World of WarCraft
THE ROLEPLAYING GAME

EVEN MORE MAGIC AND MAYHEM
A FANTASY ROLEPLAYING GAME FOR REVISED THIRD EDITION RULES

WORLD OF WARCRAFT
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To Luke Johnson, who came out of the blue and offered me a job working with Sword & Sorcery Studios. Without you, man, I wouldn't be doing any of this. Thanks for fullfilling my dreams.

– Adam Loyd

TABLE OF CONTENTS

Tables

INTRODUCTION

Welcome to Even More Magic & Mayhem. This book marks the first **World of Warcraft: The Roleplaying Game** netbook, and contains loads of new and updated magic and technological material for your campaign.

This book is broken down into the following chapters:

Chapter 1: New Kids On The Block

The first chapter is devoted entirely to new classes. This includes revised versions of many core classes, as well as several new prestige classes.

Of the greatest portion of this chapter, we present revisions to the following core classes: the druid, the hunter, the paladin, the priest, the shaman, and the tinker. We present these changes in response to fan criticism that there wasn't enough of the online game featured in the pen and paper version. Furthermore, these changes go further to balance the classes and provide more of a fun and enjoyable roleplaying experience.

Lastly, we present a handful of new prestige classes. The arcane explorer is an intrepid elf who uses powerful magics to discover lost arcane abilities. The burning crusader invokes raw demonic powers, bridging the gap between warlock and demon. The combat engineer is much like a tech warrior, only more focused on crafting greater and more powerful war inventions to supplement martial might. The death lord is the necromancer equivalent of an arch-mage, commanding dark arcana in the Scourge's name. The rune knight is a powerful runemaster who learns to inscribe special runes on his weapons and armor. Finally, the seeker of glorious truths learns to unlock the full might of the Light, becoming a shining beacon of holy power to those around.

Chapter 11: Same Power, Different Personality

The meat and bones of this book, in this chapter we provide several new core and prestige class variants. Furthermore, we present for the first time racial class levels for gnomes, goblins, and humans.

The first part of this chapter presents three new racial classes: the gnome, the goblin, and the human. These classes, like anything in this book, are optional, allowing players to customize their characters and feel fit-in with all other races. Both the gnome and the goblin progress into powerful tinkers, though through different paths, while the human becomes the paragon of adaptability.

For variant classes, we present: the aspect warlock, the holy warrior, the mentalist, the tech warrior, and the wildheart druid. The aspect warlock is a rare warlock who chooses to mimic aspects of greater demons rather than simply bind them to his will. Holy warriors choose not to be sideline combatants, but frontline warriors of the Light. Mentalists are shadow priests that harness mental powers to become a force of psionic terror. The tech warrior is one part tinker and one part fighter, combined to become a fearsome presence on the battlefield. Finally, wildheart druids forsake their shapeshifting abilities to gain an animal companion.

For racial iconic class variants, we present the following: the dwarven tinker, the gnomish high tinker, the goblin pirate, the orcish blademaster, the orc warlock, and the furbolg hunter. The dwarven tinker is a cold and intelligent crafter who brings racial precision and perfection to his technological devices. The gnomish high tinker, on the other hand, represents the pinnacle of gnomish technology: wild, unpredictable, and unique. The goblin pirate combines seaworthy combat prowess with goblin cunning (and, some would say, insanity). The orcish blademaster is a master of blades, able to move so quickly he seems to be everywhere at once, or even become invisible! The orc warlock learns to harness his race's fury into hellish powers drawn from the Nether. The furbolg hunter combines mystical shamanism with peerless tracking and hunting skills.

This chapter closes with a selection of feats focused on magic and technology.

Chapter 111: Shadowy Tools of the Trade

This short chapter presents rules for poisons, diseases, and traps. Such tools are the forte of hunters and rogues alike, though many others use such nefarious trades. In fact, the Forsaken are well-known for their alchemical might and the ability to brew contagions with ease.

Also, this chapter presents three variant rules, one for magic and one for technology. First, we offer a mana point system, removing static spell slots completely and converting them into a system much like hit point generation. We also present an alternate rule for crafting items, improving the time it takes to make technological masterpieces and allowing the party tinker to be useful once again. Lastly, we revisit trade skills, forging further links between tabletop and online gaming.

Chapter IV: All that Glitters is Mana

This chapter includes even more new spells for the **WoW RPG** game. Most of these spells are lifted straight from the game, polished all shiny-like, and given a new pen-and-paper overcoat. Here you find such lost gems as the *grace of air totem* and *sting*.

This chapter also revises the old rules for totems. Now, all totem spells are organized by their element, and rules now exist to restrict multiple totems of the same type. Also are new rules for curses and an explanation of priestly magic.

Chapter V: Please, Don't Stick Wands In Your Mouth!

This chapter presents many new magical items, as well as magical properties for weapons and armor. Of greatest import is Atiesh, the staff of Medivh, in all its glory, finally given **WoW RPG** rules.

Chapter VI: Tools That Make You Go Boom

What would a Magic & Mayhem book be without new technological devices? This chapter features a plethora of new and interesting devices, many lifted directly from the online game. Furthermore, many new options are added to those who love steam armor. Would you honestly be caught dead without your mechanical dragonling? Seriously.

Chapter VII: A World of Adventures

Lastly, we present two adventures focused on magic and technology. In the Jumpsummit Incident, a goblin zeppelin crashes in the middle of the Dustwallow Marsh, and it's up to the heroes to uncover a deeper plot within the marsh's murky depths. Meanwhile, the Call of the Nether lures unsuspecting heroes into Duskwood's depths while searching for a missing damsel, and finding a much darker conspiracy within.

Note from the Designer

So, you're wondering, why are we going through all this trouble to produce a huge book for naught a penny? Simply put, its because we love this line, and we feel an obligation to give fans even more toys and trinkets to play with in their games. This team is simply fantastic, and I look forward to working with them again on future projects.

Speaking of projects, don't think that this is it. We have many plans for new and exciting books to be continually released to the public. Maybe we're just suckers, but isn't it nice to get quality merchandise for only a few minutes of downloading?

I hope you guys enjoy this book as much as I enjoyed putting it together!

— Adam

New Kids on the Block

This chapter is devoted to new classes for use in the **World of Warcraft: the Roleplaying Game**. Herein, you will find revisions to several of the essential core classes. Rather than simply release a new core rulebook, we decided to provide alternative core classes. Rather than a simple variant, these revised classes take the variant idea one step further and completely rework each of the classes. Almost all classes from the core rules receive a facelift, most noticeably the paladin and hunter classes. Some changes were for balance, others were for flavor, and some simply because we liked the changes. Also in this chapter are six new prestige classes, as if one could ever have too few classes.

Revised Core Classes

These classes are not just variants, but serve as suggested replacements and updates to existing classes. While these are not technically errata to the core rulebook, they serve as a suggestion for those who wish to bridge the gap just a little bit closer to the *World of Warcraft* MMORPG

Why Fix What Wasn't Broken?

In effect, we produced these classes in response to many complaints about the core rules, and to correct obvious wrongs where they stand. In particular, the hunter and paladin classes needed intensive reworking, in equal parts to make them function with other classes properly, to grant them back some of the flavor of the *World of Warcraft* MMORPG, and to grant the options they sorely lacked.

The tinker also receives some special love from this team. All too often, the poor, lonely tinker was left out of adventuring while he spent months working on the next big machine. Well, no more! Now tinkers have several new options that allow them to crank out functional (sometimes) machines in minutes if needs be, so the tinker can once again join the fun.

Again, while these are considered more than simple variants, these changes are still completely optional and may not be reflected in future products (though they will be used in future netbooks, as well as later on in this netbook). If you prefer the older version of the class, then feel free to ignore these changes and go about with the old version, free of charge. We won't hunt you down and shrink your heads for it.

Druids

This isn't so much a revision as a clarification to the druid's wild shape and animal companion abilities. Removed are the restricted forms, though a druid may always choose to favor certain forms, such as bears or great cats. Also, the druid no longer receives an animal companion (which is now solely a hunter's ability, or a class variant), but gains Wild Empathy in its stead. Druids also receive specific rules on their holy symbols, as well as what they may "turn":

Holy Symbols: All druids carry small idols, carvings of animal and plant shapes that link the druids to their nature-given magics. Idols act as holy symbols for druidic magic. These idols are considered links to the elemental forces of nature, and each is worked with the greatest care and respect. These idols are otherwise exactly the same as any other holy symbol.

Rebuke or Command Animals: All druids, regardless of their alignment, rebuke or command animals and vermin. (This supersedes the previous rule that druids turn or rebuke plants and animals.)

Wild Empathy (Ex): A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The druid rolls 1d20 and adds his druid level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The druid can also use this ability to influence a magical beast with an Intellect score of 1 or 2, but he takes a –4 penalty on the check.

Wild Shape (Su): At 4th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the alternate form special ability (covered as errata below), except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke attacks of opportunity. The form

Alternate Forms

The following is the errata version of alternate form. It is reproduced below to clarify the abilities granted by a druid's wild shape ability.

Alternate Form (Su): A creature with this special quality has the ability to assume one or more specific alternate forms. A true seeing spell or ability reveals the creature's natural form. A creature using alternate form reverts to its natural form when killed, but separated body parts retain their shape. A creature cannot use alternate form to take the form of a creature with a template. Assuming an alternate form results in the following changes to the creature:

• The creature retains the type and subtype of its original form. If the new form has the aquatic subtype, the creature gains that subtype as well. It gains the size of its new form.

• The creature loses the natural weapons, natural armor, and movement modes of its original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the barbarian's rage class feature).

• 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. Apply any changed physical ability score modifiers in all appropriate areas with one exception: the creature retains the hit points of its original form despite any change to its Stamina.

• Except as described elsewhere, the creature retains all other game statistics of its original form, including (but not necessarily limited to) HD, hit points, skill ranks, feats, base attack bonus, and base save bonuses.

• 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.

• Any gear worn or carried by the creature that can't be worn or carried in its new form instead falls to the ground in its space. If the creature changes size, any gear it wears or carries that can be worn or carried in its new form changes size to match the new size. (Non-humanoid creatures can't wear armor designed for humanoid creatures, and vice versa.) Gear returns to normal size if dropped.

Savagekin Errata

The following changes need to be made to the savagekin prestige class (see the **Alliance Player's Guide** for the prestige class).

Remove the following class features: extra wild shape, unlimited wild shape, large shape, tiny shape, huge shape, magical beast shape. These abilities are already assumed by the revision to wild shape.

Add the following abilities, gained at the indicated class levels:

1st Level — Wild Shape (Su): A savagekin adds her class levels to her druid levels to determine what forms she may assume while using this ability, as well as how many times per day this ability may be used.

5th and 8th Levels — Bonus Wild Feat: At 5th level and again at 8th level, the savagekin gains a bonus feat, either chosen from the list of Wild feats (see Chapter 2), or Natural Spell (see **WoW RPG**, "Chapter 6: Feats," *Natural Spell*).

10th Level — Shifter Metamorphosis (Su): At 10th level, the savagekin evolves into a true shapeshifter. The savagekin gains the shapeshifter subtype (in addition to her normal subtypes), and may use her wild shape ability an unlimited number of times per day.

The exception to this ability is that a savagekin may only regain hit points from shapeshifting a number of times per day equal to how many wild shapes she would get (thus, an 18th level savagekin may only regain hit points from shapeshifting 8 times per day (6 times from normal wild shapes and 2 from magical beast wild shapes).

chosen must be that of an animal the druid is familiar with. Each time she uses wild shape, she regains lost hit points as if she had rested for a night.

Any gear worn or carried by the druid melds into the new form and becomes nonfunctional. When the druid reverts to her true form, any objects previously melded into the new form reappear in the same location on her body that they previously occupied and are once again functional. Any new items worn in the assumed form fall off and land at the druid's feet.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level. In addition, she gains the ability to take the shape of a Large animal at 8th level, a Tiny animal at 11th level, and a Huge animal at 15th level.

The new form's Hit Dice can't exceed the character's druid level.

At 12th level, a druid is able to use wild shape to change into a plant creature (such as a treant) with the same size restrictions as for animal forms. (A druid can't use this ability to take the form of a plant that isn't a creature.)

At 16th level, a druid becomes able to use wild shape to change into a Small, Medium, or Large magical beast once per day. These magical beast forms are in addition to her normal wild shape usage. In addition to the normal effects of wild shape, the druid gains all the magical beast's extraordinary, supernatural, and spell-like abilities. She also gains the magical beast's feats for as long as she maintains the wild shape, but she retains her own creature type.

At 18th level, a druid becomes able to assume a magical beast form twice per day, and at 20th level she can do so three times per day. At 20th level, a druid may use this wild shape ability to change into a Huge magical beast.

Hunter

The revised hunter class resembles rangers of other worlds much more closely. This hunter, while still martial, backs up his martial prowess with shamanistic and druidic magic. First pioneered by the night elves, with tutelage from furbolgs, the hunter's techniques spread like wildfire across Azeroth after the Third War. In particular, high elves (and, later, night elves) instructed dwarves in the arts of hunting and naturalistic magic during the high years of the Alliance. Tauren also received training from their Cenarion Circle brethren, and both the tauren and dwarves incorporated firearms into hunter techniques. Orcs and trolls, who already have strong histories in both hunting and shamanism, naturally evolved their own hunters without help from other races.

Druid Variants Revisited

Obviously, with the changes, certain variants need some revisiting. Classes that change the druid's wild shape forms now simply restrict a druid's forms to the type. Druids of the claw can only take bear forms, druids of the fang may only take snake forms (this includes wind serpents and their magical brethren), druids of the talon may only take bird forms, and druids of the nightmare may only choose their forms among normal and magical vermin. Aquatic druid is unneeded, due to the revision of the animal companion list below.

Feel free to alter animals to make them more powerful and keep such druids useful later; for instance, it wouldn't be a stretch to allow druids of the claw to assume Huge dire bear forms, or bears with magical templates added as well.

Note that, of the mentioned variants, only aquatic druids may still assume plant form.

Lastly, due to the removal of an animal companion, the Lone Druid variant (see **Alliance Player's Guide**, "Chapter 2: Class Options", Variants) is no longer valid.

Spells and Shapeshifting

Note that a druid may not cast spells while in a wild shape without the *Natural Spell* feat. Even then, unless the druid has saddlebags or other such equipment, the druid cannot cast any spells with material components (the druid's wild shape counts as her holy symbol for divine focus requirements).

The GM may allow an ape, a wildkin or similar shapes with opposable thumbs to use weapons; the druid may choose to retain her weapon in these forms (again at the GM's discretion). However, a druid using weapons while in an animal or magical beast form suffers a –4 penalty to all attacks, as if she was not proficient at all in weapons.

Note, by the way, that unlike the *WoW MMORPG*, a druid who uses one of her magical beast wild shapes to assume the form of a wildkin must still have the *Natural Spell* feat to cast spells.

This class is not suggested to be used with the melee hunter variant, and the scout class is removed from the game as well. Any race that has scout as a favored class (such as night elves) may choose hunter as a favored class instead.

Hit Die: d6.

Class Skills

The hunter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Craft (trade skill) (Int), Handle Animal (Cha), Heal (Spt), Jump (Str), Knowledge (nature) (Int), Listen (Spt), Profession (Spt), Search (Int), Spot (Spt), Stealth (Agy), Survival (Spt), Swim (Str) and Use Rope (Agy). See **WoW RPG**, Chapter 5: Skills for skill descriptions.

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

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

Starting Gold: A 1st-level hunter begins play with 6d6 x 10 gold pieces.

Class Features

Weapon and Armor Proficiency: A hunter is proficient with all simple and martial weapons and with light and medium armor.

Track: A hunter gains Track as a bonus feat.

Wild Empathy (Ex): A hunter can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The hunter rolls 1d20 and adds his hunter level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the hunter and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The hunter can also use this ability to influence a magical beast with an Intellect score of 1 or 2, but he takes a –4 penalty on the check.

Combat Style (Ex): At 2nd level, a hunter must select one of three combat styles to pursue: archery, gunnery, or two-weapon combat. This choice affects the character's

Table 1-1: The Hunter (Hnt)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Track, wild empathy
2nd	+2	+0	+3	+0	Combat style
3rd	+3	+1	+3	+1	Aspect of the monkey, endurance
4th	+4	+1	+4	+1	Animal companion
5th	+5	+1	+4	+1	—
6th	+6/+1	+2	+5	+2	Aspect of the hawk, improved combat style
7th	+7/+2	+2	+5	+2	—
8th	+8/+3	+2	+6	+2	Swift tracking
9th	+9/+4	+3	+6	+3	Aspect of the beast
10th	+10/+5	+3	+7	+3	—
11th	+11/+6/+1	+3	+7	+3	Combat style mastery
12th	+12/+7/+2	+4	+8	+4	Aspect of the cheetah
13th	+13/+8/+3	+4	+8	+4	Camouflage
14th	+14/+9/+4	+4	+9	+4	—
15th	+15/+10/+5	+5	+9	+5	Aspect of the pack
16th	+16/+11/+6/+1	+5	+10	+5	—
17th	+17/+12/+7/+2	+5	+10	+5	Hide in plain sight
18th	+18/+13/+8/+3	+6	+11	+6	Aspect of the wilds
19th	+19/+14/+9/+4	+6	+11	+6	—
20th	+20/+15/+10/+5	+6	+12	+6	Aspect of the viper

Table 1-2: Hunter Spell Slots Per Day

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

class features but does not restrict his selection of feats or special abilities in any way.

If the hunter selects archery, he is treated as having the Rapid Shot feat, even if he does not meet the normal prerequisites for that feat.

If the hunter selects gunnery, he is treated as having the Rapid Reload feat, even if he does not meet the normal prerequisites for that feat.

If the hunter selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not meet the normal prerequisites for that feat.

The benefits of the hunter's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Aspects (Su): At 3rd level, a hunter's connection to the wilds allows him to adopt the natural attacks and defenses of the natural world. By mimicking certain aspects of a creature's behavior, the hunter gains animalistic abilities that appear impossible. A hunter may adopt only one aspect at a time.

Switching aspects is a free action, though the hunter can switch aspects only once per round and only on his turn. The hunter can use any aspect he knows any number of times per day, and the aspect's bonuses last until the hunter switches aspects. No overt signs indicate that an aspect is active, although the hunter's behavior changes slightly. For example, a hunter adopting the aspect of the monkey moves with a lanky stride, arms swinging, but when he adopts the aspect of the hawk he makes sudden movements and his keen eyes dart about.

A hunter can choose to have no aspect active if he wishes.

Aspect of the Monkey: The hunter gains evasion. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. The hunter can use evasion only if he is wearing light armor or no armor. A helpless hunter (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

Aspect of the Hawk: The hunter easily perceives his opponents' vulnerabilities. He gains a +1 insight bonus on ranged weapon damage rolls for every three hunter levels he possesses, to a maximum of +5 at 15th level.

Aspect of the Beast: The hunter moves with the grace of an animal, allowing him to pass through natural terrain without leaving a trail and making him impossible to track. In addition, the hunter may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Magically manipulated thorns, briars and overgrown areas still affect him, however.

Aspect of the Cheetah: The hunter mimics the cheetah's legendary swiftness. His base movement rate increases by 5 feet for every five hunter levels he possesses.

Aspect of the Pack: The hunter reads his companions' movements with preternatural instinct, moving to support their attacks. When the hunter and his allies flank an enemy, he grants all flanking members (including himself) an additional +1 insight bonus on melee attack rolls for every three hunter levels he possesses, to a maximum of +5 at 15th level.

Aspect of the Wilds: The hunter becomes deeply in tune with nature, granting him protection from the world's dangers. He gains a +4 insight bonus on all saving throws.

Aspect of the Viper: The hunter becomes a much more capable spellcaster, wielding more mana than normal. When a hunter learns this aspect, he gains an extra spell slot per day for every spell level he can cast; however, he can only use these "extra" slots to cast spells while the aspect of the viper is active. These extra slots can be recovered by normal means (e.g., by a full night's rest, or by mana draughts).

Endurance: A hunter gains Endurance as a bonus feat at 3rd level.

Animal Companion (Ex): At 4th level, a hunter

gains an animal companion selected from the following list: badger, buzzard, carrion beetle, eagle, giant bat, hawk, hyena, horse (light or heavy), monstrous scorpion (Small or Medium), monstrous spider (Small or Medium), owl, pony, raven, snake (Small or Medium viper), storm crow, or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the hunter's list of options: frenzy, Medium shark, octopus, or squid. This animal is a loyal companion that accompanies the hunter on his adventures as appropriate for its kind.

A hunter does not simply attract an animal at 4th level, but rather ventures out into the wilds and tames one, bonding it to himself. The hunter must spend a minimum of 24 hours stalking and hunting the beast he wishes to tame, gaining its trust and companionship, and forming the magical link between master and pet. A hunter may not bond an animal outside of the region he is in without special GM consideration. If a hunter releases his companion from service, he may gain a new one by venturing out and taming a new companion. This can also replace an animal companion that has perished.

A 4th-level hunter's companion is completely typical for its kind except as noted in the "Hunter's Animal Companion" sidebar (see below). As a hunter advances in level, the animal's power increases as shown on Table 1–3, below.

A hunter of 7th level or higher may select from alternative lists of animals (see the "Alternative Animal Companions" sidebar, below). Should he select an animal companion from one of these alternative lists, the creature gains abilities as if the character's hunter level were lower than it actually is. Subtract the value indicated for the appropriate list from the character's hunter level and compare the result with the hunter level entry on Table 1–3: Animal Companion Abilities by Master Level to determine the animal companion's powers. (If this adjustment would reduce the hunter's effective level to 0 or lower, he can't have that animal as a companion.)

Spells: Beginning at 4th level, a hunter gains the ability to cast a small number of divine spells, which are drawn from the hunter spell list. A hunter must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a hunter must have a Spirit score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a hunter's spell is 10 + the spell level + the hunter's Spirit modifier.

Like other spellcasters, a hunter can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1–2: Hunter Spell Slots per Day. In addition, he receives bonus spells per day if he has a high Spirit score. When Table 1–2 indicates that the hunter gets 0 spells per day of a given spell level, he gains only the bonus spells he would be

The Hunter's Animal Companion

A hunter's animal companion is superior to a normal animal of its kind and has special powers.

Table 1–3: Animal Companion Abilities by Master Level

Class Level	Bonus Hit Dice	Nat. Armor Adj.	Str./Agy Adj.	Bonus Tricks	Special
4th-5th	+0	+0	+0	1	Link, Share Spells
6th-7th	+2	+2	+1	2	Evasion
8th-9th	+4	+4	+2	3	Devotion
10th-11th	+6	+6	+3	4	Multiattack
12th-14th	+8	+8	+4	5	—
15th-17th	+10	+10	+5	6	Improved Evasion
18th-20th	+12	+12	+6	7	—

Animal Companion Basics: Use the base statistics for a creature of the companion's kind, but make the following changes.

Class Level: The character's hunter level. The hunter's class levels stack with levels of any other classes that are entitled to an animal companion for the purpose of determining the companion's abilities and the alternative lists available to the character.

Bonus HD: Extra d8 Hit Dice, each of which gains a Stamina modifier, as normal. Remember that extra Hit Dice improve the animal companion's base attack and base save bonuses. An animal companion's base attack bonus is the same as that of a hunter of a level equal to the animal's HD. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). An animal companion gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor Adj.: This here is an improvement to the animal companion's existing natural armor bonus.

Str/Agy Adj.: Add this value to the animal companion's Strength and Agility scores.

Bonus Tricks: The value given in this column is the total number of "bonus" tricks that the animal knows in addition to any that the hunter might choose to teach it (see the Handle Animal skill). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. The hunter selects these bonus tricks, and once selected, they can't be changed.

Link (Ex): A hunter can handle his animal companion as a free action or push it as a move action, even if he doesn't have any ranks in the Handle Animal skill. The hunter gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex): At the hunter's option, he may have any spell (but not spell-like ability) he casts upon himself also affect his animal companion. The animal companion must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the hunter before the duration expires. Additionally, the hunter may cast a spell with a target of "You" on his animal companion (as a ranged touch spell) instead of on himself. A hunter and his animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Evasion (Ex): If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Devotion (Ex): An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Multiattack: An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat (see **WoW RPG**, Chapter 6: Feats). If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a –5 penalty.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Alternative Animal Companions

A hunter of sufficiently high level can select his animal companion from one of the following lists, applying the indicated adjustment to his hunter path level (in parentheses) for purposes of determining the companion's characteristics and special abilities (see Table 3–10 of the **WoW RPG**).

7th-Level or Higher (Level –3)	10th-Level or Higher (Level –6)	13th Level or Higher (Level –9)
Ape	Battleboar	Bear (polar)
Bear (Black)	Bear (grizzly)	Crocolisk[1]
Bison	Crocodile (giant) [1]	Couatl[1][2]
Boar	Dire ape	Dire condor
Buzzard (giant)	Dire boar	Dire lion
Cheetah	Dire hyena	Dire quilbeast
Crocodile[1]	Dire wolf	Frostsaber cat
Dire bat	Dragonhawk	Mammoth
Giraffe	Lion	Threshadon[1]
Heavy Warhorse	Monstrous scorpion (Large)	Whale (orca) [1]
Lizard (monitor)	Quilbeast	**16th Level or Higher (Level –12)**
Monstrous spider (Large)	Raptor	Diemetradon
Mountain lion	Rhinoceros	Dire bear
Nightsaber cat	Snake (Huge viper)	Dire cobra
Owl (giant)	Sea turtle[1]	Kodo beast
Shark (Large) [1]	Shark (Huge) [1]	Monstrous spider (Gargantuan)
Snake (constrictor)	Snap dragon[1]	**19th Level or Higher (Level –15)**
Snake (Large viper)	Tiger	Devilsaur
Spider crab[1]	Warhorse, heavy	Dire cobra (Huge)
Stag	Worg	Dragon turtle[1]
Tallstrider		Giant Scarab
Warhorse, light		Mammoth (icetusk)
Wind serpent		Monstrous scorpion (Gargantuan)
Wolf (giant)		Squid (giant) [1]
Wolverine		Stegodon

[1] Only available in aquatic settings.
[2] Only the non-magical couatl may be taken as an animal companion. Thus, a couatl animal companion is an Animal and not a Magical Beast, and loses the dispel special attack.

Dragonhawk Addendum

As you may have noticed, dragonhawks are included in the list of tamable creatures. Normally only animals and vermin are tamable. This remains true. As errata, dragonhawks are Animals, not Magical Beasts, with an Intellect of 2. Dragonhawks will be further corrected in a future book.

entitled to based on his Spirit score for that spell level. The hunter does not have access to any domain spells or granted powers, as a healer does.

A hunter prepares and casts spells the way a healer does, though he cannot lose a prepared spell to cast a spontaneous spell in its place. A hunter may prepare and cast any spell on the hunter spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a hunter has no caster level. At 4th level and higher, his caster level is one-half his hunter level.

See Chapter 4 for the hunter's spell list.

Improved Combat Style (Ex): At 6th level, a hunter's aptitude in his chosen combat style (archery, gunnery, or two-weapon combat) improves.

If he selected archery at 2nd level, he is treated as having the Manyshot feat, even if he does not meet the normal prerequisites for that feat.

If he selected gunnery at 2nd level, he is treated as having Rapid Reload a second time. Thus, a weapon that takes a full-round action to reload only requires a move-equivalent action, while he may reload a standard-action weapon as a free action.

If the hunter selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not meet the normal prerequisites for that feat.

As before, the benefits of the hunter's chosen style apply only when he wears light or no armor. He loses all

Half–Ogre Hunter Revisited

The half-ogre hunter does not receive proficiency in any ranged weapons (other than thrown weapons). Instead, he receives the following class features, at the indicated levels:

• *4th Level — Summon Nature's Ally (Sp)*: Half-ogre hunters are friends with wild beasts and can call on them in times of need. A half-ogre hunter adds the summon nature's ally I-IV spells to his spell list, at the appropriate levels.

• *4th Level — Call Companion (Su)*: Using his supernatural connection to the animal world, a half-ogre hunter can call his animal companion to his side. At 4th level, he can call his animal companion to appear in any adjacent square. His animal companion can be anywhere; this ability works even across planes. Calling a companion is a standard action that does not provoke attacks of opportunity. Doing so exhausts the hunter's highest level spell slot available.

benefits of his combat style when wearing medium or heavy armor.

Swift Tracker (Ex): Beginning at 8th level, a hunter can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Combat Style Mastery (Ex): At 11th level, a hunter's aptitude in his chosen combat style (archery, gunnery, or two-weapon combat) improves again.

If he selected archery or gunnery at 2nd level, he is treated as having the Improved Precise Shot feat, even if he does not meet the normal prerequisites for that feat.

If the hunter selected two-weapon combat at 2nd level, he is treated as having the Greater Two-Weapon Fighting feat, even if he does not meet the normal prerequisites for that feat.

As before, the benefits of the hunter's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Camouflage (Ex): A hunter of 13th level or higher can use the Stealth skill to hide in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight (Ex): While in any sort of natural terrain, a hunter of 17th level or higher can use the Stealth skill even while being observed.

Paladin

This paladin is more focused on casting spells and using her auras to protect and enhance her allies. In particular, a paladin's martial prowess is slightly reduced, her ranged prowess is removed entirely, and her spellcasting ability and level are greatly increased. However, despite using divine magic, these paladins carry spellbooks with them at all times and cast spells similar to an arcanist. Also, the paladin gains unlimited aura use (as well as a revision of said auras) as well as a handsome mount. While capable warriors in their own right, paladins truly shine when helping others and calling upon the Holy Light in battle. Perhaps the greatest update is that paladins no longer have to necessarily be "good," only zealous and convicted in their ways. The Scarlet Crusade has taught the world that so long as you convince yourself of your holiness, you may continue wielding the power.

This alternative class also renders the auradin variant obsolete.

Alignment: All paladins now are required to be lawful in alignment, acting in an honorable manner lest they lose their holy powers. However, moral alignment is no longer an issue. Indeed, many evil paladins exist in Azeroth and beyond; see below for more details.

Hit Dice: d8.

Class Features

Weapon and Armor Proficiency: Paladins are proficient with all simple and martial melee weapons, with all types of armor (heavy, medium and light), and with shields (except tower shields). Paladins are not proficient with ranged weapons of any type, including thrown weapons, though they still may use throwable weapons in melee.

Aura of Good (Ex): The power of a paladin's aura of good (see the detect good spell) is equal to her paladin level. Even neutral and evil paladins generate this aura.

Detect Undead (Sp): A paladin can use detect undead, as the spell, at will.

Spells: A paladin casts a small number of divine spells, which are drawn from the paladin spell list. However, her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see "Chaotic, Evil, Good and Lawful Spells," below. A paladin must choose and prepare her spells in advance.

To cast a spell, a paladin must have a Spirit score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a paladin's spell is 10 + the spell level + the paladin's Spirit modifier.

Like other spellcasters, a paladin expends spell slots to cast her spells. Her base daily spell slots are given on Table 1–5: Paladin Spell Slots per Day. In addition, she receives bonus spell slots per day if she has a high Spirit

score. When Table 1–5 indicates that the paladin gets 0 spell slots per day, she gains only the bonus spell slot to which she is entitled based on her Spirit score.

A paladin may know any number of spells. She must rest for 8 hours and then select her prepared spells from a spellbook. After selecting the spells, she must spend a number of minutes equal to each spell level being prepared, starting from lowest to highest level. A 0-level spell requires 1 minute to prepare.

See Chapter 4 for the paladin's spell list.

Spellbook: A paladin requires a special spellbook (often referred to as a holy libram) in order to prepare her spells. If she does not have access to a spellbook while resting, she may not prepare her spells. She may prepare spells from her own spellbook normally. Preparing known spells from another paladin's spellbook takes double the normal amount of time. Paladins cannot share spellbooks while resting.

A paladin begins play with a spellbook containing all 0-level paladin spells, plus three 1st-level spells of the player's choice. For each point of Intellect bonus the paladin has, the spellbook holds one additional 1st-level

spell. The paladin can choose to learn new spells at any time; however, she must pay the costs and spend the time necessary to learn them. At any time, a paladin can also add spells found in other paladins' spellbooks to her own, as long as they are available to her current path.

An arcanist may not learn spells from a paladin's spellbook, or visa versa, as the powers within are incompatible.

Divine Grace (Ex): At 2nd level, a paladin gains a bonus equal to her Charisma modifier on all saving throws.

Lay on Hands (Su): Beginning at 2nd level, the paladin can heal wounds (her own or those of others) by touch. This is a powerful ability that drains all of the paladin's remaining spell slots. The target heals a number of hit points equal to 5 per level of each spell slot lost in this way. For example, if the paladin used her lay on hands ability and lost one 3rd-level, two 2nd-level, and four 1st-level spell slots, she lost eleven spell slot levels. The target regains 55 hit points. Using lay on hands is a standard action.

Alternatively, the paladin can use lay on hands to deal

Table 1–4: The Paladin (Pal)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Aura of good, detect undead
2nd	+1	+3	+0	+3	Divine grace, lay on hands
3rd	+2	+3	+1	+3	Divine health
4th	+3	+4	+1	+4	Devotion aura, turn undead
5th	+3	+4	+1	+4	Special mount
6th	+4	+5	+2	+5	Remove disease 1/week
7th	+5	+5	+2	+5	Fist of justice
8th	+6/+1	+6	+2	+6	Retribution aura
9th	+6/+1	+6	+3	+6	Remove disease 1/week,
10th	+7/+2	+7	+3	+7	—
11th	+8/+3	+7	+3	+7	—
12th	+9/+4	+8	+4	+8	Concentration aura, remove disease 1/week
13th	+9/+4	+8	+4	+8	—
14th	+10/+5	+9	+4	+9	—
15th	+11/+6/+1	+9	+5	+9	Remove disease 1/week
16th	+12/+7/+2	+10	+5	+10	Resistance aura
17th	+12/+7/+2	+10	+5	+10	—
18th	+13/+8/+3	+11	+6	+11	Remove disease 1/week
19th	+14/+9/+4	+11	+6	+11	—
20th	+15/+10/+5	+12	+6	+12	—

damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and does not provoke attacks of opportunity. The paladin deals 5 points of holy damage per level of each spell slot lost. The undead creature may attempt a Will save (DC 10 + the paladin's level + the paladin's Charisma modifier) to halve the damage.

If the paladin attempts to use lay on hands and misses, the ability has no effect. The paladin may try again in the next round.

Divine Health (Ex): At 3rd level, a paladin gains immunity to all diseases, including supernatural and magical diseases.

Turn Undead (Su): When a paladin reaches 4th level, she gains the supernatural ability to turn undead. She may use this ability a number of times per day equal to 3 + her Charisma modifier. She turns undead as a priest of 3 levels lower would.

Auras (Su): After she reaches 4th level, the paladin gains the ability to manifest auras. The Holy Light manifests around her in a tangible field and provides benefits to her and her allies. The aura extends from the paladin in a 30-foot radius and affects the paladin and all allies within this area. Activating an aura is a move-equivalent action, and the paladin can have only one aura active at a time (though she and her allies may benefit from multiple auras from multiple paladins; auras of the same type do not stack, however). There is no limit to how long a paladin may maintain an aura, but if the paladin is rendered unconscious or slain, the aura immediately fades.

When the paladin activates an aura, she can activate any aura she knows. When an aura is active, a colored glow wreathes the paladin and a circle of textured energy pulses at her feet. (The color and symbol depends on the aura.) Light of the same color dimly illuminates each affected ally. The aura provides shadowy illumination within its area.

The paladin begins with the devotion aura, and gains the retribution aura at 8th, the concentration aura at 12th, and the resistance aura at 16th level

• *Devotion Aura:* The paladin and her allies receive a +1 holy bonus to AC equal to the paladin's Charisma bonus (min +1).

Table 1–5: Paladin Spell Slots Per Day

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

Neutral and Evil Paladin

This quickly begs the question: how can neutral and evil paladins exist? Wouldn't they, by their very nature, violate their code of conduct?

The simple answer is no, they should not exist. However, the **World of Warcraft** has many examples of evil paladins, from the Scarlet Crusade to the blood elven Blood Knights. The point of the class is not necessarily one of good or evil, but of honor and righteous zealotry. The class's restrictions have been restructured to where a paladin must maintain a lawful alignment rather than a good one. However, many GMs may feel uneasy with allowing evil paladins, and that's okay. Evil paladins are certainly rare, and difficult to handle in a party (as are any evil characters), so feel free to not allow evil paladins in your groups.

Human Paladin Variant Revisited

Humans replace the *devotion aura* with the *faith aura*, as there is no *aura of might* anymore. Humans still receive the *searing light aura* instead of *retribution aura*, however. The *faith aura*'s bonus on attack and damage is now a holy bonus, adding the paladin's Charisma bonus to attack and damage (min +1).

• *Retribution Aura:* Any creature that deals damage with a melee attack to the paladin or one of her allies takes 2 points of holy damage per the paladin's Charisma bonus (min 2). The base damage increases to 3 points per Charisma bonus at 15th level and 4 points at 20th level.

• *Concentration Aura:* The paladin and her allies receive a holy bonus on Concentration checks to resist spell interruption equal to the paladin's Charisma bonus (min +1).

• *Energy Resistance Aura:* The paladin and her allies receive resistance to a specific energy type equal to the paladin's Charisma bonus (min 1 point). The paladin chooses the specific energy type to be resisted (acid, cold, electricity, fire, force, or sonic) when activating this aura; each separate energy type is a different aura and must be activated separately.

Special Mount (Sp): Upon reaching 5th level, a paladin gains the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil (see below). This mount is usually a heavy warhorse (for a Medium paladin) or a warpony (for a Small paladin).

Once per day, as a full-round action, a paladin may magically call her mount from the celestial realms in which it resides. This ability is the equivalent of a spell of a level equal to one-third the paladin's level. The mount immediately appears adjacent to the paladin and remains for 2 hours per paladin level; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though the paladin may release a particular mount from service.

Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect.

Should the paladin's mount die, it immediately disappears, leaving behind any equipment it was carrying. The paladin may not summon another mount for thirty days or until she gains a paladin level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, the paladin takes a –1 penalty on attack and weapon damage rolls.

Remove Disease (Sp): At 6th level, a paladin can produce a remove disease effect, as the spell, once per week. She can use this ability one additional time per week for every three levels after 6th (twice per week at 9th, three times at 12th, and so forth).

Fist of Justice: At 7th level, a paladin gains Bash as a bonus feat and can use it with slashing or piercing weapons.

Code of Conduct: The paladin's code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison and so forth), help those in need (provided they do not use her help for evil ends), and punish those who harm or threaten innocents. Furthermore, a paladin's code instructs that she must follow the tenets of the Holy Light faithfully, though each individual paladin may interpret these tenets differently depending on her alignment (especially evil paladins). Lastly, as part of maintaining a code of honor, all paladins must maintain a lawful alignment. Any violation of this code of conduct can result in a loss of all supernatural and spell-like paladin class features.

Paladin's Mount

The paladin's mount is superior to a normal mount of its kind and has special powers, as described below. The standard mount for a Medium paladin is a heavy warhorse, and the standard mount for a Small paladin is a warpony. Another kind of mount, such as a hawkstrider (for a blood elven paladin) or a Large shark (for a paladin in an aquatic campaign) may be allowed as well.

A paladin's mount is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains an animal's HD, base attack bonus, saves, skill points, and feats). If the GM permits, a paladin may choose a more exotic creature as a mount, such as mechanostrider, so long as the creature is not clearly superior to standard mounts. If the creature is of a type other than animal, do not change its type (holy mechanostriders remain constructs, for instance).

Table 1-6: Paladin's Mount

Paladin Level	Bonus HD	Natural Armor Adj	Str Adj.	Int	Special
5th–7th	+2	+4	+1	6	Empathic link, improved evasion, share spells, share saving throws
8th–10th	+4	+6	+2	7	Improved speed
11th–14th	+6	+8	+3	8	*Command* creatures of its kind
15th–20th	+8	+10	+4	9	Spell resistance

Paladin's Mount Basics: Use the base statistics for a creature of the mount's kind, but make changes to take into account the attributes and characteristics summarized on the table and described below.

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Stamina modifier, as normal. Extra Hit Dice improve the mount's base attack and base save bonuses. A special mount's base attack bonus is equal to that of a healer of a level equal to the mount's HD. A mount has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). The mount gains additional skill points or feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor Adj.: The number on the table is an improvement to the mount's existing natural armor bonus.

Str Adj.: Add this figure to the mount's Strength score.

Int: The mount's Intellect score.

Empathic Link (Su): The paladin has an empathic link with her mount out to a distance of up to 1 mile. The paladin cannot see through the mount's eyes, but they can communicate empathically.

Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible.

Because of this empathic link, the paladin has the same connection to an item or place that her mount does, just as with a master and his familiar (see **WoW RPG**, Chapter 3, "Familiar Basics").

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Share Spells: At the paladin's option, she may have any spell (but not any spell-like ability) she casts on herself also affect her mount.

The mount must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if it returns to the paladin before the duration expires. Additionally, the paladin may cast a spell with a target of "You" on her mount (as a touch range spell) instead of on herself. A paladin and her mount can share spells even if the spells normally do not affect creatures of the mount's type (magical beast).

Share Saving Throws: For each of its saving throws, the mount uses its own base save bonus or the paladin's, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the master might have.

Improved Speed (Ex): The mount's speed increases by 10 feet.

Command (Sp): Once per day per two paladin levels of its master, a mount can use this ability to command other any normal animal of approximately the same kind as itself (for warhorses and warponies, this category

Priest

Priests channel holy (or unholy) energies, believing them to be from their patron deity, or at least a gift thereof. This version of the priest focuses more on channeling divine power, and the few inspirations that remain change slightly. Mind-affecting abilities are now more suited to mentalists and spells, rather than normal inspirations.

Priests, regardless of their faith, draw upon the mystical energies of the Light and its darker half the Shadow. Shadow priests wield dark, necromantic powers which subvert the weak-willed into obedience, while holy priests cast powerful healing and protective spells. A priest's faith and alignment typically determines whether she is a holy or a shadow priest, though this is not always the case. Furthermore, some priests exist without a specific faith of their own. These few priests have faith not in a god, but in their own power.

Note that holy and shadow powers are not the same as good or evil powers; see Chapter 4 for an explanation of the Light and the Shadow.

Priestly Focus: Upon taking this class, the priest chooses whether she channels the Light (also known as Holy) or the Shadow. This choice impacts not only her inspirations, but also what spells she may spontaneously channel and whether she turns or rebukes undead. Typically, only good or neutral priests may focus on Holy powers, while only evil or neutral priests can focus on Shadow powers. The GM may grant special

circumstances, however; for instance, the Scarlet Crusade primarily wields Holy powers, but are primarily evil in alignment. Only their zealotry allows them to wield "goodly" powers.

Alignment: Typically, holy priests are good-aligned, while shadow priests are evil-aligned. Either may be neutral in moral alignment, but a priest rarely is of an alignment that opposes his priestly focus (usually requiring special GM approval).

Additional Class Skills: Gather Information and Sense Motive. Priests receive a +2 bonus on Diplomacy and Knowledge (religion) checks. Furthermore, holy priests receive a +2 bonus on Heal checks, while shadow priests receive a +2 bonus on Bluff checks.

Class Features

Spontaneous Casting: Holy priests can spontaneously cast *cure* spells, while shadow priests can spontaneously cast *inflict* spells.

Turn or Rebuke: Holy priests turn or destroy undead, while shadow priests rebuke, command or bolster undead.

Domains: A priest has access to domains depending on the faith she follows. See the "Faiths of Azeroth" sidebar in Chapter 3 of **World of Warcraft: The Roleplaying Game**, as well as other supplements in which new faiths appear, for details. An unaligned priest may choose her domains as she wishes upon receiving a new domain.

Holy Symbol: All priests carry special holy symbols

Table 1-7: Faiths of Azeroth

Faith	Primary Focus	Holy Symbol
Ancestor Worship	Holy	A unique idol, carved to individually respect the past ones.
Azshara	Holy	A beautiful, six-armed naga with snake-like hair, made of coral.
Burning Legion	Shadow	A horned and fanged skull, wreathed in flame.
Cult of the Damned/ The Lich King	Shadow	A grinning, cracked skull.
Dragons	Holy (Shadow for Deathwing's priests)	A dragon's head, viewed from the side, painted in the respective color revered.
Earth Mother	Holy	A kodo beast, carved of stone.
Elune and the Ancients	Holy	A crescent moon, usually silver.
Forgotten Shadow	Shadow	An eclipsed sun, usually made of blackened steel.
Hakkar the Soulflayer	Shadow	An image of Hakkar himself.
Holy Light	Holy	A bright sunburst, often made of steel-tempered gold.
Old Gods	Shadow	A tentacled creature emerging from a spiraled shell.
Scarlet Crusade	Holy	A sunburst painted scarlet, always made from steel.
Troll Animal Pantheon	Holy	An image of the animal revered.
Voodoo	Shadow	A reptile, usually a snake or a frog. Occasionally a shrunken head will be used as well.

with them, images important to their faiths that allow the priests to channel their powers and turn undead. These holy symbols vary wildly depending on the character's faith; see the sidebar for holy symbols of existing faiths. Usually these holy symbols are medallions, though many priests carry them in hand, or mounted on staves.

Weapons and Armor Proficiencies: Unlike other healers, priests are not proficient in any armor.

Inspirations: Priests gain the following inspiration abilities:

• *1st-Level — Aegis (Su):* By expending one turning attempt, a priest can grant a single target touched a +2 divine bonus on saving throws against any spell or special effect that targets her. This ability lasts for a number of rounds equal to 1 + the priest's Spirit modifier. This bonus increases by +1 every 2 levels, to a maximum of +11.

• *1st-Level — Aura (Su):* Holy priests radiate auras of good, while shadow priests radiate evil auras, for the purposes of *detect good* and *detect evil* spells. A priest radiates this aura, even if the aura conflicts with her true alignment.

• *4th-Level — Smite (Su):* By expending one turning attempt, a priest can gain a bonus on his attack roll equal to his Charisma bonus when attacking any evil outsider (or good outsider, for shadow priests) or undead. He also adds his class level to the damage dealt when successfully smiting any target (regardless of the target's type). The attack is considered magical in nature, and the use of this ability must be declared before the attack roll is made. The damage dealt is either holy damage (for holy priests) or fel damage (for shadow priests), and does not increase if the priest critically hits his target. The smite attempt must be declared before the attack, and if the smite misses, the turning attempt is still expended.

• *8th-Level — Empower Turning (Sp):* A priest may sacrifice a spell slot to empower a turning or rebuke attempt. She adds the spell level of the slot expended to both her roll to turn and her turning damage.

• *12th-Level — Healer's Focus (Su):* Holy priests cast Conjuration (Healing) spells at +1 caster level, and the save DC for such spells increases by +2.

• *12th Level — Death-Dealer's Focus (Su):* Shadow priests cast Necromancy spells at +1 caster level, and the save DC for such spells increases by +2

• *16th Level — Holy Form (Su):* At 16th level, the holy priest learns how to transform as a standard action at will into or from a glowing, angelic form with graceful, spreading wings (nonfunctional). This form grants the holy priest a deflection bonus to her AC equal to her Spirit bonus (minimum +1), and the priest radiates illumination equal to that caused by a *daylight* spell (60 feet of bright illumination, 120 feet of shady illumination). Like the *daylight* spell, this illumination may blind those sensitive to bright light, but is not considered true sunlight. Lastly, the holy priest casts Holy spells (see Chapter 4, "Shadow Spells vs. Holy Spells") at +1 caster level, and the save DC for such spells increases by +2. This ability stacks with the holy priest's healer's focus, increasing the caster level of Conjuration (Healing) spells by +2, and their save DCs by +4.

However, the holy priest suffers double damage from any fel or darkness-based attacks (including spells such as *shadowbolt*) while in holy form. Lastly, the priest may not cast any Shadow spells (see Chapter 4, "Shadow Spells vs. Holy Spells") while in this form.

The holy priest may assume this form indefinitely. A holy priest slain while in holy form reverts to her true form upon death.

• *16th Level — Shadow Form (Su):* At 16th level, a shadow priest learns how to transform as a standard action at will into or from a shadowy form with burning eyes. This form grants the shadow priest a deflection bonus to her AC equal to her Spirit bonus (minimum +1), as well as darkvision up to 60 feet (if the priest already has darkvision, then her darkvision increases by +30 feet). She also gains a +10 circumstance bonus to Stealth checks to hide or to move silently while immersed in shadows. Lastly, the shadow priest casts Shadow spells at +1 caster level, and the save DC for such spells increases by +2. This ability stacks with the shadow priest's death-dealer's focus, increasing the caster level of Necromancy spells by +2, and their save DCs by +4.

However, the shadow priest suffers a –1 penalty to all rolls when exposed to bright light while in shadow form, and all light-based attacks (typically attacks from *brilliant* weapons or spells with the Light descriptor) deal double damage to her. Lastly, the priest may not cast any

Holy spells while in this form.

The shadow priest may assume this form indefinitely. A shadow priest slain while in shadow form reverts to her true form upon death.

Shaman

Shamans are powerful warriors and capable spellcasters, wielding both might and magic in battle. Unlike other healer paths, the shaman is versed both in melee and spells, as well as carrying special totems on her person to augment her and her allies' abilities. This revision increases a shaman's ability to battle, as well as giving her concrete power over the elements.

Additional Class Skills: Intimidate (Cha), Knowledge (nature) (Int), and Survival (Spt). Shamans receive a +2 bonus on Craft (alchemy) and Spellcraft checks.

Class Features

Spontaneous Casting: Shamans can spontaneously cast any totem spell.

Elemental Focus: Upon taking this class, the shaman must choose an element he focuses on primarily. This choice impacts many of the shaman's abilities and inspirations. The choice of a favored element cannot be changed later.

Turn or Rebuke: Shamans can turn or rebuke elementals. He can rebuke, command or bolster elementals that match his focus, and he can turn or destroy elementals of the opposed element. The opposed elements are air/earth and fire/water. For instance, if a shaman chooses water as his favored element, he can rebuke water elementals and turn fire elementals.

Domains: Shamans have access to the Ancestor*, Elements and Spirits domains.

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

Holy Symbol: Shamans carry small figurines, often made of wood (but they can be made of practically anything) on their persons, allowing them to cast spells. Totems are unique to each caster; they are formed from carved bone, wood, or even crystal (in the case of a draenei shaman). These totems are otherwise exactly the same as any other holy symbol.

Inspirations: Shamans gain the following inspiration abilities:

• *1st-Level — Warrior's Prowess:* At 1st level, the shaman learns from the spirits the art of battle, becoming a worthy foe even without spells. The shaman immediately gains the Armor Proficiency (Medium) and Shield Proficiency feats, as well as proficiency in all melee martial weapons.

• *4th-Level — Elemental Combat:* At 4th level, the shaman learns how to channel her favored element into her attacks. By expending a spell slot, the shaman may add 1d6 points of damage per level of the spell slot expended to any attack. This damage is elemental in nature, depending on the shaman's focus: earth shamans deal acid damage, fire shamans deal fire damage, water shamans deal cold damage, and wind shamans deal electricity damage. Those struck may make a Fortitude save (DC 10 + 1/2 the shaman's class level + the shaman's Spirit modifier) for half damage from this extra source. The shaman must declare use of this ability before rolling for the attack; if the shaman misses, he still expends a spell slot. This extra damage stacks with spells that enhance the shaman's weapons, such as *flametongue weapon*.

• *8th-Level — Ghost Animal (Su):* The shaman gains the ability at will to turn herself into a large animal with a translucent, ghostly white pelt or skin. While most shamans choose wolves, some shamans choose other forms. In particular, an aquatic shaman may turn into a Medium shark or another similar creature. The only restrictions to this ability are that the shaman's alternate form may not have more than 3 HD, must be of the animal type, and may not be any size other than the shaman's natural size (Medium for most shamans). Once the form is chosen, a shaman may not take a different form; he will always change to his chosen animal form when called upon. Otherwise, this ability functions as the alternate form monster ability (see above). This ability changes its name depending on the animal form; if the shaman chooses a wolf form, for instance, rename this ability *ghost wolf*.

While in ghost animal form, the shaman gains a +4 bonus on Stealth checks to hide. Changing form (to animal or back) is a standard action and doesn't provoke attacks of opportunity.

• *12th-Level — Elemental Focus:* At 12th level, the shaman gains a deeper understanding and power over a single elemental force. The shaman casts spells using his favored element at +1 caster level, and the save DC for such spells increases by +2. Note that Acid spells

Shaman Variant Revisited

Any variant class that replaces the flametongue/frostbrand ability at 4th level instead replaces elemental combat. Likewise, any variant class that normally replaces purge now replaces elemental focus instead, at the same level. Aquatic shamans, like aquatic druids (both from **Dark Factions**), are no longer viable variants, as their abilities are no longer necessary. Note that most aquatic shamans choose water as their focus, as fire spells and totems work poorly underwater.

are considered Earth spells, Cold spells are considered Water spells, Electric spells are considered Wind spells, and totem spells are elemental spells of their respective elements.

• *16th-Level — Rebirth (Su):* The shaman gains the ability to cheat death. If the shaman ever dies, he may resurrect himself as per the spell 1d4 rounds later. Unlike normal resurrections, the shaman is restored to only 1 hit point and is fatigued for 5 rounds. The shaman may use this ability once per day, or twice at 20th level. If the shaman has no more rebirths available, then he remains dead.

Tinker

Tinkers are masters of technological use and technological creation. Unfortunately, tinkers needed a lot of downtime and forethought to be useful in adventuring. Standard guns and devices took months to craft under the standard crafting rules, while improvised devices usually took longer to create than most urgent situations would allow. This revision increases a tinker's crafting speed, as well as the power and options for cobble. Combined with coolness under fire, the tinker now has makeshift crafting options before him for those "unexpected" moments across Azeroth. All other tinker abilities remain unchanged.

Additional Class Skills: Craft (alchemy) (Int).

Unlike other classes, tinkers can earn ranks in Craft (alchemy) with no spellcasting ability.

Class Features

Industrious Haste (Ex): Tinkers are renowned craftsmen, capable of finishing jobs in days where it would normally take another week. A tinker makes Craft skill checks to build or repair objects once per day, rather than once per week. A tinker must still spend at least eight hours a day working on objects to gain any progress.

Cobble (Ex): As per the WoW RPG, a 3rd level tinker can craft a single item in hours where it would normally take days or weeks with each use of cobble. A cobbled item's MR rating continues to increase by +1 after each use as per the description in the WoW RPG. However, the initial MR is doubled, rather than adding +5 to the initial score. Further, the tinker now receives cobble as a daily use rather than a weekly use. Cobbled items can also now be repaired after a malfunction, upgraded or received add-ons, though the MR can never be lowered as the result of a repair.

Additionally, cobble can be used in different ways as the tinker gains levels:

Jury-rig: At 5th level, the tinker hastily crafts an impromptu item for one cobble usage. The tinker converts days to craft into rounds for any item under 1,000 gpv (minimum of two rounds). A jury-rigged item performs a one-time function and then crumbles. If the use is continuous, like a tinker's arm used to hold a boulder, the item only lasts 10 minutes before crumbling. The item's Craft DC is increased by +4, and if successful, the MR is increased by +5. A jury-rigged item can never be repaired, upgraded, or receive add-ons.

Mending Cobble: A 10th level a tinker can convert repair time on any item from days to hours for one cobble usage. Unlike a normal cobble usage, mending cobble does not increase an item's MR.

Greater Cobble: At 15th level, cobbled items under 1,000 gpv no longer increase MR by +1 after each usage. This does not apply to jury-rigged items. The initial MR is still doubled, however.

Table 1-8: Tinker (Tkr)

Class Level	Special
1st	Bonus feat, industrious haste
2nd	Packrat, scavenge
3rd	Cobble (1/day)
4th	Bomb bouncing, evasion
5th	Bonus feat, coolness under fire (1/day), jury-rig
6th	Energy resistance 5
7th	Coolness under fire (2/day)
8th	Cobble (2/day)
9th	Coolness under fire (3/day)
10th	Bonus feat, mending cobble
11th	Coolness under fire (4/day)
12th	Energy resistance 10
13th	Cobble (3/day), coolness under fire (5/day)
14th	Improved evasion
15th	Bonus feat, coolness under fire (6/day), greater cobble
16th	Energy resistance 15
17th	Coolness under fire (7/day)
18th	Cobble (4/day)
19th	Coolness under fire (8/day)
20th	Bonus feat, energy resistance 20

Prestige Classes

Sapper Prestige Class Revisited

Each use of bomb cobble creates 1d3 bombs instead of just one.

This section presents six new prestige classes for your **WoW RPG** character: the arcane explorer, the burning crusader, the combat engineer, the death lord, the rune knight, and the seeker of glorious truths. (Prestige classes are explained in Chapter 4: Prestige Classes of the **WoW RPG** core book.) Remember that taking levels in a prestige class never imposes an experience point penalty for multiclassing.

Arcane Explorer

Description: The elves of Azeroth have lost a great deal of their potent magical heritage. The kaldorei were undoubtedly the most powerful arcanists in the history of the world, yet when the Sundering came many of the secrets they gained from the Well of Eternity were lost. While many arcanists amongst the modern elves accept it for what it is, there are those who turn to the ruins of their ancient past (or towards the ruins of other races who lost their magical heritage due to some apocalyptic calamity) and wonder if those secrets are not simply buried underneath the rubble, waiting to be unearthed again. Those elves that act upon these thoughts become arcane explorers.

Arcane Explorers in the World: Arcane explorers can be found anywhere there are arcane secrets to be found. Whether it is the shattered, cold ruins of the Nerubian Empire or the quiet ghost lands of Quel'thalas, arcane explorers are there to uncover the lost arcane secrets within.

Arcane explorers are all elves of some type, as only the elves have lost nearly everything, and have nearly everything to gain by exploring the world in search of their lost heritage. Unlike the Ironforge dwarves, the elves have no interest in finding their missing creators; rather, they are searching for what they've always known they had, and it was the mistakes of some near-sighted fools that cost them so much.

Hit Die: d6.

Requirements

Race: Night elf, blood elf, or high elf.

Skills: Knowledge (arcana) 8 ranks, Spellcraft 8 ranks, Survival 4 ranks.

Feats: Arcane Tracker.

Class Skills

The arcane explorer's class skills (and the key ability for each) are Concentration (Sta), Craft (trade skill) (Int), Decipher Script (Int), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (history) (Int),

Table 1-9: The Arcane Explorer (Ae)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+0	+0	+0	+2	Explorer's ear	—
2nd	+1	+0	+0	+3	Item knack	+1 level of existing arcane spellcaster class
3rd	+1	+1	+1	+3	—	+1 level of existing arcane spellcaster class
4th	+2	+1	+1	+4	Ancient secret	+1 level of existing arcane spellcaster class
5th	+2	+1	+1	+4	Bonus feat	—
6th	+3	+2	+2	+5	—	+1 level of existing arcane spellcaster class
7th	+3	+2	+2	+5	Forgotten lore	+1 level of existing arcane spellcaster class
8th	+4	+2	+2	+6	Ancient secret	+1 level of existing arcane spellcaster class
9th	+4	+3	+3	+6	—	—
10th	+5	+3	+3	+7	Bonus feat, forgotten lore	+1 level of existing arcane spellcaster class

Search (Int), Speak Language (–), Spellcraft (Int), Spot (Spt), and Use Magic Device (Cha). See **WoW RPG**, Chapter 5: Skills, for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Arcane explorers are proficient with simple weapons. They gain no additional proficiencies in armor, as armor interferes with their spellcasting.

Spell Slots per Day: Every time an arcane explorer gains a level in this class, she gains new spell slots per day as if she had also gained a level in the arcane spellcasting class in which she could cast arcane spells before she added the arcane explorer level. She does not gain any other benefit a character from that class would have gained. If she had more than one arcane spellcasting class, she must decide to which class she adds each level of arcane explorer for the purpose of determining spell slots per day.

Explorer's Ear (Ex): An arcane explorer's ears are always open for clues to buried secrets. As a result, she often picks up tidbits of rumors, hearsay, and gossip she may not even think about until a moment when it

Table 1-10: Explorer's Ear (Ae)

DC	Type of Knowledge	Examples
10	Common, known by a substantial minority of the population.	The general location of a warlock's tower; common legends of a powerful place of mystery
20	Uncommon but available, known by only a few people in the area.	A local mage's shady past; legends about a powerful magic item.
25	Obscure, known by few, hard to come by.	The history of a lost magical city; legends of a minor magic item or location.
30	Extremely obscure, forgotten by all but the most learned scholars and arcanists.	An orc warlock's childhood nickname; the history of a petty magic item; the purpose of a broken and long-lost magical item.

Arcane Explorers versus the Night Elves

For the most part, night elves would rather leave the ancient ruins of their past be. The ruins stink of demons and are stark reminders of their once-magnificent civilization. Now, they prefer a life in the wilds free of arcane magic. Still, there are some night elves who remember what it was like to have arcane power. Most go about their lives and ignore these thoughts as nothing more than flights of fancy. There are some however who still cling to the hope that magic can be wielded again. "We can be more careful now," they believe, "we can rebuild it."

Some of these poor fools fall to the lure of power and begin the study of arcane magic for themselves. Ostracized and sometimes exiled by their community, they often fall prey to the influences of demons or necromancers. Others start digging into their ancient past in search of the power to annihilate both. After all, if demons and undead cease to exist, what's to fear from arcane magic? These night elves inevitably become arcane explorers.

For the most part, as long as these seekers of lost mysteries don't reveal themselves, they are no more reviled and loathed than any other arcane spellcaster. However, if it becomes known that the explorer is actively seeking ancient mysteries and dark secrets best left long buried lest they awaken the very demons with which the night elves fought so hard to destroy, they are seen as no better than demons themselves. Indeed, arcane explorers are hunted by night elves with the same zeal and ruthlessness that other races reserve for their most heinous of murderers.

becomes relevant. She may make a special explorer's ear check with a bonus equal to her arcane explorer level plus her Intellect modifier to see whether he knows any relevant information about local arcanists, legendary items, or magical places. If she has 10 or more ranks in Knowledge (arcana), she gains a +2 bonus on this check.

A successful explorer's ear check will not reveal the powers of a magic item, but may give a hint as to its general function. An arcane explorer may not take 10 or 20 on this check; this sort of knowledge comes essentially at random. The GM can determine the Difficulty Class of the check by referring to Table 1–10: Explorer's Ear.

Item Knack (Ex): At 2nd level, an arcane explorer's vast experience with a variety of mysterious magical items, volatile formulae, and ancient enchantments grants her a special ability to easily use even the most mysterious of items. She gains a bonus equal to one half her arcane explorer level to all Use Magic Device checks.

Ancient Secret (Ex): At 4th level and again at 8th level, the arcane explorer's constant researching has uncovered a lost secret of her ancient culture. She chooses one secret from the list below but may not choose any secret more than once.

Secret of Life: The arcane explorer gains 2 hp per HD and adds 2 hp per level after this secret is gained.

Secret of Magic: The arcane explorer gains a bonus spell slot of the highest level she can cast upon taking this secret.

Secret of War: The arcane explorer gains a bonus to attack rolls equal to one half her arcane explorer level (minimum of +1).

Secret of Nature: The arcane explorer gains woodland stride, as the hunter ability of the same name (see above).

Bonus Feat: At 5th level and again at 10th level, the arcane explorer gains a bonus feat selected from the following list: Brew Potion, Craft Staff, Craft Wand, Craft Wondrous Item, Dance Spell, Diehard, Dowser, Endurance, Greater Dance Spell, Iron Will, Magic Energy Control, Racially Skilled, Racial Unity, Run, Scribe Scroll, Spell Penetration, Spell Mastery, Toughness, Wakeful Nature. She must still fulfill the requirements of each feat before taking it.

Forgotten Lore (Ex): Upon reaching 7th level an arcane explorer has made a breakthrough in her research that opens avenues of magical power that would otherwise be closed to her. She chooses another arcanist path aside from the one she is currently on. She treats spells from that path as a part of her class list. However, these spells are one level higher than normal (for example, *arcane missile*, a 1st level mage spell, would be treated as a 2nd level spell). She does not gain any other benefit from this other path.

At 10th level, she may choose another arcanist path, but with the same restrictions as listed above.

Burning Crusader

Description: Most warlocks have little to no interest in the goals of the Burning Legion. They see it as a path to power — no more, no less. Then, there are those mad individuals who hear the Twisting Nether calling to them. Chaos and evil line their hearts, and their souls know only rage. The Burning Crusade calls to them, urging them to bring about the ultimate destruction of everything and

everyone, and to pull the universe screaming back into the purity of chaos. These warlocks are not simply after power; they want the world to burn.

Burning Crusaders in the World: Burning crusaders can be found anywhere demons can be found. When they are not serving powerful demonic masters, they are out in the world raining destruction wherever they tread, whether as vanguards of a greater force or as an individual agents acting upon a powerful demon's whim. There are burning crusaders who do not act alone, but there are also many crusaders who feel that demons should not be left to a job best suited to warlocks.

A warlock of any race can be a burning crusader so long as the individual is willing to allow the Twisting Nether to act through him and to destroy anything he touches. Consequently, all burning crusaders, without exception, are affiliated with the Burning Legion.

Hit Die: d6.

Requirements

Alignment: Any evil.

Skills: Intimidate 8 ranks, Concentration 8 ranks, Knowledge (the planes) 8 ranks.

Spells: Must know at least one warlock spell of 3rd level.

Feats: Spell Focus (evocation).

Class Skills

The burning crusader's class skills (and the key ability for each) are Concentration (Sta), Craft (Int), Craft (trade skill) (Int), Decipher Script (Int), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (history) (Int), Profession (Spt), Speak Language (–), and Spellcraft (Int). See **WoW RPG**, Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Burning crusaders are proficient in simple weapons. They gain no additional proficiencies in armor, as armor interferes with their spellcasting.

Spell Slots per Day: Every time a burning crusader gains a level in this class, she gains new spell slots per day as if she had also gained a level in the arcane spellcasting class in which she could cast arcane spells before she added the burning crusader level. She does not gain any other benefit a character from that class would have gained. If she had more than one arcane spellcasting class, she must decide to which class she adds each level of burning crusader for the purpose of determining spells per day.

Fel Companion: A burning crusader's levels stack with a warlock's in order to determine the hit dice of her fel companion.

Burning Rage (Ex): A burning crusader can fly into a burning rage a certain number of times per day. While in a burning rage, she gains a +2 bonus to her Stamina, a +2 morale bonus to Will saves, and all spells she casts that deal fire damage have their save DCs increased by 2, but she takes a –2 penalty to her Armor Class. The increase in her Stamina increases the burning crusader's hit points by 1 per level, but these hit points go away at the end of the burning rage when her Stamina returns to normal. (These extra hit points are not lost first, the

Table 1-11: The Burning Crusader (Bc)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+0	+0	+0	+2	Fel companion, burning rage 1/day	+1 level of existing arcane spellcaster class
2nd	+1	+0	+0	+3	—	+1 level of existing arcane spellcaster class
3rd	+1	+1	+1	+3	Fel concentration, burning rage 2/day	+1 level of existing arcane spellcaster class
4th	+2	+1	+1	+4	—	+1 level of existing arcane spellcaster class
5th	+2	+1	+1	+4	Call of the Burning Crusade 1/day	+1 level of existing arcane spellcaster class
6th	+3	+2	+2	+5	Burning rage 3/day	+1 level of existing arcane spellcaster class
7th	+3	+2	+2	+5	Fel aura	+1 level of existing arcane spellcaster class
8th	+4	+2	+2	+6	—	+1 level of existing arcane spellcaster class
9th	+4	+3	+3	+6	Fel fire, burning rage 4/day	+1 level of existing arcane spellcaster class
10th	+5	+3	+3	+7	Call of the Burning Crusade 2/day, searing lore	+1 level of existing arcane spellcaster class

way temporary hit points are.) While raging, a burning crusader cannot use any Charisma-, or Spirit-based skills. A fit of rage lasts a number of rounds equal to 3 + the burning crusader's (newly improved) Stamina modifier. A burning crusader may prematurely end her rage. At the end of her rage, she loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Agility, cannot charge or run) for the duration of the current encounter.

A burning crusader can fly into a rage only once per encounter. At 1st level, she can use her rage ability once per day. At 3rd, 6th, and 9th levels she gains an additional use per day (to a maximum of four uses per day at 9th level).

Fel Concentration: At 3rd level, the burning crusader gains Combat Casting as a bonus feat.

Call of the Burning Crusade (Su): At 5th level, the pull of the burning crusader on the Twisting Nether is so strong that demons are drawn through her and into the world. While in a burning rage, she may cast any summon monster spell she has memorized as a quickened spell. This spell does not take up a higher slot, and the monsters summoned are not under the control of the summoner. They will attack the closest opponent and then move on to the next without harming the summoner or her allies. When there are no opponents left, the summoned monsters will proceed to destroy everything around them until the burning crusader's rage ends or the spell expires. A burning crusader can use this once per day at 5th level, and an additional time per day at 10th.

Fel Aura (Su): As the burning crusader grows in power, the Nether itself begins to leak through her and empowers those demons around her to serve the cause of the Burning Crusade. At 7th level, all evil outsiders within a 30-foot radius of the Burning Crusader add 1d6 fel damage to all of their melee and natural attacks.

Fel Fire (Su): At 9th level, even the laws of nature and magic scream in horror as she weaves the very substance of destruction. While she is in a burning rage, all damaging fire spells cast by the burning crusader do half their damage as fire and the other half as fel damage, and are given the fel descriptor.

Searing Lore (Su): At 10th level, the burning crusader reaches the epitome of her quest to destroy everything. She selects one spell with the fire descriptor for each spell level (1st through 9th) from any class or path list she chooses. She treats these spells as a part of her class list, and they can be learned as normal without penalty. In addition, while she is in a burning rage, her fire spells are empowered (as by the Empowered Spell metamagic feat, though this does not increase their spell level in any way).

Combat Engineer

Description: During the Third War it had become a common tactic for commanders to send their cavalry and light infantry around the lines of an enemy, to charge the opposing force's tinkers and mechanics operating the large war machines that gave some sides a distinct advantage. The tinkers were almost always lightly armed and armored, making them soft targets without the nasty surprises that often come with rushing a spellcaster. Then, a group of dwarven steam tank mechanics, sick of watching friends being devoured alive by ghouls and ripped apart by demons, decided to do something about it. They exercised alongside the common soldiers and knights of the dwarven army, learning how to use axe and hammer as well as any of them, while wearing the common heavy armors associated with their race. They took this training and perfected ways to defend themselves and to use their invented weaponry to its utmost effectiveness. As a result, the combat engineers

were born.

These dwarves survived the Third War thanks to these techniques and now spend much of their time within the vast halls of Ironforge passing their knowledge and experience on to a new generation of tinkers. After all, even today, tinkers are expected to go out into the most difficult environments of all and to keep the machines of war moving.

Combat Engineers in the World: Combat engineers can be found serving any number of armies in almost any place in the world. They fit comfortably in any environment where technology is used in warfare.

Almost anyone who has a knack for combat and for operating and repairing mechanical devices can be found in this class. Though the most common are warrior/ tinkers, it is not unheard of for the occasional hunter/ tinker and even the rare paladin/tinker to take on the mantle of the combat engineer. Most combat engineers are Ironforge dwarves, though humans and gnomes have been seen in increasing numbers; the dwarves who teach these skills are happy to instruct any of the races of the Alliance. A rare few exceptions exist outside of the Alliance, but where or how they learned their skills is a complete mystery.

Hit die: d6.

Requirements

Base Attack Bonus: +4.

Skills: Knowledge (military tactics) 8 ranks, Craft (technological device) 6 ranks, Use Technological Device 6 ranks.

Feats: Emergency Repair, Skill Focus (use technological device).

Special: Must be proficient with martial weapons and heavy armor.

Class Skills

The combat engineer's class skills (and the key ability for each) are Appraise (Int), Balance (Agy), Concentration (Sta), Craft (Int), Craft (technological device) (Int), Craft (trade skill) (Int), Disable Device (Int), Jump (Str), Knowledge (all taken individually except arcane and religion) (Int), Profession (Spt), Search (Int), Tumble (Agy), Use Magic Device (Cha), and Use Technological Device (Int). See **WoW RPG**, Chapter 5: Skills, for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.
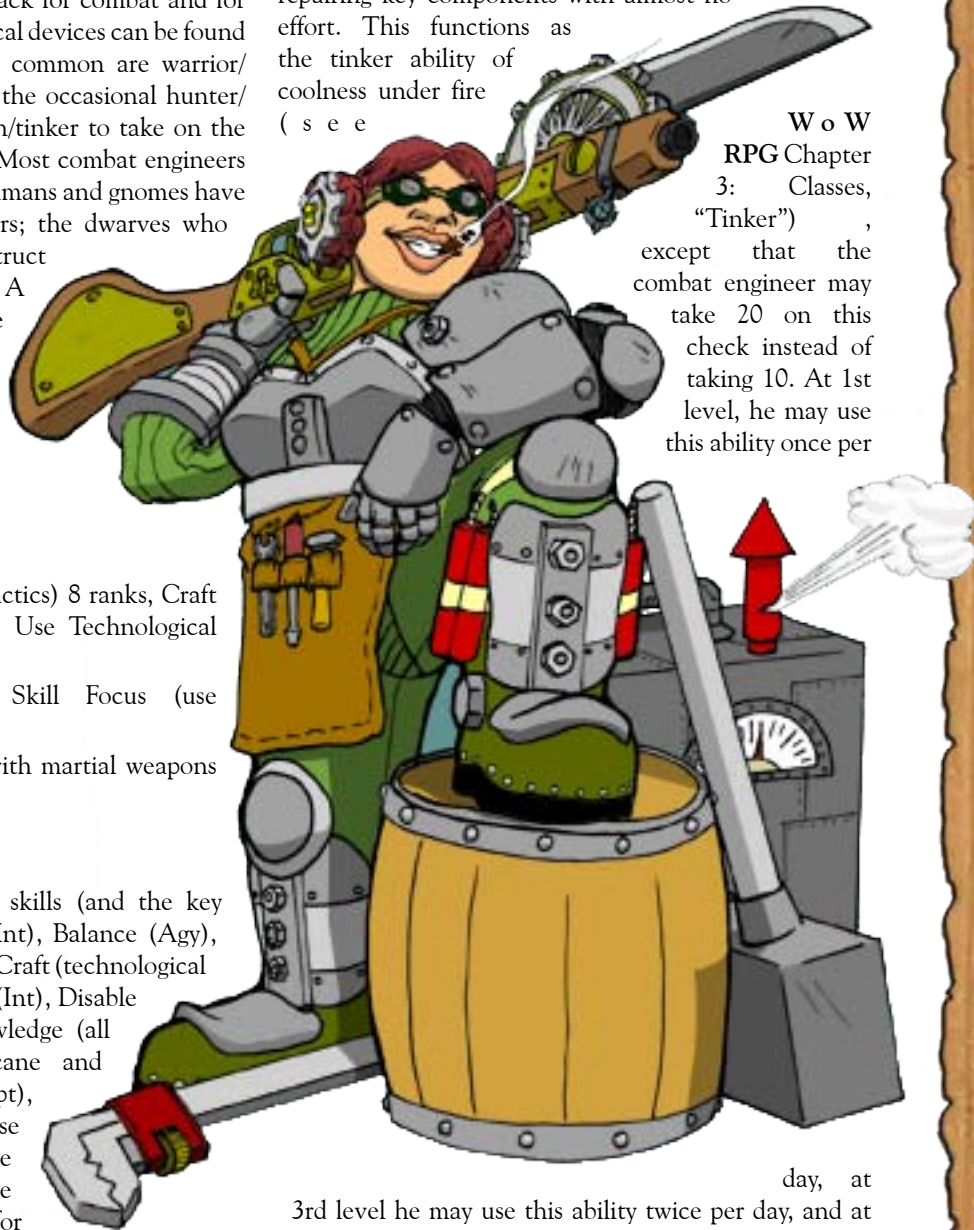
Class Features

Weapon and Armor Proficiency: Combat engineers are proficient in all martial weapons and firearms, and with light, medium, and heavy armor and shields.

Tinker's Touch (Ex): The hero's combat engineer levels count as tinker levels when calculating the maximum Technological Limit (TL) of any technological device he builds. (See WoW RPG, Chapter 11: Technological Devices.)

Improved Coolness Under Fire (Ex): Combining the sharp discipline of a master swordsman with the genius of a brilliant craftsman, the combat engineer can focus his mind in such a way that he can move without thinking, activating important devices and repairing key components with almost no effort. This functions as the tinker ability of coolness under fire (see **WoW RPG** Chapter 3: Classes, "Tinker"), except that the combat engineer may take 20 on this check instead of taking 10. At 1st level, he may use this ability once per day, at 3rd level he may use this ability twice per day, and at 6th level he may use this ability three times per day.

Tech Armor (Ex): Swords can be reforged and armor can be replaced, but the same cannot be said about people. The true warrior knows this and will happily have his shield shatter and his sword lost if it buys him

Table 1-12: The Combat Engineer (Ce)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Improved coolness under fire 1/day
2nd	+1	+3	+3	+0	Tech armor +1
3rd	+2	+3	+3	+1	Improved coolness under fire 2/day, combat specialization (weapons)
4th	+3	+4	+4	+1	Tech armor +2
5th	+3	+4	+4	+1	Bonus feat, self destruct
6th	+4	+5	+5	+2	Tech armor +3
7th	+5	+5	+5	+2	Improved coolness under fire 3/day, combat specialization (armor)
8th	+6	+6	+6	+2	Supreme scavenger
9th	+6	+6	+6	+3	Maximum overdrive
10th	+7	+7	+7	+3	Bonus feat, combat mastery

the chance to fight again another day. At 2nd level, the combat engineer fully embraces this philosophy. The combat engineer utilizes whatever he happens to be holding at the time as a makeshift shield. If he is holding an item with a Malfunction Rating (MR), of Tiny size or larger, with at least 5 Hardness, he gains a +1 shield bonus to his AC. This bonus increases to +2 at 4th level and +3 at 6th level.

Bonus Feat: At 5th level and again at 10th level, the combat engineer gains a bonus warrior or technology feat.

Combat Specialization (Weapons) (Ex): Combat engineers are as much warriors as they are mechanics. They train and practice with the weapons they create, learning to wield them effectively and to place them where they will do the most damage. Whenever a combat engineer wields a weapon with a Malfunction Rating, he adds a bonus to his attack rolls equal to one-half his combat engineer level.

Self Destruct (Ex): The only thing worse than having one's devices destroyed is having one's devices turned against allies. While ideally it would be best to get away with said device before it comes down to that, one does not often have that luxury on the battlefield. As a result, at 5th level, combat engineers learn to rig their devices in such a way that they will destroy themselves after a given amount of time. As a full round action, a combat engineer can immediately destroy one technological item in his possession. As another option, he may set the item to delay the destruction. He makes a Use Technological Device check (DC 10 + Malfunction Rating of item + number of rounds device is to delay before destroying itself). If he fails this check, the device is destroyed immediately as if he used the ability as normal. At the GM's discretion, certain volatile devices (those involving gunpowder or steam engines) will explode upon destruction. The device deals 1d6 points of fire damage for every point the device has in its overall Technology Score (for example, a TS 4 item would explode for 4d6 points of damage). This blast has a radius of 15 feet and those caught in it may make a Reflex save (DC 10 + TS of device + Int modifier of combat engineer who set the self-destruct) for half damage.

Combat Specialization (Armor) (Ex): Combat engineers love armor. It grants them extra protection they would not already have, and can deflect otherwise lethal blows from their person. Plus, it gives them interesting mental challenges when they are off-duty, to create personal armors that give the personal protection of a knight's full plate while making it as easy to move in as leather. At 6th level, a combat engineer learns how to move in technological armors "just right," throwing his weight in such a way as to propel him out of harm's way. He gains a dodge bonus to his AC equal to one-half his combat engineer level. He loses this bonus if he is flatfooted or helpless. This bonus cannot be higher than the combat engineer's Intellect modifier. In addition, the armor check penalty of armor he created himself is reduced by 2 while worn by the combat engineer.

Supreme Scavenger (Ex): On the battlefield, one does not have the luxury of having spare parts at all times. Thus, combat engineers learn to be creative with the environment around them for the materials they need. At 8th level, when building a device from scratch, a combat engineer who succeeds on a Search check (DC 10 + intended device's overall Technology Score) can gather materials sufficient to substitute for raw materials equal to 200 gp per class level of the combat engineer.

Maximum Overdrive: At 9th level, the combat engineer gains Maximum Overdrive (see Chapter 2, "Feats") as a bonus feat, even if he does not meet the requirements for the feat.

Combat Mastery: At 10th level, the combat engineer's technological and battlefield prowess have increased to the point that he can pick up practically any technological weapon and know what is required for its use. He is automatically proficient with any technological weapon he crafts. In addition, if the combat engineer studies any technological weapon (that is, one with a Malfunction Rating) for at least a minute, he may make a Use Technological Device check (DC 10 + device's overall Technology Score). If he succeeds, he is automatically proficient with that weapon. This check takes one hour to complete; the Combat Engineer cannot be disturbed during this time or he must start over again.

Death Lord

Description: Death lords are necromancers who have reached the very pinnacle of their art. A death lord channels negative energy to such a degree that the powers of death seem to come naturally to him, and the shadows themselves seem to twitch at his presence and move at his beck and call. He is more than a master of necromancy; he is the very peak of dark and deadly magic.

Death Lords in the World: Death lords are most commonly found in Northrend, where the Frozen Throne is located. Almost all of them are part of the undead Scourge, as it provides the highest concentration of necromantic training necessary to become a death lord. A death lord is unwelcome in every other part of the world where the Scourge does not reign supreme, thus any death lord faces isolation no matter where he goes, unless it is in Scourge-held lands.

Death lords can come from any race, though most of them are humans and high elves. Almost all death lords become liches in the service of the Scourge.

Hit Die: d6.

Requirements

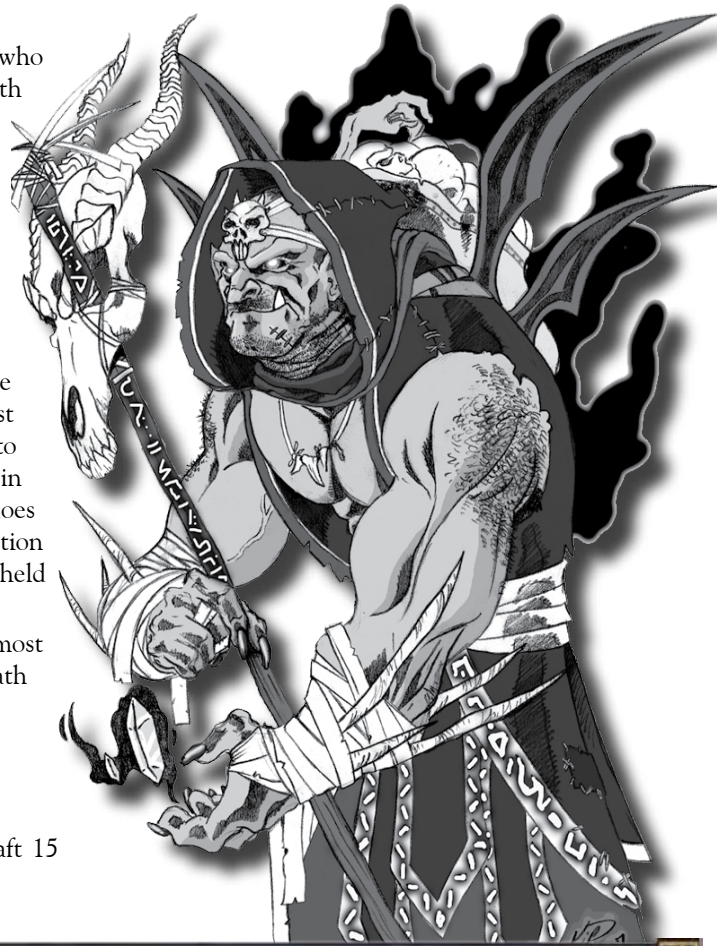**Skills:** Knowledge (religion) 15 ranks, Spellcraft 15 ranks.

Feats: Spell focus (necromancy), Skill Focus (spellcraft), Spell Focus (one other school).

Special: Ability to cast 7th-level spells and knowledge of at least 5 necromancy spells of 5th level or higher. In addition, the hero must have successfully created and controlled an undead creature of 10 HD or higher using create undead.

Class Skills

The death lord's class skills (and the key ability for each) are Concentration (Sta), Craft (alchemy) (Int), Knowledge (arcana) (Int), Search (Int), and Spellcraft (Int). See WoW RPG, Chapter 5: Skills, for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Table 1–13: The Death Lord (Dl)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+0	+0	+0	+2	Dark arcane	+1 level of existing arcane spellcaster class
2nd	+1	+0	+0	+3	Dark arcane	+1 level of existing arcane spellcaster class
3rd	+1	+1	+1	+3	Dark arcane	+1 level of existing arcane spellcaster class
4th	+2	+1	+1	+4	Dark arcane	+1 level of existing arcane spellcaster class
5th	+2	+1	+1	+4	Dark arcana	+1 level of existing arcane spellcaster class

31

Class Features

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

Spell Slots per Day: Every time a death lord gains a level in this class, he gains new spell slots per day as if he had also gained a level in the arcane spellcasting class in which he could cast arcane spells before he added the death lord level. He does not gain any other benefit a character from that class would have gained. If he had more than one arcane spellcasting class, he must decide to which class he adds each level of death lord for the purpose of determining spells per day.

Dark Arcana: A death lord gains the opportunity to select a special ability from among those described below by permanently eliminating one existing spell slot (he cannot eliminate a spell slot of higher level than he can cast). Each special ability has a minimum required spell slot level as specified in its description.

A death lord may choose to eliminate a spell slot of a level higher than that required to gain a type of dark arcana.

Bone Mastery (Ex): Whenever the death lord creates an undead creature using the animate dead spell, it gains a bonus of +8 to Strength and an additional 4 hp per hit die. This ability sacrifices an 8th-level spell slot.

Command the Dead (Su): The death lord gains the ability to rebuke undead as a priest equal to his arcane spellcasting level. He may use this ability a number of times per day equal to 3 plus his Charisma modifier. This ability sacrifices a 6th-level spell slot.

Grim Reach (Ex): The range of the death lord's necromancy spells increases by one half (multiply the spell's range by 1 1/2). This has no effect on spells with no range or a range of touch. This ability sacrifices a 7th-level spell slot.

Nightfall (Su): The death lord gains the ability to cast any Shadowbolt or Death Coil spell as a swift action a number of times per day equal to his death lord class level. This ability does not affect the spell's level in any way. This sacrifices a 7th-level spell slot.

Scourgelord (Ex): When using the animate dead spell, the death lord can control a total of 8 HD of undead per caster level instead of the normal limit of 4 HD per caster level. This ability sacrifices a 6th-level spell slot.

Shadow Weaving (Su): The death lord gains the ability to change arcane spell energy into burning shadow energy, manifesting it as a bolt of dark energy. The bolt is a ranged touch attack with long range (400 feet + 40 feet/level of death lord) that deals 1d8 points of fel damage per class level of the death lord plus 2d8 fel damage per level of the spell used to create this effect. A target hit by this effect may make a Fortitude save for half damage (DC 10 + death lord's class level + death lord's Int modifier). This ability sacrifices a 9th-level spell slot.

Soul Leech (Su): Whenever the death lord casts a spell that deals damage, he may choose to have that spell's damage reduced by 1 point per die of damage in exchange for gaining half the damage dealt as temporary hit points. These temporary hit points last one minute per caster level. For example, Shorluk, a 13th-level necromancer/5th-level orc death lord chooses to cast greater deathcoil at an annoying foe. Normally it deals 3d8+15 points of damage. He chooses to use this ability, reducing the damage to 3d8+12. He deals a total of 21 damage, gaining a total of 10 temporary hit points. This ability sacrifices an 8th-level spell slot.

Rune Knight

Description: Compared to the arts of arcane and divine magic, rune magic is relatively new. Only the dwarves and the tauren can claim to have something of a tradition for it. They have studied rune magic long enough to understand that it does not alter the magical energy of the world so much as arcane magic does, nor does it call upon the natural energies of the world to perform magic for them. Rather, it manipulates the natural energies of the world through these patterns to form the shapes and powers that the wielder desires. Runemasters among the dwarves and tauren have used these energies to manipulate their own bodies, causing feats of martial and magical prowess other magic users can only dream of. However, among these races a new movement is popping up. They have begun to realize that these runes can actually create connections. These connections from one item to another can allow them to work in harmony, and in turn strengthen one another. Using their runes, they forge an unbreakable bond between themselves and their weapons and armor, truly becoming one with them.

Rune Knights in the World: Rune knights are normally found alone, wandering the world and seeking out more patterns to add to their growing panoply. They often challenge other martial characters to friendly, non-lethal duels to test out their martial prowess. While individual rivalries do exist amongst rune knights, many of them have a respect for one another that crosses faction lines. Many join adventuring groups for a personal cause, or to seek out some other pattern for themselves. Others join in order to test their growing connection with their weapons and themselves in the hopes of becoming one of the greatest warriors the world has ever known.

Only the Ironforge dwarves and the tauren have the runic, spiritual, and martial backgrounds necessary to embrace the path of the rune knight to its fullest.

Hit Die: d8.

Requirements

Race: Ironforge dwarf or tauren.

Base Attack Bonus: +5.

Spells: Able to inscribe runes of at least 2nd level.

Feats: Weapon Focus (any martial weapon), Strike Smith*.

Special: Must be proficient in heavy armor.

*This feat can be found in **More Magic and Mayhem**, Chapter 1: Spellslingers and Geargrinders.

Class Skills

The rune knight's class skills (and the key ability for each) are Balance (Agy), Climb (Str), Concentration (Sta), Craft (Int), Craft (trade skill) (Int), Decipher Script (Int), Knowledge (arcana) (Int), Knowledge (military tactics) (Int), Knowledge (nature) (Int), Profession (Spt), Search (Int), Spellcraft (Int), Spot (Spt), and Survival (Spt). See **WoW RPG,** Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Rune knights gain no additional proficiencies in weapons or armor. Armor interferes with their spellcasting unless they are wearing their rune armor (see below).

Spell Slots per Day: For every level after the first that the rune knight gains a level in this class, she gains new spell slots per day as if she had also gained a level in the arcane spellcasting class in which she could cast arcane spells before she added the rune knight level. She does not gain any other benefit a character from that class would have gained. If she had more than one arcane spellcasting class, she must decide to which class she adds each level of rune knight for the purpose of determining spells per day.

Rune Blade (Su): Upon taking a level in rune knight, the hero selects one masterwork non-magical weapon for which he has the Weapon Focus feat to be his rune blade. He spends 1 hour, 100 XP and 100 gp in materials

Table 1-14: Weapon Enhancement and Cost

XP Cost	Enhancement	Class Level
100	+1	1st – 2nd
400	+2	3rd – 4th
900	+3	5th – 6th
1,200	+4	7th – 8th
1,700	+5	9th – 10th

to etch powerful runes into the blade, creating a connection between himself and the weapon. He selects a simple rune from the list below to bestow upon that weapon. The weapon thereafter counts as magical for the purposes of determining damage reduction.

In addition, he gains the ability to imbue his weapon with more of his personal energy, making it more effective within his hands. The process for imbuing his rune blade is simple. He must find a safe area in which to meditate and to mark runes upon his blade for 24 hours. At the end of this meditation, the rune knight sacrifices a number of experience points, essentially shifting some of his life force into his rune blade. His current class level limits the amount of enhancement a rune knight can place into his rune blade. A rune knight cannot imbue his weapon further if it would take enough experience points away so as to reduce his class level. This imbuement and the simple runes on the weapon only function when wielded by the rune knight.

Imbuing a double weapon is the same as for any

Table 1-15: The Runic Knight (Rk)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+1	+2	+0	+2	Rune blade	—
2nd	+2	+3	+0	+3	Additional pattern	+1 level of existing arcane spellcaster class
3rd	+3	+3	+1	+3	Rune armor	+1 level of existing arcane spellcaster class
4th	+4	+4	+1	+4	Runic attunement	+1 level of existing arcane spellcaster class
5th	+5	+4	+1	+4	—	+1 level of existing arcane spellcaster class
6th	+6	+5	+2	+5	Bonus feat	—
7th	+7	+5	+2	+5	—	+1 level of existing arcane spellcaster class
8th	+8	+6	+2	+6	Simple rune	+1 level of existing arcane spellcaster class
9th	+9	+6	+3	+6	—	+1 level of existing arcane spellcaster class
10th	+10	+7	+3	+7	Ley strike	+1 level of existing arcane spellcaster class

other weapon, except that each end of the weapon must be imbued separately.

Should a rune knight lose his rune blade, he suffers a –4 penalty to all attack and damage rolls until he recovers the weapon. Should the weapon be broken, he must make a DC 15 Fortitude save or immediately take 1d4 points of Stamina damage. In the case of a stolen weapon that cannot be recovered, a rune knight may voluntarily sever his connection with the weapon, with the same consequences as if he broke it. In either case, a rune knight must begin anew with another non-magical masterwork weapon for which he has Weapon Focus.

At 5th level and again at 10th level, he may select another simple rune from the list below to add to his weapon. Each time he does so, it costs him 100 XP and 100 gp.

Note that these blades are different than a death knight's vampiric rune blades.

Rune of Flashing Steel: The weapon reflects the brightness and influence of the rune knight's personal energy. Its effect is so bright that those struck by it might become blinded. Anyone struck by the weapon must make a Will save (DC 10 + rune knight's class level + rune knight's Cha modifier), or be blinded for 1d4 rounds. This rune can only be applied to slashing weapons.

Rune of Crashing Thunder: The weapon roars with the fury of the wielder's soul. Any opponent struck by the weapon must make a Fortitude save (DC 10 + rune

knight's class level + rune knight's Cha modifier) or be deafened for 1d4 rounds. This rune may only be placed on bludgeoning weapons.

Rune of Quicksilver: The weapon seems to dart and move of its own accord. Close observers will note the weapon seems to follow the wielder's eyes. The rune knight may make an extra attack each round with this weapon at a –2 penalty. This rune can only be applied to weapons with which the Weapon Finesse feat can be used.

Rune of Quiet Demise: The weapon seems to act of its own accord, finding creases and weaknesses in armor that would otherwise be invisible. When wielding the rune blade, the rune knight gains backstab 2d6, as the rogue ability of the same name (see **WoW RPG**, Chapter 3: Classes, "Rogue").

Rune of Instinct: When using his rune blade, the rune knight strikes where his opponent is weakest without even consciously knowing he is doing so. While using his rune blade, the rune knight may add his Spirit modifier as well as his Strength modifier to damage rolls.

Rune of Contained Power: This rune is invisible until the rune knight places his power within it, at which time it glows with the contained power. With his rune blade, a rune knight may use one of his spell slots per day to place a glyph upon it. When he does so the rune knight sets a specific condition on which it will be activated (for example, "When this weapon next strikes a foe"). This rune can be no higher than 4th level and remains in the weapon until it is activated. No other glyphs can be used with this ability until the rune already contained is expended.

Rune of Giant's Might: The weapon strikes with the power and ferocity of a weapon much larger than its size would imply. Weapons with this rune have their weapon damage scaled as if they were made for a creature one size larger than the wielder. This has no effect on the weapon's actual size or weight.

Rune of Elemental Empowerment: The weapon glows with the four base elements of the world. The weapon deals an additional 1d4 points of acid, fire, frost and electricity. Only a rune knight of 10th level or higher can place this rune on a weapon.

Additional Pattern: At 2nd level, the rune knight may select a new pattern to add to his list of patterns known.

Rune Armor (Su): At 3rd level, the rune knight begins to understand the secrets of connecting armor to oneself. This ability functions as the rune blade, except that it applies to a non-magical suit of armor of masterwork quality. He must be proficient with the armor. In addition, while wearing this armor he suffers no arcane spell failure for inscribing and empowering runes. He may select one simple rune to place on his
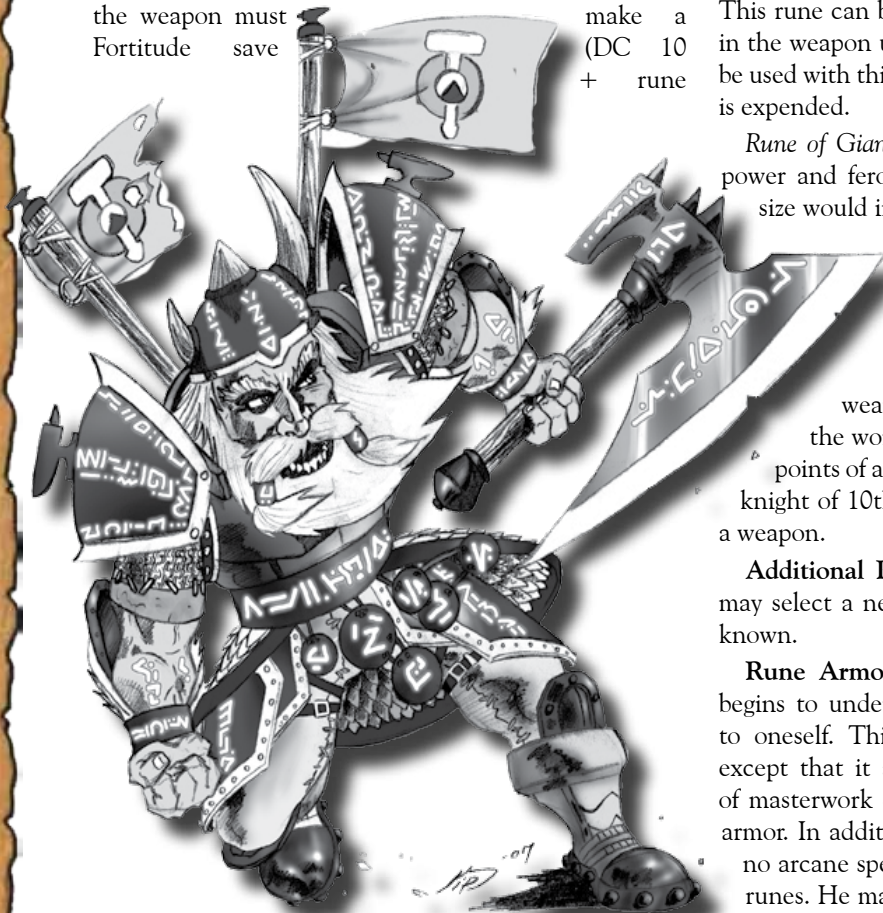
armor from the list below and at 9th level he may select an additional simple rune to place on his armor.

Rune of Blazing Speed: While in his rune armor, the rune knight's base speed increases by 10 feet.

Rune of Mountain's Endurance: While using his rune armor, a rune knight gains damage reduction/– equal to one half his class level.

Rune of Elemental Banishment: Upon selecting this rune, pick one energy type. The rune knight gains resistance equal to his class level to damage of that energy type.

Rune of Buoyancy: While wearing his rune armor, a rune knight does not apply its armor check penalty to his Swim checks. In addition, he gains a +5 bonus on all Swim checks.

Rune of Adaptation: The armor shifts and changes its color like that of a chameleon, allowing a rune knight to blend in anywhere. He adds half his class level to all Stealth checks. In addition, he does not suffer from an armor check penalty for any Stealth check.

Rune of Morphing: Upon inscribing this rune, the rune knight selects two other armor types (leather, full plate, scale mail, etc.) other than its original form. As a full round action, he may concentrate on the armor and have it switch to one of the other types. It retains all its original runes and properties, but is otherwise treated as a different type of armor with all the bonuses and penalties that type of armor would have. If he so chooses, the rune knight may spend a full round action and change the armor back to its original form. The rune knight must select an existing set of armor for it to morph into.

Runic Attunement (Su): At 4th level, a rune knight is capable of attuning himself to a single rune pattern that he knows, gaining special benefits and powers for doing so, as described under each pattern in **More Magic & Mayhem** Chapter 2: Enchantments, Runes and Brews, "The Runic Art."

After he has recovered rune slots, he may change the rune pattern to which he is attuned.

Bonus Feat: At 5th level, a rune knight gains either a bonus warrior feat or a rune feat.

Simple Rune: At 8th level, a rune knight gains a simple rune from the runemaster's list (see **More Magic & Mayhem**, Chapter 1: Spell Slingers and Gear Grinders, "Runemaster").

Ley Strike (Su): At 10th level, a Rune Knight's connection between himself and the world becomes such that he can actually see the ley patterns and lines within living forms. He can strike at these patterns with his rune blade and utterly annihilate anyone. Once per week as a standard action he makes a single melee attack that deals damage as normal. The target must make a Will save (DC 10 + rune knight's class level + rune knight's Spt modifier) or be disintegrated utterly. He becomes nothing more than a pile of dust. *Raise dead* and other similar effects do not work; however, *resurrection* and *true resurrection* work as normal.

Seeker of Glorious Truths

Description: Though the Light is merely a philosophy, it grants power. Though there is no overarching divine being or supreme method of prayer and meditation, there are those who seem to transcend the normal limits and guidelines of the philosophy. There are those who seem to transcend beyond the holy powers of paladins and priests. They understand secrets that only the most devoted and pious practitioners of the philosophy know. To some it comes as no surprise. To others their power and wisdom seems a complete mystery. Whatever the case, they are all seekers of glorious truths.

Seekers of Glorious Truths in the World: Seekers are normally found either wandering alone through the world seeking to fulfill their oaths or to find further secrets of the Light. Others place themselves in isolated, difficult-to-reach places to meditate upon themselves and their connection to the larger universe. When they do join adventuring groups it can become difficult, as the seekers' oaths can come into conflict with a party's interests. Despite this, many find the special abilities and divine magic of the seeker to be a great boon to a party.

Seekers are almost universally a part of the Alliance and most come from the ranks of priests. Occasionally, a paladin hears the whispers of the Light and takes on the mantle of a seeker. Humans are the most likely to become seekers but dwarves and elves are not terribly uncommon, and every once in a great while another race surprises everyone by becoming a seeker.

Hit Die: d6.

Requirements

Religion: Holy Light.

Alignment: Any Good.

Skills: Knowledge (religion) 10 ranks, Concentration 10 ranks.

Special: Must have been privy to an ancient secret of the Light, or must have spent a week without food or water deep in meditation in a consecrated place. Afterwards, the hero must undertake a quest from a paladin or priest of at least 10th level and complete it before gaining entry into this class.

Class Skills

The seeker of glorious truth's class skills (and the key ability for each) are Concentration (Sta), Craft (Int), Craft (trade skill) (Int), Diplomacy (Cha), Gather Information (Int), Heal (Spt), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the

planes) (Int), Profession (Spt), Speak Language (–), and Spellcraft (Int). See **WoW RPG**, Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 2 + Int Modifier.

Class Features

Weapon and Armor Proficiency: Seekers of glorious truths gain no additional proficiencies in weapons or armor.

Spell Slots per Day: Every time a seeker of glorious truths gains a level in this class, she gains new spell slots per day as if she had also gained a level in the divine spellcasting class in which she could cast divine spells before she added the seeker of glorious truths level. She does not gain any other benefit a character from that class would have gained. If she had more than one divine spellcasting class, she must decide to which class she adds each level of seeker of glorious truths for the purpose of determining spells per day.

If the seeker of glorious truths has no spellcasting class prior to joining this class, she gains a level of spellcasting as if she has taken a level of priest. Each subsequent level of seeker of glorious truths gives another level of priest spellcasting. Should she gain a level in the priest class after taking seeker of glorious truths, those levels stack for the purposes of determining her caster level and spell slots per day.

Armor of Faith: A seeker eschews armor, as it indicates a lack of faith in the universe and in herself.

Instead she adds a +1 dodge bonus to her AC. This bonus increases to +2 at 5th level and +3 at 10th level. In addition, she applies her Spirit modifier to their AC. This bonus applies even if caught flat-footed, but she loses it if she is rendered helpless. At 10th level, she may apply her Charisma bonus as a deflection bonus to her AC as well. Should a seeker of glorious truths wear armor for any reason, she loses the benefits of her oaths and the benefit of this ability until she removes the armor. This in no way breaks her oaths.

Sacred Oath: A seeker of glorious truths begins to understand the secrets of the Light and the powers within it. She takes an oath that grants her a special ability while she follows the restriction of the oath. If at any time she breaks an oath, she loses the benefit of that oath and must be subject to an *atonement* spell to regain it. If she breaks multiple oaths she must be subject to separate spells for each oath she has broken. If at any time all her oaths are broken, she loses the benefits of all her oaths permanently. She gains one oath at 1st level and may choose an additional oath at 3rd, 5th, 7th, and 9th levels. She may not choose any oath more than once.

Oath of Tenacity (Su): The seeker does not need to eat nor sleep. However she must still rest for 8 hours to regain her spells.

Restriction: The seeker must never give up or rest for any excessive amount of time on any task she says she will do, and must complete it to the best of her ability.

Oath of Compassion (Su): All *cure* spells cast by the seeker have their numerical benefits increased by 50%.

Restriction: The seeker must always attempt to heal those who are injured or in desperate need of care, regardless of their affiliation or their actions beforehand.

Oath of Charity (Su): The seeker's costs for making

Just who is in need?

Many of the seeker of glorious truth's oaths require her to help those in need in one form or another. It is entirely up to the GM to define just what that is, and the player and GM are encouraged to work together to determine what that implies. Obviously some difficult situations may arise where one or more oaths will be broken in the fulfilling of another. As a rule of thumb, the seeker will lose one or both benefits. However, it is suggested that the GM should provide some simple means to atone. It is suggested that the player review the Holy Light section in **WoW RPG**, Chapter 7: Description, "Faiths."

magic items are cut in half. In addition, a seeker may use the power of the Light (in the form of a turn attempt) to substitute for up to 100 XP required to make the item. Multiple turn checks may be used per item, but she may not use more turn attempts per day than she has class levels.

Restriction: The seeker must donate 90% of all personal wealth gained to those in need.

Oath of Purity (Su): The seeker becomes immune to poisons and diseases, including supernatural diseases.

Restriction: The seeker must never voluntarily touch any rotting flesh or eat meat.

Oath of Hope (Su): The seeker is immune to fear and fear-inducing effects.

Restriction: The seeker must always give encouraging words and support to those in need and to help them persevere through harsh days.

Oath of Martyrdom (Su): If the seeker ever drops to a dying condition, an angelic spirit of pure holy power, known by some as the Spirit of Redemption, rises from her body and heals the wounds of her allies. The spirit acts on the seeker's initiative and can cast any cure spell the seeker could once per round, with the exception that these spells heal their maximum amount and may affect allies up to 60 feet away from the spirit. The spirit may only heal the allies of the seeker and not the seeker herself, using the normal amount of actions granted to any normal creature. The spirit never moves and is immune to any effects that attempt to harm it. This effect lasts 1 round per class level or until the seeker is brought above a dying condition, in which case the spirit dissipates.

Restriction: The seeker may never willingly benefit from her own healing spells. A seeker may still benefit from the healing of others as normal. Furthermore, a priest with the Diehard feat may choose to benefit from either the feat or this secret, but never both at the same

time.

Oath of Perseverance (Su): The seeker gains damage reduction/evil equal to the seeker's class level.

Restriction: The seeker must always defend her allies and those who are in need, regardless of life-threatening circumstances.

Oath of Respect: The seeker gains +2 on Diplomacy checks. In addition, the DCs on all of the seeker's enchantment spells are increased by 2.

Restriction: The seeker must always respect authority and be courteous and respectful to everyone, regardless of social status or affiliation.

Transcendence: At 10th level, the seeker has garnered enough secrets of the Light that she transcends the limits of her mortal coil and becomes a magical being. She is thereafter treated as an outsider (native) rather than as a humanoid for the purpose of spells and effects. Unlike other outsiders, the seeker can be brought back from the dead as a member of her previous creature type.

Table 1-16: The Seeker of Glorious Truths (Sgt)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+0	+0	+0	+2	Armor of faith, sacred oath	+1 level of existing divine spellcaster class
2nd	+1	+0	+0	+3	—	+1 level of existing divine spellcaster class
3rd	+1	+1	+1	+3	Sacred oath	+1 level of existing divine spellcaster class
4th	+2	+1	+1	+4	—	+1 level of existing divine spellcaster class
5th	+2	+1	+1	+4	Sacred oath	+1 level of existing divine spellcaster class
6th	+3	+2	+2	+5	—	+1 level of existing divine spellcaster class
7th	+3	+2	+2	+5	Sacred oath, class	+1 level of existing divine spellcaster class
8th	+4	+2	+2	+6	—	+1 level of existing divine spellcaster class
9th	+4	+3	+3	+6	Sacred oath	+1 level of existing divine spellcaster class
10th	+5	+3	+3	+7	Transcendence	+1 level of existing divine spellcaster class

Same Power Different Personality

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

• Equipment. Some new racial weaponry that hasn't yet been covered.

• Nonstandard racial classes. Presented are racial class levels for gnomes, goblins, and humans. Like the orc racial levels in the **Horde Player's Guide**, these levels are optional, for those who want all races to have racial levels.

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

• Racial iconic classes. These classes are variant classes, as above, that represent particular archetypes in the **Warcraft** world.

• Feats. This chapter closes with a slew of new feats particularly appropriate to characters and classes described herein.

Equipment

Boomerang and Bladed Boomerang: The boomerang is a curved throwing weapon that returns to its thrower if it misses its target. Boomerangs come in blunted forms, and a more exotic metallic bladed variety. Proficiency in boomerangs allows wielders to use both versions.

To catch a returning boomerang, the thrower must make an attack roll (as if he were throwing the boomerang) and hit AC 10. Failure indicates the boomerang lands in a randomly determined square adjacent to the thrower (if the thrower is proficient) or 1d4 squares away in a random direction (if not proficient).

Crossbow, Great: This enormous crossbow (also known as an arbalest) is far too unwieldy to use without special training, and thus requires its own exotic weapon proficiency. The bow portion of this weapon measures four feet across, and the length is an amazing six feet. The weapon fires bolts so massive that they fell even the strongest opposition. A great dual-crank wench is needed to draw back the bowstring; most great crossbows come with this wench pre-installed. Loading a great crossbow is a full-round action that provokes attacks of opportunity. A great crossbow can be hand-drawn, but the wielder must have a Strength score of at least 21 to do so.

A great crossbow is so massive that, unlike other crossbows, it cannot be fired one-handed by Medium creatures or smaller. Large or greater creatures can fire (but not load) a great crossbow with one hand at a –4 penalty on attack rolls. Such creatures can shoot a great crossbow with each hand, but take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one-handed firing.

Elven Bow: Elven bows are incredibly articulate and ultra-durable bows, crafted by the best elven weaponsmiths. These weapons look far too delicate to fire arrows without breaking, but are instead incredibly durable. Not only are these bows deadlier than most bows at range, but they can double as a melee weapons with little trouble. Some say the elves put a little magic into their bows; these rumormongers may not be too far from the truth. Indeed, only elves can make elven bows. Any other race who tries only succeeds in making a composite bow.

An elven bow is actually a modification of a normal bow. First of all, all elven bows are considered masterwork bows, granting a +1 enhancement bonus to attack rolls. Second, an elven bow may double as a melee weapon. Shortbows and composite shortbows may be used as clubs, while longbows and composite longbows double as quarterstaves.

Garrote, Blunt: A character who takes the Exotic Weapon Proficiency (garrote) is also proficient in the blunt garrote. This could be a strong piece of cord, a silken sash, a chain, or even a sturdy length of vine in the right situation.

Initiating an attack with a garrote requires that the attacker is flanking his target, or that the target is otherwise denied his Agility bonus to AC. Resolve the attack as with a grappling attempt (see **WoW RPG**, Chapter 12: Combat, "Special Attacks," Grapple), dealing damage as per the garrote instead of as an unarmed strike. If the attacker has the backstab ability, he may apply his backstab damage to the first round only of grappling damage.

Even if a garrote fails to cause damage to the target (due to damage resistance, for instance), unless the target has no need of breathing, it is subject to drowning rules if the grappling goes on for more than 2 rounds
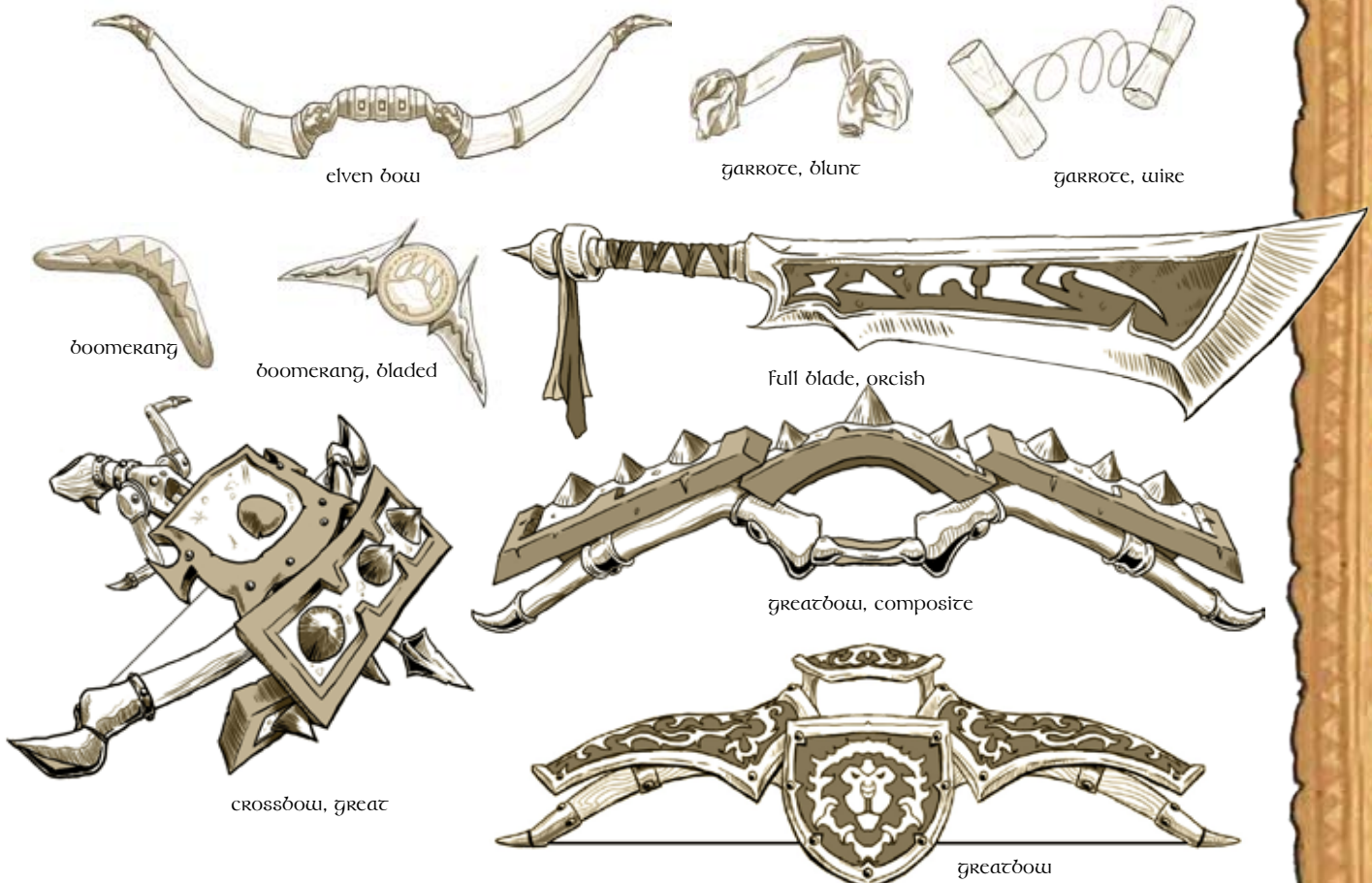
Table 2-1: Weapons

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight*	Type
Ranged Weapons							
Elven bow	+350 gp	Special	Special	Special	Special	Special	Special

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight*	Type
Two-Handed Melee Weapons							
Fullblade, orcish	25 gp	2d6	2d8	19–20/x2	–	30 lb.	Slashing
Garrote, blunt	1 sp	1d4†‡	1d6†‡	20/x2	–	–	Bludgeoning
Garrote, wire	10 gp	1d6‡	1d8‡	19–20/x3	–	1 lb.	Slashing
Ranged Weapons							
Boomerang	10 gp	1d3	1d4	x2	20 ft.	2 lb.	Bludgeoning
Boomerang, bladed	50 gp	1d4	1d6	19-20/x2	20 ft.	3 lb.	Slashing
Crossbow, great	215 gp	1d10	2d6	19-20/x2	150 ft.	8 lb.	Piercing
Greatbow	150 gp	1d8	1d10	x3	120 ft.	6 lb.	Piercing
Greatbow, composite	200 gp	1d8	1d10	x3	130 ft.	6 lb.	Piercing

* Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

† The weapon deals nonlethal damage rather than lethal damage.

‡ Damage is per round of grappling.

elven bow

garrote, blunt

garrote, wire

boomerang

boomerang, bladed

full blade, orcish

greatbow, composite

crossbow, great

greatbow

CHAPTER TWO: CLASS OPTIONS

per point of the victim's Stamina. Beyond that point, so long as the victim is still being garroted, she must make a Stamina check (DC 10) each round; the DC for this check increases by +1 for each successive round. Once the victim fails this check, she immediately falls unconscious (0 hp). The subsequent round, she drops to –1 hp (if not lower than that already) and is dying. If she is still being garroted the next round, she suffocates. (Please note that although this weapon technically deals nonlethal damage, if the victim is grappled long enough to suffocate, the end result is still very lethal.)

A typical blunt garrote of cloth or cord has hardness of 0, 2 hit points, and a Break DC of 18.

Garrote, Wire: A character who takes the Exotic Weapon Proficiency (garrote) is also proficient in the wire garrote. This is a thin but strong steel wire, with a steel ring or wooden handle at each end. These handles are necessary so that the attacker does not slice off his own fingers while using the garrote. (If using a piece of strong wire as a makeshift garrote, but without rings or handles of some sort to wield it, the attacker inflicts 1d4 points of damage to himself for each round he maintains a grapple with the garrote.)

A typical steel wire garrote has hardness of 10, 3 hit points, and a Break DC of 23.

Greatbow and Composite Greatbow: A greatbow is a massive bow made only for the most powerful warriors to use. At least 6 feet in length, these bows are far too unwieldy to use while mounted. Like other bows, you must use two hands to fire a greatbow, and any penalties to damage rolls due to low Strength apply when using a greatbow.

Greatbows also come in composite forms, allowing users to add their Strength bonuses (if any) to damage rolls. Each point of Strength bonus granted by the bow adds 200 gp to the cost.

Orcish Fullblade: The orcish fullblade is perhaps the largest sword made by a man-sized creature. Over six feet long and weighing over twenty-five pounds, the weapon inspires terror in those facing it. Most orcish fullblades curve slightly at the end, often with a secondary point underneath the main point. Only the strongest and most dedicated orcs can effectively wield the weapon. Blademasters prefer the fullblade as their

weapon of choice, and are among the few true masters of the sword.

Medium-sized creatures or smaller may never wield an orcish fullblade in one hand. Large size or greater creatures may wield a fullblade in one hand, but suffer a –4 penalty for doing so.

Orcs treat orcish fullblades as martial weapons.

New Holy Symbols

Introduced in this chapter are four variants of holy symbols: the druid's idols, the priest's relics, the paladin's holy librams, and the shaman's totems. All of these items cost and weigh the same as a silver holy symbol, but are far tougher due to the magical nature of Azeroth's divine magic; thus, all true holy symbols (those used by a divine spellcasting class) have a hardness of 10, 5 hit points, and make saving throws as magical items. See **WoW RPG**, Chapter 10: Equipment, "Class Tools and Kits."

NONSTANDARD RACIAL CLASSES

As in the case of orcs, the **World of Warcraft: the Roleplaying Game** book does not include racial classes for gnomes, goblins, or humans, for simplicity's sake.

If you would like to allow gnomes, goblins, and humans to take racial levels, use the following racial classes. Note that leper gnomes (see the **Monster Guide**) may choose gnome levels as well (they do not gain their own racial levels).

WORLD OF WARCRAFT THE ROLEPLAYING GAME

Gnome Levels

Gnomes can take up to three levels in "gnome" at any time. Gnomes seek to expand their knowledge of the world around them, and technology in particular, all the time. The rare gnome who seeks to learn more about himself learns both how to use his tiny body with incredible agility, and how to use his extraordinary brain to build astonishing devices.

Hit Die: d8.

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

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

"Class" Skills: Craft (Int), Concentration (Sta), Escape Artist (Agy), Listen (Spt), Search (Int), Spot (Spt), Use Magical Device (Cha), and Use Technological Device (Int). See **WoW RPG**, Chapter 5: Skills for skill descriptions.

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

Weapon and Armor Proficiency: Gnomes with levels only in gnome (no actual class levels) are proficient in simple weapons and light armor.

Tinker's Touch (Ex): The gnome's gnome levels count as tinker levels when calculating the maximum Technological Limit (TL) of any technological device he builds. (See **WoW RPG**, Chapter 11: Technological Devices.)

Technological Feat: At 2nd level, the gnome may choose an additional bonus feat from the list of tinker bonus feats, (see Table 2–5: Feats). The gnome must meet any prerequisites associated with that feat.

Brilliant Crafter: At 3rd level, the gnome's racial bonus to Craft checks increases to +4.

Table 2–2: The Gnome					
Gnome Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Tinker's touch, +1 on attack rolls and AC vs. Medium or larger enemies
2nd	+1	+0	+3	+1	+1 Agy, technological feat, +2 racial bonus on saves vs. arcane spells
3rd	+2	+1	+3	+1	+1 Agy, +3 racial bonus on Escape Artist checks, brilliant crafter

Goblin Levels

Goblins can take up to three levels in "goblin" at any time. Goblin levels represent the goblin's effort to regain the race's incredible intellect it once had long ago. By searching deep inside himself, the goblin reawakens the kaza'mite-infused prowess and swift wits, achieving a mastery over (most often deadly) technology once again.

Hit Die: d8.

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

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

"Class" Skills: Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Listen (Spt), Search (Int), Spot (Spt), and Use Technological Device (Int). See **WoW RPG**, Chapter 5: Skills for skill descriptions.

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

Weapon and Armor Proficiency: Goblins with levels only in goblin (no actual class levels) are proficient with simple weapons. Furthermore, a goblin does not suffer a –4 penalty when using an improvised weapon, such as a wrench or torch.

Tinker's Touch (Ex): Goblin levels count as tinker levels when calculating the maximum Technological Limit (TL) of any technological device the goblin builds. (See **WoW RPG**, Chapter 11: Technological Devices.)

Technological Feat: At 2nd level, the goblin may choose an additional bonus feat from the list of tinker bonus feats, (see **WoW RPG**, Chapter 6: Feats). The goblin must meet any prerequisites associated with that feat.

Bonus Weapon Proficiency: At each level, the goblin chooses one technological weapon (any weapon with an MR), such as a flintlock pistol or a steamsaw. He is proficient with that weapon.

Table 2–3: The Goblin					
Goblin Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	+1 Int, tinker's touch, bonus weapon proficiency
2nd	+1	+0	+3	+0	+1 Int, +1 Cha, technological feat, bonus weapon proficiency
3rd	+2	+1	+3	+1	+1 Cha, +2 racial bonus on Bluff and Sense Motive checks, bonus weapon proficiency

Human Levels

Humans can take up to three levels in "human" at any time. When humans take racial levels, they perfect their inherent creativity and expand their boundaries. Thus, the human becomes a little more diversified, gaining knowledge and strength in leaps and bounds as is natural to his race.

Human levels stack with a single spellcasting class level for purposes of determining caster level for spells. If the human has two spellcasting classes, add the racial levels to the higher of the two. This choice may be in either an arcane or divine spellcasting class, as the human sees fit.

Hit Die: d8.

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

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

"Class" Skills: Humans may choose any ten skills as class skills. (Knowledge skills must be bought separately). See WoW RPG, Chapter 5: Skills for skill descriptions.

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

Weapon and Armor Proficiency: Human with levels only in human (no actual class levels) are proficient with all simple weapons and with light armor. In addition, the human is proficient with any one martial weapon of his choice, typically a sword or a mace/hammer.

Adaptive Learning (Ex): At 1st level, the human can designate any one of his human racial class skills as an adaptive skill. This skill is treated as a class skill in all respects for all classes that character has levels in, both current and future. For example, if a human chooses Spot as an adaptive skill, he treats Spot as a class skill for all future class levels he gains, even if it is not normally a class skill for the class in question.

Bonus Feat (Ex): At 2nd level, the human gains a bonus feat. Due to the varied talents and adaptable nature of humans, this feat can be any feat for which the human is qualified (he is not restricted to a special list of bonus feats). The character must meet the prerequisites for the bonus feat normally.

Ability Boost (Ex): At each level, the human increases an ability score of his choice by 1 point. At 3rd level, the human gains 2 points, instead of 1, to raise ability scores.

2-4: The Human

Human Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Ability boost (+1), adaptive learning
2nd	+1	+3	+0	+0	Ability boost (+1), bonus feat
3rd	+2	+3	+1	+1	Ability boost (+2), +2 racial bonus on Spot and Listen checks

Variant Classes

The rules in the **WoW RPG** allow for a wide range of character customization. No two paladins are alike, because they are of different races and have different skill, feat, equipment and rune selections. However, the classes are by definition somewhat limiting. Despite the fact that they are all different, all paladins also share certain traits — they can cast a number of priest-like spells per day, are surrounded by powerful auras that bolster themselves and allies, and can summon a holy mount a limited number of times per day. Yet what about those paladins who, perhaps, don't do all these things? Or do them differently? Do paladins exist who cannot cast spells but instead fight like holy warriors? The answer is certainly "yes."

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

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

Paladin Variant: Holy Warrior

Some paladins choose to forego their roles as healers and support, and wield the Light directly as a weapon in battle. These powerful warriors wade through enemies, especially the Scourge and the Legion.

Holy Warrior Alterations

Holy warriors do not gain the ability to cast spells, and are not required to carry their librams with them (though many still do). Furthermore, they lose the lay on hands special ability. Instead, they gain the following class features at the indicated levels:

• *1st Level — Power of the Light:* The holy warrior's base attack bonus progression changes to "good." That is, his paladin base attack bonus is equal to his paladin level, just as a warrior's base attack bonus is equal to his warrior level. The holy warrior gains iterative attacks when his base attack bonus equals +6, +11, and +16, as normal.

• *1st Level — Smite (Su):* Beginning at 1st level, a holy warrior may perform a smite once per day as a priest equal to his paladin level. This ability functions as a priest's smite ability, save that the paladin need not expend turning attempts. At 5th level, and every fifth level thereafter, the holy warrior may perform an additional smite (2 smites at 5th level, 3 smites at 10th level, 4 smites at 15th level, and 5 smites at 20th level). The extra damage inflicted is always considered holy damage, and does not double on a critical.

• *10th level — Crusader Strike (Su):* At 10th level, the holy warrior may expend two smite attempts to automatically deal a critical hit upon a successful attack, in addition to the standard smite benefits. The holy warrior must declare use of this ability before the attack is rolled, and if the attack misses, the smite attempts are still expended.

Priest Variant: Mentalist

Shadow priests can melt your face!

Well, not really. However, wielders of shadowy powers are rightfully feared by most. A few shadow priests take this step further, and focus entirely on subverting the willpower of others. For these priests, known as mentalists, shadow magic is a power that grants control over a target's mind, inflicting damage directly to their psyche, or other feats of mental domination. Shadow magic is not evil; it is a powerful tool that opens another's mind to the mentalist. Most commonly, the Forsaken and trolls raise mentalists, but any race can find mentalists among their ranks.

Mentalist Alterations

Mentalists do not gain normal inspirations, nor can they turn or rebuke undead. Mentalists must focus on Shadow powers, and radiate auras of evil, regardless of their true alignment.

• *1st-level — Detect Thoughts (Sp):* The mentalist may use *detect thoughts* as a spell-like ability at will.

• *1st-Level — Rebuke Humanoids (Sp):* Mentalists rebuke or command humanoids, as shadow priests rebuke or command undead, regardless of their alignment. Mentalists may never turn or destroy humanoids. However, the mentalist suffers a -2 penalty to all turn checks to rebuke such creatures, to reflect the added difficulty of controlling humanoids.

• *4th-level — Mind Wrack (Su):* At 4th level, a mentalist may expend a single turning attempt to attempt to shock another's mind within 60 feet of him. This ability inflicts 1d6 points of damage and the victim is stunned for 1d4 rounds. A successful Will saving throw (DC 10 + 1/2 the mentalist's level + her Charisma modifier) negates this effect. This is an immediate effect.

• *8th-level — Telepathy (Su):* At 8th level, the mentalist gains the ability to speak telepathically with any intelligent creature or creatures up to 100 feet away. The mentalist must be able to perceive the creature by some means, such as sight or detect thoughts, to communicate with the target. A target may make a Will saving throw (DC 10 + 1/2 the mentalist's level + the mentalist's Spirit modifier) to tune out the mentalist.

• *12th-level — Mental Mastery (Su):* At 12th level, the mentalist learns to exert greater control over the minds of others. Mastering the shadow arts allows the mentalist to cast spells with the mind-affecting descriptor at +1 caster level, and the save DC for such spells increases by +2.

• *16th-level — Rebuke Greater Humanoids (Su):* At 16th level, the mentalist may rebuke or command giants and monstrous humanoids. However, the mentalist suffers a -4 penalty to all turn checks to turn such creatures, to reflect the added difficulty of controlling giants and monstrous humanoids.

Warlock Variant: Aspect Warlock

Many warlocks enjoy using their power to control and use the power of demons for their own twisted ends. The idea of summoning such powerful and destructive creatures to serve as their unquestioned slaves can make anyone drunk on the idea of power. However, some warlocks realize that the powers they are dealing with are often more powerful and more dangerous than they can possibly imagine. These warlocks choose not to deal with the unpredictable and sinister nature of demons directly. Instead, they reach into the Twisting Nether

and take the aspect of these demons within themselves, using their power without having to directly interact with the wicked minds in control of said powers.

Aspect Warlock Alterations

An aspect warlock does not gain any arcana from his warlock levels. He also removes all *summon monster* spells from his class list. Instead, he gains the following abilities at the levels listed.

• *1st-Level — Demonic Aspect (Su):* Aspect warlocks do not deal with demons, nor do they try to become one. Rather their only interest is in the power that demons possess. After resting 8 hours to regain his spells, an aspect warlock must meditate for at least one hour before memorizing spells, in order to send his mind and spirit into the Nether to snatch a portion of his chosen aspect's power into him. Should this meditation be interrupted, he does not gain any aspect powers and must wait until the next day to try again. When the meditation is completed, his physical features change and he gains demonic powers. At 1st level, he gains access to the aspect of the imp. He gains other aspects at the levels listed below.

Aspect of the Imp: The warlock's eyes glow with a fiery mischief, as he seems to wear a perpetually wicked grin. With a touch, he may choose to ignite things on fire. This fire burns for 1 round per warlock level, dealing 1d6 fire damage per round to whatever object he ignites. If he chooses to ignite a living creature, he must make a melee touch attack. If he succeeds, the target takes 2d4 fire damage and is on fire for 1 round per caster level, taking 1d6 fire damage each subsequent round unless the target spends a full round action putting itself out. An aspect warlock gains access to this aspect at 1st level.

Aspect of the Felguard: As the warlock finishes his meditation, his muscles bulge and pulsate as if they're going to burst out of his skin. He walks with a martial confidence that only the rank-and-file soldiers of the Burning Crusade carry. He gains a +4 fel bonus to his Strength score and gains access to one warrior feat for the rest of the day. He need not qualify for this feat and it may not be used to qualify for any other feat or prestige class. The warlock gains access to this aspect at 4th level.

Aspect of the Succubus: The warlock's eyes gain a dark, seductive glare to them as his features and movements become more appealing to the opposite gender. His voice becomes more convincing, with deeply sensual overtones. He gains a +4 fel bonus to all Charisma-based checks, and all DCs for spells he casts from the enchantment school are raised by +4. The warlock gains access to this aspect at 8th level.

Aspect of the Felhunter: The warlock's eyes take on a predatory gaze as he surveys his surroundings. He drools at the sight of magic at work and seems to draw energy from magic itself. He gains a +5 bonus to Spellcraft checks to identify spells for the purpose of counter-spelling. If he succeeds at countering a spell, his opponent suffers from backlash and loses a number of spell slots per day equal to the level of the spell countered, starting with the highest level spells they can cast. These are lost just as if the caster had used them. They can be regained through the normal means. A warlock gains access to this aspect at 12th level.

Aspect of the Eredar: As the aspect warlock meditates, faint wisps of greenish energy burst from him as he takes on the aspect of the most powerful warlocks in the cosmos. When he gets up, the barely-contained energy manifests as green flames rising in smoky wisps from

his eyes. When he speaks, it sounds as if two beings are speaking from the same mouth, one the warlock, and the other an irresistible force of demonic power. The warlock's effective caster level is treated as 1 higher for the purposes of all his spells' effects. In addition, he need only raise a spell half the required amount of levels for any metamagic feat he possesses, to a minimum of one spell level. The warlock gains access to this aspect at 16th level.

Warrior Variant: Tech Warrior

Technology is the wave of the future. Bombs, not spells, are destroying fortresses. Snipers armed with custom rifles, not armored knights armed with courage, are bringing down the terrifying necromancers of the Scourge. Mechanical flying machines, not crazed dwarves on majestic flying beasts, are ruling the skies. Mages fear this, paladins scoff at it, tinkers revel in it and warriors have taken note. While others fear their position in a changing world, many warriors are adapting to it by taking up new and powerful arms and armor. They see the wave of the future coming and they will ride it all the way to victory.

Tech Warrior Alterations

Tech warriors do not gain a bonus feat at 1st, 4th, 8th or 12th level. Instead, they gain the following abilities at the levels listed.

• *1st-Level − Technological Edge:* While a warrior's martial training limits his ability to build and repair devices as well as a tinker, he still works to understand these devices and to build some of his own. Every two levels of tech warrior count as a level of tinker for the purposes of determining the Technological Limit of any device he builds. In addition, he adds Craft (technological device) and Use Technological Device to his list of class skills.

• *4th-Level − Technological Know-How:* At 4th level, a tech warrior gains a bonus technology feat. He gains an additional feat at 12th level.

• 8th-Level − Battle Tech: A Tech Warrior's understanding of different kinds of technological weaponry has reached a point where he can use them with the same skill as those who built them. He chooses a damage type: either slashing, bludgeoning, piercing, or fire. He is proficient in all melee technological weapons (weapons with a Malfunction Rating) that deal that type of damage. At 16th level he may choose an additional type of weapon damage.

RACIAL ICONIC CLASSES

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

A racial iconic class demonstrates a particular race's natural ability with a certain class. It might also represent the fact that a class has social or traditional connotations within a race's culture. Orcs possess a natural tendency to become barbarians, for instance; therefore, an orc's favored class is barbarian. Similarly, orc society has long trained in warfare almost to an art form, teaching many veteran gladiators to fight with almost spiritual grace. The orcish blademaster is a racial icon; the racial iconic class "orcish blademaster" represents it.

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

Characters who take racial iconic classes are close to an archetype that most people recognize. Like racial levels, racial iconic classes also represent characters who draw upon their races' traditions, values and techniques — though in these cases, the traditions, values and techniques are those specific to a class. A furbolg who takes the furbolg hunter iconic class, for example, gains a closer understanding of his inner rage, as well as greater shamanistic prowess handed down throughout the generations.

Dwarven Tinker

The iconic dwarven tinker is not a mad inventor or a slightly eccentric innovator. He is a creature of pride, one who looks at his problems with a cold and calculating glance. He makes his machines with the precision of a master blacksmith and is never truly satisfied with them. He improves them constantly, never believing anything is completely finished until he simply cannot find anything more to do. He takes pride in the inventions of his race and wields them proudly.

Dwarven Tinker Alterations

The dwarven tinker does not gain the packrat, cobble, or bomb bouncing abilities. Instead, he gains the following class features at the indicated levels:

• *1st-Level − Weapon Proficiency:* Dwarves take great pride in the invention of firearms, and dwarven tinkers are proficient in long rifles and flintlock pistols.

• *2nd-Level − Dwarven Ingenuity (Ex):* Dwarven Tinkers understand that many other sciences go into their craft and do not ignore them. He chooses one Craft skill other than Craft (technological device). This skill gains a circumstance bonus equal to one-half the dwarven tinker's ranks in Craft (technological device) on all checks involving that skill.

At 10th level and again at 20th he chooses an additional Craft skill to apply this bonus to.

• *2nd-Level − Marksmanship (Ex):* The invention of gunpowder and firearms is one that dwarves take with great pride, and tinkers are quick to remind everyone why. The dwarven tinker is treated as having the Far Shot feat with all firearms for which he is proficient.

• *3rd-Level − Improve Device (Ex):* A dwarven tinker is not known for his fits of inspiration or his sudden spurts of pure genius. He simply cannot fathom the idea of building a device so quickly that it can operate for only the shortest of periods. However, he does know what works, and constantly strives to improve on those devices that have already proven themselves. Once per month he may spend one hour upgrading a device he has built himself and has used at least twice within the past month. He may raise the Technology Score of all its features by 2, but no higher than his Technological Limit for the device. He need not spend any time or materials upon it. It is simply assumed that he has been working on the device in his spare time and the hour represents the final touches he adds to make the device work under the new conditions.

At 3rd level he can use this ability once per month. Each five levels thereafter (8th, 13th, and 18th), the tinker may use this ability one additional time, to a maximum of four times at 18th level.
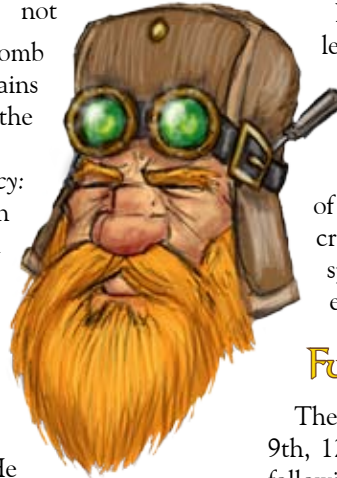
Furbolg Hunter

Furbolgs were among the first races in Azeroth to learn the fine art of tracking and killing prey. To them, a hunt is as sacred as a paladin's prayer or a night elf priestess's ritual dances. They do not look to emulate the power of the beasts they hunt; rather, they call upon the very spirits of nature and the elements to aid in their hunt, and craft ritual totems with which to channel those spirits. Destroying a totem immediately ends its effects.

Furbolg Hunter Alterations

The furbolg hunter does not gain aspects at 3rd, 6th, 9th, 12th, 15th, or 18th levels. Instead, they gain the following abilities at the levels listed below.

• *3rd-Level − Ritual Totem (Su):* At 3rd level, a Furbolg hunter crafts a totem to invoke the spirits of nature to aid him in his hunt. These totems have hit points equal to the hunter's level, and hardness equal to one-half the hunter's level. As a standard action that provokes attacks of opportunity, he may place a totem in an adjacent square. This totem remains, depending on the type of totem. After the duration expires, the totem dissipates in a puff of smoke as the spirits take the totem in payment for the service they give. He may craft a number of totems equal to his hunter level. Crafting each totem takes one day of work and 100 gp. During this time he goes into prayer, ritual body painting, and fasting as he crafts the totem. If this is interrupted, he must start over again.

At 3rd level, the furbolg hunter can craft totems of the claw. At 6th level and once every three levels thereafter, he learns to craft one additional type of totem.

• *3rd-Level − Totem of the Claw (Su):* This totem is a short, stout log carved with the images of predators, and decorated with the claws and teeth of dangerous animals. It bestows greater power upon those who rely on their natural weaponry.

For a number of rounds equal to the hunter's level, the hunter and any allies within 30 feet of the totem gain an insight bonus to attack and damage rolls with their natural weapons equal to the hunter's Spt modifier.

• *6th-Level − Earthgrab Totem (Su):* This totem is carved from a still-living tree and is covered in vines and ivy that hide carvings of powerful and strong trees. Upon using this totem, the hunter

calls upon the power of the trees and plants of the area to rise up and hold fast his enemies and prey. Every creature within a 40-foot burst centered on the totem, with the exception of the hunter and his animal companion, must make a Reflex save (DC 12 + hunter's Spt modifier), or become entangled. Any entangled creatures must spend a full round to make a DC 20 Escape Artist or Strength check to break free. They must make this check every round at the beginning of the hunter's turn. While in this area, every creature except the hunter and his animal companion has its movement speed reduced by half. This totem lasts a number of rounds equal to the hunter's level.

• *9th-Level − Totem of Stealth (Su):* This totem is carved from the trunk of a willow tree, and decorated with the feathers of the swift and silent owl. When this totem is placed, all creatures within a 10-foot radius are silenced and turned invisible along with their possessions. Spells with verbal components cast within the radius automatically fail. Those within the sphere act otherwise normally as invisible creatures, and cannot be heard nor seen. A true seeing or see invisibility spell defeats this effect. This totem lasts a number of rounds equal to the hunter's level.

• *12th-Level − Totem of Horror (Su):* This totem, made from the wood of a dead tree and topped with the skull of a dangerous predator, invokes fear and terror in anyone viewing it. Once the totem is placed, anyone except the hunter and his animal companion within 20 feet of the totem must make a Will save (DC 10 + 1/2 the hunter's level + hunter's Spt modifier), or be panicked for 1d4+2 minutes and forced to flee from the totem. If they pass the Will save, they are shaken for 1d4 rounds instead. Regardless of whether or not the save is made, the hunter's totem cannot affect a creature again for 24 hours, even if they leave the radius and enter again. This totem lasts a number of minutes equal to the hunter's level.

• *15th-Level − Totem of Revealing (Su):* This totem glows faintly as the glowing chemicals within a firefly's abdomen have been used in its paintings. It is carved into the shape of a great, all-seeing eagle. Once this totem is placed, a fog of glitter radiates from the totem in a 60-foot burst centered on its location. Any tracks left by creatures are revealed, giving a +10 circumstance bonus to Survival checks to find a trail. In addition, any invisible or hidden creature within the radius is revealed, and any creature may locate its square within the radius. Even creatures revealed in this way still gain the benefits of concealment granted by invisibility.

• *18th-Level − Totem of Calling:* This totem is carved from the thighbone of a great kodo beast. It is etched with renditions of great hunts and massive herds of beasts. Once the totem is placed, all animals with Hit Dice at least two less than the hunter's class level but no less than half the hunter's class level, within a mile,

are called to the totem to aid the hunter and his allies. 1d4 animals appear within 2 rounds of the totem's placement. Once every 2 rounds afterward, another 1d4 animals appear over a total of 12 rounds. The exact nature of these animals is entirely up to the GM; these animals are merely local animals and are typical of their kind. They fight to the best of their ability, but will flee if reduced to below half of their maximum hit points. In some particularly desolate areas, only one animal may appear – or perhaps none at all. This totem lasts for twelve rounds; after it expires, the summoned animals will flee back to what they were originally doing before they were called. Any animal companions or other animals granted to a character by a feat or class ability may make a Will save (DC equal to 10 + one-half the hunter's class level + the hunter's Spirit modifier) to resist the call.

Revising the Engineer

The engineer appears in an older supplement called **Magic and Mayhem**. While it is written under an older set of rules, no further changes need to be made to the class to make it playable within the newer rules set. So go forth and enjoy this powerful master of technology!

Gnome Engineer: Gnomish High Tinker

If engineers are to be considered the pinnacle of the tinker's art, then it is the gnomish high tinker who is considered the very peak of the engineers. Though small in stature, he has a vast wealth of knowledge and serves as an inspiration to all who ever hope to create fantastic technological marvels within their lifetimes. For the gnomes, this inspirational presence combined with his absolute genius makes him one of the best suited to rule over the gnomish people and guide them to ever-higher plateaus of civilization.

Gnomish High Tinker Alterations

The gnomish high tinker does not gain the specialization or draft schematic abilities. Instead, he gains the following abilities at the indicated levels.

• *1st-Level − Inspirational Mastery:* The gnomish high tinker's overwhelming confidence in his own skills can become infectious, and those witnessing his actions often emulate them. Perhaps surprisingly, this actually aids them in accomplishing some tasks. The gnomish tinker chooses one skill upon gaining this ability. He may take 10 on this skill even if stress and distractions would normally prevent him from doing so. In addition, those allies within sight of the gnomish high tinker receive a

+1 morale bonus on the skill.

At 5th and 10th levels, the gnomish high tinker selects another skill he may use this ability with. At 3rd, 5th, 7th and 9th levels, the morale bonus to his allies increases by one, to a maximum of +5 at 9th level.

• *10th-Level — King of the Gnomes:* Gnomes recognize the greatest minds amongst their race. Even those gnomes who have never heard of the character cannot help but show respect to him. The gnomish high tinker gains a +4 bonus to his Leadership score, if he has the Leadership feat. In most circumstances, encounters with gnomes start with at least a friendly attitude.

Goblin Buccaneer: Goblin Pirate

The sea is a cruel and fickle mistress, as is goblin culture. As such it is no surprise that goblins seem to easily take on the profession of piracy. To them the sea is claimed by no man and thus man's laws cannot apply. Therefore, opportunities for profit and adventure are limitless. The goblins' mastery of technology allows them to build and pilot the fastest ships on the open seas, and their willingness to use any means necessary to make a profit makes them the most iconic buccaneers

Goblin Pirate Alterations

The goblin pirate does not gain the prayers to the sea or drunken brawl abilities. He also does not gain a bonus feat at 1st level (see **Lands of Mystery**, Chapter 9: New Rules, "Buccaneer.") Instead, he gains the following class features at the indicated levels:

• *1st-Level — Shipwright:* A goblin pirate understands that without a fast, powerful, and well-armed craft, he may as well be trying to overtake his foes in a rowboat with a long rifle. He gains the Vehicle Proficiency (Water) feat. In addition, he may add one-half his buccaneer levels to his tinker levels for the purposes of determining his Technological Limit when building or repairing any waterborne craft.

• *2nd-Level — Backstab:* A goblin pirate isn't so superstitious as to actually believe that a blood sacrifice will suddenly grant him the power to control the weather. He does however know that he is rather small compared to many of his marks. So, he strikes with brutal precision rather than sheer power. This ability is exactly like the rogue ability of the same name. He deals +1d6 damage at 2nd level. This damage is increased to +2d6 at 7th level. This ability stacks with the rogue ability of the same name. For full details on the backstab ability, please see **WoW RPG**, Chapter 2: Classes.
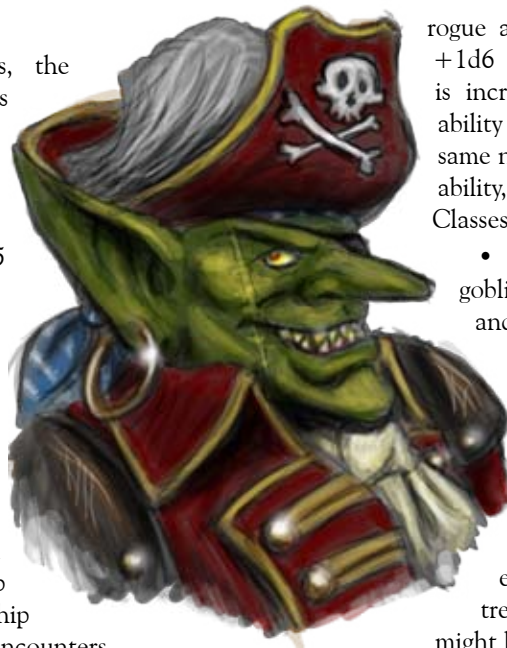
• *4th-Level — Adrenaline Addict:* A goblin pirate constantly seeks adventure and thrives on excitement. He seems to have a supernatural sense about where trouble may lie, and always desires to be in the very thick of it. He may make a DC 25 Profession (sailor) check; should he succeed, he is given a general sense of direction about where the next dangerous encounter, large concentration of treasure, or buried and forgotten secrets might lie. The goblin pirate is not given any details as to the nature of the adventure, only its direction and that it is life-threatening. He may not take 10 or 20 on this check, and the check takes 5 minutes to complete. Should he fail, he cannot try again for 24 hours. This sense of direction lasts until what he sensed is encountered or until he makes a conscious decision to ignore it.

Orc Gladiator: Orcish Blademaster

The iconic orc gladiator is the orcish blademaster. An old, weathered veteran of many battles, his hair gone gray and his skin marred with scars, the blademaster stands ready in battle, wielding his incredible sword with a skill and finesse few others can muster. On his back is a Horde standard, imparting him with the spirits' grace and gifts of wind. The blademaster needs not multiple weapons to battle; his fullblade is all he will ever need. Watching a blademaster is much like watching the wind itself rend enemies asunder.

Orcish Blademaster Alterations

The orcish blademaster does not receive any additional weapon proficiencies, nor does he receive a bonus Weapon Focus at 6th or 9th levels, or a bonus Weapon Specialization at 10th level. Most blademasters choose the fullblade as their focused weapon, but some choose other weapons, such as a great axe. Orcish blademasters gain the following class features, at the indicated levels:

• *4th-Level — Wind Walk (Su):* At 4th level, the blademaster becomes one with the flow of battle such that he may turn *invisible* and move with the grace of the wind. The orcish blademaster may become invisible as a standard action (as per the spell, cast as a mage equal to his class level) once per day. While invisible, he gains a

+10-foot enhancement bonus to his speed. If he strikes an opponent while using this ability, he deals extra damage equal to his class level and becomes visible.

At 8th level, the blademaster may use this ability three times per day, and his speed increases by +20 feet while using this ability.

• *6th-Level — Mirror Image (Sp):* In the heat of battle, the blademaster moves so blindingly fast that his opponents may see him appear many places at the same time. At 6th level, he may cast *mirror image* as a mage equal to his class level as a spell-like ability, once per day.

At 10th level, he may cast mirror image three times per day.

• *6th-Level — Greater Weapon Focus:* At 6th level, the orcish blademaster receives Greater Weapon Focus for any weapon in which he has Weapon Focus.

• *10th-Level — Greater Weapon Specialization:* At 10th level, the orcish blademaster receives Greater Weapon Specialization for any weapon in which he has Greater Weapon Focus, Weapon Focus, and Weapon Specialization.

Orcish Warlock

Many scholars would claim that the first warlocks to appear on Azeroth were orcs. The night elves might disagree with that assertion; however, some of the most powerful and deadly warlocks the world has ever known have been orcs. They are creatures of fury, inciting a demonic rage in those surrounding them and raining fire on their enemies.

Orcish Warlock Alterations

The orcish warlock does not gain arcana at 1st, 4th, 8th, 12th, or 16th levels. Instead, he gains the following features at the class levels indicated.
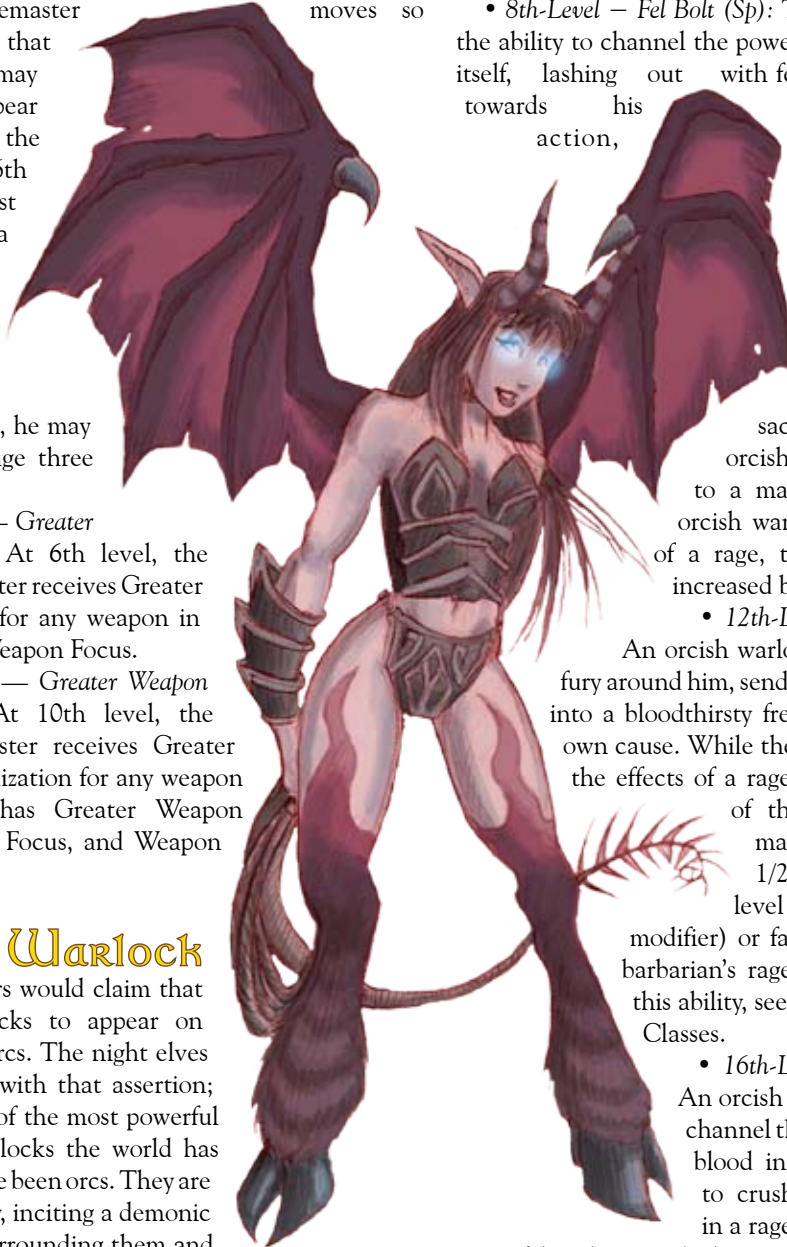
• *1st-Level − Spell Rage (Ex):* Normally a spellcaster cannot cast spells while within a rage. However, an orcish warlock has honed his rage into a finely-tuned weapon that not only fills him with an unholy power but

also fuels his spells to create more devastation and to make them more difficult to resist. While in a rage, an orcish warlock may still cast any spell. The DC to resist these spells is increased by 2. At 4th level and every four levels thereafter (8th, 12th, 16th) he can use his spell rage an additional time per day (to a maximum of five times per day at 16th level).

• *8th-Level − Fel Bolt (Sp):* The orcish warlock gains the ability to channel the power of the Twisting Nether itself, lashing out with fel fire from his fingertips towards his enemies. As a standard action, he may sacrifice one of his spell slots per day to make a ranged touch attack with a range equal to 100 feet plus 10 feet per level of the spell sacrificed. It deals 1d6 fel damage equal to the level of the spell sacrificed, plus one-half the orcish warlock's caster level, to a maximum of 15d6. If the orcish warlock is under the effect of a rage, the fel bolt's damage is increased by 50%.

• *12th-Level − Incite Fury (Su):* An orcish warlock encourages rage and fury around him, sending his allies and enemies into a bloodthirsty frenzy that only serves his own cause. While the orcish warlock is under the effects of a rage, anyone within 30 feet of the orcish warlock must make a Will save (DC 10 + 1/2 orcish warlock's caster level + orcish warlock's Cha modifier) or fall under the effects of a barbarian's rage. For the full effects of this ability, see **WoW RPG**, Chapter 2: Classes.

• *16th-Level − Fiery Rage (Ex):* An orcish warlock becomes able to channel the full fury of his demonic blood into his destructive spells to crush his opposition. While in a rage, he may choose to have one of his damage-dealing spells inflict its maximum possible damage. In addition, all of the spell's damage is considered fel damage; this replaces its normal damage type. It gains the fel descriptor, but is otherwise cast as a normal spell for its level. When this ability is used, the orcish warlock immediately drops his rage after the spell is resolved.

Feats

Table 2-5: Feats

Alchemy Feats	Prerequisites	
Brew Contagion	Craft (alchemy) 4 ranks	You may cultivate diseases.

General Feats	Prerequisites	
Arcane Tracker	Track, ability to cast *detect magic*	Use Track feat to follow magical auras.
Blind	Base attack bonus +3	Temporarily blind an opponent
Coldblooded Killer	Agy 13, Combat Reflexes, base attack bonus +6	Inflict coup de grace as standard action.
Disruptive Howl	Mighty Lungs	Disrupt spellcasting in your area with a mighty roar.
Dual Blessings	Ability to cast 2nd level blessings	Gain ability to place two blessings on a target.
Empower Smite	Smite 2/day	Increase the power of your smite 1/day.
Engineering Scoundrel	Backstab +2d6, tinker level 3rd	Rogue and tinker levels stack for backstab, Technological Limit.
Extra Animal Companion	Animal companion	You can have an additional animal companion.
Gouge	Int 13, Combat Expertise, base attack bonus +4	Stun an opponent with a piercing or slashing weapon.
Hamstring	Int 13, Combat Expertise, base attack bonus +4	Temporarily hobble an opponent.
Improved Animal Companion	Animal Companion	You may take a magical beast as an animal companion.
Improved Finishing Strike	Agy 15, Combat Reflexes, ability to use finishing strike	May use any full-round action feat as a finishing blow.
Improved Stunning Attack	Base attack bonus +8; one of Bash, Gouge, Hamstring or Stunning Fist	May deal damage in addition to feat's special effect.
Improved Tricks	Animal companion, 8th level hunter	You can teach your animal companion advanced tricks.
Judgement	Ability to cast seals	You can unleash a seal's energies, causing dehabilitating effects.
Mage Engineer	Tinker level 3rd, arcane caster level 3rd.	Arcane caster and tinker levels stack for caster level, Technological Limit.
Overcharge	Agy 13, Exotic Weapon Proficiency (firearms), Rapid Reload, base attack bonus +2	Overfill a firearm to increase its damage.
Parry Spell	Combat Expertise, Spellbreaker, base attack bonus +10	Ready action to deflect and possibly reflect the spell.
Reflective Shield	Defend, warrior level 12th.	Use shield bonus on touch AC, bonus to some saves.
Runic Engineer	Able to scribe 2nd level runes, tinker level 3rd	Runemaster and tinker levels stack for simple runes, Technological Limit. May use Int as primary casting ability instead of Spt.
Runic Mage	Enruned fists, ability to cast 3rd level arcane spells	Runemaster and arcanist levels stack to determine caster level. May channel arcane spells through unarmed strikes.

Metamagic Feats	Prerequisites	
Amplify Curse	Ability to cast a curse spell	Cast more dangerous curses.
Gnomish Technomagic	Gnome or Int 19, able to cast 1st level spells	Combine spells with technology to produce interesting effects.
Vow Spell	Able to cast 4th level divine spell	Keep spell as long as vow is kept.

Table 2-5: Feats (cont.)

Runic Feats	Prerequisites	
Extra Simple Rune	Runemaster level 5th	Gain an additional simple rune.
Improved Enruned Fists	Enruned fists	Increase the damage of unarmed strikes.
Tattoo Specialist	Able to scribe 5th level runes	Half XP cost of creating tattoos and reduce cost of metamagic feat for tattoos.

Technological Feats	Prerequisites	
Avoid Technical Mishap	Skill Focus (Use Technological Device), ability to use cobble and jury-rig	Use a cobbled or jury-rigged device with less chance of a malfunction.
Extra Cobble	Ability to use cobble	Gain an additional use of cobble per day.
Improved Industrious Haste	Ability to use industrious haste	Craft checks are measured in gold pieces per day.
Malfunction Blow	Craft (technological device) 10 ranks	Strike a technological device and force it to malfunction.
Maximum Overdrive	Emergency Repair	Increase the power of a technological device temporarily.
Salvage Materials	Scavenge Materials	Regain a percentage of materials from a broken tech device.

Wild Feats	Prerequisites	
Augmented Shapeshifting	Ability to use wild shape	+4 Strength and Stamina while shapeshifting.
Extra Wild Shapes	Ability to use wild shape	Wild shape an additional time per day.
Extraordinary Wild Shape	Ability to use wild shape	Gain the new form's extraordinary special qualities.
Racial Wild Shape	Ability to use wild shape	Assume the traits of both an animal and your race.
Swift Shapeshifting	Ability to use wild shape	You may shapeshift as a move-equivalent action.

The following are new feats for use in your **WoW RPG game**. Warriors may take feats with "Warrior" next to them as bonus feats.

Wild Feats

Wild feats are feats that augment a druid's abilities while in a shapeshifted form. A druid may choose a wild feat as one of his class bonus feats.

Amplify Curse [Metamagic]

Delving into the power of dark magic, you make your curses more potent.

Prerequisites: Ability to cast any curse spell.

Benefit: You make your curse longer and deadlier than normal. First, the duration of your curse is doubled. Second, all penalties induced by the curse are increased by 50%. Finally, the DC to resist such a curse is increased by 1.

A spell memorized with Amplify Curse does not take up a spell slot higher than normal but you may not have more than one such spell memorized at a time, nor may you spontaneously cast any curse with this metamagic feat. This feat may only applied to spells with the word "curse" in their names (*curse of shadow*, *bestow curse*, etc.).

Special: This feat may be selected multiple times. Each time you do, so you may memorize another curse with this metamagic feat applied to it.

Arcane Tracker [Metamagic]

Using your natural tracking talents alongside your ability to see magical auras, you gain the ability to track down magical beings and residual spell effects.

Prerequisites: Caster level 3rd, Track, ability to cast *detect magic*.

Benefit: This feat increases the duration of *detect magic* to 1 hour/level and does not require concentration. After the first three rounds of determining the level and school of each aura, you may make a Survival check to find any residual traces left by spellcasters or creatures with spell-like abilities. In addition, you may use this feat to track magical auras and items. Physical means of hiding the trail automatically fail against a tracker

Table 2-6: Spellcraft DCs

Conditions	Spellcraft DC
Low Magic Area	5
Moderately Magical Area	10
Highly Magical Area	20
Overwhelming Magical Area	25

using this feat. Only the *nondetection* spell provides any defense for spellcasters.

To follow magical trails requires a successful Spellcraft check. You must make another check every time the tracks become difficult to follow, such as entering an area of high magical concentration or if the magical item runs out of power.

You move at half your normal speed (or at your normal speed with a –5 penalty, or twice your normal speed with a –20 penalty on the check). The DC depends on the area and the prevailing conditions given on the table below:

Low Magic Area: This is an area where magic is rarely practiced or few creatures of high magical potential cross. Most deep wildernesses in Azeroth fall under this category.

Moderately Magical Area: This is an area where magic is practiced on a regular basis but is not powerful or significant enough to leave lasting auras (typically 1st–3rd level spells). Many smaller towns and provinces

Table 2-7: Spellcraft Modifiers

Conditions	Spellcraft DC Modifiers
Every Three Auras in the Group Being Tracked	-1
Power of Auras being tracked:	
Faint	+8
Moderate	+2
Strong	+0
Overwhelming	-10
Every 24 hours since the magic passed through	+1
Tracked creature or item has *nondetection* up at time trail was made	+10

where a local mage or priest resides fall under this category.

Highly Magical Aura: Any place where the majority of the population practices magic very regularly falls under this category. Elven cities and most ancient ruins of powerful magical cultures fall under this category.

Overwhelming Magical Area: Any area where high level magic is used regularly (5th–9th level spells generally) and powerful artifacts reside. These areas tend to simply overpower any lesser auras going through them. Areas surrounding a major artifact or incredibly high-magic areas such as Nordrassil or the area around the Dark Portal fall under this category.

If you fail the Spellcraft check, you may recast *detect magic* and try again. Using *detect magic* in this way raises it to a 1st level spell.

Normal: Normally *detect magic* can be used to determine the school, power and number of auras in a given area.

Avoid Technical Mishap [Technology]

You excel at keeping improvised devices together.

Prerequisites: Skill Focus (Use Technological Device), ability to use cobble and jury-rig.

Benefit: While using a cobbled or jury-rigged technological device, you treat its Malfunction Rating as 1 less than it actually is (to a minimum of 1).

Special: A tinker may select Avoid Technical Mishap as one of his bonus feats

Augmented Wild Shape [Wild]

Your shapeshifted forms are tougher than normal.

Prerequisite: Ability to use wild shape.

Benefit: While in a shapeshifted form, your form's Strength and Stamina increase by +4.

Blind [General]

You may throw dirt or other substances into a target's eyes, temporarily blinding them.

Prerequisites: Base attack bonus +3.

Benefit: Using this feat requires a standard action and a touch attack roll (exclude any enhancement bonuses from weapons or feats other than Point Blank Shot, as you're not using a weapon). If successful, the attack deals no damage but target is blinded for 1d4 rounds.

Special: Normally, this feat can only be used at melee range. If the target has an object that emits a bright flash of light or contains any powdery substance (such as a bag of flour), he may use this feat at range by throwing the object at a target. Unless otherwise noted, thrown

objects have a range increment of 10 feet. Powders and dirts must be melee range unless contained in a bag or another type of container. The GM has final rule on what can be used to blind an opponent outside of simple dirt.

Certain special substances cause additional effects when used with this feat. See Chapter 6 for these special substances.

Brew Contagion [Alchemy]

You can develop virulent strains of disease to unleash upon the mortal world.

Prerequisites: Craft (alchemy) 4 ranks.

Benefit: This feat is a prerequisite for using the rules for crafting diseases in Chapter 3.

Cold-Blooded Killer [General]

You may kill people quickly and efficiently.

Prerequisites: Agy 13, Combat Reflexes, base attack bonus +6.

Benefit: You may inflict a coup de grace as a standard action.

Normal: You must spend a full round action to perform a coup de grace.

Disruptive Howl [Shout]

Your mighty roar reverberates in the air around you, making spellcasting difficult.

Prerequisites: Mighty Lungs.

Benefit: When you use Disruptive Howl, all spellcasters within a 30-foot burst centered on you must make a Concentration check (DC equal to 10 + the spell's level) in order to cast a spell. This effect lasts until the beginning of your next turn.

Special: Warriors can select Disruptive Howl as one of their bonus warrior feats.

Dual Blessings [General]

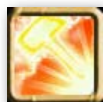With the blessings of the Light, you are able to give a target more of your power.

Prerequisites: Ability to cast blessings, caster level 3rd.

Benefit: You may cast two blessings on a target instead of one.

Normal: You may normally only have one blessing on one target. A description of blessings can be found in **More Magic and Mayhem**, Chapter 3: Power

Overwhelming.

Empower Smite [General]

You can increase the power of your smite for a single strike.

Prerequisites: Ability to smite.

Benefit: Once per day when you make a smite attack, you may declare that attack as an empowered smite. The damage gained for the strike is doubled.

Normal: A smite deals damage equal to the priest's class level.

Special: This feat may be selected multiple times. Each time it is selected you may empower a smite one additional time a day.

Note that if you're using the old paladin class, a paladin may use this feat with his holy strike ability as well.

Engineering Scoundrel [General]

You understand that technology and opportunity can be one and the same.

Prerequisites: Backstab +2d6, tinker level 3rd.

Benefit: Your rogue and tinker levels stack for determining the Technological Limit of devices you can build and for determining the damage of your backstab ability.

Extra Animal Companion [General]

You may bond with more pets than normal, though you may only have one active at a time.

Prerequisite: Ability to bond animal companions.

Benefit: You may bond with an additional animal companion.

Normal: You may only have one animal companion at any time.

Special: You may only have one animal companion active at a time; other pets remain as normal pets until you activate the link. Changing your animal companion is a standard action. Once switched, your current animal companion gains all the benefits of your level, while previous animal companions return to normal specimens of their type.

You may take this feat multiple times; each time you take this feat, you may bond an additional animal. You still may only have one animal companion active at a time, however.
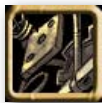
Extra Cobble [Technology]

You may use cobble more often per day.

Prerequisite: Ability to use cobble.

Benefit: You may use cobble an additional time per day.

Special: You may take this feat more than once; each time it is taken, you may use cobble an additional time per day.

Tinkers may select this feat as one of their bonus feats.

Extra Simple Rune [Rune]

You scribe another simple rune upon yourself.

Prerequisites: Runemaster level 5th.

Benefit: You may select another simple rune from the runemaster list for yourself. You must meet the prerequisites for this rune.

Normal: A runemaster may only select a simple rune at 1st, 4th and every three levels thereafter.

Special: This feat may be selected multiple times. Each time you do, you may select another simple rune from the runemaster list.
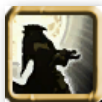
Extra Wild Shapes [Wild]

You may use wild shape more often per day.

Prerequisite: Ability to use wild shape.

Benefit: You may use wild shape an additional time per day.

Special: You may take this feat more than once; each time it is taken, you may use wild shape an additional time per day.

Extraordinary Wild Shape [Wild]

You can use your shapeshifted form's extraordinary abilities.

Prerequisite: Ability to use wild shape.

Benefit: You gain your form's extraordinary special qualities while in a shapeshifted form.

Normal: You only gain your form's extraordinary special attacks.

Gnomish Technomagic [Metamagic, Technology]

You are trained in the gnomish arts of combining magic and technology seamlessly.

Prerequisites: Gnome or Int 19, ability to cast 1st level spells, Spell Focus (any school).

Benefit: You gain the ability to infuse spells into any item with a Malfunction Rating to increase its potency. You select a spell slot and expend it as if it was cast. You spend one hour handling and concentrating on the item, infusing it with the potency of the spell slot used. You must remain undisturbed for this hour or the effect fails and you lose the spell slot. When finished, you select one school from the list below for which you have Spell Focus, to determine the effect of the infusion:

Abjuration: The item gains an invisible field of force that surrounds and protects it, granting a +1 enhancement bonus to its AC for each level of the spell slot used. If the item grants an AC bonus to its user, the user benefits from this enhancement as well. This benefit lasts 24 hours.

Conjuration: The item summons its own source of power and fuel. For one hour per level of the spell slot used, the item can function without the need of fuel or power. In the case of ranged weapons, it conjures its own ammunition and propellant, but only one such shot per level of spell used.

Divination: A vehicle with this infusion can predict the path ahead and can provide its user with insight on how best to avoid obstacles. It grants a +1 insight bonus per level of the spell slot used to Use Technological Device checks to its pilot on all rolls involving the vehicle. Weapons with this infusion instead grant a +1 insight bonus to attack rolls per level of the spell slot used. This benefit lasts 24 hours.

Enchantment: This device takes control of the user's actions, guiding her hands ever so carefully into its proper use and function. This device allows its user to take 10 on any roll required in its use, even if stress and distractions would normally prevent her from doing so. This cannot be applied to attack or damage rolls with the device. Weapons instead grant the user with the

appropriate Exotic Weapon Proficiency feat associated with it for as long as it is being used. This benefit lasts one hour.

Evocation: When selecting this school, choose between fire, acid, cold or electricity. Sparks of the chosen energy type leap and dance all over the item as it becomes charged with the magic. If the item is struck with a melee or natural weapon, the attacker takes 1d6 damage per level of the spell slot used of the energy type chosen upon infusing the item. Attackers using ranged attacks or reach weapons do not take this damage. Weapons infused in this way instead deal an additional 1d6 damage for every two levels of the spell slot used. Ranged weapons apply this damage to the ammunition they fire. This benefit lasts one hour per level of the spell slot level used.

Necromancy: The item hardens and gains an icy sheen to it as it changes to the color of ivory. The item repairs itself as a living organism, healing 1 point of damage per level of the spell used per hour. This benefit lasts 24 hours.

Transmutation: The item hardens, its segments fuse, and it becomes a seamless whole, functioning perfectly as a single part. This ability grants the item 1 point of hardness and 10 hp per level of the spell slot used. In addition, its MR is reduced by an amount equal to one-half the level of the spell slot used, to a minimum of 1. This benefit lasts 24 hours.

An item can only have one effect on it at a time. Multiple effects do not stack. If a character attempts to place another infusion on the item, the original one's effect will immediately end and be replaced by the new one.

Special: Tinkers may select Gnomish Technomagic as one of their tinker bonus feats.
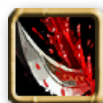
Gouge [General]

You can stab an opponent in such a way to leave them dazed and confused.

Prerequisites: Int 13, Combat Expertise, base attack bonus +4.

Benefit: You may attempt a Gouge as a full attack action with a slashing or piercing weapon. If the attack hits, roll damage normally; the foe struck by your attack must then attempt a Fortitude save (DC 10 + the damage rolled). The foe takes no damage from the blow,

but if he fails the save, he is stunned for 1 round (see **WoW RPG**, Chapter 13: Abilities and Conditions). You can use Gouge only once per round and no more than once per level per day.

When you use Gouge, you forfeit any bonus or extra attacks granted by other feats or abilities (such as the Cleave feat or the *bloodlust* spell). Creatures immune to critical hits cannot be stunned.

Special: Warriors can select Gouge as one of their warrior bonus feats.
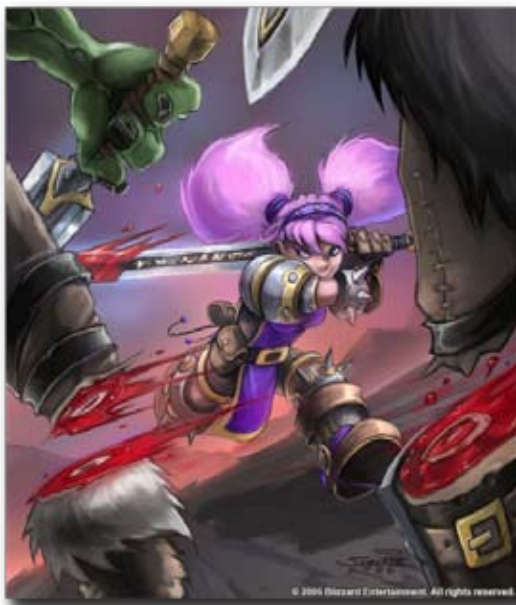
Hamstring [General]

You attack an enemy's legs, crippling his movement.

Prerequisite: Int 13, Combat Expertise, base attack bonus +4.

Benefit: You may attempt a Hamstring as a full attack action. If the attack hits, roll damage normally; the foe struck by your attack must then attempt a Fortitude save (DC 10 + the damage rolled). The foe takes no damage from the blow, but if he fails the save, his speed is reduced to one-quarter normal or 5 feet, whichever is less, for 1 minute. You can use Hamstring only once per round and no more than once per level per day.

When you use Hamstring, you forfeit any bonus or extra attacks granted by other feats or abilities (such as the Cleave feat or the *bloodlust* spell). Creatures immune to critical hits cannot be hamstringed. Creatures with multiple movement types (such as a land and a flight speed) only suffer the crippled speed to one type, your choice.

Special: Warriors can select Hamstring as one of their warrior bonus feats.
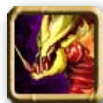
Improved Animal Companion [General]

You can tame magical beasts as animal companions.

Prerequisite: Ability to acquire a new animal companion, compatible *alignment*, sufficiently high level (see below).

Benefit: When choosing an animal companion, the magical beasts listed below are also available to the hunter. The hunter may choose an animal companion with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil) The only exception to this rule is magical beasts

Table 2–8: Improved Animal Companion

Animal Companion	Alignment	Hunter Level	Level Adjustment
Crystal arachnathid	Neutral	4	0
Nightsaber panther	Neutral	4	0
Arachnathid earth-borer	Neutral	7	–3
Makrura prawn	Neutral	7	–3
Scorpid	Neutral	7	–3
Spirit wolf	Neutral	7	–3
Thunder hawk	Neutral	7	–3
Vampire bat	Chaotic Neutral	7	–3
Wyvern	Neutral	7	–3
Cloud serpent	Neutral	10	–6
Dragonhawk	Neutral	10	–6
Hippogryph	Chaotic Good	10	–6
Overlord arachnathid	Neutral	10	–6
Shadow wolf	Neutral	10	–6
Snap dragon	Neutral	10	–6
Worg	Neutral Evil	10	–6
Basilisk	Neutral	13	–9
Couatl (magical)	Neutral	13	–9
Gryphon	Lawful Good	13	–9
Frostsaber panther	Neutral	13	–9
Scorpid dunestalker	Neutral	13	–9
Wildkin	Chaotic Good	13	–9
Helboar	Neutral	16	–12
Owlbeast	Chaotic Neutral	16	–12
Rock borer	Neutral	16	–12
Salamander	Neutral	16	–12
Carrion grub	Neutral	19	–15
Chimera	Neutral	19	–15
Thunder lizard	Neutral	19	–15
Hydra	Neutral	22	–18
Tube wyrm	Neutral Evil	22	–18

If the creature's type is something other than animal, its type does not change; improved animal companions do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate); and animal companions with an Intellect of 3 or greater may learn up to three times their intellect in tricks (before animal companion improvements). Thus, an Owlbeast (with an Intellect of 4) may learn up to 12 tricks before hunter improvements.

The list in Table: Improved Animal Companion presents all published and possible improved animal companions. Almost any creature of the same general size and power as those on the list makes a suitable animal companion. Note the table includes both when the hunter can tame the pet, and the adjustment to the hunter's effective level for purposes of animal companion adjustments.

Improved Enruned Fists [Rune]

You etch extra lines and patterns on your fists increasing their potency further.

Prerequisites: Ability to use enruned fists.

Benefit: The damage die of your unarmed strikes increases by one step as if you were a size category larger: 1d6 if you are Small, 1d8 if you are Medium, and 1d10 if you are Large.

Normal: You normally deal 1d4 damage if you are Small, 1d6 if you are Medium, and 1d8 if you are Large with your enruned fists.
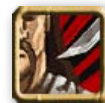
Improved Finishing Strike [General]

You may use special feats as a finishing strike.

Prerequisites: Agy 15, Combat Reflexes, ability to use finishing strike.

Benefit: You may use any feat that requires a full round action as a finishing blow. This includes the Bash, Gouge, Hamstring, and other similar feats.

Normal: Your finishing blow must be a normal attack.

Improved Industrious Haste [Technology]

You can crank out machines at breakneck speed.

Prerequisites: Ability to use industrious haste, Craft 13 ranks.

Benefit: When determining how much progress is made on a Craft roll, you calculate the formula in gold pieces finished.

Normal: Crafting progress is normally calculated in silver pieces.

with the (true) neutral alignment, which any hunter may tame.

Improved animal companions otherwise use the rules for regular animal companions, with three exceptions:

Special: Tinkers may choose this feat as one of their bonus feats.

Improved Stunning Attack [General]

You may inflict both damage and a crippling status upon a target with a hit.

Prerequisites: Base attack bonus +8, and one of the following feats: Bash, Gouge, Hamstring, or Stunning Fist.

Benefit: When using one of the required feats, you inflict damage in addition to the special effect.

Normal: When using the Bash, Gouge, Hamstring, or Stunning Fist feats, you do not deal damage, but rather

a special status effect.

Improved Tricks [General]

You can teach animal companions special tricks.

Prerequisite: Animal companion, 8th level hunter.

Benefit: When teaching your animal companion, you may teach a special trick, depending on the animal. This trick uses up one of your animal companion's tricks as normal, and the Handle Animal DC to train this special

trick is 30. If the animal does not appear on this list below, then choose the closest animal for the purposes of this feat.

Special tricks are divided into two categories: tricks that broad categories of animals may learn, and tricks specific to single species. Many categories may apply to a single animal; for instance, a wolf qualifies for both the fast companion tricks as well as its own unique trick. Raptors qualify as fast and ferocious companions. You may teach multiple special tricks to a single companion; each trick takes up a trick slot as normal.

General Special Tricks

Avian Companions — Screech (Ex): As a standard action that provokes attacks of opportunity, you command your avian to screech. All spellcasters within a 30-foot burst centered on you must make a Concentration check (DC equal to 10 + the spell's level) in order to cast a spell. This effect lasts until the beginning of your next turn. This is otherwise identical to the Disruptive Howl feat.

Only birds and bats may learn this trick; while dragonhawks and wind serpents definitely have wings, they lack the correct vocal cords to perform this trick.

Fast Companions — Dash (Ex): You command your animal companion to move rapidly. It gains a +1 dodge bonus, as well as an additional +20 to its base speed. The creature can sprint for a number of rounds equal to its Stamina modifier +3, after which it becomes fatigued and may not sprint again until it rests.

Only fast companions (those who have a base speed of 50 or greater), such as wolves or tallstriders, may learn this trick. Flying companions with a fly speed of 40 or greater may also learn this trick; to these companions, this trick is known as Dive.

Ferocious Companions — Rage (Ex): You command your animal companion to enter a wild rage, increasing its Strength and Stamina by +4 (granting temporary hit points equal to 2/HD), but reducing its AC by –2. If the creature already has a rage ability, then its bonuses increase by +2. The animal may maintain this rage for up to its Stamina + 3 rounds, after which it becomes fatigued and cannot rage again until it rests.

Only creatures with the rage or ferocity special features may learn this trick. There are two exceptions; bears and raptors may learn this trick, even though they have neither special ability. GMs may allow other creatures as well, with special approval, if the race is particularly savage enough.

Horned/Tusked Companions — Gore (Ex): You command your companion, as a full-round action, to savagely gore foes, impaling them on its tusks or horns. This attack causes damage as if the companion was one size larger.

Only animals with a gore attack, such as bulls, ravagers, or boars, may learn this trick.

Poisonous Companions — Sting (Ex): You command your animal companion to line up and sting a vital area.

As a full round action, your companion makes a single attack; if successful, the creature's venom's DC to resist increases by +2.

This trick is only available for venomous companions, such as vipers or scorpids.

Shelled Companions — Shell Shield (Ex): You command your pet to retreat into its shell as a full-round action, gaining a +6 bonus to its AC for as long as it remains within its shell. While hiding in its shell, the animal may not take any other actions other than a 5-foot step.

Only shelled companions, such as crabs or turtles, may learn this trick.

Stealthy Predators — Prowl (Ex): You command your animal companion to begin prowling, moving to stealthily attack an unaware target. If the companion then attacks an opponent who is denied his Agility bonus to AC or otherwise unaware of the cat, the companion deals an extra +2d6 damage with each hit that round. This ability is identical to the rogue's backstab ability.

Only companions with a racial bonus to Stealth checks, such as felines or crocolisks, may learn this trick.

Racial Tricks

Ape — Thunderstomp (Ex): You command your ape to, as a standard action, slam on the ground with its massive fists. All within 30 feet of the ape must succeed on a Reflex saving throw (DC 10 + 1/2 the ape's HD + the ape's Strength modifier) or fall prone, suffering 1d6 damage from the fall. This ability affects friends and foe alike. Your ape may only perform a thunderstomp once every 1d4 rounds, however.

Boar/Bison/Bull — Charge (Ex): This trick causes the boar to surge forward aggressively. The boar must be at least 10 feet away from its target. If the boar successfully hits during a charge, it deals double damage with its gore attack.

Canine — Furious Howl (Ex): You command your canine to howl ferociously, granting all allies within 30 feet of the canine (including itself) +1 to attack, damage, and AC. This effect lasts for 5 rounds. Your canine can only howl once per encounter.

Cobra — Spit Poison (Ex): Venomous snakes may spit their poison as a ranged touch attack up to 30 feet away.

Dragonhawk — Fire Breath (Su): You command your dragonhawk to breath a gout of flames as a standard action that provokes attacks of opportunity. The dragonhawk breathes a 30' cone of fire that deals 6d6 points of fire damage. Those within the cone may make a Reflex saving throw for half damage (DC 10 + 1/2 dragonhawk's HD + dragonhawk's Sta modifier). The dragonhawk may use this ability only once every 1d4 rounds.

Spider — Web (Ex): You may command your spider to ensnare a target with a thick web as a full-round action. The spider must succeed on a ranged touch attack; if successful, the target is entangled as if he walked into a web (see the spider's web ability).

Only spiders capable of building webs may learn this *ability.*

Warp Stalker — Teleport (Su): As a move-equivalent action, a warp stalker may teleport up to 100 feet away. The warp stalker must be able to see its intended destination (see a future book for warp stalkers).

Wind Serpent — Lightning Breath (Su): You command your wind serpent to, as a standard action that provokes attacks of opportunity, belch forth a ball of lightning from its mouth. This is treated as a ranged touch attack, targeting foes up to 60 feet away. A successful attack deals 4d6 points of electricity damage.

Judgement [General]

Paladins with this feat learn how to judge their foes, releasing a seal's energies.

Prerequisite: Ability to cast seals.

Benefit: A paladin's judgement is a standard action that provokes attacks of opportunity, and requires that you have a seal spell active on yourself at the time. This action releases the seal's energy (causing it to immediately end, regardless of its remaining duration) as a "judgement." A judgement may target a single creature up to 30 feet away, and is subject to counterspelling and spell resistance as if it were a spell itself. The target may attempt a Will save to resist the judgement; success usually causes the judgement to fail outright (*seal of righteousness* simply deals half damage if the creature

succeeds). The effect of the judgement depends upon the seal that was released to empower it.

Judgement of Righteousness: Unleashing this seal's energy will instantly deal 1d8 points of holy damage per 2 caster levels (maximum 10d8) to a target (Will save for half damage).

Judgement of Light: Unleashing this seal's energy will judge an enemy for 5 rounds, during which time each successful melee attack against this enemy will heal 1d2+1 hit points to the striking person.

Judgement of the Crusader: Unleashing this seal's energy will judge an enemy for five rounds. During this time, any holy damage the creature takes increases by 1 point per 2 caster levels the paladin has (maximum +10) per attack.

Judgement of Fury: Unleashing this seal's energy releases the paladin's true fury, sending fear into her target. If the creature fails its Will save, it becomes panicked for 1d4 rounds. This is an enchantment, compulsion and mind-affecting effect.

Judgement of Justice: Unleashing this seal's energy will judge an enemy for five rounds. During this time, the target is unable to move under its own power from its spot. The foe may still fight, defend, and make Reflex saves as normal, however. This is an enchantment, compulsion and mind-affecting effect.

Judgement of Command: Unleashing this seal's energy will judge an enemy for 5 rounds. The next attack to hit the target deals an additional 1d6 points of holy damage per 2 caster levels (maximum 10d6). After one such hit, the spell ends.

Special: Unlike most effects, undead creatures are not immune to any mind-affecting effects caused by a judgement.
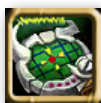
Mage Engineer [General]

Focusing upon the distinct arts of science and magic, you successfully manage to blend the two into a single potent art.

Prerequisites: Tinker level 3rd, arcane caster level 3rd.

Benefit: Your tinker and arcanist levels stack for determining your caster level for the purposes of duration, caster level checks and any other effects determined by your caster level. In addition, you may add one-half your arcanist levels to your tinker levels for the purposes of determining your Technological Limit.

Special: Arcanists add Use Technological Device to their class skill list.
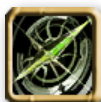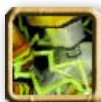
Malfunction Blow [Technology]

With a single, sharp blow, you cause a technological device to malfunction.

Prerequisites: Craft (technological device) 4 ranks, Improved Sunder.

Benefit: Whenever you use the sunder action on any item with a Malfunction Rating, you may choose not to deal damage to it. If you do so and you succeed, the device's MR raises by +1 for every 5 points of damage you would do normally. The wielder may spend a full round action that provokes attacks of opportunity and a DC 20 Craft (technological device) check to return the Malfunction Rating to its original number.

Normal: Striking an item deals damage to it.

Special: Tinkers can select Malfunction Blow as one of their tinker bonus feats. Warriors can also select Malfunction Blow as one of their warrior bonus feats.

Maximum Overdrive [Technology]

Knowing just the proper tricks to boost its power, you increase the potency of a technological device. However, you push the device beyond its limits and cause it to malfunction.

Prerequisites: Emergency Repair.

Benefit: As a full round action you may cause any device you've built to push beyond the limits of its design. The device's features are all raised as if the Technology Score of all its features were raised by two. This lasts a number of minutes equal to the device's new Technology Score. Afterwards the device immediately malfunctions and must be repaired as normal. No feat or class ability can prevent this device from malfunctioning. This feat does not work on devices built with single or limited uses.

Special: A tinker may select Maximum Overdrive as

one of his tinker bonus feats.

Moonkin Form [Wild]

You may assume the form of a moonkin, an embodiment of nature.

Prerequisites: Spt 17, ability to use wild shape, ability to assume a magical beast form, Natural Spell.

Benefit: Once per day, the druid may assume a moonkin form. The moonkin has the same statistics as a wildkin, but the moonkin also generates a spell-empowering aura. All spells cast by the druid and her allies within this aura increase their save DCs by +1. This aura has the same range and effects of a paladin's aura (see below). This aura remains in effect until the druid dies or leaves her form. Furthermore, while in moonkin form, the druid may use weapons normally. This ability otherwise is identical to the druid's wild shape ability.

Special: This feat may be taken multiple times; each time this feat is taken, the druid may assume a moonkin form an additional time per day.

Overcharge [General, Warrior, Technology]

You know how to stuff your firearm to the brim, dealing more damage but increasing the risk of malfunctions.

Prerequisite: Agy 13, Exotic Weapon Proficiency (firearms), Rapid Reload, base attack bonus +2.

Benefit: By increasing the MR of your firearm by +2, you deal an extra die of damage. You may do this up to twice (to a total of +4 MR and +2 dice of damage). Each use of overcharge also uses an additional ounce of gunpowder (one additional ounce for a +1 die, or two additional ounces for +2 dice).

Special: Warriors and tinkers may select this feat as one of their bonus feats.

Parry Spell [General]

You gain the ability to deflect magical attacks away from you with a magical weapon.

Prerequisites: Spellbreaker, Spellcraft 4 Ranks, Base Attack Bonus +10

Benefit: When wielding a magic weapon you may ready an action to parry a spell. When you become the target of a spell you make an attack roll opposed by the spellcasters spellcraft check. If you succeed there is a 25% chance the spell is reflected back at the caster and he is treated as the new target of the spell with all of the original modifiers and rolls as if he had cast it on himself. Otherwise the spell is negated and bounces off somewhere harmlessly.

Racial Wild Shape [General]

You may assume a shape that combines both your racial and animal abilities into one.

Prerequisite: Ability to use wild shape.

Benefit: You may choose to retain the natural weapons, natural armor, and movement modes of your original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as a night elf's superior low-light vision). When both forms have similar statistics (such as claw attacks, land speed, or natural armor), use the better of the two.

Normal: You lose the natural weapons, natural armor, and movement modes of your original form while in another form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the barbarian's rage class feature).

Special: If you use this feat, it is impossible to disguise yourself as another creature, as you combine the features of both your natural and animal forms; you do not gain a +10 bonus on Disguise checks to disguise yourself as an animal. You may choose to not use this feat; if so, you lose all statistics as normal for wild shape.
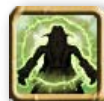
Reflective Shield [General]

You've learned to use your shield to better your defenses against opposing spellcasters.

Prerequisites: Defend, warrior level 12th.

Benefit: When using a shield and fighting defensively, or using the total defense action, you may add your shield bonus to your touch AC. In addition, you may add one-half your shield's AC bonus as a circumstance bonus to your saves whenever you are affected by a spell. You

cannot use this ability if you are flatfooted or otherwise helpless.

Special: Warriors can select this feat as one of their bonus warrior feats.

Runic Engineer [General]

While runes improve your body, technology improves everything else. Ingenuity, not mysticism, empowers you.

Prerequisites: Ability to scribe 2nd level runes, tinker level 3rd.

Benefit: Your runemaster and tinker levels stack for determining when you gain access to more simple runes. In addition, you may add one-half your caster level in any class that scribes runes to your tinker level for the purposes of determining the Technological Limit on any device you create.

Special: A runemaster who selects this feat may use Intellect instead of Spirit for determining the number and power of runes per day she gets.

Runic Mage [General]

Magical prowess is greater than any material power. Though your colleagues may disagree, they nonetheless see your philosophy in action, in your runic might and magical power.

Prerequisites: Ability to use enruned fists, ability to cast 3rd level arcane spells.

Benefit: Your arcanist and runemaster levels stack for the purposes of determining your caster level for duration, caster level checks, and any other benefit determined by your caster level for your runes and arcane spells.

In addition, as a swift action, you may empower your enruned fists with the strength of your magic. You select one spell slot and expend as if it was cast. You gain an enhancement bonus to attack and damage rolls equal to the spell slot sacrificed for one round. Rune slots cannot be expended in this way.

Salvage Materials [Technology]

You can salvage the materials from your broken or still-functioning devices and regain some of the raw material.

Prerequisites: Scavenge Materials.

Benefit: If a character so chooses, he may break down an item and regain a portion of its raw material for use in future items. He spends an hour breaking down the device and salvaging anything he can use. At the end of this period, he makes a Craft (technological device) check. He multiplies the result by the overall Technology Score of the item being broken down and gains that number as gp worth of materials he can use in the creation of new devices. He can never gain more than one third of the item's total market value. This can be done to any technological device the character owns and he may only do it once per device. Afterwards the item is completely broken and cannot be repaired by any means.

If the device is a trap, it must first be disabled through the use of the Disable Device skill before it can be salvaged. Locks and other devices designed to prevent entry or protect themselves must also be disabled or bypassed before they can be salvaged.

Special: A tinker may select Salvage Materials as one of his bonus tinker feats.

Shred [Wild]

You may make devastating sneak attacks while in a stealthy form.

Prerequisite: Ability to use wild shape, Stealth 8 ranks.

Benefit: When attacking a target who is denied her Agility bonus to AC or is flanked, you deal an extra +2d6 points of damage when using claws. This ability is otherwise identical to a rogue's backstab.

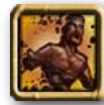**Special:** This feat may only be used while in a Medium or smaller form.

Swift Wild Shape [Wild]

You may assume your animal forms more quickly than normal.

Prerequisite: Ability to use wild shape.

Benefit: You may shapeshift as a move-equivalent action.

Normal: Druids shapeshift as a standard action.

Tattoo Specialist [Rune]

You are an expert at creating magical tattoos.

Prerequisites: Ability to scribe 5th level runes.

Benefit: Instead of paying the normal experience cost of creating a tattoo, you spend only 5 XP per level of the tattoo created. In addition, you may apply any metamagic feat you know to the tattoo upon its creation for an additional 10 XP and 20 gp per level spell level increase. Doing so allows you to empower the rune at its normal spell slot without raising it further.

Normal: You spend 10 XP per level of the rune to be

made into a tattoo and may only use metamagic feats to spontaneously empower runes.

Vow Spell [Metamagic]

Upon taking a sacred vow, the target of this spell continues to gain the benefits of this spell so long as he is fulfilling his oath.

Prerequisites: Ability to cast 4th-level divine spells.

Benefit: Upon the casting of this spell, a spellcaster must spend 100 XP per level of the spell. At the same time, the target of the spell must swear an oath to the spellcaster. The nature of the oath can be anything the target chooses, though it must be honest and must be something that caster agrees to. The oath also must be one that is significant. It is up to the GM to determine whether an oath is significant enough to gain the

Vow Spell and the Oath

Vow Spell is meant as a way for high-level divine casters to empower their allies to better serve their cause. They give a part of their essence and wisdom to the spell in order to give it permanence. However, it is fully expected that the oath be a significant one. The exact significance is up to the GM, but as a good rule of thumb an oath must be long-term and must work towards the completion of some sort of service for the spellcaster's faith. It could be as simple as an oath of service to the spellcaster, or it can work towards the completion of a long and arduous task. For example, "I swear to serve the Light and the priest who bestows this blessing upon me for a year and a day," or, "I shall not rest until all the world is cleansed of the undead," given to a priest of the Holy Light, are acceptable oaths. However, "I swear to always walk with my legs," is not acceptable.

GMs and players should work together to determine what makes a significant oath and to decide upon the actual wording of the oath and how it can be broken.

benefits of this spell. The oath must be made by a willing subject, who cannot be magically forced into doing it against his will. If the oath is not made or is considered insignificant, the spell automatically fails but neither the XP nor the spell slot used to cast it is lost. See the sidebar for details regarding the oath.

After the spell is cast, the target gains the benefit of the spell so long as he keeps his oath and works toward its goals. Its duration is considered permanent. Should his oath be completed or if he somehow breaks the oath, the spell effect immediately ends. Should the spell be dispelled, the target regains the benefits of the spell 1d4+1 rounds after it is dispelled. A character cannot have more spells upon him with the Vow Spell feat than his Spirit modifier divided by 2, rounded up. Should he become the target of a Vow Spell which he cannot have, the spell automatically fails.

A vow spell takes up a spell slot 4 levels higher than normal. This feat can only affect spells with a duration other than instantaneous.

Shadowy Tools of the Trade

There are things far more insidious than mere magical cantrips and sharp blades. Many choose to traffic in shady areas or moral ambiguity, preferring to rely on their wits and guile rather than brute strength. Horrible plagues, virulent toxins, and cunning traps are these men's sword and staff.

This chapter discusses how to create poisons and traps, as well as a sample of various diseases in the world and their rules. This chapter is of particular importance to hunters and rogues, who both make widespread use of traps and toxins in their adventures.

Diseases

When a character is injured by a contaminated attack, touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect — his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward, he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers,

taking no more damage.

These Fortitude saving throws can be rolled secretly so that the player doesn't know whether the disease has taken hold.

Disease Descriptions

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarized on Table 2–1: Diseases and defined below.

Disease: Diseases whose names are printed in italic in the table are supernatural in nature. The others are extraordinary.

Infection: The disease's method of delivery: ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most diseases can also be ingested.

Note that, unlike toxins, diseases may be passed from one contaminated target to another via the infection type. Thus, a target contaminated by an injury disease spreads its disease if it damages a target in melee. Merely being within breathing distance of a target infected with an inhaled disease spreads the disease, making these the

Table 3–1: Diseases

Disease	Infection DC	Incubation	Damage
Blinding sickness	Ingested 16	1d3 days	1d4 Str[1]
Cackle fever	Inhaled 16	1 day	1d6 Spt
Fel chills[3]	Injury 14	1d4 days	1d4 Str
Filth fever	Injury 12	1d3 days	1d3 Agy, 1d3 Sta
Mindfire	Inhaled 12	1 day	1d4 Int
Mummy rot*	Contact 20	1 day	1d6 Sta
Radiation sickness	Injury 18	1 day	1d6 Sta[2]
Red ache	Injury 15	1d3 days	1d6 Str
Scourge, The	Special 20	1 day	1d4 Sta**
Shakes	Contact 13	1 day	1d8 Agy
Slimy doom	Contact 14	1 day	1d4 Sta[2]

1 Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.

2 When damaged, character must succeed on another saving throw or 1 point of damage is permanently drained instead.

3 The victim must make three successful Fortitude saving throws in a row to recover from fel chills.

* Successful saves do not allow the character to recover. Only magical healing can save the character.

** Damage is permanent. If a character dies from the Scourge, the character rises in 1d4 hours as a skeleton or zombie. More powerful undead, such as ghouls, may form at the GM's discretion.

most virulent plagues on Azeroth. Likewise, ingested diseases are the least virulent, as they require the eating of contaminated flesh, common mostly in animals. Note, however, that any disease may be contracted via eating contaminated flesh, even injury diseases.

DC: The Difficulty Class for the Fortitude saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

Incubation Period: The time before damage begins.

Damage: The ability damage the character takes after incubation and each day afterward.

Types of Diseases: Typical diseases include the following:

Blinding Sickness: Spread in tainted water.

Cackle Fever: Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as "the shrieks."

Fel Chills: Many demons and fel-infected creatures spread it, and it can also be contracted from scratches by tainted plants and other contaminated hazards. It takes three, not two, successful saves in a row to recover from fel chills.

Filth Fever: Dire rats and rat swarms spread it. Those injured while in filthy surroundings might also catch it.

Mindfire: Feels like your brain is burning. Causes stupor.

Mummy Rot: Spread by mummies (see future supplements). Successful saving throws do not allow the character to recover (though they do prevent damage normally).

Radiation Sickness: Irradiated troggs spread this. Also, those suffering prolonged exposure to radiation, such as during extended visits to Gnomeregan, might also catch this.

Red Ache: Skin turns red, bloated, and warm to the touch.

The Scourge: Only contracted by prolonged exposure to diseased lands (such as Eastern Plaguelands or the Ghostlands; GM's discretion) or ingesting plagued materials. Victims begin rotting away while alive, eventually dying. Humanoids become skeletons or zombies upon death.

The Shakes: Causes involuntary twitches, tremors, and fits.

Slimy Doom: Victim turns into infectious goo from the inside out. Can cause permanent ability drain.

Crafting Diseases

Diseases are not normally for sale. While most diseases are contracted from natural (or unnatural) sources, a skilled alchemist with the Brew Contagion feat may recreate a disease, or even craft a new one from scratch. The Forsaken are well known for their prowess

in crafting diseases, and are the number one source for black market diseases. Like poisonmaking, this process is difficult at best, and deadly to those who do not take

Table 3-2: Disease Creation DC Modifiers

Infection	DC Modifier
Contact	+2
Ingested	–2
Inhaled	+4
Injury	+0
Incubation	**DC Modifier**
Less than a day	+6
1 Day	+4
2–6 days	+2
Week or longer	+0
Damage	**DC Modifier**
1	–2
1d2	0
1d4	+1
1d6	+2
1d8	+4
1d10	+6
1d12	+8
1d20	+10
Stamina Damage	+2
Hit Point Damage	+Average Hit Points Lost
Permanent	+4
Energy Drain	+6, plus an additional +2 per additional level loss
Death	+20
Additional Effect	+GM's Discretion

care.

A skilled alchemist may concoct a plague with a Craft (alchemy) check. The skill's DC is equal to 5 + the save DC of the disease, modified according to its infection type, incubation, and damage. The cost of raw materials equals the craft DC x 25 gp. The market price for these diseases equals twice the raw material cost.

For example, slimy doom (Craft DC 5 + 14 (Save DC) +2 (Contact) +4 (Day incubation) + 1 (1d4) +2 (Sta) +4 (Permanent), or 32) costs 800 gp per dose to make, or 1,600 gp on the open market per dose. A new weak disease that has a save DC of 12, an infection vector of

Ingested (–2), an incubation of 1 week (+0), and ability damage of 1d2 Str (+1) has a craft DC of 16, a raw material price of 400 gp, and a market value of 800 gp.

Raw materials are hard to come by, and often require plagued samples of various types.

Each successful Craft (alchemy) check grants one dose of disease. Rolling a natural 1 while crafting a disease infects the alchemist with the disease.

Healing a Disease

Use of the Heal skill can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Heal check result is higher. The diseased character must be in the healer's care and must have spent the previous 8 hours resting.

Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

Poisons

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he takes the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used.

Although supernatural and spell-like poisons are possible, poisonous effects are almost always extraordinary.

Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

Contact: Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap.

Ingested: Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe
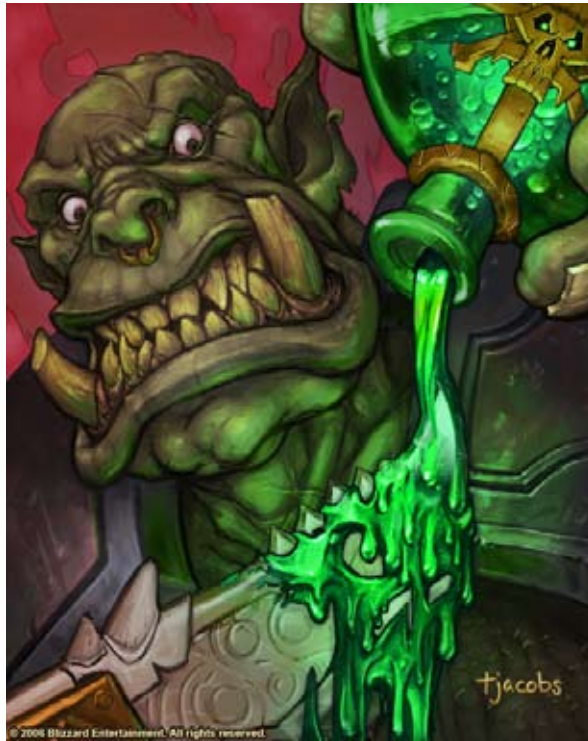
someone into drinking or eating something poisoned. Assassins and other characters tend to use ingested poisons outside of combat.

Inhaled: Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10-foot cube. Each creature within the area must make a saving throw. (Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body.)

Injury: This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

The characteristics of poisons are summarized on Table 2–3: Poisons. Terms on the table are defined below.

Type: The poison's method of delivery (contact, ingested, inhaled, or via an injury) and the Fortitude save DC to avoid the poison's damage.

Initial Damage: The damage the character takes immediately upon failing his saving throw against this poison. Ability damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

Secondary Damage: The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Ability damage marked with an asterisk is a permanent drain instead of

Table 3-3: Poisons

Poison	Type	Initial Damage	Secondary Damage	Price
Violet tragen	Contact DC 13	0	3d6 Sta	650 gp
Deathweed	Contact DC 16	2d12 hp	1d6 Sta	300 gp
Lethargy root	Contact DC 16	1 Agy	2d4 Agy	500 gp
Daggerfen venom	Contact DC 16	1d6 Agy	−10 speed	750 gp
Black lotus extract	Contact DC 20	3d6 Sta	3d6 Sta	4,500 gp
Dragon bile	Contact DC 26	3d6 Str	0	1,500 gp
Ambercorn	Ingested DC 11	1 Spt	2d6 Spt + 1d4 Int	180 gp
Arsenic	Ingested DC 13	1 Sta	1d8 Sta	120 gp
Dust of decay	Ingested DC 14	1d4 Int	2d6 Int	125 gp
Emerald drake venom	Ingested DC 15	0	Unconsciousness	90 gp
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	250 gp
Fel reaver powder	Ingested DC 18	2d6 Sta	1d6 Sta + 1d6 Str	300 gp
Trogg powder	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*	1,000 gp
Insanity mist	Inhaled DC 15	1d4 Spt	2d6 Spt	1,500 gp
Burnt plaguewood fumes	Inhaled DC 18	1 Sta*	3d6 Sta	2,100 gp
Deviate adder venom	Injury DC 11	1d6 Sta	1d6 Sta	120 gp
Lesser silithid poison	Injury DC 11	1d2 Agy	1d2 Agy	90 gp
Bloodcap	Injury DC 12	0	1d4 Sta + 1d3 Spt	100 gp
Anesthetic poison	Injury DC 13	Unconsciousness	Unconsciousness for 2d4 hours	75gp
Bloodfang oil	Injury DC 13	1 Sta	1d2 Sta	100 gp
Bloodpetal poison	Injury DC 14	1 Sta	Unconsciousness	120 gp
Medium spider venom	Injury DC 14	1d4 Str	1d4 Str	150 gp
Wyvern poison	Injury DC 14	1d4 Sta	1d4 Sta	300 gp
Mana dust	Injury DC 16	1d4 Int, 1d4 Spt	2d4 spell level slots	800 gp
Shadow essence	Injury DC 17	1 Str*	2d6 Str	250 gp
Large scorpion venom	Injury DC 18	1d6 Str	1d6 Str	200 gp
Silithid wasp poison	Injury DC 18	1d6 Agy	1d6 Sta	210 gp
Putrid vine	Injury DC 20	1d6 Sta	2d6 Sta	1,800 gp
Dune striker poison	Injury DC 24	1d6 Str	2d6 Str	700 gp

*Permanent drain, not temporary damage.

temporary damage.

Price: The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal, and even in big cities it can be obtained only from specialized, less than reputable sources. Alternately, you may craft your own, but beware that this is even more illegal.

Perils of Using Poison

A character has a 5% chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a natural 1 on an attack roll with a poisoned weapon must make a DC 15 Reflex save or accidentally poison himself with the weapon.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures (constructs and undead) and creatures without metabolisms (such as elementals) are always immune to poison. Oozes, plants, and certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted

specifically to harm them.

Crafting Poisons

Crafting a poison requires the Craft (poisonmaking) skill:

Craft (Poisonmaking) [Int]

The age-old craft of distilling toxic liquids and powders from plants, animals, and minerals is dangerous to the crafter and victim alike, and is often highly illegal in civilized lands. This sub-skill includes all forms of poison preparation, from grinding mineral powders to milking serpents to deliberately concentrating the sap of toxic plants.

Check: The poison's base DC is equal to the poison's DC. The cost is 1/3 the market price, as normal.

Table 3-4: Poison Creation DC Modifiers

Poison Type	DC
Contact	+2
Energy Drain	+6
Ingested	–2
Inhaled	+0
Injury	+2
Onset Delay (1 minute)	+0
Onset Delay (1 hour)	+2
Onset Delay (1 day)	+4
Onset Delay (1 week+)	+6
Permanent Damage	+4
Stamina Damage	+2
Two-stage*	+4
Three-stage*	+6
Special Effect	+GM's Discretion

*Two-stage poison requires that the victim come into contact with two components rather than one, and three-stage poisons require that the victim come into contact with three components. This not only allows an onset for the poison, but also allows multiple toxins to flood the victim's system. The poison DC is equal to the most difficult component of the bunch, and the poisonmaker must pay for all components. Normally non-toxic substances used in this process do not apply additional poisons, but only cost 50 gold per neutral component.

Note that this also allows a poisonmaker to customize his or her poisons by applying the desired modifiers to the poison crafted, thus turning an ingested poison into an injury poison, for instance. Furthermore, a poisonmaker may choose to delay the onset of a toxin by increasing its complexity. Modifying a poison also increases the cost of the poison by multiplying the base cost x the modifications' DCs (negative DC modifiers divide the cost instead).

Each successful Craft (poisonmaking) check yields one dose of poison.

Retry: If you fail the check by a margin of 5 or more, you ruin half the materials and have to buy them again.

Special: If you have 5 or more ranks in Craft (alchemy), you get a +2 synergy bonus on Craft (poisonmaking) checks.

If you have 5 or more ranks in Craft (poisonmaking), you get a +2 synergy bonus on Heal checks to cure poisons.

Traps

Traps are used by many people in Azeroth, but the most well known trapmakers are hunters, followed closely by tinkers and rogues.

Types of Traps: A trap can be mechanical, magical, or technological in nature. Mechanical traps include pits, arrow traps, falling blocks, water-filled rooms, whirling blades, and anything else that depends on a mechanism to operate. Note that a mechanical trap may use "generic" technological weapons such as long rifles or bombs in its construction and still be considered merely a mechanical trap, though the weapon's MR still affects the trap as normal. A mechanical trap can be constructed through successful use of the Craft (trapmaking) skill (see Designing a Trap, below, and the skill description).

Magic traps are further divided into spell traps and magic device traps. Magic device traps initiate spell effects when activated, just as wands, rods, rings, and other magic items do. Creating a magic device trap requires the Craft Wondrous Item feat (see Designing a Trap and the feat description).

Spell traps are simply spells that themselves function as traps. Creating a spell trap requires the services of a character who can cast the needed spell or spells, who is usually either the character creating the trap or an NPC spellcaster hired for the purpose.

Technological device traps are tinker-crafted devices which are set to go off with certain triggers. While they may resemble mechanical traps, technological device traps are far more intricate in nature, harder to detect, and even harder to disable. They also tend to be far deadlier than mechanical traps, as only the ability of the tinker limits what a technological device trap can do. Creating a technological device trap follows the same rules as creating a standard device, but the Craft DC is augmented by the trap's elements (below).

Mechanical Traps

Dungeons are frequently equipped with deadly mechanical (nonmagical) traps. Mechanical traps are not necessarily technological devices, but rather ingenious creations. A trap typically is defined by its location and triggering conditions, how hard it is to spot before it goes off, how much damage it deals, and whether or not the heroes receive a saving throw to mitigate its effects. Traps that attack with arrows, sweeping blades, and other types of weaponry make normal attack rolls, with a specific attack bonus dictated by the trap's design.

Creatures who succeed on a DC 20 Search check detect a simple mechanical trap before it is triggered. (A simple trap is a snare, a trap triggered by a tripwire, or a large trap such as a pit.)

A character with the trapfinding class feature who succeeds on a DC 21 (or higher) Search check detects a well-hidden or complex mechanical trap before it is triggered. Complex traps are denoted by their triggering mechanisms and involve pressure plates, mechanisms linked to doors, changes in weight, disturbances in the air, vibrations, and other sorts of unusual triggers.

It should be noted that mechanical traps differ from technological device traps (see below) in that, while many principles are shared, mechanical traps are much simpler in design and should not be confused with true technological device traps.

Table 3-5: Spell/Device Sight Ranges

Spell/Device	Sight Range	Spot Bonus
arcane eye	Line of sight (unlimited range)	+20
clairvoyance	One pre-selected location	+15
mechanical eye	Line of sight (up to 90 ft.)	+20
sentry ward	Line of sight (unlimited range)	+15
true seeing	Line of sight (up to 120 ft.)	+30

Magic Traps

Many spells can be used to create dangerous traps. Unless the spell or item description states otherwise, assume the following to be true.

• A successful Search check (DC 25 + spell level) made by a rogue (and only a rogue) detects a magic trap before it goes off. Other characters have no chance to find a magic trap with a Search check.

• Magic traps permit a saving throw in order to avoid the effect (DC 10 + spell level x 1.5).

• Magic traps may be disarmed by a rogue (and only a rogue) with a successful Disable Device check (DC 25 + spell level).

Technological Device Traps

Some insidious tinkers may work their technological creations into complex and intricate traps. Unlike mechanical traps, technological device traps are created exactly the same as if crafting a technological device (see World of Warcraft: The Roleplaying Game core rules), augmented by the difficulty of its trigger and reset elements (see below). Unless the device description states otherwise, assume the following to be true.

• A successful Search check (DC 20 + TS of the trap) made by a rogue or tinker (and only a rogue or tinker) detects a technological device trap before it goes off. Other characters have no chance to find a technological device trap with a Search check.

• Technological device traps may be disarmed by a rogue or tinker (and only a rogue or tinker) with a successful Disable Device check (DC 20 + TS of the trap).

Elements of a Trap

All traps—mechanical, magic, or technological—have the following elements: trigger, reset, Search DC, Disable Device DC, attack bonus (or saving throw or onset delay), damage/effect, and Challenge Rating. Some traps may also include optional elements, such as poison or a bypass. These characteristics are described below.

Trigger

A trap's trigger determines how it is sprung.

Location: A location trigger springs a trap when someone stands in a particular square.

Proximity: This trigger activates the trap when a creature approaches within a certain distance of it. A proximity trigger differs from a location trigger in that the creature need not be standing in a particular square. Creatures that are flying can spring a trap with a proximity trigger but not one with a location trigger. Mechanical and technological proximity triggers are extremely sensitive to the slightest change in the air.

This makes them useful only in places such as crypts, where the air is unusually still.

The proximity trigger used most often for magic device traps is the alarm spell. Unlike when the spell is cast normally, an alarm spell used as a trigger can have an area that's no larger than the area the trap is meant to protect.

Some magic device traps have special proximity triggers that activate only when certain kinds of creatures approach. For example, a detect good spell can serve as a proximity trigger on an evil altar, springing the attached trap only when someone of good alignment gets close enough to it.

Sound: This trigger springs a magic trap when it detects any sound. A sound trigger functions like an ear and has a +15 bonus on Listen checks. A successful Stealth check, magical silence, and other effects that would negate hearing defeat it. A trap with a sound trigger requires the casting of clairaudience during its construction.

Visual: This trigger for magic traps works like an actual eye, springing the trap whenever it "sees" something. A trap with a visual trigger requires the casting of arcane eye, clairvoyance, sentry ward, or true seeing during its construction. Alternately, technological device traps may use a mechanical eye (see Chapter 6: New Technological Devices) as a visual trigger. Sight range and the Spot bonus conferred on the trap depend on the spell or device chosen, as shown.

If you want the trap to "see" in the dark, you must either choose the true seeing option or add darkvision to the trap as well. (Darkvision limits the trap's sight range in the dark to 60 feet.) If invisibility, disguises, or illusions can fool the spell being used, they can fool the visual trigger as well.

Touch: A touch trigger, which springs the trap when touched, is one of the simplest kinds of trigger to construct. This trigger may be physically attached to the part of the mechanism that deals the damage or it may not. You can make a magic touch trigger by adding alarm to the trap and reducing the area of the effect to cover only the trigger spot.

Timed: This trigger periodically springs the trap after a certain duration has passed.

Spell: All spell traps have this kind of trigger. The appropriate spell descriptions explain the trigger conditions for traps that contain spell triggers.

Reset: A reset element is the set of conditions under which a trap becomes ready to trigger again.

No Reset: Short of completely rebuilding the trap, there's no way to trigger it more than once. Spell traps have no reset element.

Repair: To get the trap functioning again, you must repair it.

Manual: Resetting the trap requires someone to move the parts back into place. This is the kind of reset element most mechanical traps have.

Automatic: The trap resets itself, either immediately or after a timed interval.

Repairing and Resetting Mechanical and Technological Device Traps

Repairing a mechanical or technological device trap requires a Craft (trapmaking) or Craft (technological device) check (respectively) against a DC equal to the one for building it. The cost for raw materials is one-fifth of the trap's original market price. To calculate how long it takes to fix a trap, use the same calculations you would for building it, but use the cost of the raw materials required for repair in place of the market price.

Resetting a trap usually takes only a minute or so. For a trap with a more difficult reset method, you should set the time and labor required.

Bypass (Optional Element)

If the builder of a trap wants to be able to move past the trap after it is created or placed, it's a good idea to build in a bypass mechanism — something that temporarily disarms the trap. Bypass elements are typically used only with mechanical traps; spell traps usually have built-in allowances for the caster to bypass them.

Lock: A lock bypass requires a DC 30 Open Lock check to open.

Hidden Switch: A hidden switch requires a DC 25 Search check to locate.

Hidden Lock: A hidden lock combines the features above, requiring a DC 25 Search check to locate and a DC 30 Open Lock check to open.

Search and Disable Device DCs

The builder sets the Search and Disable Device DCs for a mechanical trap. For a magic trap, the values depend on the highest-level spell used.

Mechanical Trap: The base DC for both Search and Disable Device checks is 20. Raising or lowering either of these DCs affects the base cost (Table 2–9: Cost Modifiers for Mechanical Traps) and possibly the CR (Table 2–6: CR Modifiers for Mechanical Traps).

Magic Trap: The DC for both Search and Disable Device checks is equal to 25 + the spell level of the highest-level spell used. Only characters with the trapfinding class feature can attempt a Search check or a Disable Device check involving a magic trap. These DCs do not affect the trap's cost or CR.

Technological Device Trap: The DC for both Search and Disable Device checks is equal to 20 + the overall TS of the trap. Only tinkers or characters with the trapfinding class feature can attempt a Search check or a Disable Device check involving a technological device trap. These DCs do not affect the trap's cost or CR.

Attack Bonus/Saving Throw DC

A trap usually either makes an attack roll or forces a

saving throw to avoid it. Occasionally a trap uses both of these options, or neither (see Never Miss).

Pits: These are holes (covered or not) that characters can fall into and take damage. A pit needs no attack roll, but a successful Reflex save (DC set by the builder) avoids it. Other save-dependent mechanical traps also fall into this category.

Pits in dungeons come in three basic varieties: uncovered, covered, and chasms. Pits and chasms can be defeated by judicious application of the Climb skill, the Jump skill, or various magical means.

Uncovered pits serve mainly to discourage intruders from going a certain way, although they cause much grief to characters who stumble into them in the dark, and they can greatly complicate a melee taking place nearby.

Covered pits are much more dangerous. They can be detected with a DC 20 Search check, but only if the character is taking the time to carefully examine the area before walking across it. A character who fails to detect a covered pit is still entitled to a DC 20 Reflex save to avoid falling into it. However, if she was running or moving recklessly at the time, she gets no saving throw and falls automatically.

Trap coverings can be as simple as piled refuse (straw, leaves, sticks, garbage), a large rug, or an actual trapdoor concealed to appear as a normal part of the floor. Such a trapdoor usually swings open when enough weight (usually about 50 to 80 pounds) is placed upon it. Devious trap builders sometimes design trapdoors so that they spring back shut after they open. The trapdoor might lock once it's back in place, leaving the stranded character well and truly trapped. Opening such a trapdoor is just as difficult as opening a regular door (assuming the trapped character can reach it), and a DC 13 Strength check is needed to keep a spring-loaded door open.

Pit traps often have something nastier than just a hard floor at the bottom. A trap designer may put spikes, monsters, or a pool of acid, lava, or even water at the bottom. Spikes at the bottom of a pit deal damage as daggers with a +10 attack bonus and a +1 bonus on damage for every 10 feet of the fall (to a maximum bonus on damage of +5). If the pit has multiple spikes, a falling victim is attacked by 1d4 of them. This damage is in addition to any damage from the fall itself.

Monsters sometimes live in pits. Any monster that can fit into the pit might have been placed there by the dungeon's designer, or might simply have fallen in and not been able to climb back out.

A secondary trap, mechanical or magical, at the bottom of a pit can be particularly deadly. Activated by a falling victim, the secondary trap attacks the already injured character when she's least ready for it.

Ranged Attack Traps: These traps fling darts, arrows,

Table 3-6: CR Modifiers for Mechanical Traps

Feature	CR Modifier
Search DC	
15 or lower	−1
25–29	+1
30 or higher	+2
Disable Device DC	
15 or lower	−1
25–29	+1
30 or higher	+2
Reflex Save DC (Pit or Other Save-Dependent Trap)	
15 or lower	−1
16–24	—
25–29	+1
30 or higher	+2
Attack Bonus (Melee or Ranged Attack Trap)	
+0 or lower	−2
+1 to +5	−1
+6 to +14	—
+15 to +19	+1
+20 to +24	+2
Damage/Effect	
Average damage	+1/7 points*
Miscellaneous Features	
Alchemical device	Level of spell mimicked
Liquid	+5
Multiple target	+1 (or 0 if never miss)
Onset delay 1 round	+3
Onset delay 2 rounds	+2
Onset delay 3 rounds	+1
Onset delay 4+ rounds	−1
Poison	CR of poison (see below)
Pit spikes	+1
Touch attack	+1

* Rounded to the nearest multiple of 7 (round up for an average that lies exactly between two numbers).

Table 3-6: CR Modifiers for Mechanical Traps (cont.)

Poison	CR of Poison	Poison	CR of Poison
Deviate adder venom	+1	Large scorpion venom	+3
Black lotus extract	+8	Lethargy root	+3
Bloodcap	+1	Medium spider venom	+2
Bloodpetal poison	+1	Violet tragan	+4
Burnt plaguewood fumes	+6	Dune stalker poison	+4
Putrid vine	+5	Deathweed	+3
Dragon bile	+6	Shadow essence	+3
Silithid wasp poison	+3	Small silithid poison	+1
Bloodfang oil	+1	Daggerfen venom	+5
Insanity mist	+4	Trogg dust	+3
Wyvern poison	+2	Mana dust	+5

spears, or the like at whoever activated the trap. The builder sets the attack bonus. A ranged attack trap can be configured to simulate the effect of a composite bow with a high Strength rating which provides the trap with a bonus on damage equal to its Strength rating.

Melee Attack Traps: These traps feature such obstacles as sharp blades that emerge from walls and stone blocks that fall from ceilings. Once again, the builder sets the attack bonus.

Technological Attack Traps: Ranged or melee, the device's attack bonus is a feature of the device rather than a bonus assigned to the trap. See More Magic & Mayhem for rules on generating attack bonuses for technological devices.

Damage/Effect

The effect of a trap is what happens to those who spring it. Usually this takes the form of either damage or a spell effect, but some traps have special effects.

Pits: Falling into a pit deals 1d6 points of damage per 10 feet of depth.

Ranged Attack Traps: These traps deal whatever damage their ammunition normally would. If a trap is constructed with a high Strength rating, it has a corresponding bonus on damage.

Table 3-7: CR Modifiers for Magic Traps

Feature	CR Modifier
Highest level spell	+Spell level OR +1 per 7 points of average damage per round*

*See the note following Table 2–6: CR Modifiers for Mechanical Traps.

Melee Attack Traps: These traps deal the same damage as the melee weapons they "wield." In the case of a falling stone block, you can assign any amount of bludgeoning damage you like, but remember that whoever resets the trap has to lift that stone back into place.

A melee attack trap can be constructed with a built-in bonus on damage rolls, just as if the trap itself had a high Strength score.

Spell Traps: Spell traps produce the spell's effect. Like all spells, a spell trap that allows a saving throw has a

Table 3-8: CR Modifiers for Technological Device Traps

Feature	CR Modifier
TS of the device	+TS OR +1 per 7 points of average damage per round*

*See the note following Table 2–6: CR Modifiers for Mechanical Traps.

save DC of 10 + spell level + caster's relevant ability modifier.

Magic Device Traps: These traps produce the effects of any spells included in their construction, as described in the appropriate entries. If the spell in a magic device trap allows a saving throw, its save DC is 10 + spell level x 1.5. Some spells make attack rolls instead.

Technological Device Traps: These traps produce the tinker's chosen effect when triggered. This may include damage,

disablement, or worse, depending on the features chosen when crafted. The GM may assign a trap a saving throw, depending on the trap's effects. Typically, its save DC is 10 + the function's TS.

Special: Some traps have miscellaneous features that produce special effects, such as drowning for a water trap or ability damage for poison. Saving throws and damage depend on the poison or are set by the builder, as appropriate.

Miscellaneous Trap Features

Some traps include optional features that can make them considerably more deadly. The most common such features are discussed below.

Alchemical Item: Mechanical traps may incorporate alchemical devices or other special substances or items, such as tanglefoot bags, alchemist's fire, thunderstones, and the like. Some such items mimic spell effects. If the item mimics a spell effect, it increases the CR as shown on Table 2–6: CR Modifiers for Mechanical Traps.

Gas: With a gas trap, the danger is in the inhaled poison it delivers. Traps employing gas usually have the never miss and onset delay features (see below).

Liquid: Any trap that involves a danger of drowning is in this category. Traps employing liquid usually have the never miss and onset delay features (see below).

Multiple Target: Traps with this feature can affect more than one character.

Never Miss: When the entire dungeon wall moves to crush you, your quick reflexes won't help, since the wall can't possibly miss. A trap with this feature has neither an attack bonus nor a saving throw to avoid, but it does have an onset delay (see below). Most traps involving liquid or gas are of the never miss variety.

Onset Delay: An onset delay is the amount of time between when the trap is sprung and when it deals damage. A never miss trap always has an onset delay.

Poison: Traps that employ poison are deadlier than their nonpoisonous counterparts, so they have correspondingly higher CRs. To determine the CR modifier for a given poison, consult Table 2–6: CR Modifiers for Mechanical Traps. Only injury, contact, and inhaled poisons are suitable for traps; ingested types are not. Some traps simply deal the poison's damage. Others deal damage with ranged or melee attacks as well.

Pit Spikes: Treat spikes at the bottom of a pit as daggers, each with a +10 attack bonus. The damage bonus for each spike is +1 per 10 feet of pit depth (to a maximum of +5). Each character who falls into the pit is attacked by 1d4 spikes. Pit spikes do not add to the average damage of the trap (see Average Damage, below).

Pit Bottom: If something other than spikes waits at the bottom of a pit, it's best to treat that as a separate trap (see Multiple Traps, below) with a location trigger

that activates on any significant impact, such as a falling character.

Touch Attack: This feature applies to any trap that needs only a successful touch attack (melee or ranged) to hit.

Designing Traps
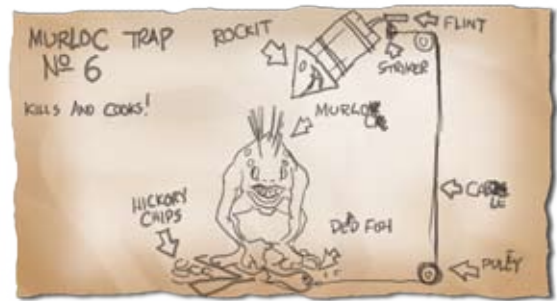
Mechanical Traps: Simply select the elements you want the trap to have and add up the adjustments to the trap's Challenge Rating that those elements require (see Table 2–6: CR Modifiers for Mechanical Traps) to arrive at the trap's final CR. From the CR you can derive the DC of the Craft (trapmaking) checks a character must make to construct the trap.

Magic Traps: As with mechanical traps, you don't have to do anything other than decide what elements you want and then determine the CR of the resulting trap (see Table 2–7: CR Modifiers for Magic Traps). If a player character wants to design and construct a magic trap, he must have the Craft Wondrous Item feat. In addition, he must be able to cast the spell or spells that the trap requires — or, failing that, he must be able to hire an NPC to cast the spells for him.

Technological Device Traps: Unlike other traps, these are designed as technological devices, with the device's complexity augmented by elements of the trap (as below). Note that typically only tinkers are able to craft these traps.

Challenge Rating of a Trap

To calculate the Challenge Rating of a trap, add all the CR modifiers (see the tables below) to the base CR for the trap type.

Mechanical Trap: The base CR for a mechanical trap is 0. If your final CR is 0 or lower, add features until you get a CR of 1 or higher.

Magic Trap: For a spell trap or magic device trap, the base CR is 1. The highest-level spell used modifies the CR (see Table 2–7: CR Modifiers for Magic Traps).

Technological Device Trap: The base CR for a technological device trap is 1. The device's TS modifies the CR (see Table 2–8: CR Modifiers for Technological Device Traps).

Average Damage: If a trap (either mechanical,

Table 3–9: Cost Modifiers For Mechanical Traps

Feature	Cost Modifier
Trigger Type	
Location	—
Proximity	+1,000 gp
Touch	—
Touch (attached)	–100 gp
Timed	+1,000 gp
Reset Type	
No reset	–500 gp
Repair	–200 gp
Manual	—
Automatic	+500 gp (or 0 if trap has timed trigger)
Bypass Type	
Lock	+100 gp (Open Lock DC 30)
Hidden switch	+200 gp (Search DC 25)
Hidden lock	+300 gp (Open Lock DC 30, Search DC 25)
Search DC	
19 or lower	–100 gp x (20 – DC)
20	—
21 or higher	+200 gp x (DC – 20)
Disable Device DC	
19 or lower	–100 gp x (20 – DC)
20	—
21 or higher	+200 gp x (DC – 20)
Reflex Save DC (Pit or Other Save-Dependent Trap)	
19 or lower	–100 gp x (20 – DC)
20	—
21 or higher	+300 gp x (DC – 20)
Attack Bonus (Melee or Ranged Attack Trap)	
+9 or lower	–100 gp x (10 – bonus)
+10	—
+11 or higher	+200 gp x (bonus – 10)
Damage Bonus	
High Strength rating (ranged attack trap)	+100 gp x bonus (max +4)
High Strength bonus (melee attack trap)	+100 gp x bonus (max +8)

Table 3–9: Cost Modifiers For Mechanical Traps (cont.)

Miscellaneous Features	
Never miss	+1,000 gp
Poison	Cost of poison*
Alchemical item	Cost of item*

* Multiply cost by 20 if trap features automatic reset.

magic, or device) does hit point damage, calculate the average damage for a successful hit and round that value to the nearest multiple of 7. Use this value to adjust the Challenge Rating of the trap, as indicated on the tables below. Damage from poisons and pit spikes does not count toward this value, but damage from a high Strength rating and extra damage from multiple attacks does.

For a magic trap, only one modifier applies to the CR — either the level of the highest-level spell used in the trap, or the average damage figure, whichever is larger.

Multiple Traps: If a trap is really two or more connected traps that affect approximately the same area, determine the CR of each one separately.

Multiple Dependent Traps: If one trap depends on the success of the other (that is, you can avoid the second trap altogether by not falling victim to the first), they must be treated as separate traps.

Multiple Independent Traps: If two or more traps act independently (that is, none depends on the success

Table 3–10: Cost Modifiers For Magic Device Traps

Feature	Cost Modifier
Alarm spell used in trigger	
One-Shot Trap	
Each spell used in trap	+50 gp x caster level x spell level, +4 XP x caster level x spell level
Material components	+ Cost of all material components
XP components	+ Total of XP components x 5 gp
Automatic Reset Trap	
Each spell used in trap	+500 gp x caster level x spell level, +40 XP x caster level x spell level
Material components	+ Cost of all material components x 100 gp
XP components	+ Total of XP components x 500 gp

of another to activate), use their CRs to determine their combined Encounter Level as though they were monsters. The resulting Encounter Level is the CR for the combined traps.

Mechanical Trap Cost

The base cost of a mechanical trap is 1,000 gp. Apply all the modifiers from Table 2–9: Cost Modifiers for Mechanical Traps for the various features you've added to the trap to get the modified base cost.

The final cost is equal to (modified base cost x Challenge Rating) + extra costs. The minimum cost for a mechanical trap is (CR x 100) gp.

After you've multiplied the modified base cost by the Challenge Rating, add the price of any alchemical items or poison you incorporated into the trap. If the trap uses one of these elements and has an automatic reset, multiply the poison or alchemical item cost by 20 to provide an adequate supply of doses.

Multiple Traps: If a trap is really two or more connected traps, determine the final cost of each separately, then add those values together. This holds for both multiple dependent and multiple independent traps (see the previous section).

Magic Device Trap Cost

Building a magic device trap involves the expenditure of experience points as well as gold pieces, and requires the services of a spellcaster. Table 2–10: Cost Modifiers for Magic Device Traps summarizes the cost information for magic device traps. If the trap uses more than one spell (for instance, a sound or visual trigger spell in addition to the main spell effect), the builder must pay for them all (except *alarm*, which is free unless it must be cast by an NPC; see below).

The costs derived from Table 3–10: Cost Modifiers for Magic Device Traps assume that the builder is casting the necessary spells himself (or perhaps some other PC is providing the spells for free). If an NPC spellcaster

Table 3-11: Complexity Modifiers for Technological Device Traps

Feature	Modifier
Trigger Type	
Location	—
Proximity	+5
Touch	—
Touch (attached)	–1
Timed	+5
Visual	+8
Visual (Darkvision)	+9
Reset Type	
No reset	–2
Repair	–1
Manual	—
Automatic	+3
Bypass Type	
Lock	+1
Hidden switch	+2 (Search DC 25)
Hidden lock	+3 (Open Lock DC 30, Search DC 25)
Special Functions	
Liquid	+9
Multiple target	+1 (or 0 if never miss)
Never miss	+5
On set delay 1 round	+3
On set delay 2 rounds	+2
On set delay 3 rounds	+1
On set delay 4 rounds	-1
Poison	CR of poison (see below)
Pit spikes	+1
Touch attack	+1

Table 3-11: Complexity Modifiers for Technological Device Traps (cont.)

Poison	Modifier	Poison	Modifier
Deviate adder venom	+1	Large scorpion venom	+3
Black lotus extract	+8	Lethargy root	+3
Bloodcap	+1	Medium spider venom	+2
Bloodpetal poison	+1	Violet tragan	+4
Burnt plaguewood fumes	+6	Dune stalker poison	+4
Putrid vine	+5	Deathweed	+3
Dragon bile	+6	Shadow essence	+3
Silithid wasp poison	+3	Small silithid poison	+1
Bloodfang oil	+1	Daggerfen venom	+5
Insanity mist	+4	Trogg dust	+3
Wyvern poison	+2	Mana dust	+5

Table 3-12: Craft DCs for Mechanical Traps

Trap CR	Base Craft (Trapmaking) DC
1–3	20
4–6	25
7–10	30

Table 3-13: Additional Components DCs

Additional Components	Modifier to Craft (Trapmaking) DC
Proximity trigger	+5
Automatic reset	+5

must be hired to cast them those costs must be factored in as well.

A magic device trap takes one day to construct per 500 gp of its cost.

Spell Trap Cost

A spell trap has a cost only if the builder must hire an NPC spellcaster to cast it.

Technological Device Trap Cost

A technological device trap costs the same as a standard technological device, but its complexity score increases depending on the elements included in the trap.

Craft DCs for Mechanical Traps

Once you know the Challenge Rating of a trap, determine the Craft (trapmaking) DC by referring to the table and the modifiers given below.

Making the Checks: To determine how much progress a character makes on building a trap each week, that character makes a Craft (trapmaking) or Craft (technological device) check. See the Craft skill description for details on Craft checks and the circumstances that can affect them.

Variant Rules

The following are a few additional and optional rules, to streamline the game and make your experience a bit closer to the computer game, if that's a personal desire.

Alternate Rule: Mana Point System

This variant converts spell slots into mana points, offering the final bridge between d20's slot system and the *World of Warcraft* MMORPG's mana point system. Note that this system may allow some spellcasters to become more powerful than they should, so a GM should seriously consider first before adopting this system.

Arcanists, healers, and runemasters have a number of mana points equal to 1d4 plus their primary spellcasting ability modifer (Intellect for arcanists, Spirit for healers) per level, much like hit points. Secondary spellcasters (any class that has fewer than 9 levels of spellcasting ability, such as paladins, hunters, and the assassin prestige class) only earn 1d2 mana points plus half their primary spellcasting ability modifier (round down) per level starting when they earn spells (example: a hunter would only earn mana points at 4th level). Arcanists,

Table 3-14: Mana Point Costs

Level	Cost
0	*
1	1
2	3
3	5
4	7
5	9
6	11
7	13
8	15
9	17

* A caster may cast free 0-level spells a number of times equal to his Intellect or Spirit modifier (as determined by his class's primary spell-casting ability). After this limit, the spellcaster spends one mana point per 0-level spell.

healers, and runemasters earn maximum mana points at 1st level.

To learn and cast a spell, you must have a caster level equal to twice the spell's level minus 1 ((2 x spell level) – 1; minimum 1st level spells). Furthermore, you must have a primary spellcasting ability equal to 10 + the spell level to learn it in the first place. To cast a spell, you must spend the following required mana points:

Spells that deal or cure variable damage based on caster level are further modified. The character deals damage equal to the minimum caster level required to cast that spell (or, 2 x spell level, –1). A *fireball* deals 5d6 points of fire damage (caster level 5), for instance. A mage may only fire one *arcane missile* at a time at base cost (caster level 1). A spellcaster may spend 1 additional mana point to raise his caster level for purposes of damage by one level, up to maximum damage or his true caster level, whichever is less. A 10th level mage may spend up to 5 additional mana points to cast a 10d6 *fireball*, or 2 mana points for each additional *arcane missile*, up to 4 missiles total. Metamagic increases the spell's level for purposes of mana cost. Spellcasting remains the same otherwise.

A full night's sleep recovers all mana points spent that day. Any ability or item that drains or restores mana (mana draughts, *siphon mana*, etc.) drains or restores a number of mana points equal to twice the spell levels affected. Thus, if a hunter drained 4 spell levels with an arrow coated in mana dust, then a spellcaster would lose 8 mana points.

Alternate Rule: Crafting Times

Since the very existence of the tinker in the adventuring world is dependent on how quickly he can turn his creations from an idea to a prototype, escalating your character's crafting process may not be a bad idea. These rules follow a different crafting procedure than the crafting rules as presented in the Skills section of the **WoW RPG**.

Upon a successful craft check to build anything from a dagger to a gnomish flying machine, divide the item's total gold piece value (gpv) by 50, and round up. This number represents how many days it takes to craft a normal item. Divide fractions into multiple items; thus, a character could craft 25 daggers, 5 short swords, or a greatsword in one day. A crafter must spend a minimum of 8 hours a day crafting (unless an item takes less than a day to build) to make any progress on an item. After five days of continuous crafting, another Craft check must be made. If the crafter stops crafting and resumes crafting later, another Craft check must also be made.

If the crafter fails a check by a factor of 4 or less, the crafter makes no progress on the item. If he fails a check by 5 or more, no progress has been made and half of the

item's raw materials are ruined and must be replaced.

If the crafter's Craft roll exceeds the needed Craft (technological device) DC by 10 points or more, subtract one day from the remaining days needed to craft the device. If the original total days to craft the device were only one day to begin with, you successfully craft two devices, provided the crafter is able to pay for the extra raw materials expended. If he cannot, then he doesn't craft the "extra" device.

Repairs follow the same procedures as crafting except the cost of repairing an item is one-fifth of the item's price.

Alternate Rule: Trade Skills

This alternate rule simplifies the skill system slightly by folding the Craft and Profession skills into a small set of Trade skills. This option was originally intended to be included in the core rulebook, but was never finished.

A character no longer chooses specific Craft or Profession skills. Rather, characters of all classes may choose up to two Trade skills as class skills. These Trade skills are permanent and are considered class skills for all classes the character chooses through his career. In order to gain ranks, the character must spend skill points on the Trade skill as normal. Furthermore, a character may never use an unlearned Trade skill untrained; the skills are just too difficult to pick up on the fly.

Table 3-15: Trade Skills

Trade Skill	Area of Expertise	
Alchemy	Alchemical substances	+2 to Poisonmaking, Engineering (when crafting gunpowder and explosives only)
Architecture	Buildings and non-technological vehicles	—
Blacksmithing	Non-technological weapons, armor, and other non-jewelry metallurgical creations	+2 to Jewelcrafting
Brewing	Beer, stouts, etc.	—
Carpentry	Woodcrafts, totems, and other wooden products	+2 to Architecture, Fletching/Bowyer
Cooking	Food	—
First Aid	Bandages and medicines	+2 to Heal checks
Fishing	Catching fish and other sea-faring foods	+2 to Survival checks (when foraging for food)
Fletching/Bowyer	Bows, arrows, crossbows	—
Enchanting*	Enchantments	—
Engineering**	Firearms, explosives, technological devices	—
Herbalism	Herbs	+2 to Heal checks
Jewelcrafting	Cut jewels, jewelry	—
Leatherworking	Cured leathers, leather-based clothing, saddles	—
Masonry	Stone structures, statues	+2 to Architecture
Mining	Rare ores and jewels	+2 to Masonry
Poisonmaking	Poisons	+2 to Heal checks (when curing poisons)
Skinning	Rough leathers, furs	—
Tailoring	Cloth-based clothing	+2 to Leatherworking (when making clothing)
Trapmaking	Traps, catching wild game (for food or fur)	+2 to Survival (when foraging for food)

* Only enchanters may (and should) take this skill.

** Only tinkers may (and should) take this skill.

A character may choose to forget a Trade skill and learn a new one later, though doing so causes the character to lose all ranks in the former skill, and the character must learn his new skill anew, though he gains half the ranks in his former Trade skill to apply to the new one. A Trade skill may never be learned cross-class, though it may be performed untrained.

Lastly, four Trade skills (brewing, cooking, fishing, and first aid) are considered secondary Trade skills, and any character may learn these skills without giving up one of their two Trade skill slots.

A character may earn an income each week from his Trade skills. If the character spends a total of 10 hours a week focusing on a Trade skill, he may earn gp equal to his result on a Trade skill check x 10. Thus, if he rolls 22 and spends 10 hours that week on his Trade skills, he earns 220 gp for that week. This amount takes into account supply costs for the Trade skill, as well as equipment and space rental. If a character tries to earn money off a secondary Trade skill, he only earns his skill result x 5 in gp.

The following Trade skills are available in **World of Warcraft: The Roleplaying Game**. GMs and players are encouraged to come up with any new Trade skills they deem fit for their games, as well. Furthermore, some skills grant a +2 synergy bonus to other skills, as noted in their descriptions. Note that these trade skills replace respective Craft and Profession skills; Engineering is used in place of Craft (technological device), for instance.

Note from the Designer

Don't let this narrow list discourage you. If you want a trade skill and don't see one here, don't worry. Just discuss it with your GM. This skill system is open to unlimited possibilities.

All That Glitters is Mana

This chapter includes the descriptions for many new spells for **World of Warcraft: The Roleplaying Game**. In addition, this chapter introduces new and expanded spell lists for the hunter and paladin classes, as well as new rules for totem and curse spells.

Curses

Curses are powerful tools warlocks (and some necromancers) use, warping and attacking creatures with fel energies. These curses are potent, but unfortunately these fel energies do not mix well with other curses. Thus, a target may only suffer from one curse (spells with the word "curse" in their titles, such as *bestow curse* or *curse of agony*) at a time. More powerful curses (i.e., those with a higher spell level) automatically override lower-level curses.

Priestly Magic

Each of Azeroth's various magics is drawn from a single, otherworldly source. Arcane magic, ever corrupting, dwells in the bowels of the Twisting Nether. Druidic magic hails from the sometimes restorative, sometimes destructive forces of nature: the weather, plants, and animals. Shamans and witch doctors pull their impressive powers from the elements: wind, water, earth, and fire. But where does priestly magic (often known as truly divine magic) come from?

From the perspectives of the various races of Azeroth, priestly powers come from the deities they revere and honor. An orc priest would believe his powers granted by the holy spirits of his forebears, while a tauren supposedly draws upon the powerful nurturing spirit of the Earth Mother. Perhaps only those who follow the Holy Light and the Forgotten Shadow are the closest to the truth, and even then dogma tends to get in the way of true fact.

In truth, all priestly powers are drawn from a single dual-entity, known simply as Light and Shadow. A person's faith creates a bridge between the priest and the dual-natured force, granting the devoted follower truly divine power. Only the priests among the various divine casters can cure the worst wounds or control the minds of their foes.

The Light itself is not a creature so much as a divine power. One could not even say that the Light is sentient; rather, it is an all-encompassing force that touches all corners of the universe. Just as on a planet there is Night and Day, so does the Light wane into Shadow, as explained by the mystical Naaru (covered in greater detail in a further supplement). Holy powers are nurturing; they protect the defenseless, heal the wounded, and bolster the weak. Shadow powers are more sinister; these spells slay the living with impunity, dabbling in necromantic abilities, and control the weak-willed. Thus, despite claims of the Light's ultimate neutrality, holy powers register as simply Good to those who detect alignments, while shadow powers ultimately register as Evil. This even contradicts the priest's alignment, if the priest is ultimately good, yet for some reason chooses to wield the corrupting Shadow powers.

Of particular note is a priest's connection to the undead. Truly divine magic seems to interfere with the fel natures of undead, allowing the priest to expend pure divine energy (in the form of turning attempts) to subvert the undead. Few understand this process, or why shadow priests seem almost as skilled at controlling the undead as necromancers, while holy priests are incredibly capable of destroying the unliving. In truth, these powers are tied in with the nature of the Light and the Shadow; the undead seem steeped in shadow energies (both arcane and divine in nature), which holy powers intrinsically oppose. Perhaps these dichotomies explain why Conjuration (Healing) spells, which are decidedly linked to the Light, harm the undead while Necromancy spells, linked to the Shadow, bolster them. The undead are creatures that defy even the Burning Legion's arcane knowledge, after all.

Shadow Spells vs. Holy Spells

If it is required to know what is a Holy spell and what is a Shadow spell (such as shadow priests using shadowform), use the following guidelines:

Holy Spells:
- Conjuration (Healing) spells.
- Spells with the Good descriptor.
- Spells with the Light descriptor.

Shadow Spells:
- Necromancy spells.
- Spells with the Evil descriptor.
- Spells with the Darkness descriptors.
- Spells with the Mind-Affecting descriptor.

The GM is free to decide that other spells may classify as Holy or Shadow spells, as he chooses.

Shot Spells

Three new Transmutation spells are detailed below with a special subschool, known as Shot spells. Shot spells are special spells that augment a hunter's ranged attacks, changing the attack from a normal attack into a magical one. All shot spells require a ranged weapon

chapter four: new spells

(such as a bow or firearm) as a focus, and cannot be used with thrown weapons. Furthermore, all shot spells consume a unit of ammunition as a material component. Lastly, shot spell attacks are treated as a normal ranged attack in regards to range, attack bonuses and penalties, and feats that augment ranged attacks (such as weapon focus). You may only fire one shot spell per round, regardless of the number of attacks you may have, though you may choose the attack transmuted in a full attack. Thus, a hunter that can make 3 attacks per round as a full attack may transmute the first, second, or third attack into a shot spell. Some shot spells are special and exceptions to this rule (such as *volley*).

Learning Other Spells as Shot Spells

The three shot spells listed here are the most common shot spells in Warcraft. Virtually any damaging or special effects can be made into a shot spell, from shots that put the enemy to sleep to shots that explode with the force of a fireball spell. With the GM's permission, an appropriate spell may be learned by a hunter as a shot spell of the same level. Thus, only spells up to 4th level may be learned as a shot spell without special rules (such as epic spellcasting). The hunter must learn the spell as normal (see WoW RPG), and follow the rules as a shot spell. Alternately, a hunter may create an entirely new spell, up to normal consideration for PCs creating their own spells (GM's discretion).

Totem Spells Revisited

Previously, totems were merely spells that shamans and witch doctors receive, nothing more. However, this cheapens the true nature of a totem, a conduit between a shaman and the elemental worlds beyond. These revisions are considered part of the revision to the shaman class, only used if you use the alternative shaman rules in Chapter 1.

Upon reaching 4th level, the shaman goes on a spiritual journey through meditation, making contact with the Elemental Plane. There, he learns the true nature of the elements, and guiding spirits help the shaman forge four distinct totems, crafted with the shaman's name and ancestry imbued into them. Once this journey is finished (best left to during downtime; it can take as long or be as quick as the GM wishes), the shaman wakes, finding figurines of his four totems within his bags. So long as the shaman bears his totem figurines, he may summon their true forms in battle to aid him against his foes.

A totem and its corresponding figurine take shape according to the shaman's beliefs and are made with natural materials. No two shamans have totems that look the same; some are made from bone, some wood, and a few are even crafted in magical crystal. By studying a totem one can learn much about the shaman who crafted it, from his ancestry to his ideals (generally, 10 minutes and a DC 20 Spirit check will answer one question about the shaman who made it; GMs may feel free to ignore illogical questions, or ones that a totem should not answer).

When summoned in battle, the totem appears next

to the shaman. All four totems look the same, with the exception of a halo surrounding the top. Fire totems sprout a blazing red halo, while earth totems glow with an obelisk-like yellow light, pointing upwards. Air totems are surrounded with spiraling deep blue light, while water totems emit a sky-blue, bubbly mist. A Spirit check (DC 15) is needed to decipher the symbols along the front, which identify the exact spell the totem is channeling (whether an air totem is a *grace of air totem* or *tranquil air totem*, for example).

Most totems share the same statistics: they have 2 hit points per caster level, 5 points of hardness, and an AC of 7 (touch AC 7). When placed, a totem is immovable and may only be budged by destroying it. Most totems affect a radius up to 20 feet away from the totem, though some may have different effects. Most totems last one round per caster level, disappearing once destroyed, dismissed, or expired.

Totem spells are broken into four categories, based on their elemental type, below. A shaman may cast only one

totem spell of a particular type at a time; she may not cast two air totem spells at the same time, for instance. If a shaman attempts this, the new totem spell replaces the older one. She may have multiple totems of differing elemental types, however. If multiple allied shamans lay down the same totem with overlapping areas of effect, only the most powerful totem works properly (benefits from duplicate totems do not stack with each other).

Air Totems: *Acid resistance totem**, force resistance totem**, grace of air totem*, grounding totem, tranquil air totem*, windfury totem*, windwall totem*.*

Earth Totems: *Earthbind totem, electricity resistance totem**, sonic resistance totem**, stoneclaw totem, stoneskin totem*, strength of earth totem, tremor totem.*

Fire Totems: *Cold resistance totem**, fire nova totem, flametongue totem*, magma totem, searing totem.*

Water Totems: *Disease cleansing totem*, fire resistance totem**, healing stream totem, mana spring totem*, mana tide totem*, poison cleansing totem*.*

* New totem spells, detailed below.

** *Resistance totem*'s totem type depends the resistance chosen. Also, the totem's descriptor matches the totem itself: an electricity resistance totem is an Earth spell, while a cold resistance totem is a Fire spell.

Wards vs. True Totems

While the *healing ward*, *serpent ward*, *sentry ward*, and *stasis trap* spells (see the **WoW RPG** and below), as well as totems created through the Create Totem and Create Fetish feats (see **Horde Player's Guide**) are considered totems for effects of duration and durability, wards are not true totems. Only shamans of 4th level or higher and bearing their figurines may cast true totem spells. Wards also do not resemble other totems; their forms are all alike and immutable.

However, a witch doctor (or another class that can cast cross-class spells) may summon wards, granting them minor "totems" of their own. These spells (almost always designated with the word "ward" in their titles, rather than "totem") are made up of the basest elemental forces, and do not require a totem figurine to summon. Furthermore, unlike normal totems, multiple ward spells may be cast. Overlapping *healing wards* do not stack, but may affect wider areas, depending on where the caster places the ward.

New Action Types

Some spells and magic items in this book make use of new action types: swift actions and immediate actions.

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. You can perform one swift action per round without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per round, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Swift actions usually involve spells or the activation of magic items; many characters (especially those who 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.

Immediate Action: Much like a swift action, 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, you can perform an immediate action at any time — even if it's not your turn. Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that round. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming round). You also cannot use an immediate action if you are flat-footed. You can use a touch-range spell with a casting time of 1 immediate action (but not 1 swift action) as an attack of opportunity.

Casting *slow fall* is an immediate action, not a free action as listed in the **WoW RPG** book.

Spell Lists

The following spell lists include all the spells in this book. Also included are the expanded spell lists for hunters and paladins. Note that level 0, 5 and 6 paladin spells are only available to those using the alternative, revised paladin class in Chapter 1.

Arcanist Spells

0-Level Arcanist Spells

Stay Cool: Small object doesn't warm up for eight hours.

Stay Dry: Small object becomes waterproof for eight hours.

Stay Fresh: Small object doesn't decay for eight hours.

2nd-Level Arcanist Spells

Darkvision: See 60 ft. in total darkness.

Guilt Trip: Target can take no actions, takes –10 to Listen and Spot checks.

Jump: Subject gets bonus on Jump checks.

Transfer Object: Teleport held object to willing recipient.

3rd-Level Arcanist Spells

Daylight: 60-ft. radius of bright light.

Windwall: Deflects arrows, smaller creatures, and gases.

4th-Level Arcanist Spells

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Solid Fog: Blocks vision and slows movement.

6th-Level Arcanist Spells

Guilt Trip, Mass: Multiple targets can take no actions, and take –10 to Listen and Spot checks.

Mage Spells

1st-Level Mage Spells

Sleep: Puts 4 HD of creatures into magical slumber.

2nd-Level Mage Spells

Conjure Healing Food, Lesser: Creates muffins that restore 3d8 hit points.

Deafening Screech: Deafens and *silences* all within a 60-ft. cone burst.

Enveloping Winds: Snatches up a Medium or smaller creature in a whirlwind.

3rd-Level Mage Spells

Conjure Trap: Conjures an arcane trap.

Fireball: 1d6 damage per level, 20-ft. radius.

Geyser: Ranged touch attack deals 1d8/level bludgeoning damage (max. 10d8).

Song of the Flaming Fire: Compels all within range to dance to your song.

Starshards: Deals 5d6 force damage per round.

5th-Level Mage Spells

Conjure Healing Food: Creates bread that restores 5d8 hit points.

7th-Level Mage Spells

Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for 5 rounds.

Evocation: You regain 2d8 spell levels.

8th-Level Mage Spells

Conjure Healing Food, Greater: Creates rolls that restore 8d8 hit points.

Necromancer Spells

1st-Level Necromancer Spells

Curse of Weakness: You temporarily weaken your target.

2nd-Level Necromancer Spells

Ghoul Touch: Paralyzes one subject, which exudes stench.

Ray of Subjugation, Lesser: As ray of *subjugation*, deals d8 + 1/level nonlethal damage.

Scare: Panics creatures of less than 6 HD.

3rd-Level Necromancer Spells

Ray of Subjugation: Deals nonlethal damage to living targets; 2d8 damage + 1/lvl (max. + 10).

Stinking Cloud: Nauseating vapors, 1 round/level.

Shadow Shock: Ranged touch attack deals 1d6/level fel damage.

Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp.

4th-Level Necromancer Spells

Shadow Step: Step from one shadow to another far away.

5th-Level Necromancer Spells

Ray of Subjugation, Greater: As ray of subjugation, deals 3d8 + 1/lvl nonlethal damage.

Shadowbolt Volley: 1d8 fel damage per level, 60-ft. cone.

9th-Level Necromancer Spells

Wither: Target succumbs to a plague that kills and animates it as an undead creature.

Warlock Spells

1st-Level Warlock Spells

Curse of Weakness: You temporarily weaken your target.

2nd-Level Warlock Spells

Curse of Agony: You wrack your target with pain, dealing steadily increasing damage.

Scare: Panics creatures of less than 6 HD.

3rd-Level Warlock Spells

Shadow Shock: Ranged touch attack deals 1d6/level fel damage.

Stinking Cloud: Nauseating vapors, 1 round/level.

4th-Level Warlock Spells

Health Funnel: Transfer hit points from yourself to your fel companion.

Shadow Step: Step from one shadow to another far away.

Unending Breath: Target does not need to breathe for 1 hr./level.

5th-Level Warlock Spells

Drain Mana: Drains mana from target.

Shadowbolt Volley: 1d8 fel damage per level, 60-ft. cone.

Argent Dawn Templar Spells

1st-Level Argent Dawn Templar Spells

Bless Weapon: Weapon strikes true against evil foes.

3rd-Level Argent Dawn Templar Spells

Daylight: 60-ft. radius of bright light.

Dark Ranger Spells

1st-Level Dark Ranger Spells

Curse of Weakness: You temporarily weaken your target.

Detect Snares and Pits: Reveals natural or primitive traps.

Hunter's Mark: Mark a target creature, making it easier to attack.

Jump: Subject gets bonus on Jump checks.

2nd-Level Dark Ranger Spells

Arcane Shot: Shot changes into an arcane missile that damages a target and removes beneficial spells.

Conjure Trap: Conjures an arcane trap.

Curse of Agony: You wrack your target with pain, dealing steadily increasing damage.

Fade: +10 to Hide checks; attacks miss you 20%.

Ghoul Touch: Paralyzes one subject, which exudes stench.

Scare: Panics creatures of less than 6 HD.

Sting: Shot becomes a venomous sting,

Volley: Shot splits into a volley of magical arrows that rains down on your target.

3rd-Level Dark Ranger Spells

Blight: Withers one plant or deals 1d6/level damage to plant creature.

Darkvision: See 60 ft. in total darkness.

Curse of Agony: Curse inflicts slowly rising damage over time.

Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp.

4th-Level Dark Ranger Spells

Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Shadow Step: Step from one shadow to another far away.

Elven Ranger Spells

1st-Level Elven Ranger Spells

Animal Messenger*: Sends a Tiny animal to a specific place.

Detect Animals or Plants: Detects kinds of animals or plants.

Detect Snares and Pits: Reveals natural or primitive traps.

Entangling Roots: Plants entangle everyone in 40-ft. radius.

Hide from Animals: Animals can't perceive one subject/level.

Hunter's Mark: Mark a target creature, making it easier to attack.

Jump: Subject gets bonus on Jump checks.

Nature's Curse, Lesser: Prevent weapon from damaging objects.

2nd-Level Elven Ranger Spells

Arcane Shot: Shot changes into an arcane missile that damages a target and removes beneficial spells.

Conjure Trap: Conjures an arcane trap.

Elune's Grace: Gives you +4 dodge bonus (+8 against ranged attacks), +2 bonus to Reflex saves vs. area attacks.

Nature's Curse: Prevent weapon from damaging objects and creatures.

Spike Growth: Creatures in area take 1d4 damage, may be *slowed*.

Sting: Shot becomes a venomous sting,

Volley: Shot splits into a volley of magical arrows that rains down on your target.

Windwall: Deflects arrows, smaller creatures, and gases.

3rd-Level Elven Ranger Spells

Darkvision: See 60 ft. in total darkness.

Diminish Plants: Reduces size or blights growth of normal plants.

Nature's Curse: Prevent weapon from damaging objects and creatures.

Plant Growth: Grows vegetation, improves crops.

Tree Shape: You look exactly like a tree for 1 hour/level.

4th-Level Elven Ranger Spells

Command Plants: Sway the actions of one or more plant creatures.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Tree Stride: Step from one tree to another far away.

Healer Spells

0-Level Healer Spells

Stay Cool: Small object doesn't warm up for eight hours.

Stay Dry: Small object becomes waterproof for eight hours.

Stay Fresh: Small object doesn't decay for eight hours.

1st-Level Healer Spells

Summon Armor: Your armor instantly appears on you in response to a predetermined action.

3rd-Level Healer Spells

Daylight: 60-ft. radius of bright light.

Merciful Strike: If an attack would reduce the victim to 0 hit points or less, the damage becomes nonlethal.

Druid Spells

1st-Level Druid Spells

Calm Animals: Calms (2d4 + level) HD of animals.

Detect Animals or Plants: Detects kinds of animals or plants.

Detect Snares and Pits: Reveals natural or primitive traps.

Entangling Roots: Plants entangle everyone in 40-ft.-radius.

Hibernate: Puts a number of animals or magical beasts into magical slumber.

Hide from Animals: Animals can't perceive one subject/level.

Jump: Subject gets bonus on Jump checks.

Nature's Curse, Lesser [Wd]: Prevent weapon from

damaging objects.

2nd-Level Druid Spells

Barkskin: Grants +2 (or higher) enhancement to natural armor.

Enveloping Winds: Snatches up a Medium or smaller creature in a whirlwind.

Eyes of the Beast: See through your animal companion's eyes.

Nature's Curse [Wd]: Prevent weapon from damaging objects and creatures.

Scare Beasts: Panics animals or beasts.

Tree Shape: You look exactly like a tree for 1 hour/level.

3rd-Level Druid Spells

Call Lightning: Calls down lightning bolts (3d6 per bolt) from sky.

Diminish Plants: Reduces size or blights growth of normal plants.

Nature's Curse, Greater: Prevent all weapons used by target from damaging objects and creatures.

Plant Growth: Grows vegetation, improves crops.

Spike Growth: Creatures in area take 1d4 damage, may be *slowed*.

4th-Level Druid Spells

Blight: Withers one plant or deals 1d6/level damage to plant creature.

Command Plants: Sway the actions of one or more plant creatures.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Revive Animal Companion: Brings your animal companion back to life.

5th-Level Druid Spells

Call Lightning Storm: As *call lightning*, but 5d6 damage per bolt.

Tree Stride: Step from one tree to another far away.

6th-Level Druid Spells

Repel Wood: Pushes away wooden objects.

Tranquility: All within close range are healed of 2d4+1 damage for 1 round/level.

7th-Level Druid Spells

Innervate: Subject regains 2d6 spell levels.

Priest Spells

1st-Level Priest Spells

Fade: +10 to Hide checks; attacks miss you 20%.

Sleep: Puts 4 HD of creatures into magical slumber.

2nd-Level Priest Spells

Elune's Grace: Gives you +4 dodge bonus (+8 against ranged attacks).

Guilt Trip: Target can take no actions, takes –10 to Listen and Spot checks.

Ray of Subjugation, Lesser: As *ray of subjugation*, deals d8 + 1/lvl nonlethal damage.

Shackle Undead: Paralyzes one undead for 1 round/level or until damaged.

3rd-Level Priest Spells

Chastise: Holy energy damages and stuns a target.

Ray of Subjugation: Deals nonlethal damage to living targets; 2d8 damage + 1/lvl (max + 10).

Searing Light: Ray deals 1d8/two levels damage, more against undead.

Starshards: 5d6 force damage per round.

4th-Level Priest Spells

Desperate Prayer: Instantly cures you for 1d8 damage +1/level.

Devouring Plague: Disease causes Sta damage, heals you.

Ray of Subjugation, Greater: As *ray of subjugation*, deals 3d8 + 1/lvl nonlethal damage.

Watchman's Lantern: Create permanent magical lantern that also gives a –2 penalty to opponents' attacks, saves and skill checks.

5th-Level Priest Spells

Command, Greater: As *command*, but affects one subject/level.

6th-Level Priest Spells

Lightwell: Create a pool of energy that allies can draw from to heal themselves.

9th-Level Priest Spells

Wither: Target succumbs to a plague that kills and animates it as an undead creature.

Shaman/Witch Doctor Spells

1st-Level Shaman/Witch Doctor Spells

Rockbiter Weapon: Nonmagical weapon becomes +1 weapon and deals damage as if two sizes larger.

2nd-Level Shaman/Witch Doctor Spells

Deafening Screech: Deafens and *silences* all within a 60-ft. cone burst.

Enveloping Winds: Snatches up a Medium or smaller creature in a whirlwind.

Windwall Totem: Totem deflects arrows, small creatures, and gases away from allies.

3rd-Level Shaman/Witch Doctor Spells

Call Lightning: Calls down lightning bolts (3d6 per bolt) from sky.

Flametongue Weapon: Weapon deals 1d6 fire damage plus 1d10 on critical hits.

Frostbrand Weapon: Weapon gains 1d6 cold damage plus chill effect.

Geyser: Ranged touch attack deals 1d8/level bludgeoning damage (max. 10d8).

Sentry Ward: Totem allows you to view its surroundings remotely.

Windwall: Deflects arrows, smaller creatures, and gas.

4th-Level Shaman/Witch Doctor Spells

Purge: Removes beneficial spells and slows target.
Solid Fog: Blocks vision and slows movement.

5th-Level Shaman/Witch Doctor Spells

Call Lightning Storm: As *call lightning*, but 5d6 damage per bolt.

Stoneclaw Totem: Totem compels nearby enemies to attack it.

6th-Level Shaman/Witch Doctor Spells

Grace of Air Totem: Totem grants +4 Agy to nearby allies.

Mana Spring Totem: Totem restores spell slots to nearby allies.

Searing Totem: Totem deals 1d4 fire damage/level and sets targets on fire.

Tranquil Air Totem: Totem calms agitated creatures.

7th-Level Shaman/Witch Doctor Spells

Disease Cleansing Totem: Totem cures diseases in nearby allies.

Flametongue Totem: All allies' weapons gain 1d6 fire damage plus 1d10 on critical hits.

8th-Level Shaman/Witch Doctor Spells

Poison Cleansing Totem: Totem cures poisons in nearby allies.

Stoneskin Totem: Totem grants nearby allies damage reduction 10/adamantine.

Windfury Totem: Totem grants nearby allies one extra attack/round.

9th-Level Shaman/Witch Doctor Spells

Mana Tide Totem: As *mana spring totem*, but totem restores more spell slots.

HUNTER SPELLS

1st-Level Hunter Spells

Alarm*: Wards an area for 2 hours/level.

Animal Messenger*: Sends a Tiny animal to a specific place.

Calm Animals: Calms (2d4 + level) HD of animals.

Charm Animal*: Makes one animal your friend.

Delay Poison*: Stops poison from harming subject for 1 hour/level.

Detect Animals or Plants: Detects kinds of animals or plants.

Detect Poison*: Detects poison in one creature or object.

Detect Snares and Pits: Reveals natural or primitive traps.

Endure Elements*: Exist comfortably in hot or cold environments.

Entangling Roots: Plants entangle everyone in 40-ft. radius.

Hide from Animals: Animals can't perceive one subject/level.

Hunter's Mark: Mark a target creature, making it easier to attack.

Jump: Subject gets bonus on Jump checks.

Longstrider‡: Increases your speed.

Magic Fang*: One natural weapon of subject creature gets +1 on attack and damage rolls.

Moonglaive*: You fling a conjured moonglaive at multiple opponents.

Nature's Curse, Lesser: Prevent weapon from damaging objects.

Pass without Trace*: One subject/level leaves no tracks.

Read Magic*: Read scrolls and spellbooks.

Resist Energy*: Ignores 10 (or more) points of damage/attack from specified energy type.

Shadow Meld*: Remaining motionless near shadows, you become invisible.

Speak with Animals*: You can communicate with animals.

2nd-Level Hunter Spells

Arcane Shot: Shot changes into an arcane missile that damages a target and removes beneficial spells.

Bear's Endurance*: Subject gains +4 to Sta for 1 min./level.

Cat's Grace*: Subject gains +4 to Agy for 1 min./level.

Call of the Spirits [Si]*: You gain a +5 bonus on one die roll.

Conjure Trap: Conjures an arcane trap.

Cure Light Wounds*: Cures 1d8 damage +1/level (max +5).

Elune's Grace: Gives you +4 dodge bonus (+8 against ranged attacks), +2 bonus to Reflex saves vs. area attacks.

Eyes of the Beast: See through your animal companion's eyes.

Hold Animal*: Paralyzes one animal for 1 round/level.

Nature's Curse: Prevent weapon from damaging objects and creatures.

Owl's Wisdom*: Subject gains +4 to Spt for 1 min./level.

Protection from Energy*: Absorb 12 points/level of damage from one kind of energy.

Scare Beasts: Panics animals or beasts.

Speak with Plants*: You can talk to normal plants and plant creatures.

Spike Growth: Creatures in area take 1d4 damage, may be *slowed*.

Sting: Shot becomes a venomous sting,

Trueshot Aura, Lesser F *: As *trueshot aura*, targets gain +1 bonus on attack rolls and +2 bonus on damage rolls with ranged weapons.

Ursine Shadow***: Creatures mistake the subject for an actual bear.

Volley: Shot splits into a volley of magical arrows that rains down on your target.

Windwall: Deflects arrows, smaller creatures, and gases.

Wolf Spirit†: Grants subject bite attack, trip ability.

3rd-Level Hunter Spells

Bloodlust*: Subject gains extra attack and +4 Str.

Command Plants: Sway the actions of one or more plant creatures.

Cure Moderate Wounds*: Cures 2d8 damage +1/level (max +10).

Darkvision: See 60 ft. in total darkness.

Bear Spirit†: Grants subject claw attacks, improved grab.

Diminish Plants: Reduces size or blights growth of normal plants.

Magic Fang, Greater*: One natural weapon of subject creature gets +1/three caster levels on attack and damage rolls (max +5).

Nature's Curse, Greater: Prevent all weapons used by target from damaging objects and creatures.

Neutralize Poison*: Immunizes subject against poison, detoxifies venom in or on subject.

Plant Growth: Grows vegetation, improves crops.

Reduce Animal**: Shrinks one willing animal.

Remove Disease*: Cures all diseases affecting subject.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Protective Foliage***: Gain light armor with +4 bonus, +1/4 levels.

Tree Shape: You look exactly like a tree for 1 hour/level.

Trueshot Aura F *: Allies gain +2 bonus on attack rolls and +4 bonus on damage rolls with ranged weapons.

Water Breathing*: Subjects can breathe underwater.

Water Walking**: Subject treads on water as if solid.

4th-Level Hunter Spells

Animal Growth*: One animal/two levels doubles in size.

Commune with Nature*: Learn about terrain for 1 mile/level.

Control Water [El]*: Raises or lowers bodies of water.

Cure Serious Wounds*: Cures 3d8 damage +1/level (max +15).

Eagle Spirit†: Grants subject keen eyesight, improved ranged weapon range increment, continual *slow fall*.

Freedom of Movement*: Subject moves normally despite impediments.

Mark of the Wild [Wd]*: Subject gains +6 natural armor, and +2 to Str, Agy and Sta.

Nondetection M*: Hides subject from divination, scrying.

Poison†: Touch deals 1d10 Sta damage, repeats in 1 min.

Revive Animal Companion: Brings your animal companion back to life.

Rune Trap†: Runes detonate when enemies near.

Tree Stride: Step from one tree to another far away.

Trueshot Aura, Greater F*: As *trueshot aura*, targets gain +3 bonus on attack rolls and +6 bonus on damage rolls with ranged weapons.

Paladin Spells

0-Level Paladin Spells

Cure Minor Wounds*: Cures 1 point of damage.

Detect Poison*: Detects poison in one creature or object.

Guidance*: +1 on one attack roll, saving throw or skill check.

Light*: Object shines like a torch.

Mending*: Makes minor repairs on an object.

Purify Food and Drink*: Purifies 1 cu. ft./level of food or water.

Resistance*: Subject gains +1 on saving throws.

Sense Demons**: Detects demons within 60 ft.

1st-Level Paladin Spells

Bless Weapon: Weapon strikes true against evil foes.

Storm Hammer*: You throw a magical hammer that damages and dazes foes.

2nd-Level Paladin Spells

Hammer of Wrath: Hurl your melee weapon at a target within close range.

Heroism*: Gives +2 on attack rolls, saves, skill checks.

Merciful Strike: If an attack would reduce the victim to 0 hit points or less, the damage becomes nonlethal.

Righteous Defense: Attacks against an ally are resolved against you instead.

Summon Armor: Your armor instantly appears on you in response to a predetermined action.

3rd-Level Paladin Spells

Daylight: 60-ft. radius of bright light.

Exorcism: Blasts undead and demons with holy power.

Searing Light: Ray deals 1d8/two levels damage, more against undead.

4th-Level Paladin Spells

Blessing of Wisdom: Blesses the target with divine wisdom, granting greater mana.

5th-Level Paladin Spells

Cure Light Wounds, Mass*: Cures 1d8 damage +1/level for many creatures.

Blessing of Might, Greater: As blessing of might, affects one subject/level.

Blessing of Salvation, Greater: As blessing of salvation, affects one subject/level.

Blessing of Sanctuary, Greater: As blessing of sanctuary, affects one subject/level.

Heroism, Greater [Wr]*: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hit points.

Holy Shield: Aura provides protection and damages attackers.

Holy Wrath: Causes 1d8 damage/level to all evil outsiders and undead within 20 ft.

Raise Dead M*: Restores life to subject who died as long as one day/level ago.

6th-Level Paladin Spells

Banishment*: Banishes 2 HD/level of extraplanar creatures.

Bear's Endurance, Mass [Si]*: As *bear's endurance*, affects one subject/ level.

Blessing of Kings, Greater: As *blessing of kings*, affects one subject/level.

Blessing of Protection, Greater: As *blessing of protection*, affects one subject/level.

Blessing of Wisdom, Greater: As *blessing of wisdom*, affects one subject/level.

Bull's Strength, Mass: As *bull's strength*, affects one subject/level.

Cure Moderate Wounds, Mass*: Cures 2d8 damage +1/level for many creatures.

Eagle's Splendor, Mass*: As *eagle's splendor*, affects one subject/level.

Owl's Wisdom, Mass*: As *owl's wisdom*, affects one subject/level.

* Spell found in the **World of Warcraft: The Roleplaying Game** core rulebook.

** Spell found in **More Magic & Mayhem**.

*** Spell found in the **Alliance Player's Guide**.

† Spell found in the **Horde Player's Guide**.

‡ Spell found in **Dark Factions**.

SPELL DESCRIPTIONS

Animal Messenger

Enchantment (Compulsion) [Mind-Affecting]
Level: Druid 2, Elven Ranger 1, Hunter 1
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One Tiny animal
Duration: One day/level
Saving Throw: None; see text
Spell Resistance: Yes

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he or she doesn't know, for example).

Material Component: A morsel of food the animal likes.

Arcane Shot

Transmutation [Shot]
Level: Dark Ranger 2, Elven Ranger 2, Hunter 2
Components: V, S, M/F
Casting Time: One swift action.
Range: Special
Target: One creature
Duration: Instantaneous
Saving Throw: Special
Spell Resistance: Yes

Your shot transforms into a missile made purely of arcane energy at a desired enemy. On a successful ranged attack roll, the shot deals 1d4 points of damage per 2 caster levels (maximum 5d4). The target harmed also must succeed on a Will saving throw; if he fails, one beneficial spell currently affecting the target is instantly dispelled.

Material: One unit of ammunition.

Focus: Your ranged weapon.

Barkskin

Transmutation
Level: Druid 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 10 min./level
Saving Throw: None
Spell Resistance: Yes (harmless)

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at caster level 12th.

The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Bless Weapon

Transmutation
Level: Paladin 1, Argent Dawn Templar 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the damage reduction of evil creatures or striking evil incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes good, which means it can bypass the damage reduction of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

Blessing of Kings, Greater

Transmutation [Blessing]
Level: Paladin 6
Target: One creature per level

This spell functions like *blessing of kings* (see More Magic and Mayhem, Chapter 3: Power Overwhelming, "Spell Descriptions"), except that it affects one creature per level of the caster, no two of which can be more than 30 feet apart.

Blessing of Might, Greater

Transmutation [Blessing]
Level: Paladin 5
Target: One creature per level

This spell functions like *blessing of might* (see More Magic and Mayhem, Chapter 3: Power Overwhelming, "Spell Descriptions"), except that it affects one creature per level of the caster, no two of which can be more than 30 feet apart.

Blessing of Protection, Greater

Transmutation [Blessing]
Level: Paladin 6
Target: One creature per level

This spell functions like *blessing of protection* (see More Magic and Mayhem, Chapter 3: Power Overwhelming, "Spell Descriptions"), except that it affects one creature per level of the caster, no two of which can be more than 30 feet apart.

Blessing of Salvation, Greater

Transmutation [Blessing]
Level: Paladin 5
Target: One creature per level

This spell functions like blessing of salvation (see More Magic and Mayhem, Chapter 3: Power Overwhelming, "Spell Descriptions"), except that it affects one creature per level of the caster, no two of which can be more than

30 feet apart.

Blessing of Sanctuary, Greater

Transmutation [Blessing]
Level: Paladin 5
Target: One creature per level

This spell functions like *blessing of sanctuary* (see More Magic and Mayhem, Chapter 3: Power Overwhelming, "Spell Descriptions"), except that it affects one creature per level of the caster, no two of which can be more than 30 feet apart.
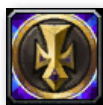
Blessing of Wisdom

Transmutation [Blessing]
Level: Paladin 4
Components: V, S
Casting Time: 1 move action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 5 minutes
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This powerful blessing aids spellcasters, aiding their mana expenditures in battle. For the spell's duration, whenever the blessed target casts a spell while within the aura, she may make a Spellcraft check (DC 30 + twice the spell's level). If successful, she casts the spell but the spell slot is not expended. A natural roll of 5 or less on this check always fails.

Blessing of Wisdom, Greater

Transmutation [Blessing]
Level: Paladin 6
Target: One creature per level

This spell functions like *blessing of wisdom*, except that it affects one creature per level of the caster, no two of which can be more than 30 feet apart.

Blight

Necromancy
Level: Dark Ranger 3, Druid 4, Necromancer 5, Warlock 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Duration: Instantaneous
Saving Throw: Fortitude half; see text
Spell Resistance: Yes

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a Fortitude saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies.

This spell has no effect on the soil or surrounding plant life.

Call Lightning

Evocation [Electricity]
Level: Druid 3, Shaman/Witch Doctor 3
Components: V, S
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Effect: One or more 30-ft.-long vertical lines of lightning
Duration: 1 min./level

Saving Throw: Reflex half
Spell Resistance: Yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts).

If you are outdoors and in a stormy area — a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by an air elemental of at least Large size) — each bolt deals 3d10 points of electricity damage instead of 3d6.

This spell functions indoors or underground but not underwater.

Call Lightning Storm

Evocation [Electricity]
Level: Druid 5, Shaman/Witch Doctor 5
Range: Long (400 ft. + 40 ft./level)

This spell functions like *call lightning*, except that each bolt deals 5d6 points of electricity damage (or 5d10 if created outdoors in a stormy area), and you may call a maximum of 15 bolts.

Calm Animals

Enchantment (Compulsion) [Mind-Affecting]
Level: Druid 1, Hunter 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Animals within 30 ft. of each other
Duration: 1 min./level
Saving Throw: Will negates; see text
Spell Resistance: Yes

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of Hit Dice of animals you can affect is equal to 2d4 + caster level. A dire animal or an animal trained to attack or guard is allowed a saving throw; other animals are not.

The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

Chastise

Evocation [Good]
Level: Priest 3
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates; see text
Spell Resistance: Yes

You buffet the creature with divine energy, chastising it for its vile ways. The creature automatically takes 1d4 points of holy damage per caster level (maximum 10d4) and is stunned for 1d2 rounds. A successful Will saving throw negates the stunning effect and halves the damage.

Command, Greater

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Level: Priest 5
Targets: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 round/level

This spell functions like *command* (see **WoW RPG**), except that up to one creature per level may be affected, and the activities continue beyond 1 round. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell. Each creature must receive the same command.
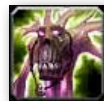
Command Plants

Transmutation
Level: Druid 4, Elven Ranger 4, Hunter 3
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart
Duration: One day/level
Saving Throw: Will negates

Spell Resistance: Yes

This spell allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly). They will not attack you while the spell lasts. You can try to give a subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

You can affect a number of plant creatures whose combined level or HD do not exceed twice your level.

Conjure Healing Food

Conjuration [Creation]
Level: Mage 5
Components: V, S
Casting Time: 1 standard action
Range: 0 ft.
Effect: Four loaves of bread
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

This spell conjures four loaves of sourdough bread. Consuming a loaf (which takes 5 consecutive and uninterrupted rounds) restores 5d8 hit points. At the end of the spell's duration, any uneaten loaves vanish.

Conjure Healing Food, Greater

Conjuration [Creation]
Level: Mage 8

This spell functions like *conjure healing food*, except that it conjures cinnamon rolls which heal 8d8 hit points each.
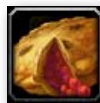
Conjure Healing Food, Lesser

Conjuration [Creation]
Level: Mage 2

This spell functions like *conjure healing food*, except that it conjures muffins which heal 2d8 hit points each.

Conjure Trap

Conjuration [Enchantment]
Level: Dark Ranger 2, Elven Ranger 2, Hunter 2, Mage 3
Components: V, S, M
Casting Time: 1 standard action
Range: Special
Effect: One conjured trap
Duration: 1 min/level or expended (D); see below
Saving Throw: Reflex special
Spell Resistance: Yes

You touch the ground at your feet and conjure into being a magical trap with a floating red or blue crystal in the middle (depending on the trap; fire traps create red crystals, while ice traps create blue crystals). Once placed, the trap remains until either the spell expires or a non-ally creature comes within 10 feet of the trap. The caster may attempt to hide the trap by making a Stealth check and spending 5 minutes of effort to hide the trap; the result is the required Spot check result to spot the trap.

This trap can take one of four forms:

Explosion: Once triggered the trap explodes with violent force. Those within 20 feet take 4d8 points of fire damage. Those caught may attempt a Reflex saving throw for half damage. The explosion sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the explosion may continue beyond the barrier if the area permits; otherwise it stops at the

barrier just as any other spell effect does.

Freezing: The trap targets the first creature that comes within range. That creature must succeed on a Reflex saving throw or become frozen in a block of ice for 1d4 rounds. The ice has a hardness of 5 and 20 hit points.

Frost: Once triggered, the trap covers the ground within a 30-foot radius with slick frost. Those walking faster than half their speed through the area must succeed at a Reflex saving throw or be tripped. Targets running must save at –5 to their roll. The frost lasts for 1d4 minutes.

Immolation: Once triggered, the trap explodes in fiery force. Everyone within 20 feet of the trap catches fire, suffering 2d6 points of fire damage. Furthermore, the targets continue to suffer 1d6 points of additional fire damage for 1d4 additional rounds. A successful Reflex save halves the initial damage, and avoids the secondary damage entirely.

Arcane Material Component: A small rabbit snare.

Curse of Agony

Necromancy
Level: Dark Ranger 2, Warlock 2
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/2 lvls
Saving Throw: Will negates
Spell Resistance: Yes

You curse your target with incredible pain and injury. The target suffers damage equal to your caster level per round, until either the curse is broken or the duration expires.

Curse of Weakness

Necromancy
Level: Dark Ranger 1, Necromancer 1, Warlock 1
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You curse your target, sapping his strength. Your target loses 1d4 points of Strength for the duration of this curse, after which the target's Strength returns by one point per round until fully restored.
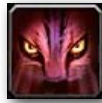
Darkvision

Transmutation
Level: Arcanist 2, Dark Ranger 3, Elven Ranger 3, Hunter 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness.

Darkvision can be made permanent with a permanency spell.

Material Component: Either a pinch of dried carrot or an agate.

Daylight

Evocation [Light]
Level: Arcanist 3, Argent Dawn Templar 3, Healer 3, Paladin 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light.

If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

Deafening Screech

Evocation [Sonic]
Level: Mage 2, Shaman/Witch Doctor 2
Components: V, M
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped burst
Duration: 1 min./level
Saving Throw: Fortitude negates
Spell Resistance: Yes

Your voice becomes a high-pitched shriek that resonates magically, affecting a cone-shaped area emanating from your mouth. All within the cone who fail a Fortitude save are deafened and magically silenced for the duration. Especially fragile glassware in the area of effect may be shattered.

Arcane Material Component: A harpy's feather.

Delayed Blast Fireball

Evocation [Fire]
Level: Mage 7
Duration: 5 rounds or less; see text

This spell functions like *fireball*, except that it is more powerful and can detonate up to 5 rounds after the spell is cast. The burst of flame deals 1d6 points of fire damage per caster level (maximum 20d6).

The glowing bead created by *delayed blast fireball* can detonate immediately if you desire, or you can choose to delay the burst for as many as 5 rounds. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead (see below). If you choose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

Detect Animals or Plants

Divination
Level: Druid 1, Elven Ranger 1, Hunter 1
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Cone-shaped emanation
Duration: Concentration, up to 10 min./level (D)
Saving Throw: None
Spell Resistance: No

You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant.

1st Round: Presence or absence of that kind of animal or plant in the area.

2nd Round: Number of individuals of the specified kind in the area, and the condition of the healthiest specimen.

3rd Round: The condition (see below) and location of each individual present. If an animal or plant is outside your line of sight, then you discern its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows:

Normal: Has at least 90% of full normal hit points, free of disease.

Fair: 30% to 90% of full normal hit points remaining.

Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round you can turn to detect a kind of animal or plant in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Snares and Pits

Divination
Level: Dark Ranger 1, Druid 1, Elven Ranger 1, Hunter 1
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 10 min./level (D)
Saving Throw: None
Spell Resistance: No

You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

Detect snares and pits does detect certain natural hazards — quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the spell *snare*),

nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of hazards.

2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The general type and trigger for one particular hazard closely examined by you.

Each round, you can turn to detect snares and pits in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Desperate Prayer

Conjuration (Healing)
Level: Priest 4
Components: V, S
Casting Time: 1 swift action
Range: Personal
Target: Self
Duration: Instantaneous

You instantly infuse yourself with positive energy, curing 1d8 points of damage +1 per caster level (maximum +5).
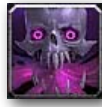
Devouring Plague

Necromancy [Evil]
Level: Priest 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates; see text
Spell Resistance: Yes

You summon a divine plague to attack a target, causing horrible shadows to devour the target's health and transfer it to you. It strikes immediately (no incubation period), and deals 1d4 points of Stamina damage. You gain 5 temporary hit points for each point of Stamina the subject loses in this way.

At the beginning of your next turn, the subject must make another Fortitude save or suffer the effects again. This continues until the subject passes a save (ridding himself of the plague) or until he has been afflicted by it four times.

Disease Cleansing Totem

Conjuration [Totem, Water]
Level: Shaman/Witch Doctor 7
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Target: 20 ft.-radius emanation centered on the totem
Duration: 1 round/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

At the beginning of each round, this totem cures all diseases that any allies within its range may be suffering from. It also kills parasites, though certain special diseases may not be countered by this effect.

Diminish Plants

Transmutation
Level: Druid 3, Elven Ranger 3, Hunter 3
Components: V, S, DF
Casting Time: 1 standard action
Range: See text
Target or Area: See text
Duration: Instantaneous
Saving Throw: None

Spell Resistance: No

This spell has two versions.

Prune Growth: This version causes normal vegetation within long range (400 feet + 40 feet per level) to shrink to about one-third of their normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter-circle.

You may also designate portions of the area that are not affected.

Stunt Growth: This version targets normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to one third below normal.

Diminish plants counters plant growth.

This spell has no effect on plant creatures.

Drain Mana

Transmutation
Level: Warlock 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Concentration, up to 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

Streams of scintillating mana erupt from the target from a victim's eyes, nose and mouth. The streams spin and twist into a single, larger, rope-like stream as they bridge the gap between the caster and the target. The caster opens her mouth and draws in the stream, gaining mana as the target weakens.

The target loses one spell slot level per round beginning on the round the spell is cast. The caster may choose to drain a 1st-level spell slot immediately, or wait for several rounds in order to drain a higher-level spell slot (to a maximum of 4th level). The caster immediately regains spent spell slot levels equal to those drained.

If you or the target moves out of range, the spell ends. If an object at least 5 feet wide and 5 feet high blocks the line of sight, the spell ends. Creatures of Medium size or smaller do not block the stream, but Large creatures generally do.

Elune's Grace

Transmutation
Level: Elven Ranger 2, Hunter 2, Priest 2

Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: Self
Duration: 1 round/level (D)

The goddess's blessing makes you swift and agile, bestowing a +4 dodge bonus to Armor Class (which increases to +8 against ranged attacks). You also gain a +2 bonus on Reflex saves to avoid area attacks.

Entangling Roots

Transmutation
Level: Druid 1, Elven Ranger 1, Hunter 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Plants in a 40-ft.-radius spread
Duration: 1 min./level (D)
Saving Throw: Reflex partial; see text
Spell Resistance: No

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex save is not entangled but can still move at only half speed through the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

Note: The effects of the spell may be altered somewhat, based on the nature of the entangling plants.
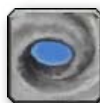
Enveloping Winds

Evocation [Air]
Level: Druid 2, Mage 2, Shaman/Witch Doctor 2
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One Medium or smaller creature
Duration: 1 round/2 levels
Saving Throw: Reflex negates
Spell Resistance: Yes

A 10-foot-high whirlwind appears in the square you designate. Any Medium or smaller-sized creature in the designated square must make a Reflex save or be knocked prone. If the creature fails this save, it must make another Reflex save or be hoisted up into the air

and whirled about. A creature that can fly is allowed a Reflex save each round to escape the whirlwind.

A creature trapped in the whirlwind cannot move, but can otherwise act normally, though to cast a spell it must succeed at a Concentration check (DC 15 + the level of the spell the creature is attempting to cast). A creature trapped in the whirlwind takes a –4 penalty to Agility and a –2 penalty on attack rolls.

The whirlwind remains stationary for the spell's duration. Any creature moving into the square risks being knocked prone or caught up, as noted above. The whirlwind can only carry as many creatures as can fit into its square (one Medium or Small creature), so if it is "full" other creatures passing through the square do not risk capture, though they must make Reflex saves to avoid being knocked prone as normal.

Arcane Material Component: A butterfly's wing.

Evocation

Evocation
Level: Mage 7
Components: V, S
Casting Time: 1 round
Range: Personal
Target: Self
Duration: Instantaneous

You channel a blue whirlwind of mana around

yourself, restoring lost spell slots. When you finish casting, you regain 2d8 spell levels' worth of spell slots, distributed as you see fit amongst spell slots of level 6 or lower (for instance, if you rolled 10, you could regain a 4th level spell slot and a 6th level spell slot, two 5th level spell slots, or ten 1st level spell slots, amongst other combinations).

Exorcism

Evocation [Good]
Level: Paladin 3
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 lvls)
Target: 1 demonic or undead creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

You blast a single demonic or undead creature with the Light, searing the creature to the bone. The target takes 1d10 points of holy damage per caster level.

Eyes of the Beast

Transmutation
Level: Hunter 2, Druid 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 lvls)
Target: 1 animal or magical beast
Duration: 1 min./level (D)
Saving Throw: Will resists
Spell Resistance: Yes

You temporarily gain the ability to see through the eyes of a target animal or magical beast. You may switch between your vision and the beast's as a free action.

Fade

Illusion (Glamer)
Level: Dark Ranger 2, Priest 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: Self
Duration: 1 round/level (D)

You appear to be shadowy and insubstantial. You gain a +10 circumstance bonus on Stealth checks, and benefit from a 20% miss chance as though you had concealment.

Fear Ward

Abjuration
Level: Priest 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Until expended or 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

You ward the subject against fear. The next time he is required to make a saving throw against a fear effect (magical or otherwise), he automatically succeeds (and the fear ward ends).

Fireball

Evocation [Fire]
Level: Mage 3
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 20-ft.-radius spread
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A *fireball* spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. (An early impact results in an early detonation.) If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Material Component: A tiny ball of bat guano and sulfur.

Flametongue Totem

Conjuration [Fire, Totem]
Level: Shaman/Witch Doctor 7
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Target: 20 ft.-radius emanation centered on the totem
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You enchant your weapon and those of all allies in range with flame, causing them to deal an extra 1d6 points of fire damage on successful hits. On successful critical hits, they explode with flame, dealing an additional 1d10 points of extra fire damage (or 2d10 if the weapon's critical modifier is x3; or 3d10 if the weapon's critical modifier is x4).

Flametongue Weapon

Transmutation [Fire]
Level: Shaman/Witch Doctor 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 round/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

You enchant your weapon with flame, causing it to deal an extra 1d6 points of fire damage on a successful hit. On a successful critical hit, it explodes with flame, dealing an additional 1d10 points of extra fire damage

(or 2d10 if the weapon's critical modifier is x3; or 3d10 if the weapon's critical modifier is x4).

Frostbrand Weapon

Transmutation [Cold]
Level: Shaman/Witch Doctor 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 round/level
Saving Throw: Will negates (harmless, object) and Fortitude partial (see text)
Spell Resistance: Yes (harmless, object)

You enchant your weapon with frost, causing it to deal an extra 1d6 points of cold damage on a successful hit. The target must make a Fortitude save or be chilled for 1 round.

Geyser

Evocation [Water]
Level: Mage 3, Shaman/Witch Doctor 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

A stream of water shoots forth from your hand, cascading into a mighty torrent that pummels your target with crushing force. If you succeed at a ranged touch attack, the target takes 1d8 points of bludgeoning damage per caster level (maximum 10d8). Any nonmagical open flames (torches, lanterns) carried by the target are immediately extinguished. Creatures of the water subtype take half damage. This attack ignores damage resistance if the target is of the fire subtype.

Upon a successful strike, whether or not the target actually suffers any damage, a Medium or smaller target must make a Fortitude save or be knocked prone.

Material Component: A vial of mineral water.

Ghoul Touch

Necromancy
Level: Dark Ranger 2, Necromancer 2, Warlock 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Living humanoid touched
Duration: 1d6+2 rounds
Saving Throw: Fortitude negates
Spell Resistance: Yes

Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack.

Additionally, the paralyzed subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to become sickened (Fortitude negates). A neutralize poison spell removes the effect from a sickened creature, and creatures immune to poison are unaffected by the stench.

Material Component: A small scrap of cloth taken from clothing worn by a ghoul, or a pinch of earth from a ghoul's lair.

Giant Vermin

Transmutation
Level: Dark Ranger 4, Druid 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Up to three vermin, no two of which can be more than 30 ft. apart
Duration: 1 min./level
Saving Throw: None
Spell Resistance: Yes

You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into larger forms. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size. The size to which the vermin can be grown depends on your level; see the table below.

Any giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

Caster Level	Vermin Size
9th or lower	Medium
10th–13th	Large
14th–17th	Huge
18th–19th	Gargantuan
20th or higher	Colossal

Grace of Air Totem

Conjuration [Air, Totem]
Level: Shaman/Witch Doctor 6
Components: V, S
Casting Time: 1 standard action
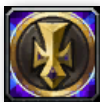**Range:** 20 ft.
Target: 20 ft.-radius emanation centered on the totem
Duration: 1 round/level
Saving Throw: Fortitude half (harmless)
Spell Resistance: Yes (harmless)

The totem emanates the power of the spirits of the air in all directions. You and all allies within the area gain a +4 enhancement bonus to Agility.

Greater Blessings

Greater blessings work like normal blessings, and follow the same rules, but may affect one creature/level, no two of which can be more than 30 ft. apart.

Guilt Trip

Enchantment (Compulsion) [Mind-Affecting]
Level: Arcanist 2, Priest 2
Components: V, S
Casting Time: Standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level (D); see text
Saving Throw: Will negates; see text
Spell Resistance: Yes

You create a sudden overwhelming feeling of guilt and remorse over an act the subject once performed in its past, causing it to stop and consider its actions. The subject creature can take no actions except to defend itself, and takes a –10 morale penalty to Listen and Spot checks. Any aggressive action against, or damage dealt to the subject immediately breaks the spell. A good creature takes a –2 penalty to its saving throw; an evil creature gains a +2 bonus.

Each round on its turn, the subject may attempt a new saving throw to end the effect. (This is a full-round action that does not provoke attacks of opportunity.)

Guilt Trip, Mass

Enchantment (Compulsion) [Mind-Affecting]
Level: Arcanist 6, Priest 6
Components: V, S
Casting Time: Standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 round/level (D); see text
Saving Throw: Will negates; see text
Spell Resistance: Yes

This spell functions like guilt trip, except that it affects multiple creatures.

Hammer of Wrath

Evocation
Level: Paladin 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

As part of casting this spell, you hurl your melee weapon at a target within range. You must make a ranged attack to strike the target, though you are not subject to the normal penalties to hit for throwing such a weapon. Upon a successful strike, deal damage as if you had struck the target in melee combat, applying your Strength bonus as normal for wielding the weapon (meaning that if the weapon is two-handed, the Strength bonus is handled accordingly). Hit or miss, after the attack is resolved, the weapon vanishes in a flash of light. It returns to your hand at the start of the next round.

Health Funnel

Necromancy [Evil]
Level: Warlock 4
Components: V, S, M, F
Casting Time: Special (see text)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One evil outsider
Duration: Concentration
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

When casting this spell, the caster cuts a gash in her own body, spilling her own lifeblood – which is transformed into fel energy that empowers creatures of the Twisting Nether. In this way, a warlock may sacrifice some of her own life force to heal a fel companion.

Upon casting this spell, the caster must designate an

evil outsider as the target; this choice may not be changed for the duration of the spell. Each round, starting on the round she casts the spell, the caster deals damage to herself equal to her caster level or less. These hit points are transferred to the target across a thin green stream of fel energy, as healing. (Any points in excess of the creature's maximum hit points are wasted, though the caster is free to transfer as few hit points as necessary.)

The caster must make a Concentration check to continue casting the spell, as is normal when a spellcaster takes damage while casting. If she fails this Concentration check, the spell ends, but the hit points sacrificed for this round are still transferred over as healing to the target creature.

Arcane Material Component: The warlock's blood.

Focus: A ritual weapon.

Hibernate

Enchantment (Compulsion) [Mind-Affecting]
Level: Druid 1
Components: V, S
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: One or more living animals or magical beasts within a 10-ft.-radius burst
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes

This spell functions similar to sleep (see below), but affects only animals and magical beasts. The caster may only put a number of HD of animals and/or magical beasts to sleep equal to her caster level (unlike sleep, which only affects up to 4 HD).

Hide from Animals

Abjuration
Level: Druid 1, Elven Ranger 1, Hunter 1
Components: S, DF
Casting Time: 1 standard action
Range: Touch
Targets: One creature touched/level
Duration: 10 min./level (D)
Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Animals cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.
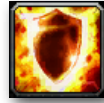
Holy Shield

Abjuration [Good]
Level: Priest 4
Components: V, S
Casting Time: 1 round
Range: Touch
Target: Self
Duration: 1 round/level

Saving Throw: None
Spell Resistance: Special

You surround yourself in a glowing halo of holy power, protecting you from harm. You gain +8 to your AC for the duration of this spell. Furthermore, any creature that strikes you in melee with natural weapons suffers 2d4 points of holy damage.

Holy Wrath

Evocation [Good]
Level: Paladin 5
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Area: 20-ft.-radius burst centered on you
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

You release your divine anger, causing a great explosion of holy power around you that slays creatures composed of evil energies. Any evil outsider or undead within 20 feet of you suffers 1d8 points of holy damage/level. This power has no effect on any other creature within the area of effect.

Hunter's Mark

Evocation
Level: Dark Ranger 1, Elven Ranger 1, Hunter 1
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./lvl)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You mark the target, making it easier to damage the foe. All ranged attacks against the target gain a bonus on attack and damage equal to half your caster level (maximum +5). Furthermore, for the duration of the spell, all allies gain a +4 bonus on Spot checks to notice the marked target, due to the illuminated mark.

Innervate

Evocation
Level: Druid 7
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You channel natural energies into yourself or another creature, refreshing its mind. Two rounds after you finish casting, the subject regains 2d6 spell levels' worth of spell slots, distributed as she sees fit amongst spell slots of level 6 or lower (for instance, if she rolled 10, she could regain a 4th level spell slot and a 6th level spell slot, two 5th level spell slots, or ten 1st level spell slots, amongst other combinations).

Jump

Transmutation
Level: Arcanist 1, Dark Ranger 1, Druid 1, Elven Ranger 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The subject gets a +10 enhancement bonus on Jump checks. The enhancement bonus increases to +20 at caster level 5th, and to a maximum of +30 at caster level 9th.

Material Component: A grasshopper's hind leg, which you break when the spell is cast.

Lightwell

Conjuration (Healing) [Light]
Level: Priest 6
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One lightwell
Duration: 1 min./level (D); see text
Saving Throw: Will negates; see text
Spell Resistance: Yes

In an unoccupied space that you designate, a fountain of light erupts, showering sparks of positive energy, shedding bright light in a 20-foot radius (and shadowy light for an additional 20 feet), and dispelling darkness effects in the area of equal or lower level.

The *lightwell* has a pool of healing energy (10 points per your caster level). For the duration of the spell, until this pool of healing is depleted, you and any of your allies within 40 feet of the *lightwell* may draw up to 10 points from the pool each round (healing a like number of hit points, up to maximum) by spending a standard action. You (or any other caster with this spell) may "recharge" the *lightwell* with another casting; this extends the duration and adds to the total pool of points remaining in the lightwell. You can also add to the pool of healing points by casting cure spells on the *lightwell*, but this does not extend the lightwell's duration.

At the end of the duration, or once all points of healing have been depleted from the pool, the lightwell vanishes.

The *lightwell* cannot be destroyed by normal means, since it is not a physical object, though it may be dispelled normally.
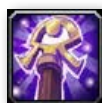
Mana Spring Totem

Conjuration [Totem, Water]
Level: Shaman/Witch Doctor 6
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Target: 20-ft.-radius emanation centered on the totem
Duration: 1 round/level
Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This totem restores one spell level per round to you and your allies. Affected creatures may choose to gain a 1st-level spell slot immediately, or wait for several rounds in order to replenish a higher-level spell slot (to a maximum of 5th level). Higher level spells require a number of rounds equal to their level to be restored (thus, a character that wished to replenish a 5th level spell slot would have to let the effect "build up" for five rounds).

Mana Tide Totem

Conjuration [Totem, Water]
Level: Shaman/Witch Doctor 9
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Target: 20 ft.-radius emanation centered on the totem
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This totem restores two spell levels per round to you and your allies. Affected creatures may choose to gain two spell levels immediately (either one 2nd-level spell slot or two 1st-level ones), or wait for several rounds in order to replenish a higher-level spell slot (to a maximum of 8th level). Higher level spells require a number of rounds equal to half their level to be restored (thus, a character that wished to replenish an 8th level spell slot would have to let the effect "build up" for four rounds).

Merciful Strike

Enchantment [Good]
Level: Healer 3, Paladin 2
Components: V, S
Casting Time: Standard action
Range: Touch
Target: One creature
Duration: 1 round/level or until triggered
Saving Throw: Will negates
Spell Resistance: Yes

The next time the subject makes a melee or ranged attack that will reduce a foe to 0 hit points or below, the damage becomes nonlethal instead; the attack does not slay the foe but leaves him unconscious.

Nature's Curse

Evocation [Force]

Level: Druid 2, Elven Ranger 2, Hunter 2
Components: V, S, DF
Casting Time: Standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One weapon
Duration: 1 round/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

A weapon currently being wielded by your opponent is surrounded by a layer of force energy that dulls its edge and slows its impact. The weapon cannot inflict damage in any way for the duration of the spell, regardless of who uses it, or how it is used. This includes damage against both creatures and objects. Your opponent can still make special attack actions that don't inflict damage, and continues to threaten squares. This spell cannot affect natural weapons.

Nature's Curse, Greater

Evocation [Force]
Level: Druid 3, Elven Ranger 3, Hunter 3
Components: V, S, DF
Casting Time: Standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

As nature's curse, except that it is targeted against the creature rather than a specific weapon. All weapons wielded by the creature are affected by the curse and remain so for the duration of the spell, even if they leave his possession. Natural weapons remain unaffected.

Nature's Curse, Lesser

Evocation [Force]
Level: Druid 1, Elven Ranger 1, Hunter 1
Components: V, S, DF
Casting Time: Standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One weapon
Duration: 1 round/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

As nature's curse, except that it applies only to objects. Thus creatures can still be damaged, but a blade cannot cut a rope, a spear cannot be impaled into a tree, and a mace cannot smash a pane of glass.

Plant Growth

Transmutation
Level: Druid 3, Elven Ranger 3, Hunter 3
Components: V, S, DF
Casting Time: 1 standard action
Range: See text
Target or Area: See text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Plant growth has different effects depending on the version chosen.

Overgrowth: This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within long range (400 feet + 40 feet per caster level) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle.

You may designate places within the area that are not affected.

Enrichment: This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.

Plant growth counters diminish plants.

This spell has no effect on plant creatures.

Poison Cleansing Totem

Conjuration [Totem, Water]
Level: Shaman/Witch Doctor 8
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Target: 20 ft.-radius emanation centered on the totem
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

At the beginning of each round, this totem detoxifies any sort of venom in any allies within its range. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the totem does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. You and your allies are also immune to any poison they are exposed to while within the totem's radius of effect.

Purge

Abjuration
Level: Shaman 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Special
Saving Throw: Will special
Spell Resistance: Yes

You channel a blast of elemental energy at a target in the form of lightning. The target must succeed at a Will saving throw or loose one beneficial spell currently affecting him per two caster levels (mininum 1 spell, maximum 10 spells). Furthermore, the target must succeed at a second saving throw if he fails the first; failure on this roll reduces the target's speed to 1/4 its normal value, or five feet, whichever is greater, as the elemental energy continues to batter the target. This secondary effect slows all of the target's speed values, and lasts one round per two caster levels.

The secondary effect of this spell counters bloodlust and other speed-enhancing spells.

Ray of Subjugation

Evocation
Level: Necromancer 3, Priest 3
Components: V, S
Casting Time: Standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

A ray of green light shoots from your finger and strikes your target in the chest. The ray deals 2d8 points of nonlethal damage + 1 point per caster level (up to +10) to living creatures; a successful Will save halves the damage.

Ray of Subjugation, Greater

Evocation
Level: Necromancer 4, Priest 4
Components: V, S
Casting Time: Standard action
Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

As ray of subjugation, except that it deals 3d8 points of nonlethal damage + 1 point per caster level (up to +15).

Ray of Subjugation, Lesser

Evocation
Level: Necromancer 2, Priest 2
Components: V, S
Casting Time: Standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

As ray of subjugation, except that it deals 1d8 points of nonlethal damage + 1 point per caster level (up to +5).

Repel Vermin

Abjuration
Level: Arcanist 4, Dark Ranger 3, Druid 4, Elven Ranger 3, Hunter 3
Components: V, S, DF
Casting Time: 1 standard action
Range: 10 ft.
Area: 10-ft.-radius emanation centered on you
Duration: 10 min./level (D)
Saving Throw: None or Will negates; see text
Spell Resistance: Yes

An invisible barrier holds back vermin. A vermin with Hit Dice of less than one-third your level cannot penetrate the barrier.

A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

Repel Wood

Transmutation
Level: Druid 6
Components: V, S

Casting Time: 1 standard action
Range: 60 ft.
Area: 60-ft. line-shaped emanation from you
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: No

Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects are. Objects 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. (A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can loose it as a move action and drop it as a free action.) If a spear is planted (set) to prevent this forced movement, it splinters. Even magic items with wooden sections are repelled, although an antimagic field blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

Revive Animal Companion

Conjuration [Healing]
Level: Druid 4, Hunter 4
Components: V, S, M, DF
Casting Time: 1 round
Range: Touch
Target: Dead animal companion touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

As *raise dead* (see **WoW RPG**), but you may only use this spell to revive your animal companion.

Material Component: Rare natural herbs worth 500 gp total, crushed when casting the spell.

Righteous Defense

Abjuration [Blessing]
Level: Paladin 2
Components: V, S
Casting Time: 1 move action

Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 5 minutes
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Any attack made against the recipient of this spell is resolved as if it were made against the caster of this spell instead, using the caster's AC, damage resistance, and so forth. If the attack is successful, any damage is dealt against the caster instead of the original target. If the attack is ranged, any penalties for cover, visibility and distance are determined as if the attacker were still attacking the original target (though the caster's AC is used).

This spell only affects attacks that are made against a single target. It does not apply to environmental effects or passive traps (such as pits), and it provides no defense against area effects. Retributive effects on the part of the caster do not apply (such as retribution aura, or thorn shield), unless the attacker is adjacent to the caster at the time of the attack.

 Rockbiter Weapon

Transmutation [Earth]
Level: Shaman/Witch Doctor 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Nonmagical weapon touched
Duration: 1 min./level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

Your nonmagical weapon becomes a weapon with a +1 enhancement bonus on attack and damage rolls. (A double weapon such as a quarterstaff gains this enhancement for both ends of the weapon.) It deals damage as if it were two size categories larger.

 Scare

Necromancy [Fear, Mind-Affecting]
Level: Dark Ranger 2, Necromancer 2, Warlock 2
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: One living creature per three levels, no two of which can be more than 30 ft. apart
Duration: 1 round/level or 1 round; see text for cause fear
Saving Throw: Will partial
Spell Resistance: Yes

This spell functions like cause fear, except that it causes all targeted creatures of less than 6 HD to become frightened.

Material Component: A bit of bone from an undead creature.

 Scare Beasts

Enchantment [Fear, Mind-Affecting]
Level: Druid 2, Hunter 2
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: One living animal or magical beast per three levels, no two of which can be more than 30 ft. apart
Duration: 1 round/level or 1 round; see text for cause fear
Saving Throw: Will partial
Spell Resistance: Yes

This spell functions like scare, except that it causes all targeted animals or magical beasts of less than or equal to the caster's caster level in HD to become frightened.

 Searing Light

Evocation [Light]
Level: Paladin 3, Priest 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). An undead creature takes 1d6 points of damage per caster level (maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 10d8). A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 5d6).

 Searing Totem

Conjuration [Fire, Totem]
Level: Shaman/Witch Doctor 6
Components: V, S
Casting Time: 1 standard action

Range: 20 ft.
Target: 20 ft.-radius emanation centered on the totem
Duration: 1 round/level
Saving Throw: Reflex half
Spell Resistance: Yes

This totem fires a ball of flame once per round. You designate the totem's target as a free action each round. Each of these fire bolts deals 1d4 points of fire damage per level (maximum 10d4), plus an additional 1 point of damage per round for the next 4 rounds.

Sentry Ward

Conjuration [Air, Ward]
Level: Shaman/Witch Doctor 3
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Effect: See text
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

This ward is invisible and allows the caster to view the area around it. As a free action, you may switch your vision to the ward or back to your body (once per round each). While viewing from the ward, you see and hear things as though you were standing in its position, but are unaware of your body's surroundings. Any attack or harmful spell cast on you automatically returns your vision to your body. You are aware whenever the ward is under attack, even if you aren't viewing it at the time.

Shackle Undead

Conjuration (Creation)
Level: Priest 2
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One undead creature
Duration: 1 round/level (D); see text
Saving Throw: Will negates; see text
Spell Resistance: Yes

You conjure magical golden chains, which entwine themselves around an undead creature. Once shackled, the subject becomes paralyzed and freezes in place. It is aware but cannot take any actions, not even speech. Each round on its turn, the 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 the target takes damage from any source, the spell ends.

Shadow Step

Conjuration (Teleportation)
Level: Dark Ranger 4, Necromancer 4, Warlock 4
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: Self
Duration: 1 hour/level or until expended; see text

You gain the ability to slip between shadows, instantaneously crossing vast distances. By moving into a shadow large enough to engulf your form, you instantly know the location of all other shadows within 1,000 feet and may choose whether you want to pass into one or simply step back out of the shadow you moved into. You may choose to pass to any shadow large enough within range.

You may move into a shadow up to one time per caster level (passing from one shadow to another counts only as moving into one shadow). The spell lasts until the duration expires or you exit a shadow. Each transport is a full-round action.

You can, at your option, remain within a shadow without transporting yourself, but you are forced out when the spell ends. If the shadow in which you are concealed is dispelled (often by bringing light into the shadow), you are slain if you do not exit before the process is complete.

Shadowbolt Volley

Evocation [Fel]
Level: Necromancer 5, Warlock 5
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: 60-ft. cone
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Numerous balls of burning shadow are hurled from your hand in a cone-shaped spread. Each creature in the area is struck for 1d8 points of fel damage per caster level (maximum 10d8).
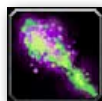
Shadow Shock

Evocation [Fel]
Level: Necromancer 3, Warlock 3
Components: V, S

Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You gather shadow energy into a ball and launch it at a target. To hit the target, you must make a ranged touch attack. If this attack succeeds, the target takes 1d6 points of fel damage per caster level (maximum 10d6).

Sleep

Enchantment (Compulsion) [Mind-Affecting]
Level: Mage 1, Priest 1
Components: V, S, M
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: One or more living creatures within a 10-ft.-radius burst
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes

A sleep spell causes a magical slumber to come upon 4 Hit Dice of creatures. Creatures with the fewest HD are affected first.

Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action).

Sleep does not target unconscious creatures, constructs, or undead creatures.

Arcane Material Component: A pinch of fine sand, rose petals, or a live cricket.

Solid Fog

Conjuration (Creation)
Level: Arcanist 4, Shaman/Witch Doctor 4
Components: V, S, M
Duration: 1 min./level
Spell Resistance: No

This spell functions like *fog cloud*, but in addition to obscuring sight, the solid fog is so thick that any creature attempting to move through it progresses at a speed of 5 feet, regardless of its normal speed, and it takes a –2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into solid fog is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6. A creature can't take a 5-foot step while in solid fog.

However, unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Solid fog can be made permanent with a permanency spell. A permanent solid fog dispersed by wind reforms in 10 minutes.

Material Component: A pinch of dried, powdered peas combined with powdered animal hoof.

Song of the Flaming Fire

Enchantment (Compulsion) [Mind-Affecting, Sonic]
Level: Mage 3
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: All creatures within range
Duration: Concentration
Saving Throw: Will negates
Spell Resistance: Yes

You sing or play a melody, and no matter how well or how badly you perform, all (including friends and foes) within range who fail their Will saves hear it as irresistibly catchy music, and begin to dance to it to the best of their abilities.

Each affected creature must pass a Concentrate check (DC 13 + your Charisma bonus) or be forced to waste a move-equivalent action dancing and prancing in place; the creature may still perform a standard action, but at a –4 penalty to all skill and attack rolls for the round, and may not engage in spellcasting or make attacks of opportunity. Each creature that passes the Concentrate check for that round may move, act, and attack normally, though "dancing" all the while.

Any creature with ranks in Perform (dancing) may opt to use that skill instead of Concentrate for the skill check above.

Creatures must hear the magically-enhanced song in order to be affected, and therefore the effect can be suppressed by silence. Any creature that passes out of the area of effect (which follows with the caster) is no longer affected. However, if any creature (including one who has been previously affected by this spell) reenters the area of effect, it must make a Will save again, or be affected. Once any creature successfully makes a Will save against this spell, it is unaffected for the remainder of the spell's duration, even if entering and leaving the area of effect multiple times.

Deafened creatures cannot hear the music and thus are unaffected. Undead creatures are affected by this spell (even though undead are normally immune to mind-affecting spells).

Focus: A masterwork musical instrument of any type.

Spike Growth

Transmutation
Level: Druid 3, Elven Ranger 2, Hunter 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: One 20-ft. square/level
Duration: 1 hour/level (D)
Saving Throw: Reflex partial
Spell Resistance: Yes

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance.

In areas of bare earth, roots and rootlets act in the same way. Typically, spike growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by one-half. This speed penalty lasts for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Spike growth can't be disabled with the Disable Device skill.

Note: Magic traps such as spike growth are hard to detect. A rogue (only) can use the Search skill to find a spike growth. The DC is 25 + spell level, or DC 28 for spike growth (or DC 27 for spike growth cast by a hunter or elven ranger).

Starshards

Evocation [Force]
Level: Mage 3, Priest 3
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Concentration, up to 1 round/level
Saving Throw: Reflex half
Spell Resistance: Yes

You call down starlight that solidifies into destructive missiles of matter and energy. The missiles appear as searing stars from the air above the targets, rocketing down into them with explosive power. For each round you concentrate, you strike the target with a starlight missile that deals 5d6 points of force damage; a Reflex save halves the damage.

Stay Cool

Transmutation [Cold]
Level: Arcanist 0, Healer 0
Components: V, S
Casting Time: Standard action
Range: Touch
Target: Object up to 1-ft. cube
Duration: 8 hours
Saving Throw: None
Spell Resistance: Yes

The object touched will not warm up for the duration of the spell. This is usually used to keep ice from melting during the summer months.

Stay cool only functions within a normal temperature range; between –50 and 140 degrees Fahrenheit. It doesn't provide any protection from fire or cold damage.

Stay Dry

Abjuration
Level: Arcanist 0, Healer 0
Components: V, S
Casting Time: Standard action
Range: Touch
Target: Object up to 1-ft. cube
Duration: 8 hours
Saving Throw: None
Spell Resistance: Yes

The object touched remains completely waterproof for the duration of the spell, and can be completely submerged without damage. This is usually used to protect scrolls and valuable paperwork in damp or flooded areas. It will not protect against acid or any other dangerous liquid.

Stay Fresh

Abjuration
Level: Arcanist 0, Healer 0
Components: V, S
Casting Time: Standard action
Range: Touch

Target: Object up to 1-ft. cube
Duration: 8 hours
Saving Throw: None
Spell Resistance: Yes

The object touched remains free from decay, rotting or spoiling for the duration of the spell. It can still be soaked, burnt or damaged as normal.

Sting

Transmutation [Shot]
Level: Dark Ranger 2, Elven Ranger 2, Hunter 2.
Components: V, S, F, M
Casting Time: One swift action
Range: Special
Target: One creature
Duration: Instantaneous; see below
Saving Throw: Fortitude negates
Spell Resistance: Yes

Your shot changes into a venomous blast. You must succeed on a ranged attack roll, as if attacking normally. If successful, instead of damage, the target suffers the effect chosen at casting. A successful Fortitude save negates the effect. Creatures immune to magical poisons are immune to these effects.

Upon casting, you may choose one of four stings to deliver. A sting remains in effect for one round per caster level. Multiple stings are not cumulative.

Scorpid Sting: If the target fails her Fortitude save, she suffers a penalty equal to half your caster level (min −1) to all attack rolls for the duration of the spell.

Serpent Sting: If the target fails her Fortitude save, she suffers 1d6 points of damage per round for the duration of the spell.

Viper Sting: If the target fails her Fortitude save, she immediately loses 1d2 levels of spell slots per round for the duration of the spell. At your choosing, you may forgo a round's worth of spell loss to drain a higher level spell slot; each round of delay removes an additional level, to a maximum of a 4th level spell slot lost.

Wyvern Sting: If the target fails her Fortitude save, she is rendered unconscious for the duration of the spell. Upon awakening, she immediately suffers 1d4 points of damage per caster level.

Material: One unit of ammunition.
Focus: Your ranged weapon.
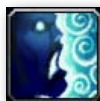
Stinking Cloud

Conjuration (Creation)
Level: Necromancer 3, Warlock 3
Components: V, S, M

Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Cloud spreads in 20-ft. radius, 20 ft. high
Duration: 1 round/level
Saving Throw: Fortitude negates; see text
Spell Resistance: No

Stinking cloud creates a bank of fog like that created by fog cloud, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn.

Stinking cloud can be made permanent with a permanency spell. A permanent stinking cloud dispersed by wind reforms in 10 minutes.

Material Component: A rotten egg or several skunk cabbage leaves.

Stoneclaw Totem

Conjuration [Earth, Totem]
Level: Shaman/Witch Doctor 5
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Target: 20 ft.-radius emanation centered on the totem
Duration: 1 round/level
Saving Throw: Will negates; see text
Spell Resistance: Yes

At the beginning of each round, enemies within the radius of this totem's effect must make a Will save or spend their turn attempting to destroy the totem to the exclusion of all other targets. This is a mind-affecting (compulsion) effect.

This totem has 20 hit points per caster level, rather than 2.

Stoneskin Totem

Conjuration [Earth, Totem]
Level: Shaman/Witch Doctor 8
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Target: 20 ft.-radius emanation centered on the totem
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This totem grants you and your allies resistance to

blows, cuts, stabs, and slashes. The subjects gain damage reduction 10/adamantine. (They ignore the first 10 points of damage each time they take damage from a weapon, though an adamantine weapon bypasses the reduction.)

Summon Armor

Conjuration (Teleportation)
Level: Healer 1, Paladin 1
Components: V, S, DF
Casting Time: 1 minute
Range: Personal
Target: One suit of armor
Duration: One hour/level
Saving Throw: No
Spell Resistance: No

You set up a magical link between you and your armor, so that if you perform a predetermined action during the duration the armor immediately appears on you, as if it was donned hastily (–1 penalty to armor bonus and armor check penalty). The action can include a free action such as a word or gesture, and you must be within 1 mile of the armor for the spell to function. You must have worn the armor for at least twenty-four hours in total before it can be summoned by this spell. You cannot attach a weapon, shield or anything else to the armor, or the spell will fail.

Tranquil Air Totem

Conjuration [Air, Totem]
Level: Shaman/Witch Doctor 6
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Target: 20 ft.-radius emanation centered on the totem
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This totem calms agitated creatures. At the beginning of each round the totem is present, such creatures must make a Will save or stop fighting for that round. You have no control over the affected creatures, but creatures so affected cannot take violent actions (although they can defend themselves) nor can they do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the effect. This is a mind-affecting (compulsion) effect.
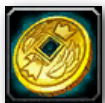
Transfer Object

Conjuration (Teleportation)
Level: Arcanist 2
Components: V
Casting Time: Standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One object
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No

Whatever you currently hold in your hands is immediately transferred to a willing subject designated at the time of casting. The subject may drop anything he's currently holding to hold the transferred object instead. If the subject has a free hand, the object appears in his free hand, assuming he can hold it. If he chooses not to hold it, or cannot carry something that heavy, it falls to the ground in his square. The object may weigh up to your heavy load capacity.

Tranquility

Conjuration (Healing)
Level: Druid 6
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: All creatures within range
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As ethereal music plays from the empty air, and faint wisp-like lights rise gently from the ground, the area around the caster is filled with an aura of healing and tranquility. All creatures within range regain 2d4+1 hit points per round that the caster remains stationary and concentrates, up to the spell's maximum duration. This spell does not differentiate between friend or foe, and the healing granted is neither positive nor negative energy: even undead receive "healing" after their own fashion, though inanimate objects and constructs are unaffected.
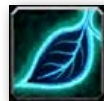
Tree Shape

Transmutation
Level: Druid 2, Elven Ranger 3, Hunter 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)

By means of this spell, you are able to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a detect magic spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Agility score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you.

You can dismiss tree shape as a free action (instead of as a standard action).

Tree Stride

Conjuration (Teleportation)
Level: Druid 5, Elven Ranger 4, Hunter 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level or until expended; see text

You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

Type of Tree	Transport Range
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet
All other trees	500 feet

You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

Unending Breath

Necromancy
Level: Necromancer 4, Warlock 4
Components: S, M
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The transmuted creature does not need to breathe, and gains no benefit from breathing for the duration. This renders the creature temporarily immune to drowning and other forms of suffocation, and to the effects of various gases (whether harmful or not). Unless the creature is able to speak by other means, air is still required to be drawn into the lungs to make vocalizations (necessary to cast spells with verbal components or to use shout feats, for instance).

Arcane Material Component: A small piece of lung (either pickled or "fresh") from an undead creature.

Vampiric Touch

Necromancy
Level: Necromancer 3, Dark Ranger 3, Warlock 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous/1 hour; see text
Saving Throw: None
Spell Resistance: Yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal

to the damage you deal. However, you can't gain more than the subject's current hit points + Stamina score, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Volley

Transmutation [Shot]
Level: Dark Ranger 2, Elven Ranger 2, Hunter 2
Components: V, S, M, F
Casting Time: One full-round action
Range: Special
Area: 20-ft.-radius spread
Duration: 1 round/caster levels (D)
Saving Throw: Reflex half
Spell Resistance: Yes

To cast this spell, you must target a square with a ranged attack roll (AC 10). Upon reaching its destination, the shot explodes, releasing a rain of arcane ammunition over an area with the square targeted at its epicenter. Failure on the attack roll causes the shot to deviate as a grenade (see WoW RPG). All creatures within this area suffer 2d6 points of force damage each round, or half with a successful Reflex save.

Unlike other shot spells, volley requires a full-round action, and may be sustained beyond the initial shot. Each round, you may fire an additional shot into the air as a full-round action, continuing the volley raining down on the area. This spell continues for one round per caster level, or when you cease firing into the air. These additional blasts do not require a new attack roll, instead attacking the square previously targeted. If the hunter wishes to shift the volley, however, he requires a new attack roll.

Material Component: One unit of ammunition per round of firing.
Focus: Your ranged weapon.

Watchman's Lantern

Conjuration (Creation) [Light, Mind-Affecting]
Level: Priest 4
Components: V, S, DF, M
Casting Time: Standard Action
Range: Touch
Effect: Glowing magical globe
Duration: Permanent
Saving Throw: None
Spell Resistance: No

You create a glowing magical globe six inches in diameter which emits light equal to that of a normal lantern (30-foot radius). The globe can be placed upon a surface or float in mid-air and cannot be moved. The globe is not a physical object, just a manifestation of light, and cannot be damaged or interacted with. It can be extinguished or relit with a unique command word as a standard action (the caster may tell others the command word). All opponents within the pool of light take a –2 morale penalty to attacks, saving throws and skill checks.

Material Component: A sphere of worked silver (worth 700 gp).
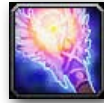
Windfury Totem

Conjuration [Air, Totem]
Level: Shaman/Witch Doctor 8
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Target: 20 ft.-radius emanation centered on the totem
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This totem enchants your weapons and those of your allies with spirits of air, granting them one additional attack per round with those weapons at their highest base attack bonuses. This additional attack is in addition to all other actions that character makes in a round, and can come before, in between, or after all her actions. (Windfury weapon overrides this effect rather than stacking with it. Note that windfury weapon also operates like this, in that the shaman may make two additional attacks at any point during her actions.)

Windwall

Evocation [Air]
Level: Arcanist 3, Elven Ranger 2, Hunter 2, Shaman/Witch Doctor 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Wall up to 10 ft./level long and 5 ft./level high (S)
Duration: 1 round/level
Saving Throw: None; see text
Spell Resistance: Yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and

cloth garments fly upward when caught in a windwall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

Arcane Material Component: A tiny fan and a feather of exotic origin.

Windwall Totem

Conjuration [Air, Totem]
Level: Shaman/Witch Doctor 2
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Target: 20 ft.-radius emanation centered on the totem
Duration: 1 hour/level (D)
Saving Throw: None; see text
Spell Resistance: Yes

An invisible wall of wind forms a dome around you and your allies. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (Giant-thrown boulders, siege engine projectiles, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

Wither

Necromancy [Evil]
Level: Necromancer 9, Priest 9
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. plus 10 ft./lvl)
Target/Effects/Area: One creature
Duration: Special
Saving Throw: Fort negates (special)
Spell Resistance: Yes

Powerful necromantic energies form into a virulent disease that burns a target from the inside out. If the target fails its saving throw, it takes 1d10 points of Stamina damage. The creature continues to take an additional 1d10 points of Stamina damage each round thereafter. This disease persists until the subject dies. The disease may only be ended by application of a remove disease spell cast by a healer of 17th caster level or higher, or a wish or miracle spell.

This spell's more insidious effect occurs if the target dies while this spell is active. If this occurs, the target immediately rises as if the caster performed either the animate dead, create undead or create greater undead spell. The caster chooses the undead type to rise upon the creature's death. With the exception of standard skeletons or zombies, created undead are not automatically under the control of the animator. If the caster is capable of commanding undead, he may attempt to command the undead creature as it forms.

Arcane Material Component: Powdered bones from an undead of at least 15 HD.

Please Don't Stick Wands In Your Mouth

Whether they fight to keep Stormwind safe from the Defias, to drive the orcs from Blackrock Spire, or to retake the Plaguelands from the Scourge, adventurers in Azeroth are never in short supply of dangerous foes. In order to contend with the powerful creatures they face, each adventurer comes to collect and wield an array of powerful magic items.

Some magical items bear only simple enchantments, which are barely noticeable to the casual observer. Others are ornate and aglow with power, making their potency readily apparent. A rare few artifacts are truly legendary, and they become known (and feared) across the globe.

This chapter includes a number of new magic items, including some of the best-known – and most sought-after – items on Azeroth.

Armor

Breastplate of the Chromatic Flight

Description: Created by sewing chromatic whelp scales to the carapace of a chromatic drake, this dark yet reflective armor was designed to protect the wearer against exactly those sorts of creatures.

Powers: A *breastplate of the chromatic flight* is a *+4 breastplate* that absorbs the first 10 points of fire damage per attack that the wearer would normally take. It also adds a +4 enhancement bonus to the wearer's Stamina score.

Moderate abjuration; CL 12th; Craft Magic Arms and Armor, *bear's endurance*, *resist energy*; Price 58,350 gp; Cost 29,000 gp + 350 gp (masterwork breastplate) + 2,320 XP; Weight 30 lb.

Weapons

Cruel Barb

Description: Often found in the hands of pirates, these silvery swords have hooked and slightly curved blades, and small red gems inset into their guards.

Powers: A *cruel barb* is a *+2 keen silver scimitar* which provides a +2 competence bonus on checks made to disarm or trip an opponent.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *keen edge*; Price 18,490 gp; Cost 9,000 gp + 405 gp (masterwork silvered scimitar) + 720 XP; Weight 4 lb.

Claymore of Unholy Might

Description: These feared weapons are crafted in the necropolis Naxxramas by Scourge blacksmiths and used to outfit elite death knights. A purple glow suffuses the long, wide blade, and a human skull adorns the pommel.

Powers: A *claymore of unholy might* is a *+5 unholy greatsword*.

Moderate evocation [evil]; CL 21st; Craft Magic Arms and Armor, *unholy blight*, creator must be evil; Price 98,350 gp; Cost 49,000 gp + 350 gp (masterwork greatsword) + 3,920 XP; Weight 8 lb.

Dark Edge of Insanity

Description: This bizarre-looking, double-bladed axe is believed to have been crafted by the Old God C'Thun for some unknown purpose.

The gnarled handle is a bright pink, the blades are a deep purple, and a glaring yellow eye sits is embedded between them, occasionally blinking and constantly surveying its surroundings.

Powers: The *Dark Edge of Insanity* is a *+5 greataxe*. On a successful hit, the target must make a Will save (DC 16) or become disoriented by the eye's stare, becoming afflicted by a *confusion* effect for 7 rounds. Additionally, the eye can see incoming attacks, and telepathically grants the wielder a +4 insight bonus to Armor Class.

Strong enchantment; CL 15th; Craft Magic Arms and Armor, *confusion*; Price 299,320 gp; Cost 149,500 gp + 320 gp (masterwork greataxe) + 11960 XP; Weight 12 lb.

Finkle's Lava Dredger

Description: Property of Finkle Einhorn, Grandmaster Adventurer, this item was lost after an expedition to the

Molten Core beneath Blackrock Mountain.

This unorthodox-looking device has a thick red handle and is topped by a large, slowly spinning iron gear.

Powers: *Finkle's lava dredger* is a +3 *greathammer* that grants its wielder resistance to fire 20. Once per day, as a standard action, its wielder can recover a spell slot of up to 4th level.

Moderate conjuration (creation); CL 9th; Craft Magic Arms and Armor, *conjure mana water*, *resist energy*; Price 137,340 gp; Cost 68,500 gp + 340 gp (masterwork greathammer) + 5,480 XP; Weight 14 lb.
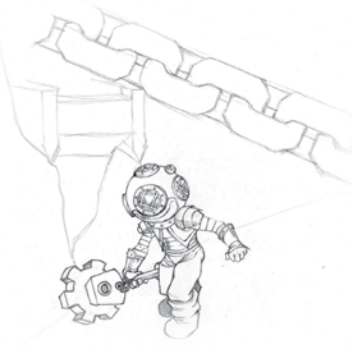
Herald of Woe

Description: These imposing red weapons bear a draconic motif. The head of the mace glows with an inner fire and is held by a stylized dragon's claw, while large, fang-like spikes protrude from the top of it.

Powers: A *herald of woe* is a +4 *greathammer* that instills a feeling of dread in its wielder's enemies. Anyone struck by the weapon must make a Will save (DC 16) or become shaken for 9 rounds (incurring a –2 penalty on attack rolls, saving throws, skill checks, and ability checks).

Faint necromancy; CL 12th; Craft Magic Arms and Armor, Heighten Spell, *doom*; Price 36,340 gp; Cost 18,000 gp + 340 gp (masterwork greathammer) + 1,440 XP; Weight 14 lb.
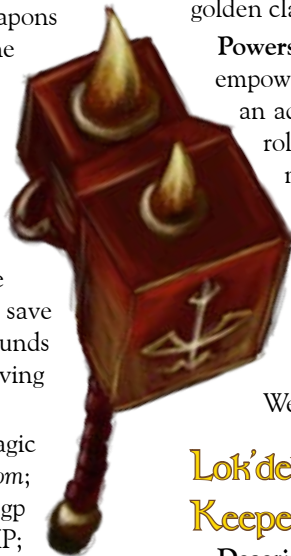
Linken's Boomerang

Description: This strange weapon is a prized sidearm of an even stranger gnome from Un'goro Crater, known as Linken. Unlike other boomerangs, this weapon flies farther, hits truer, and returns every time, without a problem.

Powers: Linken's boomerang is a +2 *distance returning boomerang*. Due to its returning property, the creature throwing the weapon need not make an attack roll to catch it. The weapon also veers unerringly towards its intended target, negating any miss chances that would otherwise apply, such as from concealment. The wielder still has to aim the weapon at the right square. The boomerang mistakenly thrown into the wrong square, for example, does not veer and hit invisible enemies, even if they are nearby.

Strong divination, moderate transmutation; CL 12th; Craft Magic Arms and Armor, clairaudience/clairvoyance, telekinesis, true seeing; Price 50,310 gp; Cost 25,000 gp + 310 gp (masterwork boomerang) + 2,000 XP; Weight 2 lb.

Lok'amir il Romathis

Description: Draconic for "Hand of Nefarius," *Lok'amir il Romathis* is the ornate scepter held by Victor Nefarius, Lord of Blackrock Spire.

This elegant weapon has a handle wrapped with black dragon scales, and is adorned with gold and red. At the top of the scepter, seemingly held in place by slender golden claws, is a large, crimson gem.

Powers: *Lok'amir il Romathis* is a +3 *heavy mace* that empowers spellcasting. Spells the wielder casts deal an additional 1 point of damage or healing per die rolled, to a maximum of +20 (thus, a 20th level mage would deal 15d6+15 points of damage with a *firebolt* and 20d8+20 points of damage with a *greater firebolt*).

Strong evocation; CL 17th; Craft Magic Arms and Armor, Empower Spell; Price 418,312 gp; Cost 209,000 gp + 312 gp (masterwork heavy mace) + 16,720 XP; Weight 6 lb.

Lok'delar, Stave of the Ancient Keepers

Description: Created by the ancients of what is now Felwood, the end of this three-piece staff gives off a bright green glow, which is harmless to natural creatures but deadly to demons.

Powers: *Lok'delar* is a +3 *evil-outsider-bane brightwood quarterstaff* which also grants its wielder immunity to poisons.

Moderate conjuration; CL 12th; Craft Magic Arms and Armor, *neutralize poison*, *summon monster I*; Price 93,600 gp; Cost 44,000 gp + 5,600 gp (masterwork brightwood staff) + 3,520 XP; Weight 4 lb.

Maladath, Runed Blade of the Black Flight

Description: This sword was given by Nefarian to one of his drakonid minions, the Broodlord Lashlayer, as a reward for his prowess in battle. Though he does not wield it, it is a valued part of his treasure hoard.

Maladath has a curved blade bearing golden runes, which seems to emerge from the mouth of an ornate golden dragon's head. This dragon head makes up the sword's guard and its long horns sweep back to protect the wielder's hand.

Powers: *Maladath* is a *+4 longsword* which increases the wielder's ability to parry blows, granting a +5 deflection bonus to Armor Class.

Strong abjuration; CL 15th; Craft Magic Arms and Armor, *shield of faith*; Price 132,315 gp; Cost 66,000 gp + 315 gp (masterwork longsword) + 5,280 XP; Weight 4 lb.

Perdition's Blade

Description: The edges of this long, pointed red dagger glow bright orange and are incredibly hot to the touch. It leaves a trail of golden sparks in its wake.

Powers: *Perdition's blade* is a *+3 flaming burst dagger*. It sheds bright light in a 20-foot radius and shadowy light in a 40-foot radius.

Strong evocation; CL 15th; Craft Magic Arms and Armor, *blazing column*, *immolation*, or *rain of fire*; Price 50,302 gp; Cost 25,000 gp + 302 gp (masterwork dagger) + 2,000 XP; Weight 1 lb.

Quel'Serrar

Description: Darnassian for "High Blade," this ancient weapon has been recently heated by dragonfire and reforged. The sword has a golden guard and pommel, a blue grip, and a wide blade decorated by glowing green runes.

Powers: *Quel'Serrar* is a *+4 longsword* that grants the wielder a +5 enhancement bonus to natural armor, and a +3 dodge bonus to Armor Class.

Strong transmutation; CL 12th; Craft Magic Arms and Armor, *barkskin*; Price 269,315 gp; Cost 134,500 gp + 315 gp (masterwork longsword) + 10,760 XP; Weight 4 lb.

Rhok'delar, Longbow of the Ancient Keepers

Description: The companion weapon to *Lok'delar*, *Rhok'delar* is a smooth, white bow created with living wood and entwined by twisting green vines and leaves. It has been known to spontaneously sprout flower blossoms.

Powers: *Rhok'delar* is a *+5 brightwood longbow of distance*.

Moderate divination; CL 15th; Craft Magic Arms and Armor, *clairaudience/clairvoyance*; Price 77,375 gp; Cost 36,000 gp + 5,375 gp (masterwork brightwood bow) + 2,880 XP; Weight 3 lb.

Staves

Anathema and Benediction

Description: Created from a splinter of the World Tree, Nordrassil, and empowered with twin artifacts known as the Eye of Divinity and the Eye of Shadow, this item can alternate its form and functions, switching between the holy staff *Benediction* and the shadow staff *Anathema*.

As *Benediction*, the staff is gold and inset with large red rubies, which give off trails of green light. As *Anathema*, the staff is black instead of gold, the rubies are replaced with emeralds, and the head sprouts three triangular blades.

Powers: Switching between *Anathema* and *Benediction* is a full-round action that provokes an attack of opportunity; the change can be made once per hour. In either form, the weapon acts as a *+2 quarterstaff* that provides resistance 10 against damage from spells with the Fel descriptor.

Benediction automatically empowers all positive energy spells of up to 9th level cast by its wielder (as though using the Empower Spell feat with no change in spell slot), and contains the following spells:

- *Cure critical wounds* (1 charge)
- *Heal* (2 charges)
- *Holy word: shield* (1 charge)

Anathema automatically empowers all negative energy spells of up to 9th level cast by its wielder (as though using the Empower Spell feat with no change in spell slot), and contains the following spells:

- *Harm* (2 charges)
- *Inflict critical wounds* (1 charge)
- *Shadow word: pain* (1 charge)

Each staff has 50 charges; charges used in one form do not affect the other.

Strong conjuration; CL 17th; Craft Staff, Empower Spell, *cure critical wounds*, *harm*, *heal*, *holy word shield*, *inflict critical wounds*, *shadow word pain*; Price 400,100 gp; Cost 199,750 gp + 600 gp (masterwork staff) + 15,980 XP.

Headmaster's Charge

Description: Small rib bones jut out from the sides of this black staff, while a large horned skull adorns the top of it. This item is used to signify the position of headmaster of the School of Necromancy on Caer Darrow, a position currently filled by Darkmaster Gandling.

Powers: *Headmaster's charge* is a *+2 quarterstaff* which may be used to cast *arcane intellect* at will. In addition, it contains the following spells:

- *Animate dead* (1 charge)
- *Bestow curse* (1 charges)
- *Control undead* (1 charge)
- *Create undead* (1 charge)
- *Drain life* (1 charge)
- *Enervation* (1 charge)

Strong necromancy; CL 13th; Craft Staff, *animate dead, arcane intellect, bestow curse, control undead, create undead, drain life, enervation*; Price 302,725 gp; Cost 151,063 gp + 600 gp (masterwork staff) + 12,085 XP.

Staff of Dominance

Description: Powerful symbols of authority, *staves of dominance* have been used by agents of the Kirin Tor to quietly quell uprisings and revolts. The head of this golden staff is set with a large amethyst gem, which is surrounded by jagged spikes.

Powers: A *staff of dominance* is a *+3 quarterstaff* which contains the following spells:

- *Charm person* (1 charge)
- *Dominate person* (1 charge)
- *Dominate monster* (1 charge)
- *Greater command* (1 charge)
- *Mass suggestion* (1 charge)

Strong enchantment; CL 17th; Craft Staff, *charm person, dominate person, dominate monster, greater command, mass suggestion*; Price 260,850 gp; Cost 130,125 gp + 600 gp (masterwork quarterstaff) + 10,410 XP.

WANDS

Jaina's Firestarter

Description: This black wand has a round, red gem at its tip, which glows softly. Jaina Proudmoore, now leader of Theramore, created the first of these items for utility purposes, such as creating campfires or cooking food.

Powers: *Jaina's firestarter* is a wand of *scorch*, dealing 5d8+5 points of fire damage to its target (a DC 14 Reflex save halves the damage). It has 50 charges.

Faint evocation; CL 5th; Craft Wand, *scorch*; Price 11,250 gp; Cost 5,625 gp + 450 XP.

Stormrager

Description: This grey wand is adorned with glowing white gems at both ends. Blue electricity crackles around the larger gem at the wand's tip.

Powers: *Stormrager* is a wand of *lightning strike*, dealing 10d6 points of electricity damage to its target (a DC 14 Reflex save halves the damage). It gains a +2 bonus on caster level checks to overcome a creature's spell resistance, and has 50 charges.

Moderate evocation; CL 10th; Craft Wand, Spell Penetration, *lightning strike*; Price 26,000 gp; Cost 13,000 gp + 1,040 XP.

WONDROUS ITEMS

Acidic Walkers

Description: Commonly used by those exploring the now-irradiated city of Gnomeregan, these pale green boots allow one to travel safely through hazardous material.

Powers: *Acidic walkers* grant their wearer with resistance to acid 10 and a +4 resistance bonus to Fortitude saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance, resist energy*; Price 66,000 gp; Cost 33,000 gp + 2,640 XP.

Alanna's Embrace

Description: A beautiful white and purple dress with the name "Alanna" embroidered on it, this item is, strangely, kept by the lich Ras Frostwhisper, overseer of the Scholomance on Caer Darrow. It is speculated that Ras and Alanna were lovers before the Scourge came, though none have dare to question the now-undead mage about the matter.

Powers: *Alanna's embrace* occupies the robe slot. It provides a +2 enhancement bonus to the wearer's Intellect and Spirit scores and a +4 enhancement bonus to her Charisma score.

Moderate transmutation; CL 8th; Craft Wondrous Item, *arcane intellect*, *eagle's splendor*, *owl's wisdom*; Price 44,000 gp; Cost 22,000 gp + 1,760 XP.

Blackhand's Breadth

Description: A thick wristband of black leather studded with short iron spikes, this item is named for the late Blackhand the Destroyer, once Warchief of the Horde, who wore one at all times.

Powers: *Blackhand's breadth* makes any weapon wielded by its wearer magically keen, doubling its threat range (a threat range of 20 becomes 19–20, 19–20 becomes 17–20, and 18–20 becomes 15–20). This effect doesn't stack with other effects that increase threat range (such as the Improved Critical feat) and it does not apply to natural weapons. Only slashing or piercing weapons (including projectiles fired by ranged weapons) benefit from this wondrous item. This item may be worn in addition to magical bracers.

Faint transmutation; CL 5th; Craft Wondrous Item, *keen edge*; Price 90,000 gp; Cost 45,000 gp + 3,600 XP.

Cloak of the Brotherhood

Description: Several long-time members of the Defias Brotherhood – including their leader, Edwin VanCleef – have been known to wear these heavy, dark grey cloaks.

Powers: A *cloak of the brotherhood* grants the wearer a +2 enhancement bonus to Agility and a +5 competence bonus on Stealth checks.

Moderate transmutation; CL 8th; Craft Wondrous Item, *cat's grace*, *invisibility*; Price 7,750 gp; Cost 3,875 gp + 310 XP.

Hand of Justice

Description: This golden emblem is set with a red gem and made to be affixed to the back of a glove.

Powers: The wearer of a *hand of justice* gains a +1 competence bonus on all melee damage rolls. Once every 10 rounds, when making a full attack action, he may activate the emblem (as a free action) to gain one additional attack at his highest attack bonus.

Moderate transmutation; CL 7th; Craft Wondrous Item, *bloodlust*; Price 6,600 gp; Cost 3,300 gp + 264 XP.

Leggings of the Festering Swarm

Description: Crafted amidst the desert sands of Silithus, these red woolen pants are unusually warm, but uncomfortable and itchy when worn.

Powers: *Leggings of the festering swarm* empower all spells of up to 9th level with the Fire descriptor cast by the wearer (as though using the Empower Spell feat with no change in spell slot). However, the itching rash they cause imposes a –4 circumstance bonus to Concentration checks (creatures with disease immunity are unaffected by the rash).

Though they do not take up a magic item slot on the body (and can be worn under armor), the leggings can only be worn by bipedal creatures.

Strong evocation; CL 17th; Craft Wondrous Item, Empower Spell, *blazing column*, *immolation*, or *rain of fire*; Price 60,750 gp; Cost 30,375 gp + 2,430 XP.

Piccolo of the Flaming Fire

Description: This wooden flute is encircled with winding vines and leaves wrought of gold. The wandering minstrel Hearthsinger Forresten made this item famous (or infamous) in his journeys, having received it as a gift from a high elven admirer. He met his end in Stratholme; it's said that his restless spirit still wanders the streets, playing his irresistible melody to the chagrin of interlopers trying to avoid the notice of the hungry undead.

Powers: In addition to being a masterwork wind instrument (granting a +2 circumstance bonus on Perform checks), the *piccolo* allows a player with at least 5 ranks in Perform (wind instruments) to cast *song of the flaming fire* up to 3 times a day as a standard action that provokes attacks of opportunity.

Faint enchantment (compulsion); CL 5th; Craft Wondrous Item, creator must have 5 ranks in Perform (wind instruments), *song of the flaming fire*; Price 9,100 gp; Cost 4,500 gp + 100 gp (masterwork musical instrument) + 360 XP.
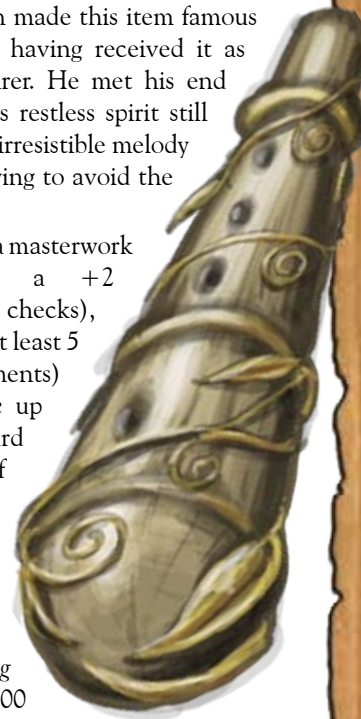
Rejuvenating Gem

Description: This large, yellow crystal glows with an inner light.

Powers: A *rejuvenating gem* empowers all spells with the Healing subschool of up to 9th level cast by its bearer (as though using the Empower Spell feat with no change in spell slot) up to 3 times per day. If the bearer has had the gem in her possession for at least a week, she may use it to restore one spell slot of up to 4th level (as a standard action) up to three times per day.

Strong conjuration; CL 17th; Craft Wondrous Item, Empower Spell, *heal*, *lesser mana water*; Price 229,500 gp; Cost 114,750 gp + 9,180 XP.

Set Items

Defias Leather

Commonly worn by members of the Defias Brotherhood, this suit of dark armor is ideal camouflage for skulking rogues.

Description: The Defias set is a suit of black leather armor that completely covers the wearer's body, save for her fingers and face – the latter is usually hidden behind one of the brotherhood's trademark red scarves.

Two-item bonus

The wearer gains the following bonuses when wearing two items from the *Defias leather* set.

- +1 deflection bonus to Armor Class.

Faint abjuration; CL 5th; Craft Wondrous Item, *shield of faith*; Price 4,000 gp; Cost 2,000 gp + 160 XP.

Three-item bonus

The wearer gains the following bonuses when wearing three items from the *Defias leather* set.

- +1 resistance bonus to saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*; Price 7,000 gp; Cost 3,500 gp + 280 XP.

Four-item bonus

The wearer gains the following bonuses when wearing four items from the *Defias leather* set.

- +1 luck bonus on attack and damage rolls when using daggers.

Faint transmutation; CL 5th; Craft Wondrous Item, *heroism*; Price 15,500 gp; Cost 7,750 gp + 620 XP.

Loot Planning: Defias Leather

The cheapest item in the Defias leather set is 2,500 gp, which should not be available to a player before 3rd level. Since the second cheapest item increases the total value to 8,500 gp (boots, gloves or belt, and the 2-item set bonus) the second item should not be available prior to perhaps 6th level. It is appropriate to add another set item every level after that until the set is complete (7th, 8th, 9th and 10th level). Keep in mind the total value of a player's gear, including set bonuses, when considering when to provide additional loot.

Blackened Defias Armor

Description: This suit of dull black leather is tight yet well padded, providing its wearer with ample protection.

Powers: This *+2 studded leather armor* provides a +2 enhancement bonus to Stamina.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *bear's endurance*; Price 10,175; Cost 5,175 + 400 XP; Weight 20 lb.

Blackened Defias Gloves

Description: These fingerless black gloves provide their wearer with an excellent grip.

Powers: *Blackened Defias gloves* provide a +2 enhancement bonus to Agility.

Faint transmutation; CL 8th; Craft Wondrous Item, *cat's grace*; Price 4,000 gp; Cost 2,000 gp + 160 XP; Weight 1 lb.

Blackened Defias Belt

Description: A deceptively simple, dark grey cord, this belt has numerous places from which to hang daggers.

Powers: This belt provides a +2 enhancement bonus to Strength.

Faint transmutation; CL 6th; Craft Wondrous Item, *bull's strength*; Price 4,000 gp; Cost 2,000 gp + 160 XP; Weight 1 lb.

Blackened Defias Boots

Description: These black leather

boots are padded, allowing the wearer to move quietly in virtually any surrounding.

Powers: *Blackened Defias boots* grant a +5 competence bonus on Stealth checks.

Faint transmutation; CL 5th; Craft Wondrous Item; Price 2,500; Cost 1,250 + 100 XP; Weight 1 lb.

Loot Planning: Cenarian Raiment

The cheapest item in the *Cenarion raiment* is 26,000 gp, which should not be available to a player before 10th or 11th level. Since the second cheapest item increases the total value to 96,450 gp (helm, bracers, and the 2-item set bonus) the second item should not be available prior to perhaps 13th level. It is appropriate to add another set item every other level after that until the set is complete (15th, 17th, 19th and 21st level). Keep in mind the total value of a player's gear, including set bonuses, when considering when to provide additional loot.

Cenarion Raiment

Created in Moonglade by the druids of the Cenarion Circle, the *Cenarion raiment* is worn by some of its most powerful champions as they strive to protect and preserve nature against the unnatural forces that threaten it.

Description: The *Cenarion raiment* features a thick brown leather robe covered in leaves and other symbols of nature – most prominently the sticks and leaves protruding from the druid's shoulders and the antlers resting upon his head.

Wild Shape Items. When the wearer transforms into another form (such as a druid using her wild shape ability, or a shaman using his ghost animal ability), these items change to fit the new form, even if it is radically different in shape or size, and any bonuses provided by the item still apply (if applicable) in the new form.

In cases where the item cannot practically refit to fit a corresponding location on the new form (such as if a druid wearing boots transformed into a snake) then the item melds into the user's new form but distinctive features of the armor pieces will still show in some way (such as magic runes or symbols appearing as tattoos or differently-colored patches of fur on the new form's hide). Any such item that is removed will immediately revert to its original size and shape.

Some special bonuses may require certain feats to be usable in an alternate form. For instance, if an item grants the ability to cast a spell that requires a verbal component, the wearer still needs the Natural Spell feat to be able to use this benefit when in a form that cannot normally speak.

Two-item bonus

The wearer gains the following bonuses when wearing two items from the *Cenarion raiment* set.

• +2 competence bonus on Knowledge (nature) and Survival checks. This bonus stacks with any bonus provided by individual items within this set.

• +4 bonus on saving throws against the spell-like abilities of fey (such as dryads or wisps).

• All items in this set are wild shape items, so any bonuses provided by this set are kept even while transformed into another form, such as a druid using her wild shape ability.

Moderate abjuration, faint transmutation; CL 6th; Craft Magic Wondrous Item, wild shape ability, creator must have at least 2 ranks in Knowledge (nature) and Survival, *resistance*; Price 39,200 gp; Cost 19,600 gp + 1,568 XP.

Four-item bonus

The wearer gains the following bonuses when wearing four items from the *Cenarion raiment* set.

• +2 enhancement bonus to Spirit
• The wearer is immune to all poisons.

Moderate conjuration and transmutation; CL 7th; Craft Wondrous Item, *delay poison, owl's wisdom*; Price 127,200 gp; Cost 63,600 gp + 5,088 XP.

Six-item bonus

The wearer gains the following bonuses when wearing six items from the *Cenarion raiment* set.

• +4 enhancement bonus to Spirit
• The wearer may change her appearance at will, as if using the *alter self* spell, but only while in her normal form.

Strong transmutation; CL 12th; Craft Wondrous Item, *alter self, owl's wisdom*; Price 227,200 gp; Cost 113,600 gp + 9,088 XP.

Cenarion Helm

Description: This headgear is a pair of brown wooden antlers, carved to look like a deer's and affixed to a green and white headband. If the wearer is transformed (via wild shape, etc.) into an animal or magical beast form, it will have a pair of antlers growing from its head.

Powers: The wearer is continuously under the effects of a *speak with animals* effect. The antlers are so sturdy that the wearer gains a secondary gore natural attack at –5 to the attack roll, dealing 1d6 points of piercing damage. This is a wild shape item, which means that these bonuses still apply even if the wearer is transformed to a new form.

Moderate transmutation and faint divination; CL 8th; Craft Wondrous Item, wild shape ability, *speak with animals*; Price 26,000 gp; Cost 13,000 gp + 1,040 XP; Weight 0 lb.

Cenarion Gloves

Description: These thick gloves are made of soft, brown leather, and feature a pattern of large leaves around the wrists.

Powers: These gloves provide a +6 enhancement bonus to Agility and a +5 competence bonus on Heal checks. Both gloves must be worn to gain these benefits. These are wild shape items, which means that these bonuses still apply even if the wearer is transformed to a new form.

Strong transmutation; CL 15th; Craft Wondrous Item, wild shape ability, *cat's grace*, creator must have at least 5 ranks in Heal; Price 79,500 gp; Cost 39,750 gp + 3,180 XP; Weight 0 lb.

Cenarion Bracers

Description: These yellow and brown armbands are engraved with druidic symbols.

Powers: These bracers provide a +5 competence bonus on Handle Animal checks. They also provide a +2 divine bonus to Armor Class. Both bracers must be worn to gain these benefits. This is a wild shape item, which means that these bonuses still apply even if the wearer is transformed to a new form.

Strong abjuration; CL 15th; Craft Wondrous Item, wild shape ability, *inner fire*, creator must have at least 10 ranks in Handle Animal; Price 31,250 gp; Cost 15,625 gp + 1,250 XP; Weight 0 lb.

Cenarion Vestments

Description: These thick, quilted brown robes feature a pattern of large beige leaves around the hem, a necklace of yellowed animal bones, and small shrubberies resting on each shoulder.

Powers: These robes act as *+4 studded leather armor*. In addition, once per day the wearer may cast *force of nature* as a spell-like ability. This is a wild shape item, which means that these bonuses (including any protection and restrictions due to armor) still apply even if the wearer is transformed to a new form.

Strong conjuration; CL 16th; Craft Wondrous Item, wild shape ability, *force of nature*; Price 111,725 gp; Cost 55,775 gp + 175 gp (masterwork studded leather armor) + 4,462 XP; Weight 20 lb.

Cenarion Belt

Description: This thick yellow belt is decorated with carved animal bones.

Powers: This belt adds a +6 enhancement bonus to Stamina and a +5 competence bonus on Survival checks. This is a wild shape item, which means that these bonuses still apply even if the wearer is transformed to a new form.

Moderate transmutation; CL 8th; Craft Wondrous Item, wild shape ability, bear's endurance, creator must have at least 5 ranks in Survival; Price 79,500 gp; Cost 39,750 gp + 3,180 XP; Weight 0 lb.

Cenarion Boots

Description: A large leaf is affixed to the top of each of these reddish-brown boots, which permit the druid to travel through the wilds extremely quickly.

Powers: These boots allow the druid to use *tree stride* at will. This is a wild shape item, which means that these bonuses still apply even if the wearer is transformed to a new form.

Moderate conjuration; CL 9th; Craft Wondrous Item, wild shape ability, *tree stride*; Price 108,000 gp; Cost 54,000 gp + 4,320 XP; Weight 1 lb.

Judgement Armor

Though the Silver Hand is a noble establishment, there comes a time when pleasantries must end and justice must be done. The commanding, faceless aspect of justice and judgement is represented by this armor, which is worn by paladins acting as inquisitors and executioners as they deliver sentence upon the enemy.

Description: Clad in black, red, and gold, paladins in this full-body armor cut an imposing figure. The armor is a combination of both cloth and leather for easier movement as well as metal plates to protect vital areas. Each piece is ornately detailed with some sort of imagery that represents justice.

Two-item bonus

The wearer gains the following bonuses when wearing two items from the *judgement armor* set.

• Fire resistance 5

• *Discern lies* 3 times per day.

Faint abjuration, moderate divination; CL 7th; Craft Wondrous Item, *discern lies, resist energy*; Price 85,200 gp; Cost 42,600 gp 3,408 XP.

Four-item bonus

The wearer gains the following bonuses when wearing four items from the *judgement armor* set.

• Fel Resistance 5

• The wearer is protected by a field of holy power that punishes those who strike the crusader. Anyone who successfully strikes the wearer suffers 1d4 points of holy damage. This is in addition to any other extra damage effects, such as those granted by the thorn shield spell or a paladin's *aura of retribution*.

Faint abjuration, moderate divination and evocation; CL 7th; Craft Wondrous Item, *discern lies, thorn shield* or the *aura of retribution* ability, *resist energy*; Price 139,200 gp; Cost 69,600 gp + 5,568 XP.

Six-item bonus

The wearer gains the following bonuses when wearing six items from the *judgement armor* set.

• Fire and Fel resistance 10.

• The enhancement bonus of the breastplate improves to +5.

• Three times per day as a standard action that provokes an attack of opportunity, you may generate a blast of divine power at a target up to 120 feet away, appearing as a ray of light from your palms. You must succeed on a ranged touch attack; success deals 5d8 points of holy damage. Undead and evil outsiders suffer 10d6 points of damage instead.

Faint abjuration, Moderate divination and evocation; CL 7th; Craft Wondrous Item, *resist energy*, *searing light*; Price 285,000 gp; Cost 142,500 gp + 11,400 XP.

Judgement Crown

Description: A yellow line, accented on both sides by red, runs down the middle of this black metal helm. A black hood is pulled up around the helm, and the paladin's eyes appear only as spots of glowing white light.

Powers: This helm provides a +1 armor bonus that stacks with other armor bonuses if the wearer has only a breastplate or no armor. When wearing this helm and a breastplate, the wearer's armor is treated as heavy instead of medium. His maximum Agility bonus worsens to +1, armor check penalty to –6, and arcane spell failure chance to 35%. The armor bonus stacks with that provided by the *judgement gauntlets* and *judgement sabatons*.

This helm instills the fear of the Light in others, and provides a +10 competence bonus to Intimidate checks. Furthermore, once per day the wearer may cast *fear*.

Moderate transmutation; CL 11th; Craft Wondrous Item, *fear*, creator must have 10 ranks in the Intimidate skill; Price 40,530 gp; Cost 20,050 gp + 430 gp (partial armor cost) + 1,604 XP; Weight 5 lb.

Judgement Gauntlets

Description: These gloves are black leather on the bottom with golden plating atop the hand. Both the back of the hand and the forearms bear winged symbols.

Powers: These gauntlets provide a +1 armor bonus that stacks with other armor bonuses if the wearer has only a breastplate or no armor. When wearing these gauntlets and a breastplate, the wearer's armor is treated as heavy instead of medium. His maximum Agility bonus worsens to +1, armor check penalty to –6, and arcane spell failure chance to 35%. The armor bonus stacks with that provided by the *judgement crown* and *judgement sabatons*.

These gauntlets provide a +8 enhancement bonus to Strength, and any weapon wielded by the wearer is treated as if affected by *bless weapon* so long as it is held.

Overwhelming transmutation; CL 24th; Craft Wondrous Item, Craft Epic Wondrous Item, *bull's strength, bless weapon*; Price 67,435 gp; Cost 33,500 gp + 435 gp (partial armor cost) + 2,680 XP; Weight 5 lb.

Judgement Bindings

Description: These bracers are black with yellow lines along the edges and sides.

Powers: These bracers provide a +3 deflection bonus to Armor Class. Furthermore, the wearer may deal double damage when wielding a melee weapon in two hands, rather than one and one-half times damage.

Moderate abjuration, strong transmutation; CL 20th; Craft Wondrous Item, *shield of faith*; Price 47,000 gp; Cost 23,500 gp + 1,880 XP; Weight 5 lb.

Judgement Breastplate

Description: These flowing black and red robes are ornately detailed, sporting white ribbons, golden plating and chains, and a large silver cross over the heart. Each of the spaulders bears the symbol of a set of scales on the front, representing justice, and a golden sword overlaid on a book on the top, representing retribution.

Powers: This item functions as a *+4 breastplate* that provides spell resistance 19. Once per day, as a standard action, the wearer may regain one spell slot of up to 4th level.

Overwhelming abjuration, moderate conjuration; CL 27th; Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *blessing of wisdom* or *conjure mana water, spell resistance*; Price 108,350 gp; Cost 54,000 gp + 350 gp (masterwork breastplate) + 4,320 XP; Weight 30 lb.

Judgement Belt

Description: This belt is a golden chain with a small silver cross as the buckle, much like the symbol on the chest.

Powers: This belt provides a +8 enhancement bonus to Stamina and resistance to fel 10.

Overwhelming transmutation, faint abjuration; CL 24th; Craft Wondrous Item, Craft Epic Wondrous Item, *bear's endurance, resist energy*; Price 91,000 gp; Cost 45,500 gp + 3,640 XP.

Judgement Sabatons

Description: Largely red and black, the toes of these boots are plated with golden armor – which is usually all that's visible of them beneath the paladin's robes.

Powers: These boots provide a +1 armor bonus that stacks with other armor bonuses if the wearer has only a breastplate or no armor. When wearing this helm and a breastplate, the wearer's armor is treated as heavy instead of medium. His maximum Agility bonus worsens to +1, armor check penalty to –6, and arcane spell failure chance to 35%. The armor bonus stacks with that provided by the *judgement crown* and *judgement gauntlets*.

These boots provide a +10 ft. enhancement bonus to movement speed, a +30 ft. enhancement bonus to mounted movement speed, and a +10 competence bonus to Ride checks. In addition, they provide the wearer's mount with spell resistance 19.

Strong transmutation; CL 18th; Craft Wondrous Item, *bloodlust, spell resistance*; Price 133,435 gp; Cost 66,500 gp + 435 gp (partial armor cost) + 5,320 XP; Weight 5 lb.

Loot Planning: Plagueheart Raiment

The cheapest item in the *plagueheart raiment* is 30,000 gp, which should not be available to a player before 11th level. Since the second cheapest item increases the total value to 103,000 gp (belt, gloves, and the 2-item set bonus) the second item should not be available prior to perhaps 13th level. It is appropriate to add another set item every other level after that until the set is complete (15th, 17th, 19th and 21st level). Keep in mind the total value of a player's gear, including set bonuses, when considering when to provide additional loot.

Plagueheart Raiment

Originally designed by Burning Legion mad scientists, this colorful set is known to be worn by agents of the Legion who deal with biological and chemical warfare, as well as living members of the Cult of the Damned that need protection from the Scourge's plague. While designed as protective gear, as a result of its origins, the gear collects and stores plagues within itself, offering these plagues as an added level of defense.

Description: This unusual, chaotic-looking armor features patterns of black, orange, yellow, and bright green. Curved spines protrude from the shoulders, and the wearer's face is obscured by a strange, bug-eyed mask.

Two-item bonus

The wearer gains the following bonuses when wearing two items from the *plagueheart raiment* set.

• +2 enhancement bonus to Intellect.

• +2 bonus on saving throws vs. poisons and diseases.

• A +10 competence bonus on Heal checks to identify diseases.

Moderate necromancy; CL 10th; Craft Wondrous Item, *eagle's splendor, resistance*; Price 28,000 gp; Cost 14,000 gp + 1,120 XP.

Four-item bonus

The wearer gains the following bonuses when wearing four items from the *plagueheart raiment* set.

• +4 enhancement bonus to Intellect.

• +4 bonus on saving throws vs. poisons and diseases.

• +2 enhancement bonus to the wearer's caster level when casting spells that create or boost diseases (e.g., *contagion,* or *withering blight*.) This increase affects

125

range, duration, damage, caster level checks to defeat spell resistance, and the like.

Strong necromancy; CL 17th; Craft Wondrous Item, Heighten Spell, *arcane intellect, resistance, withering blight*; Price 103,000 gp; Cost 51,500 gp + 4,120 XP.

Six-item bonus

The wearer gains the following bonuses when wearing six items from the *plagueheart raiment* set.

- +6 enhancement bonus to Intellect.
- The wearer is constantly surrounded by a disgusting miasma. Those in melee combat with the wearer must succeed in a DC 18 Fortitude save or be nauseated for as long as they remain within the miasma. This condition persists for 1d4+1 rounds after the affected person leaves the wearer's miasma.

Strong necromancy; CL 17th; Craft Wondrous Item, *arcane intellect, resistance, stinking cloud*; Price 336,000 gp; Cost 168,000 gp + 13,440 XP.

Plagueheart Circlet

Description: This mask is black with white and green markings – its most striking feature are its bulbous red and yellow eyes. This headgear functions as a breathing aid and is covered by a yellow-trimmed black hood.

Powers: This mask constantly provides the wearer with the benefits of *unending breath* and darkvision up to 60 feet. The wearer also gains darkvision up to 60 feet.

Strong transmutation; CL 20th; Craft Wondrous Item, *darkvision, neutralize poison*; Price 74,000 gp; Cost 37,000 gp + 2,960 XP; Weight 0 lb.

Plagueheart Gloves

Description: These black gloves are patterned in yellow and bear large green gems on the back of the hands and the forearms.

Powers: These gloves grant a bonus of +1 point of damage per damage die rolled for all spells dealing fel damage. (This includes negative energy damage, such as that caused by *inflict* spells.) The effects of these spells are all tinged a sickly green, revealing an aura of corruption.

Moderate necromancy; CL 10th; Craft Wondrous Item, Empower Spell; Price 30,000 gp; Cost 15,000 gp + 1,200 XP; Weight 0 lb.

Plagueheart Bindings

Description: These small bracers are black, with yellow and green markings.

Powers: These bracers provide a +6 armor bonus to Armor Class, just as if armor were being worn.

Strong abjuration; CL 18th; Craft Wondrous Item, Craft Magical Arms and Armor; Price 72,000 gp; Cost 36,000 gp + 2,880 XP; Weight 0 lb.

Plagueheart Robe

Description: This robe is black, yellow, green, and orange – a flowing mix of colors that makes it very distinctive. A glowing green gem is set above the heart. The shoulder pads each bear three long, curving tendrils striped in black and green, which give off an obscuring cloud of vapor.

Powers: This robe provides a +6 enhancement bonus to Stamina and 20% concealment. Once per day, the wearer may cast *Ner'zhul's black tendrils*. These tendrils form from the shoulders as green vapors, and the effect is centered on the wearer and follows him as he moves. The wearer is immune to these tendrils.

Strong transmutation; CL 20th; Craft Wondrous Item, *bear's endurance, Ner'zhul's black tendrils, blur*; Price 70,000 gp; Cost 35,000 gp + 2,800 XP.

Plagueheart Belt

Description: This belt is black and yellow, with a glowing green gem set in its center.

Powers: This belt provides a continual *demon skin* effect, giving the wearer a +3 enhancement bonus to natural armor and 18 temporary hit points.

Strong conjuration; CL 5th; Craft Wondrous Item, *demon skin*; Price 45,000 gp; Cost 22,500 gp + 1,800 XP.

Plagueheart Sandals

Description: These black shoes are designed to protect the wearer's feet in hostile environments while offering great freedom of movement.

Powers: The wearer is continuously under the effect of *freedom of movement*. The wearer is also immune to any acid, poison, or disease that he may contract by striding across it, so long as the toxic substance only rises up to his ankles.

Strong conjuration; CL 20th; Craft Wondrous Item, *freedom of movement, remove disease*; Price 65,000 gp; Cost 32,500 gp + 2,600 XP.

A new magical item concept, enchanted holy symbols go simply beyond the standard items carried to cast divine magic. These symbols empower a divine caster's magic and abilities, and as such only the class these symbols are made for can benefit from them. Furthermore, a new magical item slot, Holy Symbol, is needed. Thus, while a character may be able to carry multiple magical holy symbols at once, she may only benefit from one at a time.

Paladin Librams

Librams are large tomes filled with holy prayers and meditations that also serve as holy symbols for followers of the Light. The typical *libram* is bound in metal, and sturdily constructed to survive the rigors of combat, with loops attached to its spine so it can be suspended from a paladin's belt by a chain. A character can only use one holy symbol at a time (so the *libram* occupies a new "holy symbol" magic item slot).

Unless specified otherwise, all *librams* have a Hardness of 5 and 10 hit points, and can function as an equivalent to a silver holy symbol of the Light. Only paladins may use a *libram's* magical abilities, but a priest of the Light can still use it as a holy symbol for turn checks and as a divine focus.

Libram of Light

Description: This tome, filled with meditations and words of encouragement, has holy symbols on its cover inlaid with a deep blue powdered sapphire laminate.

Powers: The bearer's paladin class level is treated as one level higher for the purpose of spell effects, when casting any spell of the Healing subschool.

Faint transmutation; CL 3rd; Craft Wondrous Item, *cure light wounds*, creator must be a priest or paladin of the Light; Price 4,025 gp; Cost 2,000 gp + 25 gp (holy symbol) + 160 XP; Weight 1 lb.

Libram of Avengement

Description: This tome is full of heated condemnations of iniquity, and is bound in stone slabs engraved with swirling, flame-like patterns and inlaid with fiery-red flecks of chalcedony.

Powers: Any damage inflicted by the bearer upon a target as part of a judgement (as per the Judgement feat, introduced in Chapter 1) is increased by +1 as a divine bonus. Specifically, the damage inflicted against a target by judgements using *seal of righteousness, seal of the crusader* or *seal of command* will be increased by 1. Judgements that do not normally deal damage to the target (or increase damage done to it by other sources) are unaffected.

Faint transmutation; CL 3rd; Craft Wondrous Item, Judgement feat, creator must be a priest or paladin of the Light; Price 4,025 gp; Cost 2,000 gp + 25 gp (holy symbol) + 160 XP; Weight 1 lb.

Libram of Truth

Description: This heavy tome of devotional readings is bound in plates of ivory, with a frame and spine of silver inlaid with lapis lazuli, and a blue crystal "eye" set in the middle of the cover.

Powers: The deflection bonus to AC conferred by the bearer's devotion aura is increased by +1.

Faint transmutation; CL 3rd; Craft Wondrous Item, devotion aura, creator must be a priest or paladin of the Light; Price 5,025 gp; Cost 2,500 gp + 25 gp (holy symbol) + 200 XP; Weight 1 lb.

Libram of Grace

Description: This tome of prayers and tales of intervention to aid the ill and injured is bound in leather and set with holy sigils of silver, inlaid with flecks of azurite.

Powers: When the bearer casts *remove disease*, either as a spell or as a class ability, roll 1d6. On a natural roll of 1, the spell slot (or class ability usage) is not expended. Also, this tome may be used as a reference to grant a +2 competence bonus to Heal checks.

Moderate transmutation; CL 6th; Craft Wondrous Item, *remove disease*, Heal 5 ranks, creator must be a priest or paladin of the Light; Price 8,825 gp; Cost 4,400 gp + 25 gp (holy symbol) + 352 XP; Weight 1 lb.

Libram of Hope

Description: This tome of inspirational readings and psalms has a golden symbol of the Light set upon its smooth cover.

Powers: When the bearer casts any *seal* spell, roll 1d6. On a natural roll of 1, the spell slot is not expended.

Moderate transmutation; CL 6th; Craft Wondrous Item, any *seal* spell, creator must be a priest or paladin of the Light; Price 8,025 gp; Cost 4,000 gp + 25 gp (holy symbol) + 320 XP; Weight 1 lb.

Libram of Righteous Power

Description: This tome of admonitions against iniquity is bound in snowy white leather with a gilt frame, and on its cover is a golden anvil icon engraved with a holy rune.

Powers: Any melee attack made by the bearer that deals at least one point of holy damage deals an additional 1d6 holy damage, as a divine bonus.

Moderate transmutation; CL 6th; Craft Wondrous Item, creator must be a priest or paladin of the Light; Price 16,025 gp; Cost 8,000 gp + 25 gp (holy symbol) + 640 XP; Weight 1 lb.

Libram of Wracking

Description: This tome, full of prayers devoted to the topic of warding off evil spirits, is bound between two polished slabs of white marble, and the holy symbol on its cover has a shining sapphire set within its center.

Powers: The bearer of this tome, if capable of turning undead, may treat his paladin levels as priest levels for purposes of turning undead. (Normally, a paladin turns undead as a priest 3 levels lower would.)

Strong transmutation; CL 9th; Craft Wondrous Item, turn undead, creator must be a priest or paladin of the Light; Price 36,025 gp; Cost 18,000 gp + 25 gp (holy symbol) + 1,440 XP; Weight 1 lb.

Libram of Divinity

Description: A heavy, leather-bound tome with an ornate silver-and-gold symbol of the light on its cover, containing prayers and stories of healers of the Light.

Powers: The bearer of this tome gains a divine bonus of +1 hit point per die rolled to the healing effect of all spells she casts with the Healing subschool. This is a bonus only to healing; it will not, for instance, increase the damage done to undead by *cure* spells cast by the bearer. Also, when this tome is used as a reference, the bearer gains a +5 competence bonus to Heal checks.

Strong transmutation; CL 15th; Craft Wondrous Item, *heal*, creator must be a priest or paladin of the Light; Price 66,525 gp; Cost 33,250 gp + 25 gp (holy symbol) + 2,660 XP; Weight 1 lb.

Shaman Totems

Magical shaman *totems* are carved figurines imbued with the power of the elements, for use by shamans in their rituals – and not to be confused with *totem* spells. Shaman *totems* are essentially holy symbols, and thus occupy the holy symbol slot. The shaman gains a *totem's* benefit so long as it is visible and ready to hand – often dangling from a belt or a staff headpiece, or perhaps (in the case of much larger *totems*) worn strapped over the back with a leather harness. The shaman may benefit from the power of only one *totem* at a time; other *totems* in his possession must be stored away (in a bag or pack), or else their powers will cancel each other out, conferring no benefit to the shaman at all.

Unlike most magic items, a worn or readied *totem* still confers its benefits to the shaman even when the shaman is in *ghost animal* form (during which time the

totem melds into the shaman's form). Only shamans and witch doctors can benefit from the magical abilities of a *totem*.

Unless specified otherwise, magical shaman *totems* have a Hardness of 5 and 10 hit points.

Totem of Life

Description: This figurine sports stylized wings, with a crystal embedded in the top.

Powers: The bearer's shaman or witch doctor class level is treated as one level higher for the purpose of spell effects, when casting any spell with the Healing subschool.

Faint transmutation; CL 3rd; Craft Wondrous Item, *cure light wounds*, creator must be a shaman or witch doctor; Price 4,025 gp; Cost 2,000 gp + 25 gp (holy symbol) + 160 XP; Weight 1 lb.

Totem of the Storm

Description: This simple wooden figurine looks like a stylized forearm, topped with a clenched fist (the number of fingers generally depending upon the race of the sculptor).

Powers: The bearer's shaman or witch doctor class level is treated as one level higher for the purpose of spell effects when casting any spell with the Electricity descriptor.

Faint transmutation; CL 3rd; Craft Wondrous Item, any Electricity spell, creator must be a shaman or witch doctor; Price 4,025 gp; Cost 2,000 gp + 25 gp (holy symbol) + 160 XP; Weight 1 lb.

Totem of Flowing Water

Description: This figurine represents a stylized "thunder bird" with a shiny crystal above its head, with carved "rain drops" represented on its wings.

Powers: When the bearer casts any spell with the Healing subschool, roll 1d6. On a natural roll of 1, the spell slot is not expended.

Moderate transmutation; CL 6th; Craft Wondrous Item, *cure light wounds*, creator must be a shaman or witch doctor; Price 8,025 gp; Cost 4,000 gp + 25 gp (holy symbol) + 320 XP; Weight 1 lb.

Totem of Rage

Description: This figurine looks like an angry little creature of indeterminate species, gritting its huge teeth and raising clenched fists.

Powers: The bearer's shaman or witch doctor class level is treated as two levels higher for the purpose of spell effects when casting *earth shock*, *flame shock*, or *frost shock*.

Moderate transmutation; CL 6th; Craft Wondrous Item, *earth shock, flame shock, frost shock*, creator must be

a shaman or witch doctor; Price 16,025 gp; Cost 8,000 gp + 25 gp (holy symbol) + 640 XP; Weight 1 lb.

Totem of Rebirth

Description: This wooden figurine looks like a conglomerate of features of different creatures – sporting such varied details as horns and wings, for instance.

Powers: When the bearer casts *reincarnate*, she may reroll the random result on the Incarnation table (see **WoW RPG,** Chapter 17: Spells, "Reincarnate"), and select her choice of the two options (or, she may defer to the spirit of the deceased, to "choose" for itself). If both rolls come up with the same result, the bearer may roll again until there are two different options to choose from.

Moderate transmutation; CL 7th; Craft Wondrous Item, *reincarnate*, creator must be a shaman or witch doctor; Price 28,025 gp; Cost 14,000 gp + 25 gp (holy symbol) + 1,120 XP; Weight 1 lb.

Totem of Sustaining

Description: An ornately-carved totem figurine, sprouting many stylized wings, topped with a brilliant green chrysoprase crystal.

Powers: The bearer gains an enhancement bonus of +1 hit point per die rolled to the healing effect of all spells she casts with the Healing subschool. This is a bonus only to healing; it will not, for instance, increase the damage done to undead by *cure* spells cast by the bearer.

Strong transmutation; CL 15th; Craft Wondrous Item, *heal*, creator must be a priest or paladin of the Light; Price 64,025 gp; Cost 32,000 gp + 25 gp (holy symbol) + 2,560 XP; Weight 1 lb.

Druid Idols

Druid *idols* are small figurines, usually carved into the stylized and colorful likeness of an animal or plant. They are small enough to be held in one hand, and are usually crafted in such a way that they can be suspended by loops from the crook of a staff or worn as a talisman of sorts. These items occupy the holy symbol slot, and may be used as holy symbols by druids. The druid gains the benefits of an *idol* so long as it is held in one hand, or worn about the body in visible fashion. Any other *idols* in a druid's possession must be stored away and out of sight (in a bag or pack, for instance), or else the magic powers of the *idols* will cancel each other out, conferring no benefit to the druid at all.

Unlike most magic items, a worn or readied *idol* still confers its benefits to the druid even when the druid is shapeshifted (during which time the *idol* melds into the druid's form). Only druids can benefit from the magical abilities of an *idol*.

Unless specified otherwise, *idols* have a Hardness of 5

and 10 hit points.

Idol of Health

Description: This figurine represents Elune (either as a night elf or a tauren, depending upon the sculptor's inclination) surrounded by fancifully-carved leaves.

Powers: The bearer's druid class level is treated as one level higher for the purpose of spell effects, when casting any spell with the Healing subschool.

Faint transmutation; CL 3rd; Craft Wondrous Item, *cure light wounds*, creator must be a druid; Price 4,025 gp; Cost 2,000 gp + 25 gp (holy symbol) + 160 XP; Weight 1 lb.

Idol of the Moon

Description: This figurine consists of an azure crystal carved into a crescent shape, decorated with hammered copper leaves deliberately allowed to turn green with verdigris.

Powers: The bearer's druid class level is treated as one level higher for the purpose of spell effects, when casting any spell with "moonfire" in its name (in particular, *moonfire* and *lesser moonfire*).

Faint transmutation; CL 3rd; Craft Wondrous Item, *lesser moonfire*, creator must be a druid; Price 4,025 gp; Cost 2,000 gp + 25 gp (holy symbol) + 160 XP; Weight 1 lb.

Idol of the White Stag

Description: This figurine is carved from the purest of white wood, with branching antlers and the rearing form of a white stag – a representation of the demigod Malorne.

Powers: When in shapeshifted form, the bearer's base land speed is increased by 10 feet as an enhancement bonus. In addition, the bearer may leap with a +5 competence bonus to Jump checks.

Faint transmutation; CL 3rd; Craft Wondrous Item, creator must be a druid; Price 5,525 gp; Cost 2,750 gp + 25 gp (holy symbol) + 220 XP; Weight 1 lb.

Idol of Feral Shadows

Description: This figurine represents a dark nightsaber, carved from volcanic black rock, its surface unbroken by any sign of color.

Powers: When the bearer is in shapeshifted form, she gains a +5 circumstance bonus to Stealth checks.

Faint transmutation; CL 5th; Craft Wondrous Item, creator must be a druid; Price 2,525 gp; Cost 1,250 gp + 25 gp (holy symbol) + 100 XP.

Idol of the Wild

Description: This figurine resembles a snarling wolf, with pieces of amethyst to suggest the ragged patterns of

its fur and to serve as its sharp claws.

Powers: When the bearer is in shapeshifted form, he gains a +1 enhancement bonus to hit and damage with all natural weapon attacks.

Faint transmutation ; CL 5th; Craft Wondrous Item, *greater magic fang*, creator must be a druid; Price 30,025 gp; Cost 15,000 gp + 25 gp (holy symbol) + 1,200 XP; Weight 1 lb.

Idol of Ferocity

Description: This figurine resembles a fierce carved stone moonsaber, inlaid with brilliant red jasper flecks for its eyes, and a larger piece for its mouth and tongue – with particularly sharp pieces for its "bloodied" claws.

Powers: When the bearer is in shapeshifted form, he gains a +3 enhancement bonus to hit and damage with his primary natural weapons.

Moderate transmutation; CL 12th; Craft Wondrous Item, *greater magic fang*, creator must be a druid; Price 72,025 gp; Cost 36,000 gp + 25 gp (holy symbol) + 2,880 XP; Weight 1 lb.

MINOR ARTIFACTS

Corrupted Ashbringer

Description: Ashbringer, the Blade of the Scarlet Highlord, was created by Archmage Timolain and wielded by Highlord Mograine. Mograine himself became known as the Ashbringer, for it was said that he could burn legions of undead to ash before he even unsheathed the blade.

Highlord Mograine was betrayed by his son, Renault Mograine (now the Scarlet Commander), and fell in battle against the Scourge. Now a death knight in the service of Kel'Thuzad, Highlord Mograine still wields the Ashbringer. Like its owner, however, the blade has become corrupt and evil. The weapon is beyond redemption and cannot be cleansed, but it is believed that one man devout and pious enough to craft a new Ashbringer still lives – the other son of Highlord Mograine, who lives somewhere in Outland.

The sword has a red hilt, and glowing green runes run down the blade. The Light-empowered crystal that once floated over an indented part of the blade, and granted the weapon its holy powers, has been transformed into a skull – a symbol of the Scourge.

Powers: The *Corrupted Ashbringer* is a +6 *keen unholy greatsword*. On a successful hit against a living creature, the wielder regains 2d6 hit points. However, the weapon also imposes a –2 penalty to the wielder's Stamina score. This penalty applies as long as the weapon is in hand and disappears when the weapon is no longer wielded (though hit points lost in this manner remain lost until they are regained naturally or magically).

If Highlord Mograine is slain, his spirit will live on inside the blade. Whispering inside the wielder's head, the sword will urge him to continue the fight against the Scourge, forcing him to attack any undead in his presence immediately unless he succeeds on a Will save (DC 25). Seemingly oblivious to the blade's corruption, members of the Scarlet Crusade still revere the weapon and will treat its wielder with the utmost respect (their initial attitudes towards someone wielding this sword will generally start at Helpful, and the wielder gains a +6 circumstance bonus on Charisma-based skill checks when dealing with them). However, members of the Argent Dawn are quick to recognize the Scourge's corruption (their initial attitude towards someone wielding this sword will generally start at Hostile, and the wielder takes a –6 circumstance penalty on Charisma-based skill checks when dealing with them).

Strong necromancy; CL 21st; Weight 6 lb.

Might of Menethil

Description: Passed down through the Lordaeron royal family for generations, this mace was wielded by King Terenas Menethil II in his younger days. He later passed the weapon on to his son, Prince Arthas, when the prince was inducted into the ranks of the Knights of the Silver Hand.

Arthas left the weapon in Northrend when he took up the runeblade *Frostmourne*. Kel'Thuzad eventually sent his minions to retrieve it, and now keeps it safe in Naxxramas – a symbol of his regency over Lordaeron in the absence of its king.

Powers: *Might of Menethil* is a +5 *adamantine greathammer* with a base damage of 2d8, a threat range of 19–20, and a x4 critical modifier.

Strong evocation; CL 15th; Weight 14 lb.

Major Artifacts

Atiesh, Greatstaff of the Guardian

Description: Originally belonging to Medivh, the Last Guardian of Tirisfal, this staff was taken to the Violet Citadel of Dalaran after his death at the hands of Lothar and Khadgar. Believing it to be too dangerous to wield, the mages of Dalaran kept the item protected behind magical barriers until the day Kel'Thuzad summoned Archimonde. When Archimonde's spell destroyed the city, the greatstaff was shattered into forty-two pieces.

In the following months, Kel'Thuzad had his minions search diligently for the artifact's remains. He recovered the head of the staff, and the forty splinters of the shaft, but the staff's base remained missing. It had been discovered by Brann Bronzebeard, who took it with him on his travels and eventually lost it during his exploration of the Temple of Ahn'Qiraj in Silithus. It is believed that anyone who collects all forty-two parts of *Atiesh* can rebuild the weapon and restore its vast powers.

Atiesh is a brown wooden staff with an iron-shod base and a detailed carving of a seated raven at the top. Its simple appearance belies the great arcane power it contains.

Powers: *Atiesh, Greatstaff of the Guardian* is a +5 *quarterstaff* which can maximize all spells cast by the wielder (as though by the Maximize Spell feat, with no change in spell slot). In addition, spells cast by the wielder, and any other spellcasters he chooses within a 90 ft. radius, can be empowered (as though by the Empower Spell feat, with no change in spell slot).

At will, as a full round action, the wielder of the staff can create a portal to Medivh's tower of Karazhan in Deadwind Pass. This portal lasts for ten rounds.

Atiesh can also grant its wielder any one of the following powers (which can be changed as a standard action): a +6 enhancement bonus to Strength, a +6 bonus on caster level checks to penetrate spell resistance, a +20 bonus to healing done when casting spells with the Healing subschool, or a +20 bonus to damage done when casting spells with the Fire descriptor.

Overwhelming conjuration and evocation; CL 35th; Weight 3 lb.

Purifying Atiesh

Though *Atiesh* can be reassembled once the head, the base, and the splinters of the shaft are brought together, it remains tainted by the evil of Sargeras. A would-be wielder must exorcise the demonic spirit within before he may safely bend the greatstaff's powers to his will. Whenever he attempts to use any of *Atiesh*'s abilities prior to doing this, he must make a Fortitude save (DC 30) or die.

The exorcism must be conducted on consecrated ground – an area where a pious knight or paladin was slain, such as Stratholme, is sufficient. Placing the befouled staff on the holy ground will call forth an immensely powerful demon known as Atiesh, the Hand of Sargeras. Only by slaying him can the greatstaff be purified.

POWER SITES

A new version of magical items, power sites are areas and structures in the world granted magical powers.

Fountain of Mana

A pool of luminescent purplish liquid has welled up in between the rocks. While it does not cast light, the pool glows and a feeling of power and energy overtakes you the closer you get to it.

Legends: No one is sure of the true origins of the *fountains of mana*. Night elf legends say that they were the original moonwells that were unaffected by the time of day. Some — particularly dwarves — believe they were the tears of the Titans as they left behind their most beloved creations. Tauren considered the *fountains* to be sacred areas for the Earth Mother. Rumors abound that the Kirin Tor knew the location of every *fountain* and guarded them with their lives.

Currently, a leywalker named Korljan within the Cenarion Circle has theorized that the fountains are created by leylines that were severed during the Sundering. This theory states that leylines react with a rare element – such as truesilver or elementium – and materializes the ley energy into the "mana liquid" that fills the fountain. Being that most of the *fountains of mana* were drained during the Third War, proving the theory has been difficult.

Characters can make Knowledge checks to know the following information about this site, at the indicated DCs.

• DC 15 Knowledge (history) or (local): *Fountains of mana* were used extensively during the Third War. As a result, most known fountains have been drained and the sites are useless.

• DC 20 Knowledge (history) or (local): During the Third War, spellcasters and non-spellcasters used the *fountains* to replenish their energy. The beneficiary of the fountain's power must drink from it every hour and stay within fifteen feet of it.

• DC 25 Knowledge (local): Currently a leywalker member named Korljan Greenstride is researching a theory that *fountains of mana* are formed from leylines severed during the Great Sundering.

Destruction: A *fountain of mana* is destroyed once all of the mana liquid is drained from it. (Even if the "broken leyline" theory proves to be true, centuries of accumulation of mana liquid cannot be quickly replenished once the fountain is drained.)

Powers: By drinking from the fountain and remaining close to it (within 15 feet) for one hour, a spellcaster may recover 1d4 spell levels of expended spell slots. Thus, a spellcaster can recover one 1st level spell slot that had been previously expended, or else he can recover two 0-level cantrips (as 0-level cantrips are treated as 1/2 spell level for purposes of distributing mana).

If the beneficiary of the pool remains near to it (not moving more than 15 feet away from the pool), he may continue to replenish expended spell slots at a rate of 1d4 spell levels for every hour that he drinks at least once from the fountain. For example, Lisenti is a 9th-level mage who spends three hours at the pool, drinking once per hour, and has recovered five spell slots. He can recover one 5th-level spell, or else he can recover one 3rd-level and one 2nd-level spell. He could alternately recover five 1st-level spells, or various other combinations.

If the beneficiary moves more than 15 feet away from the pool, any undistributed spell slots must be immediately distributed. Any "excess" spell slots are wasted. Also, the spellcaster cannot accumulate more expended spell slots than the highest spell level he is capable of casting. (So, a 9th-level mage, who can cast up to 5th-level spells, cannot draw any more mana from the fountain once he has already accumulated five spell slots, until he decides which spell slots have been recovered.)

Spell-like abilities usable a limited number of times per day may be recovered in the same way as expended spell slots, requiring a number of mana equal to the level of the spell.

Two replenished spell slots gained from the fountain may alternatively be used (by spellcasters and non-spellcasters alike) to replenish abilities with limited uses per day. In this case, two spell slots restore one use of any supernatural class feature, racial ability or special quality usable a limited number of times per day. This would include a paladin's auras, a barbarian's rage, a druid's wild shape (shapeshift) ability, and so forth. Extraordinary abilities are not replenished.

For example, Pokta is a fourth-level orc barbarian who has used all of her rage usages for the day (including her racial ability). She stays within fifteen feet of the fountain, drinks from it each hour for three hours, and gains six spell slots. She chooses to replenish all three of her rage usages for the day (two usages from her class plus one from her race).

The fountain has no additional beneficial properties, save that the liquid is enough to satisfy thirst. It does not have any healing properties, does not cure ailments, and does not prevent fatigue (though some legends inappropriately ascribe such miraculous properties to *fountains of mana*). If the character is a spellcaster whose

class has a daily usage, he must state which hours are used for class qualities and which for spells. In Lisenti's example above, he could use the first two hours to replenish his *call elemental* mage ability, which he used earlier that day, and the next three hours for a 3rd-level spell.

Each *fountain of mana* has a set amount of mana remaining, and there is no reliable way to measure this amount – until the *fountain of mana* has run dry. (The GM should determine this limit if any for any *fountain of mana* encountered. For the "average" *fountain of mana* encountered, 2d100 spell slots remain.)

Aura: Strong transmutation.

Cost Equivalent: 25,000 gp.

Tools That Make You Go Boom

The world of technology is constantly evolving, as the rules of warfare change daily. Thus, the need for newer, better devices fuels the tinker industry, and the great war machine cranks out newer, deadlier ways to slay one another.

Tech-Mods

This section includes a variety of new tech-mods that can be added to weapons, armor and other equipment. Tech-mods are introduced in **More Magic & Mayhem,** Chapter 5: Things That Go Boom in the Night.

In general, activating a tech-mod is a standard action, requires a Use Technological Device check (DC 10 + the item's bonus equivalent), and does not provoke an attack of opportunity. Exceptions are noted in the text.

Weapon Tech-Mods

The following are a couple tech-mods designed primarily for ranged weapons. Unlike most tech-mods, these devices were designed for not only firearms, but other weapons as well.
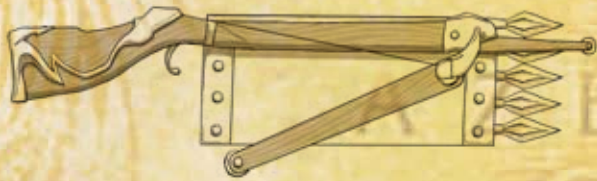
Repeater

This tech mod is essentially the same as the Autofeed tech mod (see **More Magic & Mayhem**), for use on crossbows. However, the device is much simpler in design, and does not require special ammunition, but just a simple magazine made to hold crossbow quarrels. Because of its simple nature, it is favored by many humans who choose not to rely on overt technology.

Powers: Repeating crossbows typically hold 4 quarrels in the magazine, and one quarrel in the stock. A repeating crossbow can fire as many times in a round as it has ammunition in its magazine, up to the maximum number of ranged attacks the wielder can make.

In addition, the repeating crossbow uses a custom magazine to hold its ammunition. The entire weapon can be reloaded in a single full-round action with a new magazine. Magazines cost 250 gp (+50 gp for each additional quarrel they hold above 4).

This is a mechanical tech-mod that does not require a power source.

Craft (fletching/bowyer), Craft (technological device)
8, Craft Tech-Mod; Bonus Equivalent +2.

Scope

Description: Scopes are long cylindrical tubes making use of fine lenses and tough alloys to provide better aiming for long-range fighters, as well as superior spotting distance. A scope may be mounted on any non-thrown ranged weapon, occupying a new Scope slot on the weapon. Unfortunately, scopes need to be fine-tuned and adjusted each time they're used, and are fickle machines.

Powers: By taking a move action to aim, you may ignore the attack penalty for the weapon's first two range increments. The penalty for attacks beyond the first two range increments is reduced by –4. This penalty reduction also applies to spot checks made through a scope.

This tech mod does not require a power source.

Craft (gunsmithing) 6, Craft (technological devices) 6, Craft Tech Mod; Bonus Equivalent +1.
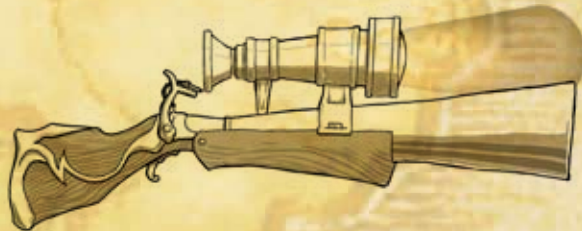
Scope, Moonlight

An enhanced scope, these machines use special internal lights, combined with lenses formed from moonlight gems, to provide accurate sighting regardless of light conditions. When using these lenses, the world is crystal-clear.

Powers: Moonlight scopes provide the same benefits

Table 6-1: Technological Scores for Device Features

Feature	Technology Score
Ability bonus	3 x ability bonus
Ability scores	
Strength	1 x Str value
Stamina	—
Agility	3 x Agy value
Intellect	5 x Int value
Spirit	3 x Spt value
Charisma	6 x Cha value
Additional hardness*	2 per additional point of hardness
Additional hit points*	1 per 5 additional hit points
Armor bonus	1 x bonus to AC
Attack roll bonus	2 x bonus to hit
Basic mechanical function**	2
Blast radius†	2 per 5-ft. increment of radius
Cargo capacity	1 per 200 lb. capacity
Climb speed	1 per 5 miles per hour
Deals damage***	2 per 1d6 points/round
Damage reduction	3 x damage reduction
Fly speed	1 per 5 miles per hour
Land speed	1 per 20 miles per hour
Mimics spell effect††	3 x spell level
Maneuverability Rating†††	2 x Maneuverability Rating
Projectile weapon‡	3
Range increment‡‡	1 per 50 feet
Skill bonus	1 per +2 skill bonus
Swim speed	1 per 10 miles per hour
Underwater capability	10

* All technological devices have hardness and hit points, as determined by their sizes (see **WoW RPG**, Chapter 11: Technological Devices, "Creating Technological Devices," Step Seven). You can add additional hardness and/or hit points to your device if you like.

** Only used if the device has no other features that require Technology Scores (a child's clockwork toy, for example).

*** This is a correction of the original. (Originally, the TS for a damage-dealing feature would be of 3 per 1d6 of damage.)

† Most devices with a blast radius blow up — they have Time Factors (TF) of 10.

†† This is a new feature added with this revision, and assumes effects as if cast by a caster of minimum level and ability required to cast the spell.

††† Any device that can move also needs a Maneuverability Rating (see **WoW RPG**, Chapter 11: Technological Devices, "Vehicles: Movement and Maneuverability").

‡ Any device that shoots something and deals damage is a projectile weapon.

‡‡ This is for projectile weapons. Thrown weapons generally have range increments of 10 feet.

Determining Technological Scores for Device Features

Use the table to the left when calculating Technological Scores for features in a new device; it essentially presents the same information from Table 11–2: Technological Device Features from the **WoW RPG**, and the supplementary table in Chapter 5 of **More Magic & Mayhem,** but in a format more useful for calculating TS scores, with a new feature and a correction to the original table.

as a standard scope. However, after aiming at a target (by expending a move action), the user may ignore any concealment due to non-magical darkness. Furthermore, you ignore poor illumination for purposes of Spot checks to detect targets hiding in the darkness.

Malfunction: The light beams cross and blast into your eyes, blinding you for 1d4 rounds. After you recover, you must correct the lenses and lights once again before you can use this tech mod.

Craft (weaponsmithing) 6 ranks, Craft (technological devices) DC 10, Craft Tech Mod; Bonus Equivalent +3.

Armor Tech-Mods

The rules of battle change every day. Not all armor tech-mods need to apply to a full suit; the following is an example of a small tech-mod that can apply to just a bracer.
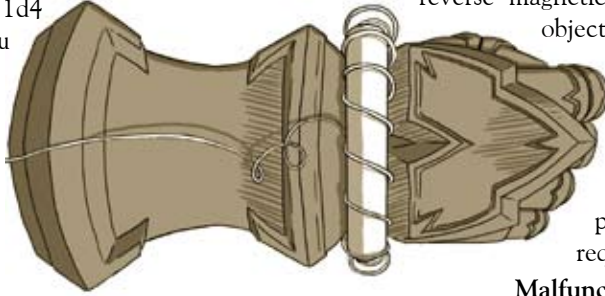
Repulsion Bracelet

Description: The repulsion bracelet is a single metal cuff added to a single bracer, and is wired down the arm to the power source.

Powers: When activated, the bracelet generates a reverse magnetic field, repulsing any metal object coming near it. The wearer of the magnetic bracelet gains a shield bonus of +1 against any metal weapon (melee or ranged). Though it acts like a buckler, proficiency in shields is not required.

Malfunction: A surge jumps through the bracelet and reverses the polarity. The wearer loses the shield bonus and sticks to the nearest metal object for one round (Strength check DC 12 to break free).

Craft (armorsmithing) 8 ranks, Craft Technological device DC 8, Craft Tech Mod; Bonus Equivalent +1.

Steam Armor

The following is a small sample of optional rules and enhancements for those using steam armor.

Larger Steam Armors

While Medium, Large, and Huge sized steam armors are the norm, occasionally a mad tinker designs one of incredible size. While much rarer, these massive armors are possible. While most statistics raise exponentially, the sheer difficulty to build such monstrous devices greatly outpaces lesser machines, making the biggest steam armors only possible when built by great teams of tinkers.

GMs may not allow steam armor larger than Huge, due to the incredible benefits provided. Colossal steam armor could go head-to-head with a dragon easily, even with a novice pilot behind the controls! The rules are included here for the sake of completeness.

Gargantuan Steam Armor Combat Statistics

A suit of Gargantuan steam armor provides the operator with a +20 enhancement bonus to Strength.

It takes a –8 penalty on Stealth checks.

Unarmed Gargantuan steam armor has a single slam attack that deals 3d6 points of damage (plus the operator's Strength modifier).

Gargantuan steam armor consumes 4 vials of phlogiston an hour.

Table 6-2: Expanded Steam Armor Sizes

Size	Size Mod	Equipment Slots	Hit Points	Base Speed	Height	Weight	Space	Reach	Build DC	Base Cost	TS
Medium	0	3	50	30 ft.	5–8 ft.	300–500 lb.	5 ft.	5 ft.	25	8,000 gp	5
Large	–1	5	100	30 ft.	8–16 ft.	500–4,000 lb.	10 ft.	10 ft.	30	16,000 gp	6
Huge	–2	9	200	40 ft.	16–32 ft.	4,000–32,000 lb.	15 ft.	10 ft.	35	32,000 gp	7
Gargantuan	–4	15	400	50 ft.	32–64 ft.	32,000–250,000 lb.	20 ft.	15 ft.	45	64,000 gp	10
Colossal	–8	23	800	60 ft.	64–128 ft.	250,000 lb. or more	30 ft.	15 ft.	60	128,000 gp	20

Colossal Steam Armor Combat Statistics

A suit of Colossal steam armor provides the operator with a +25 enhancement bonus to Strength.

It takes a –10 penalty on Stealth checks.

Unarmed Medium steam armor has a single slam attack that deals 3d8 points of damage (plus the operator's Strength modifier).

Colossal steam armor consumes 5 vials of phlogiston an hour.

Quadrupedal Steam Armor

Some steam armor are designed after many quadrupedal (or hexapedal, octapedal, etc.) creatures, such as spiders or wolves. The leper gnomes in Gnomeragon are famous for their mechano-tanks, four-legged steam armors that patrol and police its quarters. These steam armors gain +10 to their base speed, as well as a +4 stability bonus on checks made to resist bull rush and trip attempts.

Medium quadrupedal steam armor has 2 equipment slots instead of 3.

Large quadrupedal steam armor has 4 equipment slots instead of 5.

Huge quadrupedal steam armor has 7 equipment slots instead of 9.

Gargantuan quadrupedal steam armor has 12 equipment slots instead of 15.

Colossal quadrupedal steam armor has 20 equipment slots instead of 23.

All quadrupedal steam armors loose both hand slots as well as their boot slots. Their arm slots become fore leg slots, while their leg slots become back leg slots. Due to their loss of hand slots, quadrupedal steam armors may not wield hand-held weapons unless integrated into a slot, nor may they manipulate objects an animal may not manipulate.

Copilot Actions

Some steam armors are built with copilots in them.

Table 6-3: Steam Armor Equipment Base Defense

Slot	Medium	Large	Huge	Gargantuan	Colossal
Head	13	12	11	10	9
Arms	11	10	9	8	6
Hands	12	11	10	9	8
Shoulders	11	10	8	8	6
Legs	11	10	9	7	6
Boots	12	11	10	9	8

Table 6-4: Equipment Hit Points by Steam Armor Size

Steam Armor Size	Hit Points
Medium	15
Large	30
Huge	60
Gargantuan	90
Colossal	120

Though the basic rules in **More Magic & Mayhem** detail some actions for copilots, the following grants additional options.

Coordinate Attack: A copilot may attempt to help aim the operator's weaponry. By succeeding on a DC 15 Use Technological Device check, the copilot grants the operator a +2 bonus on his attack rolls this round.

Fire Weapons: As an attack action, the copilot can attack with any of the steam armor's ranged weapons, so long as the weapons have not already been used by the operator and are not hand-held. A weapon still may only be used once per round, and may only fire in the direction the weapon is aimed at.

Aid Another: The copilot can use the aid another action to provide a bonus to the operator's Use Technological Device checks. Some other skills may be appropriate as well, such as Spot checks.

Emergency Repairs: The copilot can make emergency repairs to the damaged or even destroyed systems. Whenever a steam armor system or piece of equipment is damaged, the copilot can attempt to jury-rig it as a standard action, making a DC 25 Craft (technological devices) check. If successful, the damaged or destroyed equipment becomes functional for a number of rounds equal to the copilot's Intellect modifier (minimum of 1 round).

Reload Weapons: As a standard action, the copilot may reload a gun or other weapon that requires reloading, freeing up the operator's actions for combat.

Sunder Steam Armor Equipment

Steam combat is furious and deadly, as enemies attempt to disable each others' gear as quickly as possible to make the steam armor less of a threat.

To attack a piece of equipment, the attacker must make an attack roll against the specific area. Torso and back equipment may not be targeted, as they are too integrated into the steam armor's system. The equipment's final Armor Class value is equal to the equipment's Base Armor Class + the steam armor's bonus to AC + the operator's Agility modifier + any miscellaneous modifiers to equipment AC.

Armor bonuses are not calculated into handheld weapons, nor on any touch attacks against the piece of equipment.

On a successful hit, subtract the steam armor's hardness before applying damage. When a piece of equipment reaches half its hit points, it ceases to function, and when it reaches 0 hit points it is destroyed. Damage dealt to equipment does not apply to the steam armor itself.

Damaging Equipment Slots

When the equipment in a slot is destroyed, or there's no equipment mounted in said slot, an attacker may choose to continue damaging this part to make the slot useless. The Armor Class for this slot is the same as for a piece of equipment that would be mounted there, and it has a number of hit points equal to 10% of the steam armor's maximum hit points. Additionally, half of any damage dealt (after subtracting hardness) dealt to an equipment slot is dealt to the steam armor itself. Thus, if 40 points of damage is dealt to an equipment slot, the steam armor takes 20 points of damage to its total hit points. When that slot reaches half of its hit points, the slot is considered damaged; when it reaches 0 hit points, it is destroyed (see descriptions of damaged and destroyed slots on the critical hit table of **More Magic & Mayhem**).

Blowing Off Limbs

If an equipment slot is destroyed, the corresponding limb may be blown off. For hand and boot slots, just the single slot is needed to blow that part off. Arms can only be blown off if the corresponding hand is destroyed, and the corresponding shoulder slot disabled or destroyed. Legs must have their boots disabled or destroyed before they are blown off. Once all equipment slots are destroyed, that limb is blown off. If a leg is blown off, the steam armor falls to the ground and cannot walk or move until a new leg is attached.

Replacing a limb requires a DC 35 Craft (technological devices) check and 24 hours of work, and costs 1/4 the steam armor's base price. The limb comes with functional slots just like those on the original limb, though any replacement equipment must be purchased and installed separately.

Table 6-5: Steam Armor Stomping Damage

Steam Armor Size	Stomping Damage
Medium	1d10
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

Steam Armor Errata

The cost of a thorium steam armor hull should be 50,000 gp instead of 20,000 gp.

Disabled/Destroyed Steam Armor

When a suit of steam armor reaches the end of its bonus hit points, it ceases to function. What happens next depends on a number of factors. In all cases, the steam armor is immediately disabled. The operator cannot use any of its equipment, nor move or make attack rolls until the armor is repaired.

However, this is not the end of the pilot's worries. There is a 10% chance that toxic fumes and gases venting from the damaged systems could get into the cockpit (Fortitude Save DC 18, Inhaled, Damage 1d4 Sta/1d4 Sta), and 20% chance that the cockpit could catch on fire once disabled. Roll for each chance separately once the steam armor is disabled.

Occasionally, a particularly powerful blast could cause the phlogiston furnace to explode. If the steam armor is reduced to 0 hit points or less by an attack that deals 50 or more points of damage (after subtracting hardness), the steam armor explodes 1d4 rounds later, dealing 12d6 points of damage to the operator and any copilots or passengers (no save). Additionally, any characters,

Table 6-6: Steam Armor Reinforcements

Material	Cost	TS Mod	Ability
Bloodstone Ore†	4,000 gp	+2	Hardness +1 unless attacking weapon has good descriptor
Mithril*	7,500 gp	+2	Armor bonus +1, +1 Agy bonus, −10% arcane failure, armor check penalty lessened by 1
Truesilver†	9,000 gp	+3	(Once enchanted) +1 to DC spells cast while worn, arcane failure is halved
Thorium*	10,000 gp	+4	Armor bonus +3, hardness +2, no Agy bonus, arcane failure +20%, armor check penalty −4
Arcanite*	12,500 gp	+5	Armor bonus +3, 15% chance to ignore critical hit (does not stack with the light fortification armor slot)
Lightforge Iron†	17,500 gp	+3	Hardness +1, additional hardness +2 unless attacking weapon is evil or fel, ignores 2 points from evil/fel spells
Dark Iron†	25,000 gp	+6	Hardness +5, resistance to fire 5
Adamantine*	30,000 gp	+7	Armor bonus +3, hardness +6

Mithril, thorium, and dark iron steam armor hulls, as presented in More Magic in Mayhem, already carry the bonuses of the special material (e.g., dark iron steam armor carries a +10 fire resistance). Reinforcements to these hulls provide no additional bonuses.

* See World of Warcraft: The Roleplaying Game.

† See More Magic and Mayhem.

vehicles, or objects within 60 feet of the steam armor take 10d6 points of damage (Reflex DC 15 half). Half of this damage is bludgeoning damage from flying debris; the other half is fire damage.

Stomping

A steam armor may attempt to stomp on targets below, dealing great damage. The steam armor must be at least two size categories larger than its target to successfully stomp it. This maneuver is an attack action.

The steam armor makes an attack roll against the character or object that is to be crushed, as normal. The target can make a Reflex save (DC 10 + the steam armor's size modifier on grapple checks) to avoid this attack. Unconscious or otherwise incapacitated characters receive no saving throw to avoid this damage. Unlike normal crushing damage from falling objects or normal slam attacks, this attack puts the full weight and force of the steam armor's body into smashing the target into the ground, dealing significantly more damage. The damage for differently-sized steam armor is listed in Table 6–5: Steam Armor Stomping Damage; apply 1-1/2 times the steam armor's Strength bonus to this damage, as with a normal melee attack. Unlike the Crush feat (see **Lands of Mystery**), only one character or object can be targeted by stomping at a time, though a stomped character is considered pinned until the steam armor moves again.

As with Throwing Large Objects, below, a GM may use this rule for any large creature as a combat option, and certainly does not need to restrict this maneuver to only steam armor.

Special Material Reinforcements for Steam Armor

Not every tinker can afford to build a mithril or dark iron set of steam armor when he first starts crafting. But rather than having to start from scratch on a new set after he stumbles upon that mithril mine, a GM can rule that he can use special material reinforcements to gain some of the advantages of the material.

Only metals can be used for reinforcements. Reinforcements can be added to any lesser steam armor hull (e.g., tin, iron, steel) with two body slots free. One slot must be the back and another must be an appendage (leg or arm). Craft DC for the reinforcement is 20 + the TS adjustment of the reinforcement material.

Throwing Large Objects

Many suits of steam armor are incredibly large and powerful machines, capable of chucking things over great distances if needed.

First, the steam armor must be at least one size larger than the object thrown, must be at least Large-sized, and must have at least one free hand. The object is considered an improvised weapon, and the operator suffers a –4 penalty to attack rolls. The object's range increment is 30 feet for every size smaller than the steam armor. Objects deal a base damage of 2d6 for Medium-sized objects, and an additional +4 dice of damage per size category greater than Medium. Smaller objects deal less damage, as per smaller weapons (a gnome would deal 1d10 points of damage when tossed, for instance; see the **WoW RPG**, Chapter 9: Weapons and Armor for more details on sizing weapons). The character applies his Strength modifier (including modifiers from steam armor) to the damage roll. This damage is dealt to both the target struck and the object thrown. The GM may adjust the range increment and damage for more aerodynamic or deadly tossed objects.

If the steam armor operator wishes to fling a non-helpless creature, he must first succeed on a grapple check and pin the target before he can throw it. Operational vehicles must be pinned as well before tossed; the driver may oppose the grapple check with a Use Technological Device check to avoid being pinned and thrown.

For example, Colossal steam armor (with a Strength of 38) could toss a huge-sized stone with a range increment of 60 and dealing 10d6+16 with a successful hit to both the stone and whatever he struck (before subtracting hardness).

Note that these rules can also be used for Large or larger-sized creatures, allowing them to pick up objects and characters and fling them around with abandon. Certainly it would be fun for a giant to simply grab and toss a character aside without care!

Optional Rule: Steam Armor as Walking Tanks

Rather than base steam armor's Strength and Agility on the rider, with this rule suits of steam armor have their own, independent ability scores. This keeps weak races (like gnomes and goblins, who typically use steam armor) stronger, while it handicaps more powerful races like tauren (who are less likely to rely on mechanical enhancements).

The changes here only apply to how steam armor's abilities are derived. Steam armor still fights just like a character or creature, and combat is not changed at all.

Size: The steam armor's size remains unchanged.

Chassis: The steam armor's chassis remains unchanged.

Hull: The steam armor's armor remains unchanged.

Armor Penalty: The steam armor's armor penalty remains unchanged.

Strength: Consult Table 6–7: Steam Armor as Walking

Table 6-7: Steam Armor as Walking Tanks

Steam Armor Size	Str	Agy	AC	Hit Points
Medium	12	10	10	15
Large	18	8	9	30
Huge	24	6	8	60
Gargantuan	30	4	6	120
Colossal	36	2	2	240

Tanks to determine the steam armor's Strength.

Speed: The steam armor's speed remains unchanged.

Hit Points: Consult Table 6–7 to determine the steam armor's hit points.

Hardness: The steam armor's hardness remains unchanged.

AC: Consult Table 6–7 to determine the steam armor's base Armor Class. Add the steam armor's armor bonus to AC. Add the operator's Agility modifier to determine the steam armor's total Armor Class.

Reach: The steam armor's reach remains unchanged.

Agility: Consult Table 6–7 to determine the steam armor's base Agility. Add the operator's Agility bonus to determine the steam armor's final Agility score.

Initiative: Use the Agility modifier of the steam armor, based on the steam armor's base Agility score. The operator's Initiative modifier also applies.

Attacks: Use the Strength and Agility modifiers of the steam armor, and apply the pilot's base attack bonus and Agility bonus (ranged attacks only). Apply any other attack roll modifiers from steam armor equipment.

Fighting Space: The steam armor's space remains unchanged.

Saves: The steam armor has a Fortitude save bonus equal to its Strength bonus, and uses its pilot's Reflex and Will saves (the former of which is modified by the steam armor's Agility).

Ability Scores: The steam armor uses its own Strength and Agility as detailed above, has no Stamina score of its own, and uses the pilot's Intellect, Spirit, and Charisma scores.

New Steam Armor Weapons

Gnomish Freeze Cannon

Description: The gnomish freeze cannon has been retrofitted to many mechano-tanks (a series of quadrupedal steam armors; aka spider-tanks) after Thermaplugg's conquest of Gnomeregan. The cannon sprays an alchemical mixture, much like the dragon mouth, except the freeze cannon freezes the moisture in the air. The cannon has proven to be effective when coupled with the improved movement abilities of the mechano-tank upgrades.

Powers: The gnomish freeze cannon fires in a 30-foot cone. The user can use the spray in one of two ways. As a standard action, the user can spray the mixture, which turns to hail projectiles instantly. Anyone caught in the spray must make a DC 13 Reflex save or take 3d6 cold damage.

Alternately, the user can blast the ground for a full round action, turning the ground into ice for 5 rounds. This action uses twice the amount of fuel. Anyone caught in the spray must make a DC 13 Reflex save or be chilled for 5 rounds. Characters walking on the ice must spend 2 squares of movement to enter a square covered by ice, cannot charge, and the DC for Balance and Tumble checks increases by +5. The gnomish freeze cannon carries enough fuel for 20 hail attacks or 10 ice blast attacks. Refueling the tank costs 500 gp.

Equipment Slots: 1
Activation: DC 13 Use Technological Device check
MR: 2
Craft DC: 25
TS Modifier: +1
Cost: 2,000 gp

Gnomish Rocket Launcher

Description: This simple weapon consists of a tube with a rocket loaded into it. Unlike other weapons, this weapon is easy to use, yet highly destructive.

Powers: Simply point and click, and off goes the rocket (hopefully). A successful attack deals 8d6 points of damage. The weapon is good for one shot before needing to be reloaded with a standard action that provokes an attack of opportunity. Most steam armors equipped with this weapon have spare rockets in a backpack, for ease of use. The only handicap to these weapons is a slow reload time, the cost of the reloads, and the occasional inner-tube explosions.
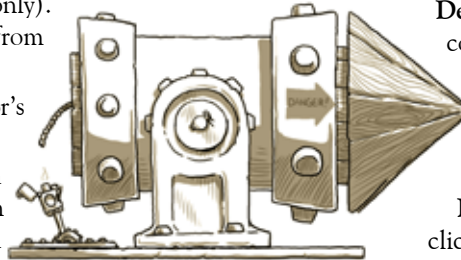
Equipment Slots: 1
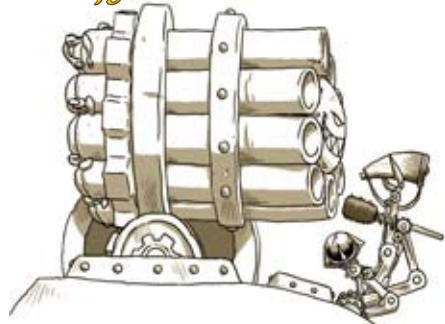**Activation:** An attack action
Range Increment: 200 feet
MR: 2
Craft DC: 22
TS Modifier: +1
Cost: 3,500 gp, 100 gp per rocket.

Goblin Gyrocannon

Description: Only goblins could come up with such destructive weaponry. These massive weapons consist of a circular series of barrels linked to an autofeed system inside the steam armor. When fired, the barrels rotate rapidly, laying down a barrage of bullets in the air. The weapons are prone to malfunctions, however, and are incredibly expensive and space-consuming.

Powers: The gyrocannon can be fired in one of two ways: area saturation or burst fire. If saturating an area, the operator targets a 10x10x10 area (AC 10). Those within the area suffer 2d6 points of damage; each creature may make a Reflex (DC 14) save for half damage. If the operator chooses burst fire, he peppers a single target, dealing 4d6 points of damage, but suffers a –4 penalty to his attack roll due to recoil.

A single magazine contains enough rounds for five attacks. Unlike other weapons, a goblin gyrocannon requires a power source like a tech-mod.

Equipment Slots: 2 for the gyrocannon, 1 per magazine
Activation: DC 15 Use Technological Device check to activate, an attack action to fire
Range Increment: 60 feet
MR: 3
Craft DC: 26
TS Modifier: +3
Cost: 2,500 gp for the gyrocannon, 10 gp per burst to reload.

Table 6-8: New Technological Devices

Item	MR	Cost	Weight
Adventuring Gear			
Dimensional Ripper	1	2,100 gp	10 lb.
Fog Imager	2	540 gp	40 lb.
Gnomish Mind Control Cap	2	5,688 gp	2 lb.
Goblin Rocket Helmet	1	680 gp	5 lb.
Heat Wave Gun	1	1,140 gp	25 lb.
Mechanical Eye	1	2,000 gp	8 lb.
Special Substances and Items			
Blinding Powder	–	30 gp/dose	0 lb.
Flash Powder	–	40 gp/globe	0 lb.
Jikk Nackles's Drycog Paste	–	60 gp/vial	0 lb.
Jikk Nackles's Stickvine Mortar	–	20 gp/pot	0 lb.
Trap Kits			
Arbalest Trap Kit	1	240 gp	16 lb.
Dire Bear Trap Kit	1	33 gp	10 lb.
Hunter Trap Kit	1	175 gp	1 lb.
Sparker Trap Kit	1	13 gp	1 lb.
Vial Trap Kit	1	13 gp	1 lb.
Vehicles			
Gnomish Drag Car	1	3,588 gp	500 lb.
Gnome Upgraded Car: Gahz'rilla Scale	2	2,496 gp	500 lb.
Goblin Drag Car	3	1,248 gp	500 lb.
Goblin Upgraded Car: Seaforium Booster	5	4,888 gp	500 lb.
Ogre Juggernaut	1	13,921 gp	33,000 lb.
Ogre Juggernaut Cannon	2	2,240 gp	90 lb.
Weapons			
Blackbarrel Bomb	5	752 gp	42 lb.
Dwarven Hand Cannon	1	14,750 gp	25 lb.
Garrote, Locking	1	185 gp	3 lb.
Garrote, Ratchet	1	480 gp.	3 lb.
Jikk Nackles's Shacklegun	1	1,400 gp	20 lb.
Jikk Nackles's Shacklegun Prototype	1	10,030 gp	20 lb.
Shoni's Disarming Tool	1	755 gp	8 lb.
Steam Grenade	2	215 gp	1 lb.
The Big One	1	880 gp	5 lb.

Steam Armor Cannon

Description: These large devices are simply oversized firearms mounted on steam armor. These weapons fire massive shells that deal terrible damage to those they hit.

Powers: Steam armor cannons are fired like any other weapon, dealing 6d6 points of damage with a successful hit.

Cannons are built with an autofeed system, allowing them to fire once per round without needing reloading. A magazine can hold up to ten shots, and refilling a magazine costs 20 gp per shot.
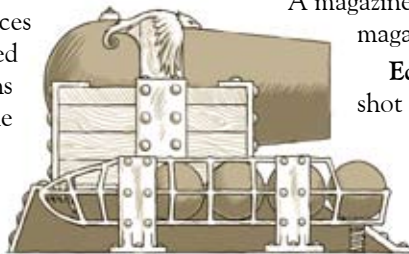
Equipment Slots: 1 for cannon, 1 per 10-shot magazine

Activation: An attack action

Range Increment: 120 feet

MR: 2

Craft DC: 24

TS Modifier: +1

Cost: 2,000 gp for the cannon, 20 gp per shot.

Technological Devices

Adventuring Gear

Dimensional Ripper

Description: Leave it to a goblin to discover how to use a bomb as a transportation device. In the quest for the ultimate boom, Zap Farflinger discovered that a large enough explosion can tear a hole in the dimensional fabric of the universe. Further investigation proved that this tear could transport him to a specific area. Using mithril encasement and other components to focus the explosion of The Big One, Zap was able to create the first goblin extra-dimensional transportation device. And it's relatively safe! Sort of….

Powers: The user activates the dimensional ripper as a standard action with a DC 25 Use Technological Device check. The ripper immediately tears an extra-dimensional hole large enough for a Small, Medium or Large creature to step through to its destination site as a move action. If the user does not step through the hole, the dimensional fabric closes and the fuel is wasted. The dimensional ripper does no damage to the wearer or surrounding creatures, just the dimensional walls surrounding the user.

The destination of the dimensional ripper is predetermined during creation and cannot be changed. Currently the only known dimensional ripper destination in Azeroth is Everlook in Winterspring. Conceptually others should be possible, though most goblins can't explain why this is not the case.

The dimensional ripper should be considered a goblin device for the purposes of the Goblin Engineering Specialist feat.

Fuel: The Big One.
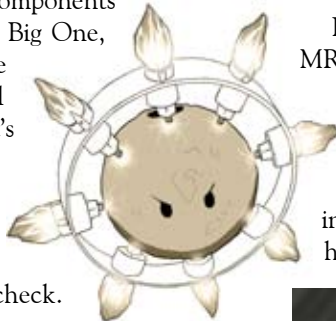
Malfunction:

• Roll of 1: User is set on fire for 3 rounds (4d6 damage each round, Fort DC 25 for half).

• Roll of 2: User is transported 50 feet in the air above the destination.

• Roll of 3: User is polymorphed into a kobold or an ogre (50% chance of each) for 3 rounds (Fort DC 25 to negate).

• Roll of 4: User is replaced by his or her "Evil Twin" for three hours (GM interpretation).

Hardness 1; 3 hp; Size Diminutive; Weight 10 lb.; MR 4; TS 15; Craft DC 40; Price 2100 gp.

Fog Imager

Description: A gnomish inventor who specialized in refracting light with mirrors accidentally punctured his one of his hoses. He walked into a mirror and briefly

thought he stumbled upon a cloning device when he saw a duplicate of himself in the steam behind him. Once the steam dissipated, he dropped his blueprints for the Vacuum-o-matic Beard Trimmer for this unique item. It is made to be put in a Medium- or Small-sized backpack, and half the space will still be available.

Powers: Once activated, the four small hoses pump out a cloud of steam-fog that surrounds the wearer in one round. Next round, four wheels with spinning lights and mirrors pop up from the back, causing four images to be projected on the fog. Enemies attempting to attack the wearer or cast spells at him must select from among indistinguishable targets. Roll randomly to see whether the selected target is real or a fog image. Any successful attack dissipates the fog in the area, destroying the fog image. An image's AC is (10 + operator's size modifier + operator's Agy modifier).

An attacker must be able to see the images to be fooled. If the wearer is invisible or an attacker shuts his or her eyes, the illusion has no effect. (Being unable to see carries the same penalties as being blinded.) The wearer can run around within the fog cloud, but leaving the fog cloud destroys the effect. A strong wind will dissipate the fog cloud in one round.

Fuel: 1 vial of phlogiston for every ten rounds the fog imager is left on.

Malfunction: A valve clogs and the steam scalds the wearer for 2d6 damage.

Hardness 3; 5 hp; Size Tiny; Weight 40 lb.; MR 2; TS 6; Craft DC 26; Price 540 gp.

Gnomish Wind Control Cap

Description: The engineering community in every race has designed some very unique and powerful creations, but most tinkers agree that the gnomes outdid themselves with this one. The cap looks like a helmet with an apple-sized disc on top, painted with a black and white vortex. A small engine powered by star rubies sits on the back of the helmet.

Powers: The cap takes a standard action to activate. When activated, the disc swirls, typically causing the target to break his concentration for a brief second. In this moment, the focused energies of the rubies cause the user's thoughts to *dominate* the target. Timing is crucial and the user must make a DC 25 Use Technological
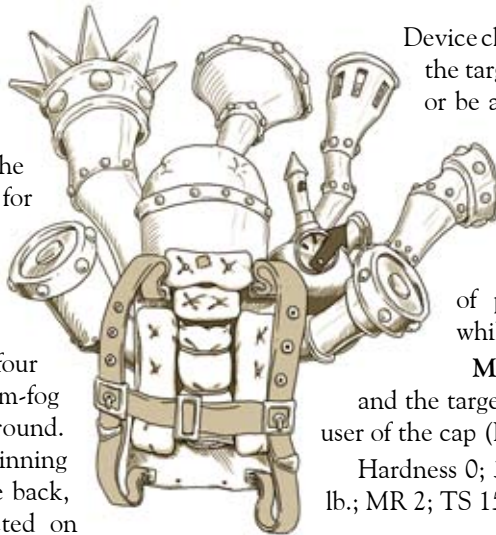
Device check for the attempt. If successful, the target must make a DC 25 Will save or be affected as if a 9th level arcanist cast *dominate person*. This effect lasts for ten rounds and can only be used on one person at a time.

Fuel: The cap uses one vial of phlogiston gas for every hour while activated.

Malfunction: The rubies misalign and the target is actually able to *dominate* the user of the cap (DC 25 Will save).

Hardness 0; 3 hp; Size Diminutive; Weight 2 lb.; MR 2; TS 15; Craft DC 40; Price 5,688 gp.

Goblin Rocket Helmet

Description: Always looking for new ways to beat the gnomes at Mirage Raceway, some goblin engineers originally designed this item to be the next entry in the races. With what looks like two giant rockets strapped to a construction helmet, its goblin designers thought they had beaten the gnomes to the first personal transportation device. Instead, they quickly realized its potential to knock down crowds of people when obvious steering issues arose in the middle of the race.
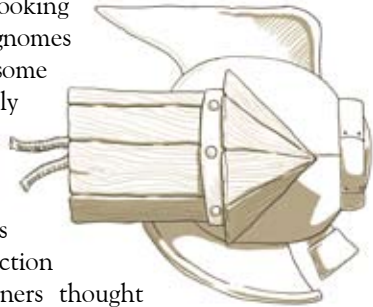
Powers: The helmet takes a move action to activate the rockets (Use Technological Device check DC 14). The rockets lift the wearer off the ground and propel him 30 feet forward in a straight line as a charge action. The wearer automatically initiates an overrun action (see **WoW RPG,** Chapter 12: Combat, "Special Attacks," Overrun) against any unfriendly creature crossed in this path. The creature cannot step out of the way of the wearer due to its speed. The wearer of the cap gains a +8 circumstance bonus to the overrun check. If he successfully overruns the opponent, he continues on to the next opponent or reaches the end of the 30-foot path. Once the wearer reaches the end of the 30-foot path or is not successful at the overrun action, he falls prone on the ground. He does not get to attack at the end of the round.

Due to the alchemical treatment of the cap to protect the wearer from the heat of the rockets, he also gains a +1 bonus to saves versus spells and effects with the Fire descriptor.

Fuel: The helmet uses one vial of goblin rocket fuel (see **WoW RPG,** Chapter 11: Technological Devices, "Sample Technological Devices") per usage. The helmet holds up to four vials of fuel.
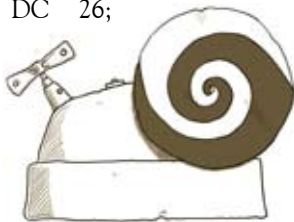
Malfunction: Only one rocket goes off, spinning the wearer in a small circle for one round (consider wearer stunned during this time).

Hardness 0; 3 hp; Size Diminutive; Weight 5 lb.; MR 1; TS 4; Craft DC 14; Price 680 gp.

Heat Wave Gun

Description: A diplomatic tinker and devout believer in the truce between the Alliance and Horde wanted to a way to prevent conflicts from escalating into battles. He created a weapon that would disarm any attackers by getting them to drop their weapons, but not do any damage to them. The gun requires two hands to operate. Large metal coils that glow a low orange-red wrap around the middle part of the gun's barrel.

Powers: Contrary to belief, the heat wave gun doesn't actually heat metal. Instead it heats the moisture in the enemy's upper extremities, making him think his hands are burning. The wielder must take a full-round action to make a ranged touch attack at an enemy within a 50-foot range. Success means the enemy's hands are beginning to warm. The following round, the wielder makes another full-round ranged touch attack. If he succeeds, the enemy must make a Fortitude save (DC 14) or drop his weapon(s). Enemy casters must make a DC 15 Concentration check to succeed with spells using somatic components. Thereafter, if the heat wave gun wielder makes successful ranged touch attacks and the enemy keeps failing Fortitude saves, the effect continues. Otherwise, the enemy's hands cool immediately and he can act normally.

Any cold intense enough to damage the creature negates the heat wave effect. If shot underwater, the heat wave gun boils the surrounding water, doing 2d6 damage to the wielder only.

Fuel: 1 vial of phlogiston for every ten rounds of use.

Malfunction: The heating coils burst, doing 1d6 damage to the wielder.

Hardness 3; 5 hp; Size Small (weapon category: exotic (firearm), two-handed, ranged); Weight 25 lb.; MR 1; TS 6; Craft DC 26; Price 1,140 gp.

Mechanical Eye

Description: A device invented for the intrepid trap-master, the mechanical eye is a stationary alarm device consisting of a metallic eye about a foot across, mounted on a pivoting harness.

Powers: Once activated with a DC 14 Use Technological Device check, the eye sweeps a 90 degree arc in front of it. Anything passing within 90 feet must make an opposed Stealth check versus the eye's Spot check if attempting to remain unseen. The eye gains a +20 bonus on Spot checks to detect targets. The device makes one check, and compares its result to all Stealth checks within range.
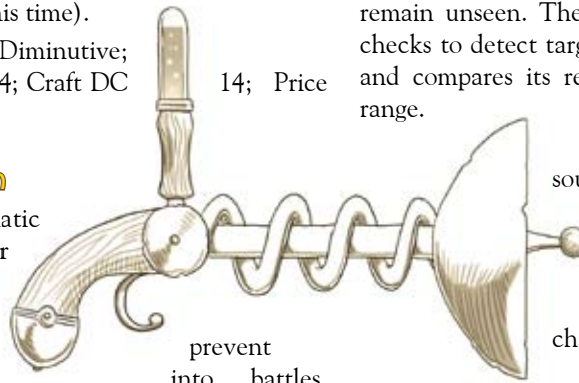
If the eye is successful, an alarm is sounded, audible enough to alert an entire keep. The alarm may carry farther if the eye is set up in an area that carries sound better, such as a deep cavern or echoing chamber.

The eye may be programmed for special purposes as well. These special functions require a separate DC 14 Use Technological Device check. The programmer may use all three special purposes if he so chooses, though each requires its own Use Technological Device check.

• **Image Recognition:** The eye is programmed to ignore a person, set of persons, or even an entire race or faction. Alternately, it may be set to alarm only when a specific person, set of persons, race, or faction approaches (such as only when orcs approach).

• **Silent Alarm:** The alarm can only be heard through a small remote device, or even a vibrating function. Such a device would be separate, costing 100 gp (150 gp for a vibrating alarm), and weighing 1 lb. The alarm stops functioning if the device is farther than 1 mile from the eye.

• **Trap:** The eye may be set as a visual trigger for a trap (see Chapter 3, or the trap kits detailed in this chapter). The trap-maker may choose to sound an alarm as well as setting off a trap, or have the eye simply trigger the trap instead of an alarm.

Disabling the alarm requires either a DC 14 Disable Device or a DC 14 Use Technological Device check. Failure sets off the alarm or trap, if the eye has not been triggered yet. Destroying the eye before it triggers also disables the alarm, as well as any traps linked to the device; thus, most alarms are well-hidden to avoid detection until too late.

Malfunction: The alarm goes off immediately in a deafening cacophony, triggering any traps linked to the device.

Hardness 5; 3 hp; Size Tiny; Weight 8 lb.; MR 1; TS 10; Craft DC 26; Price 2,000 gp.
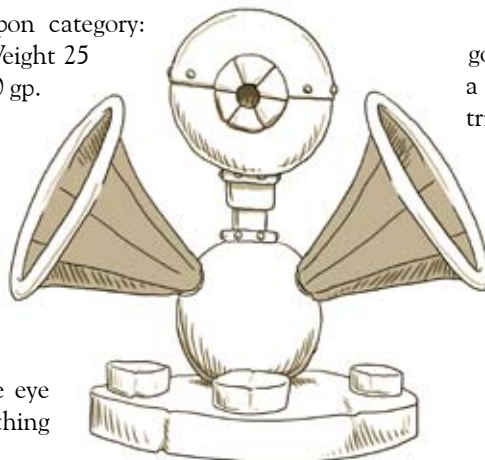
Special Substances and Items

Blinding Powder

Description: Another tool in the rogue's arsenal, blinding powder is less an alchemical powder than a poison. Blinding powder is a caustic substance derived from fadeleaf, an indigenous plant from Azeroth, at home in many swamps and deep forests.

Powers: Much more effective than simply throwing dirt when used with the Blind feat (see Chapter 2), blinding powder causes blindness for 1d4 minutes, rather than 1d4 rounds. Those without the Blind feat may still attempt to blind an opponent with blinding powder, but they suffer a –4 penalty to their attack roll. Washing your eyes out with water, or a quick application of the *remove blindness/deafness* spell, restores sight in one round. Crafting blinding powder requires a DC 13 Craft (poisonmaking) check.

Price: 30 gp per dose.

Flash Powder

Description: Rogues around the world prize flash powder as a last-resort escape tactic. Flash powder is a fine silvery powder that ignites when exposed to air, creating an incredibly blinding flash of light. Due to its volatility (and the potential for serious burns), flash powder is kept in airtight vials or globes for easy storage.

Powers: Characters may use flash powder as a diversion for the Hide skill, to blind opponents with the Blind feat (see Chapter 2), or even as a weapon. Throwing a globe at a target with the intent to cause damage requires a ranged attack roll; success deals 1d6 points of fire damage as the powder burns the target. This tactic still counts as a diversion as well, or can be combined with the Blind feat to both blind and burn the target. Creating flash powder requires a recipe and a DC 15 Craft (alchemy) check; failing by 5 or more indicates that the crafter has set his batch ablaze, burning himself for 1d6 points of damage.

Price: 40 gp/globe.
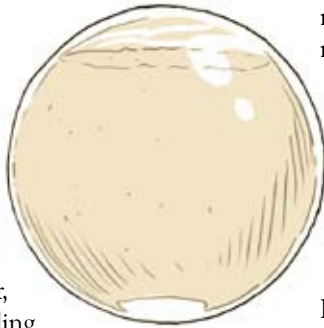
Jikk Nackles's Drycog Paste

Description: The second invention of Jikk Nackles and probably his most popular. Application of drycog paste to a rust-free item delays the effects of rust by an increment of three. For example, an brand-new longsword left outside but covered would see signs of rust after three years, if it has first been coated with drycog paste. One vial coats up to five Small metal objects, three Medium objects or one Large object. Those with a recipe can create drycog paste with a DC 20 Craft (alchemy) check. But don't bother asking for it: Jikk isn't giving up his cash-cow anytime soon.

Price: 60 gp/vial.

Jikk Nackles's Stickvine Mortar

Description: Jikk originally created stickvine mortar for an improved glue mine, using the surrounding elements. During one batch, the pot overheated and exploded in the room. Jikk found that once the batch dried it was nearly impossible to scrape off of the walls. Scrapping the glue mine idea, Jikk coated his own wooden walls with the new concoction, with great results.

Powers: A wooden wall coated with stickvine mortar has its hardness improved by +2. One pot weighs one pound, and is enough to cover a 5' x 5' wall. Anyone in Dustwallow Marsh can find the components to create stickvine mortar with a DC 5 Survival or Knowledge (nature) check after an hour search. For every increment of 5 the check beats the DC produces enough components for another pot. For example, a roll of 10 produces enough for two pots, 15 produces enough for three, etc.

Those with a recipe can create stickvine mortar with a DC 20 Craft (alchemy) check. Unlike his secretive treatment of drycog paste, Jikk is willing to sell the recipe for stickvine mortar for 100 gp. (The stronger the walls of his customers, the more likely they are to live and return for more business.)

Price: 20 gp per pot.

Trap Kits

The traps in Chapter 3 are designed for long-term use, defending permanent fortifications, and thus they're expensive, require advance planning, and aren't made to be moved. They don't fit the needs of the likes of hunters.

Trap kits are portable devices that contain the basic elements to construct a temporary hazard, usually to catch prey or to provide a first line of defense and warning for a base camp in unfamiliar territory. These devices are usually triggered by a tripwire or by contact with the device itself.

All trap kits require 10 minutes to set up properly, and either a Craft (technological device) or Craft (trapmaking) check against the device's Craft DC. Failure by more than 5 points means the trap kit is accidentally set off by the trap-setter himself.

The Disable Device check for any of these traps is equal to the Craft DC. A trap-setter gets a +4 circumstance bonus to disable his own trap kit. If the Disable Device check exceeds the DC by 5 or more, the trap kit may be recovered and set somewhere else; otherwise, it is destroyed and useless.

Trap kits, once set, need regular maintenance; otherwise, the MR of the trap increases by +1 and the Disable Device DC check decreases by 1 for every week the trap has been sitting unattended. (5 minutes of maintenance by the trap-setter will reset the MR to its normal level.)

Trap kits with tripwires may be disabled simply by snipping the tripwire (once it is detected); this may be safely done with a Disable Device check (DC 11; take 10 permitted), though it doesn't allow recovery of the trap kit (which is still armed).

The Search DC for each trap assumes a basic effort spent to conceal the trap. Modifiers may apply based on the surroundings. E.g., trap kits set in a well-lit area free of concealing debris (such as in a corridor of a well-kept building) reduce the Search DC by –4 or more. Traps set in dense vegetation or heavy debris may have the Search DC to detect them increased by +4.

Although trap kits count as technological traps, it is not necessary to be a tinker or to have the trap sense class ability to Search for them unless the Search DC is greater than 20, since their trigger mechanisms are simple. If a mechanical eye (detailed earlier in this chapter) is used instead of a tripwire to serve as a trigger for a trap, the trap's Search and Disable Device DCs become 30 (20 + the mechanical eye's TS of 10).
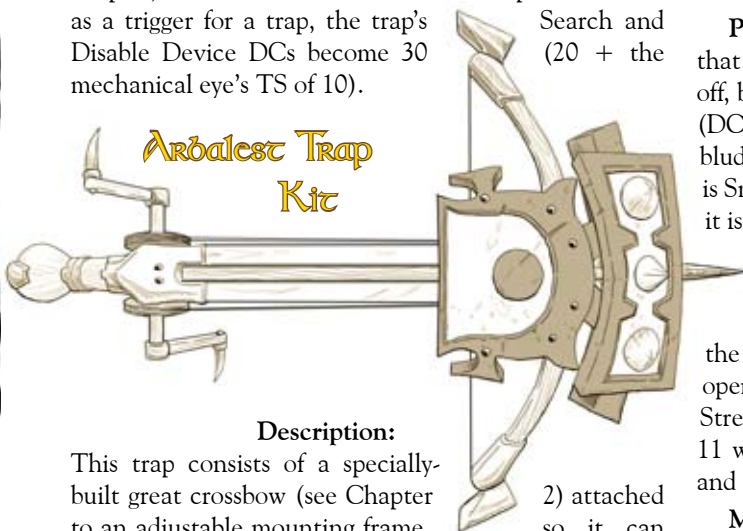
Arbalest Trap Kit

Description: This trap consists of a specially-built great crossbow (see Chapter 2) attached to an adjustable mounting frame, so it can be pointed at a stationary target and triggered by a tripwire.

Powers: When sprung, the trap makes a ranged attack along its line of fire (usually following the tripwire) with a base attack bonus of +0, dealing 2d6 piercing damage. The target is usually caught by surprise and hence denied its Agility bonus to DC.

This trap comes with one bolt, and is reusable since it can be reloaded. It may also be detached from the frame and used as a normal great crossbow (albeit with a few extraneous pulleys and bolts).

Malfunction: The crossbow is knocked askew in its frame when fired, driving the bolt harmlessly into the ceiling or floor.

Special: Variations on the arbalest trap can be built with other types of crossbows; in that case, add 25 gp to the cost of the weapon used for the final market price. The weight is twice that of a normal weapon of this type (since it accounts for the weight of the mounting frame).

Hardness 5; 10 hp; Size Small; Weight 16 lb.; MR 1; TS 3; Craft/Disable Device DC 13; Search DC 13; Price 240 gp.

Dire Bear Trap Kit

Description: This trap resembles a metal jaw filled with jagged teeth, sprung by a pressure plate set in its middle. It is most commonly used by trappers hunting game for pelts, typically covered with a scattering of leaves and with bait set nearby. It comes with chains and anchor spikes so that a trapped beast can't easily walk off with the trap still attached.
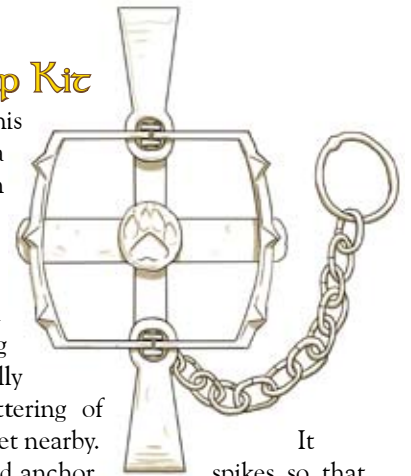
Powers: Any creature weighing 100 lbs. or more that steps into the square containing this trap sets it off, but may avoid damage with a successful Reflex save (DC 25). On a failure, the victim takes 2d6 piercing/bludgeoning damage from the metal jaws; if the creature is Small, Medium, Large or Huge, its limb is pinned, and it is denied its Agility bonus to AC.

Pulling free requires a Strength check (DC 30) or Escape Artist check (DC 25), and each attempt causes a further 1d4 points of damage to the victim. With simple leverage (via prying the jaws open), an intelligent creature can open the trap with a Strength, Disable Device or Escape Artist check (DC 11 with a makeshift lever, or DC 15 with bare hands) and 1 round of effort.

Malfunction: The spring wires pop free of their catches, and the trap must be repaired with a Craft (trapmaking) check (DC 11) before it can be used again.

Hardness 10; 10 hp; Size Small; Weight 10 lb.; MR

1; TS 4; Craft/Disable Device DC 16; Search DC 13; Price 33 gp.

Hunter Trap Kit

Description: This consists of a packet of alchemically-made crystals and a simple crushing mechanism that is set off either by a tripwire (50 feet of length included) or by stepping on the trap itself. The crystals, when crushed, absorb or create heat, and their arrangement within the trap determines the exact effect of the trap when set off.
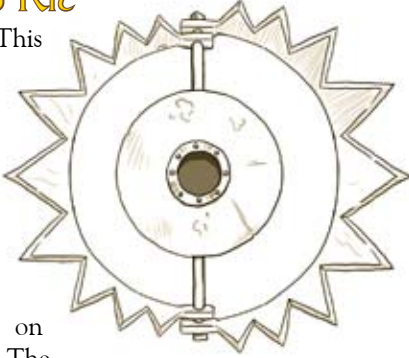
Powers: When the tripwire is pulled or the trap is stepped on, it sets off an effect as per one of the four trap effects of the *conjure trap* spell (see Chapter 4): explosion, freezing, frost, or immolation. The effect must be selected when setting up the trap kit; the trap's effect is centered on the square in which the trap is set. (For the freezing effect, the target must either step on the trap directly, or hit the tripwire within 10 feet of the trap.)

Unlike most trap kits, this is a purely one-use device; once it is set off, it cannot be reused. If the tripwire is not used (so that the trap is only set off if someone steps into the square it occupies), it can be set up in just 1 round.

Malfunction: Impurities in the crystals cause the reaction to result in nothing more than several loud bangs and flashes of light; the trap kit is wasted.

Hardness 3; 5 hp; Size Tiny; Weight 1 lb.; MR 1; TS 6; Craft/Disable Device DC 16; Search DC 16; Price 175 gp.

Sparker Trap Kit

Description: This consists of a tripwire, some anchor pins with grommets, and a flint-striker that goes off when the tripwire is pulled. By itself, it's no great hazard, but it's usually combined with a grenade or other explosive device (sold separately) right next to the flint-striker.

Powers: Comes with 50 feet of tripwire, which may be strung across an area designated by the trap-setter. When any part of the tripwire is pulled, the flint-striker ignites any combustible object it is placed in direct contact with. If this happens to be a grenade or other bomb, it deals damage accordingly (and destroys the sparker trap in the process).

Malfunction: The sparker trap fails to ignite anything.

Hardness 1; 3 hp; Size Diminutive; Weight 1 lb.; MR 1; TS 2; Craft/Disable Device DC 11; Search DC 13; Price 13 gp.

Vial Trap Kit

Description: This consists of a tripwire, some anchor pins with grommets, a small bendable wire frame made to hole one vial or glass orb, and a small spring-loaded mallet. By itself, it poses no threat, but it is usually combined with a tanglefoot bag, a thunderstone, or a vial of poison gas (sold separately).
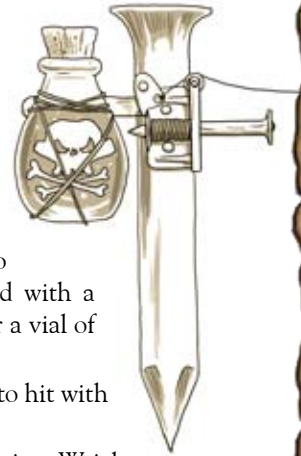
Malfunction: The mallet fails to hit with enough force to break the vial.

Hardness 1; 3 hp; Size Diminutive; Weight 1 lb; MR 1; TS 2; Craft/Disable Device DC 11; Search DC 13; Price 13 gp.

Vehicles

Ogre Juggernaut

Description: The most legendary Horde naval craft of the Second War, the juggernaut is one of the most fearsome and impressive battleships known in Azeroth. The standard juggernaut comes with six masts and fourteen cannons, though it can be upgraded with more. Only two cannons can fire at any one target at one time. The vessel shares much in common with ogres: it's big, it's powerful, but it's not very quick. Gaining a reputation during the Second War for its fortitude and firepower, the juggernaut is considered by many the greatest technological achievement of the First Horde.

Powers: Starting a juggernaut's phlogiston boiler takes 10 minutes. It moves at a speed of 20 miles an hour and has a Maneuverability Rating of 1 (clumsy).

Fuel: An ogre juggernaut consumes 10 vials of phlogiston every hour.

Hardness 18; 480 hp; Size Colossal; Weight 33,000 lb.; MR 1; TS 32; Craft DC 58; Price 13,022 gp.
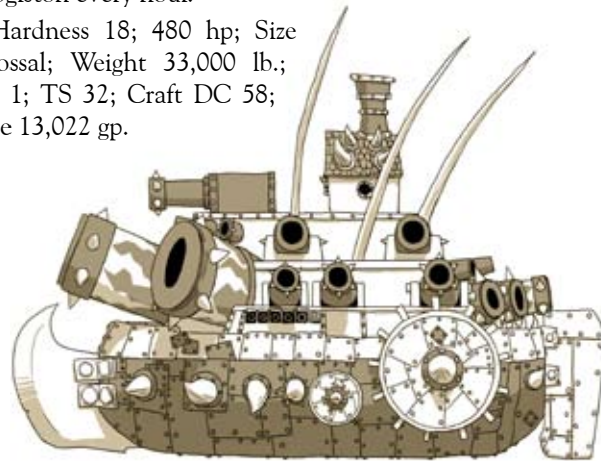
Ogre Juggernaut Cannon

Powers: Firing a juggernaut's cannon is a full-round action that promotes an attack of opportunity. It takes two full round actions for a Large-sized creature to reload (Medium and Small creatures need three rounds). The cannon deals 6d6 points of bludgeoning damage and has a range increment of 150 feet.

Fuel: Each shot consumes 6 ounces of gunpowder.

**Ammunition:** The cannon fires ogre cannonballs (33 gp each, each weighing 5 lb.)

Hardness 5; 40 hp; Size Large; Weight 90 lb.; MR 1; TS 32; Craft DC 58; Price 2,400 gp.

Goblin Drag Car

Description: The goblin drag car is a constant source of attention and goblin coin at the Mirage Raceway. Gazlowe, Baron Revilgaz, and other prominent goblin sponsors from all over Azeroth are deeply invested in the success of the goblin car. The current model is a chariot pulled by two giant floating rockets. How the rockets float is a matter of great controversy. Goblins claim the rockets use a limited magnetic field to stay afloat, giving the pilot more control, but the gnomes believe goblins stole chaos energy technology from them. Whatever the truth is, the goblin engineers aren't giving it up.

Some facts about the drag car's materials have been discovered. Pozzik, the goblin's
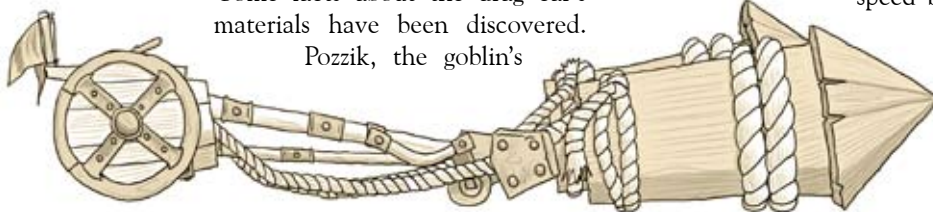
chief design engineer, has tried lightening the structure of the frame by using vulture bones. Also the reins that control the rockets are treated with a special alchemical solution so they do not catch fire. This solution doesn't last more than thirty minutes, but that's enough to cross the finish line.

Powers: Starting the goblin drag car is a standard action that provokes an attack of opportunity. The vulture bones have improved the maneuverability of the vehicle. The car moves at 60 miles an hour and has a Maneuverability Rating of 4 (good).

Fuel: 10 vials of goblin rocket fuel each hour.

Malfunction: The rockets collide and blow up, dealing 8d6 damage in a 15-ft. radius (Reflex save DC 19 for half).

Hardness 5; 40 hp; Size Large; Weight 500 lb.; MR 3; TS 8; Craft DC 34; Price 1,248 gp.

Goblin Upgraded Car: Seaforium Booster

Description: The most recent goblin pilot, Razzeric, has made his own modifications to the goblin drag car. He's added on a modified seaforium charge to the car, without any safety mechanisms.

Powers: This upgrade boosts the speed by 20 mph for an overall speed of 80 mph, but it also increases the Malfunction Rating by 2.

Fuel: The upgrade requires a large seaforium

charge (a seaforium detonator is needed).

Malfunction: The rockets collide and blow up, dealing 12d6 damage in a 15-ft. radius (Reflex save DC 19 for half).

Hardness 5; 40 hp; Size Large; Weight 500 lb.; MR 5; TS 24; Craft DC 50; Price 4,888 gp.

Gnome Drag Car

Description: In what looks like a cross between a mining car and a scout balloon with a rocket, the Brassbolts brothers are quite proud of their latest entry to the races at the Mirage Raceway. Standing as tall as an ogre, a small metal cart is attached to a light metal structure which houses a rocket overhead. Goblins are outraged at the design of their competitor's drag car, which they claim is similar to the goblin zeppelin and the source of their current winning streak.

Of course, the secret to the gnomish brothers' success has been experiments with special and rare materials. Tortoise shells serve as fuel tanks, murloc scales smooth the action of moving parts, scorpid venom is used to spike the fuel, and indurium pistons hold up under intense heat and pressure. Rumors say Wizzle Brassbolts has even been harnessing energy from the remnants of a hydra. In response, goblins are packing more firepower into their engines and blowing up pilots left and right. The gnomes are smiling quietly at the irony.

Powers: The tortoise shell fuel tank and murloc scale composite lowers the overall Malfunction Rating of the vehicle. Scorpid venom fuel pushes the car from 60 mph to 70 mph, but the indurium pistons allow it to handle these speeds without increasing the Malfunction Rating. Starting the drag car is a standard action that provokes an attack of opportunity. The car moves at 70 miles an hour and has a Maneuverability Rating of 3 (average).

Malfunction: The steering mechanism has broken and the car cannot turn at all until the fuel runs out or collides with another solid object. Upon collision the car explodes for 6d6 fire damage and 6d6 electrical damage (Reflex save DC 16 for half).

Hardness 5; 40 hp; Size Large; Weight 500 lb.; MR 1; TS 6; Craft DC 32; Price 3,588 gp.

## Gnome Upgraded Car: Gahz'rilla Scale

Description: Rizzle Brassbolts has found a way to harness the electrified scales of Gahz'rilla, a hydra who dwells in Zul'Farrak.

Powers: The upgraded car boosts the speed by 10 mph for an overall speed of 80 mph. Also it grants the pilot a +3 enhancement bonus to Agility, but it also increases the Malfunction Rating by 2.

Malfunction: Upon collision, the car explodes for 6d6 fire damage and 6d6 electrical damage (Reflex save DC 21 for half).

Hardness 5; 40 hp; Size Large; Weight 500 lb.; MR 2; TS 9; Craft DC 35; Price 3,666 gp.
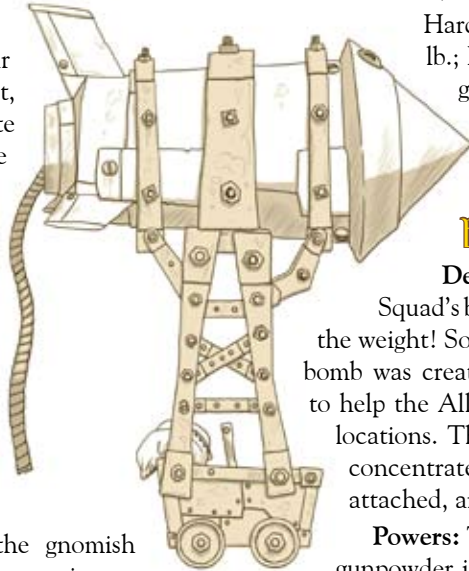
Weapons

Blackbarrel Bomb

Description: The Dwarven Demolition Squad's best friend. Three times the boom at half the weight! Some assembly required. The blackbarrel bomb was created by a dwarven sapper who wanted to help the Alliance storm a castle in three different locations. The bomb consists of three half-kegs of concentrated gunpowder, two gnomish rocket jets attached, and a lighting mechanism.

Powers: The jets spark easily, and concentrated gunpowder is highly volatile, so these components are assembled at the area of destination (Use Technological Device DC 28). Roughly moving the assembled bomb or walking with the components assembled has a chance to malfunction every minute it is handled this way (roll d20 and treat as a malfunction check). The user assembles the bomb in front of its target (usually a gate or wall) and activates the lighting mechanism (Use Technological Device DC 33). Two rounds after activation, two of the kegs detach as the jets propel each in two different directions by 1d10 x 10 feet. Three 10-foot square explosions detonate simultaneously for 3d6 each to anyone caught in the explosions. The damage is bludgeoning damage, ignoring Damage Reduction by a factor of 4. The directions of the two jet-propelled kegs are set at the time of assembly.

Malfunction:
- Roll of 1: Immediate explosion.
- Roll of 2: Both barrels fly in wrong directions.
- Roll of 3: Left barrel flies in wrong direction.
- Roll of 4: Right barrel flies in wrong direction.
- Roll of 5: Lighting mechanism fails.
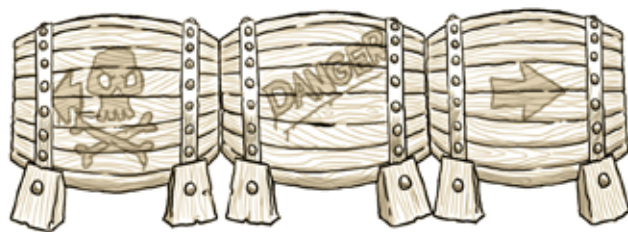
Use d8 to determine wrong direction.
Hardness 5; 10 hp; Size Small; Weight 42 lb.
MR 5; TS 16; Craft DC 31; Price 752 gp.

Dwarven Hand Cannon

Description: Dwarves say that when they thought of the first gun, they were envisioning the dwarven hand cannon. A double-barreled boomstick measuring three and a half feet long, the dwarven hand cannon must be held with two hands by a Medium-sized creature.

Operation: The dwarven hand cannon uses boom balls, but due to the construction of the gun, each ball does 10d6 damage. As the hand cannon is a tech-modified double-barreled gun, both barrels can be fired simultaneously for 11d6 damage. The power of a double-barrel shot produces a lot of kickback however, which inflicts a –2 penalty to the attack roll from the recoil.

Further, if the gun is loaded with imbued gunpowder, there is a 50% chance that some of the imbued gunpowder sticks to the boom ball, setting it on fire. When this happens, the boom ball does an additional 3d6 fire damage (4d6 fire damage if both barrels are fired).

Reloading each barrel is a full-round action and its range increment is 50 feet. Otherwise, it functions as a basic boomstick.

Fuel: The size of the dwarven hand cannon requires two ounces of imbued gunpowder to fire each barrel. To fire both barrels simultaneously requires four ounces of imbued gunpowder.

Ammunition: The dwarven hand cannon uses boom balls for the boomstick (see **WoW RPG,** Chapter 11: Technological Devices, "Sample Technological Devices").

Malfunction: as per the malfunction chart (see **WoW RPG,** Table 11–3: Malfunction Effects).

Hardness 5; 20 hp; Size Medium (weapon category: exotic (firearm), two-handed, ranged); Weight 25 lb.; MR 1; TS 25; Craft DC 45 (must have Craft Tech Mod Feat); Price 14,750 gp.

Garrote, Locking

Description: This wire garrote has two handles and a locking mechanism that, once engaged by the attacker, is frustratingly difficult for the victim to hope to release. The attacker is thus free to step away while the victim slowly suffocates.

Operation: This follows the same rules for a normal wire garrote (see Chapter 2: Class Options, "Equipment," New Weapons), except that it has a Malfunction that may come into play anytime a roll is made for the initial attack, and for opposed grapple rolls to strangle an opponent. As with a regular wire garrote, it deals 1d8 slashing damage (for a Medium-sized attacker) each round, with a critical on 19–20 (x3).

Once the user has successfully made an attack and has beaten the victim in an opposed grapple check, he can link the handles together and engage the lock as a free action. He can then step away, leaving the victim grappled, and any attempt by the victim to get free is against the attacker's last grapple roll. Due to the barbs on the garrote, the victim will continue to take 1d8 slashing damage each round she struggles to get free. Even if she manages to stop struggling, she is still subject to eventual suffocation.

Freeing the victim requires a Disable Device check (DC 25), and unless the victim is held still or unconscious, the would-be rescuer suffers a –5 penalty due to the victim's thrashing about. If the victim tries to free herself using Disable Device, she suffers a –5 penalty because she's not in a position to see what she's doing. Taking 10 or 20 on the roll is not permitted (unless the victim is already dead.)
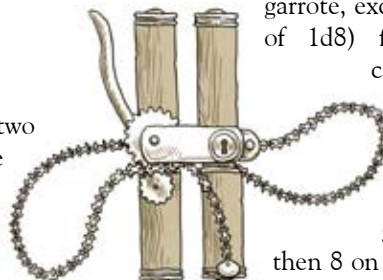
Malfunction: The locking mechanism breaks, releasing the tension on the wire. It may still be used as an ordinary wire garrote, however.

Hardness 10; 3 hp; Size Tiny (weapon category: exotic (garrote), two-handed, melee); Weight 3 lb.; MR 1; TS 3; Craft DC 13; Price 185 gp.

Garrote, Ratchet

Description: This nasty invention has seen considerable action in "disputes" between goblin inventors and merchants, and thus its name not only describes its mechanical feature, but also one of the goblin cities where it sees a lot of use. It functions exactly like a locking garrote, except that its ratcheting mechanism tends to tighten its grip on its victim.

Operation: This functions exactly as a locking garrote, except it deals 2d6 damage (instead of 1d8) for every round the attacker continues to throttle his opponent with this weapon, and he only uses the highest of his attack rolls every round. For example, if he gets a total of 16 on his grapple check the first round, and then 8 on the next, he uses the 16 instead.

Critical damage is only applied on the same round that a natural 19 or 20 is rolled, however, though the result is still kept for purposes of opposing the victim's opposed grappling checks.

Furthermore, even when the attacker has left the victim alone with the device, if the victim or a would-be rescuer fails the Disable Device check (DC 25) to open the lock by 5 or more, the victim takes 2d6 slashing damage from the garrote, even if the victim isn't struggling.

Malfunction: The locking mechanism breaks, releasing the tension on the wire. It may still be used as an ordinary wire garrote, however.

Hardness 10; 3 hp; Size Tiny (weapon category: exotic (garrote), two-handed, melee); Weight 3 lb.; MR 1; TS 6; Craft DC 16; Price 480 gp.

Jikk Nackles's Shacklegun

Description: The first invention of Jikk Nackles for which his workshop received his namesake. Jikk created the gun to be competitive with the gnomish net-o-matic. The gun is quite popular in Dustwallow Marsh where vegetation interferes with the net-o-matic projector (though in more open areas, like the Barrens, the net-o-matic projector makes more sense).
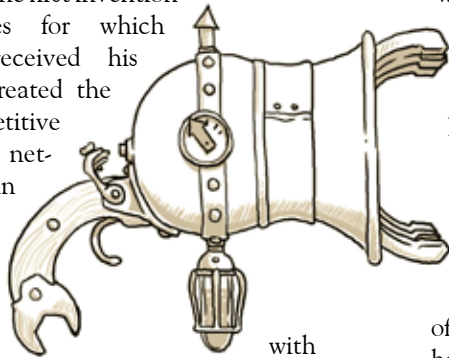
Operation: When fired, a set of shackles comes spinning out of the gun towards the target's legs. The operator must make a successful ranged touch attack at the target's legs. If the target is running, the attack is made at –4. On a successful hit, the shackles have locked around one of the target's legs. Unless he makes a successful Reflex save (DC 15 + operator's attack bonus), the second shackle locks upon another leg and the target is entangled (–2 to attack, –4 Agy, 1/2 speed, cannot charge or run). If the target has no legs, the shackles are useless upon a hit. The shackles do not inflict any damage.

A shackled creature can slip through the shackles with a DC 35 Escape Artist check (full-round action). As the shackles were designed for the ankles of a Medium creature, Small creatures receive a +4 bonus and Large creatures receive a –4 penalty to the check. Alternately, the creature can break the chains through a DC 28 Strength check (full-round action) or via an attack (hardness 10, hp 10). The shacklegun's range increment is 50 feet, but the shackles are heavy enough that the gun can only fire up to two range increments (i.e., 100 feet).

Fuel: The shacklegun uses 1 vial of phlogiston for up to 10 shots.

Ammunition: The shacklegun holds up to 5 shackles. Shackles are specially designed for the gun and are the equivalent of masterwork manacles (see **World of Warcraft Role Playing Game,** p. 195).

Malfunction: The phlogiston unit explodes, dealing 3d6 damage to the wielder.

Hardness 3; 5 hp; Size Tiny (weapon category: exotic (firearm), two-handed, ranged); Weight 20 lb.; MR 1; TS 7; Craft DC 27; Price 1,400 gp.

Jikk Nackles's Shacklegun Prototype

Description: Jikk's prototype for the shacklegun is essentially the same with a few enhancements. First, the gun actually spins the shackles hard enough that they do 1d6 damage. Second, the gun has a divine +2 bonus to attack and damage (thanks to a trade Jikk made with a nomadic shaman who needed a lot of stickvine mortar).

Hardness 3; 7 hp; Size Tiny (weapon category: exotic (firearm), two-handed, ranged); Weight 20 lb.; MR 1; TS 7; Craft DC 27; Price 10,030 gp.

Shoni's Disarming Tool

Description: Shoni the Shilent was a gnomish rogue who made it her business to know the engineering world. But survival in the irradiated halls of Gnomeregan didn't give her enough time to change hats and switch between combat and crafting. So, she created a wrench that also functions as a weapon. By adding a sliding weight within the handle and a moving head, she was able to give the tool an edge in disarming.
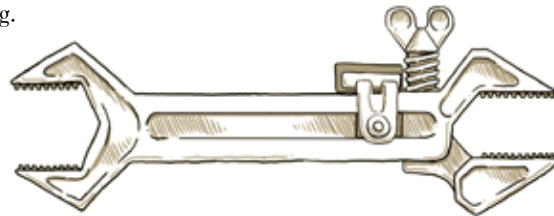
Powers: Shoni's Disarming Tool functions as a masterwork club. If the user chooses to perform the disarm action, the wrench can automatically lock onto a target's arm, giving the user a +8 circumstance bonus to disarm attempts. In non-combat situations, the wrench provides a +2 circumstance bonus to Craft (technological device) checks.

Fuel: None.

Malfunction: The disarming function locks until it is repaired. The device still functions as a masterwork club.

Hardness 3; 5 hp; Size Small (weapon category: simple, one-handed, melee); Weight 8 lb.; MR 1; TS 4; Craft DC 19; Price 755 gp.

Steam Grenade

Description: The steam grenade is a simplified phlogiston steam boiler designed to deactivate any explosive with a fuse. The grenade is so effective it has been nicknamed the "goblin's pink slip". A button sits on the top of the cylindrical encasement which measures about half a foot long.

Powers: The steam grenade is activated by pulling a tab, which opens a valve so that steam pressure builds up in the grenade. Like a regular grenade, the grenade is thrown towards a target. When it explodes, a steam mist sprays into the room in a 10 foot radius. Steam from the exploding grenade only does 1d6 fire damage to all living creatures caught in the explosion, but the steam extinguishes all lit fuses in the area. All unlit fuses must make a DC 15 Reflex save or become soaked so they are useless for the next eight hours. Exposed gunpowder becomes immediately useless. The grenade is a single-use item.

Fuel: 1 vial of phlogiston gas per grenade.

Malfunction: Grenade fails to detonate.

Hardness 1; 3 hp; Size Diminutive; Weight 1 lb.; MR 2; TS 8; Craft DC 23; Price 215 gp.
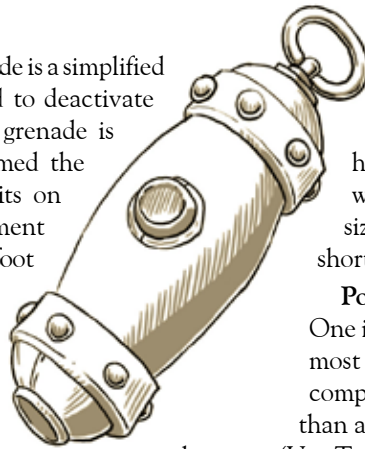
The Big One

Description: Of the more powerful explosive devices, few raise as many hairs as The Big One. A big enough boom to keep high level sappers in business coupled with a wide-radius concussive property, this cantaloupe-sized bomb measures a foot in diameter and has a short fuse.

Powers: Like a normal grenade bomb, The Big One is activated via lighting a fuse and throwing. Like most high-level explosives, The Big One uses unstable components, so priming it needs a more careful touch than a regular grenade before it is thrown or launched (Use Tech Device DC 30). Upon impact, The Big One does 7d6 fire damage to all those in a 15-foot blast radius. All those within the blast radius must also make a Fortitude save (DC 25) or be dazed for 1 round. Otherwise, it functions as a normal grenade bomb.

The Big One should be considered a goblin device for the purposes of the Goblin Engineering Specialist feat.

Malfunction: Grenade detonates immediately, centered on user.

Hardness 1; 3 hp; Size Diminutive; Weight 5 lb.; MR 1; TS 15; Craft DC 30; Price 879 gp.
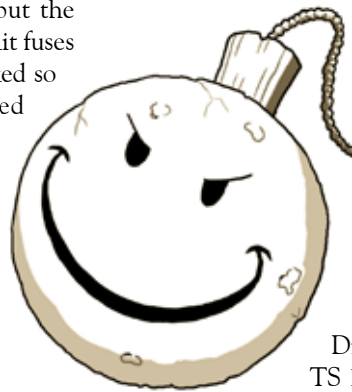
The Call of the Nether

"The Call of the Nether" is a **World of Warcraft RPG** adventure designed for four 8th-level Alliance or Independent heroes. There are no particular race or class requirements, though it would be useful to have at least one character with good people skills. Boxed text is meant to be read aloud or paraphrased to the players.

The action takes place in the town of Darkshire, Duskwood, and around the edge of the Blasted Lands. The adventure involves an investigation leading to warlocks, demons, and their associated followers.

Adventure Background

The town of Darkshire has fallen on hard times of late. Farmsteads that once were full of vitality and surrounded by verdant fields now lie lifeless and empty under a veil of darkness. Abandoned by Stormwind and surrounded by rising evil, Darkshire Council is split between those who believe that further requests to Stormwind for aid are required, and those who believe that another solution must be found. Ragnar Samael belongs to the latter group.

Ragnar has become disillusioned with Stormwind and the rest of the Alliance and has been busy finding alternative sources of power. Desperate to keep the Samael family name strong in Darkshire, he has thrown in his lot with the Burning Legion and has set up a small cell of cultists worshipping Razelikh the Defiler, lord of the Blasted Lands. With the guidance of Razelikh's servants they have occupied a small cave system and have been busy searching for magical artifacts that were buried there many years ago. The change in Ragnar's behavior has not gone completely unnoticed and a couple of his rival councilors have started to try and pry into his affairs, leaving him paranoid and suspicious.

Meanwhile, oblivious to her father's machinations, Ragnar's daughter Gabriel has been feeling his lack of attention. Her latest attempt to push acceptable boundaries and grab his attention has been to start dating a local young scoundrel by the name of Orson, and they now believe themselves deeply in love. Unsurprisingly, Ragnar takes a very dim view of this uncultured commoner and has demanded they not see each other again.

Adventure Synopsis

The heroes are hired by Ragnar to investigate the kidnapping of his daughter Gabriel. He believes one of the rival families on the council has discovered his secrets and kidnapped her for use as a bargaining tool. In fact, Gabriel and her lover Orson faked her kidnapping so that Orson could then ride back into town a few days

People of Interest

These are people of Darkshire who the heroes may meet or hear about:

• **Ragnar Samael.** Ragnar is a well cultured, rich and important man, and is used to being treated as such. He has short dark hair, a trimmed moustache and goatee, and piercing eyes. He wears simple but well tailored clothes and walks with a slight limp, for which he carries a gem-topped cane that appears to have been carved from bone ivory. (GM Note: His cane acts as a *wand of nondetection*, CL 8th, which he casts at the start of every day.)

• **Gabriel Samael.** Gabriel is Ragnar's daughter, the object of the heroes' mission. She is just about to turn 18, slim with long black hair. She's beautiful and she knows it, and she's used to getting what she wants.

• **Henderson, Ragnar's butler.** He is rake thin with a narrow black goatee, the epitome of politeness and tact.

• **Orson, Gabriel's boyfriend.** He is in his early twenties, with blonde hair and a square jaw. He's graceful in his movements but rather plain in his speech.

• **The Hahlgrim family.** The Hahlgrims came into their money via adventuring great-great uncles, who amassed a wealth of treasure from plundered orc territories and then retired here. Some of the men in the family continue the tradition, and those who survive tend to contribute handily to the coffers. There are rumors that they have deals with all kinds of magical or otherworldly creatures, and their martial and magical prowess intimidates many. The Hahlgrims are run by Rurik, the head of the family.

• **The Petersen family.** The Petersens are merchants at heart, and have been known to dabble in some shady deals now and again. They were here when the town was first started and used to have majority control, only in the last generation have they lost out to other councilors. They're very bitter about this and the rumors say that they've paid for more than one person to be "removed" from their path before now. The Petersen family is run by consensus of three siblings (two sisters, Jaina and Ammi, and one brother, Stalvan, who is a councilor on Darkshire Council).

later as her heroic rescuer, winning Ragnar's approval.

Unfortunately for them, the family cabin in which they were planning to hide was built specifically to be nearby the caves inhabited by Ragnar's cultists, and on their way there they're captured. Orson escapes and makes it back to town in time to be found and caught by the heroes, and after getting the new story the heroes must set off to rescue Gabriel.

After fighting through the cave system the heroes discover that Ragnar is the brains behind the operation and must return to Darkshire to prevent him from carrying out a powerful ritual.

Adapting the Adventure

The start of "The Call of the Nether" has a focus on talking and investigation. If your players are more focused just on the combat aspects of the game, then Section 1 could be skipped and the heroes could be hired directly by Orson to get Gabriel back for him.

For the Heroes

The adventure begins in Duskwood, in the town of Darkshire. The heroes could be in the area for any number of reasons, including the following:

• Protecting a supply caravan between Darkshire and Nethergarde Keep.

• Hunting the necromancer Morbent Fel.

• Helping the Night Watch defend Darkshire.

• Recovering an item or person from the Vul'Gol ogres.

• Exploring Raven Hill and its cemetery.

In any of these cases they may be contacted by Mayor Ebonlocke who will ask them to help his friend on the Darkshire Council. Alternatively, the heroes may have traveled to Darkshire just for this; Ragnar has put up posters outside the Duskwood area to recruit skilled adventurers. In fact, he's specifically after people who aren't from Darkshire to ensure they're not working for one of the rival councilors.

The adventure starts with the heroes gathered outside the walls of Ragnar's mansion, waiting to be let in.

Section 1: Ragnar Samael's Mansion

An 8-foot-tall pale stone wall marks the arrival at Ragnar's mansion, screening the interior from passers by. The mansion stands in the back right of the grounds at the end of a winding drive; on the left is a small stable. As you walk closer you can see large arched windows and coat of arms engraved above the front door. You're watched attentively by a couple of fierce-looking dogs at the side of the house.

At the door you're greeted by a man who introduces himself as Henderson, the butler. Inside, the mansion screams of luxury; high sculpted ceilings, expensive furniture, thick rugs on polished stone floors, and a wide flowing staircase leading upstairs. Henderson leads you to a lounge, and after asking you to make yourselves comfortable he leaves to inform Ragnar of your arrival.

Area 1: Introduction

Give the heroes a minute or two to get settled and become introduced to each other if they're meeting for the first time, and then introduce Ragnar. He greets everyone cordially and then gives his speech:

"I am a politician of some standing in this town, member of the Darkshire Council and friend to Mayor Ebonlocke. A very important ceremony in my family is coming up; in two weeks my daughter Gabriel turns 18, and when that occurs she will be inaugurated into the council to continue my duties when I retire. However, there are a couple of other old families with whom the Samaels have been feuding for generations, who would be willing to break our position at any cost. They are not nice people, believe me. Not to bore you with the political intricacies of this matter, but if she is not present at the ceremony on that day then our place on the council is forfeit, and they make take it in our stead.

This is where I come to the reason you are all here. Five days ago my daughter went missing, and I believe that one of the families kidnapped her in order to take her place. She has always been well protected, so it must have been a professional kidnapper, which is why I don't believe the local guard have either the time or the skill to find her. You do. I will pay you each 30 gold pieces a day plus food and lodgings, with a final payment of 600 gold pieces if you recover her, alive. What say you?"

A DC 22 Diplomacy check can improve the offer to 40 gp/day. Assuming the heroes accept, Ragnar will go into the details.

Gabriel disappeared from her room sometime in the morning five days ago. A note was discovered on her dressing table just before lunch by Henderson. The note is written in goblin and claims that a gang of goblins now have Gabriel captive and want money. It doesn't say how much, just that they will be contacted again soon.

Anyone who speaks goblin can make a DC 12 Decipher Script or Forgery check to notice the language in the note is somewhat unusual. It seems like it was written by someone who may know basic goblin but doesn't know

the language properly, as if it's been copied from books. There are a number of people in the town who could also make this discovery if the heroes want to get the note looked at. (GM Note: This is because Orson wrote the note as part of the fake kidnapping.)

Ragnar thinks that if it was goblins who took her that they must be working for a bigger enemy. He has been investigating the background of both the Hahlgrims and Petersens in the constant political battle to stay on top, and says he's already had an anonymous threat to his family if he doesn't stop. Both families have opposing views to the Samaels, believing that Darkshire needs to work with Stormwind to ensure the town's survival. He believes one of the families must have employed the kidnappers.

However, there is another complication; Orson, Gabriel's boyfriend, has also not been seen since she disappeared, and he was definitely not with her in the mansion at the time. Ragnar believes that Orson may have been a spy for one of the rival families all along, and that his inside information is what made the kidnapping possible. He suggests that the heroes check out a bar called The Enchanted Grove, an upmarket establishment that his daughter and Orson frequented.

Area 2: The Enchanted Grove

> Set in a secluded cul-de-sac, it's easy to know you've found the right place due to the fantastically shaped trees whose branches intertwine around the front of the building. Inside, the walls are wood-paneled and plants are liberally spread along them, creating nooks and secluded seating areas. A permanent *ghost sound* fills the air with the sounds of nature: a babbling stream and songbirds tunefully competing.

Only a handful of patrons are in here tonight; not many can afford it any more. The barman serves a couple of gentlemen at the bar while a waitress carries drinks to tables where couples sit and make quiet conversation. The heroes can spend around an hour in here trying to learn about Gabriel and Orson, allowing two of them to make DC 10 Gather Information checks (take the highest result). They get one piece of information for DC 10, plus one piece for every 5 the check was exceeded by:

• "Yeah, I know them; Gabriel Samael, she's the daughter of the politician right? They were here last week asking how much it would cost to hire this place for an engagement party. Seemed a bit optimistic to me, I can't see her father allowing it."

• "Orson, he's a wild lad for sure. That's what attracted Gabriel to him I bet, rebelling against her father's control and all that. He used to talk about going

round the rougher pubs for thrills, but it might just have been bravado. Haven't seen him in a few days, do you think something's happened to him?"

• "If you're looking for Orson down in that part of town you'll want to get out of those clothes, otherwise you'll be mugged and dumped before you can blink. Haven't been down there myself but I know a couple of places by reputation; you could try 'The Smiling Gnoll' and 'Lothar's.'"

Area 3: The Smiling Gnoll

> A nondescript building from the outside, the worn sign shows a gnoll seated on a chair, head back, with a vicious cut from ear-to-ear forming a bloody smile. The inside is dark and quiet, the air thick with tobacco smoke and heavy with a disgusting, pungent smell which defies identification. A dozen or so drunken men look up at you with open hostility as you enter.

This pub is the drinking house of a local gang, the Blooded Daggers, and they think of it as members-only. Keen-eyed heroes may notice that at the back of the room 4 men stand by a closed door, each dressed in black with bandoliers of daggers and a heavy crossbow. In addition, a DC 20 Search check reveals that many supposed drunks seem to be carrying concealed weapons. There is currently a meeting going on in the back, hence the extra level of security. After these first impressions, a DC 15 Knowledge (local) check will allow an observer to realize who these guys probably are.

The PCs will be strongly encouraged to leave by the barman, who will claim to be all out of beer, just about to shut, or anything else he can think of. If the heroes are persistent the occupants will try and intimidate them into leaving while avoiding any actual fighting, for fear of disturbing the bosses on the other side of the closed door. A show of solidarity by 16 or so armed men should hopefully convince the heroes this is not a battle they should be fighting. If the worst happens, use the statistics provided for the encounter in "Area 4: The Ambush" and try to force a retreat by the heroes. Remember that the Blooded Daggers will just want to drive the heroes out, not kill them, and that the door at the back can open to bring in as many more gang members as you need into the battle. It shouldn't be fair, and the heroes shouldn't be able to win.

Area 4: The Ambush (EL 9)

This encounter can happen any time after the heroes have left The Smiling Gnoll (Area 3), either before or after they visit Lothar's (Area 5). If they ended up fighting the Blooded Daggers in Area 3 then this encounter should be ignored.

> You're approaching a small intersection in these narrow lanes when two men in black step out of an alley in front of you and hail you. As one man speaks the other idly tosses and catches a mean-looking double-edged dagger.
>
> "Greetings friends, my name is Umran Darr. You appear to have missed the signs; this is Daggers land you're on now. You owe us 120 gold in trespass fees."

The two men at the front have more backup around. A DC 27 Spot check reveals a pair of shadowy figures watching from the top of the building above. In addition, a further two men are in alleys behind the heroes.

The road is 15 feet wide. The two rogues on the building are 15 feet up; scaling the walls is a DC 25 Climb check from the front, or there are stairs at the rear.

Umran Darr, 5th-Level Rogue; Male human; CR 5; Medium Humanoid (human); HD 5d6+5, hp 25; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3; Grp +5; Atk/Full Atk +7 melee (1d4+2/19–20, dagger) or +8 ranged (1d4+2/19–20, dagger); SA Backstab +3d6; SQ Improved evasion, trapfinding, uncanny dodge, human traits; AL LE; SV Fort +2, Ref +7, Will +0; Str 14, Agy 16, Sta 12, Int 13, Spt 8, Cha 10.

Languages Spoken: Common and Low Common.

Skills: Balance +11, Climb +10, Diplomacy +8, Escape Artist +11, Intimidate + 8, Sense Motive +7, Spot +7, Stealth +11, Tumble +11.

Feats: Careful Strike, Improved Initiative, Weapon Focus (dagger).

Possessions: +1 studded leather armor, four masterwork daggers, one cure light wounds potion.

Blooded Daggers, 4th-Level Rogues (5); Male human; CR 4; Medium Humanoid (human); HD 4d6, hp 17; Init +5; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +3; Grp +4; Atk/Full Atk +6 melee (1d4+1/19–20, dagger) or +6 ranged (1d4+1/19–20, dagger); SA Backstab +2d6; SQ Evasion, stalk, trapfinding, uncanny dodge, human traits; AL LE; SV Fort +1, Ref +5, Will +1; Str 12, Agy 13, Sta 11, Int 9, Spt 10, Cha 8.

Languages Spoken: Common.

Skills: Balance +8, Climb +8, Intimidate + 6, Sense Motive +7, Spot +7, Stealth +8, Tumble +8.

Feats: Careful Strike, Improved Initiative, Weapon Focus (dagger).

Possessions: Studded leather armor, two masterwork daggers.

Tactics: The two rogues behind the heroes will start to stalk out behind the heroes from alleys 30 feet back. Umran will try and keep the heroes talking for 3 rounds, long enough for the back two to arrive, then he'll signal the attack. The two rogues on the building have improved cover from below, giving +8 AC, +4 Reflex save, improved evasion and +10 on Stealth checks. Once half of the rogues are downed the others will flee.

Area 5: Lothar's

> Every town has a pub like Lothar's; a simple pub for simple pleasures. Lothar's is busy with drunks, heavies and seedy-looking characters. Most occupants are human, though there are a few dwarves, gnomes and goblins in the mix. A big poster behind the bar suggests "Why not try our Special?"

The barman Ankus always offers newcomers the Special, a tankard of ale supposedly brewed to their special recipe. This is an in-joke of the locals; the special is nothing more than the worst dregs of food and drink that can be found behind the bar at the time. It comes in a metal tankard, and is thick & purple, with a slight fizz and a nauseous smell. Anyone trying to chug it must make a DC 20 Fortitude save or be ill for 1d3 minutes. Anyone who tries and succeeds gets a +4 circumstance bonus on Charisma-based skill checks within the pub; failure gives you a –2 penalty.

A DC 12 Gather Information check and 3d6 silver pieces will locate a couple of people who know Orson. The heroes can use DC 15 Diplomacy or Intimidate checks to get information from them; they don't know where he is now, but he'll probably be at The Ring tomorrow lunchtime as they know he's got a bet on. The Ring is a small fighting arena in the middle of town.

Area 6: The Ring

> The Ring is a sturdy stone building whose red domed ceiling towers into the air. Carvings of warriors adorn the walls inside and out. Inside it's almost one huge room, and birds flit around high above you. Large curved banks of seats form a horseshoe around an oval arena in the middle of the building, and small crowds of people are milling around expectantly. A large sign shows today's action to be a "Man vs. Monster" cage bout.

Orson will get here early and via the back entrance, so should be able to avoid the heroes if they turn up to stake the place out. Once the heroes enter and look around, a knot of people will disperse, and anyone who succeeds in a DC 12 Search check notices Orson about 35 feet away. Anyone who makes it needs to immediately make a Bluff check opposed by his Sense Motive (+3). If he succeeds, he notices them and runs; otherwise the

heroes may get a bit closer.

The challenge of the chase will depend a lot on the speed of the heroes and should be tailored so that Orson can be caught. The following obstacles are suggested:

• At the start of the chase Orson may run down a blind alley ending in a 10-foot wall. A wagon near the side can act as a springboard to clear the end of the alley. A DC 15 Jump check is required to clear the wall; if you have no ranks in Jump then you must beat the DC by 5 or land prone. Failure by less than 5 leaves you hanging onto the top. It is a move action and a DC 15 Climb check to pull yourself over the wall. It is a move action and a DC 8 Jump check to grab the top of the wall if the running jump was failed; you must then pull yourself over as already described.

• *Knocking over debris*. Orson can knock over crates or other debris as he runs. This is a DC 12 Strength check as a free action. If he succeeds, the next 10 feet of ground is considered difficult terrain for the pursuers. If he fails it costs him 10 feet of movement.

• *Crowds*. A busy market is always just around the corner. As a free action a DC 20 Intimidate check will allow someone to pass through unscathed, otherwise it is treated as difficult terrain. Finishing your movement in a crowd gives the following modifiers: –2 to attack rolls, Reflex saves and any skills with an armor check penalty. You lose your Agility bonus to AC and must make a DC 10 Concentration check to cast spells in a crowd. You can make a Stealth check as part of movement to hide while in a crowd.

• *One-way street*. Fighting your way the wrong way up a one-way street full of carts and livestock is hard work. Each round you must make a DC 12 Reflex save or be knocked prone, taking 2d6 bludgeoning damage. You can use a move action to brace and give a +4 bonus to this save.

The heroes will probably want to catch Orson alive, but if they should kill him the map he has on him should provide a sufficient link for the heroes to continue. If they capture him alive he will be frantic with fear, assuming the heroes are cultists come to finish him off. He will spill all information he has with the minimum of prompting as he knows he's in way over his head.

Orson and Gabriel believe they've each found their soul mate, and the fact that Ragnar hates him has just increased their determination to be together. They formed a plan for Orson to win Ragnar's trust; they would fake her kidnapping, then go and hide away in a retreat for a few days before Orson returned having "rescued" her, winning Ragnar's eternal approval. But it all went wrong. They didn't plan very well and got lost on the way to the Samael country cabin. When they saw another group of people they thought they'd get help, but instead they were captured and locked up next to a big temple. While all the cultists were involved in a big ritual Orson picked the lock of his cell but broke his

tools in doing so, and had to leave Gabriel there and escape on his own to find help.

They were blindfolded when first taken and he was fumbling in dark passages on the way out, so he can't give them any details of the caves themselves, but he has a map of how to get back to them.

He will plead with the heroes to go and rescue Gabriel for him. If they can recover Gabriel and bring her to Orson instead of Ragnar, he'll pay them 1,000 gp (over Ragnar's 600 gp reward) so he can still ride in as the savior. He'll provide up to 100 gp up front as a gesture of good faith.

Orson, 4th-Level Rogue/2nd-level Aristocrat; Male human; CR 5; Medium Humanoid (human); HD 4d6+2d8, hp 26; Init +1; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +4; Grp +5; Atk/Full Atk +4 melee (1d6 nonlethal, sap); SA Backstab +2d6; SQ Evasion, trapfinding, uncanny dodge, skill mastery (open lock, sleight of hand, tumble, use magical device), human traits; AL CN; SV Fort +1, Ref +5, Will +4; Str 10, Agy 13, Sta 10, Int 12, Spt 10, Cha 16.

Languages Spoken: Common.

Skills: Climb +4, Diplomacy +10, Forgery +8, Jump +5, Open Lock +8, Perform +10, Ride +3, Sense Motive +3, Sleight of Hand +11, Spot +5, Stealth +5, Tumble +8, Use Magic Device +13.

Feats: Combat Reflexes, Dodge, Skilled (Use Magical Device, Sleight of Hand).

Possessions: Padded armor, sap, map to caves, 120 gp.

Ad Hoc XP Award: An XP award equivalent to an equal-CR encounter should be awarded for capturing Orson alive. No XP should be given if he is killed during the chase.

Concluding Section 1

The heroes may believe Orson and take his deal, or they may turn him in to Ragnar. If they take his deal he will lay low in a local inn, The Goblin's Tooth, until they return. If they turn him in to Ragnar then they'll be asked to follow up this lead while Ragnar deals with Orson privately.

Either way, they should set out to the cave system shortly after.

Travel to the Caves

It is a two day trip to the caves marked on Orson's map. Day one will be along existing roads, passing worked fields and homesteads. On day two the heroes must move off the road and into the hills, where the terrain becomes more rugged, with rocky outcrops and frequent wooded areas.

Suggested random encounters are:

• A necromancer and undead servants on the hunt for fresh bodies.

• A night attack by worgen (see **Monster Guide,** Chapter 1: The Dangers of Being a Hero).

• A wandering band of ogres (see **Horde Players Guide,** Chapter 9: Creatures).

Section 2 Dungeon Features

Unless stated otherwise, the cave is made of hard, grey shale. Corridors are roughly 10 feet wide and 12 feet high. Areas 1–5 of the cave are unlit, Areas 6–14 are lit by torches during daytime hours. The caves have an underground water supply and this keeps them cool and slightly damp.

Area 1: Arrival at the Caves (EL 6)

The woods through which you've been walking are slowly dying out, boulders and other rubble becoming more commonplace as you trek slowly uphill. Clearing an outcrop, you suddenly see what must be the cave entrance five or six hundred feet ahead up the hill.

Creatures: At the same time as the heroes approach a hunting party is also returning to the cave at an approximate right angle to the heroes. They start about 300 feet away, and a DC 30 Spot check from either side will spot the other. If no one notices then re-roll at 250 feet (DC 25 Spot check) and again after every 50 feet until someone gets a positive result. If only one side has made their checks then they will get a surprise round.

3rd-Level Hunter (2); Male human; CR 3; Medium Humanoid (human); HD 3d8+6, hp 23; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +4; Atk +4 melee (1d8+1/ x3, battleaxe) or +7 ranged (1d8+1/ x3, mighty composite longbow); Full Atk +4 melee (1d8+1/x3, battleaxe) or +5/+5 ranged (1d8+1/ x3, mighty composite longbow); SA —; SQ Aspect of the monkey, wild empathy, human traits; AL CN; SV Fort +3, Ref +5, Will +1; Str 10, Agy 15, Sta 14, Int 12, Spt 10, Cha 8.

Skills: Heal +6, Jump +7, Listen +6, Spot +6, Stealth +8.

Feats: Endurance, Point Blank Shot, Rapid Shot, Track, Weapon Focus (composite longbow).

Possessions: Masterwork composite longbow (mighty +1), masterwork chain shirt, battleaxe, iron ring with a complex symbol engraved on, torch.

3rd-Level Mage; Male human; CR 3; Medium Humanoid (human); HD 3d6+2, hp 22; Init +1; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +1; Grp +0; Atk/Full Atk +0 melee (1d6–1, quarterstaff); SA Spells; SQ familiar, human traits; AL CE; SV Fort +3, Ref +2, Will +4; Str 8, Agy 12, Sta 14, Int 16, Spt 13, Cha 10.

Skills: Concentration +8, Spellcraft +9, Spot +7.

Feats: Combat Casting, Rapid Reload, Scribe Scroll, Spell Mastery.

Mage Spells (4/3+1/2+1); save DC 13 + spell level:

0 level—*light, mage hand, message, read magic;* 1st—*arcane missile, burning hands;* 2nd—*frost armor, invisibility.*

Possessions: Magister's copper staff (strong transmutation), quarterstaff, wand of resist energy (6 charges, faint abjuration), toad familiar, iron ring with a complex symbol engraved on, torch.

Tactics: All three are much better at ranged combat, so they will hold position or slowly retreat to keep their distance.

Treasure: Two sacks containing a silver statuette (80 gp), ornate gold mirror (400 gp), 260 gp and 80 sp.

Area 2: Cave Entrance (EL 1)

Cut into the stone cliff is a cave opening maybe 30 feet across. Soft sandstone rubble litters the uneven floor. On the left hand wall are signs written in a variety of languages, each saying "*Go Away! You not wanted here! Great Danger! Go away or you be dead real soon!*" Next to the signs hangs a grisly warning— an elven corpse hangs suspended by a rope, gently twisting in the breeze.

A DC 15 Spot check reveals a glint of something round the body's neck. A DC 20 Search check on approach reveals the tripwire 5 feet ahead of the body (see below).

Traps: The hanging body is trapped, and anyone approaching may snap the tripwire, causing a small knife to cut the rope and the body to fall, splitting open and releasing a noxious cloud of burnt barla root.

Hangman's Last Laugh: CR 1, simple mechanical; location trigger (tripwire); repair reset; multiple targets (all targets in a 10-ft. radius of corpse); poison gas (burnt barla root, DC 18 Fortitude save resists, d2 Sta /d4+1 Sta); Search DC 20; Disable Device DC 20.

Treasure: None. The glinting object on the corpse is a shiny but worthless metal necklace.

The Caverns

Scale: 1 square = 5 feet

Area 1　　Area 2

Area 3

Area 4

Area 5

Area 6

Area 7

Area 8

Area 9

Area 10

Area 11

Area 12

Area 13

Area 14

Area 3: River Chamber

> This chamber is about 60 feet wide by 25 feet across at its widest point. It's dominated by a sandy, triangular beach and a slow moving stream that runs through it, about 15 feet across and the same deep. A narrow stone bridge arcs across the river to one side of you to a passage in the far wall.

This room is bare and empty. Anyone actively looking may make a DC 10 Spot check to notice a strange fold in the wall across the river that suggests a vertical crack, a second exit from the room. Note that the heroes will have to find an alternative way to cross the river to get to it; they can't use the bridge.

Area 4: Baths (EL 7)

> Around the edges of this oval room are four statues carved from variegated jade, each depicting a human male in armor. One is in quite good condition, missing only an arm and chunk of head, another is intact up to the chest, the other two are quite badly broken, nothing more than legs amid a pile of rubble. Also in the room are three circular holes a meter or so across. On the far side, rough-cut stairs lead down.

The holes are full of water, 3–6" below the surface. One of them is home to an aggressive Befouled Water Elemental, and its polished brass bracers may be seen floating in one of the pools. If any of the heroes come within 15 feet it will lunge out of the pool and attack.

Creatures: One befouled water elemental.

Befouled Water Elemental; hp 152. See the **Monster Guide** (Chapter 1: The Dangers of Being a Hero) for statistics.

Tactics: The elemental will focus on the hero who first provoked its attack before turning to anyone else. If it feels it is about to be destroyed it will flee back down into the water with its *vortex* ability.

Area 5: Temple Entrance

> Blocking what appears to be a passageway is a wall of solid dull metal, covered with a pattern of complex lines. There is no immediately obvious way around it.

This is a magical wall created by one of Razelikh's servants for Ragnar. The wall is about a foot thick (hardness 12, hp 350, break DC 50). Anyone wearing an *iron ring with a complex symbol engraved on it*, as found on the cultists in Area 1, the necromancer in Area 6 or Dorf in Area 7 can pass through the wall as if it wasn't

there. If the heroes don't make the connection, a DC 15 Int check can help them remember seeing a similar complex pattern somewhere else recently.

Area 6: Orc Quarters (EL 10)

This room is reached by a wide 15 foot corridor. The room is large, about 45 feet square, and is obviously living quarters—there are 8 beds. 2 of the beds have orcs lounging on them, weapons propped up by the side, while a third orc is in low conversation with a human wrapped in a black cloak. If anyone is spying and speaks orcish they are discussing the fact that Dorf is angry that the others are not yet back, and that maybe the man shouldn't interrupt him yet.

In the ceiling there is a narrow hole a few inches wide. Shining a light close to it will show it goes up a foot or so and it looks like something is blocking the other end. This is the communication hole between the orcs and their leader, Dorf, who has it covered at his end Area 7.

Traps: There is a spiked pit trap covering 10 feet of the 15-foot corridor in front of the room. Add +5 to the Reflex save if the victim is charging or running.

Spiked Pit Trap: CR 2; mechanical; location trigger; automatic reset; 20 Reflex save avoids; 10 ft. deep (d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15.

Getting out of the pit trap in a stressful situation (such as combat) requires a DC 8 Jump check (move action) to grab edge followed by a DC 15 Climb check (move action) to pull yourself out. Another person can aid you in the Climb check by pulling you out (+2 + his Str modifier to your Climb check, standard action that provokes attacks of opportunity).

Creatures: Currently in the room are three orc barbarians and a human necromancer.

6th-Level Orc Barbarians (3); Male orc; CR 6; Medium Humanoid (orc); HD 6d12+18, hp 63; Init +1; Spd 40 ft.; AC 16, touch 15, flat-footed 11; Base Atk +6/+1; Grp +9; Atk +11 melee (1d10+4/ 19–20, heavy flail); Full Atk +11/+6 melee (1d10+4/ 19–20, heavy flail); SA Rage 3/day, +1 racial bonus on attacks vs. humans; SQ Fast movement +10 ft., illiteracy, improved uncanny dodge, low-light vision, trap sense +2, uncanny dodge, orc traits; AL CE; SV Fort +8, Ref +3, Will +3; Str 16, Agy 12, Sta 16, Int 8, Spt 13, Cha 8.

Skills: Climb +8, Intimidate +6, Jump +10, Listen +6, Survival +6.

Feats: Improved Bull Rush, Power Attack, Weapon Focus (heavy flail).

Possessions: Chainmail, masterwork heavy flail, heavy mace, potion of cure moderate wounds.

6th-Level Necromancer; Male human; CR 6; Medium Humanoid (human); HD 6d6+12, hp 36; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14;

Base Atk +3; Grp +2; Atk/Full Atk +2 melee (1d4–1, dagger); SA Death touch, spells; SQ Death resistance, spell resistance 13, human traits; AL NE; SV Fort +5, Ref +4, Will +7; Str 8, Agy 13, Sta 14, Int 16, Spt 12, Cha 10.

Skills: Bluff +9, Concentration +11, Disguise +9, Knowledge (planes) +12, Spellcraft +12.

Feats: Combat Casting, Combat Expertise, Scribe Scroll, Silent Spell, Spell Focus (necromancy), Spell Mastery.

Spells (4/5+1/4+1/3+1); save DC 13 + spell level +1 for necromancy:

0 level—*detect magic, read magic, touch of fatigue;* 1st—*cause fear, implant carrion beetle, silent image, summon undead I;* 2nd—*cripple, frost armor (cast), invisibility, touch of idiocy, unholy frenzy;* 3rd—*death coil, dispel magic, frost nova.*

Possessions: Dagger, *runed bracers (spell resistance 13, moderate abjuration), cloak of resistance +1 (faint abjuration),* iron ring with a complex symbol engraved on.

Tactics: As soon as combat starts they will call upwards to alert Dorf, their leader. He will take 4 rounds to reach the combat from his room in Area 7. The necromancer will cast *darkness* over the entrance as soon as possible to hide the room from anyone holding back in the passageway, and also to hide the pit trap from anyone charging in. The orcs will charge anyone who comes in and if possible try and bull rush them backwards into the pit.

Treasure: Anything of value is on them. A cupboard holds salted meat, grains and other store foods. 2 large barrels in one corner hold water and ale.

Area 7: Dorf's Quarters (EL 10)

The tunnel ends, unusually, in a large metal bound door, grimy and battered but still looking sturdy enough.

The door has a handle and no lock. Inside is a small room with rough furniture: a bed, table and chair, wardrobe and chest. Dorf, the orc leader, lives here.

If Area 6 is encountered first, then Dorf will join the fight there and the door will be left open. If this area is discovered first then Dorf will be sitting on the chair, sharpening his sword.

Creatures:

Dorf, Elite 7th-Level Orc Warrior; Male orc; CR 10; Medium Humanoid (orc); HD 7d10+28, hp 284; Init +5; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +7/+2; Grp +11; Atk +13 melee (1d10+7/ 19–20, bastard sword) + 1/4 dmg/round for d6 rds; Full Atk +13/+8 melee (1d10+7/ 19–20, bastard sword) + 1/4

dmg/round for d6 rds; SA Battle rage 1/day, +1 racial bonus on attacks vs. humans, reckless attack; SQ Low-light vision, orc traits; AL CE; SV Fort +11, Ref +5, Will +5; Str 18, Agy 12, Sta 18, Int 11, Spt 12, Cha 10.

Skills: Climb +14, Intimidate +10, Jump +14, Knowledge (tactics) +10.

Feats: Blind-Fight, Exotic Weapon Proficiency (bastard sword), Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Reckless Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 corrupting bastard sword, +1 heavy steel shield, +1 banded mail, potion of cure serious wounds, iron ring with a complex symbol engraved on it.

Tactics: Dorf will always try and engage the strongest fighter in an opposing group to try and impose himself on the enemy. He will start with standard attacks, but if he hits he will start using his Reckless Attack feat more and more.

Treasure: Under his mattress is a pouch of assorted semi-precious gemstones worth a total of 400 gp. In the chest and wardrobe are some wet-weather furs, a suit of leather clothing and four javelins.

Area 8: Temple (EL 11)

The corridor widens at the end to accommodate a huge set of wooden doors, each door 10 feet wide and 20 feet high.

The flickering flames from a dozen torches light up a cavernous temple in sharp relief, jagged columns of rock supporting the dark ceiling above you. The air is thick and heady with incense. At one side the floor raises up in a series of waist high steps, finishing in a podium dominated by an altar in front of a massive wall hanging depicting a snarling, winged demon. As you enter, the deep chanting that echoed around the room slowly dies away as figures turn to look at you.

Anyone making a DC 18 Knowledge (planes) check will recognize the demon depicted in the wall hanging as Razelikh the Defiler, lord of the Blasted Lands. The altar is crusted with dried blood that trails all the way down the steps to the floor. Nearest the door a man and woman in dark blue robes are conversing. Further back by the altar stand two imposing figures, the first in full plate, his open helm revealing a dark, scarred face; the second a two-headed ogre with deep blue skin.

Traps: There are no traps, but upon entering the temple the aura of evil surrounding it acts as a *bane* spell on the heroes as long as they remain in the room, though a DC 15 Will save negates.

Creatures: Gavok and Elena are two human cultists on ground level. By the altar stand Nerrak the temple

CHAPTER SEVEN: ADVENTURES

commander (a fel orc), and Ozzy (an ogre mage). Nerrak's battle shaman variant class and ogre mages are described in the **Horde Player's Guide** (Chapter 2: Class Options, and Chapter 9: Creatures), modified by new material in this book.

Gavok and Elena, 3rd-Level Hunters; See Area 1: Arrival at the caves, for statistics.

Nerrak, 9th-Level Fel Orc Battle Shaman; Male orc; CR 10; Medium Humanoid (orc); HD 9d8+27, hp 71; Init +0; Spd 20 ft.; AC 20, touch 11, flat-footed 20; Base Atk +9/+4; Grp +11; Atk +12 melee (2d6+4+1d6 fel/ 19–20, greatsword) or +20 disarm; Full Atk +12/+7 melee (2d6+4+1d6 fel/ 19–20, greatsword) or +20/+15 disarm; SA Battle rage 1/day, elemental combat (fire), +1 racial bonus on attacks vs. humans, fel strike; SQ Ferocity, ghost wolf, low-light vision, orc traits; AL CE; SV Fort +9, Ref +3, Will +8; Str 14, Agy 10, Sta 16, Int 13, Spt 14, Cha 6.

Skills: Concentration +15, Heal +8, Knowledge (arcana) +9, Knowledge (religion) +9, Listen +10, Spellcraft +15, Survival +8.

Feats: Battle Shout, Combat Expertise, Demoralizing Shout, Improved Disarm, Inner Rage, Spell Focus (necromancy).

Spells (5/2+1/1+1/); save DC 12 + spell level +1 necromancy: Nerrak's Spirit score and his ranks in Spellcraft allow him to prepare 8 spells per level. He favors the following spells:

0-level—*cure minor wounds, detect magic, resistance;* 1st—*doom, earth shock, lesser inner fire, stasis trap;* 2nd—*blindness/deafness, bull's strength, call of the spirits, cure moderate wounds, flame shock.*

Domain: Elements; Spells: 1st—*lesser lightning guardians;* 2nd—*fog cloud.*

Possessions: +1 full plate, +1 greatsword, +1 ring of protection, iron ring with a complex symbol engraved on it, key ring with a few heavy keys.

Ozzy, Ogre Mage 4th-Level Warlock; CR 8; Large Monstrous Humanoid (ogre); HD 4d8+4d6+16, hp 52; Init –1; Spd 30 ft.; AC 17, touch 8, flat-footed 7; Base Atk +6/+1; Grp +15; Atk +10 melee (2d8+7, greatclub); Full Atk +10/+5 melee (2d8+7, greatclub); SA —; SQ Darkvision 60 ft., fel companion, low-light vision; AL LE; SV Fort +4, Ref +4, Will +9; Str 21, Agy 8, Sta 15, Int 15, Spt 12, Cha 11.

Skills: Concentration +8, Knowledge (arcana) +15, Spellcraft +15, Spot + 7.

Feats: Combat Casting, Dodge, Silent Spell, Spell Focus (evocation).

Spells (4/4+1/2+1); save DC 12 + spell level +1 evocation: Ozzy's Intellect score and his ranks in Spellcraft allow him to prepare 9 spells per level. He favors the following spells:

0-level—*acid splash, detect magic, ghost sound;* 1st—*corruption, immolate (lesser), mana shield, silent image;*

2nd—*invisibility, orb of annihilation, searing pain (lesser), see invisibility, summon monster II, touch of idiocy.*

Possessions: headband of intellect+2, Large *mithril* chain shirt, Large greatclub, iron ring with a complex symbol engraved on it.

Imp, fel companion for Ozzy (improved to 4 HD). See the **Monster Guide** (Chapter 1: The Dangers of Being a Hero) for statistics.

Tactics: Nerrak and Ozzy work well as a team; Nerrak will target melee combatants and will try and disarm them, while Ozzy will target any spellcasters. Ozzy knows that he's strong physically compared to most other casters, so he isn't afraid to move in at close range and try and force the enemy casters to retreat from him.

Area 9: Jail

A narrow corridor opens into a small area with 3 heavy solid metal doors (DC 30 Open Lock, break DC 28, hardness 10, hp 60). Each has a covered grille at head height. The first two cells are empty; the third contains Gabriel, Ragnar's daughter.

Gabriel is a beautiful young woman with long raven-black hair and she still manages somehow to retain a regal appearance amidst the straw and dirt of her cell. She should come across as quite arrogant, and will try to assume command of the party at once, expecting total obedience from the heroes. If the heroes haven't yet explored further into the cultists' quarters Gabriel will order them to continue the search for evidence leading to the identities of these evil people.

Ad Hoc XP Award: An XP award equivalent to an equal-CR encounter should be awarded for discovering Gabriel and releasing her from her cell.

Area 10: Training Room (EL 8)

> This room keeps the high ceilings of the temple before it and is well lit by a number of torches. At the far end a number of men are practicing their weapons training against some wooden dummies, and turn as you enter.

This is a general-purpose recreation room for the cultists. Chalk patterns on the floor suggest some sort of gambling game; there is also a table with chairs and dice, and a number of open barrels and crates containing dried food, arrows, rope, wet weather gear, etc.

Creatures: Six armed cultists. Use the statistics provided in Area 1: Arrival at the caves.

Tactics: Half of the cultists will move to engage in hand-t0-hand, the other half will spread out at the back and use missile fire against any spellcasters.

Area 11: Latrine

A small tunnel with a rather bad smell that gets worse towards the corner. At the end a long narrow hole in the ground leads to the running river below.

Area 12: General Living Quarters

Another large room, this one strewn with bits and pieces of sleeping gear and clothes. It's obviously pretty tight and cozy, and going by the stale odors not too pleasant.

Treasure: Searching the sleeping bags will net the following: 300 gp, 80 sp, and assorted jewelry worth 225 gp.

Area 13: Special living quarters

These are the rooms of Ozzy (left) and Nerrak (right). Both rooms have bound wooden doors, which are closed but unlocked.

Nerrak's room has a bed, desk, a couple of large trunks and a rack with a second greatsword, a longsword, and breastplate armor. A rough-carved wooden dragon figurine (no value) sits by the bed. He appears to lead a spartan, warrior's life.

In contrast, Ozzy's room is a mess. One corner is taken up by a pile of furs and skins he uses as a bed. The ceiling and walls are covered in thick purple drapes that billow downwards, while the floor has a thick woven rug. A large wardrobe holds a number of plush non-magical robes and traveling gear. A table holds a large pitcher of water and a bottle of Old Riptide, extra-strong ogre spirits.

There is a secret door in Ozzy's quarters that can be found with a DC 25 Search check. It is a trapdoor under the thick woven rug. It leads 6 feet down to a narrow crawlspace leading to Area 14.

Treasure: In Nerrak's room there is nothing of interest apart from a journal in his desk (see sidebar).

In Ozzy's room, in addition to the secret door mentioned above, a DC 30 search check will reveal a small key lodged at the back of the wardrobe. This opens the chest in Area 14.

Area 14: Secret Room (EL 6)

This small 15 foot room is decked out in the same purple drapery and rugs as Ozzy's main room. Against the wall is a long low chest. In the centre of the room is a pressure plate which activates the spiked pendulum trap.

The chest is made of wood with metal rivets and is locked (DC 30 Open Lock, break DC 23 hardness 5, hp 18). The key is hidden in Ozzy's room.

Traps: Around the chest is a pressure plate. When activated, there's strange movement in the drapes to one side, as a pendulum of stakes comes flying down

from the ceiling.

Spiked Pendulum: CR 6; mechanical; location trigger; repair reset; Atk +20 melee (6d6, spikes); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 24; Disable Device DC 20.

Treasure: Grimoire of Souls (strong, indeterminate aura), healers kit, 2 thunderstones, silver comb with jewels inset (250 gp), pouch of 3 pearls (300 gp), and 13,200 gp.

Concluding Section 2

The heroes should rescue Gabriel and uncover the evidence leading to Ragnar's involvement in the cultists' plot. They should return to Darkshire quickly in order to confront him.

Section 3: Return to Darkshire

The heroes should end up investigating Ragnar's house, which is the main focus of this final section, but they may try other avenues of approach before that happens.

Meeting Orson

If the heroes agreed to Orson's deal in Section 1 then they may meet him at The Goblin's Tooth Inn first. When he's told (by the heroes or Gabriel) of Ragnar's involvement in the cult then he will insist on taking Gabriel away somewhere safe while the heroes sort it out. He'll pay the heroes their promised fee upon request.

If Orson was turned in to Ragnar by the heroes, his body was found in an alleyway in the rougher side of town a day or two ago. Currently it's being blamed on the Blooded Daggers gang.

Nerrak's Journal

A skim-reading of the journal suggests that the cultists have been here for around 6 months. They were guided to the caves by a warlock named Lady Sevine, guardian of the Altar of Storms. They've been looking for a number of items lost and buried down here, the aim being to replicate the basic function of the Altar of Storms. There's no mention of what the altar does; anyone making a successful DC 15 Knowledge (history) check will know Gul'Dan of the Horde created them; a DC 20 check reveals that they were used to channel demonic energy into ogres to turn them into powerful ogre magi.

The journal also reveals that the cultists are being bankrolled by a man named Ragnar Samael, who has made an unspecified deal with Razelikh the Defiler. The last of the major artifacts were sent off to him a few days ago.

Informing the authorities

The heroes may try and bring the authorities into the action. This involves talking to Mayor Ebonlocke and convincing him that Ragnar needs investigating. You should make it difficult but not impossible for the heroes to convince Mayor Ebonlocke that his friend Ragnar is evil; if they produce good evidence and arguments then he may be swayed by them. However, there is currently no spare manpower to help the heroes; most of the Night Watch has just left on a major offensive against a new band of undead and necromancers. The mayor will ask the heroes to investigate Ragnar's mansion themselves to see what they can uncover.

Finding out more information

If the heroes want to try and find out more information about things they have heard of, such as the Altar of Storms, then they can be directed to Sirra Von'Indi, the local historian. See sidebar for background information.

More Information

Sirra Von'Indi the historian knows the following information. This could also be made available to any hero with good Knowledge (history) skill.

• Dreadlord Razelikh the Defiler — a great demon who rules the majority of the Blasted Lands from a great mountain inaccessible to normal men. He has three commanders under him, one of whom is Lady Sevine.

• Altar of Storms — the Altars of Storms were created by the warlock Gul'dan to channel demonic energies into Ogre Magi. One of the original altars stands in the Blasted Lands. Some altars have been retooled by troll shamans, channeling shamanistic energies to revive fallen heroes.

Heading Back to Ragnar's Mansion (EL 5)

The mansion is shut up, as if nobody's home. There is no guard by the front gate and the heroes must scale the gate or wall to get inside. The mansion itself is 200 feet long and 100 feet deep, and is surrounded by 80 feet of gardens on all sides. Inside, half-a-dozen special guard dogs prowl the grounds in two groups of three, on the lookout for intruders.

The front door is solid and locked (DC 40 Open Lock, break DC 28, hardness 10, hp 60). There is also a less solid side door leading to the lounge (DC 30 Open Lock, break DC 25, hardness 10, hp 50).

Creatures: Six darkhounds.

Darkhounds (6); hp 19. See the **Monster Guide** (Chapter 1: The Dangers of Being a Hero) for statistics.

Tactics: The two groups of three patrol 60 feet apart, halfway between the wall and the mansion. Each group of three will try and target a single individual.

Area 1: Entrance Hall and Lounge

The front door opens into an imposing hallway with exits either side and a flowing staircase leading upwards. A pair of marble busts flanks the staircase and rich tapestries hang from the walls. A passageway to the left leads into the lounge, full of plush seating and low tables. A large cabinet contains an impressive array of spirits. There is a door leading outside in the west wall and two pairs of ornate double doors leading to other rooms.

Treasure: All the furnishings are valuable though would be difficult both to transport and to sell. More portable is the array of drinks in the cabinet which would sell for up to 120 gp (twelve bottles each weighing 1 lb.).

Area 2: Chapel to the Holy Light

This room is obviously a chapel, with a couple of pews and a small altar in the centre of the room. A successful DC 10 Knowledge (religion) check will identify the chapel as belonging to the faith of the Holy Light.

Area 3: Library

The right side of this room is full of large windows, giving a light airy feel somewhat in counterpoint to the floor-to-ceiling bookcases that line the left wall. A number of comfy looking leather armchairs and small tables dot the floor.

Anyone spending a few minutes looking at the room may make a DC 15 Knowledge (architecture/engineering) or DC 20 Int check — success reveals that the room is a bit too short compared to the exterior wall. This gives a +10 circumstance bonus to the Search check required to find the hidden lever below.

Traps: The bookcase at the far side includes a hidden lever which allows it to swing out and reveal the study hidden behind it. Discovering it requires a DC 30 Search check.

Area 4: Hidden Study

The bookcase swings back to reveal a dark room behind it, the released air feeling heavy and scented with incense as it wafts past you. As your light penetrates the gloom it reveals a room brimming with paraphernalia of the occult and the planar. On the wall a shield depicts Razelikh the Defiler, Demon Lord of the Burning Legion. A wide, shallow stone bowl on the table is stained a dark red-brown. Incense burners stand on the sideboard amid ornately bound books which almost seem to whisper their evil secrets across the room.

Ragnar's Mansion

Scale: 1 square = 5 feet

N

2

1

1

stairs up to
balconies

3

8

8 8

6 s

7

s

4 8

8

11

10

9

Barricade   Barricade

5

The room is cluttered with a couple of thick tables, a chair, sideboard and bookcase. The shield on the wall detects as Evil. In a drawer is a heavy blood-stained cleaver. The books are written mostly in Eredun, and instruct the reader on various sacrifices and religious ceremonies. In the corner is a hole in the floor about 3 feet across with a pole running down from the ceiling through it to a floor 30 feet below. Sliding down it takes you to the secret underground chambers (see Area 10). At the base is a 1 foot tall, 3 foot wide metal circle

fitted tightly to the pole. A lever on the wall to the side operates a steam pump which forces the plate back up to the room for five seconds, and then it falls again.

Traps: Anyone still standing on the steam-powered lift five seconds after it's raised will fall with it when it retracts (3d6 bludgeoning, Reflex DC 12 to grab pole and slide down avoiding damage, Tumble DC 15 to negate first 10 feet of fall).

Treasure: In the sideboard is a large black leather collar covered in rivets and hooked barbs. This is a spiked fel collar (moderate conjuration); see **More Magic and Mayhem** (Chapter 4: So Shiny!) for details. If anyone can read Eredun and wishes to take any of the books to read there are three of particular interest. Each tome is made up of many thick pages bound between wooden covers and they weigh in at a hefty 5 lb. each. One book will take around a fortnight to read and adds a permanent +1 circumstance bonus to the skill Knowledge (planes). However, after each is completed the reader must make a DC 12 Will save or suffer the effects of learning such horrific lore; see the rules on learning Eredun under the Speak Language skill in the core **World of Warcaft** book (Chapter 5: Skills).

Area 5: Dining Room/Ballroom (EL 10)

This is obviously a dining room or ballroom, large and opulent with scalloped columns and large pictures along the walls. The impression is somewhat ruined by the pile of furniture that has been stacked up across the room as a rudimentary barricade. Behind it, a stunning bat-winged woman flicks her hair back in an entrancing fashion and in a silken voice commands her companions to repel the intruders.

The barricade is chest-high, with a central gap and a smaller gap at one edge. It provides cover as long as the attacker is further from the barricade than the defender.

On the west wall hang portraits, apparently of past generations. On the east wall hang depictions of famous historic events: Illidan Stormrage, the ancient Kaldorei awakening the Naga, the Burning Legion breaking through a portal, and the Altar of Storms.

Traps: The picture of the Altar of Storms is on the northeast wall; this contains a hidden switch to gain entrance to the staircase behind (DC 25 Search check).

Creatures: A succubus and her three guards.

Succubus; hp 38. See the **Monster Guide** (Chapter 1: The Dangers of Being a Hero) for statistics.

Krona, 6th-Level Dwarf Warrior; Male dwarf; CR 6; Medium Humanoid (dwarf); HD 6d10+12, hp 50; Init +5; Spd 20 ft.; AC 19, touch 18, flat-footed 11; Base Atk +6/+1; Grp +9; Atk +11 melee (d10+7/ 19–20, x3, dwarven waraxe); Full Atk +11/+6 melee (d10+7/ 19–20, x3, dwarven waraxe); SA Overrun, shout feats; SQ Darkvision, dwarf traits; AL N; SV Fort +7, Ref +3, Will +2; Str 16, Agy 11, Sta 15, Int 11, Spt 10, Cha 9.

Skills: Jump +7, Spot +11.

Feats: Battle Shout, Challenging Shout, Improved Initiative, Improved Overrun, Power Attack, Weapon Focus (waraxe), Weapon Specialization (waraxe).

Possessions: +1 arcanite dwarven waraxe, breastplate, +1 heavy steel shield, potion of enlarge person, potion of cure moderate wounds, potion of cure light wounds.

Karl, 6th-Level Dwarf Warrior; Male dwarf; CR 6; Medium Humanoid (dwarf); HD 6d10+12, hp 50; Init +5; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +6/+1; Grp +9; Atk +11 melee (d12+7/ x3, greataxe); Full Atk +11/+8 melee (d12+7/ x3, greataxe); SA Shout feat; SQ Darkvision, dwarf traits; AL N; SV Fort +7, Ref +3, Will +2; Str 16, Agy 11, Sta 15, Int 11, Spt 10, Cha 9.

Skills: Jump +7, Spot +11.

Feats: Cleave, Demoralizing Shout, Furious Charge, Improved Initiative, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: +1 greataxe of multiattack, +1 full plate, potion of cure moderate wounds.

Boyd, 5th-Level Human Priest, 1st-Level Warrior; Male human; CR 6; Medium Humanoid (human); HD 5d8+10 plus 1d10+2, hp 43; Init +4; Spd 30 ft.; AC 18, touch 18, flat-footed 10; Base Atk +4; Grp +6; Atk +8 melee (d8+2/ 19–20, longsword) or +5 ranged (d8/ 19–20, light crossbow); Full Atk +8 melee (d8+2/ 19–20, longsword) or +5 ranged (d8/ 19–20, light crossbow); SA Smite +1; SQ Aegis, human traits; AL CN; SV Fort +7, Ref +2, Will +8; Str 14, Agy 11, Sta 14, Int 10, Spt 16, Cha 10.

Skills: Concentration +8, Heal +8, Knowledge (arcana) +5, Knowledge (religion) +5, Sense Motive +8, Spellcraft +5.

Feats: Improved Initiative, Improved Turning, Silent Spell, Weapon Focus (longsword).

Spells (5/4+1/3+1/2+1); save DC 13 + spell level: Boyd's Spirit score and his ranks in Spellcraft allow him to prepare 8 spells per level. He favors the following spells:

0-level—*cure minor wounds, detect magic, resistance;* 1st—*bless, inner fire, shadow word pain (lesser), shield of faith;* 2nd—*bear's endurance, death coil (lesser), hold person, restoration (lesser);* 3rd—*holy word shield, shadow word pain.*

Domain: War; Spells: 1st—*war drums;* 2nd—*bladestorm;* 2nd—*trueshot aura.*

Possessions: Masterwork longsword, masterwork light crossbow and 20 bolts, chain shirt, +2 heavy wooden shield,

potion of cure moderate wounds.

Tactics: The succubus will stay towards the back, using *suggestion* and attempting to flank an opponent if it seems relatively safe to do so. The three guards are all deeply in "love" with her; each will target the person who causes her the most damage, in an attempt to be her "favorite."

Area 6: Secret Passageway

Here is a hidden stairway leading to caverns below the mansion. It can be accessed from two sides; the first is via a hidden door in Area 5 (see above), the second is through a hidden door at the end of the passageway (DC 30 Search check). At the bottom of the stairs two doors can be seen.

Traps: Halfway down the stairs is a pressure plate which flips each step upwards to form a slope and simultaneously opens the door at the far end (DC 25 Search check, DC 25 Disable Device check). Anyone on the stairs at this time will start to slide down into the room at the end of the corridor. A DC 20 Reflex save allows a hero to grab the door frame as they fly through, otherwise they fall into the room. The door then swings shut again. See Area 9 for the second part of the trap.

The door to the side of the stairwell leads in a small quarter circle arc and finishes in a set of stairs up mimicking the first set. The same trap mechanism exists on these stairs.

Area 7: Kitchens

This area consists of a kitchen, storeroom and larder. There is nothing of particular interest.

Area 8: Servants' Quarters

This area consists of sleeping quarters for the servants, a dining room/lounge area and bathroom. There is nothing of particular interest.

Area 9: Trap Room (EL 3)

The room is a smooth sphere, 30 feet in diameter, made of blackened metal. There is a small lip 6–9" wide around the circumference of the room. The bottom is full ankle deep in a pool of liquid (oil), and the air is heavy with strange smelling fumes. The entrance door is spring loaded and will automatically close if not held. If the door is left to swing shut, for example if the trap in Area 6 was activated, it scrapes a serrated piece of metal, creating a series of sparks, and lighting the fumes in the room.

Heroes who did not slide into the room can stand up on the lip around the room. Jumping from one door to the other is a 20-foot standing Jump check. Stepping around the edge requires a DC 14 Balance check. Climbing out with the help of a rope is DC 10 Climb check.

Traps: The sparks ignite a fireball (5d6 fire, DC 14

Reflex save for half). Anyone on the lip of the room receives a +4 circumstance bonus on his save. The explosion sets the pool alight, which burns for 10 rounds. Anyone in the pool takes 1d6 fire damage/rd and is set alight; anyone on the lip takes 1 fire damage/rd from heat. Once out of the pool, a DC 15 Reflex save is required to put yourself out.

Area 10: Basement Room

This appears to be a storage room. Ranks of shelves hold assorted boxes and containers, while larger crates and barrels stand on the floor. The containers hold dried meat, grains and pulses. Barrels contain dried fish and wine. Boxes contain pots, pans, vases and other paraphernalia. In the north-west corner is a sliding wire door which leads into a rickety box which acts as a lift downwards, operated manually via a rope and pulley system. There are tracks in the dust between the south door and the elevator (DC 10 Track or DC 15 active Spot check).

The lift fits six people comfortably and descends into a dark shaft for 100 feet before reaching the bottom. As it descends, the heroes notice a dull red glow from the bottom of the shaft and start to hear the sound of chanting from below.

Area 11: The Final Showdown (EL 11 followed by EL 12)

> You emerge into a huge cavern; its interior is bathed in a deep crimson glow. At the far side of the cavern more than a hundred feet distant stands a huge statue of a hooded figure, its hands on the pommel of the sword planted in front of it. Before the statue is a low platform surrounded by curving spires of stone, almost like the ribs of a giant creature. Strands of fel energy shoot from the tips of these spires, meeting in a swirling vortex of energy, and through the coruscating colors the shape of a hideous winged figure can just be made out.
>
> Underneath the vortex stands a lone figure, his rhythmic chanting echoing off the cavern walls. One more spiraling strand of energy connects him to the vortex, seeming to flow into him as he stands there. Flanking the altar are two shadowy figures.
>
> Suddenly there is a booming shout from the creature within the vortex. "*Intruders! You incompetent mortal! Destroy them!*"

Ragnar is nearing the end of his ritual and has taken in a large amount of demonic energy. Though he appears normal, sharp-eyed heroes may notice that the shadow he casts upon the cavern floor is that of a far larger demonic figure with a long body and clawed hands. He will have to break off the ritual to try and fight off the

heroes.

Creatures: Ragnar, his voidwalker companion and a felguard.

Ragnar Samael, 10th-Level Human Warlock; Male human; CR 10; Medium Humanoid (human); HD 10d6+30, hp 68; Init +4; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +5; Grp +5; Atk +6 melee (d6, quarterstaff); Full Atk +6 melee (d6, quarterstaff); SA Fel Companion, Summoner, enslave outsider; SQ Human traits; AL LE; SV Fort +6, Ref +4, Will +9; Str 10, Agy 12, Sta 16, Int 20, Spt 14, Cha 16.

Skills: Concentration +16, Decipher Script +18, Diplomacy +16, Intimidate +16, Knowledge (arcana) +18, Knowledge (planes) +18, Spellcraft +18.

Feats: Combat Casting, Improved Initiative, Leadership, Scribe Scroll, Silent Spell, Spell Penetration, Spell Focus.

Spells (5/5+1/5+1/4+1/4+1/3+1); save DC 15 + spell level (+1 for warlock spells): Ragnar's Intellect score and his ranks in Spellcraft allow him to prepare 14 spells per level. As part of these he will memorize a silent spell variant of all the spells below (except the 5th level spells) at +1 caster level. He favors the following spells:

0-level—any; 1st—*cause fear, charm person, corruption, demon skin (lesser), mana shield, summon monster I;* 2nd— *orb of annihilation, searing pain (lesser), summon monster II;* 3rd— *demon skin, dispel magic, searing pain, suggestion;* 4th—*crushing despair, greater invisibility, Ner'zhul's black tentacles, summon monster IV;* 5th—*hooks of binding (greater), passwall, summon monster V.*

Possessions: +3 *bracers of armor,* +2 *ring of protection, wand of nondetection (CL 8th, 10 charges remaining), masterwork quarterstaff, potion of cure critical wounds.*

Voidwalker; hp 38 and **Felguard;** hp 95. See the **Monster Guide** (Chapter 1: The Dangers of Being a Hero) for statistics.

Tactics: Ragnar will send his two companions to block any approaching warriors and cast *greater invisibility* as soon as possible. He'll then try and summon a number of monsters to occupy the heroes and leave him free to use his offensive spells.

When Ragnar is killed or reduced to dying status (below –3 hit points), read the following text:

> As Ragnar falls there is an almighty cracking sound as if the very air was being ripped apart. A web of cracks appears in the ground around his fallen body and it is suddenly swallowed up by the rock as a fissure opens below him. All is silent for a second or two, then you notice a low, constant rumbling sound from deep below ground, slowly increasing in volume. The demonic figure on the far side of the portal starts laughing, and his deep, melodious laughter resounds ominously through the cavern as the ground starts to slowly vibrate under your feet.

Ragnar's body has been saved by the demonic energies that entered him through the altar, however the ritual was not fully completed. Because of this he has found himself unable to control the raw power with which he's been imbued and it has taken him over. After three rounds, Ragnar bursts out from the spot where he fell as an uncontrolled and savage demonic entity, similar in nature to an Infernal. Treat his emergence as a Meteoric Arrival (Ex) centered on where he fell.

Note — If the heroes have found the first stage of this encounter particularly difficult then consider using a lesser infernal (CR 7) in place of an infernal (CR 12). If the heroes have found the first stage of this encounter particularly easy then allow Ragnar to arrive wherever he wishes to maximize the damage of his meteoric arrival ability.

Stage 2: Infernal; hp 256. See the **Monster Guide** (Chapter 1: The Dangers of Being a Hero) for statistics.

Concluding the Adventure

With Ragnar destroyed, the fel energies that form the coruscating vortex are dispelled and the whole altar shuts down. The vision of the winged figure disappears with it. The stone spires and statue are all non-magical and can be destroyed by anything powerful enough to damage stone.

If the authorities are informed then they will investigate after a day or two and confirm the heroes' story. This creates shockwaves around Darkshire Council and general disbelief among the general populace. Efforts to improve relations with Stormwind are strengthened as people become more scared of what else could be out there. Gabriel won't return to the house, and will take a leave of absence elsewhere for a month or so to gather herself, along with Orson if he's still alive.

Future Adventure Hooks

Now that the heroes have established a certain level of competence to Darkshire Council there are other tasks in the area that they could be hired to perform. Some suggestions are:

• Hunt down the necromancer called Morbent Fel and find a way to destroy him.

• Accompany a delegation to Stormwind to petition for further aid.

• Check on the inhabitants of Raven Hill by the cemetery.

The Jumpsummit Incident

"If a zeppelin crashes on the borders of the Alliance and the Horde, where do they bury the survivors?"

The Jumpsummit Incident is a **World of Warcraft RPG** adventure designed for four 6th level heroes. The adventure should fit all Alliance, all Horde or all Independent parties, though mixed affiliations may find certain diplomatic challenges easier. It should also be noted there are special story awards for characters who use their Charisma-based skills during the game.

The action starts in Dustwallow Marsh and on a mountain in the Dustbarrens Range – a mountain range on the border with the Barrens. Enemies include gnoll pirates, centaurs, harpies, mana surges, crocolisks, an ogre beastmaster, goblin steam warriors, and possibly kobolds.

Area 1: Jikk Nackles's Workshop
Area 2: Kobold Toll
Area 3: Kolkar Scouts
Area 4: Crash Site
Area 5: End of Mountain Trail
Area 6: Harpy Nest
Area 7: Cave
Area 8: Abandoned Hut
Area 9: Wetlands
Area 10: Loading Area
Area 11: Central Hold

Adventure Background

The Dustbarrens kobolds have lived for years in the Dustbarrens Range "mining" their own business — unaware and ignored by the turmoil of the surrounding lands for decades. Over a year ago, however, they discovered a large vein of truesilver. The largest part of the vein was in a cavern in the north part of the Dreadmurk shoreline. Unfortunately, they were not able to mine it efficiently as Mirefin murlocs guarded the area.

Gilz Smackwratchet, a rather ambitious goblin techno mage, struck a special deal with the kobolds: trade the truesilver exclusively with him and he would keep any murlocs and crocolisks away. The trade agreement worked for almost a year, without the kobolds knowing that Gilz and his companion, Pulgugg, worked for the Venture Company.

With the murlocs and the crocolisks gone, the kobolds widened the cavern and created an entrance on a secluded beach. Gilz used the cave as a storage chamber for the Venture Company. Contraband ships anchored off-shore at night, and sent smaller transport ships with the illegal cargo. Gilz and his crew would help unload the transport and store the cargo until another ship came to pick it up.

Gilz began to sub-let his storage facilities to the Southsea Pirates and the Burning Blade. Through this network, Gilz procured scrolls describing how to temper truesilver for magical armor — realizing his dream of a suit of truesilver steam armor. Gilz paid the kobolds to aid him in its creation. Unfortunately, using the scrolls corrupted the careless mage. Upon completing the enchantment, he turned on the kobolds, wiping out half the tribe and enslaving most of the survivors. A few escaped and fled to the west of the mountain range. Desperate to recoup their resources, they set up tolls on the north and south sides of the Dustbarrens Range.

The Alliance and the Horde have suspected something strange about the Dustbarrens kobolds for a few months. The Alliance sent a scout, Grif Smithe, from the North Sentry Point to investigate three weeks ago. He never returned. The Horde has sent for a veteran scout, Kulbak, to investigate. Kulbak was traveling via the "*Jumpsummit*": a zeppelin following a new route from Gadgetzan to Ratchet.

Burning Blade spies within the Horde received word of Kulbak's mission. A week ago, they sent warning to Gilz that an orc scout was coming to investigate the mountains. Not wishing to jeopardize business, Gilz had a Venture Company operative place a magically-operated bomb in the *Jumpsummit*. As the zeppelin flew over the Dustbarrens range, Gilz activated the bomb, sending it crashing into the mountains. Gilz did not anticipate any survivors — or what the crash would uncover.

The adventure takes place within a day of the crash.

Adventure Synopsis

The adventure has three stages. In "The Crash of the *Jumpsummit*," the PCs are sent off by the Cenarion Circle to find any survivors from the crash in the mountains. After a few encounters, they save Korljan, who has been abducted by harpies. The newly-saved Korljan wishes to investigate the crash site again and discovers that the crash has uncovered an underground *fountain of mana†*. In "The Jumpsummit Council," the PCs then escort Korljan back to the goblin merchant, Jikk Nackles. A council is held at this neutral territory with Horde, Alliance, and goblin representatives to diplomatically resolve the mana fountain's fate. All evidence points to the kobolds, but if the PCs levy their Charisma skills, they may discover Gilz's hideout. Afterwards, the PCs journey back into the mountains to "Hunt for the Metal Man." There they engage the Dustbarrens kobolds either in battle or to gather more information on the "metal man." After that, they journey to secure the Central Hold from Gilz, Pulgugg, and their minions.

The Jumpsummit Roster

The *Jumpsummit* was carrying the following people when it crashed:

• Captain Zipple, male goblin captain of the *Jumpsummit* (now deceased)

• Grippli, Kirx, Lazpikk, and Bing, goblin deckhands (now deceased)

• Timon Illust, a male human mage (now deceased)

• Nupja the Bright One, a female troll priest (now deceased)

• Kulbak, a male orc blademaster

• Korljan Greenstride, a male night elf ley walker

The Crash of the Jumpsummit

For the Heroes

The adventure begins in Dustwallow Marsh. The heroes could be in the area for any number of reasons, including the following:

• In Brackenwall Village to give information to Tork Griptan.

• At North Sentry Point where Grif Smithe was last seen.

• Anticipating the arrival of one of the other Jumpsummit passengers.

• Visiting Jikk Nackles's Weapons and Shackles to purchase his patented "drycog paste."

• Following up a Ratchet goblin merchant's suspicions that his stolen ship cargo is along the Dreadmurk shore.

• Investigating the ruins of the Shady Rest Inn.

• Hunting crocolisks.

• Passing through from Theramore Isle.

Word of the crash reaches the town they are in, and the PCs are requested to speak with Nara Wildmane at "Jikk Nackles's Weapons and Shackles" just outside of Brackenwall Village. If the PCs are not in an allied town, they can encounter a merchant caravan passing through, carrying word that Nara is looking for adventurers to investigate the crash. From there the party should journey to Jikk's workshop.

Alternate Dustwallow Marsh Environment Rules

Swamps, marshes, and other wetlands make great homes for some creatures, but typically not humanoids (well, except murlocs). GMs wishing to challenge their players a little more may find these alternate rules helpful.

Movement: Travel through Dustwallow is typically encounter-free and quick thanks to the many pathways that wind through Dustwallow. Stepping off the path and trudging through the low water and vegetation, however, slows land movement down to 1/4 of normal.

Sleeping among the Insects: Dustwallow is home to swarms of insects that feast upon the living. Any living creature trying to sleep in the marsh must make a Survival check (DC 12) or be fatigued. Characters with thicker skin (+2 natural armor or higher) are not affected.

Rust: Dustwallow's environment is not conducive for metal. The constant humidity and water can slowly rust away any non-magic metal object. The chart below shows the time before a non-magical metal item begins to suffer the effects of exposure. The time listed should be used for every 6 inches of thickness of metal. For example, an 18-inch thick metal beam will show *signs of rust* in 12 weeks, *lightly rusted* in 24 weeks, etc.

Items showing *signs of rust* suffers no penalties. Value decreases by 10%.

Lightly Rusted items have no hardness. Value decreases by 30%.

Moderately Rusted items have no hardness and half their hit points. Value decreases by 50%.

Heavily Rusted items have no hardness, cannot support weight, and crumble after one use or 1 hp of damage. Value decreases by 70%.

Table 7-1: Dustwallow Marsh Corrosion Rates

Exposure	Signs of Rust	Lightly Rusted	Moderately Rusted	Heavily Rusted
Outside but covered	1 year	2 years	2.5 years	3 years
Outside, not covered	6 months	8 months	10 months	1 year
Occasional immersion (e.g., boots walking off path)	3 months	6 months	8 months	9 months
Constant Immersion (e.g., support beam)	4 weeks	8 weeks	10 weeks	12 weeks

Area 1: The Goblin Workshop

Log Wall (coated with Stickvine Mortar*): 6 in. thick; hardness 7; hp 60; break DC 23.

> After trudging through the mire, muck, and nagging insects, you see a wall through a low-hanging fog. It stretches 15 feet high and is made of logs, vines, and what looks like green mortar. A rope hangs in front of a 20-foot-wide set of double doors. Carved in the wall next to the rope is an arrow with the word "Pull" sloppily etched underneath in Common. An enormous iron strongbox sits on two wooden poles five feet from to the right of the door's edge. The strongbox shows no signs of rust, yet has obviously been used quite a bit.

Upon pulling the rope, a small goblin head pops his head over the wall and tells the PCs to wait. They hear the little voice scream, "Daaaaad!" — followed by the sound of steam whistles, gears grinding, and heavy squishing footsteps approaching the door. This is Jikk Nackles in his steam armor. Be sure to use your worst Jack Nicholson impression for Jikk's voice.

> An older goblin voice speaks up over the whirring and grinding, "No one enters the workshop armed. So place all your weapons in the strong box and back away when finished."

After the PCs place their weapons in the strongbox, Jikk opens the door in his steam armor, locks the strongbox and says, "Nothing personal, but Dustwallow doesn't exactly breed trust. Couple a weeks ago, a few Southseas tried to pass as Alliance guardsmen and sneak me of my own."

Jikk Nackles, 5th-Level Rogue/10th-Level Tinker; hp 70.

Jikk's sons Rappyer and Torrenz, 1st-Level Goblin Tinkers‡‡‡; hp 7 each.

Jikk leads the PCs into a tent with two display cases and a table with several guns on it. Standing behind the table, Jikk announces, "Jikk Nackles's Weapons and Shackles. What can I sell you today?"

Jikk's attitude is helpful if the PCs purchase or seem interested in purchasing something. If indicated otherwise, he is indifferent. One of the display cases and the table hold most weapons listed on pp. 182–183 of the **World of Warcraft Roleplaying Game** book, but no masterwork or magical weapons. The other display case holds Jikk's own creations: the shacklegun*, drycog paste*, and stickvine mortar*. Other more mundane items (rope, etc.) are here as well. Feel free to have Jikk sell other items you feel would fit your campaign.

Jikk will run through advantages of all the weapons on the table and proceed to his alchemical creation. If the PCs say they have come to talk with Nara Wildmane, he will sigh disappointedly, lock his display cases, and lead them to a small one-room building.

In the building sits Nara Wildmane, a tauren druid and member of the Cenarion Circle. After brief introductions, Jikk clunks away and Nara addresses the PCs:

> Greetings. I have a task of great urgency for you. One of our druids was on a privately chartered zeppelin traveling from Gadgetzan to Ratchet, called the *Jumpsummit*. As the zeppelin was passing over the border from Dustwallow Marsh to the Barrens, it crashed into the mountainside. The druid is a night elf named Korljan Greenstride. The Earth Mother tells us he is alive, but we are unable to contact or locate him anymore. The Cenarion Circle would pay you to journey to the crash site, find his whereabouts, and discover the root of the crash.

Nara Wildmane, 18th-Level Druid; hp 120.

Nara offers 1,000 gp to each of the PCs. If accepted, Nara informs the PCs that the Earth Mother was able to sense this much: Korljan barely survived the flight, he healed an orc among the wreckage of the crash, and then vanished from the ground. He is in an area with little to no vegetation. (Korljan was in fact scooped up by harpies and taken to a rocky area where they "have their way" with male captives until they are ready to eat them.)

If the party has access to *teleport* or a druid who knows *transport via plants,* the closest they can get to is Area 3. The other areas surrounding the crash do not have enough vegetation, and the undiscovered fountain of mana is interfering with the spell.

Nara hands the PCs a map detailing a pathway that travels through the mountains and should take the PCs close to the crash site. Nara then announces she needs to report to her superiors and obtain their reward. She will return to Jikk's workshop in two days. Nara is willing to cast spells on any party member at a cost of 180 gp x spell level. She will not cast any spell that will put her out of her way (e.g., *transport via plants*). Her superiors in the Cenarion Circle have told her to appear in person before her superiors immediately after she sends a search party. So after the party has been debriefed, she shapeshifts into a raven and flies away.

Pirates with a Vengeance (EL 6)

After Nara leaves, Jikk interrupts:

"Sorry to break up your Earth Sister meeting, but I've got some return customers. Actually return *pirates*. Actually … I could use your help picking them off. And you might be interested to know they're picking the strongbox with your weapons."

Jikk informs the PCs that Southsea Gnolls are setting up some explosives on the southeast corner of the complex.

The gnolls are actually thugs for a larger band of Southsea Pirates (now dead). The pirates had heard word of a goblin named Gilz in the Dustbarrens Range who will trade enchanted weapons for Jikk's drycog paste. The pirates were going to obtain the drycog paste, give it to the gnolls, and have them make the trade with Gilz. Several weeks ago, their captain and his crew left the gnolls behind to keep watch while they conned their way into Jikk's shop and tried to take the paste by force. They never came out.

Since then, the gnoll underlings left behind have been scoping Jikk's place for a few weeks. Their plan is for six of them to set off an explosive on the north wall to distract Jikk while the other six steal the PCs' weapons and some of Jikk's drycog paste. Unfortunately for them, the gnolls are not the best at explosives. They did little to keep the fuses dry in the marsh's humidity, so the fuses are useless. They struggle to get them lit while the other six have decided to break into the strongbox.

Gnolls (6); hp 18 each. See the **Monster Guide** for more details.

Tactics: Jikk will loan guns to willing PCs for the encounter and direct them to a platform on the wall (gives +4 cover). The gnolls will notice the PCs unless a Stealth check is made vs. the gnolls' Listen check (+4

Rumors and Prejudice

Below is a chart of rumors that can be gathered at Brackenwall Village, North Sentry Point, Theramore Isle, from Jikk Nackles himself at his workshop, or at any other inn or bar in Dustwallow via a Gather Information or Knowledge (local) check. Higher die checks mean the PC also hears the rumors at the lower die rolls (e.g., a successful roll of 16 means the PCs hear about the tauren, high elf and ogre rumors as well as the kobold metal golem rumor).

Tempers between the Alliance and Horde races are not the best at this given moment. Note that the biased tone of some rumors will help PCs later during Part 2 of the adventure, "The Jumpsummit Council," if they plan on using Intimidation checks. The name of the representative it will provoke is listed next to it.

Check Result	Rumor
10	"A friend of my sister told me that the high elves are smuggling arcane items to their blood elf brethren at the docks of Theramore." (Fiora Longears.)
12	"Stupid Brackenwall Ogres. They couldn't survive a night in Dustwallow without the support of the Horde. Hell, last week an ogre named Ruk ran from his post at the sight of a crocolisk." (Mudcrush Durtfeet.)
14	"Tauren keep saying there's something 'off' about the Barrens. They say it's all the mining. But if you ask me, I think they just want Bael Modan for themselves." (Tonga Runetotem.)
16	"I've heard the kobolds have some sort of metal golem who kills anyone on sight."
18	"All this strange activity is going on in the mountains. The tolls. Pirates seen coming and going. And now this crash. You'd have thought the Northwatch would have done something besides acting like a kobold without a candle." (Corporal Rych.)
20	"Oh please, dwarves and their 'mining expertise.' My buddy Jimstick just bought a brooch from a dwarven merchant last week who told him it was magical. It rusted within a month of being in Dustwallow." (Ingo Woolybush.)
25	"I hear the Burning Blade has infiltrated the Horde and is leaking information to the Venture Company… for a price." (Zureetha Fargaze.)
30	"A few known pirates in the area have been looking for a goblin mage named Gilz Smackratchet. Wouldn't say why, though."

Listen).

The gnolls are armed with shortbows and will not attack via melee as they have no way of scaling the wall.

Jikk will be cleaning up the gnolls on the north side of his complex for ten rounds, and then he will return to the south side to check up on the PCs. Any remaining gnolls run at the sight of Jikk in his armor.

Treasure: Each gnoll has 90 gp each. One of the killed/captured gnolls has a piece of bluish silver valued at 100 gp (DC 15 Appraise check to determine that it's truesilver).

Jikk allows the PCs to loot whatever they killed. If any of the gnolls are captured and the PCs speak Low Common, they can Intimidate information out of the gnolls (gnolls receive a +4 on their opposing roll). The gnolls know about the trade, and they were given a piece of truesilver so they knew what to trade for. They don't know where Gilz is specifically located, who he is, or what he does.

If the PCs threaten Jikk about risking their weapons, he replies indifferently about the cost of business — and that they can stuff it. If the any of the PCs die, Nara will *true resurrect* the PC when she returns, in exchange for the quest payment (they are still expected to complete the quest, of course).

After the last gnoll is taken care of and the PCs return the loaned guns, Jikk returns the PCs' weapons.

If the PCs wish to rest for the night at Jikk's place, he offers the one-room hut for 5 cp per night per person.

Area 2: Creeps on the Borderlands (EL 6)

Nara's map directs the party through the swamp to a small mountain pass just half a day northeast of Jikk's place. Right now, at its entrance is a toll.

> Following the map Nara gave you, you wander through more of Dustwallow's lovely mire, muck, and overbearing humidity. When the water and dampness begin to recede and give way to higher ground, you see a group of three kobolds standing in front of a clearing between two foothills. Two are obviously bored, playing some game involving putting out the other's helmet candle. The third sees you in the distance and snaps at the other two. They stand up quickly, wielding their heavy picks up but not charging. The leader squeaks at you in broken Low Common, "Twenty pieces gold! Or no pass!"

The remaining kobolds who have survived Gilz Smackwratchet's betrayal have split into two groups. A smaller group has journeyed to the Stonetalon Mountains to appeal to their cousins for military help in exchange for sharing the mine's resources. The other group has decided to dig in the foothills of the mountain range and to set up two tolls: one on the Barrens side of the mountains and this group on the Dustwallow side.

The kobolds are desperate to regain some of their lost money so they are unwilling to lower their prices. However, they are willing to trade for weapons or other items equating to about 5 gp per person.

Geez-geez, the one who asked for the money, is the leader for this toll site. If the PCs refuse to pay the toll, the Geez-geez whistles for their champion, Jegzee. He then tells the PCs, "Gold no, pass no!" When Jegzee appears, he will try to demoralize the PCs as per the Intimidate skill description (p. 125 of the **World of Warcraft Roleplaying Game** book). If the PCs refuse to pay, battle ensues.

Sense Motive (DC 20) reveals that the kobolds seem desperate and agitated.

If the PCs kill the kobolds at the toll site, they run the risk of being found out by a kobold scout later on in the adventure (see Area 2a in Part 3 of the adventure, "The Hunt for the Metal Man").

If the PCs ask about a metal golem, the kobolds get very agitated and threaten to raise the toll if they continue to ask questions.

If the PCs ask about the crash site, the kobolds huddle, quickly chittering amongst themselves, and then offer to loan a scout (Nok-nik) to take them to the site for an additional 10 gp. Being your average kobold, Nok-nik isn't much of a scout… nor is he a fighter. He does know the location of the crash, though it's fairly obvious where the crash site is after two hours' travel up the path.

If the PCs pay the toll, the kobolds let them pass without incident.

The PCs can avoid the kobolds altogether by climbing the mountain and meeting up with the pass further up. This requires three Climb checks:

• The first obstacle encountered is a slippery 60-degree slope, 80 feet high, near the top of the first ridge. This slope is slippery due to its proximity to the wetlands (DC 20).

• The second is to descend 40 feet down the rough natural rock surface of this mountain (DC 15).

• The third is to ascend the large mountain and intersect the small pass traveling up it. The mountain is basically a slope at a 30-degree angle, but it is slippery due to condensation from the valley (DC 5). It is assumed PCs will probably climb this at a wide bank to avoid being seen by the kobolds. This would put them at the crash site (Area 4).

Note: The small path guarded by the kobolds starts in the first row of mountains, and the ascent up the greater mountain can be walked, so Climb checks are never needed.

If the PCs are exiting the mountains, the kobolds will

ask for the same amount of money to leave as well (their desperation doesn't make them any less greedy).

Geez-geez, Nok-nik, Heeku: Kobolds (3); hp 5 ea. See the **Monster Guide** for more details.

Jegzee, Kobold Champion: 5th-Level Warrior/1st-Level Gladiator

Male Kobold: CR 6; Small humanoid (kobold); HD 5d10+10, hp 47; Init +7; Spd 15 ft. (hide armor; base 20 ft.); AC 18, touch 14, flat-footed 16; Base Atk +6; Grp +2; Atk +10 melee (1d6+5/x3, warhammer); Full Atk +10/+5 melee (1d6+5/x3, warhammer); SA supreme cleave; SQ Low-light vision, kobold traits; AL N; SV Fort +8, Ref +4, Will +0; Str 15, Agy 16, Sta 14, Int 10, Spt 9, Cha 11.

Languages Spoken: Common and Low Common.

Skills: Bluff +4, Climb +0, Intimidate +9.

Feats: Bash, Cleave, Dodge, Great Cleave, Improved Initiative, Power Attack.

Possessions: +2 small hide armor, +2 small warhammer, greater healing draught, 163 gp.

Tactics:

General: Jegzee charges forward, using full power attack (–2 to attack, +2 damage) on what appears to be the weakest target, hoping to use either supreme cleave or his Great Cleave feat. Nok-nik and Heeku attempt to engage the other targets, while Geez-geez positions himself to flank Jegzee's target and inflict backstab damage.

Pre-Combat Actions: Jegzee will attempt to demoralize an opponent (see above).

Don't Forget!
• Jegzee's Dodge bonus.

Area 3: Curious Kolkars (EL 6)

> Leaving the kobold toll behind you, you pass between two great mountains. While a mist still hangs in the air, the temperature is cooler, so the humidity doesn't feel so oppressive. After an hour, the valley quickly narrows and becomes a small rocky passage up a great mountain. The slope is gradual enough to walk, but off the path is slippery due to condensation, so you are forced to walk single file.

If you're using the Alternate Dustwallow Marsh Environment Rules, they don't apply here as the land is rising up from the wetlands.

The pass winds through the mountains and is single-file for Medium and Large creatures. Those walking off the path must make a Climb DC 5 check or slip and fall 50 feet (5d6 damage). The pass ends in the Raptor

Grounds in the Barrens.

The kobolds cleared the Raptor Grounds and established a second toll on the Barrens side of the Dustbarrens Range. Unbeknownst to their Dustwallow partners, a Kolkar centaur scouting party has slaughtered them in an effort to loot the *Jumpsummit* crash site. The leader of this party, Sek'huur the Bloody, has already reached the site and is slitting the throats of any survivors and rifling their bodies for treasure. He has sent a smaller group downhill further to search for any other creatures or survivors.

Centaurs (3): hp 26 ea. See **Horde Player's Guide** for more details.

If the kobold scout is with the party, he runs at the first sign of the centaurs.

Tactics:

General: Two centaurs will charge the party upon sight (+2 to attack, –2 to AC), trying to block the path so the third can make ranged attacks. Being that the centaurs have the higher ground, they gain +1 on melee attacks. If the two melee centaurs die, the third will run to warn Sek'huur.

Pre-Combat Actions: Same as General combat (the centaurs attack as early as they can).

Don't Forget!
• Dodge bonus.

Area 4: The Crash Site (EL 7)

> As you continue your ascent, you see what looks like a giant shadow off to the west of the mountain trail above you. But as you continue up the path, the more it becomes obvious that a massive fire blackened the land. What sparse vegetation that was here is burnt and reduced to ash. Bits of zeppelin wreckage are scattered across the darkened land.

The blackened land is the site of the crash and Sek'huur and another centaur are here. Sek'Huur has the nearly dead Kulbak at his hands. Kulbak barely survived the crash. Being so weakened, he was no match for the centaurs, and Sek'Huur severed half his left arm in combat. With only 3 hp left, he will be disabled in two rounds, dying by the third round, and dead in another five rounds unless he is healed. The severity of the wound prevents any stabilization check to stop his bleeding (this condition ends once healed).

Make it obvious to the players upon initiative that Sek'huur looks stronger than the other centaurs, but rushes into battle clumsily.

Kulbak the Rough, 6th-Level Hunter

Male orc: CR 6; Medium humanoid (orc); HD 6d8+18, hp 48 (currently at 3); Init +0; Spd 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk +6; Grp +8; Atk +10 melee (1d8+4/x3, battleaxe); Full Atk +10/+5 melee (1d8+4/x3, battleaxe); SQ Low-light vision, aspect of the hawk, aspect of the monkey, wild empathy, orc traits; AL LN; SV Fort +8, Ref +5, Will +4; Str 15, Agy 11, Sta 16, Int 10, Spt 14, Cha 9.

Languages Spoken: Common and Orcish.

Skills: Bluff +3, Intimidate +10, Knowledge (nature) +13, Search +9, Stealth +7, Survival +13.

Feats: Cleave, Dodge, Endurance, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Fighting, Track.

Hunter Spells (2; save DC 12 + spell level): Korljan's high Spirit score and ranks in Spellcraft allow him to prepare 5 spells per level; he can prepare some of the spells on the hunter spell list. He favors the following spells:

1st — *entangle, jump, longstrider*‡‡‡.

Possessions: +2 *chain shirt,* masterwork light steel shield, +2 *battleaxe,* +2 *handaxe,* longbow, quiver with 40 arrows, *potion of blessing of sanctuary.*

Note: Kulbak prefers to fight with aspect of the monkey active, gaining evasion as a special quality. Kulbak's bear companion died in the zeppelin crash and has not been replaced.

Centaur (1): hp 26. See **Horde Player's Guide** for more details.

Sek'huur: 2nd-Level Barbarian/6th-Level Centaur

Male Centaur: CR 5; Large Monstrous Humanoid (centaur); HD 4d8+2d12+30, hp 64; Init –1; Spd 60 ft.; AC 16, touch 9, flat-footed 17; Base Atk +6; Grp +16; Atk +14 melee (3d6+10/x3, greataxe); Full Atk +13/+8 melee (3d6+10/x3, greataxe); Space/Reach 10 ft./5 ft.; SA Rage 1/day; SQ Darkvision 60', fast movement, illiteracy, uncanny dodge, centaur traits; AL NE; SV Fort +9, Ref +3, Will +5; Str 22, Agy 9, Sta 21, Int 9, Spt 15, Cha 12.

Languages Spoken: Low Common.

Skills: Climb +9, Survival +13.

Feats: Power Attack, Weapon Focus (Great Axe).

Possessions: +2 large leather armor, +1 large greataxe, ring of protection +1, 40 gp.

Tactics:

Sek'huur's Rage: When raging, Sek'huur has the following statistics: hp 76; AC 14, touch 7, flat-footed 9; Atk greataxe +13 melee (1d12+12/x3); Fort +11, Will +7; Str 26, Sta 25.

General: Sek'huur and the other centaur will charge the party upon sight (+2 to attack, –2 to AC for the first round). Being that the centaurs have the higher ground, they also gain +1 on melee attacks. Sek'huur will fly into rage while charging and Power Attack 4 points (for a final adjustment of –1 to attack, +4 damage, –2 to AC for the first round due to charging and high ground, and –4 attack, +4 damage on subsequent rounds). Both fight to the death.

Pre-Combat Actions: Same as General combat (the centaur attack as early as they can).

Don't Forget!

- Sek'huur Dodge bonus.
- Centaur Dodge bonus.
- While raging, factor 1.5 times Sek'huur's Str bonus for wielding his greataxe two-handed.

Ad Hoc XP Award: If the PCs save Kulbak from death, grant 500 XP/character. If the PC is from the Horde, grant an additional 200 XP.

If Kulbak is saved and conscious, he will ask for water and tell the tale below. If Kulbak was not saved, a Search check (DC 15) produces a few harpy feathers not far from the crash site. A Spot check (DC 25) reveals that a peak to the west has several human-sized birds flying around it.

A Search check (DC 5) produces wreckage from the *Jumpsummit.* A subsequent Knowledge (engineering) check (DC 20) reveals the zeppelin didn't crash by a malfunction.

Area 5: The End of the Mountain Trail

After finding the crash site, the PCs should leave the mountain trail to investigate Area 4 and Area 6. If they continue on the trail, however, it's another day's travel over and down the mountains to the Raptor Grounds in the Barrens. Although the kobolds were able to clear out the raptors and establish a toll, Sek'huur and his scouts killed off all the kobolds. The kobold toll at the end shows signs of the centaurs' slaughter.

This area is not the real objective of the adventure, and no signs of Korljan or the *Jumpsummit* are here or in the Barrens.

Area 6: The Harpy Nest

Off to the west of the crash site, your destination lies before you: less of a mountain and more like a giant rock, the area is strangely devoid of any trees or grass. You can see a hole at the top with giant birdlike creatures flying in, out, and around it.

The harpies' nest location makes it hard for travelers to attack them, so the creatures usually take what they want and retreat to their cave without many problems. The cave is located in the side of a mountain separate from the greater mountain with the path.

To get to the harpy nest, PCs will have to head west of the path and descend 50 feet off the greater mountain (Climb DC 10). Then they must walk 100 feet to the harpies' mountain and climb its rough natural surface 40 feet up to the harpy cave (Climb 10).

Harpies (8): hp 9. See the **Monster Guide** for more details.

Tactics:

General: Four harpies will attack anyone at the foot of the mountain. Halfway up the mountain, the other four will attack anyone climbing. Remember that climbers who decide to engage in combat must use one hand to cling to a rope or wall and do not gain their Agility bonus to AC. Anytime they take damage they must roll another Climb check (DC 10). The harpies gain a +2 to attack against climbers as well.

Pre-Combat Actions: Same as General combat (the harpies attack as early as they can).

Don't Forget!

• All harpies have a dodge bonus.

Area 7: The Cave and Korljan Greenstride

The opening of the cave is enough for a Medium or Small humanoid to enter. Large creatures can also enter, though they cannot walk around inside (consider them flat-footed).

Inside the cave is a mess of feathers, dung, and bits of scavenged items — some broken, some not. In the back of the cave is an unconscious night elf. He's covered in cuts and abrasions, some of which are infected, but none are actively bleeding.

This is Korljan Greenstride. At zero hit points, make it known to the PCs that he needs healing. Any healing spell will awake him. A Heal check providing Long Term Care will awake him in 24 hours and he gains 12 hit

points.

Once Korljan awakes and takes note of his situation, he heals himself and then thanks the PCs. His initial attitude is friendly. Once Korljan hears the party has been sent from the Cenarion Circle, he warms to the PCs instantly (attitude helpful), even if the party has a high elf. He asks the PCs if they would join him to return to the crash site, as he noticed something strange about the land there.

Korljan Greenstride, 5th-Level Lone Druid/1st-Level Ley Walker

Male Night Elf: CR 6; Medium humanoid (night elf); HD 5d8+1d6, hp 29; Init –1; Spd 30 ft.; AC 14, touch 9, flat-footed 15; Base Atk +5; Grp +7; Atk/Full Atk +6 melee (1d8+3, heavy mace) or +2 ranged (1d4+2, sling); SA Rebuke animals; SQ Low-light vision, ley line attunement 1, strider, wild shape 1/day, night elf traits; AL N; SV Fort +4, Ref +0, Will +9; Str 14, Agy 9, Sta 11, Int 12, Spt 17, Cha 12.

Languages Spoken: Common, Darnassian, and Thalassian.

Skills: Knowledge (arcana) +10, Knowledge (nature) +14, Search +5, Spellcraft +12, Survival +15.

Feats: Brew Potion, Enlarge Spell, Maximize Spell, Quicken Spell, Track.

Druid Spells (5/4/4/2; save DC 13 + spell level): Korljan's high Spirit score and ranks in Spellcraft allow him to prepare 9 spells per level; he can prepare most of the spells on the druid spell list. He favors the following spells:

0 — *know direction;* 1st — *cure light wounds, speak with animals;* 2nd — *cure moderate wounds;* 3rd — *cure serious wounds, speak with plants.*

Domain Spells: 1st — *roar;* 2nd — *moonfire;* 3rd — *entangling roots.*

Domains: Wild Domain (swiftpaws).

Possessions: +2 *studded leather,* +1 *heavy mace of nature's bite,* sling with ten bullets, *dreamless sleep draught potion,* spell component pouches.

Note: Korljan has taken the Lone Druid variant (from the Alliance Player's Guide); this grants him a warrior's base attack bonus. If pressed into combat, Korljan prefers taking a nightsaber cat's form when using his wild shape ability.

In Nightsaber Cat Form

Medium humanoid (night elf); HD 5d8+1d6+18, hp 47; Init +2; Spd 50 ft.; AC 15, touch 10, flat-footed 13; Base Atk +5; Grp +9; Atk Bite +9 melee (1d6+4); Full Atk Bite +9 melee (1d6+4) and 2 claws +4 melee (1d4+2); Space/Reach 10 ft./5 ft.; SA pounce, improved grab, rake 1d4+2; SQ —; AL N; SV Fort +7, Ref +3, Will +9; Str 19, Agy 14, Sta 16.

Ad Hoc XP Award: If the PCs save Korljan, grant 300 XP/character.

If the PCs have somehow accidentally killed Korljan (say by *fireballing* the cave from below), Nara Wildmane will insist on his body being returned to her before paying the PCs their reward. Once the PCs bring Korljan's body, she will pay half (500 gp/character), saying the other half will be provided when several powerful druids come to see Korljan.

Meanwhile, she will have him *true resurrected* within a day. She will talk with Korljan about his adventure, and Korljan will insist on returning to the crash site. Nara will insist that the PCs return with Korljan to the crash site and then she will pay the rest of the money upon his *safe* return (a point that she adds with eyebrows furrowed).

Recurn to the Crash Site: Korljan's Discovery

Korljan leads the party back to the crash site (remember Climb DC 10 to ascend the greater mountain again). If the PCs rescued Kulbak, Korljan talks with him briefly and tends to his wounds if he has spells left.

> Korljan walks around the northern part of the crash site, lost in thought. He casts a spell, mutters to himself, and stands firm at a point. "Here," he says pointing to the ground. "There is something under here. Beneath this patch of ground. Something natural yet … magical. We must uncover the earth here."

The spell Korljan cast was *speak with plants.*

Where Korljan is pointing to is a sunken 10-foot-wide patch of earth. The patch of earth is only about 2 feet thick and beneath it is a 20-foot drop into a hidden cavern. At the bottom of the cavern is a pool of luminescent liquid. The pool works as a *fountain of mana†*. This patch was much more firm before the *Jumpsummit* crashed into it. Afterwards, however, much of the cavern's ceiling support became loose. The patch can still hold 3–4 Medium-sized creatures standing on it.

A pickaxe or shovel will clear an opening about 5 feet wide in about 5 minutes. Four people using their hands or tools not made for moving earth can clear it in about 15 minutes.

If any of the PCs try to damage the earth with bludgeoning weapons or damage-inflicting spells for more than 20 hp damage, the support gives way and a 20-foot-wide sinkhole opens up. All characters standing in the sinkhole area fall 20 feet to into the fountain below (2d6 damage). Jumping up and down causes 5 damage/round to the support (see below).

Four mana surges are inside the pool. They attack if a living hand touches the pool or if a significant amount of earth has fallen into the pool (e.g., if the PCs damage

the earth by jumping, bludgeoning weapons, or spells at any point).

Mana surges (4): hp 4. See the **Monster Guide** for more details.

Anyone who Searches (DC 10) the cavern will find no items but will notice flecks of deep bluish silver in the rocks in the lower half of the cavern. Those with Profession (mining) or Appraise (DC 16) can tell this is truesilver. If PCs could see past the luminescence of the mana fountain, they would see the entire bottom of it is made of truesilver.

If Korljan survives the mana surge encounter, read the following:

> Korljan starts jumping up and down excitedly.
>
> "I knew it! I knew it!" he screams. "This is what the severed ley lines leading into the Barrens have been doing. If only Naralex could see this. I must report back to the Circle as soon as possible."
>
> Korljan starts hustling back down the path towards the kobold toll. "This information cannot wait!"

Korljan will not stop unless someone can use Diplomacy to get him to calm down (DC 10). Logical explanations grant a +4 to the check (e.g., "There's a 10 gp toll at the bottom of the hill, and you have no money.").

Provided the PCs have not killed the kobolds at the toll (Area 2), they will charge another 10 gp/person to exit the mountains. If the party points out that they paid for a scout who abandoned them, they will grudgingly not charge for one person.

Korljan's Severed Ley Line Theory

PCs curious enough to engage Korljan in conversation on the way down the mountain get to hear his theory (whether they like it or not).

> "When I was in the eastern edge of the Desert of Silithus, I came across an oasis that no animals went near. When I came closer, I realized it wasn't an oasis at all but one of the fabled Fountains of Mana. There haven't been any reports of a Fountain since most were drained during the Third War, and here I stumble upon one. Out in the desert! I stayed there for a week and studied it. It felt like a lake of magic. Or like a river of energy that had been dammed up.
>
> And that's when it dawned on me. Any ley walker can tell you that the ley lines in the desert areas — like Silithus or the Barrens — are more sparse and strained, but no one can tell you what's happened to them. What if these ley lines were severed during the Sundering because something unearthed caused the energy to materialize? As if it were blocking its flow and damming it up?
>
> This underground cavern we discovered might be the key! I could trace the broken ley line to its entrance, and there was a fountain of mana. And these spots of silver in the walls? I suspect that could be the materializing agent that would make it like the wall of a dam!
>
> If only we could break the dam and reinvigorate the Barrens! Naralex had the right idea, just the wrong tools!"

The Jumpsummit Council

Korljan's Return

Assuming the PCs make it out of the Dustbarrens Range back to Jikk's safely, Nara is waiting there to see Korljan. She will pay the PCs half the gold (500 gp each), explaining that the other half will arrive within a day's time.

A Diplomacy check (DC 15) will get Nara to say that the money is arriving with her mentors and well-known druids of the Emerald Circle: Greta Mosshoof and Tenell Leafrunner.

Nara and Korljan spends half a day behind closed doors discussing Korljan's findings in Silithus, the crash of the *Jumpsummit*, and his discovery of the Fountain. Nara leaves the one-room hut to talk with Jikk. Those watching (Spot DC 5) see that she pays Jikk more money.

Greta and Tenell arrive the following day as large black ravens. The four confer for a half day before Nara approaches the PCs.

"I thank you again for saving Korljan. He brings exciting news to us, and my mentors are pleased with what he has found. We could use your help further.

"The discovery of the Fountain is a delicate matter as it is on the border between the Horde and the Alliance. Arcanists and healers on both sides will want the Fountain for themselves. Blacksmiths and miners on both sides will want to mine the area for themselves.

"The Cenarion Circle wishes to preside over it and prevent the Fountain from becoming another catalyst for another conflict or war. Worse yet, we don't want the Fountain to fall into the wrong hands. Imagine what chaos the Burning Blade would bring with it.

"However, we do not want to wrest control from either the Alliance or the Horde. We want both sides to understand that this is a druidic matter. We have sent word to the Alliance, the Horde and even Ratchet that we have discovered unusual activity in the Dustbarrens Range that requires their counsel.

Their representatives are arriving here at Jikk's within a week.

"We need your help in explaining what you saw with the kobolds, any rumors you might have heard regarding the mountains and…"

Nara's face takes curious look. "I suspect that both the Alliance and the Horde, and perhaps even the goblins of Ratchet, know more about what's going on here than we do. However, to get them to admit anything in the same room will be challenging. There are two ways of coaxing the information out of them: through diplomacy or through intimidation.

"When I say 'intimidate' here, I don't mean to threaten them. That will not work, nor will it be tolerated. This is neutral territory and a peaceful meeting. But there is more than one way to intimidate someone. Exposing some of the rumors that have been said of each of the races may goad the representatives into a defensive nature. Many extra words are said when people get angry. We could use your help here. What do you say?"

If the PCs agree, they have a week until the representatives arrive to Gather Information. Midway through the week, they will find out who is arriving. If you have to, stress again to your PCs that this is a chance to exercise their Charisma-based skills and whatever social skills they have. They can gather information as per the Rumors and Prejudices sidebar.

If the PCs decline, assume that the Worst Scenario has happened (see Concluding the Council).

Preparing for Gilz Smackwratchet

After the Jumpsummit Council, players should know that they are either going to be battling a golem or steam warrior. Gilz's steam armor initially has hardness 10, so GMs should be preparing players to overcome it. Here are some suggestions:

• Two of Jikk's new wares are vibroblades. The party should be able to purchase at least one with a power core if they pool their resources. If the party's main warrior is specialized in a melee weapon other than axe or sword, make a substitution.

• As with other objects, energy attacks using acid, fel, force, or sonic damage do full damage, after which hardness is applied. Electricity and fire attacks do half damage, after which hardness is applied. Cold attacks do one quarter damage, after which hardness is applied.

• A 3rd level Techslayer can bypass 5 points of hardness.

Also note that Gilz's steam armor will have a hardness 10 for the first half of his bonus steam armor hit points. Once the steam armor drops below half (49 bonus hit points or below) the hardness drops to 5.

Goblin Priorities (Jikk's New Wares)

Midway through the week, Nara announces the names of the representatives to the party:

Alliance: Corporal Rych, Ingo Woolybush, Fiora Longears, Lord Possil.

Horde: Tonga Runetotem, Zureetha Fargaze, Mudcrush Durtfeet, Gulgu Skullcatcher.

Ratchet: Sputtervalve of the Tinker's Union.

Cenarion Circle: Nara Wildmane, Greta Mosshoof, Tenell Leafrunner.

Shortly after, Jikk approaches the party, obviously excited.

> "Have I got a deal for you. An old associate of mine by the name of Sputtervalve is coming for this Cenarion Triangle meeting of yours. We've worked a trade and I'll have a few new items for sale. Some great pieces, not some gnomish can-opener you can get in Theramore. Normally I don't do pre-orders but with the extra company coming I can't guarantee these little treasures will have a long shelf life."

Jikk then reads from a scroll the list of items arriving with Sputtervalve. All items are non-magical but some are tech-mod weapons (see **More Magic and Mayhem**

for more information):

Item	Cost
Armored power cables, 5 foot long (10)	25 gp/ea
Beacon arrows, longbow (20)	251 gp
Blowback blunderbuss shot (12)	760 gp
Boosted pistol balls (10)	255 gp
Boosted rifle bullets (10)	256 gp
Masterwork vibroblade greataxe	1,070 gp
Masterwork vibroblade greatsword	1,100 gp
Masterwork vibroblade longsword	1,065 gp
Masterwork vibroblade warblade	1,070 gp
Power core, small (10)	1,500 gp/ea.
Power core, large (10)	2,750 gp/ea.
Power core belt	15 gp

If the characters pre-order the items now (i.e., give Jikk the gold up front), he'll give the group a 10% discount. Items are handed to PCs once Sputtervalve arrives. If the PCs do not pre-order the items, he will sell them at normal prices once Sputtervalve delivers them.

The Council Commences

At the start of the council, it is generally assumed by all members that the "metal man" is a kobold threat. This may change as the council progresses.

Each of the seven representatives has a piece of information that could be relevant, but is reluctant to reveal it:

• Tonga Runetotem (a male tauren Horde-aligned druid from the Crossroads) knows that if Korljan's theory is correct, it would take more than mere flecks of a materializing agent.

• Ingo Woolybush (a male dwarf from Theramore affiliated with the Explorers' League) knows that to make a golem out of truesilver would take a mine's worth of truesilver.

• Fiora Longears (a female high elf from Theramore) knows that suspicious ships that leave Ratchet with contraband arrive at Theramore without any.

• Corporal Rych (a human stationed at Northwatch Hold) knows that ships are seen to anchor in the bay in the Dustbarrens at night for an hour or two and then move on.

• Mudcrush Durtfeet (an ogre of Brackenwall village who rarely speaks in sentences longer than three words) knows that there was an ogre crocolisk-trainer who left for the mountains with a mad goblin mage.

• Zureetha Fargaze (a female orc warlock from Durotar) knows that a note was sent from the Burning Blade that fingers a "G.S." as responsible for the crash.

• Sputtervalve (a male goblin from Ratchet who

specializes in shredder development and research) knows that Gilz Smackwratchet is a techno mage who joined the Venture Company and lives in the Dustbarrens Range.

There are three main speeches given during the council. After each speech, Tenell or Greta will motion to the PCs to help. The PCs should:

1) Sense Motive check (DC 20) for a hunch about which representative might have something to say. If the PCs address the appropriate representative, add a +2 bonus to his Diplomacy or Intimidation check.

2) Use Diplomacy or Intimidate to get the NPCs to speak up. Attitudes of the representatives are *indifferent,* so a DC 15 check will move them to *friendly* and get them to speak up.

Diplomacy checks can be initiated by bringing up relevant stories or details. You can award a circumstance bonus (between +1 and +4) to a PC who uses a relevant piece of information. Note that certain rumors are to be used specifically for Intimidate checks. If the PCs use the rumors for a Diplomacy check it suffers a –4 penalty.

Remind PCs that this special use of Intimidate is more about goading than threatening physically. If any of the PCs physically threaten the representatives, they will receive a warning. At the second warning, the PC will be told to leave the council. Any NPC who was the subject of this tactic will regard the PC as *unfriendly* in any subsequent encounter.

Remember that a Horde member addressing an Alliance member (or vice-versa) suffers a –3 to Bluff and Diplomacy checks but gains a +3 bonus on Intimidate checks.

Don't panic if the information doesn't follow a linear fashion (this is likely to happen if your PCs are role-players). Just be sure to have Tenell review all the information uncovered in "Concluding the Council."

> The morning of the council is a hot one. Not a great start for a meeting such as this. The council room may get heated enough without the marsh's temperature agitating things.
>
> Jikk has cleared out one of his larger weapon rooms to make accommodations for the meeting. Standing at the back of the room facing the group is Tenell Leafrunner. To the left and right of him stand Nara and Greta Mosshoof.
>
> One the left side of the room sit all the Horde members: Tonga Runetotem, a male tauren wearing leather armor and carrying a staff; Mudcrush Durtfeet, an ogre who has to keep his neck bent so as not to go through the roof; Zureetha Fargaze, a female orc who no one seems to make eye contact with for very long.
>
> On the right side of the room sit all the Alliance

> members: Corporal Rych sits clad in mail and with the anchor symbol of Northwatch on his chest; Ingo Woolybush, with a pickaxe slung to his back and an annoyed look crumpling up his face through his white beard; Fiora Longears, a female high elf who vapidly looks around the room.
>
> Standing with you at the back of the room is a goblin named Sputtervalve, still wearing smudged workclothes with several tools falling out of his pockets. Also standing with you is Korljan (and Kulbak, if he survived).
>
> Greta addresses the group, "Has anyone seen Lord Possil or Gulgu Skullcatcher?" When no one responds, Tenell speaks up, "We must begin this Council. Too much time has passed."
>
> Tenell stands up. "Thank you all for coming. As you know we are here to discuss the events that have passed within the Dustbarrens Range. The crash has affected all of us. We sent a party to investigate the crash," Tenell motions to the PCs, "and rescue what survivors there were." Tenell motions to Korljan/Kulbak. "In their travels, they discovered a fountain of mana in the Dustbarrens Range. "
>
> All the representatives shift and look at each other (except Mudcrush, who is picking his nose, oblivious).
>
> Tenell looks at Korljan. "Korljan, tell us what you found."
>
> (Read the first paragraph of Korljan's Severed Ley Line Theory that starts, "When I was on the eastern edge of Silithus….")
>
> Greta interjects, "Has anyone ever found something similar?" The room is silent, and Greta looks at you.

Tonga Runetotem:

Diplomacy: "Korljan's theory is sound, but you'd do well to remember that flecks of this silver element will do nothing. There must be a large deposit at the bottom to cause enough reaction to create a Mana Fountain."

Intimidate (opposing roll bonus +11): "(snorts) Careful, small one. The tauren have known of several of your fountains for centuries. We also knew most of them had a large rare silver deposit at the bottom. They remained untouched until recently — when *other* races drained them and strip-mined them of their resources."

> Tenell continues, "As it is significant to our research, we have laid claim to the Fountain. But we are not shutting out the Horde, the Alliance or our goblin and ogre friends from input as to its fate. Thus this we have called this Council."

Gilz's daily casting of *nondetection* is preventing the Cenarion Circle from discovering him.

The urgency of the situation might loosen a few tongues. If the PCs share any knowledge they have gained about the kobolds, they gain a +1 circumstance bonus to their Diplomacy and Sense Motive checks.

Ingo Woolybush:

Diplomacy: "Well I can tell ye this, lad. If this metal man ye saw was made a' truesilver, ye ain't going ta be makin' him from a couple a stones with flecks in 'em. There's got to be a mine in the area, and it's had to be here for at least six months. More like a year."

Intimidate (opposing roll bonus +13): "Don't go saying things ye don't know about! Especially when it comes to me kin! You wouldn't know tin from truesilver, laddie. Take this metal character. Any dwarf worth his stones could tell ye, that's truesilver yer talking about. And to make something? Got to be a truesilver mine in the area. Why don't yer councilmen send a dwarf to go looking for it?"

Zureetha Fargaze:

Diplomacy: "I will tell you what I know. My last kill was a Burning Blade spy who spit on the Horde while saluting our grunts. He was delivering a note to this area, addressed to a 'G.S.' This 'G.S.' cannot have been a member of the Blade, as it was not written in their code but in Common tongue. The note says that this 'G.S.' is responsible for the zeppelin crash in the mountains."

Intimidate (opposing roll bonus +6): "The Burning Blade might have a far reach but the Horde does not sit idly around. I came here despite your sneers to tell all of you I have killed a Burning Blade warlock. (She tosses an orc finger, still wearing a ring, onto the ground.) He was delivering a note to a "G.S." in the Dustbarrens. The note says that this 'G.S.' is responsible for the zeppelin crash in the mountains."

If the PCs share any knowledge they have gained about the pirates or Gilz Smackwratchet, they gain an additional +3 circumstance bonus to Diplomacy and Sense Motive.

Fiora Longears:

Diplomacy: "I would hardly know much about the mountains. I prefer taverns. But I have overheard at the inns that more and more dishonest ships that pull into Theramore do not have the known contraband they left Ratchet with."

Intimidate (opposing roll bonus +10): "Yes, yes, yes. We high elves conspire all the time with the blood elves. We trade magic like recipes." She laughs. "From what I've heard, I'd be more worried about what's happening to all that contraband that leaves Ratchet but 'magically disappears' before it reaches Theramore. That's the only magic around the docks I'd like to know about."

Mudcrush Durtfeet:

Diplomacy: "Me know ogre in mountains. Pulgugg. Pulgugg make crocolisk pet. Pulgugg wimp. Mud beat Pulgugg. Pulgugg run away. Take crocolisks to mountains. Goblin friend go too."

Intimidate (opposing roll bonus +12): "That big lie!" He bangs a fist on the ground, making it shake. "Ogres eat crocolisk! Pulgugg only ogre no eat crocolisk. Pulgugg make crocolisk pet. Pulgugg wimp. Mud beat Pulgugg. Pulgugg run. Goblin friend go too. Crocolisk go too … too. All good crocolisk gone. You make Mud hungry. Mud eat you maybe."

Corporal Rych:

Diplomacy: "Strangest thing I done seen is them contraband ships. They be anchorin' in the bay next to the Dustbarrens. Pull up at night and just set there for an hour or two, then move on. We tried to investigate. No real luck."

Intimidate (opposing roll bonus +7): "Well, the Northwatch *did* try to do something about that problem there. We done seen these contraband ships just set out at the Dustbarrens Bay there at night. They set for an hour or two, then head off. So we sent our own man to investigate, we did. Never heard from him since. For the record, I don't see this council doing much anything… besides rescuing their own. Then bragging about it."

Sputtervalve:

Sputtervalve will only speak up when he hears the name of Gilz Smackwratchet.

"Gilz?" He frowns. "I can tell you about Gilz

Smackwratchet. That nutter lived in Brackenwall for quite some time before they threw him and some friend of his out to the Dustbarrens Range. He was a techno mage, and both he and his ogre friend worked for the Venture Company. Bad business there, I can tell ya."

Concluding the Jumpsummit Council

> Tenell speaks up. "The activity in the Dustbarrens bears more investigation, and this "metal man" must answer to the sword for his crimes." Tenell turns to the PCs. "We have need of your services again."

Tenell offers the PCs an additional 6,000 gp to return to the mountains and destroy the metal man. Tenell won't budge on the price, as he believes this to be a more than gracious offer.

It's assumed the PCs will agree. If the PCs decline, Tenell will send Nara to investigate the mountains, and the adventure concludes.

Count how many of the seven facts the PCs have helped to uncover during the Council. Tenell will state each of these facts to the Council ("So here is what we have learned…").

The PCs' next mission will be based upon how many of these facts they have uncovered during the Council.

Worst Scenario

PCs have uncovered none of the facts.

• Tenell concludes the Council, saying that the kobolds have control of the Range, and that the "metal man" is probably a golem they made. The PCs' mission is to wipe out kobolds and their golem in retribution for the destruction of the *Jumpsummit*.

• The Cenarion Circle's claim on the Fountain's fate is empty and all parties are acting on their own.

• After the Council, each PC will be approached separately by one of the representatives for a special mission: when they return to the Dustbarrens Range, place a flag or marker by the fountain to claim it as theirs:

　○ Zureetha approaches any Horde member with a Horde flag.

　○ Corporal Rych approaches any Alliance member with an Alliance flag.

　○ Fiora approaches any High Elf member with a high elven rune.

　○ Sputtervalve approaches any goblin or independent member with a Tinker's Union flag.

Fair Scenario

PCs have uncovered 1–3 facts.

• Tenell concludes the Council, saying that the kobolds are suspect with regards to the "metal man". PCs must destroy the metal man and have blessings to kill the kobolds if they wish.

• The Cenarion Circle's claim on the Fountain's fate will be accepted or rejected based upon the party's success. If they uncover Gilz and destroy him, the Cenarion Circle maintains their claim on the Fountain. If the PCs return without having destroyed Gilz, border skirmishes erupt over the Fountain's ownership.

Ad Hoc XP Award: 500 XP bonus for each character.

Great Scenario

PCs have uncovered 4–6 facts.

• All parties concede to the Cenarion Circle's claim on the Fountain's fate.

• PCs can approach kobolds for information if they wish regarding the "metal man." Tenell is indifferent to the fate of the kobolds.

Ad Hoc XP Award: 900 XP bonus for each character.

Best Scenario

PCs have uncovered all 7 facts.

• All parties concede to the Cenarion Circle's claim on the Fountain's fate.

• Tenell concludes that PCs can approach kobolds for information regarding the "metal man." As they are probably innocent in the *Jumpsummit* matter, Tenell will frown upon killing them.

• Suggestions are made that the party's investigation include the northern area of Dreadmurk Shore.

Ad Hoc XP Award: 1,500 XP bonus for each character + Nara's gift (see below).

The Matter of Spoils

Tenell insists that all resources discovered by the party will be split evenly between the Alliance, Horde, and Ratchet. If pirate involvement was uncovered during the council, Tenell also states that stolen merchandise will be returned to the rightful owners.

Nara's Gift

If the PCs have uncovered all seven facts from the council, Nara pulls the party aside after it concludes (or if the Charisma checks were performed by one character, she pulls that character aside), and says the following:

"In such tense times between the Alliance and the Horde, I could not have asked for better results. You have proven yourself to be one who might be able to heal the pain between them." She pulls out her *ring of kinship‡‡*. "When the Cenarion Circle first considered teaching the tauren the ways of the druid, this ring helped me to show them that the night elves and the tauren had more in common than not. I feel my ancestors telling me it is time to pass this gift on. Take it, with honor."

The Hunt for the Metal Man

Area 2a: Kobold Toll, Foldy Roll: (EL 7)

Read the boxed text when the PCs are ready to depart Jikk's Workshop again.

> Weapons in hand, you start the trek to the Dustbarrens Range again. The Dustwallow humidity has become a steady rain that hardly alleviates the heat. You finally reach the site of the kobolds' toll. A taller kobold is now here with three others. All carry heavy picks in their hands. The taller one spots you as you approach and puts out his hand. "Ten pieces gold!"

The kobolds have changed guard here. The tall kobold is named Eeker and is the leader of the group.

If the PCs killed Geez-geez and his crew, he will be on the lookout for clues. Eeker will lead the PCs on as if he is being helpful, but never lowers his weapons, and will be looking at the ground to see if he can match bootprints. Thanks to the rain making the ground muddy, this is an easier task than usual (Track DC 8). If Eeker figures out the PCs killed Geez-geez and the others, he will ambush the PCs when they enter his space.

If the PCs didn't kill the kobolds, Eeker will proceed with transactions like Geez-geez (see Area 2) with one exception. Unlike Geez-geez, Eeker is actively looking to get rid of Gilz and his friends from the bay area. His mate and his brother were made slave miners after Gilz's betrayal, so Eeker has an axe to grind (or pick, in this case). Any mention of Gilz, Pulgugg, or the "metal man" immediately changes his attitude from indifferent to helpful. Before revealing anything, however, he makes the PCs promise to free the kobold slaves in exchange for free tolls in and out of the Dustbarrens Range. Once the promise is made, he will escort them to the kobold cave in Area 2b.

Pick, Peek and Poke: Kobolds (3); hp 5 ea. See the **Monster Guide** for more details.

Eeker, Kobold Lookout, 4th-Level Hunter/2nd-Level Rogue; Male kobold; CR 6; Small Humanoid (kobold); HD 2d6+4d8+6, hp 33; Init +7; Spd 20 ft.; AC 19, touch 16, flat-footed 16; Base Atk +5; Grp +2; Atk/Full Atk +7 melee (1d4+2/19–20, small short sword) or +9 ranged (1d4+1/x3, small shortbow); SA Backstab +1d6; SQ Heightened low-light vision, animal companion, aspect of the monkey, link with companion, share spells, trapfinding, uncanny dodge, wild empathy, kobold traits; AL LN; SV Fort +5, Ref +10, Will +4; Str 12, Agy 16, Sta 13, Int 7, Spt 16, Cha 11.

Languages Spoken: Common and Low Common.

Skills: Appraise +5, Climb +10, Profession (miner) +10, Search +9, Spot +10, Stealth +14, Survival +12.

Feats: Dodge, Improved Initiative, Rapid Shot, Skill Focus (Survival), Track.

Possessions: +2 leather armor, +1 small shortbow, +1 small short sword, amulet of natural armor +2***, three cure serious wounds potions.

Badger Animal Companion: CR —; Small animal; HD 1d8+2 ; hp 6; Init +3; Spd 30 ft., burrow 10 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp–5; Atk +4 melee (1d2–1, claw); Full Atk +4/+4 melee (1d2–1, 2 claws) and –1 melee (1d3–1, bite); Space: 5 ft.; Reach 5 ft.; SA —; SQ Low-light vision, rage, scent; AL N; SV Fort +4, Ref +5, Will +1; Str 8, Agy 17, Sta

15, Int 2, Spt 12, Cha 6

Skills and Feats: Escape Artist +7, Listen +3, Spot +3; *Feats:* Track[B], Weapon Finesse.

Rage (Ex): If Eeker's badger takes damage in combat, it flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Stamina, and –2 to Armor Class. The creature cannot end its rage voluntarily.

When raging, Eeker's badger has the following statistics: hp 8; AC 13, touch 12, flat-footed 10; Atk 2 claws +6 melee (1d2+1) and bite +1 melee (1d3+1); Fort +6; Str 12, Sta 19.

Tricks: Eeker's badger knows the following tricks: Attack, defend, down, guard, seek, stay, track.

Tactics:

General: The lesser kobolds rush into melee while Eeker positions himself to flank the largest engaged enemy, to leverage his backstab damage. Eeker will also instruct his badger animal companion to hassle the nearest spellcaster. Once reduced to half hit points, Eeker will make a 5-foot adjustment and quaff a potion.

Pre-Combat Actions: Eeker will not give any signal to attack until he's identified the PCs as Geez-geez's killers.

Don't Forget!

• Eeker's Dodge bonus.
• Eeker's evasion and uncanny dodge.
• Eeker's animal companion and tricks!

Area 2b: Where the Wild Kobolds Are (EL 10-13)

As you clear the first set of mountains, you see something you didn't notice before. In the valley is a muddied path running 200 feet to the east. The path would have gone unnoticed if not for the many little mud puddles in the shape of kobold feet running to and fro.

The path runs past a small four foot high cave entrance to the north. Inside the entryway is a 30-foot by 50-foot room carved from the mountainside.

Here reside the kobolds who escaped Gilz's betrayal: two kobold leaders and ten regular kobolds. If Geez-geez and crew are still alive, they are here also with picks in hand, mining rock. One of the leaders is Weel, the shaman/blacksmith who made Gilz's steam armor.

If the PCs enter unescorted, treat the kobolds as unfriendly, and they insist the PCs leave immediately. If the PCs take more than five rounds, the kobolds launch into combat (see tactics below). If three of the lesser kobolds die, Weel stops casting spells, puts her hand

on Sneelit's weapon and screams in Common in a high reedy voice, "Stop! Stop! Why are all the big people make us dead?"

If the PCs stop and ask what she means, Weel repeats, "All big people! We trust little gob-gob, then he gets big, and makes us dead. We just want pick at rock and stone, and big ones make us bad time."

If the PCs ask where the metal man is, Weel screams, "You big stupid! We no have metal suit! The crazy gob-gob trick us from big suit! We pick metal. I make suit. Then gob-gob get in and suit make big fist! Make us dead! Make us slave! So we no have. Now away go! Go!" Weel then picks up small rocks and hurls them at the PCs (1 hp damage) until they leave, subdue her, or kill her. See "Kobold Vengeance" at the Adventure Conclusion for further consequences.

If the PCs have an escort via Eeker, Weel brings them to the back and moves aside a huge rock to reveal a secret tunnel. This escape tunnel was used by the kobolds to sneak away when Gilz turned on them, and he is unaware of it. It leads to the central chamber of Gilz's hold (area 10). The tunnel is only four feet high so Medium-sized creatures will have to crawl, and Large creatures cannot walk through at all. The tunnel is a mile long and is blocked at the other end by another rock (Str check DC 18).

Kobolds (6); hp 5 ea. See the **Monster Guide** for more details.

Weel, Kobold Geomancer, 6th-Level Shaman; Female Kobold: CR 6; Small humanoid (kobold); HD 6d8+12, hp 42; Init +2; Spd 20 ft.; AC 16, touch 13, flat-footed 14; Base Atk +4; Grp –1; Atk/Full Atk +3 melee (1d3–1/19–20, dagger) or +6 ranged (1d3–1/19–20, dagger); SA Elemental combat (1/day), turn/rebuke elementals; SQ Heightened low-light vision, augur, kobold traits; AL N; SV Fort +5, Ref +4, Will +8; Str 9, Agy 14, Sta 11, Int 14, Spt 16, Cha 13.

Languages Spoken: Common, Low Common, Thalassian, and Zandali.

Skills: Appraise +8, Concentration +9, Craft (armorsmithing) +16, Craft (weaponsmithing) +16, Knowledge (nature) +11, Spellcraft +11.

Feats: Brew Potion, Skill Focus (Craft Armorsmithing), Skill Focus (Craft Weaponsmithing), Skilled (Craft Armorsmithing and Weaponsmithing), Still Spell.

Shaman Spells (5/4/4/3; save DC 13 + spell level): Weel's high Spirit score and ranks in Spellcraft allow her to prepare 9 spells per level; she can prepare many of the spells on the shaman spell list. She favors the following spells:

1st — *burning hands, cure light wounds;* 2nd — *frost armor, flame shock**, silence,* 3rd — *frost nova, healing ward, inner fire.*

Domain Spells: 1st — *flare*; 2nd — *burning hands*; 3rd — *frost armor,* 4th — *frost nova.*

Domains: Elements (master of elements).

Possessions: +1 leather armor; divine scroll of earthbind, nondetection, water walking; periapt of spirit +2; dagger.

Sneelit, Kobold Lookout, 4th-Level Hunter/2nd-Level Rogue; hp 33, use Eeker's stats.

Tactics:

General: The lesser kobolds rush into melee while Sneelit stays behind with ranged weapons and Weel starts casting spells. Remember that once three of the kobolds die Weel will desperately try to stop combat and find out what the PCs want.

Pre-Combat Actions: Weel will cast *frost armor* on herself, *healing ward,* and then *frost armor* on Sneelit.

Don't Forget!

- Sneelit's Dodge bonus.
- Sneelit's evasion and uncanny dodge.
- Weel is +1 caster to all Elemental spells.

Area 8: The Abandoned Hut

After crossing over several rolling valleys, a small hut appears in the distance. The 20-foot by 20-foot hut is made of wood, rope, and various dried plants from the area. Though the door appears to have a lock, it is wide open. No signs of struggle or violence seem apparent.

The hut is actually the previous home of Gilz and Pulgugg when they were on friendly terms with the kobolds. Though they stayed here for almost a year, neither venture back to it — partially due to their wounded friendship as much as manning their stations. Pixzlin and the others in Area 9 are still unnerved by Pulgugg and his pet and never cross through his territory in the wetlands (Area 9). So, the hut is a safe place for PCs to come and rest at night after encounters. (Angry kobolds seeking vengeance against the PCs, however, will be watching this hut for signs of life and attack at night.)

A successful Craft (woodworking) or Knowledge (nature) check (DC 10) reveals a slight warping of the entryway floor that seems to indicate it's been open for some weeks, but no more than a handful of months. A Search check (DC 20) produces a rusted wrench, a crocolisk tooth, and an ogre toenail clipping.

Area 9: The Wetlands (EL 9)

Up ahead on the path, the dryness recedes as the pathway descends from the mountains. The air slowly grows heavy with moisture, and the land is dotted with large puddles of still water. The landscape would be a mirror of most of Dustwallow if the stink of the swamp wasn't mixed with smell of the sea. Dreadmurk Shore must be close.

The PCs are entering an area that would normally be overrun with crocolisks and murlocs if not for Pulgugg's residence here. The ogre beastmaster and his pet have kept most other crocolisks at bay through empathy or hunting. While Pulgugg is not on the best of terms with Gilz at the moment, he remains obedient to his original task set by the Venture Company: defend the hold from crocolisks, and kill any intruders on sight.

Since Grif Smythe was able to sneak past Pulgugg's defenses several weeks past, he's had his pets hidden and on full alert in the swamps since. Crocolisks stay in the water (+19 to Stealth). Upon seeing intruders, Ush will empathically warn Pulgugg. Anyone not announcing himself as a Venture Company agent will be attacked on sight.

Pulgugg, 5th-Level Half-Ogre Hunter/1st-Level Beastmaster/2nd-Level Half-Ogre; Male Half-Ogre: CR 8;

Male Half-Ogre: CR 8; Medium humanoid (half-ogre); HD 7d8+1d12+19, hp 60; Init +0; Spd 20 ft. (chainmail; base 30 ft.); AC 20, touch 12, flat-footed 20; Base Atk +7; Grp +14; Atk +12 melee (3d6+6/x3, large greathammer); Full Atk +12/+7 melee (3d6+6/x3, large greathammer); Space/Reach 5 ft./10 ft.; SA *Summon nature's ally III* (2/day); SQ Low-light vision, animal companion, aspect of the monkey, call companion, powerful build, wild empathy, half-ogre traits; AL NE; SV Fort +8, Ref +4, Will +3; Str 17, Agy 10, Sta 14, Int 10, Spt 13, Cha 14.

Languages Spoken: Languages Spoken: Low Common.

Skills: Handle Animal +13, Spot +12, Stealth +8, Survival +15.

Feats: Power Attack, Skill Focus (Survival), Toughness, Track, Two-Weapon Fighting.

Hunter Spells (1; save DC 11 + spell level): Pulgugg's high Spirit score and ranks in Spellcraft allow her to prepare 9 spells per level; she can prepare many of the spells on the shaman spell list. She favors the following spells:

1st — *alarm, summon nature's ally I.*

Possessions: +2 Large greathammer, +3 chainmail, ring of protection +2, three cure serious wounds potions,

backpack.

Ush, Pulgugg's pet; Medium Animal; CR 3; HD 4d8+16 (hp 34); Init +0; Speed 30 ft. (6 squares), swim 40 ft.; AC 16 (+6 natural), touch 10, flat-footed 16; BAB/Grp +3/+8; Atk Bite +8 melee (1d8+7); Full Atk Bite +8 melee (1d8+7); SA Improved grab, lacerate; SQ Low-light vision, evasion, hold breath, link; SV Fort +8, Ref +4, Will +2; AL N; Str 21, Agy 11, Sta 18, Int 1, Spt 12, Cha 2.

Skills: Listen +4, Spot +4, Stealth +8*, Swim +13

Feats: Skill Focus (Stealth), Skilled (Listen and Spot)

Tricks Known: Attack group.

Crocolisks (2); hp 34 ea. See the **Monster Guide** for more details.

Tactics:

General: Pulgugg's poor self-image and lack of exposure to other races has made the half-ogre a very conservative melee fighter. He learned most of his "wait and watch" tactics from Gilz: he sends in his crocolisks to soften up his opponents while he watches for the strongest. After five rounds or once Ush is dead, he rushes in at the strongest opponent.

Ranged: Like many half-ogres, Pulgugg carries no ranged weapon and leans on his melee tactics. He tends to wait and watch (see above). If he has taken damage from a spellcaster or ranged weapon, however, he will charge the attacker.

Melee: Pulgugg will bash his opponent, and command his crocolisks to attack any stunned opponent. After this initial attack, he uses his raptor strike for four successive rounds.

Don't Forget!

• Pulgugg's evasion (via aspect of the monkey).

Area 10: The Loading Area (EL 9–10)

Following the path through the wetlands, the roar of the ocean grows louder and louder until the brush parts slightly and you can see the rock and earth of the shoreline. Three small huts sit about one hundred feet inland, and fifty feet behind the huts looms a large cave entrance. Tarps and crates sit on the drier patches of earth between the cave and the huts.

A Knowledge (local) or Knowledge (engineering) check (DC 10) indicates the huts were originally of murloc construction. PCs can recall that the population of the Mirefin murlocs at Witch Hill doubled over a year ago with a DC 15 Knowledge (local) check.

Three creatures are on the shore: Pixzlin Oneclaw and two goblin steamloader operators named Flimbo and Gaxxil. Pixzlin is responsible for logistics of unloading ship's merchandise, while Flimbo and Gaxxil are grunt workers. Typically at noon, all three are awake; Pixzlin walks back and forth, surveying the shoreline while the other two play dice games. By sundown, Pixzlin and Flimbo go to sleep, while Gaxxil suits up and surveys the shoreline. Midway through the night, Flimbo takes his place.

If Flimbo or Gaxxil sees the PCs first, they will immediately run for their steamloader armor (if not suited up all ready), shouting, "We got company!" Remember that getting into steam armor is a full round action and activating requires a DC 15 Use Technological Device check. Unless the intruders claim they are with the Venture Company, the goblins will begin attacking.

If Pixzlin sees the PCs first, he will draw his pistol and ask who approaches (Listen DC 12 for the steamloaders to notice and DC 18 for Gilz to notice). If approached diplomatically (and without rousing Gilz or getting the steamloaders' attention), Pixzlin can be convinced to turn the other way and let the PCs into the cave to dispose of Gilz, Flimbo, Gaxxil and his operation for a fee (2000 gp if made *indifferent*, 1000 gp if *friendly*, 200 gp if *helpful*). His only request is that all Venture Company property and the kobolds be left to his care. If Pixzlin realizes either Gilz or the steamloaders hear the PCs, he will scream for an attack.

Unless the PCs use stealth to take out Pixzlin and the steamloaders, Gilz will likely see the commotion and *call deep elemental* as per his mage ability (see the **Monster Guide** for statistics). Gilz will not leave the cave, however (see Area 11 below).

If attacked, Pixzlin will respond violently.

Pixzlin Oneclaw, 5th-Level Rogue; Male Goblin: HD 5d6+5, hp 25; Init +7; Spd 20 ft.; AC 19, touch 15, flat-footed 15; Base Atk +3; Grp +1; Atk/Full Atk +5 melee (1d4+1/19–20, short sword) or +10 ranged (2d6+1/x3, small flintlock pistol); SA Backstab +3d6; SQ Low-light vision, evasion, finishing strike 1/day, trapfinding, uncanny dodge, goblin traits; AL NE; SV Fort +2, Ref +8, Will +1; Str 13, Agy 18, Sta 12, Int 13, Spt 11, Cha 9.

Languages Spoken: Common and Goblin.

Skills: Balance +14, Climb +9, Craft (tech device) +12, Profession (sailor) +8, Spot +8, Survival +4, Swim +9, Tumble +12, Use Rope +12.

Feats: Firearm Knack[R], Improved Initiative, Point Blank Shot.

*Possessions: Inscribed +2 studded leather armor of the tiger, twenty-five +1 truesilver** flintlock balls,* masterwork flintlock pistol (self-created), prosthetic armblade (treat as small short sword).

Flimbo and Gaxxil, Venture Company Steamloaders, 5th level Tinkers; Male Goblin: CR 5; Small humanoid (goblin); HD 5d6+5, hp 25; Init +2; Spd 20 ft.; AC

13, touch 12, flat-footed 11; Base Atk +3; Grp +0; Atk/Full Atk +5 melee (1d4+1/19–20, short sword) or +8 ranged (2d6+1/crit info, flintlock pistol); SQ Low-light vision, industrious haste, bomb bouncing, coolness under fire 1/day, cobble 1/day, evasion, jury-rig, packrat, goblin traits; AL LE; SV Fort +2, Ref +6, Will +3; Str 12, Agy 14, Sta 13, Int 16, Spt 8, Cha 10.

Languages Spoken: Common, Gnome, Goblin, and Taur-ahe.

Skills: Craft (alchemy) +13, Craft (tech device) +14, Craft (weaponsmithing) +11, Decipher Script +11, Disable Device +11, Forgery +11, Knowledge (engineering) +11, Knowledge (local) +11, Open Lock +10, Search +11, Use Technological Device +14.

Feats: Advanced Steam Armor Operation (large) ††, Firearms KnackR, Small Devices Knack, Skill Focus (Use Technological Device), Vehicle Proficiency (Steam Armor)**.

Possessions: Medium iron steam armor hull (lightly rusted) with phlogiston strength boost and integrated long rifle**, twelve *+1 truesilver flintlock balls***, masterwork flintlock pistol (self-created), thirty rifle bullets, small short sword.

In Steam Armor (lightly rusted):

Male Goblin: CR 5; Medium humanoid (goblin); HD 5d6+55, hp 75; Init +2; Spd: 30 ft. (steam armor; base 20 ft.)]; AC 17; touch 10, flat-footed 16; Base Atk +3; Grp +8; Atk/Full Atk +6 melee (1d6+3, slam) or ranged +5 (3d6/x3, long rifle); SQ: no hardness; Str 17.

Conjured Deep Elemental (1): hp 30. See the **Monster Guide** for more details.

Tactics:

General: Any character fighting alone will cry for help while fighting. Pixzlin will fire his pistol, then drop it on the next round and use his prosthetic armblade with a finishing strike. The steamloaders will fire their long rifles once if at a distance, and then close in for melee combat. Once in melee the steamloaders activate their phlogiston boost (DC 12 Use Technological Device) for another +2 Strength. Once Pixzlin has other allies in melee (either steamloader or elemental), he will position himself to flank for backstab bonus.

Pre-Combat Actions: Pixzlin will pull his pistol and ask who goes there. Steamloaders will suit up (see above).

Don't Forget!

• Pixzlin's Point Blank Shot.

• Flimbo/Gaxxil's steam armor has no hardness.

• The first 50 points of damage to Flimbo/Gaxxil come off of their steam armor (after which it ceases to function).

Area 11: The Central Hold

The entrance to the cave is large; about 20 feet wide and 12 feet tall. Inside, the cave is about 30-foot by 50-foot. The walls are rock, though wooden beams support the insides throughout. A huge stack of crates sits against the left wall, piled about 20 feet high. Some bear the Horde or Alliance crests, and look beaten-up or slightly burned. Others don't bear any insignias or symbols at all; these crates look completely intact.

Towards the back of the cave, the rocks in the wall sparkle with silver flecks, and a tunnel seems to snake downwards. Sounds of mining picks at work echo forth from the chamber. The bloated and rotting bodies of a human and two kobolds lie along the right wall on the opposite side of the crates.

A damp smell of rot and unwashed goblin permeates the chamber.

Pacing back and forth here, watching over his operation is Gilz Smackwratchet in his steam armor. Gilz followed the warlock texts a little too closely and put an Eredun activation word on his armor (bypassing the Use Technological Device check to start it). The language

slowly ate away at his sanity, leaving him quite paranoid. He almost never leaves the cave, since the only places he truly feels safe are the cave and the crash site (though he couldn't say why, since he never saw the Fountain). If the PCs attack Pixzlin and the steamloaders on the shore, he will *call deep elemental* as per his mage ability (see the **Monster Guide** for statistics), but will not leave the cave. In fact, he cares little about his crew. He's more interested in watching the PCs for their strengths and weaknesses (see Tactics below).

Gilz also never leaves his steam armor. He eats and sleeps in it so he's considered automatically fatigued (–2 on Str and Agy, can't charge or run).

The first thing Gilz does when he wakes is to cast *nondetection*, so be sure to note that Gilz typically has only four 3rd-level spells for the day. He will never cast *dispel magic*.

Gilz's Steam Armor

Gilz's steam armor is a unique hybrid of magic, technology, and fel powers. Gilz crafted the large masterwork steel hull with the Dustbarrens kobolds and then added truesilver reinforcements*. Using the forbidden scrolls he bartered with the Burning Blade for, he enchanted the armor and added a magical "automatic start" via a spoken word. This activation is completely arcane and bypasses a Use Technological Device check. Unfortunately, the activation word is in Eredun and those who speak it suffer the effects as if they had learned the Eredun language.

The armor stands eleven feet high and weighs 2,500 lbs. The armor grants the wearer +100 bonus steam armor hit points, hardness 10, armor bonus +10 (+10 armor, +1 enchantment, –1 size), and a +10 enhancement bonus to Strength. Like all large steam armors, the user also has a 1d8 slam attack, though Gilz favors his masterwork battleaxe. The truesilver enhancements grant any spellcasters a +1 to DC spells cast while inside, though they have to pass the 20% arcane failure.

Thanks to his insanity, Gilz hasn't left his cockpit to perform any maintenance on his steam armor. In battle, the armor will have a hardness of 10 only for the first half of his bonus steam armor hit points. Once the steam armor drops below half (49 bonus hit points or below) the hardness drops to 5.

Anyone using *detect magic* can see a yellow-greenish aura (fel energy) emanating from inside the cockpit and around the truesilver reinforcements.

Gilz Smackwratchet, 7th-Level Mage/2nd-Level Steamwarrior/3rd-Level Techno mage (fatigued)

Male Goblin: CR 12; Small humanoid (goblin); HD 12d6+12; hp 56; Init +3; Spd 20 ft.; AC 21, touch 17, flat-footed 18; Base Atk +6; Grp +1; Atk +6 melee (1d4–1, club) +11 ranged (2d6+1/x3, flintlock pistol); Full Atk +6/+1 melee (1d4–1, club) or +11/+6 ranged (2d6+1/x3, flintlock pistol); SA Call elemental 1/day; SQ Low-light vision, ArciTech connection 1/day, ArciTech control (+1), armor bond +1, energy resistance 5 (cold), tinker's touch, goblin traits; AL CE; SV Fort +7, Ref +8, Will +7; Str 9, Agy 16, Sta 13, Int 18, Spt 9, Cha 12.

Languages Spoken: Common, Goblin, Low Common and Orcish.

Skills: Appraise +9, Concentration +15, Craft (tech device) +22, Decipher Script +7, Disable Device +9. Gather Information +5, Knowledge (arcana) +18, Knowledge (local) +17, Profession (sailor) +4, Spellcraft +20, Use Technological Device +14.

Feats: Advanced Steam Armor Operation (Large)**, Craft Tech Mod, Quicken Spell[B], Scribe Scroll[B], Spell Focus (evocation), Still Spell, Summon Familiar[B], Vehicle Knack, Vehicle Proficiency (Steam Armor)*.

Mage Spells (5/6/6/5/5/3; save DC 14 + spell level): Gilz's high Int score and ranks in Spellcraft allow him to prepare 12 spells per level; he can prepare most of the spells on the mage spell list. He favors the following spells:

1st — *arcane missile, slow fall;* 2nd — *thunderclap, invisibility;* 3rd — *shockwave, nondetection;* 4th — *dimension door, lightning shield;* 5th — *arcane explosion*, skillstrip***

Possessions: Bracers of armor +4, Gilz's steam armor (including large steel hull, masterwork steam armor, truesilver steam armor reinforcements, *magical enhancement +1,* steam armor fist** and masterwork large battleaxe), fifty *+1 truesilver flintlock balls, goggles of translation, ring of protection +3*, small wrench (treat as small club).

In Steam Armor (fatigued):

Large humanoid (goblin); HD 12d6+12; hp 154; Init +3; Spd 30 ft. (large steam armor; base 30 ft.); AC 21, touch 10, flat-footed 20; Grp +13; Atk +11 melee (3d6+4, slam); Full Atk +11/+6 melee (3d6+4, slam) or +11/+6 melee (2d6+3/x3, large battleaxe); Space/Reach 10 ft./10 ft.; SA None; SQ Low-light, ArciTech connection 1/day, ArciTech control (+1), armor bond +1, energy resistance 5 (cold), fatigued, hardness 10, tinker's touch, goblin traits;

Str 17, Agy 14, Arcane Failure 20%.

* see **More Magic and Mayhem**.

** see **Lands of Mystery**.

Tactics:

General: Gilz is an unusual techno mage as he likes to use his ArciTech connection with his fists in melee rather than a ranged weapon. He loves luring prey into the cave and using his reach to pummel his attackers

to death. He will not leave the cave unless a matter of his life or his death (he cares nothing for anyone else's life). If his precious steam armor is destroyed, he will cast spells or shoot his flintlock. He will not negotiate. He fights to the death.

Pre-Combat Actions: If Gilz notices the PCs before they notice him (such as watching them attack the goblin pirates on the shore), he will cast *lightning shield* and *invisibility*. He will observe his attackers and note any tactics. Because his ArciTech connection only lasts two rounds, he won't use it until his attackers get close.

Ranged: Gilz does not like fighting from a distance. If necessary, he uses *arcane explosion* and *arcane missile*. If he is getting pelted from a distance (say a spellcaster nails him with a spell from outside), he will *dimension door* behind his attackers.

Melee: Gilz uses his 10-foot reach to his advantage and will adjust himself constantly. On the first round, Gilz casts *arcane explosion* on his fists via ArciTech Connection (if he didn't get to prepare ArciTech connection during a pre-combat round, he does this first and adjusts if necessary). Second round, he will slam attack with ArciTech Connection (if it's still active). Third round, he will adjust (if necessary) and *thunderclap* any casters he notices (otherwise axe attack). Fourth round, he uses *skillstrip* on any characters using Tumble or Stealth, which is how he wiped out Grif Smithe; otherwise, he will attack with his axe. From there he continues melee slams and axe attacks.

Don't Forget!

- +1 DC for evocation spells.
- +1 DC to all spells cast while in steam armor.
- + 1 dodge bonus.
- Arcane failure 20% when in steam armor.
- Hardness 10 when in steam armor.
- Cannot run or charge.
- Only four 3rd-level spells for the day.
- After 50 points of damage is done to Gilz's steam armor, its hardness decreases to 5 (see Gilz's Steam Armor sidebar).
- The first 100 points of damage to Gilz will come off of his steam armor (after which it ceases to function).

Optional: Arcane Corruption for Gilz

If you're using the Arcane Corruption Rules from the original **Magic and Mayhem** book, Gilz is a *marked* character from a minor and moderate Enchantment Corruption effect. He has a Corruption Score of 10.

Treasure: Twenty-four crates are packed up on the wall. Each crate is 2 feet by 2 feet by 2 feet, and each weighs approximately 50 lb. unless otherwise noted. Below are descriptions of each of the crates and their general contents. General items can be found in the **World of Warcraft Roleplaying Game** book. Magic or technological items in any of the crates are listed separately.

- Two scuffed-up Alliance crates containing general trade materials.
- One Alliance crate carrying technological weapons. A recombobulator is found here addressed to "Sparkspindle, Stormwind."
- One Alliance crate carrying ranged weapons. A *+2 flintlock pistol* is found here addressed to "Flintcrag, Dwarven District, Stormwind."
- One Alliance crate, barely holding together, carrying melee weapons. Weight 80 lb.
- One Alliance crate carrying armor addressed to "Grand Admiral Jes-Tereth." Three sets of *Bastion of Stormwind (light) +1*** armor are found here: one is leather, one is chain mail, and one is splint mail. Weight: 110 lb.
- Two Horde crates containing trade goods.
- Two Horde crates carrying alchemical goods. An ornate potion bottle wrapped in mageweave cloth addressed to "Alchemist Narett, Theramore," and a bottle of *black whiskey*** with a simple tag that says "Xiang."
- One Horde crate carrying weapons. Wrapped in wool is a *+1 thunderous tauren totem* and a *+1 ghost touch warblade* addressed to "Dispatch Commander Ruag." Weight: 80 lb.
- One Horde crate carrying books and a *Grimoire of Souls***, simply addressed to "Orgrimmar."
- Five crates without markings carrying warlock spell books and a coded letter where the only obvious word is "Orgrimmar". (The letter is written to Burning Blade cell within the Cleft of Shadow.)
- Two Venture Company crates containing truesilver, worth 1,000 gp each. Weight: 75 lb.
- Two Venture Company crates containing phlogiston.
- One Venture Company crate containing a set of extra tinker's arms.

Ad Hoc Award: Alliance and Horde members receive 1,000 XP and 2,000 gp for each complete crate that they return to their respective faction.

Concluding the Adventure

If the PCs have defeated Gilz and secured the mine, they have the task of deciding how and which crates/items come out of the mine. In five days, a Venture Company ship will arrive, and clear out the area of any remaining items. (If the PCs stay in the area at the time of arrival, use Pixzlin, Flimbo and Gaxxil's stats without steam loader armor for the encounter.)

Since Gilz's steam armor is a unique hybrid of magic, technology, and fel powers, it is no easy feat to repair. To become functional again, it must be repaired by a tinker at quarter cost (10,450 gp), and a mage with the Craft Magic Armor feat (10,450 gp). Also, someone who can read Eredun must translate and teach the user to speak the armor's activation word. *Goggles of translation* or *comprehend languages* won't do this. Anyone who speaks the activation word should be treated as having learned the Eredun language for purposes of detrimental effects (see **WoW RPG**). This does not grant the user knowledge of the Eredun language. Any attempts to bypass the magical starter and "hotwire" it will ruin the armor's magical enchantments (including the truesilver). Sputtervalve will pay 10,000 gp to the PCs for Gilz's armor before repairs, provided they can get it to him in Ratchet. At 2,500 lb, the average wooden wagon is not going to be able to move it.

Upon returning to Nara, she pays the party the 6,000 gp as promised.

If any of the PCs have died, Nara can *true resurrect* anyone at a one-time charge of 6,000 gp.

If all of the PCs have died, Nara will know from her conversations via *speak with plants* and will send another search party to find evidence of their failure. Depending on how well the PCs interacted with Nara, she may *true resurrect* one or two party members in exchange for another quest (GM's choice).

If Gilz has managed to survive the adventure, he will kill all the kobold miners, convinced that they have exposed his location. His paranoia however, will increase and he will not leave the mine at all, even for the Fountain. He's convinced that the mine is the only safe place. The Venture Company will try to "remove" him from the mine one month later after Gilz lets three shipments go by without any truesilver to show for them.

If Pulgugg has survived and so has Gilz, Pulgugg (and his crocolisk pets) will continue to stay and guard his station. If Gilz is dead however, Pulgugg will revert to being a loner again and wander up and down the Dreadmurk shore, hunting for food and for fun. His Venture Company employment is over.

If Pixzlin and the steamloaders have survived, they will likely abandon the area if both leaders are gone. They will take the Venture Company contraband and loose truesilver ore with them upon the next Venture Company ship that arrives in five days. Everything else (Burning Blade crates, Southsea contraband, etc.) is left behind in the central hold.

Freeing the Kobold Slaves

There are sixteen kobold slaves chained and working in the mines. After suffering much abuse from the mad techno mage, their attitude is unfriendly. Once one of their chains is broken, however, they are immediately friendly. Treat the chain as standard manacles (see p. 195 of the **World of Warcraft RPG**) secured with an average lock. If the party has freed the slaves as per Eeker's request, the party receives 3,200 XP (200 XP per kobold). Once free, they will ask the PCs to move the great boulder blocking the secret tunnel in the central hold. They scurry down as fast as they can once it is open.

The Fountain's Resources

The newly-discovered *fountain of mana†* has 500 hours of usage left. If high elves have claimed territorial rights to the Fountain, they will likely drain it in three weeks. During this time they will not suffer any arcane addiction. All other groups will drain the resources in six weeks. Once drained, the area is useless.

The Mine's Resources

After a year's worth of mining, there is not much truesilver left in the mine. A round-the-clock mining crew should be able to tap the remaining ore (about 10,000 gp worth) in about four weeks. 2,000 gp worth of ore is already loose and in two crates. Whichever group has claimed ownership to the mine (Cenarion Circle, Alliance, Horde, or Ratchet) will have a Stonetalon Kobold Squad visit them every evening if they don't negotiate mining rights. The Stonetalon kobolds want rights to half the mine, but will also supply a third of the necessary miners (8 hours of daily work).

Stonetalon Kobold Squad (EL 10)

Kobold Lookout (3): Use Sneelit's stats.
Kobold Geomancer (1): Use Weel's stats.

The Path through the Dustbarrens Range

If the kobolds no longer hold a toll on the path through the Dustbarrens, merchant activity will increase between Dustwallow and the Barrens. A week or so afterwards however, raptors will start to repopulate the Raptor Grounds enough that activity will die back down to nil.

Kobold Vengeance

The Stonetalon Kobolds have actually "taken pity" on the Dustbarrens kobolds and sent a militia squad to assist their cousins (and consequently gain access to the mine). If the PCs have killed any kobolds during the adventure and were discovered (by Eeker, Sneelit, Weel, etc.), the Stonetalon Kobold Squad will hound the nearest settlement associated with the PCs' race (Alliance = Northwatch Hold; Horde = Brackenwall Village; Goblins = Jikk Nackles's Weapons and Shackles). If the PCs have wiped out the entire clan, the Stonetalon Kobold Squad will attack anyone occupying the mines on principle.

Conflicts with Alliance and Horde and More

If one faction besides the Cenarion Circle (i.e., Horde, Alliance, Ratchet) has laid claim to and set a flag to either the mine and/or fountain, tensions will arise. The following effects happen to the occupying faction:

Alliance: The Horde starts to shut down what little means for peace existed in these areas. Attitudes with any encountered Horde member in Dustwallow Marsh or the Barrens during occupation will be hostile. Also, trade prices with Ratchet increase by 10% for any Alliance member.

High Elves: Neither the Alliance nor the Horde are impressed by this move of solidarity by the high elves. The racial penalties on Charisma-based skills with tauren and other Horde members, night elves, and Ratchet goblins double to –8. Further, high elves now receive a –4 penalty when dealing with their fellow Alliance members.

Horde: Alliance diplomats are screaming almost as loudly as orc grunts. Attitudes with any encountered Alliance member in Dustwallow Marsh or the Barrens during occupation will be hostile. Also, trade prices with Ratchet increase by 10% for any Horde member.

Ratchet: Good news! The Horde and the Alliance aren't fighting daily in Ratchet anymore. Bad news: there is a daily 30% chance the fight will be with Ratchet Bruisers or goblin merchants.

Future Adventures

After Nara pays the party, the PCs have several options open to them. Here are some suggestions:

• Trace down the owners of the crates they rescued.

• Investigate who wrote the coded letter and root out the warlock cells in Orgrimmar.

• Escort merchants through the Dustbarrens Range.

• Help Kulbak get a Tinker's Arm.

• Accompany Korljan on his next hunt for a Fountain of Health.

• A representative that a PC successfully Intimidated during the council may challenge him to a duel outside of Jikk's.

• A representative that a PC made a successful Diplomacy check with during the council may ask for help on a quest.

• Cenarion Circle may hire the PCs to find what happened to Lord Possil and Gulgu Skullcatcher.

* See Chapter 6: New Technological Devices.

† See Chapter 5: New Magical Items.

‡ See **World of Warcraft: The Roleplaying Game.**

** See **More Magic and Mayhem.**

†† See **Lands of Mystery.**

‡‡ See the **Alliance Players Guide**.

*** See the **Horde Players Guide.**

††† See the **Monster Guide**.

‡‡‡ See **Dark Factions**.

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