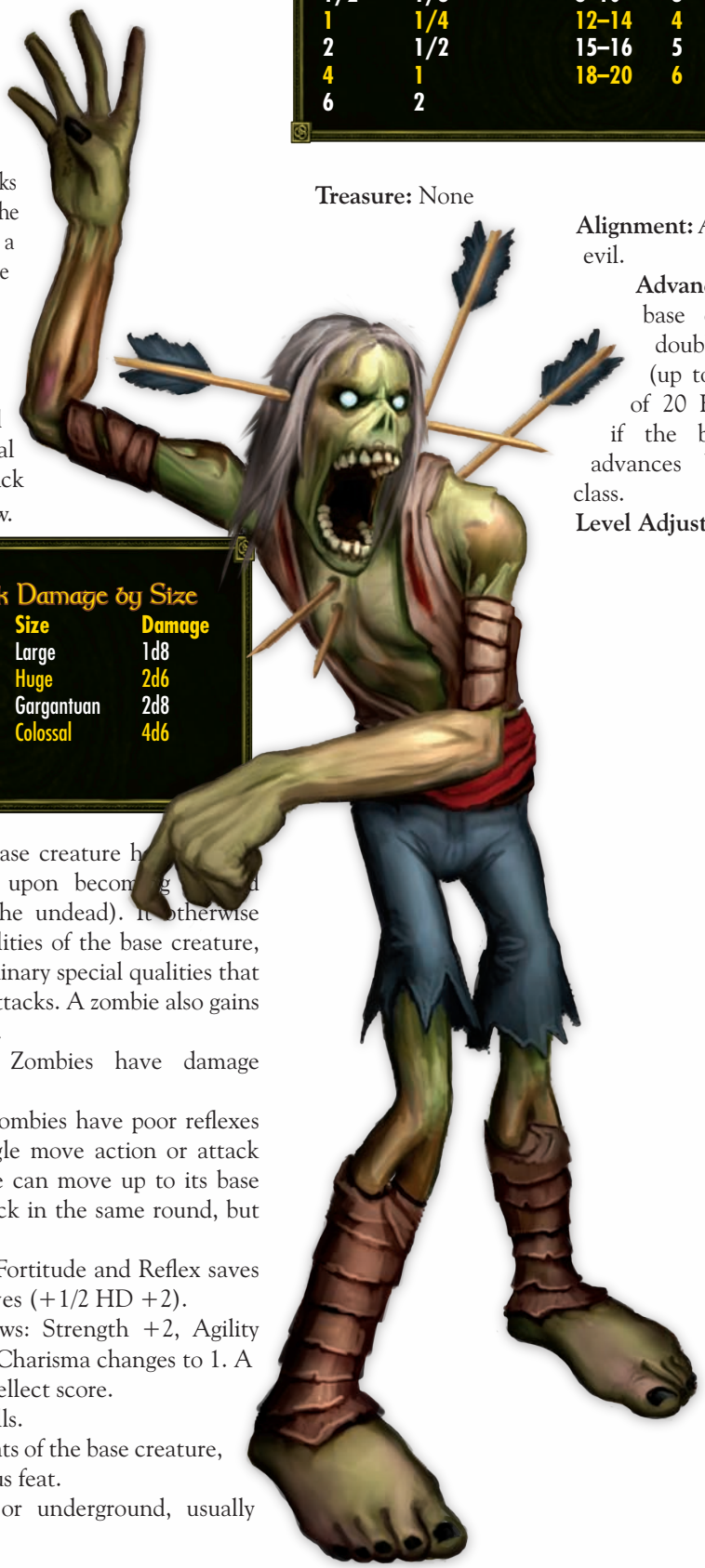
Speed: A zombie has a base land speed of 20 feet (4 squares). If the base creature can fly, its maneuverability rating drops to clumsy.

Armor Class: Increase the base creature's natural armor bonus by +2.

Attack/Full Attack: A zombie retains all the natural and manufactured weapon attacks and the weapon proficiencies of the base creature. A zombie also gains a primary slam attack, which it can use in place of other primary weapons.

A zombie's base attack bonus is equal to 1/2 its Hit Dice.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals the damage shown below.



Zombie Slam Attack Damage by Size

Size	Damage	Size	Damage
Fine	1	Large	1d8
Diminutive	1d2	Huge	2d6
Tiny	1d3	Gargantuan	2d8
Small	1d4	Colossal	4d6
Medium	1d6		

Special Qualities: If the base creature h empathy ability, it loses it upon becom g d (animals instinctively hate the undead). It otherwise loses most of the special qualities of the base creature, though it retains any extraordinary special qualities that improve its melee or ranged attacks. A zombie also gains the following special qualities.

Damage Reduction (Ex): Zombies have damage reduction 5/slashing.

Single Actions Only (Ex): Zombies have poor reflexes and may perform only a single move action or attack action each round. A zombie can move up to its base speed and make a single attack in the same round, but only if it charges.

Saves: A zombie has poor Fortitude and Reflex saves (+1/3 HD) and good Will saves (+1/2 HD +2).

Abilities: Change as follows: Strength +2, Agility –2, Spirit changes to 10, and Charisma changes to 1. A zombie has no Stamina or Intellect score.

Skills: A zombie has no skills.

Feats: A zombie loses all feats of the base creature, but gains Toughness as a bonus feat.

Environment: Any land or underground, usually same as base creature.

Area: Any.

Organization: Any.

Challenge Rating: Depends on Hit Dice, as follows:

Hit Dice	Challenge Rating	Hit Dice	Challenge Rating
1/2	1/8	8–10	3
1	1/4	12–14	4
2	1/2	15–16	5
4	1	18–20	6
6	2		

Treasure: None

Alignment: Always neutral evil.

Advancement: As base creature, but double Hit Dice (up to a maximum of 20 HD); or "—" if the base creature advances by character class.

Level Adjustment: —

Sample Zombie: Human Zombie

Male Human, 3rd-Level Soldier
Medium Undead (Zombie)

Hit Dice:	2d12+3 (16 hp)
Initiative:	–1
Speed:	30 ft. (6 squares)
Armor Class:	14 (–1 Agy, +2 natural, +3 studded leather), touch 9, flat-footed 14
Base Attack/Grapple:	+1/+3
Attack:	Slam +3 melee (1d6+3)
Full Attack:	Slam +3 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., damage reduction 5/ slashing, single actions only, undead traits
Saves:	Fort +0, Ref –1, Will +3
Abilities:	Str 15, Agy 9, Sta –, Int –, Spt 10, Cha 1
Skills:	—
Feats:	Toughness[B]
Environment:	Any land and underground
Area:	Eastern Plaguelands, Stranglethorn Vale, Tirisfal Glades, Western Plaguelands
Organization:	Any
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral evil
Advancement:	—
Level Adjustment:	—

The creature was once human, but now stares ahead with dull, lifeless eyes. Bits and pieces of dead flesh hang from its body as the walking corpse slowly plods forward.

Description

Zombies are corpses animated by necromancy. Most zombies have no memories of their lives and are capable only of obeying simple commands, such as "Attack!" or "March!" Their unthinking obedience makes them perfect tools for frontline assaults, for their plodding onslaught is both demoralizing and relentless.

Rumors say that not all zombies are so lucky as to have no memories. Some retain full knowledge of their pre-death identities as well as their knowledge and skills. These memories do them no good, however, for they remain under the control of the Scourge, forced to obey their masters' commands and to suffer their existence within their own decaying corpse. These creatures are objects of pity, but no less dangerous than their mindless fellows.

Zombies without memories have no speech, though they can make meaningless sounds. Intelligent zombies know the same languages they did in life and can sometimes manage halting speech.

Combat

A zombie's approach to combat is simple: It attacks whatever enemy it is ordered to attack and does not stop until it is destroyed. Some zombies use weapons (such as clubs) if they have them. If not, they use their slam attack. Zombies neither attempt to dodge, nor do they retreat.

The zombie presented above uses the non-elite ability score array (see Chapter 3: Improving Monsters).

Sentient Zombies

Every so often, a zombie retains its intellect or develops a form of sentience over long years. No one has been able to create this circumstance intentionally, nor does anyone understand why or how it happens.

Zombies that retain their sentience have the Intellect, Spirit, and Charisma scores of the base creature, except that the Charisma score takes a –4 penalty due to the body's decaying effect. They do not lose their class levels or class features. They retain the skills and feats of the base creature (and gain Toughness as a bonus feat), and they retain all special attacks and qualities of the base creature except for breath weapons and poison.

A sentient zombie's Challenge Rating is equal to that of the base creature.

Note that, owing to their unique status, a number of the villains contained in this chapter have a number of special attacks and qualities beyond those of common specimens of their races and classes.

Archaedas, Stone Guardian of the Vault

Archaedas is one of the ancient servants of the titans, a giant of stone crafted to guard the vault of Uldaman. To ensure he would always be vigilant, his creators sealed him in a stone shell that keeps him magically preserved in a timeless sleep. Any attempt to activate the keystone that opens the vault awakens him immediately. Should the creatures not speak the appropriate command words at once, Archaedas carries out his orders and destroys the invaders before returning to sleep once again. Sadly, the command words have been lost to the ages, so anyone who awakens him almost certainly finds himself engaged in battle.

Archaedas stands 18 feet high and weighs 12,000 pounds. He can speak Dwarven and Titan fluently, but sees no need to do so except when commanding a statue to life.

The stone cracks and shatters, and an immense giant with craggy features steps forth. It wears an ornate breastplate and wields a sword almost as tall as its frame, about the height of three sturdy humans.

Combat

Archaedas strikes with his massive greatsword at whoever released him, throwing stones (usually fragments of the ruins of Uldaman) only at opponents who can fly or otherwise elude him. He targets what he considers to be the most dangerous foe, usually the one who dealt him the most damage in previous rounds. He calls on other stone guardians as often as possible.

Archaedas

16-HD Construct
Huge Construct (Earth, Lawful)

Hit Dice:	16d10+40+150 (278 hp)
Initiative:	+3
Speed:	30 ft. (8 squares) in armor; 40 ft. base
Armor Class:	31 (–2 size, +3 Agy, +12 natural, +8 *+3 breastplate*), touch 11, flat-footed 28
Base Attack/Grapple:	+12/+29
Attack:	*+4 axiomatic greatsword* +23 melee (4d6+19/19–20) or slam +19 melee (3d6+9) or rock +13 ranged (2d8+13)
Full Attack:	*+4 axiomatic greatsword* +23/+18/+13 melee (4d6+19/19–20) or 2 slams +19 melee (3d6+9) or rock +13 ranged (2d8+13)
Space/Reach:	15 ft./15 ft.
Special Attacks:	*Animate statue*, rock throwing, stone burst (DC 27)
Special Qualities:	Darkvision 60 ft., low-light vision, damage reduction 15/adamantine, resistance to fire 20, rock catching, spell resistance 16, toughness of Archaedas, construct traits
Saves:	Fort +5, Ref +8, Will +7
Abilities:	Str 29, Agy 16, Sta –, Int 15, Spt 14, Cha 15
Skills:	Craft (stoneworking) +6, Intimidate +18, Jump +26, Listen +23, Spot +23
Feats:	Bloodletter, Cleave, Point Blank Shot, Power Attack, Precise Shot, Reckless Attack
Villain Points:	2
Challenge Rating:	13
Alignment:	Lawful neutral

Animated Statue of Archaedas

Medium Construct	**Large Construct**	
Hit Dice:	5d8+10 (32 hp)	5d8+10 (32 hp)
Initiative:	+0	+0
Speed:	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class:	18 (+0 Agy, +8 natural), touch 10, flat-footed 1818 (+0 Agy, +9 natural, –1 size), touch 9, flat-footed 18	
Base Attack/Grapple:	+3/+11	+3/+15
Attack:	Slam + 11 melee (1d6+7)	Slam +11 (1d8+8)
Full Attack:	2 slams + 11 melee (1d6+7)	2 slams +11 (1d8+8)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.
Special Qualities:	Darkvision 60 ft., low-light vision, damage reduction 5/adamantine, immunity to dispelling, construct traits	Darkvision 60 ft., low-light vision, damage reduction 5/adamantine, immunity to dispelling, construct traits
Saves:	Fort +3, Ref +1, Will +2	Fort +3, Ref +1, Will +2
Abilities:	Str 24, Agy 10, Sta 13, Int —, Spt 12, Cha 10	Str 26, Agy 10, Sta 13, Int —, Spt 12, Cha 10
Skills:	—	—
Feats:	Weapon Focus (slam)[B]	Weapon Focus (slam)[B]

***Animate Statue* (Sp):** Once every 1d4+1 rounds as a free action, Archaedas can animate any Medium or Large stone statue within 100 feet that he can see. The statue's statistics appear in the accompanying sidebar. Treat an animated statue as a summoned creature that cannot be dispelled.

Rock Throwing (Ex): The range increment for Archaedas's thrown rocks is 180 feet.

Stone Burst (Su): Archaedas can stomp on any stone surface as a standard action. The stomp shakes the floor and releases a burst of flying stone fragments that deal 10d6 points of bludgeoning damage to all creatures within 30 feet. Creatures with the earth subtype are immune to this effect. A DC 27 Reflex save halves the damage. The save DC is Strength-based.

Rock Catching (Ex): Once per round, when Archaedas would normally be hit by a rock, he can make a Reflex save (with a +4 racial bonus) 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 magical bonus on attack rolls, the DC increases by that amount.) Archaedas must be ready for and aware of the attack in order to make a rock catching attempt.

Toughness of Archaedas (Ex): Archaedas is extraordinarily tough. In addition to the +40 hit points he gains for being a Huge construct, he gains another +150 hit points.

Possessions: Huge *+4 axiomatic greatsword*, Huge *+3 breastplate*, the key to the vault of Uldaman.

Balnazzar

Balnazzar (a.k.a. Saidan Dathrohan, Champion of the Scarlet Crusade) was one of the three nathrezim siblings left behind in Kalimdor to oversee the demonic conquest of that land. The return of Prince Arthas, following the defeat of Archimonde, sent the three brothers packing, but they quickly regrouped and concocted a new plan to destroy Arthas once and for all. Though they (and Sylvanas Winrunner, who attacked Arthas on her own terms) didn't destroy Arthas, the undead prince left Lordaeron, leaving Balnazzar to rule the land now known as the Plaguelands.

Unfortunately for Balnazzar, Sylvanas had plans of her own and laid siege to Lordaeron. She had defeated Balnazzar's brother Varimathras, who offered to serve her in exchange for his life. Sylvanas accepted and the dreadlord fought at her side in the attack on Lordaeron, and in the battle she ordered Varimathras to finish off his sibling. He grudgingly agreed and apparently slew Balnazzar. However, Balnazzar survived — he faked his death and fooled both Sylvanas and his brother.

To remain hidden, Balnazzar went underground. Not content to simply sit by while the undead legions overran Azeroth, he formed a new plan to oppose them. He possessed the body of the paladin Saidan Dathrohan, who then helped found the Scarlet Crusade, an order of knights focused on the singular goal of defeating the Scourge in all its forms. No one in the crusade is aware that Dathrohan is a demon — they simply believe him to be a holy knight obsessed with the destruction of the undead. Balnazzar uses this fact to his advantage as much as possible, intending not only to defeat the undead but one day secure his hold on Lordaeron once again. To maintain his charade, Balnazzar kept (and still keeps) a low profile, letting others run the Scarlet Crusade.

At present, Balnazzar dwells within the Scarlet Crusade stronghold in the besieged ruins of Stratholme, in the deepest reaches of the Eastern Plaguelands. The Scourge and the Crusade remain locked in battle, at a stalemate primarily because Balnazzar depends upon his masquerade for his long-term plans. His agents actively recruit new members for the crusade, and his ranks grow steadily. Should anyone find out his true nature, however, the Scarlet Crusade could potentially fall apart overnight, and the undead would become the only power in the Plaguelands.

Balnazzar

Elite 17-HD Dreadlord/Warrior 3
Large Outsider (Demon, Evil, Extraplanar, Lawful)

Hit Dice:	17d8+170 plus 3d10+30 [x4] (1,192 hp)
Initiative:	+5
Speed:	40 ft. (8 squares), fly 60 ft. (good)
Armor Class:	39 (–1 size, +5 Agy, +12 natural, +5 deflection, +8 insight), touch 27, flat-footed 34
Base Attack/Grapple:	+20/+32
Attack:	*+4 unholy greatsword of wounding* +32 melee (3d6+18/17–20 plus 1d6 fel) or claw +27 melee (2d6+8 plus 1d6 fel)
Full Attack:	*+4 unholy greatsword of wounding* +32/+27/+22/+17 melee (3d6+18/17–20 plus 1d6 fel); or 2 claws +32 melee (2d6+8 plus 1d6 fel)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Dominate (DC 27), energy drain (DC 27), fel strike, frightful presence (DC 29), *possession*, sleep aura (DC 27), spell-like abilities, spells, *summon infernal*, vampiric aura (DC 26)
Special Qualities:	Darkvision 120 ft., boundless mind, damage reduction 15/epic, damage reduction 15/good and truesilver*, fast healing 5, fiendish defense, resistance to acid 15, cold 15, fire 20, and electricity 15, spell resistance 33, demon traits
Saves:	Fort +25, Ref +18, Will +23
Abilities:	Str 26, Agy 21, Sta 30, Int 25, Spt 27, Cha 29
Skills:	Bluff +31, Concentration +30, Craft (weaponsmith) +10, Diplomacy +35, Disguise +29 (+31 acting), Gather Information +24, Handle Animal +12, Intimidate +34, Jump +16, Knowledge (arcana) +27, Knowledge (military tactics) +32, Knowledge (the planes) +27, Listen +28, Profession (military commander) +21, Ride +10, Search +27, Sense Motive +28, Spellcraft +29, Stealth +25 (+21 hiding), Spot +28, Swim +11
Feats:	Ability Focus† (frightful presence), Cleave, Great Fortitude[B], Improved Critical (greatsword), Iron Will[B], Lightning Reflexes[B], Maximize Spell, Power Attack, Silent Spell, Skilled (Bluff and Diplomacy), Weapon Focus (greatsword)[B], Weapon Specialization (greatsword)[B]
Villain Points:	4
Challenge Rating:	21
Alignment:	Lawful evil
Advancement:	By character class

* This substance appears in **More Magic & Mayhem.**
† This feat appears in **Lands of Mystery.**

The hulking demon's skin is a waxy purple, save the black bat-like wings. Its eyes glow crimson as it raises its massive greatsword.

Combat

Balnazzar attempts to remain in his possessed form as long as possible, not revealing his true nature until absolutely forced to do so. He avoids using spells or spell-like abilities unless they could be paladin spells or he can do so in a way that makes them look like they came from a magic item (typically, doing so requires a Bluff check). He avoids direct combat, preferring to let his minions do the fighting for him.

If cornered and sorely pressed, he reveals his true nature, abandoning his possessed body and emerging in all his glory. At this point he lets loose with all the firepower at his command, subduing and then destroying his enemies with demonic fury. Any allies who remain by his side are then slain in turn, so that he may preserve his secret, and he returns to his former body to maintain the masquerade. If his secret is openly revealed, he retreats, seeking vengeance on those responsible at some future time.

Dominate (Su): 30 feet; *dominate monster* Will DC 27 negates. Caster level 17th.

Energy Drain (Su): The Fortitude DC to remove a negative level is 27.

***Possession* (Sp):** Once per day, Balnazzar can possess the body of a creature he has slain through the use of his energy drain ability. In doing so, his form turns to a misty cloud that invades and takes over the corpse, while the soul of the slain creature moves on to its final reward (or punishment). The slain creature cannot be raised from the dead through any means other than a *true resurrection* for as long as Balnazzar possesses it. (*True resurrection* ejects him from the body at once.) His power sustains the body so it does not decompose; in fact, it appears in all respects as if alive.

When first possessed, the host body is exceptionally weak, having only 1 hit point and negative levels equal to its total Hit Dice – 1. Balnazzar has no access to the possessed creature's knowledge, memory, feats, skills, or special abilities while possessing the body, but he can use any of his own abilities that don't require his demonic form (for example, he can use his feats, but can't use his fly speed). The body uses its own physical ability scores and Balnazzar's mental ability scores. It recovers 1 negative level per day naturally, although magical means can restore them faster. If the possessed body is slain, Balnazzar dies as well, but he can abandon the possessed creature at will as a free action.

Sleep Aura (Sp): Once every 1d4 rounds as a standard action, Balnazzar can produce a wave of drowsiness that affects all non-demons within 30 feet. Affected creatures must make a DC 27 Will save or fall asleep for 3d6 rounds. A sleeping creature falls prone and is helpless, but can be revived by vigorous shaking as a full-round action. Once awakened, a creature is fatigued in the following round. Balnazzar can use this ability. The save DC is Charisma-based.

Spell-like Abilities: At will—*deeper darkness*, *detect chaos*, *detect good*, *detect magic*, *hold monster* (DC 24), *read magic*, *sleep*‡ (DC 20), *teleport* (self plus 50 pounds of objects only); 3/day—*plane shift*, *sending*, *summon swarm* (bats only); 1/day—*dream***, *nightmare*** (DC 24). Caster level 17th; the save DCs are Charisma-based.

‡ See **Alliance Player's Guide.**
** See **Horde Player's Guide.**

Spells: Balnazzar casts spells as a 17th-level necromancer with access to both the necromancer and warlock spell lists (as well as the arcanist list). He gains bonus spells, determines his maximum number of prepared spells, and determines his spell save DCs based on his Charisma score instead of his Intellect score.

Necromancer Spells (5/7/7/7/7/6/6/5/4/2; DC 19 + spell level): Balnazzar's high Charisma score and ranks in Spellcraft allow him to prepare 19 spells per level. Balnazzar favors the following spells in particular.

1st—*disguise self*; 2nd—*detect thoughts, invisibility, mirror image*; 3rd—*dispel magic, gaseous form*; 4th—*charm monster, confusion, detect scrying, greater invisibility, phantasmal killer*; 5th—*drain life, drain soul, gaseous form* (stilled and silenced); 6th—*greater dispel magic, mass suggestion*; 7th—*greater scrying, insanity, mass hold person, spell turning*; 8th—*demand, mind blank*; 9th—*dominate monster, mass hold monster, summon monster IX, summon undead IX*.

***Summon Infernal* (Sp):** Once per day Balnazzar can summon 1 infernal. This ability is the equivalent of a 9th-level spell (caster level 17th).

Vampiric Aura (Su): As *vampiric aura* (DC 27). Caster level 17th.

Possessions: Various paladin gear (Scarlet Crusade armor and the like) in Saiden Dathrohan's guise. Otherwise, Large *+4 unholy greatsword of wounding*; this sword is tied to Balnazzar's life force, and anyone else touching it or trying to wield it gains 4 negative levels for as long as he contacts the weapon. If Balnazzar possesses a creature, the sword vanishes with him, returning to his side when he emerges. Balnazzar also has a *ring of protection +5* and wears *bracers of armor +5*.

Baron Geddon

Baron Geddon is one of the eldest of all fire elementals, and he served as Ragnaros' right hand during the beginning of the war against the titans. During one of the first battles against the then-unknown titan attackers, Geddon was defeated and forced into humiliating retreat. Ragnaros immediately demoted his commander, thinking that Geddon had been defeated by an inferior foe, since the Old Gods and their lieutenants had never yet met a challenge. His replacement was the flamewaker Majordomo Executus; Geddon was infuriated that a creature not purely of fire replaced him, a noble among the elementals.

In an effort to regain his master's faith, Baron Geddon planned the now legendary betrayal of Thunderaan the Windseeker. In the midst of a great battle, Geddon separated the massive lightning elemental from his allies, and together with Garr (q.v.) and Ragnaros, they ambushed the great elemental in an effort to steal his power. Thunderaan was a powerful foe, even to an elemental lieutenant such as Ragnaros, and the Firelord was unable to completely destroy him as he had hoped.

The three did manage to seal the Windseeker away, however, and imprison his essence in the talisman known as the *Bindings of the Windseeker*. Ragnaros then broke the talisman in half and charged each of his lieutenants, Garr and Geddon, with keeping one half safe. It is said that if the halves are brought together again then Thunderaan might escape.

However, Geddon did not win back his old position by his master's side. Today, he waits and bides his time, hoping to grow strong enough to find a way to overthrow or discredit Majordomo Executus.

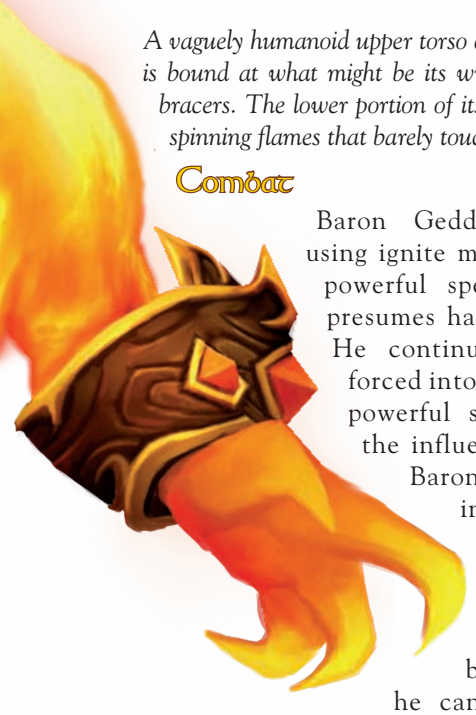
Baron Geddon currently dwells in the tunnels of the molten core of Blackrock Mountain, where he keeps a tireless vigil against intruders. Both Baron Geddon and Garr draw their considerable might from the blazing runes carved deep into the floor of Molten Core.

Baron Geddon

40-HD Fire Elemental
Huge Elemental (Chaotic, Evil, Extraplanar, Fire)

Hit Dice:	40d8+320 (503 hp)
Initiative:	+19
Speed:	60 ft. (12 squares)
Armor Class:	36 (–2 size, +15 Agy, +16 natural), touch 23, flat-footed 24
Base Attack/Grapple:	+30/+46
Attack:	Slam +44 melee (3d8+8 plus 3d6 fire)
Full Attack:	2 slams +44 melee (3d8+8 plus 3d6 fire)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Burn (DC 38), ignite mana (DC 32), inferno, living bomb (DC 32)
Special Qualities:	Darkvision 60 ft., damage reduction 25/epic, damage reduction 20/–, fire subtype, spell resistance 40, elemental traits
Saves:	Fort +23, Ref +37, Will +16
Abilities:	Str 26, Agy 40, Sta 27, Int 10, Spt 12, Cha 14
Skills:	Concentration +18, Diplomacy +14, Intimidate +12, Listen +26, Sense Motive +11, Spot +26
Feats:	Bash, Blind-Fight, Cleave, Combat Reflexes, Dodge, Great Cleave, Great Fortitude, Improved Initiative[B], Improved Sunder, Iron Will, Mobility, Power Attack, Skilled (Listen and Spot), Spring Attack, Weapon Finesse[B], Weapon Focus (slam)
Villain Points:	6
Challenge Rating:	25
Alignment:	Chaotic evil

A vaguely humanoid upper torso composed of pure flames is bound at what might be its wrists by two thick metal bracers. The lower portion of its body is a whirlwind of spinning flames that barely touch the ground.



Combat

Baron Geddon opens combat using ignite mana on any obvious powerful spellcaster (those he presumes have 9th level spells). He continues doing so until forced into melee or until every powerful spellcaster is under the influence of ignite mana. Baron Geddon then uses inferno to drive away nearby attackers, to the (presumably) safe distance of 90 feet. He uses living bomb on anything he can target until once again engaged in melee. Baron Geddon stays mobile, moving around with Spring Attack to keep his foes from bringing all of their melee to bear on him. He repeats the cycle — inferno, living bomb, and melee — whenever his foes get too close. He refreshes ignite mana when he suspects it has been dispelled.

Burn (Ex): When Baron Geddon hits with a slam attack, the opponent must succeed a DC 38 Reflex save or catch fire (see Chapter 5: Monster Types, Subtypes, and Abilities). A burning creature can use a move action to put out the flame. The flame burns for 1d4 rounds. The save DC is Stamina-based.

Ignite Mana (Su): As a standard action, Baron Geddon may target any creature within 100 feet with this effect. The victim must make a DC 32 Will save or lose 2d4 of his lowest-level spell slots. He loses 2d4 of his lowest-level spell slots each round thereafter. The effect continues until dispelled (caster level 40th) or until the victim is out of spell slots. In addition, the victim takes 1d4 points of damage per level of the spell slots lost. (Losing a 3rd-level spell slot deals 3d4 points of damage.) The save DC is Charisma- based.

Inferno (Ex): As a swift action, Baron Geddon can intensify the heat of his body to the point where flames erupt all around him. Everything within 30 feet takes 6d6 points of fire damage. Baron Geddon may maintain this ability (as a free action) on this effect through the following round, increasing the radius to 60 feet and the damage to 12d6. After a another round, he deals 18d6 points of fire damage to everything within 90 feet. He cannot maintain inferno for more than 3 consecutive rounds.

Baron Geddon cannot use this effect again for 1d6 rounds for every consecutive round in which he used this ability — so he must wait for 3d6 rounds if he maintains inferno for the full effect.

Living Bomb (Su): Baron Geddon can turn creatures into living bombs. At will, as a standard action, Geddon can target any creature within 100 feet. The creature can resist the effect with a DC 32 Fortitude save. The creature starts building up elemental energy and can feel the heat rising inside itself.

If the effect is not dispelled within 3 rounds (caster level 40th), the creature explodes in flames, dealing 1d6 points of fire damage per Hit Die of the victim to everything within 5 feet per Hit Die. The victim gets no save, but other creatures in the area may make DC 32 Reflex saves for half damage.

The save DC is Charisma-based. Creatures immune to fire are immune to this effect.

Possessions: *Shackles of Ragnaros* (+6 bonus to Agy and Sta, included above; see Chapter 4: Monsters as Characters), half of the *Bindings of the Windseeker* (also called the *Talisman of Elemental Binding*; see *Thunderfury* in **More Magic & Mayhem**).

Baron Rivendare, Death Knight of Stratholme

Once, Baron Rivendare was a wealthy Lordaeron landowner and friend of Kel'Thuzad. He fell under the necromancer's sway and helped build and structure the Cult of the Damned. Rivendare then achieved the title and powers of a death knight.

Now, Rivendare has his base in Stratholme. He serves Kel'Thuzad eagerly and exalts in his power. One of his greatest joys is to instill corruption in others, especially paladins, and most especially members of the Argent Dawn.

Baron Rivendare

Elite Male Human Death Knight, Warrior 7/Mounted Warrior 5/Death Knight* 10
Medium Humanoid (Human)

Hit Dice:	7d10+24 plus 5d10+20 plus 10d10+40 [x4] (752 hp)
Initiative:	+6
Speed:	20 ft. (4 squares) in armor, base 30 ft.
Armor Class:	33 (+2 Agy, +13 armor, +5 natural, +3 deflection), touch 18, flat-footed 31
Base Attack/Grapple:	+21/+30
Attack:	Rivendare's *runeblade* +37 melee (1d10+17 plus 1d6 frost/17–20)
Full Attack:	Rivendare's *runeblade* +37/+32/+27/+22 melee (1d10+17 plus 1d6 cold/17–20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, unholy strike 4/day, vampiric runeblade
Special Qualities:	Alabaster skin (+3), dark grace, fast healing 2, improved mounted combat 2/day, mounted command, mounted expertise, superior mount (Deathcharger), undead minions, undying
Saves:	Fort +25, Ref +18, Will +18
Abilities:	Str 28 (22), Agy 14, Sta 18, Int 14, Spt 14, Cha 16
Skills:	Bluff +23, Handle Animal +23, Intimidate +23, Knowledge (military tactics) +17, Knowledge (nobility and royalty) +12, Ride +24, Spot +18
Feats:	Bloodletter[B], Cleave[B], Combat Reflexes[B], Dodge, Great Fortitude[B], Improved Initiative, Iron Will[B], Lightning Reflexes[B], Mounted Combat, Power Attack, Ride-By Attack[B], Skilled (Ride and Spot), Spirited Charge, Trample, Weapon Focus (bastard sword)[B], Weapon Specialization (bastard sword)[B].
Villain Points:	4
Challenge Rating:	22
Alignment:	Chaotic evil

* See **Dark Factions** for the death knight prestige class. For convenience, the class features it provides Rivendare are reprinted below.

This knight is a regal figure — his face is pale but aristocratic, and white hair hangs to his shoulders, while a scarf covers his face. He crouches over a horned, skeletal steed, and purple runes glitter across his black armor, cloak, and greatsword.

Combat

Baron Rivendare excels at melee combat (especially mounted warfare) and he knows it. At the earliest possible moment, he charges, whether afoot or mounted on his skeletal horse, Deathcharger. Then the baron unleashes the dreadful power of his runeblade. He prefers to fight with created undead to support him, and he uses *death pact* on these to recover hit points. Rivendare enjoys testing his mettle against fellow close combat specialists, but strikes at arcanists and healers if they prove bothersome.

Alabaster Skin (Ex): Baron Rivendare's hardened, pale skin grants him +3 natural armor.

Dark Grace (Su): Baron Rivendare adds his Charisma bonus on all saving throws.

Spell-Like Abilities: At will—*death pact* (DC 18); 3/day—*death pact* (30 ft. range, DC 23), *greater death coil* (DC 17). Save DCs are Charisma-based.

Undead Minions (Sp): Baron Rivendare may raise a force of undead to serve as his personal combatants; this ability functions as either *animate dead* or *create undead*. Hey may use *animate dead* twice per day or *create undead* once per day (but he cannot use both in the same day). At any given time, the total Hit Dice of the undead Baron Rivendare has created or animated must be equal to or less his Charisma modifier + twice his death knight level, or 23.

Undying (Su): Baron Rivendare is immune to all death spells and effects. In addition, he is treated as an undead creature for the purposes of spells and special abilities. (Positive energy damages him and negative energy heals him, for example.)

Unholy Strike (Su): Four times per day, Baron Rivendare may attempt an unholy strike with one normal melee attack. He must declare his intent to use unholy strike before he makes his attack roll. If he hits, he deals 1d6+10 extra points of damage. His weapon is considered evil-aligned for the purposes of overcoming damage reduction. If Rivendare misses with his unholy strike, the strike has no effect but is still used up for that day.

Vampiric Runeblade (Su): Baron Rivendare's runeblade is a +6 *keen, frost, unholy bastard sword.* This weapon receives a +3 resistance bonus on saving throws and grants Rivendare a +2 resistance bonus on all saving throws. Five times per day, when the weapon strikes an opponent, Rivendare can command it to deal an additional 5d6 points of cold damage to the target

(no save). Lastly, whenever the weapon scores a critical hit on a living creature, Rivendare regains hit points equal to the damage he deals. These hit points cannot exceed his maximum.

Possessions: *Baron Rivendare's Runeblade* (seee Chapter 4), mithril +5 *full plate, belt of giant strength* +6, *ring of protection* +5, *mithril spurs* (see **Dark Factions**), *Deathcharger* (see below).

Deathcharger, elite skeletal heavy warhorse: Large undead; HD 10d12; hp 260; Init +8; Spd 70 ft. (14 squares); AC 35, touch 18, flat-footed 31; Base Atk +5; Grp +17; Atk +12 melee (1d6+8, hoof); Full Atk +12/+12 melee (1d6+8, 2 hoofs) and +7 melee (1d4+4, bite); SA none; SQ Damage reduction 5/bludgeoning, improved evasion, shared saving throws, immunity to cold; AL NE; SV Fort +15, Ref +14, Will +10; Str 26, Agy 19, Sta –, Int –, Spt 10, Cha 1.

Skills: None.

Feats: Great Fortitude[B], Improved Initiative[B], Iron Will[B], and Lightning Reflexes[B].

Tricks Known: As an undead minion, the skeletal horse follows any command its master gives.

Possessions: +5 *chain mail barding of speed* (see **Dark Factions**).

Note: Baron Rivendare's Mounted Warrior levels have augmented Deathcharger's abilities. When another person rides Deathcharger, the horse's Hit Dice decrease by 6, its Strength by 4, and its natural armor by 8. As the horse is not sentient, it does not enjoy any bonuses to intellect. Rivendare's *mithril spurs* also increases Deathcharger's speed by 10 (already factored into its statistics). Lastly, the mount is using Rivendare's base saving throws instead of its own, using its shared saving throws ability.

Drakkisath, General of Nefarian's Armies

General Drakkisath is the dragonspawn ruler of the armies of Nefarian, leader of the black dragonflight. From the pinnacle of Blackrock Spire, he oversees his forces in their war to drive out the Dark Iron dwarves from the bowels of the mountain. His ultimate goal is to drive his army into the depths in a climactic battle against Ragnaros the Firelord, all in the name of his master Nefarian.

Drakkisath is well known for his ruthlessness and total lack of quarter in combat. He shows no mercy and expects none in return. Although quite clearly evil, he commands respect from his troops, primarily because when he gives his word he keeps it.

General Drakkisath

Elite Red Dragonspawn Scalebane, Wyrmkin 3*/Warrior 12
Large Monstrous Humanoid (Fire)

Hit Dice: 9d8+45 plus 3d8+15 plus 12d10+60 [x4] (976 hp)
Initiative: +8
Speed: 30 ft. (6 squares) in armor; 40 ft. base
Armor Class: 34 (–1 size, +1 Agy, +6 natural, +13 *+5 full plate, +5 +3 heavy steel shield*), touch 10, flat-footed 31
Base Attack/Grapple: +19/+28
Attack: *Blackblade of Shahram* +30 melee (1d8+14/15–20 plus 1d6 fire)
Full Attack: *Blackblade of Shahram* +30/+25/+20/+15 melee (1d8+14/15–20 plus 1d6 fire)
Space/Reach: 10 ft./10 ft.
Special Attacks: Black conflagration (DC 27), flame burst (DC 25), pierce armor
Special Qualities: Darkvision 60 ft., heritage immunities, immunity to fear, resistance to acid 10 and electricity 10, spell resistance 29
Saves: Fort +24, Ref +16, Will +19
Abilities: Str 21, Agy 19, Sta 20, Int 18, Spt 22, Cha 28

Skills: Bluff +21, Climb +15, Intimidate +34, Jump +9, Knowledge (arcana) +7, Knowledge (military tactics) +23, Listen +21, Profession (military commander) +18, Spellcraft +13, Spot +21, Stealth +4 (+0 hiding), Swim +5
Feats: Ability Focus* (black conflagration), Bash, Cleave, Dodge, Furious Charge, Great Fortitude[B], Greater Weapon Focus (scimitar)[B], Greater Weapon Specialization (scimitar)[B], Improved Initiative, Improved Overrun[B], Iron Will[B], Leadership, Lightning Reflexes[B], Power Attack, Thunderous Blow (DC 31) [x2][B], War Stomp, Weapon Focus (scimitar)[B], Weapon Specialization (scimitar)[B]
Villain Points: 4
Challenge Rating: 20
Alignment: Lawful evil
Advancement: By character class
* This racial class or feat appears in **Lands of Mystery.**

This giant, scaly, four-legged dragonspawn is a mottled orange with dark red and brown stripes. He bears a large banner on his back, wears immaculate plate armor, and carries a scimitar.

Combat

Drakkisath would prefer to lead his armies directly, but understands his own importance and doesn't risk his life in meaningless encounters. Drakkisath has a handful of special attacks and special qualities that set him apart from others of his kind, all granted to him by his draconic lords.

If forced to join the fray, he maneuvers to a position where his flame burst ability won't affect any allies (of course he knows full well that red dragons and other red wyrmkin are immune to fire) and then lets loose with repeated blasts until his enemies are reduced to ash. He targets particularly troublesome foes with black conflagration.

Black Conflagration (Su): As a standard action, Drakkisath can call upon eldritch powers granted by his master, causing a single foe within 30 feet to burst into flames. The target must be within line of sight. If the target fails a DC 27 Fortitude save, she takes 6d6 points of fire damage each round for 2d6 rounds; in addition, if she fails the first save, she must also make a DC 27 Will save or be frightened for the duration of the effect. Even if the Will save succeeds, the victim is shaken. If the initial Fortitude save succeeds, the target takes half damage and the effects lasts for only 1d6 rounds.

While a creature is burning, regardless of save results, it deals 3d6 points of fire damage to any other creature within 5 feet (Reflex DC 27 half). The victim can extinguish the flames only by being immersed entirely in water or some other non-flammable liquid, or with a *dispel magic* or similar effect (caster level 24th).

The save DCs are Charisma-based.

Flame Burst (Su): Once every 4 rounds, as a free action, Drakkisath can release a burst of flame. The explosion deals 9d6 points of fire damage to all creatures within 20 feet. Creatures caught in the blast can make DC 25 Reflex saves for half damage. The save DC is Charisma-based.

Pierce Armor (Ex): While making a full attack action, Drakkisath can choose to employ one of his attacks to pierce an opponent's armor. If the attack hits, it deals no damage, but the armor bonus from the victim's armor drops by 1d6 points. This ability cannot reduce an armor bonus below 1.

A Craft (armorsmithing) check (DC 15 + the armor's original armor bonus) can restore lost points of AC (the smith must have the Craft Magic Arms and Armor feat if the armor is magic).

Possessions: Large *+5 full plate*, Large *+3 heavy steel shield*, *Blackblade of Shahram* (see Chapter 4: Monsters as Characters).

Garr

As one of the two chief lieutenants serving under Ragnaros, Garr plays a key role in the current success of the Firelord and his spreading influence. Garr, like Baron Geddon, holds half of *Bindings of the Windseeker*, which contains the remaining essence of Thunderaan, Prince of Air. Tales say that after centuries of partnership, Geddon became suspicious of Garr and felt the elemental sought both halves of the talisman. Thus, relations between the two powers are strained.

Both Garr and Baron Geddon draw their considerable might from the blazing runes carved deep into the floor of Molten Core.

Garr

40-HD Lava Elemental
Huge Elemental (Chaotic, Earth, Evil, Extraplanar, Fire)
Hit Dice: 40d8+400 (583 hp)
Initiative: +6
Speed: 30 ft. (6 squares)
Armor Class: 31 (–2 size, +2 Agy, +21 natural), touch 10, flat-footed 31
Base Attack/Grapple: +30/+52
Attack: Slam +43 melee (4d8+14/19–20 plus 4d8 lava sear)
Full Attack: 2 slams +43 melee (4d8+14/19–20 plus 4d8 lava sear)
Space/Reach: 15 ft./15 ft.
Special Attacks: Impacting blow, lava sear, magma shackles, push, surge (DC 44)
Special Qualities: Darkvision 60 ft., low-light vision, anti-magic pulse, bracers, damage reduction 25/epic, damage reduction 20/–, earth glide, fire subtype, spell resistance 40, elemental traits
Saves: Fort +32, Ref +17, Will +16
Abilities: Str 38, Agy 14, Sta 31, Int 15, Spt 13, Cha 14
Skills: Craft (sculpting) +45, Diplomacy +14, Intimidate +12, Knowledge (arcana) +45, Listen +31, Sense Motive +11, Spot +31

Feats: Bash, Blind-Fight, Cleave, Craft Construct[B*], Craft Magic Arms and Armor[B], Craft Wondrous Item[B], Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Skilled (Listen and Spot), Thunderous Blow, Weapon Focus (slam)
Villain Points: 6
Challenge Rating: 25
Alignment: Chaotic evil
* This feat appears in Chapter 4: Monsters as Characters.

Two orbs of molten lava are set into the hill of stone that constitutes this creature's head, the whole resting atop a mountainous torso. Two immense bands of metal bind the creature at what might be its wrists, if those massive stone appendages can be called arms.

Combat

Garr uses earth glide to rise up among the highest concentration of his enemies. He takes advantage of his magma shackles and anti-magic pulse by moving to keep his ground-based enemies within these areas of effect. He attacks and backs off to keep his opponents from making full attacks against him while his army of elementals surrounds and protects him. In melee he simply pummels his foes and pushes them into rivers and lakes of lava.

Impacting Blow (Ex): Garr's slam attack ignores half of his enemy's armor bonus to AC.

Lava Sear (Su): With each slam attack, Garr deals an extra 3d8 points of fire damage. This fire damage lingers, for the molten lava from his slam clings to the enemy's skin: This deals 3d8 points of fire damage each round for the next 5 rounds. Successive slam attacks deal the initial fire damage and increase the duration of the effect, but the lingering damage does not stack. An affected creature can take a full-round action that provokes an attack of opportunity to scrape the sticky magma from his skin.

Creatures hitting Garr with natural weapons or unarmed attacks take fire damage as though hit by his lava sear attack.

Magma Shackles (Su): The ground within 60 feet of Garr constantly warms and softens, hampering his enemies. All creatures that do not have the earth subtype and that remain in contact with the ground within the area move at half speed.

Push (Ex): Garr can bull rush without provoking an attack of opportunity. He receives a +1 racial bonus on opposed Strength checks during a bull rush.

Surge (Ex): As a standard action, Garr may engulf opponents in his molten form, targeting any creatures one or more size categories smaller than himself. He merely has to move over the opponents, affecting as many as fit inside his space. Opponents can make attacks of opportunity against Garr as he moves, but if they do so they are not entitled to a saving throw against the surge. Those who do not attempt attacks of opportunity must make a DC 44 Reflex save or be engulfed; if they succeed, they are pushed back or aside (their choice) as Garr moves forward. The save DC is Strength-based.

Engulfed creatures are automatically affected by Garr's lava sear ability each round they remain engulfed, and are considered to be grappled and trapped within his body.

Anti-magic Pulse (Su): Garr is surrounded by an aura of partial anti-magic in a 60-foot radius. Each round, everything in the area is affected as though by an area *greater dispel magic* cast by a 30th-level caster.

Bracers (Su): Garr's elemental bracers are his *Shackles of Ragnaros*.

Earth Glide (Ex): Garr can glide through stone, dirt, or almost any other sort of earth, but not metal, as easily as a fish swims through water. Garr's burrowing leaves behind no tunnel or hole, nor does he create any ripple or other signs of his presence.

Possessions: *Shackles of Ragnaros* (+6 bonus to Agy and Sta, included above; see Chapter 4: Monsters as Characters), half of the *Bindings of the Windseeker* (also called the *Talisman of Elemental Binding*; see *Thunderfury* in **More Magic & Mayhem**).

Kel'Thuzad, Lich Lord of the Plaguelands

Kel'Thuzad was once one of the greatest archmagi of Dalaran, but his passion for the dark arts of necromancy made him an outcast among his fellow arcanists. Heeding the call of the Lich King, Kel'Thuzad traveled to Northrend and offered his soul to Ner'zhul. The Lich King commanded the necromancer to help him unleash the undead Scourge upon humanity.

Though Arthas later slew Kel'Thuzad, that same prince raised the necromancer as a lich after the Lich King captured Arthas's soul. Kel'Thuzad served as Arthas's most trusted advisor as the Scourge annihilated the last traces of humanity in Lordaeron. When the Lich King called Arthas to Northrend to defend the Frozen Throne, Arthas left Kel'Thuzad to oversee the Lich King's army and the newly formed Plaguelands of the Scourge.

Now, Kel'Thuzad reigns over the Plaguelands from his necropolis of Naxxramas, floating in the sky above Stratholme.

Kel'Thuzad speaks Common, Darnassian, Draconic, Dwarven, Eredun, Gnomish, Orcish, Taur-ahe, Thalassian, and Zandali.

Kel'Thuzad

Elite Lich (Human Male) Necromancer 33
Medium Undead

Hit Dice:	33d12+264 [x4] (1,914 hp)
Initiative:	+10
Speed:	30 ft. (6 squares)
Armor Class:	35 (+10 Agy, +5 natural, +5 armor, +5 deflection), touch 25, flat-footed 25
Base Attack/Grapple:	+17/+19 (+28 grapple with *chains of Kel'Thuzad*)
Attack:	Touch +27 melee (1d8+33 cold) and 3 *chains of Kel'Thuzad* +33/+33/+33 melee (2d4+16 plus 1d6 cold and icy burst)
Full Attack:	Touch +27 melee (1d8+33 cold) and 3 *chains of Kel'Thuzad* +33/+33/+33 melee (2d4+16 plus 1d6 cold and icy burst)
Space/Reach:	5 ft./5 ft. (15 ft. with *chains of Kel'Thuzad*)
Special Attacks:	Cold aura (DC 34), cold substitution, power of the north, spells
Special Qualities:	Darkvision 60 ft.; damage reduction 15/magic and bludgeoning; float; immunity to cold, electricity, polymorph, and mind-affecting attacks; magical study; spell resistance 43; +4 turn resistance; undead traits
Saves:	Fort +27, Ref +29, Will +32
Abilities:	Str 19, Agy 31, Sta –, Int 41, Spt 26, Cha 27

Skills: Concentration +44, Diplomacy +17, Knowledge (arcana) +51, Knowledge (dungeoneering) +51, Knowledge (religion) +51, Knowledge (the planes) +51, Listen +34, Search +33, Sense Motive +16, Spellcraft +51, Spot +34, Stealth +28, Use Magic Device +44

Feats: Combat Reflexes, Craft Staff, Craft Wondrous Item, Great Fortitude[B], Greater Spell Focus (necromancy)[B], Improved Spell Capacity* (x5), Improved Spell Penetration, Iron Will[B], Lightning Reflexes[B], Maximize Spell, Mental Stamina‡, Mind Over Matter‡, Quicken Spell[B], Scribe Scroll[B], Silent Spell, Spell Focus (evocation), Spell Focus (necromancy), Spell Penetration[B], Spell Specialization† (*frost nova*)[B], Still Spell, Weapon Finesse

Villain Points: 7

Challenge Rating: 38

Alignment: Chaotic evil

† This feat appears in **More Magic & Mayhem.**

‡ This feat appears in the **Horde Player's Guide.**

This imposing skeletal figure is wreathed in frost and malice. Blue light shines out from an otherwise empty skull. The being is draped in rune encrusted robes, with its ice-covered ribcage hideously exposed. It wears a ceremonial headdress on his skull reminiscent of the ancient nerubian spider-crowns of Northrend. The gaunt, 7-foot frame levitates ominously above the ground, trailing a freezing cloud of frost; several frost-rimmed chains wind loosely around the thing, floating in mid-air.

Combat

Kel'Thuzad confuses and harasses his enemies by first summoning masses of undead. He blasts away with frost-based attacks from afar, letting his minions feast on the living. He raises slain enemies to fight for his side whenever the opportunity presents itself.

Necromancer Spells (5/9/9/9/8/8/8/8/7/7/4/4/3/3/3; DC 25 + spell level): Kel'Thuzad's high Intellect score and his ranks in Spellcraft allow him to prepare 18 spells per level; he can prepare most of the spells on his spell lists. He always has at least a couple of quickened *frost nova* spells on hand. He has also developed a number of unique spells (see the "Kel'Thuzad's Spells" sidebar),

Kel'Thuzad's Spells

Kel'Thuzad has developed a number of unique spells. He favors these spells above all others. Heroes who defeat him might gain access to his spellbooks, where their secrets are revealed.

Detonate Mana

Transmutation

Level: Arcanist 10
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Once creature
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes

You alter the target's mana, causing a violent arcane reaction. After you cast the spell, for 1 round the target feels uncomfortable: his skin itches, energy roils within him, and occasionally blue electricity crackles on his body. One round after you cast the spell (during which time it can be dispelled), the victim's mana detonates.

When the mana detonates, the victim loses all his unused spell slots up to one less than the highest-level spell he can cast. (For example, if the victim is an 19th-level mage, the highest level spell he can cast is 9th; therefore, he loses all his unused 0- through 7th-level spell slots.) The victim then makes a Will save for each unused spell slot in his highest and second-highest spell levels. (Continuing the previous example, the mage makes a Will save for each of his unused 8th- and 9th-level spell slots.) If he fails one of these Will saves, he loses that spell slot as well.

These lost spell slots explode in cerulean violence. The victim and all creatures within 30 feet take 1d6 points of damage for each spell level he loses. (0-level spells count as half a level for these purposes.)

For example, Kel'Thuzad casts *detonate mana* on Cerise Moonrain, a 10th-level druid. Cerise has 4 unused 0-level spell slots, 4 unused 1st-level spell slots, 5 unused 2nd-level spell slots, 3 unused 3rd-level spell slots, 1 unused 4th-level spell slot, and 2 unused 5th-level spell slots (her highest level). After 1 round, Cerise's mana detonates. She loses her 0-, 1st-, 2nd-, and 3rd-level spell slots (a total of 25 spell levels). She then makes three Will saves, one for each of her available 4th- and 5th-level spell slots. She fails the first two but (through some miracle) succeeds on the third. She loses her 4th-level slot and one of her 5th-level slots (a total of 9 spell levels).

Cerise and everything within 30 feet then takes 34d6 points of damage. (Cerise lost a total of 34 spell levels.)

Dominate Person, Mass

Level: Arcanist 9
Casting Time: 1 standard action
Targets: Up to 1 creature/5 caster levels, no two of which can be more than 30 ft. apart
Duration: 1 round/level

This spell functions as *dominate person*, except as noted above. You can command all creatures affected with this spell with a single move action, as long as you give them the same command.

Frost Blast

Evocation [Cold]
Level: Necromancer 10
Components: V, S, M
Casting Time: 1 standard action
Range: Short (25 ft. + 5 ft./level)
Area: 10-ft.- radius spread
Duration: 3 rounds
Saving Throw: Fort negates (see text)
Spell Resistance: Yes

A blast of unbearable cold and ice sweeps the area. Creatures who fail their Fortitude saves are trapped in ice. They are paralyzed and cannot take any action (even speech). In addition, they take cold damage equal to 10 times your caster level. Each round on its turn, a subject may attempt a new saving throw to end the effect. (This is a full-round action that does not provoke attacks of opportunity.) If it fails, it again takes cold damage equal to 10 times your caster level. Any effect that removes the paralysis ends the spell for that creature.

Material Component: A piece of ice from Icecrown Glacier.

Frostbolt, Greater

Level: Mage 6

This spell functions as *frostbolt*, except it deals 1d8 points of damage per caster level (maximum 20d8) and a creature that fails its Fortitude save is chilled for 1 round per caster level.

Frostbolt Volley

Evocation [Cold]
Level: Mage 5
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: 60-ft. cone
Duration: Instantaneous
Saving Throw: Fort partial (see text)
Spell Resistance: Yes

Numerous bolts of frost blast from your hand in a cone. Make a ranged touch attack against each creature in the area. If you hit, the frostbolt deals 1d6 points of cold damage per caster level (maximum 10d6). In addition, creatures that take damage from the spell must make Fortitude saves or be chilled for 1d4 rounds.

Shadow Fissure

Evocation
Level: Necromancer 10
Components: V, S, M
Casting Time: 1 standard action
Range: 120 ft.
Area: 120-ft. line
Duration: 1 round (see text)
Saving Throw: Reflex half
Spell Resistance: Yes

Dark energy pools at your feet and spreads outward in a jagged line, resembling a crevasse or fissure in reality. The dark energy swirls on the ground from 1 round (during which time it can be dispelled), then explodes. All creatures within 20 feet of the fissure when it explodes take damage equal to your caster level times 100. This damage is pure arcane energy. The explosion does not affect you.

You can cast this spell only while standing on the ground.

Material Component: Drops of blood, aged at least 100 years, from a sentient creature.

which he always has prepared. He is fond them all, and uses metamagic feats to make them more deadly. For example, he often prepares Quickened *frost volley* and Maximized *greater frostbolt*.

Note that, due to his Spell Focus feats, the DCs to resist Kel'Thuzad's necromancy spells are 27 + spell level; to resist his evocation spells, 26 + spell level.

Note also that, due to Kel'Thuzad's power of the north ability, he casts spells with the cold descriptor as a 36th-level caster.

Magical Study (Ex): Due to long study, access to ancient lore, and arcane influence from the Lich King, Kel'Thuzad casts spells on the mage list as if they were on the necromancer list.

Possessions: *Chains of Kel'Thuzad* (see Chapter 4), spell component pouches, spellbooks.

Lady Onyxia, Mistress of the Black Dragonflight

Lady Onyxia is one of the eldest remaining black dragons and a daughter of Deathwing, the Aspect of the black dragonflight. After carefully calculating her plans for many years, she entered into a pact with her elder brother, Nefarian, to take over for their missing father and gain control of the entire flight. To this end, she has begun manipulating many mortals and dragons alike to her own ends.

At present, Onyxia masquerades as one of the highest officials in Stormwind, preventing the people there from sending much-needed aid to the areas near the Burning Steppes (where her brother has great power and influence). Her own lair lies in Dustwallow Marsh on Kalimdor, and thus she always has a safe haven if someone discovers her in Stormwind.

Many suspect that Onyxia is connected to the disappearance of King Varian Wrynn of Stormwind, but this rumor has never been confirmed. She clearly has insidious plans for the human nation that go far beyond simply withholding the city's forces, however. Onyxia is quite possibly the one responsible for the prison breaks in the Stockades, but her motivation is as yet unclear.

Onyxia speaks Common, Darnassian, Draconic, Dwarven, Orcish, Thalassian, and Zandali.

Lady Onyxia

Elite 30-HD Black Dragon/Mage 6*
Gargantuan Dragon (Earth, Fire)

Hit Dice:	30d12+270 plus 6d6+54 [x4] (550 hp)
Initiative:	+4
Speed:	40 ft. (8 squares), fly 150 ft. (poor), swim 60 ft.
Armor Class:	33 (–4 size, +27 natural), touch 6, flat-footed 33
Base Attack/Grapple:	+33/+60
Attack:	Bite +44 melee (6d6+15/19–20)
Full Attack:	Bite +44 melee (6d6+15/19–20) and 2 claws +42 melee (3d8+7) and 2 wings +42 melee (2d6+7)
Space/Reach:	20 ft./15 ft. (20 ft. with bite)
Special Attacks:	Breath weapon 15d10 fire (DC 34), *call elemental* 1/day, crush 6d6+22 (DC 34), deep breath 45d10 fire, frightful presence 180 ft. (DC 30), spell-like abilities, spells
Special Qualities:	Blindsense 60 ft., darkvision 120 ft., low-light vision, boundless mind, damage reduction 20/epic, magical nature, fire subtype, immunity to paralysis and sleep, shadow scales, spell resistance 35, water breathing
Saves:	Fort +28, Ref +19, Will +27
Abilities:	Str 41, Agy 10, Sta 29, Int 20, Spt 17, Cha 20
Skills:	Appraise +17, Bluff +42, Concentration +48, Decipher Script +44, Diplomacy +46, Gather Information +42, Heal +11, Intimidate +48, Jump +40, Knowledge (arcana) +40, Knowledge (history) +22, Listen +18, Search +32, Spellcraft +48, Spot +29, Swim +30
Feats:	Blind-Fight, Cleave, Eschew Materials[B], Flyby Attack‡, Great Cleave, Hover‡, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Natural Attack† (bite), Improved Natural Attack† (claw), Maximize Spell[B], Multiattack, Power Attack, Scribe Scroll[B], Silent Spell[B], Skilled (Listen and Spot)
Villain Points:	5
Challenge Rating:	25
Alignment:	Chaotic evil

* Onyxia is a focused mage, a variant class introduced in the **Alliance Player's Guide.** Instead of the summon familiar arcana, she gained two bonus feats.

† This feat appears in Chapter 4: Monsters as Characters.

‡ This feat appears in **Lands of Mystery.**

The tremendous dragon is jet black, massive yet sinuous. Her midnight scales reflect the ambient light brightly, making the beast look even more nightmarish.

Combat

Onyxia initiates combat using her breath weapon and then moves directly into melee, preferably targeting soft targets such as spellcasters. If given a chance to prepare before battle, she uses defensive spells to augment her fighting ability.

When she is reduced to 338 hit points or fewer, Onyxia takes to the air. If her opponents are hurting her slowly at this point, she prepares a deep breath, targeting the largest group of her foes (preferably all of them). If she is still sustaining a great deal of damage in the air, she sticks to spells, to make sure she can retreat if badly wounded.

When reduced to 208 hit points or fewer, she either retreats (if in open air) or descends to the ground to reenter melee (if inside her lair). She attempts to land on her enemies and crush them as she comes down to the ground. When she reaches the ground, she immediately uses her breath weapon against the largest group of opponents within range. At this point, she fights to the death if necessary, retreating only if a chance presents itself.

If engaged while in human form, she fights using spells unless her attackers clearly know she is a dragon; if her enemies know her identity, she tries to retreat to her lair.

Mage Spells (5/7/6/6/5/5/4/4/3/3; save DC 15 + spell level): Onyxia's high Intellect score and ranks in Spellcraft allow her to prepare 21 spells per level. Caster level 19th. Lady Onyxia favors fire-based spells.

Breath Weapon (Su): 75-ft. cone, damage 15d10 fire,

Reflex DC 34 half.

Deep Breath (Su): 225-ft. cone, damage 45d10 fire, Reflex DC 49 half.

Onyxia has the unique capability to inhale for several seconds and then unleash a much more massive version of her breath weapon. This preparation is obvious, but few can stand against her once it is unleashed: Using this attack takes 2 full rounds, and she breathes out at the end of the second round. With the exception of the differences noted above, treat this as standard black dragon breath. The save DC is Stamina-based (and is equal to 10 + her dragon HD + Sta).

Spell-Like Abilities: 3/day—*suggestion* (DC 18); 2/day—*produce flame*, *shockwave* (DC 18), *fire blast* (DC 21; see Chapter 4); 1/day—*detect thoughts* (DC 17), *endure elements*. Caster level 10th; save DCs are Charisma-based.

Magical Nature (Ex): Onyxia's great training and inherent nature as one of Deathwing's children infuses her with magic. She casts spells as a mage of a level equal to half her dragon Hit Dice (15th). These levels stack with actual mage levels for the purposes of spellcasting, so Onyxia casts spells as a 21st-level mage.

Shadow Scales (Ex): Dragon breath with the shadow flame property (from drakes in Nefarian's brood or from Nefarian himself) deals no extra damage to Onyxia. Her scales could be used to fashion armor with similar qualities.

Water Breathing (Ex): Onyxia can breathe underwater indefinitely. She can use her breath weapon normally underwater.

Possession: *Ring of binding* (see Chapter 4).

Onyxia's Lair

Onyxia's lair is in a volcanic cave in Dustwallow Marsh. The floor of the main cavern is just solid enough that Onyxia can sit on it normally without cracking the floor and revealing the lava below. This is intentional; if seriously threatened, she shatters the floor, exposing the lava to further damage her enemies. She has over one hundred eggs in her clutch, but her mate is unknown.

Lord Kazzak

The demon Lord Kazzak was one of Archimonde's lieutenants during the Third War. After his master's defeat, Kazzak pulled back. He and his forces now occupy a ravaged area in the Blasted Lands known as the Tainted Scar.

Kazzak is a mighty demon with great power, but he lacks independent initiative. Trapped within the Tainted Scar, he is completely cut off from contact with any other demonic forces on Azeroth. Even should such personages — such as Balnazzar — become aware of his presence, they would likely as not avoid contact for fear of Kazzak's power.

Lord Kazzak's main goal — indeed, his only goal — is to reopen the Dark Portal and return to Draenor, now the shattered realm of Outland. Whether he might then proclaim an intention to serve Illidan or raise an army to fight the night elf betrayer remains to be seen.

Lord Kazzak

Elite 20-HD Doomguard/Barbarian 2
Huge Outsider (Demon, Evil, Extraplanar, Lawful)

Hit Dice: 20d8+240 plus 2d12+24 (1,480 hp)
Initiative: +6
Speed: 40 ft. (8 squares), fly 60 ft. (good)
Armor Class: 34 (–2 size, +6 Agy, +20 natural) touch 14, flat-footed 28
Base Attack/Grapple: +22/+44
Attack: *Warblade of Archimonde* +42 melee (4d6+27/17–20/x3 plus 1d6 fel) or claw +34 melee (3d6+14 plus 1d6 fel)
Attack: *Warblade of Archimonde* +42/+37/+32/+27 melee (4d6+27/17–20/x3 and 1d6 fel) or 2 claws +39 melee (3d6+14 and 1d6 fel)
Space/Reach: 15 ft./15 ft.
Special Attacks: Fel strike, mark of Kazzak (DC 29), mortal infection (DC 29), shadow storm (DC 29), rage 1/day, spell-like abilities, void bolt (DC 29)
Special Qualities: Blindsight 60 ft., darkvision 60 ft., low-light vision, damage reduction 15/epic, damage reduction 15/good and truesilver, death drain, immunity to fel and fire, resistance to acid 10, cold 10, and electricity 10, spell resistance 30, twisted reflection, uncanny dodge, warrior mark, demon traits
Saves: Fort +29, Ref +20, Will +21
Abilities: Str 39, Agy 23, Sta 35, Int 24, Spt 25, Cha 28
Skills: Bluff +33, Climb +16, Concentration +35, Craft (armorsmithing) +9, Craft (weaponsmithing) +9, Diplomacy +35, Gather Information +33, Intimidate +31, Jump +16, Knowledge (arcana) +30, Knowledge (military tactics) +31, Knowledge (the planes) +30, Listen +32, Search +31, Sense Motive +30, Spellcraft +30, Spot +31, Stealth +29 (+21 to hide), Survival +9, Swim +16, Use Magic Device +33
Feats: Cleave, Dodge, Great Fortitude[B], Greater Weapon Focus (greatsword), Iron Will[B], PLightning Reflexes[B], ower Attack, Quicken Spell-Like Ability* (*immolate*), Weapon Focus (greatsword), Weapon Specialization (greatsword)
Villain Points: 4
Challenge Rating: 23

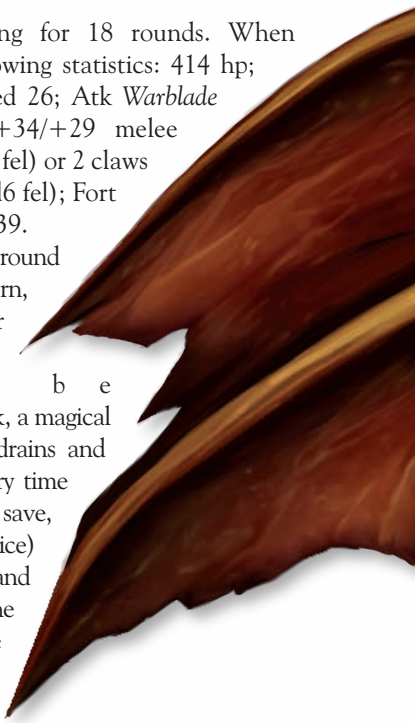
* This feat appears in the **Alliance Player's Guide.**

The massive demon's skin is sickly yellow in color, and its reddish-black wings and horns glisten evilly in the light. The sword it wields glows with evil power.

Combat

Unlike many demon leaders, who tend to stay behind the lines and direct their minions against a foe, Lord Kazzak loves nothing more than to wade right into the heat of battle. There, he shatters formations with his shadow storm ability while laying waste to individual heroes with his mighty greatsword. As the battle enters its most critical phase, he flies into a rage, reveling an orgy of destruction.

Rage (Ex): 1/day, lasting for 18 rounds. When raging, Kazzak has the following statistics: 414 hp; AC 32, touch 12, flat-footed 26; Atk *Warblade of Archimonde* +44/+39/+34/+29 melee (4d6+30/17–20/x3 and 1d6 fel) or 2 claws +36 melee (3d6+16 and 1d6 fel); Fort +29, Will +23; Str 43, Sta 39.



Mark of Kazzak (Su): Each round at the beginning of Kazzak's turn, every non-demon spellcaster within 100 feet of him must make a DC 29 Will save or be afflicted by the mark of Kazzak, a magical connection to shadow that drains and dissipates magical power. Every time an affected character fails her save, she loses spell slots (of her choice) totaling 1d4+5 spell levels and takes fel damage equal to the number of spell levels lost; she loses her highest-level spell slots first. Should a creature with spellcasting ability lose more spell levels than she has remaining, she is slain instantly (no save) and explodes in a flash of shadow energy, dealing 6d6 points of bludgeoning damage to all creatures within 10 feet (no save).

Creatures that do not cast spells are unaffected by the mark of Kazzak. A creature that leaves the area of effect while marked remains affected until he succeeds in a Will save. The save DC is Charisma-based.

Mortal Infection (Su): The DC of Kazzak's mortal infection ability is 29. (See the doomguard entry in Chapter 1 for more information.)

Shadow Storm (SO): Once every 1d6+1 rounds, Kazzak may, as a standard action, release a shower of shadow bolts from his person. Every living, non-demon

creature within 60 feet with a line of sight to Kazzak takes 6d6 points of fel damage; a DC 29 Reflex save is permitted for half damage. The save DC is Charisma-based.

Spell-Like Abilities: At will—*blasphemy* (DC 26), *dominate monster* (DC 28), *greater dispel magic*, *immolate*† (DC 24; note Quicken Spell-Like Ability feat), *rain of fire* (DC 24), *shadow strike*, *unholy aura* (DC 27); 1/day—*hellfire*† (DC 27), *shadowburn*† (DC 27). Caster level 20th; save DCs are Charisma-based.

† See **More Magic & Mayhem.**

Void Bolt (Su): Once every 1d4 rounds as a free action, Lord Kazzak can target one opponent with a powerful bolt of shadow energy. This is a ranged touch attack (+27 attack bonus) with no range increment and a maximum range of 30 feet. If it hits, the target takes 8d6 points of fel damage (no save), and Kazzak heals one-half this amount. In addition, the target is chilled for 1d6 rounds unless he makes a DC 29 Fortitude save. The save DC is Charisma-based.

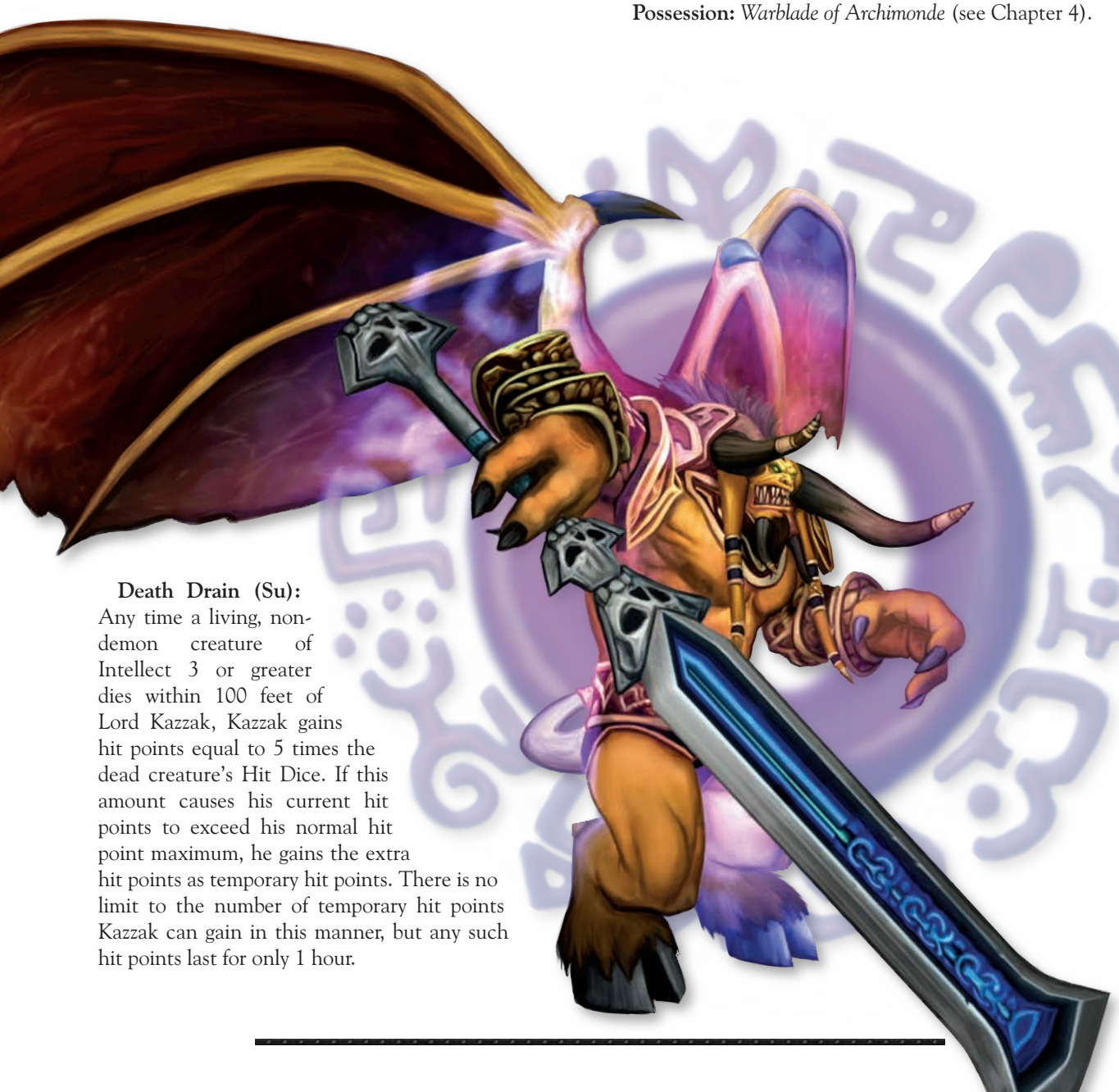
Twisted Reflection (Su): At will, as a standard action, Kazzak can erect a faintly glowing blue-black shield that twists any attacks made against him. While the shield is active, any attack, magic or otherwise, that would normally deal hit point damage instead heals him of a like amount. His hit points cannot exceed their normal maximum by this means. Spells and effects that don't deal damage, such as most mind-affecting spells, function normally while twisted reflection is active. The shield lasts for 5 rounds per use; Kazzak cannot raise another for 2d4+1 rounds after the previous one drops. He can lower it voluntarily as a free action.

While twisted reflection is active, Kazzak takes a –10 penalty on attack and damage rolls and cannot be healed by other means, including his death drain ability.

This ability counts as a 9th-level spell (caster level 20th) for the purposes of dispelling it.

Warrior's Mark (Ex): Kazzak is a noteworthy demon champion: He meets prerequisites for feats as if he were a warrior of a level equal to his Hit Dice.

Possession: *Warblade of Archimonde* (see Chapter 4).



Death Drain (Su): Any time a living, non-demon creature of Intellect 3 or greater dies within 100 feet of Lord Kazzak, Kazzak gains hit points equal to 5 times the dead creature's Hit Dice. If this amount causes his current hit points to exceed his normal hit point maximum, he gains the extra hit points as temporary hit points. There is no limit to the number of temporary hit points Kazzak can gain in this manner, but any such hit points last for only 1 hour.

Mekgineer Sicco Thermaplugg

Mekgineer Thermaplugg was once a brilliant and wise tinker, who despite being incredibly frail even at a young age, was destined to be High Tinker. He cunningly laid the way to the seat, charming people to his side and cranking out one great invention after the next. He worked unceasingly toward his goal, for Thermaplugg planned on not only making High Tinker, but also becoming the gnome's first true king in over four hundred years. He envisioned a great kingdom out of Gnomeregan, carved out of the entire western half of Dun Morogh, even if it meant relocating the nearby dwarven communities in the name of progress. Nothing would stop him! However, his closest friend, Gelbin Mekkatorque, ruined all of his goals when the council of tinkers decided that Thermaplugg was too ambitious and chose Mekkatorque instead.

Thermaplugg's sanity broke that day, and he planned on gaining revenge over his friend. Through working the system and gaining favor among the intellectual elite, Thermaplugg eventually won the seat of advisor to the High Tinker. It was his idea that, during the trogg invasion, the gnomes shut themselves from the world. Thermaplugg claimed that the world outside didn't need to be bothered by gnomish problems, for he had an idea that would both destroy the image of Mekkatorque and win him the throne. After weeks of debate, he convinced Mekkatorque to flood the halls of Gnomeregan with radiation via a bomb, thus killing the troggs. If a few gnomes died in the process, he stated, it would be a worthy sacrifice for saving the entire race.

However, due to reasons even Thermaplugg can't remember, he found himself locked inside Gnomeregan when the bomb was released began. Despite his age and frailty, he did not die. Some speak that it was his ambition that saved him, while others say he hid and suffered the least of the poison. Despite this, he lived and mutated into a leper gnome. The radiation killed more gnomes than troggs, and many other gnomes in Gnomeregan's walls also suffered from the radiation and became leper gnomes. However, in the ensuing chaos, Thermaplugg has begun calling himself a king. To this day he rules over the leper gnomes and continues fighting the troggs. He controls his land with a tyrannical fist, destroying outsiders as rapidly as any other enemy.

He keeps to himself most of his time since becoming king of Gnomeregan, working on insane world–conquering inventions. Thankfully, few if any will ever see the light of day. Paranoid beyond rational thought, Thermaplugg destroys anything that disturbs his work, even his own leper gnome servants. Recently, however, he opened negotiations with the Dark Iron dwarves, allowing them use of Gnomeregan's tunnels in exchange for a part of Ironforge to call his own. No one knows what may become of this alliance, but it won't be good.

Thermaplugg speaks Common, Dwarven, Gnomish, Goblin, Low Common, Orcish, and Thalassian.

Mekgineer Sicco Thermaplugg

Leper Gnome, Tinker 6†/Steamwarrior 6*
Large‡ Humanoid (Leper Gnome, Mechanical‡)

Hit Dice:	6d6–6 plus plus 6d6–6 plus 150‡ (182 hp)
Initiative:	+2
Speed:	20 ft. (4 squares).
Armor Class:	21 (–1 size, +2 Agy, +10 armor), touch 11, flat-footed 19
Base Attack/Grapple:	+8/+31
Attack:	Club +17 melee (1d8+6) or steam fist +17 melee (3d6+6) or slicer +17 melee (2d6+3)
Full Attack:	Club +17/+12 melee (1d8+6) or steam fist +17 melee (3d6+6) or club +15/+10 melee (1d8+6) and slicer +15 melee (2d6+3) or steam fist +15 melee (3d6+6) and slicer +15 (2d6+3).
Space/Reach:	10 ft./10 ft.‡
Special Attacks:	Steam armor universal remote
Special Qualities:	Darkvision 60 ft., armor bond +3, coolness under fire 1/day, cobble 1/week, evasion, hardness 10‡, improved personal proficiency, scavenge, spark of genius 1/week, leper gnome traits
Saves:	Fort +7, Ref +10, Will +9
Abilities:	Str 22‡, Agy 14, Sta 8, Int 22, Spt 13, Cha 16
Skills:	Bluff +10, Craft (technological device) +23, Craft (weaponsmithing) +21, Diplomacy +10, Disable Device +23, Gather Information +18, Knowledge (engineering) +21, Listen +3, Open Lock +17, Sense Motive +8, Use Technological Device +21†
Feats:	Awesome Blow**‡, Bash‡, Combat Reflexes, Delay Malfunction, Improved Bull Rush‡, Power Attack‡, Steam Armor Knack††, Vehicle Proficiency (steam armor)*
Villain Points:	2
Challenge Rating:	12
Alignment:	Lawful evil

* See **More Magic & Mayhem**.
** See **Alliance Player's Guide.**

† Mekgineer Thermaplugg has taken the gnome tinker racial variant class from the upcoming **Alliance Player's Guide**. He loses bomb bouncing and packrat and gains improved personal proficiency, granting him a +1 bonus on attack rolls and a +2 bonus on Use Technological Device checks when operating any device he himself built; his Malfunction Rating for his personal devices also decreases by 1. He also loses energy resistance and gains spark of genius.

†† See **Dark Factions.**

‡ These values decrease when Thermaplugg is without his steam armor. His hit points decrease by 150 and his Strength by –14 without his armor. His space and reach are also reduced to 5 ft./5 ft., while his size changes to Small. He also loses the mechanical subtype and the use of the following feats and special abilities: Awesome Blow, Bash, Improved Bull Rush, Power Attack; steam fist and slicer attacks, hardness 10, and his universal remote.

A crazed, frail-looking leper gnome peers out from within a massive suit of steam-powered armor. He snickers maliciously, swinging the massive club-like right arm of his battle suit.

Combat

Thermaplugg starts combat by sizing up his opponents, then charges. Thermaplugg alternates between delivering Awesome Blow and Bash feats with his steam fist and tearing his opponents to pieces with his slicer. He also stops occasionally to use his remote to activate various traps in his lair, summon constructs, or take control of an enemy's technological device.

Steam Armor Universal Remote (Ex): As a full-round action that provokes an attack of opportunity, Thermaplugg can make a Use Technological Device check (DC 15 + construct's Hit Dice or technological device's TS) to issue a command to any or all of his technological constructs or devices within 1 mile. If the constructs demand a Use Technological Device check to command them, he must succeed on this check as well.

This device never malfunctions for Thermaplugg.

Possessions: Thermaplugg battle armor and *everburning furnace* (installed in his battle armor; see Chapter 4 for new equipment).

Skills: *Thermaplugg gains a +5 competence bonus on Use Technological Device checks to pilot his armor and a +4 bonus on attack rolls while wearing his armor.

Nefarian (or Lord Victor Nefarius), Lord of Blackrock Spire

Nefarian is one of the oldest and most powerful children of Deathwing, and he has recently succeeded where his father (presumably) failed: he has created a group of chromatic dragons. These dragons quickly grow in number, and with the help of his sister Onyxia, he plans to use them to rally the entire black dragonflight under his command. With the black dragonflight once again under solid leadership, and with the support of these new chromatic dragons, he plans to strike back against the other dragonflights, as well as the mortal nations of the world. In addition, he hopes to soon gain enough power to take over the Blackrock Depths beneath his fortress, where the weakened Firelord Ragnaros resides. While Nefarian fears he is not strong enough to confront the firelord directly yet, he delights in capturing Ragnaros's elemental minions and using them for his own insidious purposes.

Nefarian speaks Common, Darnassian, Draconic, Dwarven, Goblin, Gnomish, Low Common, Orcish, Thalassian, and Zandali.

Nefarian

30-HD Black Dragon/Warlock 15
Gargantuan Dragon (Earth, Fire)

Hit Dice:	30d12+360 plus 15d6+180 [x4] (797 hp)
Initiative:	+4
Speed:	40 ft. (8 squares), fly 150 ft. (poor), swim 60 ft.
Armor Class:	38 (–4 size, +27 natural, +5 deflection), touch 11, flat-footed 38
Base Attack/Grapple:	+37/+65
Attack:	Bite +49 melee (6d6+16/19–20)
Full Attack:	Bite +49 melee (6d6+16/19–20) and 2 claws +47 melee (3d8+8) and 2 wings +47 melee (2d6+8)
Space/Reach:	20 ft./15 ft. (20 ft. with bite)
Special Attacks:	Breath weapon 15d10 fire (DC 37), crush 6d6+24 (DC 37), enslave outsider, frightful presence 180 ft. (DC 33), spell-like abilities, spells
Special Qualities:	Blindsense 60 ft., darkvision 120 ft., low-light vision, boundless mind, damage reduction 25/epic, demonologist, fel companion, fire subtype, immunity to paralysis and sleep, magical nature, shadow scales, spell resistance 40, summoner, water breathing
Saves:	Fort +36, Ref +24, Will +29
Abilities:	Str 43, Agy 10, Sta 35, Int 26, Spt 17, Cha 26
Skills:	Appraise +53, Bluff +53, Concentration +60, Decipher Script +56, Diplomacy +58, Gather Information +53, Heal +48, Intimidate +62, Jump +61, Knowledge (arcana) +56, Knowledge (nature) +56, Listen +30, Search +37, Spellcraft +62, Spot +31, Swim +32
Feats:	Blind-Fight, Cleave, Craft Magic Arms and Armor, Eschew Materials, Flyby Attack*, Great Cleave, Greater Spell Focus (evocation), Hover*, Improved Critical (bite), Improved Initiative, Improved Natural Attack* (bite), Improved Natural Attack* (claw), Maximize Spell[B], Multiattack, Power Attack, Quicken Spell[B], Scribe Scroll[B], Skilled (Listen and Spot), Spell Focus (evocation)
Villain Points:	6
Challenge Rating:	31
Alignment:	Chaotic evil

The creature that looms before you is evil incarnate. Immense and pitch black, with swordlike fangs and raven-hued fire on its breath, the massive dragon looks as if it stepped out of the worst nightmare a raving mind could possibly conceive.

Combat

Note that the statistics here are for Nefarian in his draconic form.

Nefarian usually enters combat in human form at first, summoning his many minions and allies while he wears down his enemies with powerful spells. If seriously threatened, he takes on his true form, using his shadow flame breath to incinerate anyone who is not properly protected. Every 4 rounds, he uses his corrupted power ability to incapacitate whatever characters he feels are the greatest threat.

If badly wounded, Nefarian uses his powerful magic to retreat. If prevented from retreating, he uses his most powerful spells and abilities to turn his enemies against each other, and to drain their health and spells while restoring his own.

Breath Weapon (Su): 75-ft. cone, damage 15d10 fire, Reflex DC 37 half; secondary effect 15d10 fel damage for 10 rounds (no save).

Nefarian's breath, known as shadow flame, is among the deadliest of any dragon's attacks. Any living target affected by Nefarian's breath is set afire with shadow flame, taking terrible damage (15d10 fel damage) each round for the next 10 rounds, with no save allowed. The only protection

from this attack is the scales of another powerful black dragon, such as Nefarian's own scales or those of his sister, Onyxia.

Corrupted Power (Su): Once every 4 rounds, as a free action, Nefarian can unleash a burst of negative energy, which corrupts the power of all those within 200 feet of him. This corruption lasts for 4 rounds.

Nefarian chooses one character class when he uses this ability; any creature in the area having levels predominantly in that character class is affected by that specific burst. (For the purposes of this ability, each character has only one class, and it is the single class in which she has the most levels; if she has the same number of levels in more than one class, determine randomly which of those classes she counts as for this ability.)

Any character affected by this ability must behave as shown in the "Corrupted Power Effects" sidebar. Many effects force a character to make a save each round for the duration of the corruption; if a character fails, she takes the indicated action for that round only, and then saves again next round.

Corrupted Power Effects

Druid: The druid polymorphs into a nightsaber panther* and must make a Will save each round or attack her allies.

Hunter: The hunter must make a Will save each round or use serpent sting on her most severely wounded ally.

Mage: The mage must make a Will save each round or unleash a wild polymorph spell at a random ally. This spell works exactly like *baleful polymorph*, but it cannot be dispelled by any means.

Necromancer: The necromancer must make a Will save each round or cast *death and decay* on her allies.

Paladin: The paladin must make a Will save each round or cast *blessing of protection* on Nefarian.

Priest: All of the priest's healing spells deal damage to her allies instead of healing them.

Rogue: The rogue must make a Will save each round or she attempts to backstab the closest ally.

Scout: The scout must make a Will save each round or she attacks allied spellcasters.

Shaman: The shaman must make a Will save each round or create a *windfury totem*† for Nefarian.

Warlock: The warlock must make a Will save each round or summon an infernal to aid Nefarian.

Warrior: The warrior must make a Will save each round or drop her weapon and grapple the closest ally.

Characters of other classes should choose the most appropriate effect from among those above.

* See **Alliance Player's Guide.**

† See **More Magic & Mayhem.**

Creatures forced to attack their allies do so using the best means available to them. Note that the abilities in the sidebar do not actually draw from the character's normal powers, and thus do not expend spell slots or daily uses of those abilities. Otherwise, the abilities follow all the normal rules (caster level equals the character's normal caster level, for example).

The DC for all saving throws against this ability is 33. The save DCs are Charisma-based.

Spell-Like Abilities: 3/day—*suggestion* (DC 21); 2/day—*produce flame*, *shockwave* (DC 21), *fire blast*† (DC 24; see **More Magic & Mayhem**); 1/day—*detect thoughts* (DC 20), *endure elements*. Caster level 10th; save DCs are Charisma-based.

Warlock Spells (5/7/7/7/7/6/6/6/6/5; save DC 18 + spell level): Nefarian's high Intellect score and ranks in Spellcraft allow him to prepare 24 spells per level. Caster level 27th.

Nefarian prefers spells that frighten, disorient, or corrupt his opponents. The DCs for his evocation spells are 20 + spell level (due to his Spell Focus and Greater Spell Focus feats). He casts Conjuration (summoning) spells as a 31st-level caster, and the DCs for those spells are 20 + spell level (due to his demonologist ability).

Magical Nature (Ex): Nefarian's great training and inherent nature as one of Deathwing's children infuses him with magic. He casts spells as a warlock of a level equal to half his dragon Hit Dice (15th). These levels stack with actual warlock levels for the purposes of spellcasting, so Nefarian casts spells as a 30th-level warlock. He can also prepare spells of up to 6th level from the mage spell list as if they were warlock spells.

Shadow Scales (Ex): Dragon breath with the shadow flame property (from the drakes in Nefarian's brood) deals no extra damage to Nefarian. His scales could also be used to fashion armor with similar qualities.

Water Breathing (Ex): Nefarian can breathe underwater indefinitely. He can use his breath weapon normally underwater.

Possessions: *Ring of protection +5*; *Ashkandi, Greatsword of the Brotherhood* (see Chapter 4).

Each of the monster entries in this book describes a typical creature of its kind. However, several methods exist by which you can create more powerful, extraordinary, or unique monsters using a typical creature as the foundation: by adding character classes, increasing a monster's Hit Dice, and/or adding a template to an existing monster. Each of these three methods for improving monsters is discussed in more detail throughout this chapter.

Class Levels: Intelligent creatures that are reasonably humanoid in form commonly advance by adding class levels (although some can advance by racial HD, as well). Creatures that fall into this category have an entry of "by character class" in their Advancement line. When a monster adds a class level, that level usually represents an increase in experience and learned skills and capabilities.

Increased Hit Dice: Non-intelligent monsters and intelligent creatures that are not humanoid in shape can usually advance by increasing their Hit Dice. Creatures with increased Hit Dice are usually superior specimens of their race, bigger and more powerful than their run-of-the-mill fellows. In Azeroth, more powerful versions of lesser creatures are prevalent in many regions.

Templates: Both intelligent and non-intelligent creatures with an unusual heritage or an inflicted change in their essential nature may be modified with a template. Templates usually result in tougher monsters with capabilities that differ from those of their common kin.

Ability Score Arrays

Monsters are assumed to have completely average (or standard) ability scores — a 10 or an 11 in each ability, then modified by their racial bonuses. However, improved monsters are individuals and often have better than normal ability scores, and usually make use of either the "elite array" or the "non-elite array" of ability scores. Monsters who improve by adding a template or those who improve by increasing their Hit Dice may use any of the three arrays (standard, non-elite, or elite). Any monster unique enough to be improved could easily be considered elite. Some monsters presented in the preceding chapters — such as those that have racial levels — use the elite or non-elite array.

Elite Array: The elite array is 15, 14, 13, 12, 10, 8. While the monster has one weakness compared to a typical member of its race, it is significantly better overall. The elite array is most appropriate for monsters who add racial levels or levels in a player character class, such as warrior or arcanist. (Don't confuse the elite array with the elite creature template — they are unrelated.)

Non-Elite Array: The non-elite array is 13, 12, 11, 10, 9, 8. The non-elite array does not necessarily make a monster better than normal, but it does customize the monster as an individual with strengths and weaknesses compared to a typical member of its race. The non-elite array is most appropriate for monsters that advance by just a few HD or who add class levels in an NPC class, such as soldier or adept.

Ability Score Improvement: Treat monster Hit Dice the same as character level for determining ability score increases (i.e., +1 to an ability score for every 4 HD). This applies only to Hit Dice increases from the base monster statistics; that is, monsters do not gain ability score increases for levels they have "already reached" with their racial Hit Dice, since these adjustments are included in their basic ability scores.

Monsters and Class Levels

If a creature acquires a character class, it follows the rules for multiclass characters.

A creature's total Hit Dice equal the number of class levels it has plus its racial Hit Dice. A creature's "monster class" is always a favored class, and the creature never takes XP penalties for having it.

Additional Hit Dice gained from taking levels in a character class *never* affect a creature's size.

Humanoids and Class Levels: Creatures with 1 or fewer racial HD, such as a human, a naga, or a Dark Iron dwarf, use class levels to advance (which are often racial class levels). The monster loses the attack bonus, saving throw bonuses, skills, and feats granted by its 1 monster HD (if any) and gains the attack bonus, save bonuses, skills, feats, and other class abilities of a 1st-level character of the appropriate class.

Level Adjustment and Effective Character Level: To determine the "effective character level" (ECL) of a monster character, add its level adjustment to its racial Hit Dice and character class levels. The monster is considered to have experience points equal to the minimum needed for a character of its ECL. Thus, for instance, a dragonspawn scalebane (9 HD, LA +3) with 4 levels in warrior has an effective character level of 9 + 3 + 4 = 16th.

If you equip a monster with gear, use its ECL as its character level for purposes of determining how much equipment it can purchase. Generally, only monsters with an Advancement entry of "by character class" receive NPC gear; other creatures adding character levels should be treated as monsters of the appropriate CR and assigned treasure, not equipment.

Feat Acquisition and Ability Score Increases: A monster's total Hit Dice, *not* its ECL, govern its acquisition of feats and ability score increases.

Increasing Hit Dice

As its Hit Dice increase, a creature's attack bonuses and saving throw modifiers might improve. It gains more feats and skills, depending on its type, as shown on Table 3–1: Creature Improvement by Type.

Note that if a creature acquires a character class, it improves according to its class, not its type.

All creature types have a number of feats equal to 1 + 1/3 HD (round down).

Table 3-1: Creature Improvement by Type

Type	Hit Die	Attack Bonus	Good Saving Throws	Skill Points*
Aberration	d8	HD x3/4 (as healer)	Will	2 + Int mod per HD
Animal	d8	HD x3/4 (as healer)	Fort, Ref (and sometimes Will)	2 + Int mod per HD
Construct	d10	HD x3/4 (as healer)	—	2 + Int mod per HD†
Dragon	d12	HD (as warrior)	Fort, Ref, Will	6 + Int mod per HD
Elemental	d8	HD x3/4 (as healer)	Ref (air, fire) or Fort (earth, water)	2 + Int mod per HD
Fey	d6	HD x1/2 (as arcanist)	Ref, Will	6 + Int mod per HD
Giant	d8	HD x3/4 (as healer)	Fort	2 + Int mod per HD
Humanoid	d8	HD x3/4 (as healer)	Varies (any one)	2 + Int mod per HD
Magical beast	d10	HD (as warrior)	Fort, Ref	2 + Int mod per HD
Monstrous humanoid	d8	HD (as warrior)	Ref, Will	2 + Int mod per HD
Ooze	d10	HD x3/4 (as healer)	—	2 + Int mod per HD†
Outsider	d8	HD (as warrior)	Fort, Ref, Will	8 + Int mod per HD
Plant	d8	HD x3/4 (as healer)	Fort	2 + Int mod per HD†
Undead d12	HD x1/2 (as arcanist)		Will	4 + Int mod per HD†
Vermin	d8	HD x3/4 (as healer)	Fort	2 + Int mod per HD†

* As long as a creature has an Intelligence of at least 1, it gains a minimum of 1 skill point per Hit Die.
† Creatures with an Intelligence score of "—" gain no skill points or feats.

Size Increases

A creature may become larger when its Hit Dice increase (the new size is noted parenthetically in the monster's Advancement entry, by HD range). A size increase affects any special ability the creature has that is affected by size. Increased size also affects a creature's ability scores, AC, attack bonuses, and damage values, as indicated on the tables below.

Table 3-2: Changes to Statistics by Size

Old Size*	New Size	Str	Agy	Sta	Natural Armor	AC/Attack
Fine	Diminutive	Same	–2	Same	Same	–4
Diminutive	Tiny	+2	–2	Same	Same	–2
Tiny	Small	+4	–2	Same	Same	–1
Small	Medium	+4	–2	+2	Same	–1
Medium	Large	+8	–2	+4	+2	–1
Large	Huge	+8	–2	+4	+3	–1
Huge	Gargantuan	+8	Same	+4	+4	–2
Gargantuan	Colossal	+8	Same	+4	+5	–4

* Repeat the adjustment if the creature moves up more than one size. For example, a creature that advances from Medium to Huge size gains a +16 bonus to Strength, a +8 bonus to Stamina, a +5 bonus to natural armor, and takes a –4 penalty to Agility and a –2 size penalty to AC and on attack rolls.

Table 3-3: Increased Damage By Size

Old Damage (Each)*	New Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d8
2d6	3d6
2d8	3d8

* Repeat the adjustment if the creature moves up more than one size category.

Templates

Certain creatures are created by adding a template to an existing creature. A templated creature can represent a freak of nature, an individual creation of experimentation, or the first generation of offspring from interfertile parents of two different species.

Acquired and Inherited Templates

Some templates can be added to creatures any time. Templates such as these are referred to as acquired templates, indicating that the creature did not always have the attributes of the template.

Other templates, known as inherited templates, are part of a creature from the beginning of its existence. Creatures are born with these templates.

It's possible for a certain kind of template to be of either type.

Reading a Template

A template's description provides a set of instructions for altering an existing creature, known as the base creature. The changes that a template might cause to each line of a creature's statistics block are discussed below. Generally, if a template does not cause a change to a certain statistic, that entry is missing from the template description. For clarity, the entry for a statistic or attribute that is not changed is sometimes given as "Same as the base creature."

Size and Type: Templates often change a creature's type, and may change the creature's size.

If a template changes the base creature's type, the creature also acquires the augmented subtype unless the template description indicates otherwise. The augmented subtype is always paired with the creature's original type ("augmented humanoid," for instance). Unless a template indicates otherwise, the new creature has the traits of the new type but the features of the original type.

If a template changes a creature's size, use Table 3–2: Changes to Statistics by Size to calculate changes to natural armor, Armor Class, and attack rolls.

Hit Dice and Hit Points: Most templates do not change the number of Hit Dice a monster has, but some do. Some templates change the size of a creature's Hit Dice (usually by changing the creature type). A few templates change previously acquired Hit Dice, and continue to change Hit Dice gained with class levels, but most templates that change Hit Dice change only the creature's original HD and leave class Hit Dice unchanged.

If the Hit Dice entry in a template description is missing, Hit Dice and hit points do not change unless the creature's Stamina modifier changes.

Initiative: If a template changes the monster's Agility, or if it adds or removes the Improved Initiative feat, this entry changes.

Speed: If a template modifies a creature's speed, the template states how that happens. More commonly, a template adds a new movement mode.

Armor Class: If a template changes the creature's size, see Table 3–2: Changes to Statistics by Size to determine its new Armor Class and to see whether its natural armor changes. In some cases the method of determining Armor Class changes radically; the template description explains how to adjust the creature's AC.

Base Attack/Grapple: Templates usually do not change a creature's base attack bonus. If a template modifies a creature's base attack bonus, the template description states how that happens.

Changes to a creature's Strength score can change its grapple bonus, as can changes to its size.

Attack and Full Attack: Most templates do not change a creature's attack bonus or modes of attack, even when the creature's type changes (usually, the creature's base attack bonus is the same as a creature of the original type). Of course, any change in ability scores may affect attack bonuses. If Strength or Agility changes, use the new modifier to determine attack bonuses. A change in a monster's size also changes its attack bonus; see Table 3–2: Changes to Statistics by Size.

Damage: Damage changes with Strength. If the creature uses a two-handed weapon or has only a single natural weapon, it adds 1-1/2 times its Strength bonus to the damage; if it has more than a single attack, then it adds its Strength bonus to damage rolls for the primary attack and 1/2 its Strength bonus for all secondary attacks.

Space/Reach: A template may change this entry if it changes the monster's size. Note that this table does not take into account special situations such as exceptional reach.

Special Attacks: A template may add or remove special attacks. The template description gives the details of any special attacks a template provides, including how to determine saving throw DCs, if applicable.

Special Qualities: A template may add or remove special qualities. The template description gives the details of any special qualities a template provides, including how to determine saving throw DCs, if applicable. Even if the special qualities entry is missing from a template description, the creature still gains any qualities associated with its new type. (Thus, a creature that becomes a magical beast gains darkvision 60 ft. even if that ability isn't stated explicitly in the template, since all magical beasts have darkvision.)

Base Saves: As with attacks, changing a monster's type does not always change its base saving throw bonuses. You need to adjust them only for new modifiers for Stamina, Agility, or Spirit. A template may, however, state that a monster has different "good" and "poor" saving throws.

Abilities: If a template changes one or more ability scores, these changes are noted here.

Skills: As with attacks, changing a monster's type does not always change its skill points. Most templates don't change the number of Hit Dice a creature has, so you don't need to adjust skills in that case unless the key abilities for those skills have changed, or the template gives a bonus on one or more skills, or unless the template gives a feat that provides a bonus on a skill check.

Some templates change how skill points are determined, but this change usually affects skill points gained only after the template is applied. Treat skills listed in the base creature's description as class skills, as well as any new skills provided by the template.

Feats: Since most templates do not change the number of Hit Dice a creature has, a template does not change the number of feats the creature has. Some templates grant one or more bonus feats.

Environment: Usually the same as the base creature.

Area: Usually the same as the base creature.

Organization: Usually the same as the base creature.

Adding More Than One Template

In theory, there's no limit to the number of templates you can add to a creature. To add more than one template, just apply each template one at a time. (Always apply inherited templates before applying acquired templates, though.)

Whenever you add multiple templates, pay attention to the creature's type — you may add a template that makes the creature ineligible for other templates you might want to add.

Challenge Rating: Most templates increase a creature's Challenge Rating. A template might provide a modifier to be added to the base creature's CR, or it might specify a range of modifiers depending on the base creature's original Hit Dice or CR.

Treasure: Usually the same as the base creature.

Alignment: Usually the same as the base creature, unless the template is associated with a certain alignment.

Advancement: Usually the same as the base creature.

Level Adjustment: This entry is a modifier to the base creature's level adjustment. Any level adjustment is meaningless unless the creature retains a high enough Intellect (minimum 3) to gain class levels after applying the template.

Advanced Monster Challenge Rating

When adding class levels to a creature with 1 or fewer HD, you advance the creature just like a player or non-player character. Otherwise, use the following guidelines.

Adding Class Levels

If you are advancing a monster by adding player character class levels, decide if the class levels directly improve the monster's existing capabilities. For instance, a monster that relies mostly on heavy offense and has few if any magical abilities will benefit greatly from warrior or other combat-heavy classes, while a relatively feeble creature with spellcasting abilities benefits most strongly from similar spellcasting levels.

When adding class levels to a creature, you should give it typical ability scores appropriate for that class. Most creatures are built using the standard array of ability scores: 11, 11, 11, 10, 10, 10, adjusted by racial modifiers.

Creatures with NPC classes use the non-elite array of 13, 12, 11, 10, 9, 8 (or, more simply, modify the base creature's ability scores by +2, +2, +0, +0, –2, –2).

If you give a creature one or more PC classes, use the elite array of ability scores before racial adjustments: 15, 14, 13, 12, 10, 8 (or modify the creature's abilities by +4, +4, +2, +2, +0, –2).

Associated Class Levels

Class levels that increase a monster's existing strengths are known as associated class levels. Each associated class level a monster has increases its CR by 1.

Barbarian, paladin, runemaster, and warrior are associated classes for a creature that relies on its fighting ability.

Rogue is an associated class for a creature that relies on stealth to surprise its foes, or on skill use to give itself an advantage.

Tinker is an associated class for creatures that rely on technology.

A spellcasting class is an associated class for a creature that already has the ability to cast spells as a character of the class in question, since the monster's levels in the spellcasting class stack with its innate spellcasting ability.

A racial level is always an associated class.

Table 3-4: Improved Monster CR Increase

Creature's Original Type	CR Increase
Aberration, construct, elemental, fey, giant, humanoid, ooze, plant, undead, vermin	+1 per 4 HD added
Animal, magical beast, monstrous humanoid	+1 per 3 HD added
Dragon, outsider, nonassociated class levels	+1 per 2 HD or 2 levels added
Directly associated class levels	+1 per level added
Other Modifiers:	
Size increased to Large or larger	+1 CR
Monster's ability scores based on elite array*	+1 to CR
Monster possesses special attacks or qualities that significantly improve combat effectiveness	+2 to CR
Monster possesses special attacks or qualities that improve combat effectiveness in a minor way	+1 to CR
Template added	+ template CR modifier

* Do not apply this increase if you advance a monster by class levels. (Monsters advanced by class levels are assumed to use the elite array.)

Nonassociated Class Levels

If you add a class level that doesn't directly play to a creature's existing strengths, that class level is considered nonassociated, and things get a little more complicated. Adding a nonassociated class level to a monster increases its CR by 1/2 per level until one of its nonassociated class levels equals its original Hit Dice. At that point, each additional level of the same class or a similar one is considered associated, and thus increases the monster's CR by 1.

Levels in NPC classes are always treated as nonassociated.

Adding Hit Dice

When you improve a monster simply by adding Hit Dice, use Table 3–4: Improved Monster CR Increase to determine the effect on the creature's CR. Keep in mind that many monsters that advance by adding Hit Dice also increase in size. The CR increase for advancing Hit Dice stacks with that for gaining levels (though a creature's class levels do not count as Hit Dice on Table 3–4).

In general, once you've doubled a creature's CR, you should closely watch any additional increases in its abilities. Adding Hit Dice to a creature improves several of its abilities, and radical increases might not follow this progression indefinitely. Compare the monster's improved attack bonus, saving throw bonuses, and any DCs of its special abilities from the HD increase to typical characters of the appropriate level and adjust the CR accordingly.

Increasing Size

Generally, increasing a monster's size increases its combat effectiveness. Large creatures gain greatly increased Strength, reach, and other benefits. Apply the +1 modifier for size from Table 3–4 if you increase a creature beyond Medium, even in conjunction with any other increases.

Be careful, though. Monsters that somehow benefit from a smaller size may actually *lose* effectiveness because of a size increase. However, monsters that don't benefit from size increases often don't advance in that manner for this very reason.

Adding Special Abilities

You can add any sort of spell-like, supernatural, or extraordinary ability to a creature, as desired—remember, the statistics for the various creatures in this book are merely a guideline for a GM's own creativity. As with a class level, however, you should determine how much, or how little, a given ability adds to the creature's existing repertoire. The modifiers on Table 3–4 for special attacks or qualities are used for this purpose.

A suite of abilities that work together should be treated as a single modifier for this purpose. If the ability (or combination of abilities) significantly increases the monster's combat effectiveness, increase its CR by 2. Minor abilities increase the creature's CR by 1. Truly trivial abilities may not increase CR at all. If the special abilities a monster gains are not tied to a class or Hit Die increase, this CR increase stacks.

A significant special attack is one that stands a good chance of incapacitating or crippling a character in one round. A significant special quality is one that seriously diminishes the monster's vulnerability to common attacks. Do not add this factor twice if a monster has both special attacks and special qualities.

Make sure to consider the monster's current CR when you evaluate these abilities.

While every monster has all of the statistics a player would need to play the creature as a character, most monsters simply are not suitable as heroes. Creatures that have an Intellect score of 2 or lower, that have no way to communicate, or that are so different from other heroes that they disrupt the campaign should not be used. Some creatures have strange innate abilities or great physical power, and thus are questionable at best as characters (except in high-level campaigns).

Starting Level of a Monster PC: Monsters suitable for play have a "level adjustment" given in their statistics (as introduced in **Lands of Mystery**). Add a monster's level adjustment to its Hit Dice and class levels to get the creature's effective character level, or ECL. For all game purposes, monsters with a level adjustment become multiclass character when they take class levels (aside from racial class levels, such as those of trolls). A creature's "monster class" is always a favored class, and the creature never takes XP penalties for having it.

Humanoids and Class Levels: Creatures with 1 or fewer HD (such as naga and Dark Iron dwarves) replace their monster levels with their character levels. The monster loses the attack bonus, saving throw bonuses, skills, and feats granted by its 1 monster HD and gains the attack bonus, save bonuses, skills, feats, and other class abilities of a 1st-level character of the appropriate class (often a racial class).

Characters with more than 1 Hit Die due to their race do not get a feat for their first class level as members of the common races do, and they do not multiply the skill points for their first class level by four. (They have already received a feat for their first Hit Die because of race, and they have already multiplied their racial skill points for their first Hit Die by four.)

Level Adjustment and Effective Character Level: To determine the effective character level (ECL) of a monster character, add its level adjustment to its racial Hit Dice and character class levels.

Use ECL instead of character level to determine how many experience points a monster character needs to reach its next level. Also use ECL to determine starting wealth for a monster character.

Monster characters treat any skills mentioned in their monster entry as their class skills when deriving skill ranks from their monster HD.

If a monster has 1 Hit Die or fewer, it must start the game with one or more class levels, like a regular character. If a monster has 2 or more Hit Dice, it can start with no class levels (though it can gain them later).

Even if the creature is of a kind that normally advances by Hit Dice rather than class levels, a hero (or villain) can gain class levels rather than Hit Dice.

Hit Dice: The creature's Hit Dice equal the number of class levels it has plus its racial Hit Dice. Additional Hit Dice gained from taking levels in a character class never affect a creature's size like additional racial Hit Dice do.

Feat Acquisition and Ability Score Increases: A monster's total Hit Dice, not its ECL, govern its acquisition of feats and its ability score increases.

Ability Scores for Monster PCs: While a monster's statistics give the ability scores for a typical creature of a certain kind, any "monster" creature that becomes an adventurer is definitely not typical. Therefore, when creating

Level Adjustment vs. Creature Classes

Many monsters are suitable for player characters — flamewakers, harpies, and dragons, 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, as described in this chapter. 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 flamewaker, you must be the equivalent of at least a 17th-level character (12 Hit Dice, +5 level adjustment). You could not play a flamewaker character among a group of 1st-level characters.

Creature classes, introduced in the **Alliance Player's Guide,** are a natural evolution of racial levels that also solve the problem of overly powerful monster PCs. Creature classes allow you to play any creature from 1st level; likewise, 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 starting character created using the level adjustment method.

When a player wishes to play a monster character with a level adjustment, he can use either the level adjustment method or the creature class method to represent his character. If his character is of a high enough level, both methods produce a character with identical statistics. If the character needs to enter play at a level lower than its ECL, creature classes are the only way to allow the player to play such a character.

A few creature classes exist in the **Alliance Player's Guide** and the **Horde Player's Guide,** and you can create your own (or help your player create his own) as well.

Table 4-1: Monster Hero's Intellect Score

Generated Score	Monster Intellect Score			
	3	4–5	6–7	8–9
18	10	12	14	16
17	9	11	13	15
16	8	10	12	14
15	7	9	11	13
14	6	8	10	12
13	5	7	9	11
12	4	6	8	10
11	3	5	7	9
10	3	5	7	9
9	3	5	6	8
8	3	4	6	8
7	3	4	6	8
6	3	4	5	6
5	3	3	5	5
4	3	3	4	4
3	3	3	3	3

a PC from a creature, check to see if the creature's entry has any ability scores of 10 or higher. If so, for each score, subtract 10 (if the score is even) or 11 (if the score is odd) to get the creature's modifier for that ability based on its race or kind. For example, a bronxe whelp has Str 15, Agy 10, Sta 12, Int 14, Spt 16, Cha 14. That means a bronze whelp hero has racial ability bonuses as follows: +4 Str, +0 Agy, +2 Sta, +4 Int, +6 Spt, and +4 Cha.

Generate the character's ability scores as normal, then add the racial ability modifiers to get his or her actual ability scores.

Note: Some monsters are designed using base ability scores other than 10 and 11 (i.e., they used either the elite or non-elite ability score arrays, as explained in Chapter 3). If alternate scores were used, that fact is indicated in the monster's Combat entry. Also, some monsters that make good heroes — particularly those with racial levels — have their racial ability modifiers and other traits already listed in their monster entry.

For racial ability scores *lower* than 10, the procedure is different. First, determine the character's ability scores as you would for any character, and compare that number to the monster's average ability score, using either the table below that applies to Intellect or the table that applies to the other five ability scores.

The separate table for Intellect ensures that no hero ends up with an Intellect score lower than 3. This is important, for creatures with an Intellect score lower than 3 are not playable characters. Creatures with any ability score lower than 1 are also not playable.

Thus, for example, if a player playing a creature that normally has a 6 Intellect rolls a 15, his Intellect is 11.

Table 4-2: Monster Heroes' Ability Scores

Generated Score	Monster Ability Score (Str, Agy, Sta, Spt, Cha)				
	1	2–3	4–5	6–7	8–9
18	8	10	12	14	16
17	7	9	11	13	15
16	6	8	10	12	14
15	5	7	9	11	13
14	4	6	8	10	12
13	3	5	7	9	11
12	2	4	6	8	10
11	1	3	5	7	9
10	1	2	4	6	8
9	1	2	4	6	7
8	1	2	4	5	6
7	1	1	3	5	5
6	1	1	2	4	4
5	1	1	1	3	3
4	1	1	1	2	2
3	1	1	1	1	1

Other Statistics for Monsters: Creatures with Hit Dice of 1 or fewer have normal, class-based Hit Dice and features. They get skills and feats appropriate to a 1st-level character (even if they have a level adjustment).

Those with 2 or more Hit Dice have statistics based on these Hit Dice plus Hit Dice for class levels (if any).

Experience for Monsters: A monster having Hit Dice of 1 or fewer, no level adjustment, and class levels uses the same tables as standard PC races when determining experience needed see Table 3–1 in **WoW RPG**).

A monster having Hit Dice of 1 or fewer, a level adjustment, and class levels adds its class levels, Hit Dice, and level adjustment together when determining experience needed (class level + HD + level adjustment).

A monster with more than 1 Hit Die, a level adjustment, and class levels adds its Hit Dice, class levels, and level adjustment together when determining experience needed (HD + level adjustment + class level).

Monster Feats

A number of feats are particularly appropriate to monsters, concern monsters, or apply to the villains in Chapter 2. These feats are presented below. Other feats especially appropriate to monsters appear in other books (such as Hover in **Lands of Mystery** and Craggy Exterior in the **Alliance Player's Guide**).

Those feats related specifically to monsters refer to "the creature" instead of "you." Even though monsters would most often take them, any character can take these feats if she meets the prerequisites.

A couple of the feats here are epic feats. A character can take an epic feat only if she is at least 21st level (or has at least 21 Hit Dice).

Craft Construct [Item Creation]

You can craft golems and other magical constructs.

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: You can create any construct whose prerequisites you meet. Enchanting a construct takes one day for each 1,000 gp in its market price. To enchant a construct, you must spend 1/25 the construct's price in XP and use up raw materials costing half of this price (see individual construct monster entries for details).

You can also repair constructs that have taken damage: In one day of work, you can repair up to 20 points of damage by expending 50 gp per point of damage repaired.

A newly created construct has average hit points for its Hit Dice.

Greater Multiweapon Fighting [General, Warrior]

The creature has mastered fighting with weapons in all its hands.

Prerequisites: Agy 19, Improved Multiweapon Fighting, Multiweapon Fighting, base attack bonus +11, three or more hands.

Benefit: The creature gets a third attack with each of its off-hand weapons, albeit at –10 penalties.

Special: This feat replaces the Greater Two-Weapon Fighting feat for creatures with more than two arms.

Improved Multiweapon Fighting [General, Warrior]

The creature excels at fighting with weapons in all its hands.

Prerequisites: Agy 17, Multiweapon Fighting, base attack bonus +6, three or more hands.

Benefit: In addition to the single attacks the creature receives with its off hands, it gets a second attack with a weapon in each of its off hands, albeit at a –5 penalty.

Normal: Without this feat, the creature gets only a single attack with each of its off hands.

Special: This feat replaces the Improved Two-Weapon Fighting feat for creatures with more than two arms.

Improved Natural Armor [General]

Your hide is tougher than normal.

Prerequisites: Natural armor, Sta 13.

Benefit: Your natural armor bonus increases by 1.

Special: You can take this feat multiple times. Its effects stack.

Improved Natural Attack [General]

One of your natural attacks deals more damage than normal.

Prerequisites: Natural weapon, base attack bonus +4.

Benefit: Choose one of your natural attack forms, such as claw, gore, or slam. The damage for this natural weapon increases by one step, as if your size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Improved Spell Capacity [Epic]

You can cast spells of higher potency than most mortals.

Prerequisite: Ability to cast spells of the normal maximum spell level in at least one spellcasting class.

Benefit: When you select this feat, you gain one spell slot per day of any level up to one level higher than the highest-level spell you can already cast in a particular class. You must still have the requisite ability score (10 + spell level) in order to cast a spell of this level. If you have a high enough ability modifier to gain one or more bonus spell slots for this spell level, you also gains the bonus spell slots for this spell level. You must use the spell slot as a member of the class in which you can already cast spells of the normal maximum spell level.

For example, a 21st-level arcanist who takes this feat gains a 10th-level spell slot, as well as any bonus 10th-level spell slots he might receive based on his high Intellect. Since 10th-level spells don't commonly exist, the arcanist uses these slots to cast spells modified by metamagic feats.

Special: You can take this feat multiple times.

Multiweapon Fighting [General, Warrior]

The creature is skilled at fighting with weapons in all its hands.

Prerequisites: Agy 13, three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands.

Normal: A creature without this feat takes a –6 penalty on attacks made with its primary hand and a –10 penalty on attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting in **WoW RPG** for more information.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

Perfect Two-Weapon Fighting [Epic]

Your are a true master at fighting with two weapons.

Prerequisites: Agy 25, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: You can make as many attacks with your off-hand weapon as with your primary weapon, using the same base attack bonus. You still take the normal penalties for fighting with two weapons.

Normal: Without this feat, you can only get a single attack with an off-hand weapon (or two attacks with an off-hand weapon if you have Improved Two-Weapon Fighting, or three attacks with an off-hand weapon if you have Greater Two-Weapon Fighting).

Snatch [General]

The creature uses its immense size to bodily handle smaller opponents.

Prerequisite: Size Huge or larger.

Benefits: The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the improved grab special attack. If the creature gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop an opponent it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 x 10 feet, taking 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

Two-Weapon Rend [Epic]

You are adept at lodging your weapons into a creature's body, then ripping it asunder.

Prerequisites: Agy 15, base attack bonus +9, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: If you hit an opponent with a weapon in each hand in the same round, you may automatically rend the opponent. Doing so deals additional damage equal to the base damage of the smaller weapon plus 1-1/2 times your Strength modifier. (Base weapon damage includes an enhancement bonus on damage, if any.) You can rend only once per round, regardless of how many successful attacks you make.

Villain Equipment

The villains presented in Chapter 2 possess a number of new magic items and other gear. These items are described below.

Major Artifact

Chains of Kel'Thuzad

Description: The *chains of Kel'Thuzad* are a specially crafted set of seven magic spiked chains that Ner'zhul gave to Kel'Thuzad. The bearer must wrap this artifact around his body to activate it, at which point the chains animate and move lazily to and fro in the air when not being commanded.

Powers: Each chain has a different power. The chains function only as a set; if a chain is separated from the set, all the chains cease functioning until the set is restored. As a standard action that does not provoke attacks of opportunity, the bearer can command the chains to activate. After this time, the animated chains act on their own until the bearer commands them to stop (a free action).

Three of the chains are +5 *icy burst spiked chains* with a 15-foot reach; since they attack independently, they may all attack each round, even if their wearer moves. They use the wearer's base attack bonus but their own of Strength score of 33 (+11 on attack and damage rolls). Each round, if not commanded, each of the chains attacks a random opponent within reach; however, as a free action, the wearer can direct the chains to attack specific targets. When the bearer is allowed an attack of opportunity on an enemy, one of the chains can make the attack for him if he wishes.

Two of the remaining four chains are animated to grapple foes, each independent of the other. Like the first three chains, they both use the bearer's base attack bonus, but their own Strength of 33 (+11). They cannot make normal attacks, but when the bearer directs them, they attempt to grapple targets within 15 feet. The chains are treated as Medium creatures for the purposes of grappling (+0 size modifier on grapple checks). If one of the chains grapples a creature, it thereafter can constrict for 2d4+11 points of damage with each successful grapple check; whether this grapple check is successful or not, a grappled victim takes 1d6 points of cold damage each round. The bearer is unable to move far from the position at which an opponent becomes grappled (i.e., no more than 15 feet), but he is not considered grappled himself.

The sixth chain wraps around the wearer and grants a +5 armor bonus to AC. It also provides a +5 deflection bonus to AC and +5 resistance bonus on saving throws.

The seventh chain, the most slender of the seven, is normally entwined about the sixth, and grants the bearer spell resistance equal to 10 + his caster level. When a spell with a visual effect targets the bearer, this chain darts forth quickly and appears to parry the spell.

When the bearer attempts a Reflex save in which he attempts to avoid moving or being moved (such as falling into a pit, suffering strong winds, or being bull rushed), the chains reach out to grab on to anything they can and prevent the wearer from moving: They grant a +4 bonus on all such Reflex saves or checks to resist bull rush attempts or the like.

Overwhelming abjuration, evocation, and transmutation; CL 25th; Weight 70 lb.

Minor Artifacts

Ashkandi, Greatsword of the Brotherhood

Description: This massive two-handed sword has a hilt resembling the intertwined necks and heads of two red dragons. The weapon's wicked, impossibly sharp blade only hints at the massive power contained within.

Powers: This thorium +6 *greatsword* deals an additional 6d6 points of slashing damage with every successful hit.

Overwhelming evocation; CL 25th; Weight 15 lb.

Blackblade of Shahram

Description: The *Blackblade of Shahram* is a large charcoal-black scimitar crafted entirely of dark iron and inscribed with draconic runes of power. Legend says Nefarian crafted the weapon in his human guise as Victor Nefarius, using the forges of the Blackhand orcs. He crafted it especially for Drakkisath.

Powers: The *Blackblade* is a Large +5 *fiery burst flurry* scimitar*. While held, it confers complete immunity to energy drain and ability damage. The weapon binds to its wielder's hand when wielded, providing a +8 circumstance bonus to resist disarming and sundering attempts; however, the wielder must use a standard action if he wishes to drop or sheathe the blade.

Once per day as a full-round action, the wielder can invoke the *Blackblade's* summoning power, calling forth Shahram, a fiery destroyer with +8 Strength and Stamina, who serves the wielder unerringly for 3d6 rounds. Shahram is bound to the blade and cannot resist the owner's commands, but otherwise loathes its servitude and does everything within its power to break free. Unfortunately, his freedom requires the destruction of the *Blackblade* — a daunting task for any artifact.

* See **More Magic & Mayhem.**

Overwhelming necromancy, evocation, and conjuration; CL 25th; Weight 30 lb.

Baron Rivendare's Runeblade

Description: This powerful bastard sword is Baron Rivendare's most prized possession, next to his undead steed, Deathcharger. The finely-crafted blade bears a false hilt and is etched with necromantic runes all down the blade. The blade pulses with cold power, seeming all too ready to draw blood from enemies.

Powers: In anyone else's hands, the blade is simply a +2 *bastard sword*. In the baron's hands, however, the weapon becomes a +6 *keen frost unholy bastard sword*. The powerful blade also grants anyone who wields the blade fast healing 2. Lastly, three times per day, any wielder may cast the spell *bloodlust* upon himself as an immediate action, as a 22nd-level mage.

Overwhelming abjuration and necromancy; CL 22th; Weight 3 lb.

Warblade of Archimonde

Description: Archimonde left this blade in the hands of his trusted lieutenant, Lord Kazzak. Kazzak now wields it in deference to his commander, often holding the weapon aloft and shouting "For Archimonde!" as a battle cry when entering combat.

Powers: The warblade is a Huge +6 *keen greatsword of wounding* with a critical multiplier of x3. Further, when the weapon scores a critical hit, one-third of the damage is fel damage. Each time the weapon drains a point of Stamina with its wounding property, the wielder heals 5 points of damage. Should this healing exceed his normal hit point maximum, the excess remains for up to 10 minutes as temporary hit points.

As long as the wielder holds this weapon, he gains a +8 insight bonus on saving throws against spells and

effects with the necromancy descriptor. Furthermore, if he holds this weapon while raging, his rage lasts an additional 3 rounds longer than normal and is tireless.

The warblade bestows 4 negative levels on any non-demon attempting to wield it. The negative levels remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Overwhelming necromancy; CL 25th; Weight 120 lb.

Ring

Ring of Binding

Description: This silver band is etched with glowing blue eldritch runes. While Onyxia finds the style of the band distasteful, she wears it because of its great power.

Powers: When activated with a mental command, the ring creates a barrier of blue energy around the user. This barrier functions like the *holy word shield* spell, except that it always absorbs 120 points of damage, and the shield lasts for 5 minutes or until expended. The user can activate the ring once per day.

Overwhelming abjuration; CL 30th; Forge ring, *holy word shield*; Price 70,000 gp.

Wondrous Items

Amulet of Natural Armor

Description: This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh.

Powers: The bearer gains an enhancement bonus to his natural armor bonus of from +1 to +5, depending on the kind of amulet.

Faint transmutation; CL 5th; Craft Wondrous Item, *lesser demonskin* or *lesser mark of the wild,* creator's caster level must be at least three times the amulet's bonus; Price 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), or 50,000 gp (+5).

Everburning Furnace

Description: Considered a blasphemy by both mages and tinkers, these devices meld magic and steam technology into one handy, portable device. Made by enchanting a phlogiston boiler to run purely on magic, an *everburning furnace* grants the same power as a boiler, without the need for refueling.

Powers: When an *everburning furnace* is installed in a device that requires phlogiston, the device no longer requires a fuel source. Each furnace is the same size and weight as the original furnace needed to power the device and increases the device's TS by +2. When installed in steam armor, an e*verburning furnaces* require one back slot.

Weak Evocation; CL 3rd; Craft Wondrous Item, *continual flame* (see **Lands of Mystery**); Price 12,000 gp; Cost 4,000 gp + 480 XP.

Shackles of Ragnaros

Description: Ragnaros keeps tight reign over his minions; he gives these bracers to his most important elemental minions for just that purpose. The bracers are crafted from gold and elementium, intricately carved with elemental runes.

Powers: The main purpose of these bracers is to give Ragnaros additional power to control his minions. Ragnaros gains a +5 bonus on all rolls involving control or domination of the wearer. (This bonus applies to Diplomacy checks, the saving throw DC to resist a *dominate* effect, and so on.)

Ragnaros does not reveal the control aspect of the bracers' power to his minions, of course. He makes the bracers appealing by also crafting them to grant the wearer a +6 enhancement bonus to two ability scores chosen from Strength, Agility, or Stamina. His weaker minions receive shackles granting one bonus, while his strongest minions receive shackles granting two bonuses.

None of these bracers ever grant a bonus to Intellect, Spirit, or Charisma. (Those are not qualities Ragnaros demands of a minion.)

Moderate transmutation; CL 8th; Craft Wondrous Item, *bear's endurance, bull's strength,* and/or *cat's grace*; Price 67,500 gp.

Steam Armor

See **More Magic & Mayhem** for more information on steam armor.

Thermaplugg's Battle Armor

The massive armor appears to be modeled after an insane, hellish goblin, painted red on most of its dark iron metal. Its right arm ends in a clublike protrusion and his left in a massive steam fist between two upper and one lower pincer-fingers. A massive saw rests in that arm, while a great flame roars from a hole in its chest.

Thermaplugg constructed this enormous suit of armor during Gnomeregan's invasion. Resembling a gigantic goblin, the suit has been given extensive modifications since it was first made. Most recently, Thermaplugg replaced the standard iron hull with dark iron. The armor's left arm ends in a mechanical hand with three digits: two on the top of the hand and one opposable "thumb" on the bottom of the hand. The hand can extend somewhat from his arm, and bears a retractable sawblade that unfurls from the arm and fights from the left shoulder. When in rest, the saw lies between the fingers of the steam fist, but cannot be used as a weapon until it unfurls.

The armor's right arm ends in a thick cable attached to a frame that holds a giant metal device through which he controls the robots that populate much of Gnomeregan. It also makes a handy club. The upper suit is capable of rotating 180 degrees in either way, making rear attacks almost impossible for an aware pilot.

Thermaplugg's Battle Armor weighs 1,400 pounds and is 10 feet tall.

Size: Large
Hull: Steel
Armor Bonus: +10
Max Agy Bonus: +1
Fighting Space: 10 ft.
Strength Bonus: +10
TS: 14
Hit Points: 150
Hardness: 10
Armor Check Penalty: –4
Arcane Spell Failure: 40%
Reach: 10 ft.
Speed: +0 ft.
Cost to Build: 41,500 gp

Equipment: Everburning furnace (back), slicer (shoulders), steam armor universal remote (right hand), steam fist (left hand), structural enhancement (back).

Universal Remote, Steam Armor

Description: In essence an oversized gnomish universal remote (see **World of Warcraft RPG,** Chapter 11: Technological Devices, "gnomish remote controller"), the armor can control technological devices in a much wider radius. Such a remote is so massive and sturdy that steam armors can safely use the device as a weapon in battle.

Powers: Activating the remote allows the operator to control any one construct or technological device within 1 mile for 1 round. The operator must still make a Use Technological Device check to activate a device at range, as normal, but as a free action (for devices that require 1 full round or less to activate) or as normal (for devices requiring more than one round).

The remote may also be used as a club of the same size as the steam armor.

Malfunction: If used on a construct, the remote empowers it, granting it a +4 enhancement bonus to Strength and drawing its attention to the operator. If used on a technological device, that device immediately malfunctions instead.

Equipment Slot: 1

Activation: DC (15 + construct's Hit Dice or the device's TS) Use Technological Device check and a full-round action that provokes an attack of opportunity.

MR: 1
TS: +4
Craft DC: 25
Cost: 8,000 gp

This chapter explains various creature types and the special abilities that many monsters possess. Some abilities, such as ability score loss, are described in **WoW RPG,** Chapter 13: Abilities and Conditions.

Aberration Type: An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Features: An aberration has the following features.

- d8 Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as healer).
- Good Will saves.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: An aberration possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon it is described as using.
- Proficient with whatever type of armor (i.e., light, medium, or heavy) it is described as wearing, as well as all lighter types. Aberrations not indicated as wearing armor are not proficient with armor. Aberrations are proficient with shields if they are proficient with any form of armor.
- Aberrations eat, sleep, and breathe.

Ability Score Loss (Su): Some attacks reduce the opponent's score in one or more abilities. This loss can be temporary (ability damage) or permanent (ability drain).

Ability Damage: This attack damages an opponent's ability score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the indicated amount of damage (if the damage is expressed as a die range, roll twice). Ability damage returns at the rate of 1 point per day for each affected ability.

Ability Drain: This effect permanently reduces a living opponent's ability score when the creature hits with a melee attack. The creature's descriptive text gives the ability and the amount drained. If an attack that causes ability drain scores a critical hit, it drains twice the indicated amount (if the damage is expressed as a die range, roll twice). Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points (10 on a critical hit) whenever it drains an ability score, no matter how many points it actually drains. Temporary hit points gained in this fashion normally last for a maximum of 1 hour.

Some ability drain attacks allow a Fortitude save (DC 10 + 1/2 the draining creature's racial HD + the draining creature's Charisma modifier; the exact DC is given in the creature's descriptive text). If no saving throw is mentioned, none is allowed.

Alternate Form (Su): A creature with this special quality has the ability to assume one or more specific alternate forms. This ability works much like the *polymorph* spell, except that the creature is limited to the forms specified, and does not regain any hit points for changing its form. Assuming an alternate form results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form.
- The creature loses the natural weapons, natural armor, movement modes, and extraordinary special attacks of its original form.
- The creature gains the natural weapons, natural armor, movement modes, and extraordinary special attacks of its new form.
- The creature retains the special qualities of its original form. It does not gain any special qualities of its new form.
- The creature retains the spell-like abilities and supernatural attacks of its old form (except for breath weapons and gaze attacks). It does not gain the spell-like abilities or supernatural attacks of its new form.
- The creature gains the physical ability scores (Str, Agy, Sta) of its new form. It retains the mental ability scores (Int, Spt, Cha) of its original form.
- The creature retains its hit points and save bonuses, although its save modifiers may change due to a change in ability scores.
- The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.
- The creature is effectively camouflaged as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability simply to appear as a typical creature of its new shape.

Air Subtype: This subtype usually is used for elementals and outsiders with a connection to Skywall on the Elemental Plane. Air creatures usually have fly speeds and perfect maneuverability.

Animal Type: An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture.

Features: An animal has the following features (unless otherwise noted in a creature's entry).

- d8 Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as healer).
- Good Fortitude and Reflex saves (certain animals have different good saves).
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: An animal possesses the following traits (unless otherwise noted in a creature's entry).

- Intellect score of 1 or 2 (no creature with an Intellect score of 3 or higher can be an animal).
- Low-light vision.
- Alignment: Always neutral.

- Treasure: None.
- Proficient with its natural weapons only. A non-combative herbivore sometimes uses its natural weapons as a secondary attack. (Such attacks are made with a –5 penalty on the creature's attack rolls, and the animal receives only 1/2 its Strength modifier as a damage adjustment.)
- Proficient with no armor unless trained for war.
- Animals eat, sleep, and breathe.

Aquatic Subtype: These creatures always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can usually breathe underwater. It cannot also breathe air unless it has the amphibious special quality.

Augmented Subtype: A creature receives this subtype whenever something happens to change its original type. Some creatures (those with an inherited template) are born with this subtype; others acquire it when they take on an acquired template. The augmented subtype is always paired with the creature's original type ("augmented humanoid," for example).

A creature with the augmented subtype usually has the traits of its current type, but the features of its original type.

Blindsense (Ex): Using non-visual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot actually see. The creature usually does not need to make Spot or Listen checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature.

Any opponent the creature cannot see still has total concealment against it, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Agility bonus to Armor Class against attacks from creatures it cannot see.

Blindsight (Ex): This ability is similar to blindsense, but is far more discerning. Using non-visual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text (usually 60 feet). The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability.

Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Boundless Mind (Ex): The creature casts arcanist spells. Unlike other arcanists, creatures with this ability do not need spellbooks to prepare their spells; rather, the creature stores its spell knowledge in a separate part of its mind that functions as a spellbook — the creature effectively has the Spell Mastery feat for all the spells it knows. The creature can learn a new spell from a scroll, spellbook, or other source just as any other arcanist can, except it does not need to scribe it into a spellbook and thus spends no money to do so.

Breath Weapon (Su): A breath weapon attack usually deals damage and is often based on some type of energy. Such breath weapons allow a Reflex save for half damage (DC 10 + 1/2 the breathing creature's racial HD + the breathing creature's Stamina modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save.

Change Shape (Su): A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. Changing shape results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form.
- The creature loses the natural weapons, movement modes, and extraordinary special attacks of its original form.
- The creature gains the natural weapons, movement modes, and extraordinary special attacks of its new form.
- The creature retains all other special attacks and qualities of its original form, except for breath weapons and gaze attacks.
- The creature retains the ability scores of its original form.
- The creature retains its own hit points and saves.
- The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.
- The creature is effectively camouflaged as a creature of its new form, and gains a +10 bonus on Disguise checks if it uses this ability simply to appear as a typical creature of its new shape.

Chaotic Subtype: A subtype usually applied only to certain outsiders, including some demons. Most creatures that have this subtype also have chaotic alignments; however, if their alignments change they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a chaotic alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the chaotic subtype overcomes damage reduction as

if its natural weapons and any weapons it wields were chaotic-aligned (see Damage Reduction, below).

Cold Subtype: A creature with the cold subtype has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Constrict (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check on a held opponent. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability, it deals constriction damage in addition to damage dealt by the weapon used to grab in the round during which it establishes a hold.

Construct Type: A construct is an animated object or artificially (perhaps technologically) constructed creature.

Features: A construct has the following features.

- d10 Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as healer).
- No good saving throws.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the construct has an Intellect score. However, most constructs are mindless and gain no skill points or feats.

Traits: A construct possesses the following traits (unless otherwise noted in a creature's entry).

- No Stamina score.
- Darkvision out to 60 feet and low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease , death effects, and necromancy effects.
- Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details), through the use of the Craft Construct feat, or through some spells. A construct with the fast healing special quality still benefits from that quality.
- Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
- Immunity to any effect that requires a Fortitude save (unless the effect also works specifically on objects, or if it is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- Since it was never alive, a construct cannot be raised or resurrected.
- Because its body is a mass of unliving matter, a construct is hard to destroy. It gains bonus hit points based on size, as shown on the following table.

Construct Size	Bonus Hit Points
Fine	—
Diminutive	—
Tiny	—
Small	10
Medium	20
Large	30
Huge	40
Gargantuan	60
Colossal	80

- Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.
- Proficient with no armor.
- Constructs do not eat, sleep, or breathe.

Damage Reduction (Ex or Su): A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage.

Some monsters are vulnerable to certain materials, such as adamantine, arcanite, or truesilver (the latter described in **More Magic & Mayhem,** Chapter 4: So Shiny!). Attacks from weapons that are not made of the correct material have their damage reduced, even if the weapon has an enhancement bonus.

Some monsters are vulnerable to magic weapons. Any weapon with a magical +1 or better enhancement bonus overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction.

A few very powerful monsters are vulnerable only to epic weapons — that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Some monsters are vulnerable to chaotic-, evil-, good-, or lawful-aligned weapons. Certain magic weapons have these properties, and a few spells (such as *align weapon* in the **Alliance Player's Guide**) can imbue weapons with them. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if its weapons or natural weapons had an alignment (or alignments) that match the subtype(s) of the creature.

When a damage reduction entry has a dash (–) after the slash, no weapon negates the damage reduction.

A few creatures are harmed by more than one kind of weapon. A weapon of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction. A weapon must be both types to overcome this damage reduction. A weapon that meets only one requirement is still subject to damage reduction.

If a monster has more than one damage reduction entry, the two do not stack; instead, apply the most effective damage reduction against each attack.

Demon Subtype: Demons are evil creatures that inspire dread in mortals. Almost all demons are members of the Burning Legion, a group of phenomenal power that roams the cosmos preying on worlds. All demons also have the evil subtype. Demons can be of any evil alignment.

Most demons were mortal once, but have been transformed into demonic beings. This change includes a powerful command of arcane energy. They define and control this arcane power with the force of their will.

Traits: Demons possess the following traits, unless noted otherwise in their descriptions.

- Immunity to death effects and poison.
- Immunity to damage from negative energy.
- Blindsight (Su): Demons have an arcane awareness of the physical world that allows them to perceive objects and creatures within 60 feet.
- Name Vulnerability (Ex): A demon takes double damage from a weapon inscribed during its forging with that demon's name. In addition, such a weapon always deals lethal damage to a demon with regeneration.
- See in Darkness (Su): Demons can see perfectly in darkness of any kind, even that created by a deeper darkness spell.
- Spell-Like Abilities (Sp): Demons with the spell-like ability to plane shift or gate can use it only for travel to and from the Twisting Nether. They cannot enter other planes, summon monsters through a gate, or use plane shift to transport others against their will.
- Many demons have the fel strike and frightful presence abilities, as well. Many also have immunity to fire and lesser resistances to other energy attacks, such as resistance to acid 10, cold 10, and electricity 10.

Dragon Type: A dragon is a reptilian creature, usually winged, with magical or unusual abilities.

Features: A dragon has the following features.

- d12 Hit Dice.
- Base attack bonus equal to total Hit Dice (as warrior).
- Good Fortitude, Reflex, and Will saves.
- Skill points equal to (6 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A dragon possesses the following traits (unless otherwise noted in the description of a particular kind).

- Darkvision out to 60 feet and low-light vision.
- Immunity to magic sleep effects and all paralysis effects.
- Proficient with its natural weapons only, unless humanoid in form (or capable of assuming humanoid form), in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with no armor.
- Dragons eat, sleep, and breathe.

Earth Subtype: This subtype usually is used for elementals and outsiders with a connection to Deephome on the Elemental Plane. Earth creatures usually have burrow speeds, and most earth creatures can burrow even through solid rock.

Elemental Type: An elemental is a being composed of one (or more) of the four classical elements: air, earth, fire, or water.

Features: An elemental has the following features.

- d8 Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as healer).
- Good saves depend on the element: Fortitude (earth, water) or Reflex (air, fire).
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: An elemental possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Immunity to poison, sleep effects, paralysis, and stunning.
- Not subject to critical hits or flanking.
- Unlike most other living creatures, an elemental does not have a dual nature — its soul and body form one unit. When an elemental 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 an elemental. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection, to restore it to life.
- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.
- Elementals do not eat, sleep, or breathe.

Energy Drain (Su): This attack automatically saps a living opponent's vital energy when the associated melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it drains twice the given amount. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points (10 on a critical hit) for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour.

A drained opponent takes a –1 penalty on all skill checks and ability checks, attack rolls, and saving throws, and loses 1 effective level or Hit Die (whenever level is used in a die roll or calculation) for each negative level. A spellcaster loses one spell slot of the highest level of spells she can cast; this loss persists until the negative level is removed.

Negative levels remain until 24 hours have passed or until they are removed with a spell, such as *restoration*. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 the draining creature's racial HD + the draining creature's Charisma modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level goes away, but the creature's level is fully reduced by one. A separate saving throw is required for each negative level.

Evil Subtype: A subtype usually applied only to cruel outsiders, notably demons. Most creatures that have this subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields were evil-aligned (see Damage Reduction, above).

Extraplanar Subtype: A subtype applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on Azeroth, and every creature whose native plane is not Azeroth has the extraplanar subtype (but does not have it when on its home plane). Most extraplanar creatures in this book have a home plane mentioned in their descriptions; some outsiders come from unknown planes. Creatures not labeled as extraplanar are natives of Azeroth, and they gain the extraplanar subtype if they leave Azeroth. No creature has the extraplanar subtype in the Twisting Nether.

Fast Healing (Ex): A creature with the fast healing special quality regains hit points at an exceptionally fast rate, usually 1 or more hit points per round, as given in the creature's entry. (A creature with fast healing 4, for instance, recovers 4 hit points on its turn every round.) Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached.

Fear (Su or Sp): Fear attacks can have various effects.

Fear Aura (Su): The use of this ability is a free action. The aura can freeze an opponent or function like the *cause fear* spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of area.

Fear Cones (Sp) and Rays (Su): These effects usually work like the *cause fear* spell.

If a fear effect allows a saving throw, it is a Will save (DC 10 + 1/2 the fearsome creature's racial HD + its Charisma modifier; the exact DC is given in the creature's descriptive text).

All fear attacks are mind-affecting fear effects.

Fel Strike (Su): Demons with this ability deal +1d6 points of fel damage on melee attacks with both natural and manufactured weapons, plus an additional 1d6 points of fel damage against creatures of good alignment. Their attacks are treated as chaotic, evil, good, and lawful for the purposes of bypassing damage reduction.

Fey Type: A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped or have human-shaped portions (such as a humanoid torso and the body of a stag or other wild creature).

Features: A fey has the following features.

- d6 Hit Dice.
- Base attack bonus equal to 1/2 total Hit Dice (as arcanist).
- Good Reflex and Will saves.
- Skill points equal to (6 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Catching Fire

Characters exposed to fire elementals, burning oil, bonfires, and non-instantaneous magic fires might find their clothes, hair, or equipment on fire. Spells with an instantaneous duration don't normally set a character on fire, since the heat and flame from these come and go in a flash.

Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate. (If a creature's attack has a chance of lighting a character on fire, the DC might be different.) If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds on his saving throw, he's no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those unlucky enough to have their clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

Traits: A fey possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Fey not indicated as wearing armor are not proficient with armor. Fey are proficient with shields if they are proficient with any form of armor.
- Fey eat, sleep, and breathe.

Fire Subtype: A creature with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Flight (Ex or Su): A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an *anti-magic field*, and the creature loses its ability to fly for as long as the anti-magic effect persists.

Frightful Presence (Ex): This special quality makes a creature's presence unsettling to foes. It takes effect automatically when the creature 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 is usually 30 feet, and the duration is usually 5d6 rounds.

This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 the frightful creature's racial HD + frightful creature's Charisma modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours.

Frightful presence is a mind-affecting fear effect.

Gaze (Su): A gaze special attack takes effect when opponents look at the creature's eyes. The attack can have almost any sort of effect: petrification, death, charm, and so on. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (DC 10 + the gazing creature's racial HD + gazing creature's Cha modifier; the exact DC is given in the creature's descriptive text). A successful saving throw negates the effect.

A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.

- Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, and so on. Each round, the opponent has a 50% chance to not need to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.
- Wearing a Blindfold: The opponent cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as a standard action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect incorporeal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted.

Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round. The creature also can veil its eyes, thus negating its gaze ability.

Giant Type: A giant is a humanoid-shaped creature of great strength, usually of at least Large size. Most giants are the creations of the titans, birthed when the world was young.

Features: A giant has the following features.

- d8 Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as healer).
- Good Fortitude saves.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A giant possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Proficient with all simple weapons plus whatever types of weapons it is described as using, as well as any natural weapons.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Giants not described as wearing armor are not proficient with armor. Giants are proficient with shields if they are proficient with any form of armor.
- Giants eat, sleep, and breathe.

Good Subtype: A subtype usually applied only to good outsiders — the existence of which may be only rumors. Most creatures that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a good alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the

good subtype overcomes damage reduction as if its natural weapons and any weapons it wields were good-aligned (see Damage Reduction, above).

Humanoid Type: A humanoid usually has two arms, two legs, and one head, or a human-like torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They are usually Small or Medium. Every humanoid creature also has a subtype.

Humanoids with 1 Hit Die exchange the features of their humanoid Hit Die for the class features of a PC or NPC class. Humanoids of this sort are usually presented as 1st-level soldiers or 1st-level members of their racial class.

Humanoids with more than 1 Hit Die are the only humanoids who make use of the features of the humanoid type.

Features: A humanoid has the following features (unless otherwise noted in a creature's entry).

- 8-sided Hit Dice, or by character class.
- Base attack bonus equal to 3/4 total Hit Dice (as healer).
- Good Reflex saves (usually; a humanoid's good save varies).
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, or by character class.

Traits: A humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Proficient with all simple weapons, or by character class.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, or by character class. If a humanoid does not have a class and wears armor, it is proficient with that type of armor and all lighter types. Humanoids not indicated as wearing armor are not proficient with armor. Humanoids are proficient with shields if they are proficient with any form of armor.
- Humanoids breathe, eat, and sleep.

Immediate Action: Much like a swift action (see below), an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, a creature can perform an immediate action at any time — even if it's not its turn. Using an immediate action on its turn is the same as using a swift action, and counts as the creature's swift action for that round. The creature cannot use another immediate action or a swift action until after its next turn if it has used an immediate action when it is not currently its turn (effectively, using an immediate action before the creature's turn is equivalent to using its swift action for the coming round). The creature also cannot use an immediate action if it is flat-footed. It can use a touch-range spell with a casting time of 1 immediate action (but not 1 swift action) as an attack of opportunity.

Immunity to Magic (Ex): A creature with immunity to magic avoids the effects of spells and spell-like abilities that affect it directly. This works exactly like spell resistance, except that it cannot be overcome. Sometimes immunity to magic is conditional or applies to only spells of a certain kind or level. Spells that do not allow spell resistance are not affected by immunity to magic. A creature can voluntarily lower its immunity if it wishes a spell to affect it.

Improved Grab (Ex): If a creature with this special attack hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Unless otherwise noted, improved grab works only against opponents at least one size category smaller than the creature.

The creature has the option to conduct the grapple normally, or simply to use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Agility bonus to AC, still threatens an area, and can use its remaining attacks against other opponents.

A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage (the amount is given in the creature's descriptive text) *as well* as that attack's damage.

When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Incorporeal Subtype: An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures; magic weapons, or creatures that strike as magic weapons; and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it has a 50% 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).

An incorporeal creature has no natural armor bonus, but gains a deflection bonus to AC equal to its Charisma bonus (minimum +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see farther from the object

it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it has only cover, so a creature outside with a readied action could strike at it as it attacks. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *frost armor*) work normally against it.

Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions.

Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be. It has no Strength score, so its Agility modifier applies to both its melee attacks and its ranged attacks. Non-visual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures.

Lawful: A subtype usually applied only to lawful-aligned outsiders. Most creatures that have this subtype also have lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields were lawful-aligned (see Damage Reduction, above).

Low-Light Vision (Ex): A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. It retains the ability to distinguish color and detail under these conditions.

Magical Beast Type: Magical beasts are similar to animals but can have Intellect scores higher than 2. Magical beasts often have supernatural or extraordinary abilities, but sometimes are merely bizarre in appearance or habits.

Features: A magical beast has the following features.

- d10 Hit Dice.
- Base attack bonus equal to total Hit Dice (as warrior).
- Good Fortitude and Reflex saves.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A magical beast possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet and low-light vision.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Magical beasts eat, sleep, and breathe.

Manufactured Weapons: Some monsters employ manufactured weapons when they attack. Creatures that use swords, bows, spears, and the like follow the same rules as characters, including those for additional attacks from a high base attack bonus and two-weapon fighting penalties. This category also includes "found items," such as rocks and logs, that a creature wields in combat — in essence, any weapon that is not intrinsic to the creature.

Some creatures combine attacks with natural and manufactured weapons when they make a full attack. When they do so, the manufactured weapon attack is considered the primary attack unless the creature's description indicates otherwise and any natural weapons the creature also uses are considered secondary natural attacks. These secondary attacks do not interfere with the primary attack as attacking with an off-hand weapon does, but they take the usual –5 penalty (or –2 with the Multiattack feat) for such attacks, even if the natural weapon used is normally the creature's primary natural weapon.

Mechanical Subtype: This subtype applies to constructs that are at least partially technological. These constructs are also known as "robots." (This subtype also applies to characters piloting suits of steam armor, though.) Mechanical constructs may be modified and affected like any other technological device, and clever characters might disable them with Disable Device or Use Technological Device checks. (The specifics are up to the GM, but generally the construct must be helpless, the character must have at least 1 full round of access to it, and the DC of the skill check is 15 + 1/2 the construct's Hit Dice.)

Monstrous Humanoid Type: Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.

Features: A monstrous humanoid has the following features.

- d8 Hit Dice.
- Base attack bonus equal to total Hit Dice (as warrior).
- Good Reflex and Will saves.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A monstrous humanoid possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter

types. Monstrous humanoids not indicated as wearing armor are not proficient with armor. Monstrous humanoids are proficient with shields if they are proficient with any form of armor.
- Monstrous humanoids eat, sleep, and breathe.

Movement Modes: Creatures may have modes of movement other than walking and running. These are natural, not magical, unless specifically noted in a monster description.

Burrow: A creature with a burrow speed can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot charge or run while burrowing. Most burrowing creatures do not leave behind tunnels other creatures can use (either because the material they tunnel through fills in behind them or because they do not actually dislocate any material when burrowing); see the individual creature descriptions for details.

Climb: A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC of more than 0, but it can always choose to take 10 even if rushed or threatened while climbing. The creature climbs at the given speed while climbing. If it chooses an accelerated climb, it moves at double the given climb speed or its base land speed (whichever is lower) and makes a single Climb check at a –5 penalty. It cannot run while climbing. The creature retains its Agility bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against the climbing creature.

Fly: A creature with a fly speed can move through the air at the indicated speed if carrying no more than a light load. (Note that medium armor does not necessarily constitute a medium load.) All fly speeds include a parenthetical note indicating maneuverability, as follows:
- Perfect: The creature can perform almost any aerial maneuver it wishes. It moves through the air as well as a human moves over smooth ground.
- Good: The creature is very agile in the air (like a housefly or a hummingbird), but cannot change direction as readily as those with perfect maneuverability.
- Average: The creature can fly as adroitly as a small bird.
- Poor: The creature flies as well as a very large bird.
- Clumsy: The creature can barely maneuver at all.

A creature that flies can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet and descend at least 10 feet. It can make only claw or talon attacks, but these deal double damage. A creature can use the run action while flying, provided it flies in a straight line.

Swim: A creature with a swim speed can move through water at its swim speed without making Swim checks. It has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard (this bonus is included in the creature's statistics). The creature can always choose to take 10 on a Swim check, even if distracted or endangered. The creature can use the run action while swimming, provided it swims in a straight line.

Native Subtype: A subtype applied only to outsiders. These creatures have mortal ancestors or a strong connection to Azeroth and can be raised, reincarnated, or resurrected just as other living creatures can be. Creatures with this subtype are native to Azeroth (hence the subtype's name). Unlike true outsiders, native outsiders need to eat and sleep.

Natural Weapons: Natural weapons are weapons that are physically a part of a creature. A creature making a melee attack with a natural weapon is considered armed and does not provoke attacks of opportunity. Likewise, it threatens any space it can reach. Creatures do not receive additional attacks from a high base attack bonus when using natural weapons. The number of attacks a creature can make with its natural weapons depends on the type of the attack — generally, a creature can make one bite attack, one attack per claw or tentacle, one gore attack, one sting attack, or one slam attack (although Large creatures with arms or arm-like limbs can usually make a slam attack with each such appendage). Refer to the individual monster descriptions.

Unless otherwise noted, a natural weapon threatens a critical hit on a natural attack roll of 20, and deals double damage on a confirmed critical hit.

When a creature has more than one natural weapon, one of them (or sometimes a pair or set of them) is the primary weapon. All the creature's remaining natural weapons are secondary.

The primary weapon is given in the creature's Attack entry, and the primary weapon or weapons is given first in the creature's Full Attack entry. A creature's primary natural weapon is its most effective natural attack, usually by virtue of the creature's physiology, training, or instinct. An attack with a primary natural weapon uses the creature's full attack bonus. Attacks with secondary natural weapons are less effective and are made with a –5 penalty on the attack roll, no matter how many there are. (Creatures with the Multiattack feat take only a –2 penalty on secondary attacks.) This penalty applies even when the creature makes a single attack with the secondary weapon as part of the attack action or as an attack of opportunity.

Natural weapons have types just as other weapons do. The most common are summarized below.

Bite: The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.

Claw or Talon: The creature rips with a sharp appendage, dealing piercing and slashing damage.

Gore: The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.

Slam or Slap: The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing damage. Sting attacks usually deal damage from poison in addition to hit point damage.

Tentacle: The creature flails at opponents with a powerful tentacle, dealing bludgeoning (and sometimes slashing) damage.

Nonabilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0, but lack the ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are detailed below.

Strength: Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. The creature automatically fails Strength checks. If the creature can attack, it applies its Agility modifier to its base attack bonus instead of a Strength modifier.

Agility: Any creature that can move has at least 1 point of Agility. A creature with no Agility score can't move. If it can perform actions (such as casting spells), it applies its Intellect modifier to initiative checks instead of a Agility modifier. The creature automatically fails Reflex saves and Agility checks.

Stamina: Any living creature has at least 1 point of Stamina. A creature with no Stamina has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. The creature is also immune to ability damage, ability drain, and energy drain, and automatically fails Stamina checks. A creature with no Stamina cannot tire and thus can run indefinitely, for instance, without tiring (unless the creature's description says it cannot run).

Intellect: Any creature that can think or learn from memory and experience has at least 1 point of Intellect. A creature with no Intellect score is mindless, an automaton operating on simple instincts or programmed instructions. It has immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Intellect checks.

Mindless creatures do not gain feats or skills, although they may have bonus feats or racial skill bonuses.

Spirit: Any creature that can perceive its environment in any fashion has at least 1 point of Spirit. Anything with no Spirit score is an object, not a creature. Anything without a Spirit score also has no Charisma score.

Charisma: Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Spirit score.

Ooze Type: An ooze is an amorphous or mutable creature, usually mindless.

Features: An ooze has the following features.

- d10 Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as healer).
- No good saving throws.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the ooze has an Intellect score. However, most oozes are mindless and gain no skill points or feats.

Traits: An ooze possesses the following traits (unless otherwise noted in a creature's entry).

- Mindless: No Intellect score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Blind (but having the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Some oozes have the ability to deal acid damage to objects. In such a case, the amount of damage is equal to 10 + 1/2 the ooze's HD + the ooze's Stamina modifier per full round of contact.
- Not subject to critical hits or flanking.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Oozes eat and breathe, but do not sleep.

Outsider Type: An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than Azeroth. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence.

Features: An outsider has the following features.

- d8 Hit Dice.
- Base attack bonus equal to total Hit Dice (as warrior).
- Good Fortitude, Reflex, and Will saves.
- Skill points equal to (8 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: An outsider possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision out to 60 feet.
- Unlike most other living creatures, an outsider does not have a dual nature — its soul and body form one unit. When an outsider 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 an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.
- Proficient with all simple and martial weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armor are not proficient with armor. Outsiders are proficient with shields if they are proficient with any form of armor.
- Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

Paralysis (Ex or Su): This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works

on the body, and a character can usually resist it with a Fortitude saving throw (the DC is given in the creature's description). Unlike *hold person* and similar effects, a paralysis effect does not allow a new save each round.

A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown.

Plant Type: This type comprises creatures made of vegetable matter. Note that regular plants, such as one finds growing in gardens and fields, are not creatures but objects, even though they are alive, and lack Spirit and Charisma scores (see Nonabilities, above).

Features: A plant creature has the following features.

- d8 Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as healer).
- Good Fortitude saves.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the plant creature has an Intellect score. However, some plant creatures are mindless and gain no skill points or feats.

Traits: A plant creature possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Not subject to critical hits.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Plants breathe and eat, but do not sleep.

Poison (Ex): Poison attacks deal initial damage, such as ability damage (see above) or some other effect, to the opponent on a failed Fortitude save. Unless otherwise noted, another saving throw is required 1 minute later (regardless of the first save's result) to avoid secondary damage. A creature's descriptive text provides the details.

A creature with a poison attack is immune to its own poison and the poison of others of its kind.

The Fortitude save DC against a poison attack is equal to 10 + 1/2 the poisoning creature's racial HD + the poisoning creature's Stamina modifier (the exact DC is given in the creature's descriptive text).

A successful save avoids (negates) the damage.

Pounce (Ex): When a creature with this special attack makes a charge, it can follow with a full attack, including rake attacks if the creature also has the rake ability.

Powerful Charge (Ex): When a creature with this special attack makes a charge, its attack deals the damage listed for this ability in addition to the creature's gaining the normal benefits and hazards of a charge.

Rake (Ex): A creature with this special attack gains extra natural attacks when it grapples its foe. Normally, a monster can attack with only one of its natural weapons while grappling, but a monster with the rake ability gains additional attacks (usually two claws) that it can use only against a grappled foe. Rake attacks are not subject to the usual –4 penalty for attacking with a natural weapon in a grapple.

A monster with the rake ability usually must begin its turn grappling to use its rake — it can't begin a grapple and then rake in the same turn.

Ray (Su or Sp): This form of special attack works like a ranged attack. Hitting with a ray attack requires a successful ranged touch attack roll, ignoring armor, natural armor, and shield and using the creature's ranged attack bonus. Ray attacks have no range increment. The creature's descriptive text specifies the maximum range, effects, and any applicable saving throw.

Regeneration (Ex): A creature with this ability is difficult to kill, for most damage dealt to the creature is treated as nonlethal damage. The creature automatically heals nonlethal damage at a fixed rate per round, as given in the entry. (A creature with "regeneration 4" heals 4 hit points per round, as with fast healing.) Only certain attack forms, typically fire and acid, deal lethal damage to the creature, which isn't healed by its regeneration. The creature's descriptive text describes the details.

A regenerating creature that has been rendered unconscious through nonlethal damage can be killed with a coup de grace. However, the attack cannot be of a type that automatically converts to nonlethal damage.

Attack forms that don't deal hit point damage (but instead apply some penalty or other effect) ignore regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts; details are in the creature's descriptive text. Severed parts that are not reattached wither and die normally.

A creature must have a Stamina score to have the regeneration ability.

Resistance to Energy (Ex): A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, fire, or electricity). The entry indicates the amount and type of damage ignored. For example, a creature with resistance to electricity 10 ignores the first 10 points of electricity damage dealt by every individual attack dealing damage of that kind.

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed — only its presence somewhere within range. The creature can take a move action to note the direction of the scent.

Whenever the creature comes within 5 feet of the odor's source, the creature pinpoints the source's location.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Survival check (or, untrained, a Spirit check) to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Shapechanger Subtype: A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shape shifting, and not every creature that can change shapes need have the shapechanger subtype.

Traits: A shapechanger possesses the following traits (unless otherwise noted in a creature's entry).

- Proficient with its natural weapons, with simple weapons, and with any weapons mentioned in the creature's description.
- Proficient with any armor mentioned in the creature's description, as well as all lighter forms. If no form of armor is mentioned, the shapechanger is not proficient with armor. A shapechanger is proficient with shields if it is proficient with any type of armor.

Sonic Attacks (Su): Unless otherwise noted, a sonic attack follows the rules for spreads. The range of the spread is measured from the creature using the sonic attack. Once a sonic attack has taken effect, deafening the subject or stopping its ears does not end the effect. Stopping one's ears ahead of time allows opponents to avoid having to make saving throws against mind-affecting sonic attacks, but not other kinds of sonic attacks (such as those that deal damage). Stopping one's ears is a full-round action and requires wax or other soundproof material to stuff into the ears.

Special Abilities: A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su).

Extraordinary: Extraordinary abilities are nonmagical, don't become ineffective in an *anti-magic field,* and are not subject to any effect that disrupts magic. Using an extraordinary ability is a free action unless otherwise noted.

Spell-Like: Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, material, focus, or XP components). They go away in an *anti-magic field* and are subject to spell resistance if the spell the ability resembles or duplicates would be subject to spell resistance.

A spell-like ability often has a limit on how often it can be used (most often either once per day or thrice per day). A spell-like ability that can be used at will has no use limit. Using a spell-like ability is a standard action unless noted otherwise, and using it while threatened provokes attacks of opportunity. It is possible to make a Concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting the equivalent spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name. If no caster level is specified, the caster level is equal to the creature's Hit Dice. The saving throw (if any) against a spell-like ability is usually 10 + the level of the spell the ability resembles or duplicates + the creature's Charisma modifier.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell-like abilities are presumed to be the arcanist versions. If the spell in question is not an arcanist spell, then default to healer and paladin, in that order.

Supernatural: Supernatural abilities are magical and go away in an *anti-magic field* but are not subject to spell resistance. Supernatural abilities cannot be dispelled. Using a supernatural ability is a standard action unless noted otherwise. Supernatural abilities may have a use limit or be usable at will, just like spell-like abilities. However, supernatural abilities do not provoke attacks of opportunity and never require Concentration checks. Unless otherwise noted, a supernatural ability has an effective caster level equal to the creature's Hit Dice. The saving throw (if any) against a supernatural ability is usually 10 + 1/2 the creature's HD + the creature's ability modifier (usually Charisma).

Spell Resistance (Ex): A creature with spell resistance can avoid the effects of spells and spell-like abilities that affect it directly. To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

Spells: Sometimes a creature can cast arcane or divine spells just as a member of a spellcasting class can (and can activate magic items accordingly). Such creatures are subject to the same spellcasting rules that characters are, except as follows.

A spellcasting creature that lacks hands or arms can provide any somatic component a spell might require by moving its body. Such a creature still does need material components for its spell; it can cast the spell

either by touching the required component (but not if the component is in another creature's possession) or by having the required component on its person. Sometimes spellcasting creatures utilize the Eschew Materials feat to avoid fussing with non-costly components.

A spellcasting creature is not actually a member of a class unless its entry says so, and thus it does not gain any class abilities beyond spellcasting. A creature with access to healer spells must prepare them in the normal manner and receives domain spells if noted, but it does not receive domain lesser and/or greater powers unless it has at least one level in the healer class. A creature that casts spells as an arcanist on a specific path (i.e., mage or necromancer) can cast one extra spell at each level as long as that spell is on the path's spell list, and the monster's entries reflect this fact.

If a creature has the ability to cast spells as a member of a specific class, the ability stacks with actual levels in that class to determine the creature's spellcasting ability. For example, a dreadlord casts spells as a 17th-level necromancer. Thus, a 5th-level necromancer dreadlord casts spells as a 22nd-level necromancer (but his arcanist class abilities are otherwise those of a 5th-level necromancer).

***Summon* (Sp):** A creature with the *summon* ability can summon specific other creatures of its kind much as though casting a *summon monster* spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour.

A creature that has just been summoned cannot use its own summon ability (if any) for 1 hour.

Most creatures with the ability to summon do not use it lightly, since it leaves them beholden to the summoned creature. In general, they use it only when necessary to save their own lives. An appropriate spell level is given for each summoning ability for purposes of Concentration checks and attempts to dispel the summoned creature. No experience points are awarded for defeating summoned monsters.

Swallow Whole (Ex): If a creature with this special attack begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, dealing bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature.

Being swallowed has various consequences, depending on the creature doing the swallowing. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is noted in the creature description), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Agility. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Swarm Subtype: A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of non-flying creatures) or a cube (of flying creatures) 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. An entire swarm can move through cracks or holes large enough for any one of its component creatures.

A swarm of Tiny creatures consists of 300 non-flying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 non-flying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of non-flying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

Traits: A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage.

- Reducing a swarm to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage.
- Swarms cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.
- A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) if the swarm has an Intellect score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.
- Swarms made up of Diminutive or Fine creatures are susceptible to high winds. For purposes of determining the

effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

- Swarm Attack: Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block simply lists "swarm" in the Attack and Full Attack entries, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Dice, as shown below.

Swarm HD	Swarm Base Damage
1–5	1d6
6–10	2d6
11–15	3d6
16–20	4d6
21 or more	5d6

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Some abilities, such as damage reduction sufficient to reduce a swarm attack's damage to 0 or being incorporeal, usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, poison, blood drain, or other special attacks in addition to normal damage.

- Swarms do not threaten creatures in their square and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round. A Fortitude save (DC 10 + 1/2 the swarm's HD + the swarm's Stamina modifier; the exact DC is given in a swarm's description) negates this effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. A creature can perform one swift action per round without affecting its ability to perform other actions. In that regard, a swift action is like a free action. However, a creature can perform only a single swift action per round, regardless of what other actions it takes. The creature can take a swift action any time it would normally be allowed to take a free action. Swift actions usually involve spells or the activation of magic items or special abilities; many creatures (especially those that don't cast spells) never have an opportunity to take a swift action.

Casting a quickened spell (a spell modified by the Quicken Spell feat) is a swift action. In addition, casting any spell with a casting time of 1 swift action is a swift action.

Casting a spell with a casting time of 1 swift action does not provoke attacks of opportunity.

Telepathy (Su): A creature with this ability can communicate telepathically with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Some creatures have limited forms of telepathy, while others have more powerful forms of the ability.

Trample (Ex): As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path; any creature whose space is completely covered by the trampling creature's space is subject to the trample attack. A trample attack deals bludgeoning damage (usually the creature's slam damage + 1-1/2 times its Strength modifier). The creature's descriptive text gives the exact amount.

Trampled opponents can attempt attacks of opportunity, but these suffer a –4 penalty. If they do *not* try to make attacks of opportunity, trampled opponents can instead attempt Reflex saves to take half damage; the save DC is 10 + 1/2 the trampling creature's HD + the trampling creature's Strength modifier (the exact DC is given in the creature's descriptive text). A trampling creature can deal trampling damage to each target only once per round, no matter how many times its movement takes it over a target creature.

If a target's space is larger than 5 feet, it is considered trampled only if the trampling creature moves over all the squares it occupies. If the trampling creature moves over only some of a target's space, the target can make an attack of opportunity against the trampling creature at a –4 penalty.

A trampling creature that accidentally ends its movement in an illegal space returns to the last legal position it occupied, or the closest legal position, if there's a legal position that's closer.

Tremorsense (Ex): A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Treasure: This entry in a monster description describes how much wealth a creature owns. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items) tend to carry and use these, leaving bulky items at home. Treasure can include coins, goods, and items. Creatures can have varying amounts of each, as follows.

Table 5-1: Treasure Values per Encounter

Encounter Level (EL)	Treasure per Encounter	Encounter Level (EL)	Treasure per Encounter
1	300 gp	11	7,500 gp
2	600 gp	12	9,800 gp
3	900 gp	13	13,000 gp
4	1,200 gp	14	17,000 gp
5	1,600 gp	15	22,000 gp
6	2,000 gp	16	28,000 gp
7	2,600 gp	17	36,000 gp
8	3,400 gp	18	47,000 gp
9	4,500 gp	19	61,000 gp
10	5,800 gp	20	80,000 gp

Standard: Refer to the treasure table below to determine the average treasure for an encounter. A single monster has an Encounter Level (EL) equal to its Challenge Rating. (Thus, a CR 3 monster encountered alone should provide treasure worth 900 gp if its treasure listing is "standard.") Some creatures have double, triple, or even quadruple standard treasure; in these cases, roll two, three, or four times.

Generally, simply choose what components make up a creature's treasure, based on common sense and any other notes with the creature's Treasure entry (e.g., "double goods" means the creature is more likely to have objects). Common types include, coins, gems, works of art, material goods such as masterwork items, and magic items. **More Magic & Mayhem** provides tables to determine magic items randomly.

None: The creature collects no treasure of its own.

Nonstandard: Some creatures have quirks or habits that affect the types of treasure they collect.

Parenthetical Notes: Some entries for goods or items include notes that limit the types of treasure a creature collects.

When a note includes the word "no," it means the creature does not collect or cannot keep that thing.

When a note includes the word "only," the creature goes out of its way to collect treasure of the indicated type.

Turn Resistance (Ex): A creature with this special quality (usually an undead) is less easily affected by healers and paladins. When resolving a turn, rebuke, command, or bolster attempt, add the indicated number to the creature's Hit Dice total.

Undead Type: Undead are once-living creatures animated by spiritual or supernatural forces.

Features: An undead creature has the following features.

- d12 Hit Dice.
- Base attack bonus equal to 1/2 total Hit Dice (as arcanist).
- Good Will saves.
- Skill points equal to (4 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the undead creature has an Intellect score. However, some undead are mindless and gain no skill points or feats.

Traits: An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

- No Stamina score.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Agility, and Stamina), as well as to fatigue and exhaustion effects.
- Cannot heal damage on its own if it has no Intellect score, although it can be healed. Negative energy (such as an inflict spell) can heal undead creatures. Of course, the fast healing ability works regardless of the creature's Intellect score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Uses its Charisma modifier for Concentration checks.
- Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.
- Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect undead creatures. These spells usually turn undead creatures back into the living creatures they were before becoming undead, though in some cases, such as Forsaken, these spells return the creature to its undead existence.
- Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.
- Undead do not breathe, eat, or sleep.

Vermin Type: This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

Features: Vermin have the following features.

- d8 Hit Dice.

- Base attack bonus equal to 3/4 total Hit Dice (as healer).
- Good Fortitude saves.
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, if the vermin has an Intellect score. However, most vermin are mindless and gain no skill points or feats.

Traits: Vermin possess the following traits (unless otherwise noted in a creature's entry).

- Mindless: No Intellect score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Darkvision out to 60 feet.
- Proficient with their natural weapons only.
- Proficient with no armor.
- Vermin breathe, eat, and sleep.

Vulnerability to Energy: Some creatures have vulnerability to a certain kind of energy effect (typically either cold or fire). Such a creature takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Water Subtype: This subtype usually is used for elementals and outsiders with a connection to the Abyssal Maw on the Elemental Plane. Creatures with the water subtype usually have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and most can breathe air as well.

Table 3–1: Experience and Level-Dependent Benefits in **World of Warcraft: The Roleplaying Game** indicates the number of experience points (XP) a hero needs in order to gain a level. This chapter explains how you determine how many experience points to award your players, when to do it, and similar concerns.

XP by Monster

Heroes in **WoW RPG** gain experience points primarily through defeating monsters and other foes. The number of experience points a hero gains when he defeats a monster depends on the hero's level, the number of heroes in his adventuring party, and the Challenge Rating of the monster.

Simply, a monster provides XP equal to 300 times its CR. Table 6–1: Experience Points by CR, summarizes these numbers. After you determine this number, divide the value by the number of heroes in the adventuring party. The result is the number of XP each hero gains.

For example, a party of four adventurers defeats a silithid wasp (a CR 5 creature). By consulting Table 6–1 (or by multiplying 5 by 300), you determine that the creature provides 1,500 XP. The party divides the XP evenly, meaning they each gain 375 XP.

This system is designed under the assumption that heroes gain levels after about 13 encounters with monsters of Challenge Ratings equal to their level.

Table 6-1: Experience Points by CR

Monster's CR	XP Provided	Monster's CR	XP Provided
1	300	11	3,300
2	600	12	3,600
3	900	13	3,900
4	1,200	14	4,200
5	1,500	15	4,500
6	1,800	16	4,800
7	2,100	17	5,100
8	2,400	18	5,400
9	2,700	19	5,700
10	3,000	20	6,000

Exceptions to the XP Rules

Monsters with a Challenge Rating that is more than 5 less than the a hero's level provides no experience. For example, if a party of 7th-level heroes slays a spider swarm (a CR 1 monster), they get no XP.

Generally, heroes should not face monsters with a CR more than 5 higher than their level, as these creatures are likely to be too deadly.

If the heroes overcome a monster or other challenge with a CR 4, 5, or 6 higher than their average level, they may deserve extra XP, especially if they use clever tactics. Feel free to award as much as double (or more!) a monster's normal XP if a party of much lower-level heroes defeats it.

Other Ways to Overcome Monsters

Sometimes, the heroes don't kill a monster, but overcome by some other means the challenge it represents. Perhaps they bypass the monster via stealth or diplomacy. They might imprison a monster or force a villain to flee. In these cases, even though the heroes do not slay their enemies, they still earn XP as if they had defeated it in combat. Thus, heroes can undertake a variety of conflict resolution tactics and still gain appropriate rewards.

Other Challenges

Other challenges, such as traps and natural hazards, also have Challenge Ratings. These challenges provide XP based on their CR just as monsters do.

When to Give Out XP

Generally, it's best to hand out XP at the end of an adventure or, for especially long adventures, in the middle of an adventure while the heroes are resting.

Encounter Level

In addition to the CRs of individual monsters, an encounter — whether it be a monster, a group of monsters, a trap, or any other challenge — has an overall Encounter Level (EL). An encounter's EL gives you a good idea of how difficult it is to overcome. If a party of four heroes faces an encounter with an EL equal to their level, they should triumph over it, but the encounter should drain the party of 20–30% of their resources (spells, hit points, magic items, and so forth). An encounter's EL is the best yardstick to determine whether or not it is an appropriate encounter for your heroes. Remember that heroes who have already faced several encounters are weaker than those at full power, so an ordinarily average encounter might prove deadly in such circumstances.

A single monster (or other obstacle) has an EL equal to its CR. Groups of monsters have higher ELs. A good rule of thumb is that an encounter with two monsters

with the same CR has an EL equal to their CR +2. (For example, two CR 3 rock elementals encountered together have an EL of 5.) If you use a published adventure, it provides the ELs of its encounters.

Awarding XP for Other Actions

If you like, you can award XP for actions or events other than defeating monsters. Two other types of XP award are common in **WoW RPG:** quest awards and roleplaying awards. Both of these are optional, but they allow heroes to advance and be rewarded for activities aside from killing monsters.

Quest Rewards

When the heroes finish an adventure or quest, you might grant them additional XP as a reward for its successful completion. Such rewards should generally be about the same amount of XP provided by a monster with a CR equal to the heroes' average level, or perhaps 1–3 points higher.

Roleplaying Rewards

WoW RPG is a roleplaying game wherein heroes do more than just beat up monsters. Players tend to roleplay their characters believably in a fictional setting. If you offer XP rewards for excellent roleplaying, you encourage players to keep roleplaying their characters and therefore prevent the game from degenerating into simple bloodlust. (If you prefer simple bloodlust, you don't have to use these rules.)

You might also grant a roleplaying reward if a player has a particularly good idea or insight.

Keep track of when players earn roleplaying rewards. You might have a list of all the heroes' names and place a mark next to a hero's name when you feel she earns a roleplaying reward. If you feel a player does a particularly exceptional job roleplaying or has a particularly good idea, you can put two or three marks next to his hero's name. Then, when you reward XP, you can hand out the roleplaying rewards along with the rest.

Generally, a good amount of XP for a single roleplaying reward is 50 x the hero's level.

Miscellaneous Rewards

Some GMs like to hand out XP for other reasons as well. You can reward XP for pretty much anything you want, but the game works best when the heroes gain XP primarily by defeating monsters. However, you can use XP to reward any sort of behavior you wish your players to continue. For example, some GMs grant XP to players who remember what happened during the last gaming session or who can answer certain trivia questions about the campaign. Granting XP for these sorts of things rewards the players for paying attention.

The **WoW RPG** makes many references to monsters. Mages call elementals, warlocks have fel companions, druids can wild shape into various creatures, and necromancers can cast *summon undead*. However, the **WoW RPG** book refers to monsters that existed in the old edition of the game: monsters from the original **Manual of Monsters** and the venerable *MM*. Since the new rules are compatible with those in the old edition, you can use these abilities and spells as written, using creatures from the **Manual of Monsters** and the *MM*.

The creatures in this book, however, are not identical with those from older books. Some have been extensively revised to depict more accurately the monsters in the *Warcraft* computer games, while others were redesigned with an eye to balance and utility. Thus, the monsters in this book don't necessarily function properly with abilities like the warlock's fel companion and spells like *summon monster*.

This appendix contains revised rules for the mage's call elemental arcana and the warlock's fel companion arcana. It also includes updated monster lists for *summon monster, summon nature's ally, summon undead,* and other spells. If you use the monsters in this book, you should use the revised rules and monster lists presented here; they replace those presented in **WoW RPG.**

Monsters marked with an asterisk (*) appear in **Lands of Mystery.** Those with a dagger (†) appear in the **Alliance Player's Guide,** those with a double dagger (‡) appear in the **Horde Player's Guide,** and those with a double asterisk (**) appear in **Dark Factions.**

Call Elemental

The mage in **World of Warcraft: The Roleplaying Game** possesses the ability to summon elementals. A mage uses the following chart when determining what elemental he can summon.

Mage's Level	Elemental
4–5	Lesser deep elemental, lesser living flame, lesser rock elemental, or lesser wind elemental
6–9	Deep elemental, living flame, rock elemental, or wind elemental
10–13	Greater deep elemental, greater living flame, greater rock elemental, or greater wind elemental
14–17	Befouled water elemental, flaming elemental, thundering boulderkin, or whirlwind ripper
18–20	Blazing elemental, rumbling exile, sea spray, or whirlwind shredder
21+	Enraged rock elemental, fiery destroyer, sea elemental, or whirlwind stormwalker

Fel Companion

Demons are powerful creatures, but they have an innate sense of hierarchy. Those of the lesser order are naturally submissive to those of the higher. It is possible for a mortal with skill in the darker aspects of the arcane to supplant a demon's loyalty. A demon stolen in this way is a warlock's fel companion.

At 1st level, the warlock may choose a darkhound or imp as her fel companion. She must sacrifice a 1st-level spell slot to do so. She can regain the spell slot only if she permanently abandons the fel companion.

No mental bond exists between master and servant, but a fel companion understands any language that the warlock speaks.

Dismissal and Abandonment

A warlock may dismiss a fel companion into the Twisting Nether as a swift action. (See **More Magic & Mayhem,** Chapter 3: Power Overwhelming for a description of swift actions.) The warlock can undertake a ritual of summoning to bring it back, which requires 10 rounds of concentration, at the end of which the fel companion appears in any square adjacent to the warlock. Performing a ritual of summoning provokes attacks of opportunity, and if the warlock takes damage during the attempt he must attempt a Concentration check (DC 10 + damage dealt) or fail.

A fel companion reduced to 0 or fewer hit points, or one that is more than 50 feet away from its master for longer than 5 minutes, is forcibly dismissed; the warlock cannot recall it for 24 hours. After this time, the warlock can recall the creature with the ritual described above, and the companion has full hit points.

A warlock may also permanently abandon a fel companion, which allows him to regain his spell slot or choose a new companion. A warlock may abandon a fel companion (as a free action) that is already dismissed, but abandoning a fel companion does not automatically dismiss it. An abandoned demon holds no loyalty toward its old master, and may attack the warlock if they meet again.

Table A-1: The Warlock's Fel Companion

Demon	Warlock Level	Advancement Adjustment	Level of Spell Slot Sacrificed
Darkhound	1	–0	1
Imp	1	–0	1
Voidwalker	5	–4	3
Succubus	9	–8	5
Felhound	11	–10	6
Felsteed	13	–12	3
Felguard	15	–14	8

Alternative Fel Companions

As a warlock gains levels, he may replace a fel companion he abandoned with a more powerful demon. Doing so requires the warlock to sacrifice more spellcasting power. This information is presented on Table A–1: The Warlock's Fel Companion.

Demon: Which demon the fel companion is.

Warlock Level: The master's level in the warlock class.

Advancement Adjustment: When determining the companion's advancement features (see below), subtract this number from the warlock's class level.

Level of Spell Slot Sacrificed: The warlock must sacrifice a spell slot of this level in order to retain the companion. The only way the warlock may regain this spell slot is to abandon the companion permanently, as described above.

Multiple Companions

At 1st level, a warlock may have a single fel companion, but at levels 6, 12, and 18 a warlock may choose a new demon to add to his cadre. The demon that requires the highest-level spell slot is the warlock's primary companion (if there's a tie, choose one). Each other demon is a secondary companion and requires a spell slot 1 level lower than that listed on Table A–1.

Only one fel companion may accompany the warlock at a time, while the others remain in the Twisting Nether. Starting a ritual of summoning automatically dismisses the warlock's current fel companion.

Obtaining a new fel companion requires a ceremony of binding. Performing the ceremony requires 24 hours and uses up magic materials that cost 200 gp per level of spell slot used. At the end of the ceremony, the demon tests the warlock. This test may be combat, a battle of wills, or some kind of contest (GM's discretion). If the warlock suitably impresses the demon, it joins the warlock as a loyal fel companion. If not impressed, it likely becomes annoyed (at best) or vengeful (at worst).

Advancement

As a warlock gains levels, he may choose to improve his fel companion, at the cost of additional spellcasting power, as shown on Table A–2: Fel Companion Advancement.

Adjusted Warlock Level: The warlock's level in the warlock class, modified by the demon's advancement adjustment from Table A–1.

Bonus HD and Spell Slot Adjustment: Extra 8-sided (d8) Hit Dice, each of which gains a Stamina modifier, as normal. Remember that extra Hit Dice improve the fel companion's base attack bonus, special attack save DCs, and base save bonuses. A fel companion's base attack bonus is equal to its total HD. Save DCs for special attacks are equal to 10 + 1/2 the companion's total Hit Dice + its appropriate ability score modifier.

A fel companion has good Fortitude, Reflex, and Will saves (treat it as a character whose level equals the demon's HD). A fel companion gains additional size, skill points, and feats for bonus HD as normal when advancing its racial Hit Dice. (See Chapter 3: Improving Monsters for more information.)

Each bonus HD the companion gains also has the drawback of adding 1 to the level of the spell slot the

Table A-2: Fel Companion Advancement

Adjusted Warlock Level	Bonus HD and Spell Slot Adjustment	Special
3rd–4th	+1	+1 to two ability scores
5th–6th	+2	Companion power
7th–8th	+3	+1 to two ability scores
9th–10th	+4	Companion power
11th–12th	+5	+1 to two ability scores
13th–14th	+6	Companion power
15th–16th	+7	+1 to two ability scores
17th–18th	+8	Companion power
19th–20th	+9	+1 to two ability scores

warlock must sacrifice to retain it as a companion.

Special: The fel companion increases its ability scores (warlock's choice of which ones) and gains special abilities called companion powers, described below.

Companion Powers

As a fel companion's bond with a warlock grows, its master may use a demonic grimoire to teach it new abilities. Instructing a demon with a grimoire requires 8 to 48 hours of reading and reciting Eredun incantations. The grimoires providing the abilities listed below are relatively easy for a warlock with reasonable connections to acquire (without significant cost), though tales speak of other rare and more powerful grimoires. Unless otherwise noted, a fel companion can learn each power only once.

Ability Enhancement (Ex): The fel companion gains a +4 enhancement bonus to one ability score. A fel companion can gain this ability up to six times (i.e., once for each ability).

Aura of Suffering (Su) (voidwalker only): Any enemy that begins its turn within 10 feet of the voidwalker is affected by its tormenting strike ability as though the voidwalker had struck it in melee.

Blood Pact (Su): The warlock and all allies (not including the fel companion) within 30 feet of the fel companion gain a +2 enhancement bonus to Stamina.

Damage Reduction (Ex): The fel companion gains damage reduction 5/good or 5/truesilver (your choice). If the fel demon already has damage reduction, you may instead add 5 to its existing damage reduction.

Fel Strike (Su): The fel companion gains the fel strike ability if it did not already have it (see Chapter 5: Monster Types, Subtypes, and Abilities).

Improved Firebolt (Ex) (imp only): The imp's *lesser firebolt* ability becomes *firebolt*. An imp of 6 or more Hit Dice may gain this ability a second time, improving its ability again to *greater firebolt*. (See **More Magic & Mayhem** for *firebolt* and *greater firebolt*.)

***Invisibility* (Sp) (succubus only):** The succubus can use *invisibility* as a spell-like ability at will. She can use this ability only on herself. Caster level 7th.

Paranoia (Su): The warlock and all allies (not including the fel companion) within 30 feet of the fel companion gain a +4 enhancement bonus on Spot and Sense Motive checks.

Spell Lock (Su) (felhound only): Three times per day, the felhound may attempt to counterspell any spell as if casting *greater dispel magic* (caster level equals the warlock's class level –2). As with any counterspell attempt, this ability requires the felhound to ready an action. If a caster foiled in this way attempts to cast the same spell again within the next 1d4 rounds, it fails automatically, as if countered again.

Spell Resistance (Su): The fel companion gains spell resistance equal to 10 + 1/2 the warlock's class level. If the creature already has spell resistance, this ability replaces it, but you may add 1/2 the companion's outsider Hit Dice to the above total.

Summon Spells

Use these lists rather than those presented in **WoW RPG** for *summon monster, summon nature's ally,* and *summon undead.*

Characters can summon a creature marked a with two daggers (††) only into an aquatic or watery environment.

Summon Monster

2nd Level	Alignment
Darkhound	CE
Imp	NE
3rd Level	**Alignment**
Elite darkhound (a darkhound with the elite template)	CE
Felsteed	LE
Imp	NE
Lesser deep elemental (water elemental)	CN
Lesser living flame (fire elemental)	CN
Lesser rock elemental (earth elemental)	CN
Lesser wind elemental (air elemental)	CN
Voidwalker	NE
4th Level	**Alignment**
Elite imp (an imp with the elite template)	NE
5th Level	**Alignment**
Deep elemental (water elemental)	CN
Living flame (fire elemental)	CN
Rock elemental (earth elemental)	CN
Wind elemental (air elemental)	CN
6th Level	**Alignment**
Elite voidwalker (a voidwalker with the elite template)	NE
Felhound	CE
Dreadsteed (felsteed)	LE
Greater deep elemental (water elemental)	CN
Greater living flame (fire elemental)	CN
Greater rock elemental (earth elemental)	CN
Greater wind elemental (air elemental)	CN
Succubus	LE
Tar beast	N
7th Level	**Alignment**
Befouled water elemental (water elemental)	CE
Entropic beast	CN
Felguard	NE
Flaming elemental (fire elemental)	CN
Flamewaker	CE
Lesser infernal	CE
Tar lord (tar beast)	N
Thundering boulderkin (earth elemental)	CN

Whirlwind ripper (air elemental)	CN	**9th Level**	**Alignment**		
8th Level	**Alignment**	Enraged rock elemental (earth elemental)	CN		
Blazing elemental (fire elemental)	CN	Fel hunter (felhound)	CE		
Rumbling exile (earth elemental)	CN	Felguard elite	NE		
Sea spray (water elemental)	CN	Fiery destroyer (fire elemental)	CN		
Whirlwind shredder (air elemental)	CN	Sea elemental (water elemental)	CN		
		Whirlwind stormwalker (air elemental)	CN		

Summon Nature's Ally

1st Level
Buzzard (animal)
Bat, giant‡
Eagle (animal)
Frenzy (animal)††
Grell
Hawk‡
Octopus (animal)††
Owl (animal)
Sheep (animal)
Snake, Small viper
Storm crow (animal)
Wolf ‡

2nd Level
Bear, black (animal)
Boar (animal)
Buzzard, giant (animal)
Crocodile (animal)
Dire bat
Grellkin (grell)
Hawk, giant‡
Shark, Medium (animal)††
Snake, Medium viper (animal)
Squid (animal)††
Spider crab (animal)
Stag (animal)
Tallstrider (animal)
Timberling
Treant†
Wisp†
Wolf, giant‡
Wolverine (animal)

3rd Level
Ape (animal)
Battle ram†
Battleboar (animal)
Dire wolf‡
Giant vampire bat‡
Giraffe (animal)
Lion (animal)
Nightsaber panther†
Owl, giant (animal)
Shark, Large (animal)††
Snake, constrictor (animal)
Snake, Large viper (animal)
Spirit beast‡ (any animal from the 1st-level list)
Raptor‡

4th Level
Bear, grizzly (animal)
Crocodile, giant (animal)
Crocolisk
Dire ape
Dire boar
Dire hyena
Hippogryph†
Kodo beast‡
Quilbeast‡
Shark, Huge (animal)††
Snake, Huge viper (animal)
Snap dragon**
Spirit beast‡ (any animal from the 2nd-level list)
Swampwalker (timberling)
Tiger (animal)

5th Level
Bear, polar (animal)
Dire condor
Dire lion
Dryad†
Faerie dragon†
Gryphon†
Rhinoceros (animal)
Spirit beast‡ (any animal from the 3rd-level list)
Thunderhawk‡
Whale, orca (animal)††
Wyvern‡

6th Level
Bloodpetal
Dire bear
Dire quilbeast‡
Frostsaber panther†
Mammoth (animal)
Pterrordax (dinosaur)
Sea turtle (animal)
Spirit beast‡ (any animal from the 4th-level list)
Thistleshrub
Whale, baleen (animal)††
Wildkin

7th Level
Bloodpetal flayer
Couatl**
Diemetradon (dinosaur)
Dire cobra†
Dragon turtle**
Mammoth, icetusk (animal)
Owlkin (wildkin)
Salamander (thunder lizard)‡
Spirit beast‡ (any animal from the 5th-level list)
Squid, giant (animal)††
Stegodon (dinosaur)
Thunder lizard‡
Whale, cachalot (animal)††

8th Level
Ancient protector†
Chimaera†
Devilsaur (dinosaur)
Dire cobra, Huge†
Spirit beast‡ (any animal from the 6th-level list)

9th Level
Ancient of wind†
Ancient of wonders†
Keeper of the grove†
Mountain giant†
Spirit beast‡ (any animal from the 7th-level list)
Tube wyrm**††

Summon Undead

In the **Manual of Monsters,** most undead creatures are templates, and the *summon undead* spells in **WoW RPG** operate on this assumption. However, in this book, many undead creatures are not templates. Therefore, make the following changes to the *summon undead* spells.

When you cast *summon undead*, each creature must arise from a corpse, as before. The corpse can be dead no longer than 1 week and must meet certain other requirements, as shown on the table. The corpse serves as a source of magic and physical materials from which to create the creature.

Summon Undead

1st Level	**Corpse**
Risen	Any appropriate creature (see the risen template) with up to 1 HD††
Skeletal creature	Any appropriate creature (see the skeletal creature template) with up to 3 HD††
Zombie	Any corporeal creature with up to 2 HD
2nd Level	**Corpse**
Ghoul	Giant, humanoid, or monstrous humanoid
Risen	Any appropriate creature with up to 2 HD††
Skeletal creature	Any appropriate creature with 4–5 HD††
Zombie	Any corporeal creature with 3 HD
3rd Level	**Corpse**
Risen	Any appropriate creature with up to 4 HD††
Shade	Any
Skeletal creature	Any appropriate creature with 6–7 HD††
Zombie	Any corporeal creature with 4–5 HD
4th Level	**Corpse**
Risen	Any appropriate creature with up to 4 HD††
Skeletal creature	Any appropriate creature with 8–9 HD††
Zombie	Any corporeal creature with 6–7 HD
5th Level	**Corpse**
Elite ghoul (a ghoul with the elite template)	Giant, humanoid, or monstrous humanoid
Risen	Any appropriate creature with up to 6 HD††
Skeletal creature	Any appropriate creature with 10–14 HD††
Wraith	Any
Zombie	Any corporeal creature with 8–10 HD
6th Level	**Corpse**
Risen	Any appropriate creature with up to 8 HD††
Skeletal creature	Any appropriate creature with 15–20 HD††
7th Level	**Corpse**
Risen	Any appropriate creature with up to 10 HD††
8th Level	**Corpse**
Risen	Any appropriate creature with up to 11 HD††
9th Level	**Corpse**
Banshee‡	Humanoid female
Risen	Any appropriate creature with up to 13 HD††

†† You can summon a risen or skeletal creature from a corpse that has been dead for any length of time, as long as the bones remain.
‡ See the **Horde Player's Guide.**

Other Spells

A few other spells deal with creatures as well. Some, like *animal shapes* and *summon swarm*, function as written, but a few require changes.

Animate Dead

This spell creates skeletal creatures or zombies.

Animate Plants

Eliminate this spell; animated plants don't (yet) exist in **WoW RPG.**

Baleful Polymorph

You can turn the target into a sheep if you like.

Create Greater Undead

Replace the table with the following.

Caster Level	Undead Created
15th or lower	Shade
16th–17th	Wraith
18th–19th	Elite wraith (a wraith with the elite template)
20th or higher	Banshee‡

Create Undead

Replace the table with the following.

11th or lower	Ghoul
12th–14th	Spirit of vengeance†
15th–17th	Elite ghoul (a ghoul with the elite template)
18th or higher	Elite spirit of vengeance (a spirit of vengeance with the elite template)

Elemental Swarm

Instead of summoning Large, Huge, and greater elementals, this spell works as follows, depending on whether you summon air, earth, fire, or water elementals.

Instead of…	The Spell Summons…
Large elementals	Greater deep elementals, greater living flames, greater rock elementals, or greater wind elementals
Huge elementals	Befouled water elementals, flaming elementals, thundering boulderkin, or whirlwind rippers
A greater elemental	A blazing elemental, rumbling exile, sea spray, or whirlwind shredder

Force of Nature and Greater Force of Nature

These spells create ancient protectors†, not treants; see the **Alliance Player's Guide** for more information.

Shambler

Instead of shambling mounds, this spell summons 8-HD elite treants†. They have a hunched and shambling appearance and are covered in moss, and they have resistance to fire 10 if the terrain is rainy, marshy, or damp.

Monsters marked with an asterisk (*) appear in **Lands of Mystery.** Those with a dagger (†) appear in the **Alliance Player's Guide,** those with a double dagger (‡) appear in the **Horde Player's Guide,** and those with a double asterisk (**) appear in **Dark Factions.**

Animals and vermin appear in the web bonus.

Monsters by Challenge Rating

Bat‡	1/10
Toad (animal)	1/10
Rat (animal)	1/8
Lizard (animal)	1/6
Raven (animal)	1/6
Cat (animal)	1/4
Frenzy (animal)	1/4
Monstrous scorpion, Tiny (vermin)	1/4
Monstrous spider, Tiny (vermin)	1/4
Owl (animal)	1/4
Pony (animal)	1/4
Weasel (animal)	1/4
Carrion beetle (vermin)	1/3
Dog (animal)	1/3
Grell	1/3
Hawk (animal)	1/3
Sheep (animal)	1/3
Skeletal warrior (skeletal creature)	1/3
Snake, Tiny viper (animal)	1/3
Wisp†	1/3
Badger (animal)	1/2
Buzzard (animal)	1/2
Eagle (animal)	1/2
Gnome, leper	1/2
Human zombie (zombie)	1/2
Monstrous scorpion, Small (vermin)	1/2
Monstrous spider, Small (vermin)	1/2
Quilboar	1/2
Snake, Small viper (animal)	1/2
Storm crow (animal)	1/2
Arachnathid, crystal**	1
Bat, giant‡	1
Darkhound	1
Dwarf, Dark Iron	1
Elf, blood	1
Grellkin (grell)	1
Harpy	1
Horse (animal)	1
Hyena (animal)	1
Imp	1
Kobold	1
Lesser deep elemental (water elemental)	1
Lesser living flame (fire elemental)	1
Lesser rock elemental (earth elemental)	1
Lesser wind elemental (air elemental)	1
Makrura	1
Monstrous scorpion, Medium (vermin)	1
Monstrous spider, Medium (vermin)	1
Mur'gul**	1
Naga	1
Octopus (animal)	1
Pandaren**	1
Satyr	1
Shade	1
Shark, Medium (animal)	1
Snake, Medium viper (animal)	1
Squid (animal)	1
Swarm, spider (vermin)	1
Timberling	1
Trogg	1
Troll, ice	1
Tuskarr**	1
Wolf‡	1
Ape (animal)	2
Arachnathid earth-borer**	2
Battle ram†	2
Bison (animal)	2
Boar (animal)	2
Buzzard, giant (animal)	2
Cat, nightsaber†	2
Cheetah (animal)	2
Crocodile (animal)	2
Dire bat	2
Ghoul	2
Makrura prawn**	2
Giraffe (animal)	2
Lizard, monitor (animal)	2
Mana burst (mana surge)	2
Mana surge	2
Mechanostrider (mechanized animal)	2
Monstrous spider, Large (vermin)	2
Mountain lion (animal)	2
Owl, giant (animal)	2
Razormane (quilboar)	2
Shark, Large (animal)	2
Snake, constrictor (animal)	2
Snake, Large viper (animal)	2
Spider crab	2
Stag (animal)	2
Swarm, bat	2
Swarm, rat	2

Tallstrider (animal)	2
Treant†	2
Warhorse, heavy†	2
Wind serpent (animal)	2
Wolf, giant‡	2
Wolverine (animal)	2
Arachnathid, overlord**	3
Battleboar (animal)	3
Bear, black (animal)	3
Centaur‡	3
Clockwerk goblin**	3
Crocolisk (animal)	3
Deep elemental (water elemental)	3
Dire ape	3
Dire wolf‡	3
Dragonhawk†	3
Dragonspawn wyrmkin	3
Felsteed	3
Ghostly warrior (ghost)	3
Gnoll	3
Lion (animal)	3
Living flame (fire elemental)	3
Makrura tidecaller	3
Monstrous scorpion, Large (vermin)	3
Murloc huntsman*	3
Ogre‡	3
Quilbeast‡	3
Raptor‡	3
Rock elemental (earth elemental)	3
Scorpid	3
Snake, Huge viper (animal)	3
Spirit of vengeance†	3
Spirit wolf (spirit beast)‡	3
Swarm, locust (vermin)	3
Thunder hawk‡	3
Vampire bat‡	3
Voidwalker	3
Wind elemental (air elemental)	3
Worgen	3
Wyvern‡	3
Bear, grizzly (animal)	4
Bear, polar (animal)	4
Cloud serpent	4
Crocodile, giant (animal)	4
Crowd pummeler 9-60	4
Dire boar	4
Dire hyena	4
Dryad†	4
Faerie dragon†	4
Hippogryph†	4
Nerubian worker	4
Rhinoceros (animal)	4
Riding kodo‡	4
Sea turtle (animal)	4
Shark, Huge (animal)	4
Snap dragon**	4
Silithid broodling swarm	4
Swampwalker (timberling)	4
Swarm, centipede (vermin)	4
Tainted one (worgen)	4
Threshadon (dinosaur)	4
Tiger (animal)	4
Wendigo	4
Worg	4
Dire condor	5
Dire lion	5
Dragon whelps	5
Fel orc (corrupted creature)	5
Greater deep elemental (water elemental)	5
Greater living flame (fire elemental)	5
Greater rock elemental (earth elemental)	5
Greater wind elemental (air elemental)	5
Gryphon†	5
Harvest golem	5
Monstrous spider, Huge (vermin)	5
Murloc nightcrawler*	5
Nerubian seer*	5
Nerubian warrior*	5
Shadow wolf (spirit beast)‡	5
Silithid wasp	5
Spiderling swarm**	5
Succubus	5
Whale, orca (animal)	5
Wraith	5
Basilisk	6
Cat, frostsaber†	6
Chromatic whelp**	7
Couatl**	6
Dire quilbeast‡	6
Felhound	6
Mammoth (animal)	6
Murloc tiderunner*	6
Pterrordax (dinosaur)	6
Scorpid dunestalker	6
Silithid reaver	6
Silithid swarmer	6
Tar beast	6
Whale, baleen (animal)	6
Wildkin	6
Befouled water elemental (water elemental)	7
Bloodpetal	7
Dire bear	7
Dire cobra†	7
Dragonspawn scalebane	7
Dreadsteed (felsteed)	7
Entropic beast	7
Flaming elemental (fire elemental)	7
Infernal, lesser	7
Kodo beast‡	7
Monstrous scorpion, Huge (vermin)	7
Rock borer	7

Tar lord (tar beast)	7
Thistleshrub	7
Thundering boulderkin (earth elemental)	7
Whale, cachalot (animal)	7
Whirlwind ripper (air elemental)	7
Yeti (wendigo)	7
Ancient protector†	8
Arcane nullifier X-21	8
Black ooze	8
Bloodpetal flayer	8
Diemetradon (dinosaur)	8
Entropic horror (entropic beast)	8
Felguard	8
Flamewaker	8
Giant scarab (vermin)	8
Helboar	8
Monstrous spider, Gargantuan (vermin)	8
Owlkin (wildkin)	8
Salamander‡	8
Blazing elemental (fire elemental)	9
Chimaera†	9
Dragon turtle** (sea turtle) (animal)	9
Mammoth, icetusk (animal)	9
Mur'gul shadowcaster**	9
Obsidian statue	9
Ogre mage‡	9
Rumbling exile (earth elemental)	9
Sea spray (water elemental)	9
Squid, giant (animal)	9
Thunder lizard‡	9
Whirlwind shredder (air elemental)	9
Ancient of wonders†	10
Carrion grub	10
Devilsaur (dinosaur)	10
Felstalker (felhound)	10
Huge dire cobra†	10
Monstrous scorpion, Gargantuan (vermin)	10
Stegodon (dinosaur)	10
Dire gargoyle	11
Enraged rock elemental (earth elemental)	11
Fiery destroyer (fire elemental)	11
Hydra	11
Keeper of the grove†	11
Monstrous spider, Colossal (vermin)	11
Obsidian destroyer	11
Sea elemental (water elemental)	11
Tube wyrm**	11
Whirlwind stormwalker (air elemental)	11
Ancient of wind†	12
Avatar of vengeance†	12
Banshee‡	12
Felguard elite	12
Giant, molten	12
Giant, mountain†	12
Giant, sea	12
Infernal	12
Lava elemental	12
Mekgineer Thermaplugg (villain)	12
Monstrous scorpion, Colossal (vermin)	12
Primal ooze	12
Archaedas (villain)	13
Dark Iron rifleman (elite creature)	13
Giant, frost	13
Risen warrior (risen)	13
Fel ravager (felhound)	14
Nerubian spiderlord**	14
Queen of suffering (succubus)	14
Sea giant behemoth	14
Abomination‡	15
Ancient of lore†	15
Ancient of war†	15
Dragon drakes	15
Core hound	16
Magnataur*	16
Chromatic drake**	17
Lava surger (lava elemental)	17
Doomguard	18
Dreadlord	20
General Drakkisath (villain)	20
Balnazzar (villain)	21
Tree of life (ancient)†	21
Baron Rivendare	22
Infernal, massive	22
Lord Kazzak (villain)	23
Magnataur thunder bringer*	24
Baron Geddon (villain)	25
Garr (villain)	25
Lady Onyxia (villain)	25
Nefarian (villain)	31
Kel'Thuzad (villain)	38
	38

Monsters by Type (and Subtype)

Aberration: Forgotten one, nerubian*, nerubian spiderlord**, silithid, spiderling swarm**.

(Air): Air elementals, bronze dragon, chromatic dragon**, green dragon, mana surge.

Animal: Animals (in the web bonus), bat‡, bat swarm, battle ram†, dinosaurs, dire animals, dire cobra†, frostsaber panther†, makrura prawn**, heavy warhorse†, kodo beast‡, quilbeast‡, raptor‡, rat swarm, wolf‡.

(Aquatic): Makrura prawn**, makrura, mur'gul**, murloc*, naga, sea giant, snap dragon**, threshadon (dinosaur), timberling, tube wyrm.

(Cold): Blue dragon*, blue dragonspawn*, chromatic dragon**, chromatic dragonspawn, frost giant, ice troll, yeti (wendigo).

Construct: Arcane nullifier X-21, clockwerk goblin**, crowd pummeler 9-60, golems, infernal, mechanized animal, obsidian statue.

Dragon: Chimaera†, dragons.

(Earth): Black dragon, blue dragon*, blue dragonspawn*, chromatic dragon**, earth elementals, frost giant, lava elementals, molten giant, mountain giant†, rock borer, tar beast, trogg.

Elemental: Elementals, entropic beast, firelord, mana surge, tar beast.

Elemental (air): Air elementals, mana surge.

Elemental (earth): Earth elementals, lava elementals, tar beast.

Elemental (fire): Fire elementals, lava elementals, entropic beast, firelord.

Elemental (water): Tar beast, water elementals.

Fey: Dryad†, faerie dragon†, grell, keeper of the grove†, wisp†.

(Fire): Black dragon, black dragonspawn, chromatic dragon**, chromatic dragonspawn, core hound, darkhound, entropic beast, firelord, fire elementals, flamewaker, helboar, lava elementals, molten giant, red dragon, red dragonspawn,.

Giant: Frost giant, magnataur*, molten giant, mountain giant†, sea giant.

Humanoid: Blood elf, Dark Iron dwarf, gnoll, ice troll, kobold, leper gnome, pandaren**, trogg, tuskarr**.

(Incorporeal): Shade, wraith.

Magical Beast: Arachnathid, basilisk, carrion grub, cloud serpent, couatl**, gryphon†, helboar, hippogryph†, hydra, obsidian destroyer, rock borer, saber cat†, scorpid, snap dragon**, thunder lizard‡, thunder hawk‡, tube wyrm**, vampire bat‡, wildkin, worg, wyvern‡.

(Mechanical): Arcane nullifier X-21, clockwerk goblin**, crowd pummeler 9-60, mechanized animal.

Monstrous Humanoid: Centaur‡, dragonspawn, dire gargoyle, harpy, makrura, mur'gul**, murloc*, naga, ogre‡, quilboar, wendigo, worgen.

Ooze: Black ooze, primal ooze, sludge monster.

Outsider: Avatar of vengeance†, core hound, darkhound, doomguard, dreadlord, felguard, felhound, felsteed, flamewaker, imp, satyr, succubus, voidwalker.

Outsider (chaotic): Core hound, darkhound, felhound, satyr.

Outsider (demon): Darkhound, doomguard, dreadlord, felguard, felhound, felsteed, imp, satyr, succubus, voidwalker.

Outsider (evil): Core hound, darkhound, doomguard, dreadlord, felguard, felsteed, flamewaker, imp, satyr, succubus, voidwalker.

Outsider (fire): Core hound, darkhound, flamewaker.

Outsider (lawful): Dreadlord, doomguard, felsteed, flamewaker, succubus.

Outsider (native): Satyr.

Plant: Ancient†, bloodpetal, thistleshrub, timberling, treant†.

(Swarm): Silithid broodling swarm, spiderling swarm**, swarms.

Template: Corrupted creature, crypt fiend, elite creature, ghost, lich, mechanized animal, ogre mage‡, risen, skeletal creature, spirit beast‡, withered creature, zombie.

Undead: Abomination‡, banshee‡, crypt fiend, ghost, ghoul, lich, risen, shade, skeletal creature, spirit of vengeance†, withered creature, wraith, zombie.

Vermin: Vermin (in the web bonus).

(Water): Sea giant, tar beast, water elementals.

Brave Azeroth's Denizens

The undead Scourge dominates Lordaeron and Northrend. Servants of the insidious Burning Legion summon demons. Naga strike from the depths, and troggs burst from dark places beneath the surface. To carve your name into legend, you must match swords, wits, skills, and spells with these and hundreds of other creatures.

The Definitive Resource for World of Warcraft RPG Monsters

Scores of monsters for use in your **World of Warcraft Roleplaying Game** – or any similar roleplaying game – from the arcane nullifier X-21 to core hounds to voidwalkers.

Many monsters suitable for player character races, such as blood elves and naga.

Descriptions and statistics for some of Azeroth's key villains, such as Baron Geddon, Lord Kazzak, Lady Onyxia, and Mekgineer Thermaplugg.

New feats and magic items designed for monstrous characters and villains.

Full rules on monster abilities, improving monsters, and using monsters as heroes and villains.

ISBN13: 978-1-58846-936-6
ISBN10: 1-58846-936-0
WW17212 $39.99 U.S.

www.swordsorcery.com