

WORLD OF WARCRAFT

THE ROLEPLAYING GAME



MORE MAGIC AND MAYHEM

A FANTASY ROLEPLAYING GAME FOR REVISED THIRD EDITION RULES



Magic Twists as Gears Turn

Arcanists and healers weave spells that scour the battlefield. Tinkers craft rifles, bombs and clockwork poultry to decimate their enemies.

New Magic and Technology

More Magic & Mayhem brims with magic and technology steeped in the **Warcraft** setting. Heroes hardware new weapons, research arcane secrets, and call forth mighty creatures to smash their foes. Based on the best-selling **World of Warcraft** computer game, **More Magic & Mayhem** contains a wealth of new spells, feats, classes, magic items and technology.

New and updated core classes, including the inscriber, runemaster, witch doctor,

New and updated prestige classes, including the Argent Dawn crusader, enchanter, geomancer, and steam warrior.

Create alchemical brews, enhance your weapons and armor with special enchantments, and harness runic powers.

New feats focused on magic and technology in the **Warcraft** world.

New spells, abilities, magic items and technological devices that enhance, mangle, and squawk.

Extensive rules for battling in mighty steam armor!

Material is adapted from Blizzard Entertainment's best-selling **Warcraft** computer game franchise, with over 19 million copies sold.

More Magic & Mayhem is the first sourcebook for the new **World of Warcraft** RPG.



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MORE MAGIC AND MAYHEM

CREDITS

Authors:

Rob Baxter (steam warrior, tech-mods, steam armor), Scott Bennie (magic armor, rods, scrolls), Joseph Carriker (base classes, ley walker, feats, alchemy, runes), Bob Fitch (set items, artifacts, elementium), Bruce Graw (enchanter, enchanting, weapons, rings, staffs, special materials), Mur Lafferty (wondrous items, tech devices), Andrew Rowe (Argent Dawn Templar, spells)

Creative and Rules Design Assistance and Additional Material:

Chris Metzen and Bob Fitch

Developer:

Luke Johnson

Editor:

Ellen P. Kiley

Managing Editor:

Stewart Wieck

Art Director:

matt millberger

Cover Artist:

Jason Chan

Interior Artists:

Jeff Laubenstein, Jason Chan, Harald Oesterle, Darren Calvert, James Stowe

Cover Design and Interior Layout:

matt millberger

Special Thanks – Luke Johnson

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INTRODUCTION

Welcome to **More Magic & Mayhem!** This book contains loads of new magic and technological material for your **World of Warcraft: The Roleplaying Game** campaign.

This book is broken down into the following chapters:

Chapter 1: Spell Slingers and Gear Grinders

This chapter contains three new base classes: the inscriber, the runemaster and the witch doctor. The inscriber is an arcanist path; whereas other arcanists focus on destructive magic or truck with dark forces, the inscriber seeks to master the mysterious and ancient powers of runes. Seeking a similar goal from a very different perspective, the runemaster is a mighty melee combatant who scribes runes on his own body to increase his combat potential. The witch doctor follows the healer path, mon; she uses special brews and voodoo mojo to improve her spells. Each of these classes is suitable for a beginning **World of Warcraft RPG** character and serves as an alternative to the base classes presented in the **WoW RPG** book.

Also in this chapter are four prestige classes. The Argent Dawn Templar gives up many of his previous abilities for potent divine powers. The enchanter siphons the strength from magic items and uses it to create her own item enchantments (those of you familiar with the *World of Warcraft* computer game may recognize aspects of this process). The ley walker taps the mysterious ley lines that cross the world, and the steam warrior drives piston-pumping, steam-spouting battle armor into war.

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

Chapter 2: Enchantments, Runes and Brews

This chapter presents three new magic-related rule sets. Any character with the right headspace and skill selection can learn to create potent alchemical concoctions from rare herbs and other plants. These brews are not magical, but their effects are reminiscent of magic: they heal damage, they recover spell slots, they provide protection. (They call to mind certain trade skills in the *World of Warcraft* computer game.) Such chemical puissance is not limited to spellcasters; a few skill points, a few feats, and your character will be competing at the next alchemy brew-off.

If permanent items are more your style, look to the next section: enchantments. Certain characters can use enchantments to improve weapons and pieces of equipment. Enchantment-provided bonuses stack with all other bonuses and abilities, making enchanted items sought after, and enchanters valued companions.

Finally, the chapter includes a section on runes: ancient designs that mimic the patterns of the ley lines that pass invisibly through Azeroth. Master these, and you've tapped into a safe and powerful form of arcane magic.

Chapter 3: Power Overwhelming

This chapter includes a bushel of new spells for the **WoW RPG** game. You'll find spells inspired by the computer game, as well as some that are completely original. The prestige classes each have a few spells unique to them, and the chapter also includes spells for all the base spellcasting classes.

The chapter also presents three new spell descriptors that describe certain types of spells. Blessings are cast as move actions and improve an ally for 5 minutes. Seals, also cast as move actions, enhance the caster for a brief period — 30 seconds — but that's enough time to dish out some serious hurt in combat. Finally, totem spells allow the caster to create a physical object — a totem — and plant it in the ground. The totem affects nearby creatures until it dissipates.

Chapter 4: So Shiny!

You may have flipped through the **World of Warcraft RPG** book and thought, "Hmm, magic items? Magic items sound cool! I want to buy some! I want to make some! I want some that are more interesting than these magic weapons and armor listed in these oh-so-brief sidebars!" If you indeed thought along these lines, then look no further than Chapter 4. Within you'll find a host of magic items — armor, weapons, potions and oils, rings, rods, scrolls, staves, wands and wondrous items. You'll find item sets — like the *master's regalia* and the *battlegear of valor* — composed of several different items that work together to provide benefits greater than the sum of their parts. You'll find artifacts: items so powerful that mortal magic cannot create them; items like *Sulfuras*, Ragnaros's mighty hammer, and *Thunderfury, Blessed Blade of the Windseeker*. You'll find special materials, like dark iron and truesilver, out of which to construct uniquely powerful arms and armor. The chapter also includes rules and suggestions for creating your own magic items, so the options are limitless.

Chapter 5: Things That Go Boom in the Night

The **WoW RPG** book included a selection of technological devices... but nowhere near the trove found in this chapter. Chapter 5 includes new rules for battle armor, allowing you to take to the field in the steam-driven creations. You'll also find a hoard of new technological devices, including chaos chickens, probability generators, exploding sheep and gnomish death rays.

What's the Deal with the Old Magic & Mayhem?

Since you're holding this book in your hands, odds are you've already flipped through it and realized how new and valuable it is. However, you may not be thinking along those lines. Perhaps you notice this book on the shelf and think, "Uh oh." You think, "Gee, they just came out with a new edition of the game's core book, and now they're coming out with a new edition of the magic and tech book." If you are particularly up on your **Warcraft RPG** trivia, you may also be thinking, "And there's this new developer in charge of the line." In any case, your primary concern is: "They're going to come out with new editions of all the old books. This bodes ill."

Well, if you *are* thinking along those lines, allow me to put your fears at rest. While **More Magic & Mayhem** is related to the original **Magic & Mayhem**, it is composed, primarily, of *new* popular and ultra-crunchy material.

Use both books. Crush your foes.



Base Classes

This section includes three new base classes: the inscriber (an arcanist path), the witch doctor (a healer path), and the runemaster. These classes supplement the

base classes presented in the **WoW RPG** book, and each is suitable for a character just starting her career.

ARCANIST PATH: INSCRIBER

Description: Inscribers are arcanists who have discovered the strange arts of rune-casting: a technique for channeling the arcane energy inherent in the world without the risk of arcane corruption. The inscriber is not a runemaster, for he pursues the arcane knowledge and spellcasting techniques of all arcanists; he seeks to add the powers of runes to his repertoire, as well.

Runemasters look upon inscribers with some measure of hesitation, for they are proof that there is a connection between the “pure” arts of rune-casting and the more vulgar magics of mage, warlock and necromancer. In the meantime, inscribers seek out runemasters to teach them new runes, as well as written works that describe the power of the rune patterns. Also unlike runemasters, inscribers are more likely to use runes to enhance their companions and their possessions; runemasters focus on developing a personal connection to the world’s natural magic, and tend to scribe runes predominantly on their own bodies.

Inscribers still use spellbooks, though these spellbooks may contain impressive formulae for channeling the power of runes that other arcanists can’t make heads or tails of.

Races: Inscribers are most often found among humans and gnomes, for these two races are most likely to have arcane aptitude as well as exposure to runic magic (generally through association with dwarven runemasters); some Forsaken who have dealt with tauren runemasters have come to seek these secrets, as well.

Alignment: Inscribers may be of any alignment, though many are lawful.

Affiliation: Inscribers are found more often in the Alliance, but can be of any affiliation.

Abilities: Like all arcanists, Intellect is of paramount importance for inscribers.



Class Features

Additional Class Skill: Spot (Spt).

Arcana: Inscribers gain the following arcana abilities:

- **1st Level—Inscribe Runes:** An inscriber has the ability to create and empower runes. Unlike the runemaster, he does not learn whole patterns; instead, an inscriber may prepare individual runes as though they were arcane spells. He keeps runes in his spellbook, just like other arcane spells.

Like other arcanists, the inscriber gains one free spell of his specialty per level; the inscriber chooses these spells from the runes he knows.

At the beginning of every day, when the inscriber prepares his spells, he may attune himself to a rune pattern from which he has prepared at least one rune (see Chapter 2: Enchantments, Runes and Brews, “Rune Patterns” for the benefits of attunement).

- **4th Level—Lesser Runic Mysteries:** The arcanist can cast any 0, 1st or 2nd-level arcanist spell as a rune instead of a normal spell. When he prepares spells, he must make the choice to prepare each spell as a rune or as a spell. See the “Arcane Spells as Runes” sidebar for details.

- **8th Level—Runic Mysteries:** The arcanist can cast any 3rd, 4th or 5th-level arcanist spell as a rune instead of a normal spell. When he prepares spells, he must make the choice to prepare each spell as a rune or as a spell. See the “Arcane Spells as Runes” sidebar for details.

- **12th Level—Runic Attunement:** The inscriber gains Runic Attunement as a bonus feat. (This feat is found with other, new rune feats at the end of this chapter.)

- **16th Level—Greater Runic Mysteries:** The arcanist can cast any 6th, 7th or 8th-level arcanist spell as a rune instead of a normal spell. When he prepares spells, he must make the choice to prepare each spell as a rune or as a spell. See the “Arcane Spells as Runes” sidebar for details.

Arcane Spells as Runes

Inscribers learn, through the exploration of the runic mysteries, to cast certain arcanist spells as runes. This change has the following effects on such spells:

- The spell must be empowered into a rune, as runes are. The inscriber does this by creating spontaneous, scribed or permanent runes (see Chapter 2: Enchantments, Runes and Brews, “The Runic Art,” for details).

- The spell’s components change. Runes do not have verbal components, and have somatic components only if the original spell had them. All runes have the material/focus component, even if the spell does not — however, if the original spell possesses a material or focus component, casting that spell as a rune changes the nature of that material or focus to the runes themselves (as with other runes). The only exception is with material components (but not focuses) with a gold piece cost; such components must still be supplied.

- The spell’s range remains the same, unless the inscriber casts it as a spontaneous rune, in which case the range is touch.

- See Chapter 2: Enchantments, Runes and Brews, “The Runic Art,” *Destroying Runes* for details on destroying runes.

- The following arcanist spells become marks: 0-level: *detect magic, read magic, resistance*; 1st-level: *charm person, comprehend languages, disguise self, mana shield, protection from evil, shadow meld*; 2nd-level: *detect thoughts, invisibility, mirror image, reduce person**, *resist energy, see invisibility, touch of idiocy*; 3rd-level: *clairaudience/clairvoyance, dispel magic (targeted), gaseous form, hold person, nondetection, suggestion, tongues*; 4th-level: *charm monster, confusion, dimension door, dimensional anchor, geas (lesser), invisibility (greater), locate creature, resilient sphere, stonewall*; 5th-level: *break enchantment, dismissal, dominate person, hold monster, sending, telepathic bond*; 6th-level: *dispel magic (greater) (targeted), geas/quest, true seeing*; 7th-level: *insanity, scrying (greater), spell turning*; 8th-level: *sending, discern location, protection from spells*.

* See Chapter 3: Power Overwhelming.

- The following arcanist spells become glyphs: 1st-level: *identify*; 3rd-level: *nondetection*; 5th-level: *passwall*; 6th-level: *legend lore*.

- The following arcanist spells become sigils: 0-level: *ghost sound, silent image*; 1st-level: *alarm*; 3rd-level: *dispel magic (area), major image*; 4th-level: *detect scrying, globe of invulnerability (lesser), phantasmal killer, reduce person (mass)*, solid fog*; 5th-level: *persistent image, wall of force*; 6th-level: *antimagic field, dispel magic (greater) (area), suggestion (mass)*; 7th-level: *banishment, hold person (mass), invisibility (mass), plane shift*; 8th-level: *telekinetic sphere*.

* See Chapter 3: Power Overwhelming.

- Arcanist spells not on the above lists cannot be cast as runes. Spells from other path lists cannot be turned into runes, either. The GM must determine what spells (if any) from the arcanist list that are not in the **World of Warcraft RPG** core rulebook may be turned into runes.



HEALER PATH: WITCH DOCTOR

Description: The witch doctor is an alchemical master, skilled at not simply brewing potions and alchemical goods, but at awakening the spirits of the ingredients that go into her goods. A witch doctor at work can be unsettling, for she croons and chants to the herbs and animal parts that go into her brews, shaking a rattle to awaken them from their slumber, and sometimes even bursting into dance to appease them and make them favor her.

Races: The arts of the witch doctor originated with the trolls, and they make up the vast majority of those who practice these arts. Some of these witch doctors have agreed to take on the occasional non-troll apprentice, usually from among the orcs.

Alignment: The powers that witch doctors revere are creatures of wild, ecstatic worship who demand dynamism from their servants. Witch doctors cannot be of lawful alignment.

Affiliation: Witch doctors are found only among the races of the Horde.

Abilities: Witch doctors require a high Spirit, as it is the basis for their spellcasting, followed by a good Intellect, for the rigors of alchemical training require a sharp mind. Witch doctors also require Stamina, to better resist the adverse effects of their brews.

CLASS FEATURES

Additional Class Skills: Intimidate (Cha), Perform (Cha), and Survival (Spt). Witch doctors receive a +2 bonus on Craft (alchemy) and Profession (herbalist) checks.

Spontaneous Casting:

Good-aligned witch doctors can spontaneously cast *cure* spells, while evil-aligned witch doctors can spontaneously cast *inflict* spells. Neutral witch doctors must choose either *cure* or *inflict* spells at 1st level (those who turn undead cast *cure* spells, those who rebuke undead cast *inflict* spells), and the choice cannot be reversed later.

Turn or Rebuke: Good-aligned witch doctors turn or destroy undead, while evil-aligned witch doctors rebuke, command or bolster undead. Neutral witch doctors must choose to turn or rebuke undead, and the choice cannot be reversed later; this choice affects whether they spontaneously cast *cure* or *inflict* spells.

Domains: Witch doctors have access to the Healing and Spirits domains.

Inspirations: Witch doctors gain the following inspiration abilities:

- **1st Level—Witch Doctor's Brews:** The witch doctor gains Journeyman Alchemist as a bonus feat. Additionally, she gains access to basic mojo techniques. (See the "Mojo" sidebar for details.)

- **4th Level—Juju Potion:** The witch doctor gains the ability to brew potions that grant the benefits of metamagic feats. These are potions created with the Brew Potion feat, and the witch doctor must possess the metamagic feat to be instilled into the potion or must





have the help of someone who does. Drinking the potion means that the next spell the imbiber casts has the effect of that metamagic feat, with no increase in spell slot level. A juju potion's effects last for one hour or until the drinker casts a spell. Juju potions radiate magic of no specific school; the aura strength depends on the feat, as shown below.

The cost for creating such a potion is based on the number of spell levels the feat in question increases a spell.

Spell Levels	GP Cost	XP Cost	Aura Strength
1	100	5	Faint
2	200	10	Faint
3	400	20	Moderate
4	800	40	Moderate

A single juju potion can be brewed with multiple feats attached, but the gold piece (gp) and experience point (XP) cost of every feat after the first is doubled when determining the final cost.

- **8th Level—Mojo:** The witch doctor gains access to the intermediate mojo techniques, though she must still meet the prerequisites to use them. (See the “Mojo” sidebar for details.)

- **12th Level—Potion Master:** The witch doctor reduces the gp and XP costs to create potions and alchemical items by 25%. This discount is applied after the final base price for the brew (including mojo) is figured. For example, a witch doctor crafting a *potion of bloodlust* (market price 750 gp) normally pays 375 gp and 30 XP to create it. A witch doctor with the potion master inspiration reduces this cost to 282 gp and 23 XP.

- **16th Level—Big Mojo:** The witch doctor gains access to advanced mojo techniques, though she must still meet the prerequisites to use them. (See the “Mojo” sidebar for details.)

Witch Doctor Spell List

The witch doctor spell list is identical to the shaman spell list.

Mojo

Mojo is a set of specialized techniques for brewing potions and alchemical compounds. It is not simply knowledge that allows the creation of mojo — the witch doctor awakens the spirits of her ingredients, encouraging them to unleash their true power in the creation of the concoction.

There are three types of mojo: basic, intermediate and advanced. Each type has two creation statistics — an increase in cost (applied to both potions and alchemical brews; this increase affects the base price of the item, and therefore increases a potion's XP cost as well) and a DC increase (for the purpose of creating alchemical brews).

Note that it is possible for a skilled witch doctor to add multiple mojo techniques to a given concoction. In order to do so, however, she must possess intermediate mojo to combine two mojo techniques in a single brew, and advanced mojo for three or more. Gold piece costs for these are simply added together; percentage increases are applied after other costs and one at a time to the base cost, with the lowest percentage applied first, then the second to the resultant cost, and so forth.

For example, an 8th-level witch doctor with intermediate mojo is crafting a *potion of bloodlust* with berserker mojo and bambe mojo. The potion's base price is 750 gp. Adding berserker mojo increases this price by 200, making in 950 gp. Bambe mojo increases the cost by 50%, boosting it to 1,425 gp. To create the potion, the witch doctor pays half this amount in raw materials (712 gp and 5 sp) and 1/25 this amount in XP (57 XP). The end result is two potions (thanks to bambe mojo) that grant their imbiber the effects of *bloodlust* and the berserker mojo benefits.

Basic Mojo

- **Berserker Mojo:** The witch doctor can add this mojo to any potion or alchemical brew that grants bonuses to a physical ability (Strength, Agility or Stamina). While the potion is active, the first time the character enters combat, he enters a rage (identical to that of a barbarian; see **WoW RPG**, Chapter 3: Classes). This effect happens only once, even if the character enters combat multiple times while under the effect of this brew. *Price:* +200 gp; *DC:* +5.

- **Clay Mojo:** Oils (both magic and alchemical) can be prepared with the clay mojo, imbedding the oils in a special clay that includes a variety of strange herbs. This clay can coat a weapon, and the oil activates only when the clay is moistened with blood or ichor. Such a clay is tough and hard to scrape away when dry; generally speaking, only the touch of blood and the subsequent activation of the oil's properties cause it to scrape away. The clay may be activated anytime within a week of its application; after that point, it loses its potency. *Price:* +100 gp; *DC:* +3.



Mojo (continued)

- *Lesser Healing Mojo*: A potion created with this mojo, in addition to its normal effects, also heals the imbiber for 1d6 hit points. This mojo cannot be added to potions or brews that already heal damage. *Price*: +40 gp; *DC*: +5.
- *Unkala Mojo*: The unkala mojo is mixed with strange minerals that permeate the brew, making it textured; drinking it is like drinking quicksand. However, this causes the effects of the potion or brew to remain for much longer, doubling the normal duration of the potion or brew. *Price*: +50% of normal price; *DC*: +5.

Intermediate Mojo

To use intermediate mojo, the witch doctor must have the Expert Alchemist feat.

- *Bambe Mojo*: When creating a potion or alchemical brew, at the end of the process, the witch doctor has actually created two of them. *Price*: +50% of the normal price; *DC*: +5.
- *Ghost Mojo*: This mojo is used in creating oils (both potion and alchemical). When applied to a weapon or armor (depending on the normal use for the oil), that item gains the ghost touch special ability (see Chapter 4: So Shiny!, “Weapons”) for 10 rounds. *Price*: +300 gp; *DC*: +8.
- *Healing Mojo*: A potion created with this mojo, in addition to its normal effects, also heals the imbiber for 2d6 hit points. This mojo cannot be added to potions or brews that already heal damage. This mojo cannot be added to potions or brews that already heal damage. *Price*: +160 gp; *DC*: +10.
- *Kashi Mojo*: The kashi mojo increases the numerical effects of a brew or potion by 50%. *Price*: double the normal price; *DC*: +10.

Advanced Mojo

To use advanced mojo, the witch doctor must have the Artisan Alchemist feat.

- *Greater Healing Mojo*: A potion created with this mojo, in addition to its normal effects, also heals the imbiber for 4d6 hit points. This mojo cannot be added to potions or brews that already heal damage. *Price*: +300 gp; *DC*: +15.
- *Shaka Mojo*: A shaka mojo-prepared brew maximizes all variable numerical effects in the concoction; rather than rolling, the number is simply the maximum result. *Price*: +120% of the normal price; *DC*: +12.
- *Twin Mojo*: The pinnacle of the witch doctor’s art, twin mojo allows the witch doctor to brew multiple potion or alchemical effects into a single concoction. (She could create a potion of *cure moderate wounds and lesser restoration*, for example.) All of the brews to be combined must be of the same type; that is, potions can only be brewed into potions. (Though the witch doctor can combine alchemical draughts and philters.) When creating an alchemical twin mojo concoction, the witch doctor must roll each Craft (alchemy) check separately, with the following DC modifier added to each of the DCs. *Price*: Add all the concoctions or potions together, then add +50%; *DC*: +10.

RUNEMASTER

Description: The runemaster is a mystic who sees the power and importance of ley lines. Moreover, those who study runes understand that these are not simply symbols of power — they are power. The runemaster seeks to become one with the land, but not in the fashion of druids. Rather, the runemaster desires to become a microcosm of the land, seeking to overlay his body with runes in the same fashion that the land itself is overlaid with patterns of ley lines.

Most runemasters are heavily tattooed with runic patterns — not simply the unique ones that form the basis for rune families, but the so-called “simple runes” as well. Simple runes mimic patterns of ley energy that appear, again and again, in the environment. These patterns occur in nature and are responsible for things such as the strength of a given type of stone, the ferocity of a given windstorm and the coolness of a given stream;

when a runemaster uses these patterns, he learns to channel his natural power into them at all times, attaining similar traits.

Races: Though the arts of the runemaster originated among the ancient tauren, these techniques have been adopted by many races. After the tauren, dwarves are most likely to practice the runemaster’s art, with night elves, orcs and trolls making up a small population as well. Rare is the human runemaster, and dwarven mentors teach almost all of them.

Alignment: Runemasters may be of any alignment.

Affiliation: Runemasters may be found fighting in either the Horde or Alliance. Many runemasters, particularly those whose studies of natural runic patterns take them away from the centers of civilization, end up taking a neutral stance.



Abilities: Runemasters require a high Spirit to cast runes. Additionally, many runemasters are potent fighters, benefiting from high Strength and Agility.

Hit Die: d8.

Class Skills

The runemaster's class skills (and the key ability for each skill) are Balance (Agy), Concentration (Sta), Craft (Int), Decipher Script (Int), Jump (Str), Knowledge (arcane) (Int), Knowledge (nature) (Int), Profession (Spt), Search (Int), Spellcraft (Int), Survival (Spt), and Spot (Spt). 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.

Class Features

Weapon and Armor Proficiency: Runemasters are proficient with simple weapons, but not with any type of armor or shield. Armor of any type interferes with a runemaster's movements, which can cause his empowerments with somatic components to fail.

Funds: 2d4 x 10 gp.

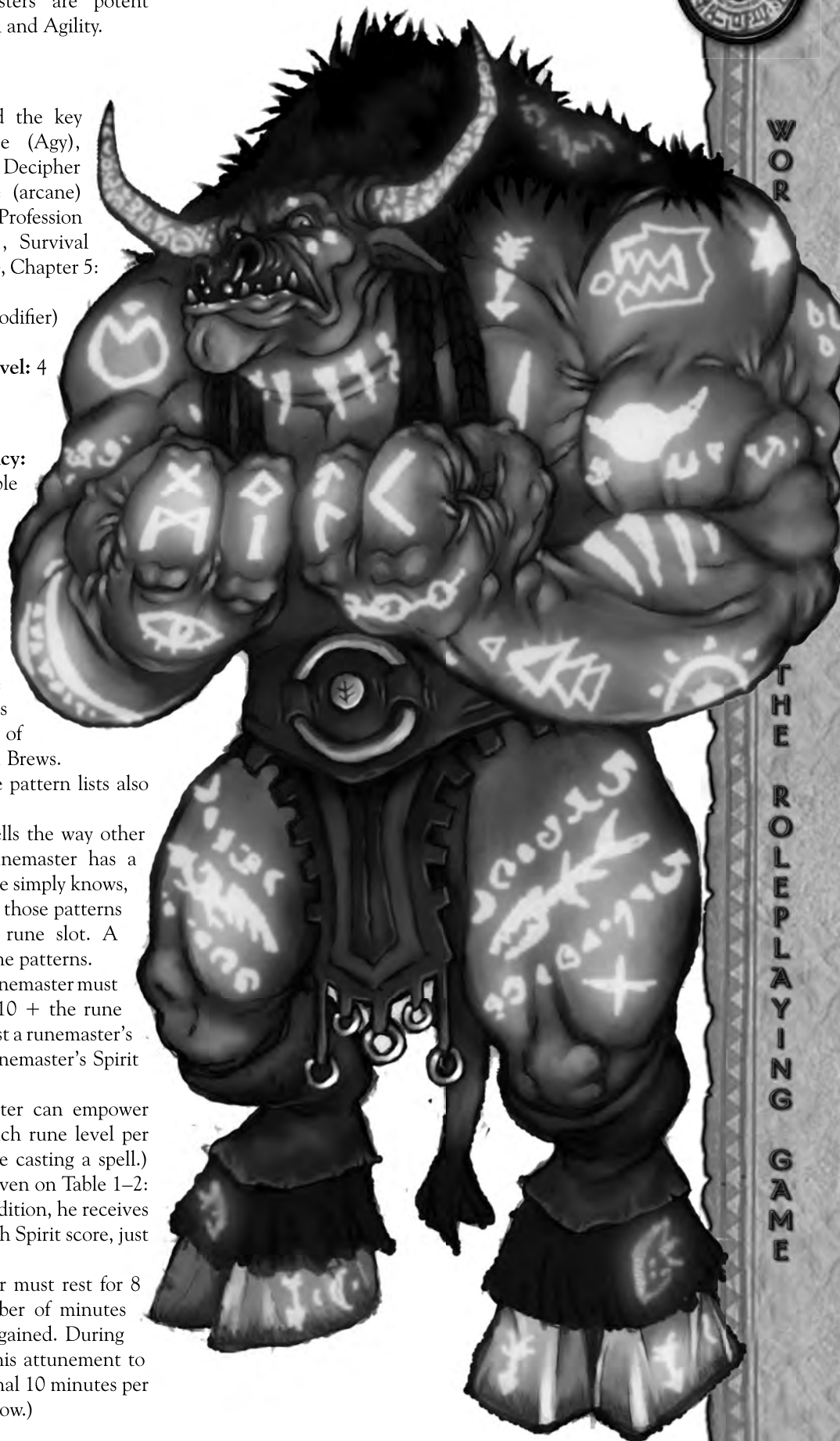
Runic Magic: A runemaster has the ability to scribe and empower runes, as described in "The Runic Art" section of Chapter 2: Enchantments, Runes and Brews. These runes are drawn from the rune pattern lists also found in Chapter 2.

A runemaster does not prepare spells the way other arcane spellcasters do. Rather, a runemaster has a certain number of rune patterns that he simply knows, and he may empower any rune within those patterns by expending the appropriate level rune slot. A beginning runemaster knows three rune patterns.

To scribe and empower a rune, the runemaster must have a Spirit score equal to at least 10 + the rune level. The DC for a saving throw against a runemaster's rune is 10 + the rune level + the runemaster's Spirit modifier.

Like other spellcasters, a runemaster can empower only a certain number of runes of each rune level per day. (Empowering a rune is much like casting a spell.) His base daily rune slot allotment is given on Table 1-2: Runemaster Rune Slots Per Day. In addition, he receives bonus rune slots per day if he has a high Spirit score, just as though they were spell slots.

To renew his runes, the runemaster must rest for 8 hours and then meditate for a number of minutes equal to the total rune slots to be regained. During this time, a runemaster may change his attunement to a rune pattern by spending an additional 10 minutes per pattern attunement changed. (See below.)



WOR

THE ROLEPLAYING GAME



Enruned Fists: The runemaster bears simple runes (see below) on his knuckles. Medium runemasters deal 1d6 points of nonlethal damage with their unarmed strikes, while Small runemasters deal 1d4 points of nonlethal damage. (These runes do not count against the runemaster's allotment of simple runes given below.)

Runic Attunement (Ex): A runemaster 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 rune pattern in Chapter 2.

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

Simple Rune (Ex): The runes that make up the runic patterns are powerful and unique, based upon patterns of ley-line energy found nowhere else in all of Azeroth. These are not the only such patterns in nature, however. There are patterns that are not unique, but are found over and over in certain dynamic situations in nature. These repeating patterns are the basis for simple runes: sets of runes that only runemasters may use.

Simple runes are tattooed to the skin of the runemaster. It isn't enough that the pattern be there — rather, the runemaster must understand how his own energy is like that of the ley line energy of the world around him, so that he can empower the pattern instinctively. Simple runes flicker with suppressed energy until the runemaster needs their power, then they blaze with brilliant potency. Characters can detect simple runes just as they can other runes (see Chapter 2: Enchantments, Runes and Brews, "The Runic Art," Detecting Runes). Simple runes radiate faint magic of no specific school.

A runemaster begins with a single simple rune. As his understanding of the runes grows, he can add others. At 4th level and every three levels thereafter (7th, 10th, 13th, 16th and 19th level), the runemaster gains another simple rune. He must spend one hour per simple rune he already has, including the new one, in a tattooing ritual to gain the new runes (thus the ritual to gain his fourth simple rune takes 4 hours).

Some of the runes have prerequisites, such as other simple runes or level requirements. All simple runes grant extraordinary abilities.

- *Rune of Flowing Water:* The pattern of swift water flowing over a streambed, the rune of flowing water speeds the movements of the runemaster. When taking the full attack action, he may make an extra unarmed attack at his highest base attack bonus, but all of his attacks that round take a –2 penalty.

- *Rune of Glowing Coals:* The pattern that heated coals make in the air above them, the rune of glowing coals grants the runemaster +1 bonus on damage rolls with his unarmed attacks. This rune may be taken more than once, and its effects stack.

- *Rune of Leaping Sparks:* The pattern left in the air by the passage of sparks from a fire, the rune of leaping sparks lightens the body and aids the jumps of a runemaster, granting him a +10 bonus on Jump checks. In addition,

his height no longer limits his vertical distance.

- *Rune of the Mangroves:* The pattern of mangrove roots in brackish swamp water, the rune of the mangroves grants the runemaster immunity to non-magical poisons and diseases. *Prerequisite:* 5th level.

- *Rune of the Oaks:* The pattern of rings that develop within the trunk of an oak as it ages, the rune of the oaks grants the runemaster a +1 natural armor bonus to AC. This rune may be taken more than once, and its effects stack.

- *Rune of Perfect Steel:* The pattern that the energy flowing through perfectly-crafted steel creates, the rune of perfect steel is tattooed to the back of a runemaster's hands, allowing him to deal lethal or nonlethal damage with his unarmed attacks without penalty. (He makes the choice each time he attacks.)

- *Rune of Pounding Surf:* The pattern of the eternal waves pounding the shore, the rune of pounding surf allows a runemaster attacking with the rune of flowing water to make two additional attacks, rather than one. *Prerequisites:* 11th level, rune of flowing water.

- *Rune of Raging Flames:* The pattern flame leaves in the wake of grasslands fire, the rune of raging flames grants the runemaster +10 feet to his base land speed. This rune may be taken more than once, and its effects stack.

- *Rune of Sighing Winds:* The pattern of winds through the branches of trees, the rune of sighing winds grants the runemaster a +1 dodge bonus to AC. This bonus is lost if the runemaster is denied his Agility bonus to AC. This rune may be taken up to three times; each time it is taken, the bonus doubles (to +2 the second time it is taken, and +4 the third time).

- *Rune of Starlight:* The pattern that results from heavy starlight upon rock, the rune of starlight allows the runemaster to foresee those attacks that are aimed at him, allowing him to add his Spirit bonus to his AC, as long as he is unencumbered and unarmored. These bonuses apply even against touch attacks, or when the runemaster is caught flat-footed. He loses this bonus when immobilized or helpless, when he wears any armor, when he carries a shield or when he carries a medium or heavy load.

- *Rune of Thundering Waterfalls:* The pattern of swift water over a cliff, the rune of thundering waterfalls reduces the penalty on attacks made with the rune of flowing water to +0 (instead of –2). *Prerequisites:* 5th level, rune of flowing water.

Hastened Empowerment (Ex): A runemaster may empower a rune that is scribed or tattooed as a permanent mark on his body as a move action. The rune's normal empowerment time must be a standard action, and he may only do this a number of times per day equal to half his level in the runemaster class. Empowering a rune in this way still provokes attacks of opportunity. (See Chapter 2: Enchantments, Runes and Brews, "The Runic Art," for more information on marks and empowering runes.)

Runic Sense (Su): At 2nd level, the runemaster can sense the presence of runes in his vicinity. The



Table 1-1: The Runemaster (Rnm)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Enruned fists, runic attunement, runic magic, simple rune
2nd	+1	+3	+0	+3	Hastened empowerment, runic sense
3rd	+2	+3	+1	+3	Runic dispelling
4th	+3	+4	+1	+4	Simple rune
5th	+3	+4	+1	+4	Rune feat
6th	+4	+5	+2	+5	Additional pattern
7th	+5	+5	+2	+5	Simple rune
8th	+6	+6	+2	+6	Runic attunement
9th	+6	+6	+3	+6	—
10th	+7	+7	+3	+7	Rune feat, simple rune
11th	+8	+7	+3	+7	—
12th	+9	+8	+4	+8	Additional pattern
13th	+9	+8	+4	+8	Simple rune
14th	+10	+9	+4	+9	—
15th	+11	+9	+5	+9	Rune feat
16th	+12	+10	+5	+10	Runic attunement, simple rune
17th	+12	+10	+5	+10	—
18th	+13	+11	+6	+11	Additional pattern
19th	+14	+11	+6	+11	Simple rune
20th	+15	+12	+6	+12	Rune feat

Table 1-2: Runemaster Rune Slots Per Day

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

runemaster can use *detect magic* at will, though this effect only detects runes of a level equal to or lower than the runes that he can cast. The runemaster gains a +2 bonus on Spot checks to notice runes of a higher level.

Runic Dispelling (Ex): At 3rd level, the runemaster may infuse another rune with some of his own power, overloading its empowerment and destroying it. He must make a Spellcraft check (DC 10 + level of the rune). If this check succeeds, he may touch the rune, expend a rune slot of at least equal level, and make a caster level check (DC = 11 + the level of the caster who created the rune). Dispelling a rune in this way is a standard action that provokes attacks of opportunity. The rune itself remains behind, unless it was spontaneously scribed, and can be empowered again.

Rune Feat: At 5th level and every 5 levels thereafter (10th, 15th and 20th), the runemaster gets a bonus feat chosen from the rune feats later in this chapter. He must meet all the prerequisites for his bonus feat.

Additional Pattern: At 6th, 12th and 18th level, the runemaster gains Additional Pattern as a bonus feat.

Runic Attunement: At 8th and 16th level, the runemaster gains Runic Attunement as a bonus feat.

Tauren Runemaster Starting Package

Armor: None.

Weapons: Unarmed (1d6 nonlethal, crit x2, bludgeoning)

Horns (1d8, crit x2, piercing)

Sling (1d4, crit x2, range 50 ft., 0 lb., bludgeoning).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor	Check Penalty
Balance	4	Agy	—	
Craft	4	Int	—	
Decipher Script	4	Int	—	
Jump	4	Str	—	
Knowledge (arcana)	4	Int	—	
Profession	4	Spt	—	
Search	4	Int	—	
Spellcraft	4	Int	—	
Survival	4	Spt	—	
Spot	4	Spt	—	

Feat: Improved Initiative.

Simple Rune: Rune of flowing water.

Gear: Traveler's outfit, backpack with one week's worth of rations, flint and tinder, bedroll.

Funds: 1d4 x 10 gp.

PRESTIGE CLASSES

This section presents four new prestige classes for your **WoW RPG** character: the Argent Dawn Templar, enchanter, ley walker and steamwarrior. (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.

ARGENT DAWN TEMPLAR

Description: Argent Dawn Templars, often called simply templars, are devoted followers of the Holy Light who have chosen to cast away the traditions of the past to find the best ways possible to fight the growing forces of darkness in the world. Like paladins, Argent Dawn Templars often oppose demons and undead, but templars learn to use the Holy Light to strike against other forms of evil with equal potency.

To aid in the seemingly impossible struggles against the Scourge and the Burning Legion, the templars study all forms of combat; and they find powerful and unique uses for the Holy Light. These unique abilities carry a price, however: As an Argent Dawn Templar delves deeper into studies of the Light, she abandons her old teachings and connections to the world. Many templars sacrifice much of their wealth in their continuing battle against the forces of darkness in the world, but the greatest are more greatly transformed: Former paladins cast off their

plate armor or even abandon their old powers in favor of the new secrets they uncover. Some observers claim that the eldest templars require such sacrifices from their disciples; others believe that the secrets these knights discover somehow drives them away from their former lives and powers.

Those few who know of the Argent Dawn Templars speak of strange and mysterious rituals the knights perform in search of new and greater powers. While a few of the Church of the Holy Light's most traditional paladins and priests condemn this unusual behavior, none can dispute the templars' effectiveness. Rumors abound of knights powerful enough to shield themselves from any form of harm, or to banish a servant of the Burning Legion from Azeroth in a single strike.

Argent Dawn Templars in the World: All Argent Dawn Templars are members of the Argent Dawn, a unaffiliated organization that combats the Scourge, the



Burning Legion, and the Twilight's Hammer, as well as other sources of corruption. The majority of Argent Dawn Templars are paladins, although some healers also take up the templar's mantle. While the Argent Dawn itself allows all races in its ranks, typically only humans, Ironforge dwarves and high elves become templars.

Argent Dawn Templars see their organization as a small, silver light shining in the darkness of the world around them. Templars see corruption in their homes and many other organizations, including the Knights of the Silver Hand. While the templars see paladins as allies and vice versa, templars feel that the Silver Hand overemphasizes tradition and order over general goodness and the other values of the Light. Templars are virtually unknown in the world as a whole, although the Argent Dawn itself is widespread. The few templars form a close-knit and elite group, often serving as leaders for groups of paladins and priests without revealing their unusual paths.

Hit Die: d8.

Requirements

Race: Any.

Alignment: Any good.

Affiliation: Any, but usually Alliance.

Base Attack Bonus: +7.

Skills: Diplomacy 10 ranks, Knowledge (religion) 9 ranks, Knowledge (arcana) 5 ranks.

Feats: Magic Energy Control.

Spellcasting: Ability to cast 2nd-level divine spells.

Special: High-ranking Argent Dawn Templars initiate all new members, typically after the aspirant completes a difficult quest or achieves a considerable goal. The Argent Dawn's leaders study and train potentials carefully before they accept them into this elite section of the Argent Dawn.

Class Skills

The Argent Dawn Templar's class skills (and the key ability for each skill) are Concentration (Sta), Craft (Int), Craft (trade skill) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Spt), Knowledge (arcana) (Int), Knowledge (military tactics) (Int), Knowledge (nobility and royalty) (Int), Knowledge (the planes), Knowledge (religion) (Int), Profession (Spt), Profession (military commander) (Spt), Ride (Agy), Sense Motive (Spt), Spellcraft (Int), and Survival (Spt). See **World of Warcraft RPG**, Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency:

An Argent Dawn Templar gains no additional weapon or armor proficiencies.

Spell Slots per Day: Every time the Argent Dawn Templar gains a level beyond 1st, 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 2nd-level spells before she added the Argent Dawn Templar level. She does not gain any other benefit a character of that class would have gained. If she had more than one divine spellcasting class in which she could cast 2nd-level divine spells before she became an Argent Dawn Templar, she must decide to which class she adds each level of Argent Dawn Templar for the purpose of determining spell slots per day.

Holy Mastery: An Argent Dawn Templar gains the opportunity to select a special ability from among those described below. Purchasing many of these abilities requires the permanent sacrifice of class features or armor proficiencies totaling a certain level. Each armor proficiency sacrificed (heavy, medium or light) counts as a 1st-level class feature for this purpose. The templar does not need to sacrifice armor proficiencies in order; she could, for example, sacrifice Armor Proficiency (light), then Armor Proficiency (heavy), and retain proficiency in medium armor. Once the character sacrifices such proficiency, she cannot regain it by any means (by multiclassing or by taking fea- (non-armor proficiency) class features count as class features of the class level at which the templar gained them.

For example, a paladin/Argent Dawn Templar can purchase holy shock (which costs 10 levels) by





sacrificing fist of justice (a 7th-level paladin class feature) and divine health (a 3rd-level paladin class feature). A healer/Argent Dawn Templar could purchase the same ability by sacrificing a greater domain (a 10th-level healer class feature).

Banishing Strike (Su): Once per day, the Argent Dawn Templar may declare a banishing strike against an undead or demon with a normal melee attack. On a successful hit, the target must make a Will save (DC 10 + templar's level + templar's Spirit modifier) or be banished instantly from Azeroth to the Twisting Nether. If the templar misses with her banishing strike, the strike has no effect but is still used up for that day. Learning this ability requires the sacrifice of a total of 6 levels of class features or armor proficiencies. The templar may take this feature more than once; each time she takes it, she can use banishing strike one additional time per day.

Blessed Revelation: Learning this ability gives the Argent Dawn Templar one spell slot per day of one level greater than the highest level she could previously cast. The templar's Spirit bonus grants her extra spells of this level normally. For example, a 14th-level paladin/2nd-level Argent Dawn Templar with 18 Spirit would gain one 5th-level spell slot, since she previously was able to cast spells of up to 4th level; she gains no bonus spell slots — her Spirit score is not high enough. If the templar is already able to cast 9th-level spells, this ability grants her an additional 9th-level spell slot.

Learning this feature requires the permanent loss of -2 points of Stamina. The character may gain a distinguishing mark to represent this loss, as determined by the Game Master (GM). Examples of distinctive marks are runic tattoos, glowing eyes (usually a metallic

color), or the loss of all hair on the body. The templar can take this feature more than once.

Divine Shield (Su): The Argent Dawn Templar can create a barrier of holy power around herself once per week as a free action. This effect makes the templar invulnerable to hit point and ability damage, disease, energy drain, paralysis, poison, and all other offensive spells and effects for 3 rounds. Using divine shield expends all the templar's remaining spell slots. The templar can use this feature even if she has no spell slots left. Learning this feature requires the sacrifice of a total of 4 levels of class abilities or armor proficiencies.

Holy Power (Ex): This ability increases the Argent Dawn Templar's effective caster level by +1 for the purposes of determining level-dependent spell variables, such as damage or range, and caster level checks. In addition, the templar's effective level increases by +1 for the holy strike ability (see below). Learning this ability requires the sacrifice of any armor proficiency or class feature of 1st level or above. The templar may take this feature more than once, and its effects stack.

Holy Shock (Su): The Argent Dawn Templar gains the ability to change divine spell energy into holy lightning, manifesting it as a blast of silvery light. The bolt is a ranged touch attack with long range (400 feet + 40 feet/level of Argent Dawn Templar) that deals 1d6 points of holy damage per level of the spell slot used to create the effect, +1d6 per Argent Dawn Templar level. Using holy shock is a standard action that does not provoke an attack of opportunity. Learning this ability requires the sacrifice of a total of 10 levels of class features or armor proficiencies.

Sacred Spells (Ex): The Argent Dawn Templar's studies of the Holy Light allow her to adapt any offensive spell

Table 1-3: The Argent Dawn Templar (Tmpl)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+1	+0	+0	+2	Holy mastery, holy strike	—
2nd	+2	+0	+0	+3	—	+1 level of existing divine spellcaster class
3rd	+3	+1	+1	+3	Holy mastery	+1 level of existing divine spellcaster class
4th	+4	+1	+1	+4	—	+1 level of existing divine spellcaster class
5th	+5	+1	+1	+4	Holy mastery	+1 level of existing divine spellcaster class
6th	+6	+2	+2	+5	—	+1 level of existing divine spellcaster class
7th	+7	+2	+2	+5	Holy mastery	+1 level of existing divine spellcaster class
8th	+8	+2	+2	+6	—	+1 level of existing divine spellcaster class
9th	+9	+3	+3	+6	Holy mastery	+1 level of existing divine spellcaster class
10th	+10	+3	+3	+7	Argent strike	+1 level of existing divine spellcaster class



she knows into a holy variation of the spell. When casting any damage-dealing spell, the Argent Dawn Templar may choose to make the spell deal holy damage instead of the base damage type of the spell. For example, an Argent Dawn Templar who knows *firebolt* can cast a holy *firebolt* that deals holy damage instead of fire damage. The templar must decide to modify the spell in this fashion when she prepares it, not when she casts it, much as if she were applying a metamagic feat to the spell. Learning this ability requires the sacrifice of a total of 2 levels of class features or armor proficiencies.

Sanctity Aura: This ability can only be purchased if the character has the auras class feature (for example, if she has levels in paladin). The Argent Dawn Templar gains access to an additional aura, which she can use in the same way as any other aura, and which expends uses of the activate aura ability normally. While under the effects of this aura, any holy damage dealt by the Argent Dawn Templar and her allies increases by +1d4 points per Argent Dawn Templar level. In addition, all healing spells cast by the Argent Dawn Templar and her allies heals +1 point of damage per Argent Dawn Templar level. Learning this ability requires the sacrifice of any other aura the Argent Dawn Templar knows.

Holy Strike (Su): Once per day, an Argent Dawn Templar may attempt a holy strike with one normal melee attack. She must declare her intent to use holy strike before she makes her attack roll. If she hits, she deals +1d6 extra points of holy damage, +1 additional

point of holy damage per Argent Dawn Templar level. Her weapon is considered good-aligned for the purpose of overcoming damage reduction. If the Argent Dawn Templar misses with her holy strike, the strike has no effect but is still used up for that day. If the Argent Dawn Templar possesses this ability from another character class (i.e., paladin), use the total levels of both classes to determine damage and number of uses per day.

Argent Strike (Su): At 10th level, an Argent Dawn Templar may expend all her holy strike attempts to make a single, desperate attack. She must declare her intent to use argent strike before she makes her attack roll. If the attack hits, all damage from the attack is holy damage, and the attack deals considerable extra damage. Each holy strike expended in the attack increases the argent strike's damage by +1d6, +2 points per character level. Her weapon is considered good-aligned for the purpose of overcoming damage reduction. If the templar misses with her argent strike, the strike has no effect but the holy strikes are still used up for that day.

Argent Dawn Templar Spell List

The Argent Dawn Templar spell list builds upon the character's previous divine spellcasting list, giving templars access to several new spells. All Argent Dawn Templar spells are considered divine spells, even those that are usually associated with arcane spellcasting classes. See Chapter 3: Power Overwhelming for the Argent Dawn Templar's spell list.

ENCHANTER

Description: The creation of a magic item is a difficult and time-consuming procedure that is mentally and physically draining. The craftsman must put a little of himself into every magically empowered item he produces, leaving him ever so slightly diminished from his efforts.

Some have sought an alternative to this method: the path of the enchanter. Enchanters learn secret ways to seize the arcane or divine power imbued within every magic item, drawing it into themselves as the item is destroyed. They then redirect this raw energy into an existing item through the use of mystical formulas only they can hope to understand. The refocused magic provides the object with new abilities, above and beyond what it may already possess.

Enchanters in the World: Enchanters are often tradespeople, working either alone or alongside those who craft standard magic items. The enchanter's skills overlap with those of item craftspeople, so that both working together can produce a thriving business. As enchantments enhance existing magic items, members of this prestige class are frequently in high demand among adventurers looking to squeeze a little bit more

oomph out of their existing equipment without breaking the bank in the process.

Arcanists are the most likely to choose this prestige class, often as a way of making money when not in the field adventuring or doing research. Humans are by far the most numerous in the ranks of the enchanters, although gnomes and goblins also dabble in the art. Members of all races may learn this profession.

Hit Die: d6.

Requirements

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

Skills: Craft (alchemy) 6 ranks, Spellcraft 8 ranks.

Feats: At least one item creation feat other than Brew Potion or Scribe Scroll.

Spellcasting: Ability to cast 1st-level arcane or divine spells.

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

Class Skills

The enchanter's class skills (and the key ability for each) are Appraise (Int), Concentration (Sta), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), Profession (Spt), Speak Language, and Spellcraft (Int). descriptions. See **World of Warcraft RPG**, Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: An enchanter gains no additional weapon or armor proficiencies.

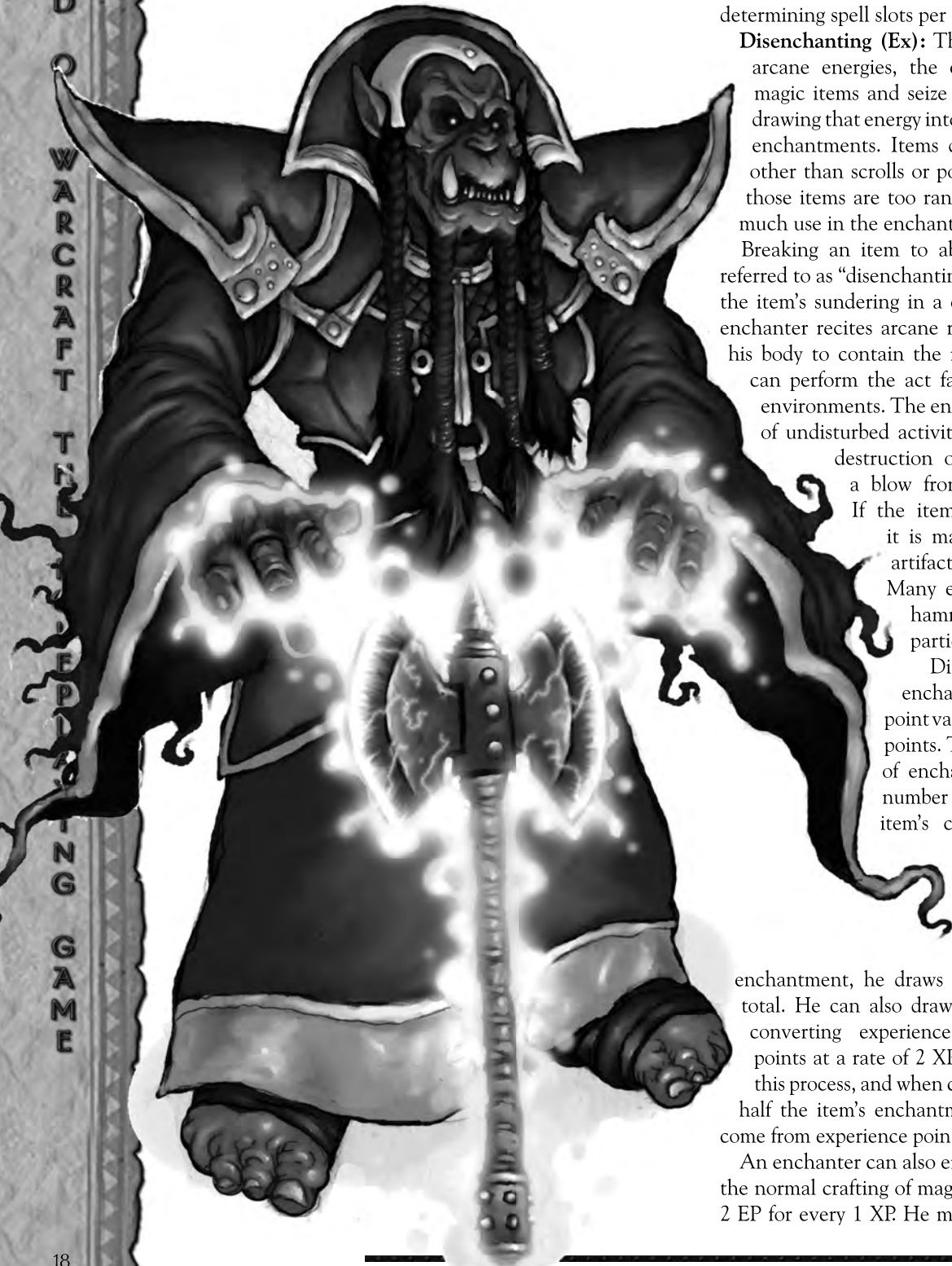
Spell Slots per Day: Every time the enchanter gains a level beyond 1st, he gains new spells slots per day as if he had also gained a level in the spellcasting class he had before he added the enchanter level. He does not gain any other benefit a character of that class would have gained. If he had more than one spellcasting class before he became an enchanter, he must decide to which class he adds each level of enchanter for the purpose of determining spell slots per day.

Disenchanting (Ex): Through experimentation with arcane energies, the enchanter learns to destroy magic items and seize the raw power within them, drawing that energy into himself for use in performing enchantments. Items destroyed must be of a type other than scrolls or potions — the energies within those items are too random and ephemeral to be of much use in the enchanter's craft.

Breaking an item to absorb its power is a process referred to as "disenchanting" the item. The act requires the item's sundering in a controlled manner while the enchanter recites arcane rituals and mentally prepares his body to contain the mystical energy. Even so, he can perform the act fairly quickly, even in remote environments. The enchanter requires a full minute of undisturbed activity, which concludes with the destruction of the item — usually with a blow from a heavy or sharp object. If the item cannot be broken (say, if it is made of adamantine, or is an artifact) it cannot be disenchanted. Many enchanters carry adamantine hammers with them for use on particularly stubborn objects.

Disenchanting an item allows the enchanter to recover its experience point value in the form of enchantment points. The enchanter gains a number of enchantment points equal to the number of experience points the item's creator spent to create the item. The enchanter keeps track of his enchantment point total separately from his experience points; and when he performs an enchantment, he draws from his enchantment point total. He can also draw directly from his own body, converting experience points into enchantment points at a rate of 2 XP per 1 EP. He cannot reverse this process, and when creating an enchantment, only half the item's enchantment point cost (or less) can come from experience points converted in this manner.

An enchanter can also employ enchantment points in the normal crafting of magic items, but he must employ 2 EP for every 1 XP. He may not convert enchantment





points into true experience points for the purpose of gaining levels, nor may he convert enchantment points into experience points to cast spells or for other uses.

An enchanter's enchantment point pool remains until he uses it, even if he advances in level, is subject to energy drain, or dies and is returned to life.

Enchanting (Ex): Each level, enchanters learn new enchantments. An enchantment defines a means whereby an enchanter can direct stored magical energies into an existing object to give it a new power. Such powers are general in nature, and often quite limited. However, enchantment bonuses are all unnamed: they stack with all other bonuses, and with all existing abilities a magic item possesses. Note, however, that a given item may have only one enchantment at a time. The item need not be magic or have any other special properties, such as being masterwork. Even a lowly walking stick can have a *greater clarity* enchantment.

An enchanter uses research and experimentation to learn new enchantments at the rate shown on Table 1-5: Enchantments Learned by Level. The enchanter is assumed to undertake this research and experimentation during downtimes, and so he gains the benefits automatically as he advances in level. The enchanter can also learn additional enchantments if he engages in the appropriate research. An enchanter can even invent new enchantments. The GM must carefully adjudicate both procedures.

Enchantments come in four levels of difficulty: journeyman, expert, artisan and master. As he advances in level, an enchanter learns one or more new enchantments as listed on Table 1-5: Enchantments Learned by Level. Some enchantments also have prerequisites listed in their descriptions. Prior to learning a new enchantment, the enchanter must meet all prerequisites at least one level before he learns it. After all, an enchanter must have time to build his knowledge

Table 1-4: The Enchanter (Enc)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+0	+0	+0	+2	Disenchanting, enchanting, identify enchantment	
2nd	+1	+0	+0	+3		+1 level of existing spellcaster class
3rd	+1	+1	+1	+4		+1 level of existing spellcaster class
4th	+2	+1	+1	+5		+1 level of existing spellcaster class
5th	+2	+1	+1	+6		+1 level of existing spellcaster class
6th	+3	+2	+2	+7		+1 level of existing spellcaster class
7th	+3	+2	+2	+8		+1 level of existing spellcaster class
8th	+4	+2	+2	+9		+1 level of existing spellcaster class
9th	+4	+3	+3	+10		+1 level of existing spellcaster class
10th	+5	+3	+3	+11		+1 level of existing spellcaster class

Table 1-5: Enchantments Learned by Level

Level	Journeyman	Expert	Artisan	Master
1st	2	—	—	—
2nd	4	1	—	—
3rd	6	3	—	—
4th	8	5	1	—
5th	10	6	2	—
6th	12	7	3	—
7th	14	8	4	1
8th	16	9	5	2
9th	18	10	6	3
10th	20	12	8	4

through research and experimentation. For example, the expert enchantment *greater haste* requires knowledge of *lesser haste*, a journeyman enchantment. An enchanter wishing to learn *greater haste* at 2nd level must learn the prerequisite *lesser haste* upon taking his first level in the enchanter prestige class. He cannot take both *lesser haste* and *greater haste* at the same time.

Enchantments and Enchantments

Note that the word enchantments, as used to describe the abilities enchanters imbue in magic items, are distinct from spells of the enchantment school. The word's context should make its definition clear.

Enchanting an item is relatively quick and painless, at least compared to the crafting of a magic item. Enchanting an item requires 1 hour per enchantment level (i.e., 1 hour for journeyman enchantments, 2 hours for expert enchantments, 3 hours for artisan enchantments, and 4 hours for master enchantments). The procedure, which involves various rituals and a great deal of mental concentration, must be undisturbed. If something

disrupts the process, the enchanter must begin it anew. At the conclusion of the ritual, the enchanter imbues the item with its new power, and subtracts the required number of enchantment points from his EP pool. He has permanently enchanted the object with a new ability that operates in addition to, and independently of, any existing abilities.

Note that a given item cannot be imbued with more than one enchantment. If an enchanter adds a second enchantment, the first is lost, regardless of whether or not the enchanter knows what that enchantment was.

For more information on enchantments, see Chapter 2: Enchantments, Runes and Brews, "Enchantments."

Identify Enchantment (Ex): Enchantments can be detected (but not identified) by the spells *detect magic* and similar abilities. Only an enchanter can understand the raw mystical energy of an enchantment well enough to predict its effects. To do so, he must hold and study an enchanted item for 1 full minute, whereupon he makes a Spellcraft check. The DC of this check is 10 times the enchantment's level (10 for journeyman enchantments, 20 for expert enchantments, and so on). If the enchanter fails this check, he cannot identify the enchantment, but he can try again after he gains an enchanter level.

Ley Walker

Description: It is an occult truth, known to all who study the ways of magic and spellcraft, that great lines of power crisscross the lands of Azeroth. These lines of magic are often harnessed for mighty magical purposes, from the creation of moonwells to (some say) the powerful glowing dome in Dalaran. It is simply assumed that those with power eventually must seek out one of these sites.

But those who study the mysteries of the ley lines discover something more. Certainly, there are lines of power that run across the land in a select few areas, but these are not the only lines — simply the most obvious. If these are thick, corded ropes of power, there are also tiny, web-thin threads that run between these great ley lines, connecting them in a vast net of pulsing, subtle power.

The ley walker is a magician who has discovered this fact, and seeks to harness the power of these threads. A ley walker is aware that, every moment of every day, these threads permeate all things, passing through, around, above and below all things, carrying magical energy from the Well of Eternity to all things in the world. With diligent study and practice, ley walkers sense these powers.

The sorcerous feats of which these men and women are capable are impressive. They are able to draw upon the skein of power to augment their spells, tap into this web to maintain spells past their normal durations, to

heal themselves, and to protect their allies from magic.

Ley Walkers in the World: Of the arcane classes, mages, inscribers and runemasters are most likely to take this class, for they are the ones who treat this knowledge as truly important — they steep their magics in this world, rather than in the world of the dead, or in the Twisting Nether. Indeed, inscribers and runemasters understand the secrets of these ley lines better than most, and so this prestige class is a natural for them. Any of the divine spellcasters are likely to study this path as well, particularly druids, shamans and priests of Elune.

In particular, this path is found among the night elves and the tauren, though many dwarven ley walkers have expanded the realms of understanding by studying the strange ley lines that crawl through the deep caverns. Most folk don't know a ley walker from any other magician. It is only among societies of magicians (such as the Kirin Tor) or priestly orders that those who study these arts stand apart, for they tend to steep their magical discussion in terms of interaction with the ley lines of the world, much to the irritation of other magicians, who find this set of symbols to be useless to them.

In such societies, ley walkers tend to have one of two reputations — crackpots who are obsessed with what is considered just a small facet of the magical knowledge in the world, or truly wise scholars and sages of a set of deep mysteries.

Hit Die: d6.



Requirements

Affiliation: Any.

Skills: Spellcraft 8 ranks.

Feats: Two metamagic feats.

Spellcasting: Must be able to cast 3rd-level spells or runes.

Class Skills

The ley walker's class skills (and the key ability for each) are Concentration (Sta), Craft (Int), Heal (Spt), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Spt), and Spellcraft (Int). See *World of Warcraft RPG*, Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Ley Walker Rune-Casters

The secrets of the ley walkers are pliable in the hands of a rune-caster, whether an inscriber-path arcanist, or a full runemaster. In general, assume that when this prestige class mentions "spells," those rules apply equally to runes.

Class Features

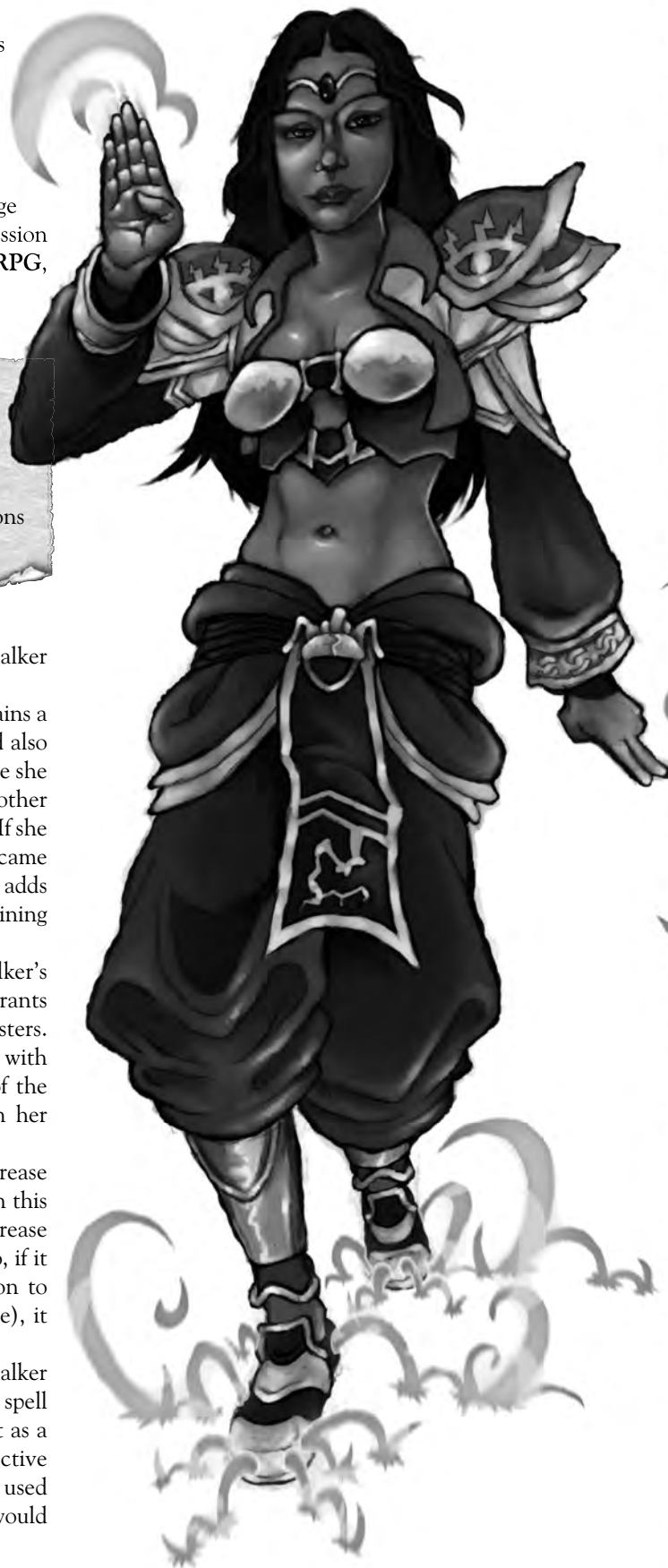
Weapon and Armor Proficiency: The ley walker gains no additional weapon or armor proficiencies.

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

Ley Line Attunement (Su): The ley walker's attunement to the raw magical energies of the world grants her certain abilities not available to other spellcasters. Rather than paying for metamagic augmentation with her own powers, she may draw upon the power of the world to make the sacrifice of magical energy on her behalf.

The ley walker may ignore 1 level of spell level increase demanded by a metamagic feat when drawing upon this attunement. If this reduces the overall spell level increase to 0, the spell uses up a normal-level spell slot; also, if it would normally take longer than a standard action to cast (because it is a spontaneous spell, for example), it instead takes only a standard action.

For instance, Rohah, a tauren shaman/ley walker has ley line attunement 1, and casts a 4th-level spell augmented by Empower Spell. Instead of casting it as a 6th-level spell (as Empower Spell increases the effective level by +2), he casts it as a 5th-level spell. If he used Enlarge Spell with this ability instead, the spell would not take a higher-level spell slot.



Each day, the ley walker may cast a number of spells augmented in this manner equal to her Intellect or Spirit bonus (whichever is greater).

At 4th level, the ley walker reduces the spell level cost by -2 , at 7th level she reduces it by -3 , and finally she reduces it by -4 at 10th level. (The level of the spell itself is never reduced, only the spell level increase levied by metamagic feats.)

Ley Line Manifestations: At 2nd level, the ley walker may choose one of the following abilities, provided she meets the Spellcraft rank prerequisite for the ability. She may choose another ley line manifestation at 5th and 8th level.

- *Ley Healing (Su):* The ley walker, as a standard action, may draw the power of the ley lines into herself, allowing them to knit her body closed. For a number of rounds equal to her level in this prestige class, the ley walker gains fast healing 5. The ley walker may do this a number of times per day equal to her Charisma bonus (minimum 1). *Prerequisite:* Spellcraft 10 ranks.

- *Ley Investment (Su):* The ley walker is able to cast a spell with a duration longer than instantaneous and tap part of its energy into the ley lines of the world. The ley walker takes 2 points of Stamina damage for each week that she wishes the spell to persist, but the spell's effect is stationary; thus, it must be a spell that is cast upon a creature, object or area. If cast upon a creature or object and the creature or object moves more than 10 feet from the place where the spell was cast on it, the investment is broken. The Stamina damage heals naturally (and can be healed magically). This ability may be done any number of times per day, though it requires a Spellcraft check (DC 15 + twice the level of the spell). If the check fails, the ley walker takes the Stamina damage and casts the spell with its normal duration.

For example, *invisibility* has a duration longer than instantaneous, so a ley walker can cast the spell with ley investment. He casts the spell on a treasure chest and wishes it to remain invisible for two weeks; thus, he

takes 4 points of Stamina damage. The *invisibility* spell's duration changes to two weeks. *Prerequisite:* Spellcraft 13 ranks.

- *Ley Spell (Ex):* The ley walker is able to infuse the power of the ley lines into her spells. She may cast any spell that deals hit point damage as a ley spell; doing so changes the casting time of that spell to 1 round and requires a Spellcraft check (DC 15 + the level of the spell). Half of the damage the spell deals is nonspecific energy, thereby circumventing immunities and energy resistances. If the Spellcraft check fails, the ley walker casts the spell normally. The ley walker may use this ability any number of times per day. *Prerequisite:* Spellcraft 10 ranks.

- *Ley Walking (Sp):* The ley walker is able to rapidly traverse the ley lines that connect every place in the world. She can spontaneously cast *dimension door* by sacrificing a 4th-level spell slot or *teleport* by sacrificing a 5th-level spell slot. These spontaneous spells have casting times of 1 round, and doing so requires a Spellcraft check (DC 20 for dimension door, or DC 25 for teleport). If the Spellcraft check fails, the ley walker expends the spell slot with no effect. *Prerequisite:* Spellcraft 13 ranks.

- *Ley Weaving (Su):* The ley walker may snatch up the threads of ley line energy and affix them to herself or an ally within 30 feet, allowing magical energy to strike the threads and flow away. This grants the target spell resistance of 18 + the ley walker's levels in this prestige class; however, this spell resistance applies to all magic (the target cannot suppress it). This effect may be dispelled at any time by either the target or the ley walker. Ley weaving is a standard action that does not provoke attacks of opportunity, and the ley walker can perform it a number of times per day equal to her Spirit modifier (minimum 1). The spell resistance lasts for 10 minutes per ley walker level. *Prerequisite:* Spellcraft 13 ranks.

Bonus feat: At 3rd level, the ley walker gains a metamagic feat as a bonus feat. She gains another at 6th and 9th level, as well. She must meet all the prerequisites for her bonus feats.

Table 1-6: The Ley Walker (Ley)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1st	+0	+0	+0	+2	Ley line attunement 1	+1 level of existing class
2nd	+1	+0	+0	+3	Ley line manifestation	+1 level of existing class
3rd	+1	+1	+1	+3	Bonus feat	+1 level of existing class
4th	+2	+1	+1	+4	Ley line attunement 2	+1 level of existing class
5th	+2	+1	+1	+4	Ley line manifestation	+1 level of existing class
6th	+3	+2	+2	+5	Bonus feat	+1 level of existing class
7th	+3	+2	+2	+5	Ley line attunement 3	+1 level of existing class
8th	+4	+2	+2	+6	Ley line manifestation	+1 level of existing class
9th	+4	+3	+3	+6	Bonus feat	+1 level of existing class
10th	+5	+3	+3	+7	Ley line attunement 4	+1 level of existing class

STEAM WARRIOR

Description: Some were born to steam, gifted with the measures of mechanics and systems, and possessed with an unquenchable thirst for invention. Among those inventors are individuals who push their creations to the limits of technology, testing them in battle, and relying on them for their survival. These are the steam warriors.

Some might crudely explain that steam warriors are mechanics who trudge from place to place in phlogiston-powered armor. Ask a steam warrior what his calling is, and he'll tell you of the thrill of battle, the sound of metal clashing against monster scales, and the surge of adrenaline as a whirring blade slices through metal, flesh or bone. To a steam warrior, life is more than just the surge of phlogiston through a steam plant, or the thrum of engines driving weapons of destruction. To a steam warrior it's all being behind the controls of a massive monolith of powered iron, and seeking to destroy any enemy that crosses his path.

Steam warriors are often innovative souls who customize and build their own suits of steam-powered armor. Still, many are willing to pay a tinker his worth in coin to have the armor modified to exacting specifications. While a steam warrior might know the inner workings of his armor intimately, he doesn't need to be a skilled tinker in order to use it. Relying on the expertise of others has become more and more commonplace as gnomish and goblin technology becomes more available to agents of both the Horde and the Alliance.

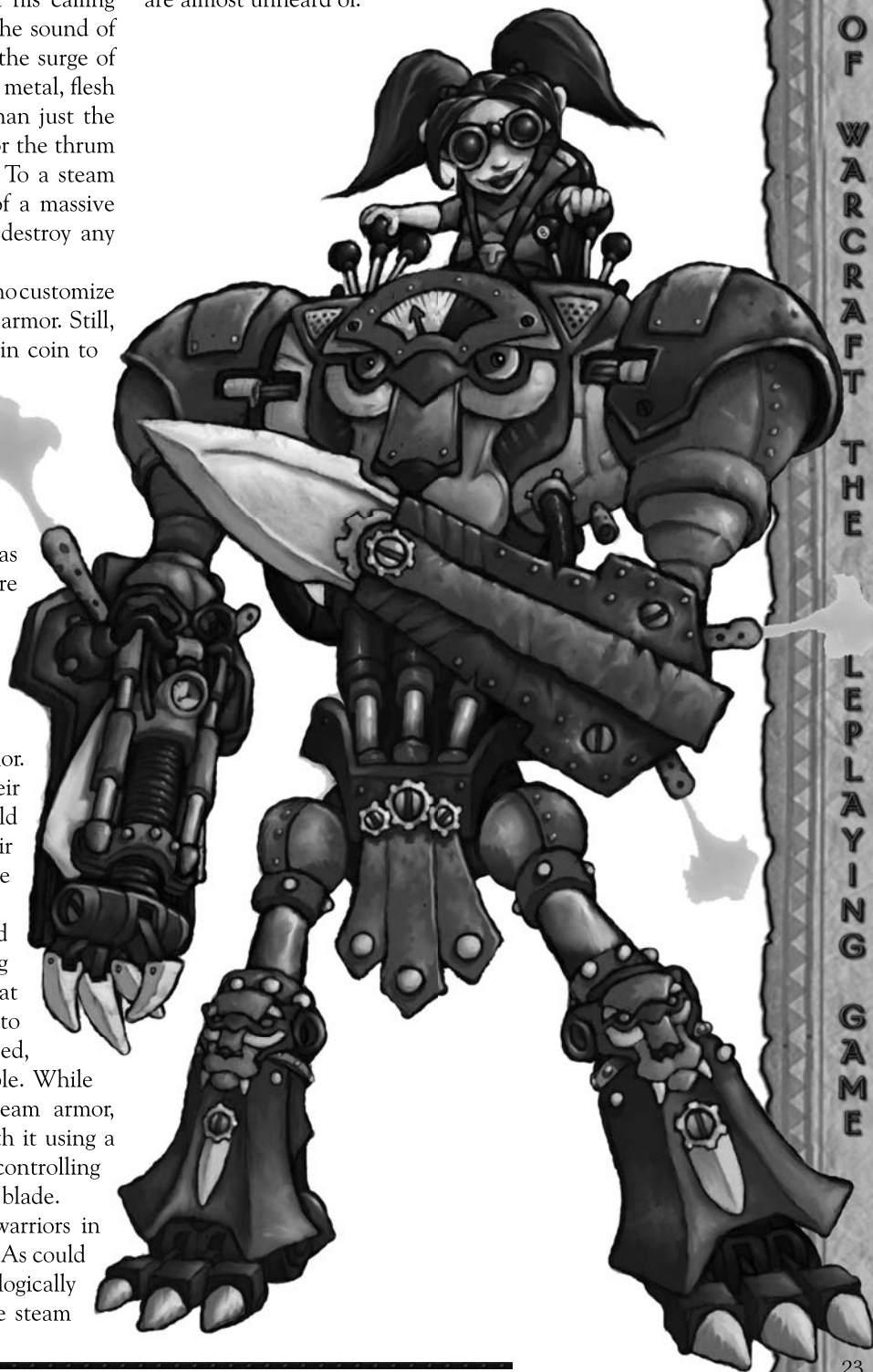
These gladiators of steam and steel cross the fields of war like massive myrmidons, intent on dealing out punishment with any of a variety of weapons strapped to their armor. The excitement of combat, the power at their fingertips, and the massive weapons they wield are motive enough for others to respect their capabilities, but steam warriors go beyond the simple armor they wear.

In battle steam warriors are fearless and resolute, capable of enduring the withering fire of musket, spell or arrow. Their skill at piloting their steam armor allows them to move gracefully and with tremendous speed, reacting faster than one would think possible. While others might simply wear and operate steam armor, steam warriors are their armor, merging with it using a combination of skill and concentration — controlling it as easily as a master swordsman wields his blade.

Steam Warriors in the World: Steam warriors in Azeroth are a rare and often mercenary sort. As could be expected, the races that are more technologically inclined are the ones most likely to become steam

warriors. Among the Alliance, gnomes and Ironforge dwarves take up the iron mantle of the steam warrior. Gnomish steam warriors tend to be much more involved in the construction and design of their armor, while dwarves are usually more concerned with their armor's weapons. In the end, both prove excellent steam warriors.

Humans have been known to become steam warriors as well, although they are quite rare. Elven steam warriors are almost unheard of.





Amid the Horde, the few who have the knowledge and inclination to become steam warriors are mostly hired goblin mercenaries, although, oddly enough, trolls also seem to take to the life of a steam warrior. Orcs and tauren rarely find themselves concerned with the mechanical, and thus rarely pursue the steam warrior's path.

Goblins excel at the craft of steam, and they produce some of the most devastating and cunning steam warriors alive. For a goblin, steam armor is simply an extension of the desire to attain power. Becoming a steam warrior for a goblin is as much a part of attaining status as it is a decent way to make money. These goblin steam warriors hire themselves out for a price, seeking the highest bidder and working with little regard for diplomacy or future relations.

Many steam warriors form chapters or guilds, congregating in groups and sharing their technical expertise and backing each other up in combat. These cadres often become elite mercenary units serving either the Alliance or the Horde, or even splitting off to form independent factions willing to serve either affiliation. Goblins are notorious for forming these groups, luring in outsiders, and then stealing their technological expertise for their own use.

Most of Azeroth's denizens view steam warriors with a combined sense of wonder and fear. Steam armor is an impressive and intimidating sight. The sheer strength of the armor, combined with its portable arsenal, is a source of speculation, terror and awe to those who have never seen such things. Those who have seen steam warriors in action know that the best course is to get out of the way. Whether an ally or an enemy, steam armor has a tendency to harm anyone outside the suit who gets too close.

Most steam warriors see themselves first as warriors and second as tinkers. Their armor is built for war, and they enjoy using it as an instrument of battle. Most see themselves as the vanguard of a new era of knights and inventors, striding into battle within their phlogiston-powered suits.

The steam warrior is not a common sight. Cadres often number less than a dozen, and the resources required to

keep armor combat-ready can be a significant drain. In the wars plaguing Azeroth, the steam warrior has yet to have made a significant impact — although many feel that their time is soon to come.

Hit Die: d6.

Requirements

Affiliation: Any.

Skills: Craft (technological device) 8 ranks, Use Technological Device 8 ranks.

Feat: Vehicle Proficiency (steam armor). (See "Feats," below.)

Special: A character must have a suit of steam armor upon gaining his first level in as a steam warrior — whether he buys or builds the armor is up to him.

Class Skills

The steam warrior's class skills (and the key ability for each) are Craft (Int), Disable Device (Int), Gather Information (Cha), Knowledge (engineering) (Int), Profession (Spt), Use Rope (Agy), Use Technological Device (Int). See *World of Warcraft RPG*, Chapter 5: Skills for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Steam warriors gain proficiency with simple weapons and light armor.

Tinker's Touch (Ex): The hero's steam warrior 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.)

Armor Bond (Ex): At 2nd level, a steam warrior gains a competence bonus on Use Technological Device checks when applied to a suit of steam armor to which he has bonded. He gains the same bonus on attack rolls with the steam armor's melee and ranged weapons. This bonus is +1 at 2nd level, and increases by +1 every two levels thereafter (+2 at 4th level, +3 at 6th level, +4 at 8th level, and +5 at 10th level).

To bond with a suit of steam armor, the steam warrior must have operated it for at least one month. Minor

Table 1-7: The Steam Warrior (Stm)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Tinker's touch
2nd	+1	+3	+0	+0	Armor bond (+1)
3rd	+2	+3	+1	+1	Improve armor
4th	+3	+4	+1	+1	Armor bond (+2)
5th	+3	+4	+1	+1	Bonus feat
6th	+4	+5	+2	+2	Armor bond (+3)
7th	+5	+5	+2	+2	Combat feat
8th	+6	+6	+2	+2	Armor bond (+4)
9th	+6	+6	+3	+3	Advance armor
10th	+7	+7	+3	+3	Armor bond (+5), bonus feat

changes and upgrades to the steam armor don't affect the bond, but if the steam warrior switches to steam armor with a different configuration, he must operate it for at least one month before he can bond with it. A steam warrior can bond with only one steam armor suit at a time.

Improve Armor (Ex): At 3rd level, a steam warrior can upgrade the steam armor to which he is bonded, adding weapons, shields or systems (see Chapter 5: Things That Go Boom in the Night, "Steam Armor"). A steam warrior can add equipment that raises the overall Technology Score (TS) of his steam armor by up to +3.

The steam warrior does not have to make Craft checks, nor does he have to spend money or time to add this equipment. He is assumed to have been tinkering diligently with spare parts over the past several levels, and this feature represents his efforts coming to fruition.

Bonus Feat: A steam warrior gains a bonus feat at 5th and 10th level. This feat must be a technology feat or an Exotic Weapon Proficiency that allows him to wield

a technological weapon. A steam warrior must meet all prerequisites for his bonus feats.

Combat Feat: The steam warrior gains a bonus combat-based feat at 7th level. This bonus feat must be drawn from the feats noted as warrior bonus feats. A steam warrior must meet all prerequisites for a bonus feat.

Advance Armor (Ex): At 9th level, a steam warrior can upgrade a steam armor to which he is bonded, adding weapons, shields, or systems (see Chapter 5: Things That Go Boom in the Night, "Steam Armor"). A steam warrior can add equipment that raises the overall Technology Score of his steam armor by up to +6.

The steam warrior does not have to make Craft checks, nor does he have to spend money or time to make these add-ons or upgrades. He is assumed to have been tinkering diligently with spare parts over the past several levels, and this feature represents his efforts coming to fruition.

FEATS

The following are new feats for use in your WoW RPG game.

Alchemy Feats

Alchemy feats represent the specialized training necessary to master the techniques of true alchemy (see Chapter 2: Enchantments, Runes and Brews, for more information). A character who gains an item creation feat as a bonus feat may take an alchemy feat instead.

Rune Feats

Rune feats apply only to the use of runes; however, an inscriber who learns arcanist spells as runes may apply these effects to the empowerment of those runes, as well. In addition to metamagic and item creation feats, an inscriber arcanist may take rune feats as arcanist bonus feats.

Runes and Metamagic

Though the specifics of the spellcasting process differ from the details of runic empowerment, those who understand the techniques for casting normal spells more powerfully also understand how to do likewise for runes they may empower. Thus, all metamagic feats apply normally to rune-casting, as well.



Additional Pattern [Rune]

Those runemasters who apply themselves to seeking understanding of runes are able exceed their normal limits.

Prerequisites: Intellect 13, runemaster 3rd level; you must find a mentor to teach you the pattern.

Benefit: You learn an additional runic pattern.

Special: You can take this feat any number of times. Each time, it applies to a new rune pattern.



Alchemical Specialty [Alchemy]

Some alchemists focus on certain kinds of alchemical preparations, specializing in their creation.

Prerequisites: Journeyman Alchemist, Craft (alchemy) 6 ranks.

Benefit: Choose one of the four kinds of alchemical preparation: philter, draught, alchemical oil or transmutation. You gain a +3 bonus on Craft (alchemy) checks when creating or otherwise dealing with those kinds of alchemical products. Additionally, the base cost for creating those products is reduced by 25%.



Alchemist's Constitution [General]

Alchemists know that some people have heartier constitutions, allowing them to more quickly assimilate the power of alchemical draughts.

Prerequisites: Sta 13.

Benefit: You need only wait 15 minutes between taking draughts (see Chapter 2: Enchantments, Runes and Brews).

Normal: Characters must normally wait an hour between taking draughts.



Artisan Alchemist [Alchemy]

The knowledge of the artisan alchemist is vast, indeed. He is capable of creating impressively powerful substances that can heal, protect and destroy. So intense

is his mastery of alchemical distillation of magic from the mundane, that his creations radiate a slight magic aura (faint, no specific school).

Prerequisites: Expert Alchemist, Journeyman Alchemist, Craft (alchemy) 10 ranks.

Benefit: You may create artisan-level alchemical products (see Chapter 2: Enchantments, Runes and Brews).



Craft Tech-Mod [Technology]

You can create tech-mods, which are technological enhancements to normal devices.

Prerequisite: Craft (technological device) 4 ranks.

Benefit: You can craft tech-mod items. See Chapter 5: Things That Go Boom in the Night, "Tech-Mods," for more information.



Expert Alchemist [Alchemy]

The expert alchemist has unlocked some of the great secrets of alchemy, tapping into the techniques for creating more powerful mixtures.

Prerequisites: Journeyman Alchemist, Craft (alchemy) 7 ranks.

Benefit: You may create expert-level alchemical products (see Chapter 2: Enchantments, Runes and Brews).



Feedback [General]

You convert destroyed spells into raw magical energy that rips into your opponent in a savage backlash.

Prerequisites: Spellbreaker, base attack bonus +8, Spellcraft 4 ranks.

Benefit: When you destroy an enemy's spell slot with the Spellbreaker feat, the spell is converted into raw magical energy that damages the opponent. The opponent takes 1d4 points of damage per spell level destroyed. This damage is in addition to the damage your attack deals.

Spell resistance does not prevent this damage.



Greater Spell Specialization [General]

Your mastery with a single spell is unmatched.

Prerequisites: Greater Spell Focus, Spell Focus, Spell Specialization, caster level 12th.

Benefit: Choose a spell with which you have Spell Specialization and that belongs to a school in which you have Spell Focus and Greater Spell Focus. Your caster level is 4 levels higher when casting that spell. This change affects all variables associated with caster level, including level-dependent variables (such as range or damage), and dispel and spell penetration checks. In addition, when you prepare that spell with a metamagic feat, it takes up a spell slot two levels lower than normal, to a minimum of its normal level. For example, if Leanine Starborn takes Greater Spell Specialization and chooses frost nova (a 3rd-level spell), she can prepare a maximized frost nova as a 4th-level spell, an empowered

frost nova as a 3rd-level spell and so on.

The benefits of this feat do not stack with the benefits of Spell Specialization.

Special: You may take this feat multiple times. Its effects do not stack. Each time it applies to a different spell.



Journeyman Alchemist [Alchemy]

The journeyman alchemist, though quite a step above the common alchemist, is still an apprentice in the art of distilling down the mundane herbs and materials of the world until she has concentrated their innate magical power.

Prerequisites: Craft (alchemy) 4 ranks.

Benefit: You may create journeyman-level alchemical products (see Chapter 2: Enchantments, Runes and Brews).



Master Alchemist [Alchemy]

A powerhouse of alchemical lore, the master alchemist wields great power. Within his knowledge is the distillation of incredibly advanced power from mundane (though often rare) objects, and the miraculous transmutation of one material into another.

Prerequisites: Artisan Alchemist, Expert Alchemist, Journeyman Alchemist, Craft (alchemy) 16 ranks.

Benefit: You may create master-level alchemical products (see Chapter 2: Enchantments, Runes and Brews).



Material Secret [General]

You know the techniques of working with certain special materials.

Prerequisites: Craft (armorsmithing, blacksmithing or weaponsmithing) 4 ranks.

Benefit: When you select this feat, choose two materials from the following list: bloodstone ore, brightwood, dark iron, elementium, lightforge iron, and truesilver. You do not take a penalty when working with those materials. (See Chapter 4: So Shiny!, "Special Materials," for more information about these substances.)

Normal: A character without this feat takes a -5 penalty on Craft checks when working with these materials.

Special: You can take this feat more than once. Each time, it applies to two different materials.



Quiescent Rune [Metamagic, Rune]

A rune-caster may subtly empower runes, keeping the magic within them slumbering until the time comes to awaken them.

Prerequisites: Ability to cast 2nd-level runes.

Benefit: When a quiescent rune is empowered, the rune's magic does not take effect right away. Instead, the magic is simply stored in the rune, awaiting activation

by one who is given the correct word (a command word set during the empowering of the rune). At any time within the period of quiescence, a character (who need not be the rune-caster) may touch the rune and speak the command word (a move action); at this time, the rune takes effect. Its duration begins on the moment it is activated.

The quiescent rune remains slumbering for 1 minute per caster level; if it is not activated within this time period, it activates on its own, with normal effects.

Only a scribed or permanent rune may be empowered as a quiescent rune, and empowering a rune as a quiescent rune takes up a rune slot one level higher than normal.

Normal: Runes take effect as soon as they are empowered.

Runic Attunement [Rune]

A devoted rune-caster may learn to tap into the powers of multiple rune patterns.

Prerequisite: The ability to attune to a rune pattern.

Benefit: You can attune one more rune pattern per day than normal.

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

Searing Rune [Rune]

The power that some rune-casters put behind the creation of their spontaneous runes is enough to sear the rune into the surface being inscribed, using some of their life force to do so. On creatures, a seared rune appears as a dark black mark that wears away in time; on objects, it seems to be burnt into the surface of the item, though only temporarily.

Prerequisite: The ability to empower spontaneous runes.

Benefit: When you empower a spontaneous rune, you have the option of sacrificing 1 hit point per level of the rune being empowered. If you do so, the rune appears as normal for a spontaneous rune (and still uses a material component to do so), but it immediately imprints itself onto the creature or object being inscribed. From that point on, the rune is treated as a scribed, rather than spontaneous, rune.

Normal: In order to gain the benefits of a scribed rune, the rune-caster must spend time scribing it with special materials (for more details see Chapter 2: Enchantments, Runes and Brews, "The Runic Art").

Spell Specialization [General]

You are especially adept with a single spell.

Prerequisites: Spell Focus, caster level 4th.

Benefit: Choose one spell that belongs to a school in which you have Spell Focus. Your caster level is 2 levels higher when casting that spell. This change affects all variables associated with caster level, including level-dependent variables (such as range or damage), and

dispel and spell penetration checks. In addition, when you prepare that spell with a metamagic feat, it takes up a spell slot one level lower than normal, to a minimum of its normal level. For example, if Leanine Starborn takes Spell Specialization and chooses frost nova (a 3rd-level spell), she can prepare a maximized frost nova as a 5th-level spell, a silent frost nova as a 3rd-level spell, and so on.

Special: You may take this feat multiple times. Its effects do not stack. Each time it applies to a different spell.

Spellbreaker [General]

The powers of the spellbreaker are terrifying to those with the knowledge of magic, for their blows shatter the mana from a spellcaster's body.

Prerequisites: Base attack bonus +4, Spellcraft 2 ranks.

Benefit: As a standard action, you may make a spellbreaker strike. Make a normal melee attack. If you hit and deal damage, you destroy one of the target's highest-level spell (or rune) slots. The slot is expended, as if the victim had used it to cast a spell. You cannot destroy a spell slot of a higher level than you have ranks in Spellcraft; you destroy the highest spell slot possible if your ranks in Spellcraft are lower than the target's highest-level spell slot.

Strike-Smith [Rune, Metamagic]

Though the runes from the pattern of striking are normally inscribed on creatures, a rune-caster skilled in the working of metal can empower a striking rune as a glyph upon a weapon, rather than a mark upon a creature. This feat is most often found among dwarven rune-casters.

Prerequisites: Craft (armorsmithing, blacksmithing or weaponsmithing) 4 ranks, the ability to empower runes from the Striking pattern (see Chapter 2: Enchantments, Runes and Brews, "The Runic Art").

Benefit: When creating a rune from the Striking pattern, you may elect to create it as a glyph, rather than a mark. However, doing so requires the use of a rune slot of one level higher than normal.

Vehicle Proficiency (Steam Armor) [Technology]

You are familiar with and can operate phlogiston-powered steam armor.

Benefit: Steam armor is a specialty of the Vehicle Proficiency feat (joining land, air and water vehicles). You may operate a suit of steam armor by making a Use Technological Device check.

Normal: A character who operates a vehicle without the appropriate proficiency takes a -4 penalty on her Use Technological Device check.

Special: You can take the Vehicle Proficiency feat multiple times. Each time, it applies to a different specialty.

Tinkers can select Vehicle Proficiency as one of their tinker bonus feats.

ALCHEMY

Many are those who know how to create the simplest items in the alchemist's repertoire — small sticks with bits of alchemical gold that glow brighter than a torch when struck, vicious acids, and stones coated with a special dust that causes a loud explosion when struck against something solid. But these are only the basics of an elaborate and incredible art, easily as expansive as any form of spellcasting. Indeed, the simple alchemist's fire and thunderstones are to the heights of alchemy what little cantrips are to the greatest forms of magic.

Many alchemists — at least, many alchemists who are also spellcasters — often find themselves drawn away to the “superior” art of potion-brewing, through the Brew Potion feat. However, not all alchemists have that option. More than one skilled alchemist can cast no spells whatsoever, and many are the warriors among both the Forsaken and night elves who supplement their deadly skills with the heights of alchemical knowledge.

Types of Concoctions

There are four kinds of products created through the use of true alchemy (as these heightened forms of alchemy are called).

Draughts: Draughts are mixtures that allow the imbiber to recover something that has been depleted. Draughts include healing mixtures, mana tinctures and a small variety of other substances. Draughts work immediately — they do not have a duration. However, draughts are difficult on the constitutions of those who drink them, and cannot be consumed more than once an hour. Attempting to consume another draught before this hour elapses causes the character to vomit up the draught (so it has no effect) and be sickened for 30 minutes.

Philters: A philter either augments already existing abilities or grants entirely new ones. Philters grant their benefits for a specific period of time, though the bonuses that they grant are explicitly non-stacking: Those who gain bonuses to a trait from a philter and any other source at the same time gain only the benefits of the best source. Each philter has a listed duration, and philters may be drunk once per round, with no unpleasant effects.

Alchemical Oils: Alchemical oils are not directly consumed; rather, they are applied to weapons and armors to grant them certain benefits. All alchemical oils last for 30 minutes before the effects wear off. Like philters, the bonuses from alchemical oils are explicitly non-stacking. Note that alchemical oils are not the same as magic oils, which are a category of magic item; thus, oils created through alchemy are always preceded by the word “alchemical.”

Transmutations: The final kind of product is perhaps the strangest of them all. True alchemists are capable of transmuting certain materials into rarer, more

alchemically pure materials. All transmutations require the use of the philosopher's stone, the making of which is the first transmutation the alchemist undertakes. In game mechanics, these processes allow the alchemist to expend experience points, transforming them into a gold piece value that can then be applied toward certain ends. Each transmutation has a base cost listed, which represents the purchase of the raw materials.

Miscellaneous Alchemical Equipment

Item	Cost
Alchemy Kit	50 gp
Alchemy Kit, Masterwork	100 gp
Vial Bandolier	10 gp
Vial Belt	5 gp

Alchemy Kit: This is a small bag filled with the tools for creating alchemical mixtures while in the field or away from a lab. It includes space for a dozen vials. An alchemy kit is required when creating expert- or artisan-level alchemical items.

Alchemy Kit, Masterwork: As the alchemy kit, but it grants a +2 circumstance bonus on Craft (alchemy) checks.

Vial Bandolier: The vial bandolier holds up to 20 vials for potions and alchemical mixtures, allowing such vials to be drawn (but not consumed) as a free action. They are sufficiently braced to avoid breakage in most instances, short of the wearer rolling a 1 on a saving throw (in which case they are subject to normal item damage, as other equipment; see *WoW RPG*, Chapter 15: Spellcasting, “Spell Descriptions,” *Saving Throw*).

Vial Belt: As the vial bandolier, but the vial belt holds up to 10 vials in easily accessible reach, allowing them to be drawn as a free action.

Alchemical Concoctions

Alchemical concoctions follow the normal Craft rules for creating items. Each also requires an alchemy feat; see Chapter 1: Spell Slingers and Gear Grinders, for these feats. Remember that bonuses from philters and alchemical oils don't stack with any other bonuses.

Alchemical products are loosely grouped into four levels of complexity or difficulty to create; in ascending order, they are Journeyman, Expert, Artisan and Master products. There is a corresponding alchemy feat for each level of difficulty, which is a prerequisite to the creation of any product of that level.

Each alchemical product lists its effects followed by a line of statistics that includes the following (in this

Herbalism and Alchemy

Because of the large amount of herbal ingredients used in the preparation of alchemical products, many journeyman alchemists are also skilled herbalists. In order to avoid dealing with exhaustive lists of ingredients for each alchemical product and a system of herbalism that accurately reflects the kinds of herbs found in various places, use the following system.

Because herbalists are always gathering the materials they need as they travel or wander the wilderness, alchemists who possess ranks of Profession (herbalist) or are aided by someone with that skill gain an effective gold piece value towards the creation of their alchemical mixtures, based on the kind of alchemical mixture and the ranks in Profession (herbalist). This value cannot pay for more than half of the product's creation cost, however.

Journeyman: Each rank in Profession (herbalist) effectively grants 1 gp toward the creation of the product.

Expert: Each rank in Profession (herbalist) effectively grants 2 gp toward the creation of the product.

Artisan: Each rank in Profession (herbalist) effectively grants 5 gp toward the creation of the product.

Master: Each rank in Profession (herbalist) effectively grants 10 gp toward the creation of the product.

For example, Cybele possesses 8 ranks of Profession (herbalist) and is creating a lesser healing draught, which costs 160 gp to buy, or 53 gp and 33 sp to create with Craft (alchemy). Because each rank of Profession (herbalist) is worth 2 gp towards the creation of expert-level alchemical concoctions, she is assumed to have herbs worth 16 gp of the total necessary. At the height of her herbalist career, with 15 ranks in Profession (herbalist), Cybele effectively has 30 gp towards the creation of that item; however, because herbalism can only reduce that cost by up to half, she is assumed to match 26 gp, 16 sp of it.

order): type of concoction (draught, philter, alchemical oil or transmutation); prerequisites (including ranks in Craft (alchemy) and alchemy feats); and price (the cost to buy the concoction on the market; the price of the raw materials is usually 1/3 this amount, as discussed in the Craft skill description in **WoW RPG**, Chapter 5: Skills). The creator must meet all prerequisites in order to create the item.

Journeyman Alchemical Products

The following alchemical products require the creator to have the Journeyman Alchemist feat to create. Alchemical products of journeyman level require no

special tools to create, though possession of an alchemist's kit or alchemist's lab grants a +2 circumstance bonus on the necessary Craft (alchemy) checks. The DCs for creating journeyman-level products are as follows:

Item	Craft DC
Minor Healing Draught	14
Philter of Minor Defense	14
Philter of Lion's Strength	15
Weak Troll's Blood Philter	15
Minor Mana Draught	16
Minor Rejuvenation Draught	17

Mana Draughts

A number of alchemical products allow those who imbibe them to recover a certain level allocation of spell slots. To benefit from such a draught, the imbiber must have expended spell slots that day.

A mana draught allows a character to recover those spell slots as though she hadn't cast them, allocated as she chooses. A character cannot regain more than half of her total daily level allotment of spell slots through the use of draughts. A 0-level spell counts as one-half a spell level for the purpose of these calculations.

Thus, Dellian, as a 5th-level healer with no Spirit bonus, has the ability to cast 5 0-level spells, 3 1st-level spells, two 2nd-level spells and one 3rd-level spell per day; this means he is capable of casting 12 levels worth of spells per day (rounding down). As such, he cannot gain the benefit of more than 6 levels of spell recovery due to draughts per day.

Minor Healing Draught: The crimson liquid of this draught heals the drinker for 1d6 hit points.

Draught; Craft (alchemy) 4 ranks, Journeyman Alchemist; Price 40 gp.

Philter of Minor Defense: Those who consume this philter gain a +1 bonus to natural armor for 1 hour.

Philter; Craft (alchemy) 4 ranks, Journeyman Alchemist; Price 40 gp.

Philter of Lion's Strength: Consuming this vial of brilliant gold liquid grants its imbiber a +2 bonus to Strength for 1 hour.

Philter; Craft (alchemy) 5 ranks, Journeyman Alchemist; Price 50 gp.

Weak Troll's Blood Philter: Those who consume this philter regain 1 hit point every other round for 1 hour.

Philter; Craft (alchemy) 5 ranks, Journeyman Alchemist; Price 50 gp.

Minor Mana Draught: This dark blue liquid grants its consumer 2 levels of spell slots.

Draught; Craft (alchemy) 6 ranks, Journeyman Alchemist; Price 60 gp.

Minor Rejuvenation Draught: This scintillating violet liquid heals the consumer of 1d6 points of damage, as well as granting her 2 levels of spell slots.

Draught; Craft (alchemy) 7 ranks, Journeyman Alchemist; Price 70 gp.

Expert Alchemical Products

The following alchemical products require the creator to have the Expert Alchemist feat to create. Alchemical products of expert level require an alchemist's kit to create. Creating alchemical products of this level in an alchemist's lab grants a +2 circumstance bonus on the Craft (alchemy) checks. The DCs for creating expert-level products are as follows:

Item	Craft DC
Philter of Minor Fortitude	17
Philter of Minor Agility	17
Lesser Healing Draught	18
Swiftess Philter	18
Philter of Wisdom	19
Philter of Water Breathing	19
Swim Speed Philter	19

Philter of Minor Fortitude: This dark purple liquid grants a +2 bonus to Stamina for 1 hour.

Philter; Craft (alchemy) 7 ranks, Expert Alchemist; Price 140 gp.

Philter of Minor Agility: A light green brew, this philter grants a +2 bonus to Agility for 1 hour.

Philter; Craft (alchemy) 7 ranks, Expert Alchemist; Price 140 gp.

Lesser Healing Draught: This draught is a crimson liquid that heals those who consume it for 2d6 hit points.

Draught; Craft (alchemy) 8 ranks, Expert Alchemist; Price 160 gp.

Swiftess Philter: A concoction of emerald coloring, this philter increases the base land speed of those who consume it by +10 feet for 1 hour.

Philter; Craft (alchemy) 8 ranks, Expert Alchemist; Price 160 gp.

Philter of Wisdom: A deep moss-hued mixture, the philter of wisdom grants a +2 bonus to Spirit for 1 hour.

Philter; Craft (alchemy) 9 ranks, Expert Alchemist; Price 180 gp.

Philter of Water Breathing: This clear, bubbly liquid grants the ability to breathe in water for 30 minutes. Those who consume it can still breathe air normally.

Philter; Craft (alchemy) 9 ranks, Expert Alchemist; Price 180 gp.

Swim Speed Philter: This deep cerulean mixture doubles the Swim speed of those who consume it. This increase lasts for 10 rounds, so is mainly used for quick getaways and the like.

Philter; Craft (alchemy) 9 ranks, Expert Alchemist; Price 180 gp.

Artisan Alchemical Products

The following alchemical products require the creator to have the Artisan Alchemist feat to create. Alchemical products of artisan level require an alchemist's kit to create. Creating alchemical products of this level in an alchemist's lab grants a +2 circumstance bonus on the Craft (alchemy) checks. The DCs for creating artisan-level products are as follows:

Item	Craft DC
Healing Draught	20
Minor Magic Resistance Philter	20
Lesser Mana Draught	21
Philter of Poison Resistance	21
Strong Troll's Blood Philter	21
Philter of Defense	21
Fire Alchemical Oil	22
Shadow Protection Philter	22
Philter of Firepower	22
Philter of Lesser Agility	22
Philter of Ogre's Strength	23
Free Action Philter	23
Greater Healing Draught	23
Mana Draught	23
Fire Protection Philter	24
Lesser Invisibility Philter	24
Shadow Alchemical Oil	24
Philter of Fortitude	24
Mighty Troll's Blood Philter	25
Philter of Agility	25
Frost Protection Philter	25
Philter of Frost Power	25
Philter of Greater Defense	26
Philter of Detect Lesser Invisibility	26
Frost Alchemical Oil	26
Catseye Philter	26

Healing Draught: This blood-red mixture heals those who imbibe it for 4d6 hit points.

Draught; Craft (alchemy) 10 ranks, Artisan Alchemist; Price 300 gp.

Minor Magic Resistance Philter: This dark magenta fluid grants spell resistance 16 for 3 minutes.

Philter; Craft (alchemy) 10 ranks, Artisan Alchemist; Price 300 gp.

Lesser Mana Draught: This dark blue liquid grants its consumer 4 levels of spell slots.

Draught; Craft (alchemy) 11 ranks, Artisan Alchemist; Price 330 gp.

Philter of Poison Resistance: This pale green brew allows the imbiber to attempt two Fortitude saves against all poisons that affect her for the next hour (including the secondary damage of poisons in her system) and choose the best result.

Philter; Craft (alchemy) 11 ranks, Artisan Alchemist; Price 330 gp.

Strong Troll's Blood Philter: Those who consume this philter gain fast healing 1 for 1 hour.

Philter; Craft (alchemy) 11 ranks, Artisan Alchemist; Price 330 gp.

Philter of Defense: Those who consume this philter gain a +2 bonus to natural armor for 1 hour.

Philter; Craft (alchemy) 11 ranks, Artisan Alchemist; Price 330 gp.

Fire Alchemical Oil: A weapon that is treated with this alchemical oil bursts into flame, dealing an additional +1d4 points of fire damage for 30 minutes.

Alchemical oil; Craft (alchemy) 12 ranks, Artisan Alchemist; Price 360 gp.

Shadow Protection Philter: Those who consume this deep purple philter gain spell resistance 21 against spells of the necromancy school for 1 hour.

Philter; Craft (alchemy) 12 ranks, Artisan Alchemist; Price 360 gp.

Philter of Firepower: The imbiber of this roiling, fiery orange liquid increases the damage of all spells with the fire descriptor that he casts by 10% for 30 minutes.

Philter; Craft (alchemy) 12 ranks, Artisan Alchemist; Price 360 gp.

Philter of Lesser Agility: A light green brew, this philter grants a +4 bonus to Agility for 1 hour.

Philter; Craft (alchemy) 12 ranks, Artisan Alchemist; Price 360 gp.

Philter of Ogre's Strength: Consuming this vial of brilliant gold liquid grants a +4 bonus to Strength for 1 hour.

Philter; Craft (alchemy) 13 ranks, Artisan Alchemist; Price 390 gp.

Free Action Philter: This crystalline liquid allows its imbiber to act as though under the effects of a *freedom of movement* spell for 5 rounds.

Philter; Craft (alchemy) 13 ranks, Artisan Alchemist; Price 390 gp.

Greater Healing Draught: This blood-red mixture heals those who imbibe it for 6d6 hit points.

Draught; Craft (alchemy) 13 ranks, Artisan Alchemist; Price 390 gp.

Mana Draught: This dark blue liquid grants its consumer 6 levels of spell slots.

Draught; Craft (alchemy) 13 ranks, Artisan Alchemist; Price 390 gp.

Fire Protection Philter: The character that imbibes this brilliant rubylike liquid gains fire resistance 10 for one hour.

Philter; Craft (alchemy) 14 ranks, Artisan Alchemist; Price 420 gp.

Lesser Invisibility Philter: This violet liquid grants invisibility (as the spell) for 10 rounds (1 min.).

Philter; Craft (alchemy) 14 ranks, Artisan Alchemist; Price 420 gp.

Shadow Alchemical Oil: A weapon that is treated with this alchemical oil seethes with a shadowy energy,



dealing an additional +1d4 points of negative energy damage for 30 minutes. This extra damage heals undead instead of damaging them.

Alchemical oil; Craft (alchemy) 14 ranks, Artisan Alchemist; Price 420 gp.

Philter of Fortitude: This dark purple liquid increases the imbiber's Stamina by +6 for 1 hour.

Philter; Craft (alchemy) 14 ranks, Artisan Alchemist; Price 420 gp.

Mighty Troll's Blood Philter: Those who consume this philter gain fast healing 2 for one hour.

Philter; Craft (alchemy) 15 ranks, Artisan Alchemist; Price 450 gp.

Philter of Agility: A light green brew, this philter grants a +6 bonus to Agility for 1 hour.

Philter; Craft (alchemy) 15 ranks, Artisan Alchemist; Price 450 gp.

Frost Protection Philter: The character that imbibes this brilliant sapphirelike liquid gains cold resistance 10 for one hour.

Philter; Craft (alchemy) 15 ranks, Artisan Alchemist; Price 450 gp.

Philter of Frost Power: The imbiber who drinks this cool blue liquid increases the damage of all spells with the cold descriptor that he casts by 10% for 30 minutes.

Philter; Craft (alchemy) 15 ranks, Artisan Alchemist; Price 450 gp.

Philter of Greater Defense: Those who consume this philter gain a +4 bonus to natural armor for 1 hour.

Philter; Craft (alchemy) 16 ranks, Artisan Alchemist; Price 480 gp.

Philter of Detect Lesser Invisibility: This light blue mixture allows the imbiber to detect invisibility, as the *see invisibility* spell, for 10 minutes.

Philter; Craft (alchemy) 16 ranks, Artisan Alchemist; Price 480 gp.

Frost Alchemical Oil: A weapon that is treated with this alchemical oil is enveloped in frost, dealing +1d4 points of cold damage for 30 minutes.

Alchemical oil; Craft (alchemy) 16 ranks, Artisan Alchemist; Price 480 gp.

Catseye Philter: Imbibing this orange liquid grants a character a +5 bonus on Spot and Search checks for 10 minutes.

Philter; Craft (alchemy) 16 ranks, Artisan Alchemist; Price 480 gp.

Master Alchemical Products

The following alchemical products require the creator to have the Master Alchemist feat to create. Alchemical products of master level require an alchemist's lab to create. The DCs for creating master-level products are as follows:

Item	Craft DC
Greater Mana Draught	26
Alchemical Oil of Immolation	26
Magic Resistance Philter	27

Item	Craft DC
Superior Healing Draught	27
Lesser Stoneshield Philter	27
Philter of Greater Water Breathing	27
Craft Philosopher's Stone	28
Wildvine Draught	28
Dreamless Sleep Draught	28
Philter of Detect Undead	28
Arcane Philter	28
Philter of Greater Intellect	28
Invisibility Philter	28
Transmute Iron to Gold	28
Philter of Dream Vision	29
Philter of Greater Agility	29
Gift of Ner'zhul	29
Philter of Giants	29
Limited Invulnerability Philter	29
Philter of Shadow Power	29
Philter of Demonslaying	29
Philter of Detect Demon	29
Superior Mana Draught	30
Philter of Superior Defense	30
Philter of the Sages	31
Philter of Brute Force	31
Major Healing Draught	31
Philter of the Mongoose	31
Greater Stoneshield Philter	31
Transmute Mithril to Truesilver	31
Transmute Thorium to Arcanite	31
Purification Draught	31
Greater Arcane Philter	31
Greater Magical Protection Philter	32
Major Mana Draught	32
Flask of the Titans	33
Major Rejuvenation Draught	33

Greater Mana Draught: This dark blue liquid grants its consumer 8 levels of spell slots.

Draught; Craft (alchemy) 16 ranks, Master Alchemist; Price 640 gp.

Alchemical Oil of Immolation: This volatile mixture is kept tightly sealed. Unlike other alchemical oils, this oil isn't applied to a weapon or armor. Instead, alchemical oil of immolation is like alchemist's fire, save that it deals 4d6 points of fire damage to the target, and 2d6 points of fire damage to those in the splash area. Alchemical oil of immolation continues to burn for 3 rounds after impact, dealing 2d6 points of fire damage to the target per round, and 1d6 points of fire damage to those who were splashed. Extinguishing the flames requires a full-round action and a DC 22 Reflex save.

Alchemical oil; Craft (alchemy) 16 ranks, Master Alchemist; Price 640 gp.

Magic Resistance Philter: This dark magenta fluid grants spell resistance 21 for 3 minutes.



Philter; Craft (alchemy) 17 ranks, Master Alchemist; Price 680 gp.

Superior Healing Draught: This blood-red mixture heals those who imbibe it for 8d6 hit points.

Draught; Craft (alchemy) 17 ranks, Master Alchemist; Price 680 gp.

Lesser Stoneshield Philter: This deep black mixture grants its imbiber DR 1/— for 15 rounds.

Philter; Craft (alchemy) 17 ranks, Master Alchemist; Price 680 gp.

Philter of Greater Water Breathing: This clear, bubbly liquid grants the ability to breathe in water for 1 hour. Those who consume it may still breathe air normally.

Philter; Craft (alchemy) 17 ranks, Master Alchemist; Price 680 gp.

Craft Philosopher's Stone: This is the process by which an alchemist takes rare ingredients and distills from them the philosopher's stone, a piece of unique equipment that enables her to perform other transmutations. The philosopher's stone can make the creation of high-level alchemical mixtures simpler, as well; a philosopher's stone grants the alchemist a +2 circumstance bonus on Craft (alchemy) checks to create master-level alchemical mixtures.

Transmutation; Craft (alchemy) 18 ranks, Master Alchemist; Price 500 gp.

Wildvine Draught: This purple infusion heals its imbiber for 9d6 points of damage, as well as restoring 9 levels of spell slots.

Draught; Craft (alchemy) 18 ranks, Master Alchemist; Price 720 gp.

Dreamless Sleep Draught: This strange, pinkish mixture places its imbiber in a deep sleep that lasts for

10 rounds, during which

he cannot be awakened, even by violence. The imbiber heals 1d6 hit points per round that he sleeps; additionally, when he reawakens, he regains 10 levels of spell slots.

Draught; Craft (alchemy) 18 ranks, Master Alchemist; Price 720 gp.

Philter of Detect Undead: The imbiber gains the ability to detect the presence of undead, as with the *detect undead* spell, for 1 hour.

Philter; Craft (alchemy) 18 ranks, Master Alchemist; Price 720 gp.

Arcane Philter: This potent mixture adds volatility to damaging spells cast by the imbiber. The damage of all spells increases by 10% while under the effects of this philter, for 30 minutes.

Philter; Craft (alchemy) 18 ranks, Master Alchemist; Price 720 gp.

Philter of Greater Intellect: This jade-hued mixture increases the Intellect of its imbiber by +8 for one hour.

Philter; Craft (alchemy) 18 ranks, Master Alchemist; Price 720 gp.

Invisibility Philter: This violet liquid grants invisibility (as the spell *invisibility*) for 30 rounds (3 minutes).

Philter; Craft (alchemy) 18 ranks, Master Alchemist; Price 720 gp.

Transmute Iron to Gold: This is the raw process by which alchemists fashion gold, transmuting the base, earthly metal of iron into the exalted, celestial metal of gold. For every 1 XP and 2 gp the alchemist spends (in the process and raw materials), he gains 20 gp.

Transmutation; Craft (alchemy) 18 ranks, Master Alchemist, philosopher's stone.

Philter of Dream Vision: This brilliant garnet-colored mixture grants a controlled vision of her surroundings to the imbiber, allowing her to explore them as though she had cast *eye of Kilrogg* with a duration of 10 minutes. This does not actually create a sensor; however; the dreamer simply experiences her surroundings as though she were walking through them without actually physically venturing into them.

Philter; Craft (alchemy) 19 ranks, Master Alchemist; Price 760 gp.

Philter of Greater Agility: A light green brew, this philter grants a +8 bonus to Agility for one hour to those who consume it.

Philter; Craft (alchemy) 19 ranks, Master Alchemist; Price 760 gp.

Gift of Arthas: The imbiber of this strangely glowing mixture gains spell resistance 21 against spells from the necromancy school. Additionally, his blood becomes tainted strangely, so that those who deal lethal damage to him must make DC 25 Fortitude saves or be infected with a magical disease that weakens the skin; each time the victim takes lethal damage, the damage is increased by +2. This affliction lasts for 3 minutes; falling victim to it multiple times simply extends the duration of the affliction to 3 minutes from the last strike.

Philter; Craft (alchemy) 19 ranks, Master Alchemist; Price 760 gp.

Philter of Giants: A potent topaz-colored mixture, this philter grants a +8 bonus to Strength for one hour to those who consume it.

Philter; Craft (alchemy) 19 ranks, Master Alchemist; Price 760 gp.

Limited Invulnerability Philter: This luminous gold liquid grants its imbiber immunity to lethal damage from physical (but not spell) attacks for 2 rounds.

Philter; Craft (alchemy) 19 ranks, Master Alchemist; Price 760 gp.

Philter of Shadow Power: This deep purple mixture infuses the caster's necromantic spells with dark power, increasing the damage dealt by spells from the necromancy school or spells with the evil or fel descriptors by 20% for 15 minutes.

Philter; Craft (alchemy) 19 ranks, Master Alchemist; Price 760 gp.

Philter of Demonslaying: This swirling black and crimson liquid grants the drinker a +6 bonus on attack and damage rolls against demons for 1 hour.

Philter; Craft (alchemy) 19 ranks, Master Alchemist; Price 760 gp.

Philter of Detect Demon: This sullen red liquid grants its imbiber the ability to detect demons for one hour; as with the *detect demons* spell (see Chapter 3: Power Overwhelming).

Philter; Craft (alchemy) 19 ranks, Master Alchemist; Price 760 gp.

Superior Mana Draught: This dark blue liquid grants its consumer 10 levels of spell slots.

Draught; Craft (alchemy) 20 ranks, Master Alchemist; Price 800 gp.

Philter of Superior Defense: Those who consume this

philter gain a +6 bonus to natural armor for 1 hour.

Philter; Craft (alchemy) 20 ranks, Master Alchemist; Price 800 gp.

Philter of the Sages: This luminous, moonstone-colored mixture increases the Intellect and Spirit of those who imbibe it by +6 for 1 hour.

Philter; Craft (alchemy) 21 ranks, Master Alchemist; Price 840 gp.

Philter of Brute Force: This deep orange mixture increases the Strength and Stamina of those who consume it by +6 for 1 hour.

Philter; Craft (alchemy) 21 ranks, Master Alchemist; Price 840 gp.

Major Healing Draught: This blood-red mixture heals those who imbibe it for 10d6 hit points.

Draught; Craft (alchemy) 21 ranks, Master Alchemist; Price 840 gp.

Philter of the Mongoose: This cerulean, swirling mixture increases the imbiber's Agility by +8 for 1 hour. Additionally, the critical threat ranges of the imbiber's weapons are increased by +1.

Philter; Craft (alchemy) 21 ranks, Master Alchemist; Price 840 gp.

Greater Stoneshield Philter: This deep black mixture grants its imbiber DR 2/— for 15 rounds.

Philter; Craft (alchemy) 21 ranks, Master Alchemist; Price 840 gp.

Transmute Mithril to Truesilver: Through this process, the alchemist filters away the impurities of naturally-occurring mithril and transforms it into truesilver, an alchemically perfect metal used in forging magic weapons and armor. For every 1 XP and 2 gp spent, the alchemist creates 50 gp toward the cost of creating a truesilver item (see Chapter 4: So Shiny!, "Special Materials"). Only up to half of the price of creating the item can be paid for in such a fashion.

Transmutation; Craft (alchemy) 21 ranks, Master Alchemist, philosopher's stone; Price 2 gp/XP spent.

Transmute Thorium to Arcanite: Through this process, the alchemist uses arcane crystals to blast away the impurities in thorium, leaving bars of arcanite. For every 1 XP and 2 gp spent, the alchemist creates 50 gp towards the cost of creating an arcanite item, magic or otherwise (see *WoW RPG*, chapter 9: Weapons and Armor, "Special Materials"). Only up to half of the price of creating the item can be paid for in such a fashion.

Transmutation; Craft (alchemy) 21 ranks, Master Alchemist, philosopher's stone.

Purification Draught: This volatile yellow mixture purges those who drink it of poisons and disease. The imbiber can attempt a Fortitude save against all poisons and diseases that currently affect her (the DCs equal the standard DCs for the poisons or diseases); success indicates that the poison or disease is cured. Additionally, if the drinker is under the effects of any curses, she gains a second saving throw to throw off its effects immediately.

Draught; Craft (alchemy) 21 ranks, Master Alchemist; Price 840 gp.

Greater Arcane Philter: This philter increases the spell damage of the imbiber's spells by 20% for one hour.

Philter; Craft (alchemy) 21 ranks, Master Alchemist; Price 840 gp.

Greater Magical Protection Philter: When this philter is created, the alchemist chooses one energy type (acid, cold, fire, electricity, or sonic). Those who imbibe this philter gain spell resistance 28 against spells with that descriptor for one hour.

Philter; Craft (alchemy) 22 ranks, Master Alchemist; Price 880 gp.

Major Mana Draught: This dark blue liquid grants its consumer 12 levels of spell slots.

Draught; Craft (alchemy) 22 ranks, Master Alchemist; Price 880 gp.

Flask of the Titans: This philter grants its imbiber a +8 bonus to Stamina for 1 hour.

Philter; Craft (alchemy) 23 ranks, Master Alchemist; Price 920 gp.

Major Rejuvenation Draught: This purple infusion heals its imbiber for 10d6 hit points, as well as restoring 10 levels of spell slots.

Draught; Craft (alchemy) 23 ranks, Master Alchemist; Price 920 gp.

ENCHANTMENTS

Enchanters can imbue items with potent abilities. They do this using enchantments.

The following list describes the enchantments known to a wide variety of enchanters throughout Azeroth. Of course, other enchantments may also exist, waiting to be discovered. Highly motivated enchanters may even create their own enchantments — subject to GM approval, of course.

Enchantments come in four levels of difficulty and power: journeyman, expert, artisan and master.

Enchantments are organized by the type of item (weapon or armor) they affect, and then subgrouped by level (journeyman, expert and so forth). The number of enchantment points (EP) required to employ the enchantment is shown in parentheses by its name.

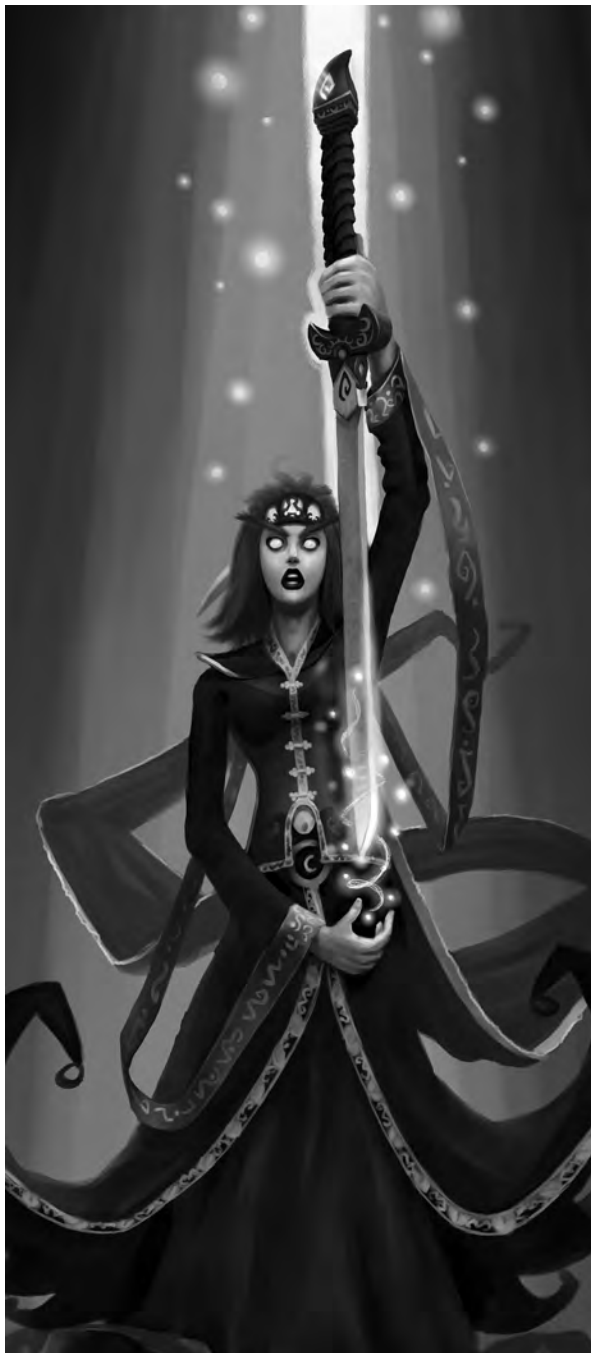
Although enchanters are free to set their own prices, most charge a fee of 25 times the enchantment's enchantment point cost to perform an enchantment. The buyer can reduce this cost by providing unwanted magic items for disenchanting. For example, a *lesser striking* enchantment requires 100 EP, so a typical NPC enchanter asks for 2,500 gp to add that power to a weapon. If the buyer provides a +1 *longsword*, which the enchanter can disenchant to gain 80 EP, the buyer needs to pay only for the remaining 20 EP (500 gp).

Except as noted elsewhere in these rules, an enchantment is treated as a magic item for purposes of spells and effects (such as *detect magic* and *dispel magic*). The caster level is 7th level for journeyman enchantments, 9th level for expert enchantments, 12th level for artisan enchantments and 15th level for master enchantments.

Note that enchanted items count as magic items for determining how many items a character can benefit from at one time (see Chapter 4: So Shiny!, "Magic Items on the Body"). Also, note that enchantment bonuses are all unnamed: they stack with all other bonuses, and with all existing abilities a magic item might possess.

Melee Weapon Enchantments

These enchantments improve melee weapons, which of course makes them among the most popular



enchancements. Note, however, that these enchantments do not make a nonmagic item magic for the purpose of overcoming damage reduction, except as noted in the text below.

Some weapon enchantments activate on a random basis. When such an enchantment activates, its effects occur immediately, and may persist for a short period. Activation occurs when the weapon's attack roll is high enough, as defined in the enchantment's description. Typically a natural 20 is required, although sometimes a 19 or 20 activates the enchantment's power. Activation occurs regardless of whether or not a critical hit is confirmed.

Some weapon enchantments cause the weapon to glow or show another visible effect. An enchanter can automatically identify such enchantments with a glance, and other characters can do so with a DC 15 Spellcraft check. If a weapon glows, it illuminates an area in the same way that a glowing magic weapon does. If the weapon itself has a glow from another magical source, the two light sources coexist without increasing the illumination radius.

Enchantments that add special abilities apply those abilities only when the weapon is wielded. The term "wielded" means held in the hand, ready for action. Simply having the weapon strapped to one's back or in a scabbard is not wielding it. A weapon held in an off hand is considered wielded even if it is not used to attack.

Journeyman Enchantments

Lesser Striking (100 EP): The weapon deals +1 damage.

Lesser Beastslayer (200 EP): The weapon deals +1d4 damage against creatures of the animal type.

Lesser Dragonslayer (200 EP): The weapon deals +1d4 damage against creatures of the dragon type.

Lesser Elemental Slayer (200 EP): The weapon deals +1d4 damage against creatures of the elemental type.

Expert Enchantments

Magic Strike (150 EP): The weapon is treated as magic for the purposes of bypassing damage reduction. *Prerequisite:* Knowledge of one journeyman weapon enchantment.

Striking (300 EP): The weapon deals +2 damage. *Prerequisite:* Lesser striking.

Beastslayer (400 EP): The weapon deals +2d4 damage against creatures of the animal type. *Prerequisite:* Lesser beastslayer.

Dragonslayer (400 EP): The weapon deals +2d4 damage against creatures of the dragon type. *Prerequisite:* Lesser dragonslayer.

Elemental Slayer (400 EP): The weapon deals +2d4 damage against creatures of the elemental type. *Prerequisite:* Lesser elemental slayer.

Lesser Smiting (450 EP): When the weapon threatens a critical hit, the wielder gains a +2 bonus on the confirmation check. This enchantment functions only on bludgeoning weapons. *Prerequisite:* Lesser striking.

Clarity (500 EP): The weapon grants its wielder +2 Intellect. This enchantment can be added only to a staff. *Prerequisites:* Lesser intellect and one journeyman weapon enhancement.

Artisan Enchantments

Greater Striking (500 EP): The weapon deals +3 damage. *Prerequisites:* Lesser striking, striking.



Greater Dragonslayer (600 EP): The weapon deals +3d4 damage against creatures of the dragon type.

Prerequisites: Lesser dragonslayer, dragonslayer.

Icy Chill (800 EP): Activates on a 20. Adds +2d6 points of cold damage and chills the target for 1 round. A Fortitude save (DC equals the damage dealt, including the bonus cold damage) negates the chill effect. The weapon glows blue when wielded. *Prerequisites:* Lesser striking, striking and three other weapon enchantments.

Flaming Blast (900 EP): Activates on a 20. Adds +1d6 points of fire damage and deals 1d6 points of fire damage to all creatures within 5 feet of the target except the wielder. The weapon glows burning red when wielded. *Prerequisites:* Lesser striking, striking and three other weapon enchantments.

Master Enchantments

Superior Striking (800 EP): The weapon deals +4 damage. *Prerequisites:* Lesser striking, striking, greater striking.

Greater Clarity (1,000 EP): The weapon grants its wielder +4 Intellect. This enchantment can be added only to a staff. *Prerequisites:* Clarity, lesser intellect, intellect, greater intellect.

Hexing (1,000 EP): Activates on a 20. The target is temporarily cursed and deals half normal damage on melee attacks for 1 round. A Will save (DC 10 + damage dealt) negates this effect. Two glowing green orbs circle a weapon enchanted with hexing. *Prerequisites:* Lesser striking, striking, greater striking, and five other weapon enchantments.

Lifeleech (1,200 EP): Activates on a 19 or 20. The target takes an additional +1d8 points of damage and the wielder regains the same amount. If the wielder already has maximum hit points, he gains the extra hit points as temporary hit points that last for 10 minutes. This enchantment functions against all targets, even constructs and undead. A weapon enchanted with lifeleech glows a dull grayish black when wielded. *Prerequisites:* Lesser striking, striking, greater striking and five other weapon enchantments.

Crusader (1,500 EP): Activates on a 20. The wielder regains 3d8 hit points and gains a +8 bonus to Strength for 1 round. This Strength bonus applies to the current attack, dealing additional damage. A weapon enchanted with crusader glows a gently pulsing white when wielded. *Prerequisites:* Lesser striking, striking, greater striking, superior striking and seven other weapon enchantments.

Greater Smiting (1,500 EP): The weapon's threat range increases by +1; and when the weapon threatens a critical hit, the wielder gains a +4 bonus on the confirmation check. This enchantment functions only on bludgeoning weapons. Note that the threat range addition applies after all other modifications. Thus, if the weapon's initial threat range is 19–20, and the wielder's Improved Critical feat increases this to 17–20, the smiting enchantment increases the threat range to 16–20 (not 15–20). *Prerequisites:* Lesser striking, striking, greater striking, smiting.

Armor Enchantments

These enchantments can be added to suits of armor. These enchantments cannot be added to shields, which have their own set of enchantments.

Journeyman Enchantments

Lesser Defense (100 EP): The armor provides an additional +1 bonus to AC.

Lesser Health (100 EP): The wearer adds 1 hit point per level to his current and maximum hit points. These are not temporary hit points. The wearer must wear the armor for at least an hour before he gains this benefit. The additional hit points are lost immediately when the armor is removed.

Expert Enchantments

Defense (300 EP): The armor provides an additional +2 bonus to AC. *Prerequisite:* Lesser defense.

Health (300 EP): The wearer adds 2 hit points per level to her current and maximum hit points. These are not temporary hit points. The wearer must wear the armor for at least an hour before she gains this benefit. The additional hit points are lost immediately when the armor is removed. *Prerequisite:* Lesser health.

Lesser Absorption (400 EP): The armor grants DR 1/—. *Prerequisite:* Lesser defense.

Lesser Mana (500 EP): The wearer gains an additional 1st-level spell slot per day. The wearer must wear the armor for at least two hours before he gains this benefit. *Prerequisite:* Lesser intellect or lesser spirit.

Artisan Enchantments

Greater Defense (500 EP): The armor provides an additional +3 bonus to AC. *Prerequisites:* Lesser defense, defense.

Greater Health (500 EP): The wearer adds 3 hit points per level to her current and maximum hit points. These are not temporary hit points. The wearer must wear the armor for at least an hour before she gains this benefit. The additional hit points are lost immediately when the armor is removed. *Prerequisites:* Lesser health, health.

Absorption (800 EP): The armor grants damage reduction 2/—. *Prerequisite:* Lesser absorption.

Heroism (1,000 EP): The armor increases the wearer's Strength, Agility and Stamina by +1 each. *Prerequisites:* Three enchantments that increase ability scores.

Mana (1,000 EP): The wearer gains an additional 1st-level and 2nd-level spell slot per day. The wearer must wear the armor for at least two hours before he gains this benefit. *Prerequisite:* Lesser intellect or lesser spirit, lesser mana.

Master Enchantments

Superior Defense (800 EP): The armor provides an additional +4 bonus to AC. *Prerequisites:* Lesser defense, defense, greater defense.

Superior Health (800 EP): The wearer gains 4 hit points per level to his current and maximum hit points. These are not temporary hit points. The wearer must

wear the armor for at least an hour before he gains this benefit. *Prerequisites: Lesser health, health, greater health.*

Greater Absorption (1,200 EP): The armor grants damage reduction 3/—. *Prerequisite: Lesser absorption, absorption.*

Greater Heroism (2,000 EP): The armor increases the wearer's Strength, Agility and Stamina by +2 each. *Prerequisites: Lesser heroism and seven other enchantments that increase ability scores.*

Greater Mana (2,000 EP): The wearer gains an additional 1st, 2nd, and 3rd-level spell slot per day. The wearer must wear the armor for at least two hours before she gains this benefit. *Prerequisite: Lesser intellect or lesser spirit, lesser mana, mana.*

Shield Enchantments

An enchanter can apply these enchantments to any shield, even simple bucklers.

Journeyman Enchantments

Lesser Blocking (100 EP): The shield provides an additional +1 bonus to AC.

Lesser Resistance (100 EP): The shield grants resistance 2 against one energy type. Choose from acid, cold, electricity or fire. Acid and fire resistance can be applied only to metal shields, while electricity resistance can be applied only to wooden shields. The type of resistance is selected at the time the shield is enchanted and cannot be changed thereafter.

Lesser Fortitude (200 EP): The bearer gains a +1 bonus on Fortitude saves. The bearer must wear the shield for at least an hour before he gains this benefit.

Expert Enchantments

Blocking (300 EP): The shield provides an additional +2 bonus to AC. *Prerequisite: Lesser blocking.*

Resistance (300 EP): This enchantment functions as *lesser resistance*, but grants resistance 5. *Prerequisite: Lesser resistance.*

Fortitude (400 EP): The bearer gains a +2 bonus on Fortitude saves. The bearer must wear the shield for at least an hour before she gains this benefit. *Prerequisite: Lesser fortitude.*

Artisan Enchantments

Greater Blocking (500 EP): The shield provides an additional +3 AC. *Prerequisites: Lesser blocking, blocking.*

Greater Resistance (500 EP): This enchantment functions as *lesser resistance*, but grants resistance 10. *Prerequisite: Lesser resistance, resistance.*

Greater Fortitude (700 EP): The bearer gains a +3 bonus on Fortitude saves. The bearer must wear the shield for at least an hour before he gains this benefit. *Prerequisite: Lesser fortitude, fortitude.*

Master Enchantments

Superior Blocking (500 EP): The shield provides an additional +4 bonus to AC. *Prerequisites: Lesser blocking, blocking, greater blocking.*

Superior Resistance (1,000 EP): This enchantment functions as *lesser resistance*, but grants resistance 20. *Prerequisite: Lesser resistance, resistance, greater resistance.*

Superior Fortitude (1,000 EP): The bearer gains a +4 bonus on Fortitude saves. The bearer must wear the shield for at least an hour before he gains this benefit. *Prerequisites: Lesser fortitude, fortitude, greater fortitude.*

Glove Enchantments

An enchanter can apply these enchantments to any item that occupies the hands slot, such as gauntlets or gloves.

Journeyman Enchantments

Climbing Skill (75 EP): The wearer gains a +2 bonus on Climb checks.

Lesser Agility (150 EP): The wearer gains a +1 bonus to Agility.

Lesser Haste (200 EP): The wearer gains a +2 bonus on initiative checks.

Expert Enchantments

Greater Climbing Skill (250 EP): The wearer gains a +5 bonus on Climb checks. *Prerequisite: Climbing skill.*

Agility (400 EP): The wearer gains a +2 bonus to Agility. *Prerequisite: Lesser agility.*

Haste (500 EP): The wearer gains a +4 bonus on initiative checks. *Prerequisite: Lesser haste.*

Artisan Enchantments

Craftsmanship (600 EP): The wearer gains a +3 bonus on Craft checks. *Prerequisites: Three other glove enchantments.*

Greater Agility (750 EP): The wearer gains a +3 bonus to Agility. *Prerequisites: Lesser agility, agility.*

Greater Haste (800 EP): The wearer gains a +6 bonus on initiative checks. *Prerequisites: Lesser haste, haste.*

Master Enchantments

Riding Skill (900 EP): The wearer gains a +5 bonus on Ride checks, and her mount's speed increases by 10 feet. These abilities function only if the wearer uses her hands to guide her mount using reins, harness or similar items. *Prerequisites: Five other glove enchantments.*

Superior Agility (1,000 EP): The wearer gains a +4 bonus to Agility. *Prerequisites: Lesser agility, agility, greater agility.*

Bracer Enchantments

An enchanter can apply these enchantments to any item that occupies the wrist slot, such as bracelets, bracers and other types of armguards.

Journeyman Enchantments

Lesser Deflection (100 EP): The wearer gains a +1 bonus to AC. This bonus applies to both touch and flat-footed AC, like a deflection bonus.

Lesser Stamina (150 EP): The wearer gains a +1 bonus to Stamina.

Lesser Strength (150 EP): The wearer gains a +1 bonus to Strength.

Expert Enchantments

Deflection (300 EP): The wearer gains a +2 bonus to AC. This bonus applies to both touch and flat-footed AC, like a deflection bonus. *Prerequisite:* Lesser deflection.

Stamina (400 EP): The wearer gains a +2 bonus to Stamina. *Prerequisite:* Lesser stamina.

Strength (400 EP): The wearer gains a +2 bonus to Strength. *Prerequisite:* Lesser strength.

Artisan Enchantments

Greater Deflection (500 EP): The wearer gains a +3 bonus to Armor Class. This bonus applies to both touch and flat-footed AC, like a deflection bonus. *Prerequisites:* Lesser deflection, deflection.

Greater Stamina (750 EP): The wearer gains a +3 bonus to Stamina. *Prerequisites:* Lesser stamina, stamina.

Greater Strength (750 EP): The wearer gains a +3 bonus to Strength. *Prerequisites:* Lesser strength, strength.

Master Enchantments

Superior Deflection (800 EP): The wearer gains a +4 bonus to AC. This bonus applies to both touch and flat-footed AC, like a deflection bonus. *Prerequisites:* Lesser deflection, deflection, greater deflection.

Superior Stamina (1,000 EP): The wearer gains a +4 bonus to Stamina. *Prerequisites:* Lesser stamina, stamina, greater stamina.

Superior Strength (1,000 EP): The wearer gains a +4 bonus to Strength. *Prerequisites:* Lesser strength, strength, greater strength.

Boof Enchantments

An enchanter can apply these enchantments to any item that occupies the feet slot, such as boots, shoes, sandals and the like.

Journeyman Enchantments

Lesser Constitution (150 EP): The wearer gains a +1 bonus to Stamina.

Lesser Nimbleness (150 EP): The wearer gains a +1 bonus to Agility.

Lesser Reflexes (200 EP): The bearer gains a +1 bonus on Reflex saves.

Expert Enchantments

Stalking (250 EP): The wearer gains a +2 bonus on Stealth checks. *Prerequisite:* Lesser nimbleness or lesser reflexes.

Constitution (400 EP): The wearer gains a +2 bonus to Stamina. *Prerequisite:* Lesser constitution.

Nimbleness (400 EP): The wearer gains a +2 bonus to Agility. *Prerequisite:* Lesser nimbleness.

Reflexes (400 EP): The bearer gains a +2 bonus on Reflex saves. *Prerequisite:* Lesser reflexes.

Lesser Speed (500 EP): The wearer gains a +5 feet bonus to speed as long as she wears medium armor, light armor or no armor. *Prerequisites:* Lesser nimbleness and lesser reflexes.

Artisan Enchantments

Greater Constitution (750 EP): The wearer gains a +3 bonus to Stamina. *Prerequisites:* Lesser constitution, constitution.

Greater Nimbleness (750 EP): The wearer gains a +3 bonus to Agility. *Prerequisites:* Lesser nimbleness, nimbleness.

Greater Reflexes (750 EP): The bearer gains a +3 bonus on Reflex saves. *Prerequisites:* Lesser reflexes, reflexes.

Master Enchantments

Greater Stalking (750 EP): The wearer gains a +5 bonus on Stealth checks. *Prerequisites:* Lesser reflexes or lesser nimbleness, reflexes or nimbleness, greater reflexes or greater nimbleness, and stalking.

Greater Speed (1,000 EP): The wearer gains a +10 feet bonus to her speed if she wears medium armor, light armor or no armor. If she wears heavy armor, she gains a +5 feet bonus to speed. *Prerequisites:* Lesser speed, Lesser nimbleness, nimbleness, greater nimbleness, lesser reflexes, reflexes, greater reflexes.

Superior Constitution (1,000 EP): The wearer gains a +4 bonus to Stamina. *Prerequisites:* Lesser constitution, constitution, greater constitution.

Superior Nimbleness (1,000 EP): The wearer gains a +4 bonus to Agility. *Prerequisites:* Lesser nimbleness, nimbleness, greater nimbleness.

Superior Reflexes (1,000 EP): The bearer gains a +4 bonus on Reflex saves. *Prerequisites:* Lesser reflexes, reflexes, greater reflexes.

Evasion (1,500 EP): The wearer gains the evasion ability (see *WoW RPG*, Chapter 3: Classes, “Rogue”). If the wearer already has evasion, she gains improved evasion instead. This ability functions only while the wearer’s feet are upon solid ground — if she is flying, falling, climbing, or swimming, for example, she does not benefit from the enchantment. *Prerequisites:* Lesser speed, Lesser nimbleness, nimbleness, greater nimbleness, lesser reflexes, reflexes, greater reflexes, greater speed.

Cloak Enchantments

An enchanter can apply these enchantments to any item that occupies the back slot — typically a cloak, cape or mantle, but occasionally another type of accoutrement.

Journeyman Enchantments

Lesser Charisma (150 EP): The wearer gains a +1 bonus to Charisma.

Lesser Lightness (200 EP): The wearer gains a +1 bonus on Jump checks. If the wearer falls, treat the distance as –10 feet less when calculating damage.

Lesser Protection (200 EP): The wearer gains a +1 bonus on Fortitude saves.

Expert Enchantments

Lesser Fire Resistance (300 EP): The wearer gains fire resistance 5. *Prerequisite:* Lesser resistance.

Charisma (400 EP): The wearer gains a +2 bonus to Charisma. *Prerequisite:* Lesser charisma.

Protection (400 EP): The wearer gains a +2 bonus on Fortitude saves. *Prerequisite:* Lesser protection.

Warding (400 EP): The wearer gains a +2 bonus to AC whenever she is subject to a sneak attack and in any situation in which she is denied her Agility bonus to AC.

Lightness (450 EP): The wearer gains a +3 bonus on Jump checks. If the wearer falls, treat the distance as -20 feet less when calculating damage. *Prerequisite:* Lesser lightness.

Artisan Enchantments

Greater Fire Resistance (500 EP): The wearer gains fire resistance 10. *Prerequisites:* Lesser fire resistance, lesser resistance, resistance.

Greater Charisma (750 EP): The wearer gains a +3 bonus to Charisma. *Prerequisites:* Lesser charisma, charisma.

Greater Lightness (750 EP): The wearer gains a +5 bonus on Jump checks. If the wearer falls, treat the distance as -40 feet less when calculating damage. *Prerequisites:* Lesser lightness, lightness.

Greater Protection (750 EP): The wearer gains a +3 bonus on Fortitude saves. *Prerequisites:* Lesser protection, protection.

Master Enchantments

Greater Warding (800 EP): The wearer gains a +4 bonus to AC whenever she is subject to a sneak attack and in any situation in which she is denied her Agility bonus to AC. *Prerequisites:* Warding, lesser protection, protection, greater protection.

Superior Charisma (1,000 EP): The wearer gains a +3 bonus to Charisma. *Prerequisites:* Lesser charisma, charisma, greater charisma.

Superior Fire Resistance (1,000 EP): The wearer gains fire resistance 20. *Prerequisites:* Greater fire resistance, and greater resistance.

Superior Lightness (1,250 EP): The wearer gains a +10 bonus on Jump checks and constantly receives the benefits of a *slow fall* spell. *Prerequisites:* Lesser lightness, lightness, greater lightness.

Superior Protection (1,000 EP): The wearer gains a +4 bonus on Fortitude saves. *Prerequisites:* Lesser protection, protection, greater protection.

Helm Enchantments

An enchanter can apply these enchantments to any item that occupies the head slot, such as a helm, cap or hat.

Journeyman Enchantments

Lesser Intellect (150 EP): The wearer gains a +1 bonus to Intellect.

Lesser Spirit (150 EP): The wearer gains a +1 bonus to Spirit.

Lesser Will (200 EP): The wearer gains a +1 bonus on Will saves.

Expert Enchantments

Awareness (300 EP): The wearer gains a +2 bonus on Spot and Search checks. *Prerequisite:* One other helm enchantment.

Intellect (400 EP): The wearer gains a +2 bonus to Intellect. *Prerequisite:* Lesser intellect.

Lesser Recall (400 EP): Once per day, the helm allows its wearer to regain one 1st-level spell slot that she has already used. Doing so is a standard action that provokes an attack of opportunity. *Prerequisite:* Lesser spirit or lesser intellect.

Spirit (400 EP): The wearer gains a +2 bonus to Spirit. *Prerequisite:* Lesser spirit.

Will (400 EP): The wearer gains a +2 bonus on Will saves. *Prerequisite:* Lesser will.

Artisan Enchantments

Greater Will (750 EP): The wearer gains a +3 bonus on Will saves. *Prerequisites:* Lesser will, will.

Greater Intellect (750 EP): The wearer gains a +3 bonus to Intellect. *Prerequisites:* Lesser intellect, intellect.

Greater Spirit (750 EP): The wearer gains a +3 bonus to Spirit. *Prerequisites:* Lesser spirit, spirit.

Recall (1,000 EP): Once per day, the helm allows its wearer to regain one 1st-level spell slot and one 2nd-level spell slot that she has already used. She can regain only one slot at a time. Doing so is a standard action that provokes an attack of opportunity. *Prerequisite:* Lesser spirit or lesser intellect, lesser recall.

Master Enchantments

Greater Awareness (750 EP): The wearer gains a +5 bonus on Spot and Search checks. *Prerequisites:* Awareness and three other helm enchantments.

Superior Intellect (1,000 EP): The wearer gains a +4 bonus to Intellect. *Prerequisite:* Lesser intellect, intellect, greater intellect.

Superior Spirit (1,000 EP): The wearer gains a +4 bonus to Spirit. *Prerequisites:* Lesser spirit, spirit, greater spirit.

Superior Will (1,000 EP): The wearer gains a +4 bonus on Will saves. *Prerequisites:* Lesser will, will, greater will.

Greater Recall (2,000 EP): Once per day, the helm allows its wearer to regain one 1st-level spell slot, one 2nd-level spell slot and one 3rd-level spell slot that she has already used. She can regain only one slot at a time. Doing so is a standard action that provokes an attack of opportunity. *Prerequisites:* Lesser spirit or lesser intellect, lesser recall, recall.

THE RUNIC ART

Across the face of the world there flow lines of power — patterns of magical energy that carry the vitality of the lands of Azeroth through them, like blood vessels in a creature. These lines of power are recognized subtly by every culture; the races of Azeroth identify them as those places sacred to the Light, the chosen locations of moonwells, haunted places where the power of death has tainted the flow of energy, and natural sites overflowing with elemental power that are sacred to shamans. Most cultures, however, only really focus on those places where the lines converge and meet, seeking to tap the most power from them.

Those who seek to understand and master runic power understand that the convergences are not the only important part of this power — the patterns formed by the lines themselves are important as well. These patterns, which resemble letters in a strange alphabet, are called runes. Each rune is a reflection of a pattern of energy lines somewhere in the world. Each such pattern creates a certain magical effect when energy flows in that specific formation, though in its natural occurrence, this effect is much too broad and scattered to have a meaningful impact.

Those who master runes, then, seek to duplicate those patterns in smaller forms; their runes manifest magical power that is arcane in nature, but purely benign and non-corrupting. They are manifestations of Azeroth's own unique flows of power, nothing more.

These secrets represent recent understandings of rune magic — until recently, it was believed that runes were simply symbols of power from ancient days. With the discovery of the ties between the form of runes and the patterns of natural power in the world, it is only a matter of time before more rune families are uncovered, extrapolated from other natural power sites.

Runes are organized into rune patterns, which are not actually separate runes. Instead, each rune pattern is a grand, complex rune that encompasses the individual designs of each rune within that pattern. Thus, the rune for a 2nd-level spell actually includes the pattern of the 1st-level spell that precedes it in the rune pattern, which itself includes the pattern of the cantrip that begins that pattern. Essentially, each rune pattern is a larger and larger pattern, the center of which is the rune for the 0-level rune, which is added to in greater degrees of complexity the higher up the tree one goes.

Empowering a Rune

Empowering a rune means flooding it with arcane power, and the process is nearly identical to casting a spell. Runes are inert before their creator empowers them. Thus, rune magic is a two-part process: first the caster creates the rune, and then, immediately or some time later, he empowers it. Two base character classes (so far)

have the ability to perform this process: inscribers and runemasters. All characters with this ability are called rune-casters (just as all characters able to cast spells are spellcasters). Note that the character empowering a rune does not have to be the same character who created the rune, but she does have to be aware of the rune's existence and know the rune pattern.

Armor's arcane spell failure chance applies to rune empower attempts.

While empowering a rune is akin to casting a spell, the two actions are very different. Where the normal arcane caster channels arcane power and shapes it through the use of gesture, word and material components, the rune-caster simply shunts the energy into the pattern formed by the rune, serving as the channel between the energy and the rune.

This process defines the difference between rune-casting and arcane spellcasting, and is the reason that the use of runes does not cause arcane corruption. The patterns of traditional arcane spellcasting are not natural — the energy of the world, which emanates from the Well of Eternity, does not flow into those patterns without the dominating will of the arcane caster to bend and spindle it into those shapes. This is an act of supreme hubris; the forcing of the world's essential power to submit to the desires of the caster is the reason that other kinds of arcane casting cause corruption.

Rune-casting uses patterns that already exist in the world. Since these are naturally occurring patterns created by manifestations of the Well of Eternity's power in the world, the rune-caster need not force the energy to obey him. It flows willingly into the patterns — these are the patterns that the energy itself created, duplicated on a smaller scale.

Types of Runes

There are three kinds of runes: marks, glyphs and sigils. A mark is inscribed upon a creature, and each mark targets a single creature. A glyph is cast upon an object, and each glyph targets a single object. A sigil is placed upon an object or creature in order to create an effect in an area, with that object or creature at the center. Each sigil has an area that it affects.

Crafting Runes

Because the power of rune magic is dependent upon the pattern of the rune itself, the one thing that all rune effects have in common is the necessity for the rune to physically exist in order for the magic to take effect. Every rune can be used in one of three ways: as a spontaneous rune, as a scribed rune, and as a permanent rune.

Spontaneous runes are created when the rune-caster doesn't have the time to properly scribe a rune on a surface (in combat, for instance). All rune-casters keep small pieces of wood or stone upon which they scribe the runes they know.

These small plaques cost almost nothing to create, and most rune-casters create them in their spare time, storing them with their material components. When casting a rune, the rune-caster touches one of these runestones or runesticks to the target and channels the power through the rune. The rune fades from the runestone and appears on the target, appearing to be burned onto non-living objects or etched in glowing lines onto the flesh of creatures. While the quickest form of rune-making possible, spontaneous runes are also the most fragile (see “Destroying Runes,” below). Casting a spontaneous rune, unlike other runes, is only a one-step process: Placing the rune on the target and empowering it occur at the same time.

It is difficult to place a mark on an unwilling creature or his possessions. When using a spontaneous rune to do so, the rune-caster must make a melee touch attack that does not provoke an attack of opportunity from the target.

Empowering a spontaneous rune changes the range of the rune to touch.

Scribed runes represent the preferred method of creating runes. Using a set of special paints, the rune-caster can create a lasting rune. Because the rune exists upon the subject, none of the spell’s energy need be wasted in creating the rune, as is done with spontaneous runes. Creating a scribed rune takes 10 minutes + 1 minute per level of the rune.

The benefit of a scribed rune is that it is more difficult to destroy and dispel than a spontaneous rune, and the range is usually longer.

Placing a scribed rune upon the body of a creature requires that the creature be willing or helpless, while placing such a rune upon an object requires that the rune-caster handles the object. Empowering a scribed rune is performed at normal the rune’s normal range (specified in the rune descriptions, below).

Scribed runes last for 1 day per caster level, or until empowered. After the rune’s empowerment ends (i.e., its duration expires), the rune fades away.

The Power of Patterns

As noted, not every rune effect is a separate rune, for the higher-level runes in a pattern incorporate the patterns of the lower-level runes beneath them in that pattern. As a result, an already-extant scribed or permanent rune may be empowered with not only the magic of that rune, but with any other rune beneath it in the same rune pattern. Thus, a creature that has the permanently-scribed rune for *mark of the imp*, in the Beast pattern, is also considered to have the permanently scribed runes for *mark of the badger*, *mark of the beast*, *mark of the tiger* and *mark of the cat* as well. In this way, most runemasters end up with gradually expanding rune patterns on their bodies or possessions as their knowledge of runic patterns increases with time and experience.

If a scribed rune is empowered with a lower-level rune, the scribed rune still fades when the duration expires.

Permanent runes are runes that, once created, are nearly impossible to destroy, for their magic is such that even with the passage of time, the rune remains. Living flesh must be tattooed with the marks (though some orc runemasters are said to practice a form of ritual branding). Most nonliving material is etched with a ritual stylus or set of special chisels. All of these require the use of materials that cost (level of the rune squared) x 10 gp, and require a Spellcraft check (DC 10 + the level of the rune). The rune-caster must also place a small part of his own spirit into the rune, investing it with 10 XP per level of the rune. This process takes 1 hour per level of the rune.

The benefit of a permanent rune is that it is more difficult to destroy than a spontaneous rune. Thus, when the magic empowering the rune fades (i.e., its duration expires), the rune still exists on the target; the rune-caster can empower it again.

Placing a permanent rune upon the body of a creature requires that the creature be willing or helpless, while placing such a rune upon an object requires that the rune-caster handles the object. Empowering a permanent rune is performed at normal the rune’s normal range (specified in the rune descriptions, below).

Detecting Runes

Perhaps the primary downfall of rune-casting lies in the fact that it is unobtrusive. Objects, places and people marked with runes are obvious, for the runes are sprawling, complex patterns that appear to be inked, etched, tattooed or seared into the surface of the thing they affect. A rune may be concealed beneath something (such as clothing for runes upon creatures, or behind a tapestry for a rune etched into a wall), but if the rune is currently generating a magical effect, it gives itself away, for it glows with arcane energy. There are a variety of methods for detecting runes, as follows.

- **Spot:** When runes generate magical effects, they glow. The color depends upon the caster and the rune, but is often gold or silver. These runes are obviously magic and active.

If the rune is concealed, a Spot check (DC 20 – the level of the rune) allows a creature to notice the glow or see the effects of the rune in the air around the target. An empowered rune sometimes creates a strange rippling effect, like heat off of stone in the middle of a desert. Creatures must be within 15 feet of the rune in order to attempt this Spot check.

- **Detect Magic:** A *detect magic* spell reveals the presence of an empowered rune, though it does not reveal what specific effect is in place. It does grant a glimpse at the pattern of energy it forms, however, so that those who use *detect magic* may gain an idea of a rune’s pattern with a Spellcraft check (DC 15 + the level of the rune).

Destroying Runes

Because the scribed pattern of the rune provides the pattern for the power to flow, destroying a rune can destroy the magic it creates. However, it is the nature of such patterns to be self-preserving — they are hard to

destroy because the patterns are natural, and energy is easily pulled into them. As a result, the runes themselves are difficult to destroy.

A rune has an Armor Class equal to the AC of the item or creature upon which it is placed, with a +2 size bonus. A rune has a hardness of 5, and a number of hit points equal to its level. A rune catches attacks in arcane streams of power, so attacking a rune deals no damage to the object or person upon which it is placed, unless the attack deals enough damage to destroy the rune (in which case the rune's bearer takes the excess damage).

Spontaneous runes are easily destroyed in the fashion of other magic, through the use of *dispel magic* and similar spells. Additionally, destroying the rune itself (by reducing it to 0 hit points) dispels the effect.

Scribed and permanent runes are more difficult to destroy. The inks used to create them provide no great resistance until they are empowered, but once the rune is empowered, the inks regenerate for as long as the empowerment lasts. These runes gain the fast healing 1 ability when empowered. When they reach 0 hit points, they are destroyed and their effects dispelled. Additionally, in order to use a *dispel magic* or a similar ability on a scribed or permanent rune, the rune must be damaged to below half its hit points. A dispelling effect that is two or more levels higher than the rune (such as *greater dispel magic* cast against a 4th-level rune) can dispel it without this restriction. If the rune's magic is dispelled in such a fashion, the rune is destroyed.

Counterspelling (see **WoW RPG**, Chapter 15: Spellcasting, "Magic Overview," *Casting Spells*) works normally on spontaneous runes. Scribed and permanent runes are harder to counter. A spellcaster (or rune-caster) can try to counter such a rune when it is empowered, but the rune's caster level is considered to be 4 levels higher for these purposes. If the counter attempt succeeds, the rune itself still exists, just as if the empowerment attempt never occurred (and so the rune can be empowered later).

Rune Patterns

Ancient lore groups runes into rune patterns. In reality, each pattern is the two-dimensional depiction

of an intricate network of ley lines located somewhere in the world. These patterns are incredibly complex, made up as they are of many lines and curves. Runes are the written representation of the paths that the ley lines follow around and through geographical features in magically powerful sites.

A character learns new runes the same way other characters learn new spells: by paying another rune-caster. However, rune-casters who seek out runic sites (see below) may meditate on the flows of power to gain new understanding. The rune-caster may spend 5 XP and one day per level of the rune (3 XP and half a day for 0-level runes) in order to learn a new rune through this method.

Runic Sites

The patterns that make up rune patterns are not simply arcane scribbles — each is the two-dimensional representation of a place in the world that some rune-caster has had the opportunity to study. By discovering the precise layout of the ley lines in a place of power, the nature of that place can be recreated: The ley lines of a scorching desert rendered into a rune might create effects of burning destruction, while those of a deep swampland might perhaps create runes of rot or decay.

When a rune-caster is present at the site upon which a rune pattern is based, he is considered to be one level higher for the purpose of determining the effects of runes from the native pattern.

Rune Slots and Spell Slots

Generally, whenever an item or other effect refers to spell slots, it applies to rune slots as well. Thus, rune-casters can refresh their rune slots with mana draughts, and spellbreakers can destroy rune slots with spellbreak attempts.

Likewise, metamagic feats function for rune empowerment just as they do for spellcasting. Empowering a rune counts as casting a spontaneous spell for the purposes of metamagic feats (i.e., doing so usually takes a full-round action).

RUNE PATTERNS

The rune patterns available to rune-casters (runemasters and inscribers) are presented below. Each rune pattern is actually a complex design that represents the flow of ley line energy in one site in the world, with the individual runes being made up of smaller parts of this pattern. They are presented in the following format:

Pattern Name

Site: This is the runic site from which the pattern is drawn. Remember that when a rune-caster is present at

this site, he is considered to be one level higher for the purpose of determining the effects of runes within the pattern.

Attunement: This is the benefit a character gains when he attunes himself to the rune pattern. (See Chapter 1: Spell Slingers and Gear Grinders, for more information on this process.)

Pattern Name Runes

This section lists the runes that are part of the pattern.

Awareness Pattern

Site: The pattern of Awareness is drawn from the top of Mount Farview, in the Stonetalon mountain range. The strange configuration of this mountain is such that those standing at or near the peak can see much further, the echoes of the surrounding peaks amplify all sounds, and the winds carry even the slightest scent to every nose.

Attunement: If you use a rune from this pattern on yourself, multiply the duration by 10.

Awareness Pattern Runes

- 0 **Mark of Lesser Vision:** Subject gains low-light vision.
- 1 **Mark of Lesser Awareness:** Subject gains a +10 insight bonus on next attack roll.
- 2 **Mark of Awareness:** Subject gains a +4 insight bonus to AC.
- 3 **Mark of Vision:** Subject gains darkvision and can see invisible objects.
- 4 **Mark of Greater Awareness:** Subject is alerted to magical eavesdropping.
- 5 **Mark of Evasion:** Subject gains improved evasion.
- 6 **Mark of True Vision:** Subject sees all things as they really are.
- 7 **Mark of Sensing:** Subject gains blindsight and scent.
- 8 **Mark of Greater Sensing:** Subject gains blindsight, scent and tremorsense.
- 9 **Mark of Ultimate Awareness:** Subject gains sixth-sense warnings of impending danger.

Beast Pattern

Site: The Vale of Beasts is a small clearing in the midst of Ashenvale Forest. In this place, the flows of magic work strangely on animals and monsters, causing those creatures to congregate peacefully. The nearby night elves call this the Congress of Beasts and have learned to avoid it, for they discovered that the co-existence of the beasts there does not extend to humanoids.

Attunement: You may make a full attack when you charge a foe.

Beast Pattern Runes

- 0 **Mark of the Cat:** Subject gains a +5 bonus on next Agility-based skill check.
- 1 **Mark of the Tiger:** Natural weapon deals more damage.
- 2 **Mark of the Beast:** Subject gains +4 to Strength, Agility or Stamina.
- 3 **Mark of the Badger:** Subject flies into a rage.
- 4 **Mark of the Lizard:** Subject gains fast healing 3.
- 5 **Mark of the Worgen:** Target gains +4 to Strength, Agility and Stamina.
- 6 **Mark of the Tortoise:** Subject gains +5 natural armor and damage reduction 10/adamantine.



7 **Mark of the Serpent:** One natural weapon is endowed with venom sacs (1d10 Sta/1d10 Sta).

8 **Mark of the Basilisk:** Subject can make gaze attacks that turn creatures to stone.

9 **Mark of the Dragon:** Subject gains a breath weapon that deals 25d6.

Flame Pattern

Site: The pattern for this rune lies deep in the caldera of the Searing Peak, in the Redridge Mountains.

Attunement: You gain fire resistance 10.

Flame Pattern Runes

- 0 **Glyph of Warmth:** Heats a metal object.
- 1 **Glyph of Greater Warmth:** Bearer becomes immune to cold weather effects.
- 2 **Glyph of Searing:** Item bursts into flame, dealing +1d6 fire damage.
- 3 **Mark of Flame:** Subject gains fire resistance 10.
- 4 **Sigil of the Inferno:** All fire effects in the area are augmented.
- 5 **Mark of Greater Flame:** Target gains fire resistance 20.
- 6 **Glyph of Greater Searing:** Item bursts into flame, dealing +3d6 fire damage.
- 7 **Sigil of the Great Inferno:** All fire effects in the area are greatly augmented.
- 8 **Mark of the Ultimate Flame:** Target gains immunity to fire.
- 9 **Sigil of the Ultimate Inferno:** All fire effects in the area are *greatly* augmented.

Frost Pattern

Site: The ley line pattern that forms the basis for the Frost pattern is found in Northrend, in a vale of terrible, biting cold that is said to be the source of all cold in Azeroth.

Attunement: You gain cold resistance 10.

Frost Pattern Runes

- 0 **Glyph of Coolness:** Cools a metal object.
- 1 **Glyph of Greater Coolness:** Bearer becomes immune to hot weather effects.
- 2 **Glyph of Chill:** Item radiates cold, dealing +1d6 cold damage.
- 3 **Mark of Ice:** Target gains cold resistance 10.
- 4 **Sigil of the Arctic:** All cold effects in the area are augmented.
- 5 **Mark of Greater Ice:** Target gains cold resistance 20.
- 6 **Glyph of Greater Chill:** Item radiates cold, dealing +3d6 cold damage.
- 7 **Sigil of the Great Arctic:** All cold effects in the area are greatly augmented.
- 8 **Mark of Ultimate Ice:** Target gains immunity to cold.
- 9 **Sigil of the Ultimate Arctic:** All cold effects in the area are *greatly* augmented.

Healing Pattern

Site: Near the windswept plains of Mulgore, there is a series of hot springs that house the ley lines that originate this pattern. These hot springs have strange healing powers, allowing those who rest in them to heal at double their normal rate.

Attunement: Those under your care heal at double the natural healing rate (see **WoW RPG**, Chapter 12: Combat, "Injury and Death"). This does not affect magical healing.

Healing Pattern Runes

- 0 **Mark of Minor Healing:** Heals 1 point of damage.
- 1 **Mark of Lesser Healing:** Heals 2d6 points of damage.
- 2 **Mark of Healing:** Heals 4d6 points of damage.
- 3 **Mark of Greater Healing:** Heals 6d6 points of damage.
- 4 **Mark of Superior Healing:** Heals 8d6 points of damage.
- 5 **Mark of Ultimate Healing:** Heals 10d6 points of damage.
- 6 **Sigil of Healing:** Heals 4d6 points of damage in an area.
- 7 **Sigil of Greater Healing:** Heals 6d6 points of damage in an area.
- 8 **Sigil of Superior Healing:** Heals 8d6 points of damage in an area.
- 9 **Sigil of Ultimate Healing:** Heals 10d6 points of damage in an area.

Motion Pattern

Site: The ley line pattern that forms the basis for the Motion pattern can be found in a series of intricate canyons in the Badlands, wherein all manner of fast-moving creatures can be found. Those who move quickly within this area find their movement inexplicably increased by +10 feet.

Attunement: Your base land speed increases by +10 feet as long as you wear light armor or no armor.

Motion Pattern Runes

- 0 **Mark of Lesser Speed:** Subject's speed improves by +10 feet.
- 1 **Glyph of Safe Fall:** Object falls slowly.
- 2 **Mark of Speed:** Subject's speed increases by +30 feet and he gains a +10 bonus on Climb and Jump checks.
- 3 **Mark of Flying:** Subject flies at speed of 60 feet.
- 4 **Sigil of Lesser Transportation:** Teleports creatures a short distance.
- 5 **Sigil of Transportation:** Teleports creatures anywhere on the plane.
- 6 **Mark of Motion:** Subject can climb, burrow, fly and swim.



7 **Sigil of Greater Transportation:** Teleports creatures to any plane.

8 **Glyph of Opening:** Opens a passage through door or wall.

9 **Sigil of Ultimate Transportation:** Sigil teleports creatures to designated spot, by trigger.

Restoration Pattern

Site: In the Valley of Dulvarinn, found in the Moonglade, the herbs and plants have a variety of incredible uses, from high-indestructible thread to healing balms. It is from the ley line pattern in this valley that the Restoration pattern is derived.

Attunement: You gain a +4 bonus on saves against poisons and diseases. Additionally, you heal ability damage at double the normal rate.

Restoration Pattern Runes

0 **Mark of Lesser Restoration:** Ends dazes and dazed conditions.

1 **Mark of Vigor:** Removes fatigue or alleviates exhaustion.

2 **Glyph of Mending:** Repairs an object.

3 **Sigil of Purification:** Restores the land and repairs crops.

4 **Mark of Purification:** Immunizes subject against poison, detoxifies venom.

5 **Mark of Freedom:** Subject moves normally despite impediments.

6 **Mark of Restoration:** Subject is restored to normal mental function.

7 **Mark of Greater Restoration:** Restores all lost levels and ability scores.

8 **Mark of Resurrection:** Fully restores dead subject.

9 **Mark of Regeneration:** Subject gains fast healing 20.

Shielding Pattern

Site: In the mountains near Grim Batol can be found the Great Bulwarks, a series of interlocking peaks with an incredibly high metal ore content. The ley line pattern of this area makes them utterly impassable — all things, from lava flows to storms to travelers must pass around the Great Bulwarks, for they cannot pass through or over them.

Attunement: You can generate a protective ward around yourself as a supernatural ability. You gain a resistance bonus equal to your caster level on your next saving throw. Activating this power is a move action, and the protective ward is an abjuration effect with a duration of 1 hour. You may use this ability once per day.

Shielding Pattern Runes

0 **Mark of Minor Shielding:** Subject gains +1 resistance bonus on saving throws.

1 **Mark of Lesser Shielding:** Spell attacks miss

target 50% of the time.

2 **Mark of Energy Shielding:** Subject ignores 10 points of damage per attack from specified energy type.

3 **Sigil of Dispelling:** Cancels spells and magical effects.

4 **Sigil of Shielding:** Stops 1st- through 3rd-level spell effects.

5 **Mark of Greater Shielding:** Subject gains spell resistance 21.

6 **Mark of Superior Shielding:** Subject gains immunity to necromancy and transmutation effects.

7 **Mark of Ultimate Shielding:** Turns spell back upon the original caster.

8 **Mark of Mind Shielding:** Subject is immune to magical effects on mind or emotions and scrying.

9 **Sigil of Ultimate Shielding:** Absorbs spells.

Stone Pattern

Site: In the windswept canyons of the Stonetalons there lies the Great Maze, a massive labyrinth of stone. Unbeknownst to most of those who discover it, this maze is actually a powerful ley line pattern, for erosion has worn away all of the stone save that augmented by the strange lines of force, leaving behind the intricate rune-pattern used by rune-casters who master the Stone pattern.

Attunement: You gain DR 1/—.

Stone Pattern Runes

0 **Glyph of Lesser Hardening:** Increases an object's hardness and hit points by +1.

1 **Mark of Lesser Stone:** Subject may deal lethal damage with unarmed attacks.

2 **Glyph of Hardening:** Increases an object's hardness and hit points by +3.

3 **Mark of Lesser Resilience:** Subject gains DR 2/adamantine.

4 **Mark of Stone:** Subject may deal lethal damage with unarmed attacks, and unarmed attacks deal more damage.

5 **Mark of Resilience:** Subject gains DR 5/adamantine.

6 **Glyph of Greater Hardening:** Increases an object's hardness and hit points by +10.

7 **Mark of Greater Stone:** Subject may deal lethal damage with unarmed attacks, and unarmed attacks deal much more damage, for one year.

8 **Mark of Greater Resilience:** Subject gains damage reduction 10/adamantine.

9 **Mark of the Megalith:** Subject is transformed into stone, increasing its combat abilities.

Storm Pattern

Site: The mountains around the glorious city of Stormwind Keep have an impressive ley line pattern that is responsible for the occasional sudden squalls that give Stormwind its name.

Attunement: You can unfailingly predict the weather one day in advance, granting you an effective +4 bonus

on Survival checks to survive adverse weather. You also gain electricity resistance 5.

Storm Pattern Runes

0 **Mark of Fair Weather:** Subject gains a +2 bonus on saves against weather hazards.

1 **Glyph of Sweet Air:** Ranged weapon ignores penalties for buffeting winds.

2 **Mark of the Airwalker:** Subject rises on the winds, moving straight up.

3 **Glyph of Thunder:** Object sounds a peal of thunder when it is used to strike, or is struck.

4 **Mark of the Stormrider:** Subject gains the ability to fly on storm winds and electricity resistance 10.

5 **Glyph of Lightning:** Object unleashes a blast of lightning when it is used to strike, or is struck.

6 **Sigil of Spring Rain:** Area receives precipitation as though it were spring in that locale.

7 **Sigil of the Levin-Curse:** Area gains a higher likelihood of being struck by lightning during a storm.

8 **Mark of the Cyclone Tamer:** Subject is swept up in a cyclone that moves at incredible speeds and prevents attacks.

9 **Sigil of the Maelstrom:** Area attracts devastating weather.

Striking Pattern

Site: Blackrock Spire, the site of arguably one of the most terrible battles ever to ravage Azeroth, is home to a ley line pattern of incredible martial potency.

Attunement: You gain a +1 competence bonus on attack rolls with a single, specific weapon with which you are proficient (such as longswords, tauren totems or unarmed strikes).

Striking Pattern Runes

0 **Mark of Kind Striking:** Natural weapon deals +1d4 points of nonlethal damage on next attack.

1 **Mark of Sure Striking:** Natural weapon ignores partial cover and concealment.

2 **Mark of Magic Striking:** Natural weapon gains +1 or higher enhancement bonus.

3 **Mark of Aligned Striking:** Natural weapon becomes good, evil, lawful or chaotic.

4 **Mark of Hardened Striking:** Natural weapon gains improved base damage and critical multiplier.

5 **Mark of Vampiric Striking:** Natural weapon's attacks heal the attacker.

6 **Mark of Energy Striking:** Natural weapon deals an extra +3d6 points of energy damage.

7 **Mark of Dread Striking:** Natural weapon deals 2 points of Stamina damage in addition to normal damage.

8 **Mark of Greater Hardened Striking:** Natural weapon becomes adamantine and gains improved base damage.

9 **Mark of Ultimate Striking:** Natural weapons gain reach and improve base damage, and allow ranged attacks.

RUNES

The description of each rune is presented below, alphabetically by rune name, in a standard format similar to that of a spell. Runes follow standard spell conventions, including ranging between 0-level and 9th-level. Some notes detailing the unique features of runes as spells are given below.

Components: Every rune is described as using either material components or an arcane focus (noted as M/F in the components entry). In every case, if the caster is creating a spontaneous rune, the components are material (a runestone or runestick). If the caster is using a scribed or permanent rune, she uses an arcane focus instead. Runes never have verbal components, and those that lack somatic components can be empowered by the rune-caster simply being within range of the rune and exerting an act of will (and a rune slot). If the rune-caster is empowering a scribed or permanent rune, this act is likely to go unnoticed, unless the viewer notices the rune spring to vibrant life.

Range: The range listed for each rune applies only when the caster is empowering a scribed or permanent rune. Empowering a spontaneous rune always has a range of touch.

Target/Area: Marks always have a target of "one creature." Glyphs always have a target of "one [object]," the precise nature of which is described in the rune text. Sigils always have an area, which varies from rune to rune, though the object or creature upon which the sigil is inscribed is always the center of that area. Unless otherwise noted, you can place a sigil on any creature or object.

The descriptive text describes the effects when the rune is empowered. Before this time, it is inert (but still impressive-looking).

Glyph of Chill

Evocation [Cold]

Level: Frost 2

Components: S, M/F

Empowerment Time: 1 standard action

Range: Touch

Target: One object of up to 20 lb.

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The object radiates intense cold, dealing 1d6 points of cold damage to everything that touches it. If this item is already in the possession of a creature when the rune is empowered, that creature is immune to these effects. Weapons thus empowered deal +1d6 points of cold damage, and armor thus empowered deals the same damage against creatures that strike the wearer with unarmed attacks (including natural weapons).

A projectile weapon that bears a *glyph of chill* imparts its powers to its ammunition, as well.

Glyph of Chill, Greater

Evocation [Cold]

Level: Frost 6

This rune functions like *glyph of chill*, save that it deals +3d6 points of cold damage.

Glyph of Coolness

Transmutation [Cold]

Level: Frost 0

Components: M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object of up to 20 lb.

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The object cools significantly. Wood and other flammable objects become nonflammable to non-magical fire, and metal chills significantly. This rune can be used to keep things cool, and many a dwarven runemaster's favorite tankard sports a permanent *glyph of coolness*.

Glyph of Coolness, Greater

Transmutation [Cold]

Level: Frost 1

This rune functions like *glyph of coolness*, save that when used upon an object that is worn it protects its wearer against hot weather effects, including allowing the wearing of heavy armor in hot climates.

Glyph of Hardening

Transmutation

Level: Stone 2

Components: M/F

Empowerment Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One object of up to 1 cubic foot/3 levels

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The resilience of stone flows into the object, increasing its hardness by +3 and its hit points by +3 (or +3 per inch of thickness).

Glyph of Hardening, Greater

Transmutation

Level: Stone 6

This rune functions like *glyph of hardening*, save that the hardness of the object increases by +10 and its hit points increase by +10 (or +10 per inch of thickness).

Glyph of Hardening, Lesser

Transmutation

Level: Stone 0

This rune functions like *rune glyph of hardening*, save that the hardness of the object increases by +1 and its

hit points increase by +1 (or +1 per inch of thickness).

Glyph of Lightning

Evocation [Electricity]

Level: Storm 5

Components: S, M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object of up to 20 lb.

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless, object); see text

Spell Resistance: Yes (harmless, object); see text

The object crackles with lightning, which leaps to those who touch it. If this item is already in the possession of a creature when the rune is empowered, that creature is immune to these effects. Weapons thus empowered deal +3d6 points of electricity damage, and armor thus empowered deals the same damage against creatures that strike the wearer with unarmed attacks (including natural weapons).

Additionally, the first time each round that a creature takes damage from this effect, it must make a Fortitude saving throw (the DC equals the rune's DC). Those who fail this save take a -4 penalty to Agility for 1 round. If a creature has spell resistance, it applies to this effect.

A projectile weapon that bears a *glyph of lightning* imparts its powers to its ammunition, as well.

Glyph of Mending

Transmutation

Level: Restoration 2

Components: M/F

Empowerment Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object of up to 100 cu. ft.

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This rune is placed upon an object, or scribed with the shattered remnants of such an object. When empowered, the object is returned to wholeness, even if it suffered multiple breaks, leaving it as strong as new. This rune does not restore magical properties to items that once had them.

Glyph of Opening

Conjuration (Creation)

Level: Motion 8

Components: S, M/F

Empowerment Time: 1 round

Range: Touch

Target: See text

Duration: 1 min.

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This rune is normally inscribed upon a door, but it may be placed upon any surface, including a 10 ft. by 10 ft. section of wall or floor no thicker than 40 ft. When empowered, the door or section of wall vanishes into the

Twisting Nether, creating a passage through it. The door or wall is not harmed in the passage.

The portal begins to waver 8 rounds after activation, and fades completely at the end of the empowerment's duration. This tunnel is subject to *dispel magic* and similar effects, and those who are in the passage when it is dispelled are ejected out of the passage as it collapses, cast away from the source of the dispelling effect.

Glyph of Safefall

Transmutation

Level: Motion 1

Components: M/F

Empowerment Time: 1 immediate action

Range: Long (400 ft. + 40 ft./level)

Target: One Large or smaller falling object

Duration: 2 min. or until landing

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

If the object is falling, it is treated as though it were under the effects of the *slow fall* spell. Creatures that are clinging or otherwise attached to an object affected by this rune (including those wearing items thus affected) benefit from this empowerment as well. This is an immediate action (see Chapter 3: Power Overwhelming, "New Action Types").

Glyph of Searing

Evocation [Fire]

Level: Fire 2

Components: S, M/F

Empowerment Time: 1 standard action

Range: Touch

Target: One object of up to 20 lb.

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The object bursts into flame, dealing 1d6 points of fire damage to everything that touches it. If this item is already in the possession of a creature when the rune is empowered, that creature is immune to these effects. Weapons thus empowered deal +1d6 points of fire damage, and armor thus empowered deals the same damage to creatures that strike the wearer with unarmed attacks (including natural weapons).

A projectile weapon that bears a *glyph of searing* imparts its powers to its ammunition, as well.

Glyph of Searing, Greater

Evocation [Fire]

Level: Fire 6

This rune functions like *glyph of searing*, save that it deals +3d6 points of fire damage.

Glyph of Sweet Air

Transmutation

Level: Storm 1

Components: M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One ranged weapon of up to 10 lb.

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The weapon (or ammunition fired from it) ignores the penalties for high winds. This includes magical effects that generate winds high enough to inflict penalties, but not magic effects that outright protect against projectiles through the use of winds or air. The weapon also gains a +2 circumstance bonus on attack rolls.

Glyph of Thunder

Evocation [Sonic]

Level: Storm 3

Components: S, M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object of up to 20 lb.

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless, object); see text

Spell Resistance: Yes (harmless, object); see text

The object shudders with distant thunder, which booms forth when anyone touches the object. If this item is already in the possession of a creature when the rune is empowered, that creature is immune to these effects. Weapons thus empowered deal +1d6 points of sonic damage, and armor thus empowered deals the same damage to creatures that strike the wearer with unarmed attacks (including natural weapons).

Additionally, the first time each round that a creature takes damage from this effect, it must also make a Fortitude saving throw (the DC equals the rune's DC). Those who fail this save are deafened for one round. If a creature has spell resistance, it applies to this effect.

A projectile weapon that bears a *glyph of thunder* imparts its powers to its ammunition, as well.

Glyph of Warmth

Transmutation [Fire]

Level: Fire 0

Components: M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object of up to 20 lb.

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The object warms significantly. Wood and other flammable objects become highly flammable, and metal heats significantly. This heat isn't enough for cooking, but it can keep food and other substances warm for as long as the rune is empowered. Many rune-casters craft pieces of clothing with permanent *glyphs of warmth*.

Glyph of Warmth, Greater

Transmutation [Fire]

Level: Fire 1

This rune functions like *glyph of warmth*, save that when used upon an object that is worn it protects its wearer against cold weather effects.

Mark of the Airwalker

Transmutation [Air]

Level: Storm 2

Components: S, M/F

Empowerment Time: 1 standard action

Range: Touch

Target: One creature, up to 100 lb./level

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

Winds concentrate around the subject and lift him up or set him gently down, at the subject's will. The subject can mentally direct movement up or down as much as 20 feet each round as a move action. The winds cannot move the subject horizontally, but the subject can clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

An airwalking creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1. When the spell ends, the subject lowers gently back to earth.

Mark of Awareness

Transmutation

Level: Awareness 2

Components: S, M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

The subject gains a +4 insight bonus to AC. This insight bonus is lost whenever the subject loses its Agility bonus to AC unless the subject is only flat-footed, in which case *mark of awareness* still grants a +2 insight bonus to AC.

Mark of Awareness, Greater

Divination

Level: Awareness 4

Components: S, M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

The subject knows the location of every magical scrying sensor within a 40-foot radius. If the scrying attempt originates within the area, the subject also knows its location; otherwise, the scrier immediately makes a DC 21 caster level check to hide its identity. If the scrier fails the check, the subject of *mark of greater awareness* gets a visual image of the scrier and an accurate sense of his or her direction and distance.

Mark of Awareness, Lesser

Divination

Level: Awareness 1

Components: M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 min. or until discharged

Saving Throw: None

Spell Resistance: No

The subject gains a +10 insight bonus on its next attack roll. Additionally, the subject is not affected by the miss chance that applies to attackers trying to strike a concealed target.

Mark of Awareness, Ultimate

Divination

Level: Awareness 9

Components: S, M/F

Empowerment Time: 1 round

Range: Touch

Target: One creature

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

The subject is never surprised or flat-footed. The subject gains a +8 insight bonus to AC and on Reflex saves. This insight bonus is lost whenever the subject loses its Agility bonus to AC. Additionally, the subject has the ability to see invisible and incorporeal creatures within 30 feet, and gains a +10 insight bonus on Search and Spot checks.

Mark of the Badger

Transmutation

Level: Beast 2

Components: S, M/F

Empowerment Time: 1 standard action

Range: Touch

Target: One creature

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes (harmless)

The subject flies into a rage identical to that of the barbarian (see *WoW RPG*, Chapter 3: Classes), save that it does not become fatigued at the end of the rage.

Mark of the Basilisk

Transmutation

Level: Beast 8

Components: S, M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

The subject can make one gaze attack each round as a swift action (see Chapter 3: Power Overwhelming, "New

Action Types"). The target must be within 30 feet, and the target must succeed at a Fortitude save (DC 10 + 1/2 your caster level + subject's Cha modifier) or turn to stone permanently. The power of *mark of the basilisk* is discharged if one victim is turned to stone.

Dispel magic and *greater dispel magic* have no effect on creatures turned to stone, but *break enchantment*, *limited wish*, *miracle*, *remove curse* and *wish* can restore them.

Mark of the Beast

Transmutation

Level: Beast 2

Components: S, M/F

Empowerment Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

The subject gains a +4 enhancement bonus to Strength, Agility or Stamina (caster's choice at the time she places the rune).

Mark of the Cat

Transmutation

Level: Beast 0

Components: M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour or until discharged

Saving Throw: None

Spell Resistance: No

The subject gains a +5 circumstance bonus on its next Agility-based skill check.

Mark of the Cyclone Tamer

Transmutation

Level: Storm 8

Components: S, M/F

Empowerment Time: 1 round

Range: Touch

Target: One creature

Duration: 1 min./level

Saving Throw: See text

Spell Resistance: No

Winds gust around the subject for 1 round. At the beginning of the second round, a small cyclone 20 feet in diameter forms with the subject in the center, and he is lifted off the ground to a height of 30 feet.

While within the cyclone, the subject gains a fly speed of 60 feet. He is immune to nonmagical ranged attacks, and gains immunity to fire. The cyclone grants him a +10 circumstance bonus on Reflex saves. Creatures within the area of the cyclone must make Reflex saves (the DC equals the rune's DC) or be hurled 1d6 x 10 feet away in a random direction and take 1d6 points of bludgeoning damage for each 10 feet traveled. Those who make the saving throw take 2d6 points of bludgeoning damage from random objects and environmental material slamming into them.

Mark of the Dragon

Evocation
Level: Beast 9
Components: S, M/F
Empowerment Time: 1 standard action
Range: Touch
Target: One creature
Duration: 1 hour or until discharged
Saving Throw: None
Spell Resistance: No

When this rune is created, a breath weapon is chosen by energy type (acid, cold, fire or electricity) and attack method (line or cone) by the rune-caster; it cannot be changed once the rune is scribed. When empowered, the subject has the ability to make a single breath weapon attack.

If the mark was inscribed as a line, the breath weapon is 5 feet wide, 5 feet high, and 140 feet long. If the mark was inscribed as a cone, the breath weapon is 70 feet long (a cone is as high and wide as its length).

The breath weapon deals 25d6 points of damage of the energy type chosen when the mark was inscribed. Victims in the area of effect may make Reflex saves (DC 10 + 1/2 your caster level + subject's Sta modifier) for half damage.

Mark of Evasion

Divination
Level: Awareness 5
Components: M/F
Empowerment Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 min./level
Saving Throw: None
Spell Resistance: No

The subject gains improved evasion, as the rogue class feature (see **WoW RPG**, Chapter 3: Classes).

Mark of Fair Weather

Abjuration
Level: Storm 0
Components: M/F
Empowerment Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

The subject gains a +2 insight bonus on saves and checks made to resist the effects of weather hazards.

Mark of Flame

Abjuration
Level: Fire 3
Components: S, M/F
Empowerment Time: 1 standard action
Range: Touch
Target: One creature
Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This rune shunts away all damaging heat and fire from the creature it protects, granting that creature fire resistance 10.

Mark of Flame, Greater

Abjuration
Level: Fire 5

This rune functions like *mark of flame*, save that the creature gains fire resistance 20.

Mark of Flame, Ultimate

Abjuration
Level: Fire 8

This rune functions like *mark of flame*, save that the creature gains immunity to fire.

Mark of Flying

Transmutation
Level: Motion 3
Components: M/F
Empowerment Time: 1 standard action
Range: Touch
Target: One creature
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This rune functions like the *fly* spell (see **WoW RPG**, Chapter 17: Spells), except as noted above.

Mark of Freedom

Abjuration
Level: Restoration 5
Components: M/F
Empowerment Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This rune functions like the *freedom of movement* spell (see **WoW RPG**, Chapter 17: Spells), except as noted above.

Mark of Healing

Conjuration (Healing)
Level: Healing 2
Components: S, M/F
Empowerment Time: 1 standard action
Range: Touch
Target: One creature
Duration: Instantaneous
Saving Throw: Will half (harmless; see text)
Spell Resistance: Yes (harmless; see text)

The subject is cured of 4d6 points of damage. Since undead are powered by negative energy, this effect deals damage to them instead of curing their wounds. An undead creature can apply spell resistance and can attempt a Will save to take half damage.

Mark of Healing, Greater

Conjuration (Healing)

Level: Healing 3

This rune functions like *mark of healing*, save that it heals 6d6 points of damage.

Mark of Healing, Lesser

Conjuration (Healing)

Level: Healing 1

This rune functions like *mark of healing*, save that it heals 2d6 points of damage.

Mark of Healing, Minor

Conjuration (Healing)

This rune functions like *mark of healing*, save that it heals 1 point of damage.

Mark of Healing, Superior

Conjuration (Healing)

Level: Healing 4

This rune functions like *mark of healing*, save that it heals 8d6 points of damage.

Mark of Healing, Ultimate

Conjuration (Healing)

Level: Healing 5

This rune functions like *mark of healing*, save that it heals 10d6 points of damage.

Mark of Ice

Abjuration

Level: Frost 3

Components: S, M/F

Empowerment Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This rune shunts away all damaging cold from the creature it protects, granting the subject cold resistance 10.

Mark of Ice, Greater

Abjuration

Level: Frost 5

This rune functions like *mark of ice*, save that it grants cold resistance 20.

Mark of Ice, Ultimate

Abjuration

Level: Frost 8

This rune functions like *mark of ice*, save that it grants immunity to cold.

Mark of the Lizard

Transmutation

Level: Beast 4

Components: S, M/F

Empowerment Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains fast healing 3.

Mark of the Megalith

Transmutation

Level: Stone 9

Components: S, M/F

Empowerment Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

The subject becomes made entirely of solid stone. This rune functions like the *iron body* spell, save that the subject is not vulnerable to attacks that affect iron golems and there is only a 25% arcane spell failure chance.

Mark of Motion

Transmutation

Level: Motion 6

Components: S, M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains a fly speed of 80 feet, a burrow speed of 20 feet, a climb speed of 30 feet, and a swim speed of 40 feet.

Wearing medium or heavy armor, or carrying a medium or heavy load, reduces these speeds to burrow 15 feet, climb 20 feet, fly 60 feet, and swim 25 feet.

The subject gains a +8 bonus on Climb checks. It can always choose to take 10 on Climb checks, even if rushed or threatened.

The subject also gains a +8 bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, providing it swims in a straight line.

Mark of Purification

Conjuration (Healing)

Level: Restoration 4

Components: S, M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The following adverse conditions affecting the subject are immediately ended: blinded, deafened, diseased, nauseated, sickened and poisoned.

A poisoned creature suffers no additional effects from the poison, and any temporary poison effects are ended, but instantaneous effects are not reversed (such as hit point damage, temporary ability damage, or effects that don't go away on their own).

Mark of Regeneration

Transmutation

Level: Restoration 9

Components: S, M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains fast healing 20. Also, the subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), broken bones, and ruined organs grow back. After the mark is activated, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 1 minute otherwise. *Mark of regeneration* also rids the subject of exhaustion or fatigue and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

Mark of Resilience

Abjuration

Level: Stone 5

Components: M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

The subject gains DR 5/adamantine.

Mark of Resilience, Greater

Abjuration

Level: Stone 8

This rune functions like *mark of resilience*, save that the subject gains DR 10/adamantine.

Mark of Resilience, Lesser

Abjuration

Level: Stone 3

This rune functions like *mark of resilience*, save that the subject gains damage reduction 2/adamantine.

Mark of Restoration

Conjuration (Healing)

Level: Restoration 6

Components: S, M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The following adverse conditions affecting the target are immediately ended: confused, dazed, dazzled, *feeble-minded* and insanity.

Mark of Restoration, Greater

Conjuration (Healing)

Level: Restoration 7

Components: S, M/F, XP

This rune functions like *mark of restoration*, save that it also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It dispels all negative levels afflicting the target. This effect also reverses level drains by a force or creature, restoring the creature to the highest level it had previously attained. The drained levels and ability scores are restored only if the time since the creature lost them is no more than 3 months.

Mark of greater restoration does not restore Stamina points lost due to death.

XP Cost: 500 XP.

Mark of Restoration, Lesser

Conjuration (Healing)

Level: Restoration 0

This rune functions like *mark of restoration*, save that it only removes dazed and dazzled conditions.

Mark of Resurrection

Conjuration (Healing)

Level: Restoration 8

Components: S, M/F

Empowerment Time: 10 min.

Range: Touch

Target: One dead creature

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

This rune functions like the *resurrection* spell, except as noted above.

Material Component: Diamond dust worth a total of at least 10,000 gp.

Mark of Sensing

Divination

Level: Awareness 7

Components: S, M/F

Empowerment Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains blindsight with a range of 60 feet, and the scent ability (see sidebar).

Mark of Sensing, Greater

Divination

Level: Awareness 8

Blindsight, Scent and Tremorsense

This book introduces three special abilities: blindsight, scent and tremorsense. Monsters often possess these abilities, but with the right spells or magic items, heroes can get them, too.

Blindsight (Ex): Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text or the spell description. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it.

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed — only its presence somewhere within range. The creature can take a move action to note the direction of the scent.

Whenever the creature comes within 5 feet of the source, the creature pinpoints the source's location.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Spirit (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by +2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Tremorsense (Ex): A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. The ability's range is specified in the creature's descriptive text.

This rune functions like *mark of sensing*, save that the subject also gains tremorsense out to 120 feet and the range of its blindsight increases to 120 feet.

Mark of the Serpent

Transmutation

Level: Beast 7

Components: S, M/F

Empowerment Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This rune causes the subject to develop a set of venom sacs, allowing him to inject poison into his foes with any natural attack that deals lethal damage. If the character is capable of dealing lethal damage with unarmed strikes, the sacs develop under a set of claws that grow on the finger tips (these claws deal damage as the creature's unarmed strikes). If the subject does not possess any natural attacks that deal lethal damage, it instead develops venom sacs in its mouth and can use a move action to spit venom on a weapon that deals slashing or piercing damage.

Whenever the subject deals damage with the poisoned attack, the victim must make a Fortitude saving throw (DC 10 + 1/2 your caster level + subject's Sta modifier) or take 1d10 points of temporary Stamina damage, and another 1d10 points of temporary Stamina damage 1 minute later.

Mark of Shielding, Energy

Abjuration

Level: Shielding 2

Components: S, M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This rune functions like the *resist energy* spell, except as noted above.

Mark of Shielding, Greater

Abjuration

Level: Shielding 5

Components: S, M/F

Empowerment Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains spell resistance 21.

Mark of Shielding, Lesser

Abjuration

Level: Shielding 1

Components: M/F
Empowerment Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject has complete concealment (50% miss chance) against spell attack rolls (spells that require melee or ranged touch attacks). A *see invisibility* or *true seeing* spell does not counteract this effect.

Mark of Shielding, Mind

Abjuration
Level: Shielding 8
Components: S, M/F
Empowerment Time: 1 standard action
Range: Touch
Target: One creature
Duration: 24 hours
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject is protected as though she were under the effects of a *mind blank* spell.

Mark of Shielding, Minor

Abjuration
Level: Shielding 0
Components: M/F
Empowerment Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject gains the benefits of the *resistance* spell.

Mark of Shielding, Superior

Abjuration
Level: Shielding 6
Components: S, M/F
Empowerment Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject gains immunity to spells and effects of 6th level and lower from the necromancy and transmutation schools. Any such effects already active on the creature are immediately dispelled. Treat this effect as unbeatable spell resistance.

Mark of Shielding, Ultimate

Abjuration
Level: Shielding 7
Components: S, M/F
Empowerment Time: 1 round
Range: Touch
Target: One creature

Duration: 10 min./level, or until dissipated

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This rune turns spells that only have the subject as a target. Effect and area spells are not affected. It also fails to stop ranged touch spells.

When the subject is targeted by a spell, there is a chance the spell is turned. After successfully turning a spell, there is a chance *mark of ultimate shielding* dissipates. Both chances are listed in Table 2-1: Mark of Ultimate Shielding.

Table 2-1: Mark of Ultimate Shielding

Spell Level	Chance Turned	Chance of Dissipation
0	99%	1%
1	99%	5%
2	99%	15%
3	99%	30%
4	99%	50%
5	99%	75%
6	97%	90%
7	95%	95%
8	85%	97%
9	75%	99%

Mark of Speed

Transmutation
Level: Motion 2
Components: M/F
Empowerment Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject's base land speed increases by +30 feet. This effect is an enhancement bonus. The rune has no effect on other modes of movement such as burrow, climb, fly or swim. As with any effect that increases your speed, this spell affects your jumping distance (see "Jump" in *WoW RPG*, Chapter 5: Skills).

The subject gets a +10 competence bonus on Climb checks and retains its Agility bonus to Armor Class (if any) while climbing, and opponents get no special bonuses on their attacks against it.

The subject gets a +10 competence bonus on Jump checks.

Mark of Speed, Lesser

Transmutation
Level: Motion 0

This rune functions like *mark of speed*, save that subject's base land speed increases by only +10 feet, she gains no bonus on Climb or Jump checks, and she does not automatically retain her Agility bonus while climbing.

Mark of Stone

Transmutation

Level: Stone 4

Components: M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's unarmed strikes deal lethal damage and the base damage of the subject's natural weapons (including unarmed strikes) improves by one step as though the subject's size increased (1d2 becomes 1d3, 1d3 becomes 1d4; see **WoW RPG**, Chapter 9: Weapons and Armor, Table 9–1: Tiny and Large Weapon Damage). Multiple abilities that increase natural weapon damage in this way don't stack.

Mark of Stone, Greater

Transmutation

Level: Stone 7

Duration: 1 year

This rune functions like *mark of stone*, except as noted above and that the subject's unarmed strike damage die size improves by two steps (1d2 becomes 1d4, 1d3 becomes 1d6). Multiple abilities that increase natural weapon damage in this way don't stack.

Mark of Stone, Lesser

Transmutation

Level: Stone 1

Empowerment Time: 1 immediate action

Duration: 1 hour

This rune functions like *mark of stone*, except as noted above and that the subject's unarmed strikes deal no additional damage (though they do deal lethal damage). This is an immediate action (see Chapter 3: Power Overwhelming, "New Action Types").

Mark of the Stormrider

Transmutation [Air]

Level: Storm 4

Components: S, M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Great winds gust around the subject. The creature thus empowered may fly, as the *fly* spell. Additionally, the target gains electricity resistance 10.

Mark of Striking, Aligned

Transmutation [see text]

Level: Striking 3

Components: S, M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When you create this rune, choose an alignment (chaotic, evil, good or lawful). The subject's natural attacks (including unarmed strikes) are treated as though they had the selected alignment for the purpose of overcoming damage reduction.

This rune has the descriptor of the appropriate alignment.

Mark of Striking, Dread

Necromancy

Level: Striking 7

Components: S, M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's natural attacks (including unarmed strikes) deal 2 points of Stamina damage in addition to their normal damage, unless the target makes a Fortitude save (the DC equals the rune's DC).

Mark of Striking, Energy

Evocation [see text]

Level: Striking 6

Components: S, M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When you create this rune, choose an energy type (acid, cold, electricity, fire or sonic). The subject's natural attacks (including unarmed strikes) deal an additional +3d6 points of energy damage of the chosen type.

This rune has the descriptor of the appropriate energy type.

Mark of Striking, Hardened

Transmutation

Level: Striking 4

Components: S, M/F

Empowerment Time: 1 standard action

Range: Touch

Target: One creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The base damage of the subject's natural weapons (including unarmed strikes) improves by one step as though the subject's size increased. (1d2 becomes 1d3, 1d3 becomes 1d4; see **WoW RPG**, Chapter 9: Weapons

and Armor, Table 9–1: Tiny and Large Weapon Damage.) Multiple abilities that increase natural weapon damage in this way don't stack.

In addition, the critical multiplier of the weapons increases by +1. A critical multiplier of x2 becomes x3, while a critical multiplier of x3 becomes x4. Multiple effects that increase a weapon's critical multiplier don't stack.

Weapon of Striking, Greater Hardened

Transmutation

Level: Striking 8

This rune functions like *mark of hardened striking* (above), save that these benefits stack with those from the *mark of hardened striking*. Thus, a natural weapon improved with both the *mark of hardened striking* and the *mark of greater hardened striking* has its damage die and critical multiplier increased by two steps.

Finally, the natural weapons are considered to be adamantine for the purpose of overcoming damage reduction.

Mark of Striking, Kind

Evocation

Level: Striking 0

Components: M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The next attack the subject makes with a natural weapon (including an unarmed strike) deals an extra +1d4 points of nonlethal damage. This effect applies only on an attack that deals nonlethal damage; it does not function and is not discharged if the attack deals lethal damage.

Mark of Striking, Magic

Transmutation

Level: Striking 2

Components: S, M/F

Empowerment Time: 1 standard action

Range: Touch

Target: One creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's natural attacks (including unarmed strikes) gain a +1 enhancement bonus on both attack and damage rolls, and are considered magic for the purpose of overcoming damage reduction. This bonus increases to a +2 at 6th level, +3 at 9th level, +4 at 12th level and +5 at 15th level.

Mark of Striking, Sure

Transmutation

Level: Striking 1

Components: S, M/F

Empowerment Time: 1 standard action

Range: Touch

Target: One creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's natural weapons (including unarmed strikes) ignore the AC bonus granted to targets by anything less than total cover and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against the subject.

Mark of Striking, Ultimate

Transmutation

Level: Striking 9

Components: S, M/F

Empowerment Time: 1 standard action

Range: Touch

Target: One creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's natural attacks (including unarmed strikes) gain multiple effects. First, their base damage improves by one step as though each weapon's size increased (1d3 becomes 1d4, 1d4 becomes 1d6; see *WoW RPG*, Chapter 9: Weapons and Armor, Table 9–1: Tiny and Large Weapon Damage). Each weapon deals an additional +1d6 points of sonic damage.

The subject's reach increases by +5 feet.

A visible shockwave emanates from the subject's fists (or other natural weapons) whenever it attacks. The subject can use its natural weapons to make ranged attacks (with a range of 30 feet and no range increment). The shockwaves produced from these strikes deal damage as normal for the attack (including the +1d6 points of sonic damage this rune grants).

The effects of this rune stack with those of a *mark of hardened striking* and a *mark of greater hardened striking*.

Mark of Striking, Vampiric

Necromancy

Level: Striking 5

Components: S, M/F

Empowerment Time: 1 standard action

Range: Touch

Target: One creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject heals as many hit points as it deals with the base damage of its natural attacks (including unarmed strikes). The subject does not heal extra damage dealt by Strength, enhancements, energy and so on. For example, if the subject's base attack damage is 1d8, then only this roll provides the subject with healing, even if the full amount dealt with each attack is, for example, 1d8+10 plus 1d6 fire.

Mark of the Tiger

Transmutation
Level: Beast 1
Components: M/F
Empowerment Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject's natural attacks deal lethal damage. If the target's natural attacks already deal lethal damage, the damage die is increased by one step, as though it had increased in size (1d3 becomes 1d4, 1d4 becomes 1d6; see **WoW RPG**, Chapter 9: Weapons and Armor, Table 9-1: Tiny and Large Weapon Damage).

Mark of the Tortoise

Transmutation
Level: Beast 6
Components: S, M/F
Empowerment Time: 1 standard action
Range: Touch
Target: One creature
Duration: 1 round/level or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject gains a +5 enhancement bonus to natural armor and DR 10/adamantine. Once this effect has prevented a total of 100 points of damage, it is discharged.

Mark of Vigor

Conjuration (Healing)
Level: Restoration 1
Components: M/F
Empowerment Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject is no longer fatigued. If the creature was exhausted, that condition is reduced to fatigued.

Mark of Vision

Transmutation
Level: Awareness 3
Components: S, M/F
Empowerment Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject's perception is heightened. It gains the benefits of the *darkvision* and *see invisibility* spells.

Mark of Vision, Lesser

Transmutation
Level: Awareness 0
Components: S, M/F
Empowerment Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject gains low-light vision (see **WoW RPG**, Chapter 13: Abilities and Conditions).

Mark of Vision, True

Divination
Level: Awareness 6
Components: S, M/F
Empowerment Time: 1 standard action
Range: Touch
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject gains the benefits of the *true seeing* spell.
Material Components: A mixture made from 250 gp of rare mushrooms, saffron and exotic animal fats.

Mark of the Worgen

Transmutation
Level: Beast 5
Components: S, M/F
Empowerment Time: 1 standard action
Range: Touch
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject gains a +4 enhancement bonus to Strength, Agility and Stamina.

Sigil of the Arctic

Transmutation [Cold]
Level: Frost 4
Components: S, M/F
Empowerment Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft. radius
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

This rune unleashes waves of invisible chill that augments cold. All DCs to resist cold effects in the area of effect increase by +2, while DCs to resist fire or heat effects are reduced by -2. Additionally, all damage taken from cold effects that originate in the area increases by one-quarter.

Sigil of the Arctic, Great

Transmutation [Cold]
Level: Frost 7
 This rune functions like *sigil of the arctic*, except that

DCs are increased or reduced by 3, and cold damage increases by one-half.

Sigil of the Arctic, Ultimate

Transmutation [Cold]

Level: Frost 9

This rune functions like *sigil of the arctic*, save that DCs are increased or reduced by 5, and cold damage is doubled.

Sigil of Dispelling

Abjuration

Level: Shielding 3

Components: S, M/F

Empowerment Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 30-ft. burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This rune unleashes a pulse of energy that is disruptive to magic, acting like the area dispel function of *dispel magic*, except as noted above.

Sigil of Healing

Conjuration (Healing)

Level: Healing 6

Components: S, M/F

Empowerment Time: 1 standard action

Range: Touch

Area: 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will half (harmless; see text)

Spell Resistance: Yes (harmless; see text)

This rune radiates a pulse of healing energy that heals all creatures within the area for 4d6 hit points. Undead within that area take a like amount of damage (with a Will save for half, and spell resistance applies).

Sigil of Healing, Greater

Conjuration (Healing)

Level: Healing 7

This rune functions like *sigil of healing*, except that it heals 6d6 points of damage.

Sigil of Healing, Superior

Conjuration (Healing)

Level: Healing 8

This rune functions like *sigil of healing*, except that it heals 8d6 points of damage.

Sigil of Healing, Ultimate

Conjuration (Healing)

Level: Healing 9

This rune functions like *sigil of healing*, except that it heals 10d6 points of damage.

Sigil of the Inferno

Transmutation [Fire]

Level: Fire 4

Components: S, M/F

Empowerment Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius emanation

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

This rune unleashes waves of invisible heat that augment flames. All DCs to resist fire effects in the area of effect increase by +2, while DCs to resist cold effects are reduced by -2. Additionally, all damage taken from fire effects that originate in the area increase by one-quarter.

Sigil of the Inferno, Great

Transmutation [Fire]

Level: Fire 7

This rune functions like *sigil of the inferno*, save that DCs are increased or reduced by 3, and all fire damage increases by one-half.

Sigil of the Inferno, Ultimate

Transmutation [Fire]

Level: Fire 9

This rune functions like *sigil of the inferno*, save that DCs are increased or reduced by 5, and all fire damage is doubled.

Sigil of the Levin-Curse

Evocation [Electricity]

Level: Storm 7

Components: S, M/F

Empowerment Time: 1 min.

Range: Touch

Area: 1-mile-radius emanation

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

This rune is placed upon an immobile object, such as a large stone or building. When empowered, its magic lies quiescent until the area experiences a storm. When the first drops of rain or snow touch the surface of the rune, there is a flash of electricity around the rune, which is answered by the peal of thunder in the sky above.

For the duration of the rune's empowerment, lightning strikes approximately once every minute within the area of effect, terribly devastating it. There is a 10% chance per bolt that instead of simply striking the terrain, the lightning strikes anyone who bears either a high concentration of metal (such as medium or heavier armor) or a high concentration of arcane magic (excluding runic magic). These bolts deal 1d10 points of electricity damage per 2 caster levels (to a maximum of 10d10 damage).

Sigil of the Maelstrom

Transmutation

Level: Storm 9

Components: S, M/F

Empowerment Time: 1 hour

Range: Touch

Area: 2-mile-radius emanation
Duration: 1 day/level
Saving Throw: None
Spell Resistance: No

This rune is placed upon an immobile object, such as a large stone or building. When empowered, subtle tendrils of magic reach into the skies above the rune, tendrils that are visible to those capable of seeing magical emanations (such as through the use of the *detect magic* spell). The area of effect gains an increased likelihood of attracting devastating weather, depending on the terrain: desert areas see almost daily sandstorms, mountain passes become snowed in by blizzard after blizzard, and hurricanes are likely to hit coastal towns.

The GM's discretion applies when adjudicating this rune's effects. If you use a random weather table, the *sigil of the maelstrom* causes the result to be one step higher on the chart.

Sigil of Purification

Transmutation
Level: Restoration 3
Components: S, M/F
Empowerment Time: 1 min.
Range: Touch
Area: 1-mile-radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This rune must be placed upon a piece of stone or wood that is native to the area to be affected by the rune, and that stone or wood must be buried. When empowered, a wave of positive energy bursts outward to restore the land and improve crop productivity.

The wave moves 100 feet per round, extending out to a 1-mile radius. (This process takes 5 minutes to affect the entire area.) All plants within the area have their potential productivity raised over the course of the next year to one-third above normal. Blighted land, such as that affected by the *withering blight* spell, is restored to normal. This sigil has no effect on plant creatures.

Sigil of Shielding

Abjuration
Level: Shielding 4
Components: S, M/F
Empowerment Time: 1 standard action
Range: Close (25 ft. + 5 ft./level)
Area: 10-ft.-radius emanation
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This rune functions like *lesser globe of invulnerability*, except as noted above.

Sigil of Shielding, Ultimate

Abjuration
Level: Shielding 9
Components: S, M/F

Empowerment Time: 1 standard action
Range: Touch
Area: 10-ft.-radius burst
Duration: 10 min./level or until discharged
Saving Throw: None
Spell Resistance: No

All creatures in the burst's area are granted an aura that renders them immune to all spells and effects of 9th level or lower for the aura's duration, or until the aura is expended. Each time the sigil's aura blocks a spell, there is a chance the aura dissipates for that creature. The chance is listed on Table 2-2: Sigil of Ultimate Shielding.

Spell Level Absorbed	Chance of Dissipation
0	0%
1	1%
2	3%
3	5%
4	10%
5	15%
6	30%
7	50%
8	80%
9	95%

Sigil of Spring Rain

Transmutation
Level: Storm 6
Components: S, M/F
Empowerment Time: 1 hour
Range: Touch
Area: 2-mile-radius emanation
Duration: 1 day/level
Saving Throw: None
Spell Resistance: No

This rune is placed upon an immobile object, such as a large stone or building. When empowered, subtle tendrils of magic reach into the skies above the rune, tendrils that are visible to those capable of seeing magical emanations (such as through the use of the *detect magic* spell). The area of effect gains an increase in precipitation for the duration of the empowerment, as though the area were experiencing a normal spring. This rune is often used to quickly end droughts, but if used during the winter can cause heavy snowfalls (as the precipitation freezes normally).

Sigil of Transportation

Conjuration (Teleportation)
Level: Motion 5
Components: S, M/F
Empowerment Time: 1 round
Range: Unlimited

Area: 5-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negate (harmless)

Spell Resistance: Yes (harmless)

This sigil is placed upon a flat surface, such as a table or floor. When empowered, you don't actually empower the rune itself. Rather, you render the empowerment on empty air or blank space, and everyone in a 5-foot-radius burst around you teleports to the inscribed rune. In short, the power seeks out the rune which defines it, and takes you and those around you with it.

When making this sigil a spontaneous rune, you can cause the rune to appear on any surface that you have seen at least once (possibly using magic) if the destination has not significantly changed. If you make this sigil a permanent rune, then you may always return to the rune's site, regardless of how much it has changed; as a result, many rune-casters who know this rune inscribe it upon their sanctum floors or other places they need to always have access to.

A creature can't take any other actions after teleporting until its next turn. If a creature is carrying more weight than its maximum load, then it does not teleport. This rune can teleport you anywhere on the same plane.

If a creature arrives in a place that is already occupied by a solid body (because the area is too small to hold all your passengers, for example), each teleported creature takes 1d6 points of damage and is shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, each teleported creature takes an additional 2d6 points of damage and is shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet,

each teleported creature takes an additional 4d6 points of damage and the effect simply fails.

Sigil of Transportation, Greater

Conjuration (Teleportation)

Level: Motion 7

Range: See text

This rune functions like *sigil of transportation*, save that the location may be located on any plane. If you have never been to that plane, you may still transport yourself and those around you there; you simply end up in a random spot in the plane.

Sigil of Transportation, Lesser

Conjuration (Teleportation)

Level: Motion 4

Empowerment Time: 1 standard action

Range: 500 feet

This rune functions like *sigil of transportation*, except as noted above.

Sigil of Transportation, Ultimate

Conjuration (Teleportation)

Level: Motion 9

Empowerment Time: 1 immediate action

This rune functions like *sigil of greater transportation*, except that, if you make this sigil a permanent rune, you can empower it as an immediate action (see Chapter 3: Power Overwhelming, "New Action Types"). You may make this sigil permanent on an object or creature, allowing you to teleport to anywhere that object or creature is, or teleporting it to yourself (your choice when you empower it). Unwilling creatures get a Will save to resist this effect.

This chapter includes the descriptions for many new spells for **World of Warcraft: The Roleplaying Game**. In addition, this chapter introduces three new spell descriptors: blessing, seal and totem.

Blessings

Blessings are beneficial spells that are cast as move actions. (Casting a blessing still provokes attacks of opportunity.) A character can place only one blessing on any given creature at a time, and most blessings have a duration of 5 minutes. Different casters can place different blessings on a creature without restriction. For example, if Addar casts *blessing of might* on Vorassis, another ally can cast *blessing of salvation* on Vorassis as well; but Addar cannot cast both blessings on him at the same time.

Seals

Seals are beneficial spells similar to blessings but with a target of "You." Like blessings, seals are cast as move actions. (And like blessings, casting a seal still provokes attacks of opportunity.) A creature may only be under the effect of one seal at a time, and casting a second seal ends the first. All seals have a duration of 5 rounds (30 seconds).

Totems

A totem spell creates physical objects called totems. This object then creates an effect in a 30-foot radius. The totem remains for 1 round per caster level or until destroyed. All totems have 2 hit points per caster level, 5 points of hardness, and an AC of 7 (touch 7).

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 *Quickened 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.

ARCANIST SPELLS

1st-Level Arcanist Spell

Reduce Person: Humanoid creature halves in size.

4th-Level Arcanist Spell

Reduce Person, Mass: Reduces several creatures.

Mage Spells

2nd-Level Mage Spells

Conjure Mana Water, Lesser: Conjures water that restores a 1st-level spell slot.

Dampen Magic: Decreases the effect of damaging and healing spells on the subject; -1 point/level (max -15).

Firebolt, Lesser: Firebolt deals 1d4 fire damage/level (max 10d4), plus 1 damage each round for 4 rounds; stuns Small and smaller creatures.

3rd-Level Mage Spells

Conjure Mana Jade: Gem stores a spell of up to 2nd level.

Scorch: Deals 5d8 fire damage +3/level (max +30).

4th-Level Mage Spells

Amplify Magic: Increases the effect of damaging and healing spells on the subject: +1 point/level (max +15).

Firebolt: Firebolt deals 1d6 fire damage/level (max 15d6), plus 4 damage each round for 4 rounds; stuns Medium and smaller creatures.



5th-Level Mage Spells

Arcane Explosion: Deals 1d6+1 force damage/level (max 15d6+15) to creatures within 20 ft.

Conjure Mana Water: Conjures water that restores a spell slot of up to 4th level.

6th-Level Mage Spells

Blast Wave: Deals 1d8 fire damage/level (max 20d8) in a 30-ft. radius.

Conjure Mana Citrine: Gem stores a spell of up to 5th level.

Firebolt, Greater: Firebolt deals 1d8 fire damage/level (max 20d8), plus 8 damage each round for 4 rounds; stuns Large and smaller creatures.

Fire Blast: Deals 1d4 fire damage to the target (max 15d4); swift action.

Ice Barrier: Barrier absorbs 5 damage/level (max 100).

7th-Level Mage Spell

Combustion: Next fire spell you cast deals 150% damage; swift action.

8th-Level Mage Spells

Conjure Mana Water, Greater: Conjures water that restores a spell slot of up to 7th level.

Pyroblast: Deals 17d8 fire damage, +2/level for each round spent concentrating.

9th-Level Mage Spells

Conjure Mana Ruby: Gem stores a spell of up to 8th level.

Frostbite: Deals 32d6 cold damage in 60-ft. cone.

Necromancer Spells

1st-Level Necromancer Spells

Shadow Bolt, Lesser: Deals 1d4 fel damage/two levels (max 5d4).

2nd-Level Necromancer Spells

Touch of Weakness: Touched target takes -6 penalty to Str and Agy.

Wandering Plague: Deals 1d6 Str and Agy damage; spreads to nearby creatures.

3rd-Level Necromancer Spells

Dampen Magic: Decreases the effect of damaging and healing spells on the subject: -1 point/level (max 15).

Shadow Bolt: Deals 1d8 fel damage/level (max 10d8).

Taint of Undeath: Target is damaged by *cure* spells and healed by *inflict* spells.

4th-Level Necromancer Spells

Amplify Magic: Increases the effect of damaging and healing spells on the subject: +1 point/level (max +15).

Crushing Despair: Targets take -2 on attack rolls, damage rolls, saves and checks.

Curse of Shadow: Target takes double damage from force effects, and from fel and evil spells.

5th-Level Necromancer Spells

Curse of Undeath: Target is damaged by *cure* spells as well as *inflict* spells.

Shadow Bolt, Greater: Deals 1d8+1 fel damage/level (max 15d8+15).

6th-Level Necromancer Spells

Death Touch: Touched target must make Fortitude save or die and rise as a skeletal warrior under your command.

Life to Undeath: Drain 4d6 hit points/round from a living creature and transfer it to an undead creature.

7th-Level Necromancer Spell

Wandering Death: Deals 1d6 +1/3 levels Str, Sta, and Agy damage; spreads to nearby creatures.

8th-Level Necromancer Spell

Hex of Weakness: Target takes -8 penalty to Str, Sta and Agy.

Shadowburn: Deals 10d8 fel damage +1/level (max +20); immediate action.

9th-Level Necromancer Spell

Aspect of the Lich: Gain the deadly powers of a lich.



Warlock Spells

0-Level Warlock Spell

Sense Demons: Detects demons within 60 ft.

1st-Level Warlock Spells

Corruption: Deals 1d4 fel damage per round for 5 rounds; target takes -1 penalty on saves.

Immolate, Lesser: Deals 1d6 fire damage, plus 1d4 damage per round for 2 rounds, and target can take only move actions.

Shadow Bolt, Lesser: Deals 1d4 fel damage/2 levels (max 5d4).

2nd-Level Warlock Spells

Curse of Recklessness: Subject gains +2 Str, -6 Agy.

Searing Pain, Lesser: Deals 3d8 damage +1/2 levels (max +5); target takes a -1 penalty on attacks, saves and skill checks.

3rd-Level Warlock Spells

Create Firestone: Stone adds 2d6 fire damage to your melee attacks.

Searing Pain: Deals 7d8 damage +1/level (max +15); target takes a -2 penalty on attacks, saves and skill checks.

Shadow Bolt: Deals 1d8 fel damage/level (max 10d8).

Life Tap: Each 8 hit points sacrificed recalls 1 level of spell slots.

4th-Level Warlock Spells

Create Spellstone: Stone grants 5% chance to deal double damage with spells.

Crushing Despair: Subjects take -2 on attack rolls, damage rolls, saves and checks.

Curse of Tongues: Subject speaks in Eredar, cannot cast spells with verbal components.

5th-Level Warlock Spells

Curse of the Elements: Subject takes double damage from cold, electricity and fire.

Curse of Shadow: Subject takes double damage from force effects and from fel and evil spells.

Immolate: Deals 7d6 fire damage, plus 3d6 damage/round for 5 rounds, and target can take only move actions.

Ritual of Summoning: You and two allies call a third ally.

Searing Pain, Greater: Deals 11d8 damage +2/level (max +30); target takes a -4 penalty on attacks, saves and skill checks.

Shadow Bolt, Greater: Deals 1d8+1 fel damage/level (max 15d8+15).

7th-Level Warlock Spell

Conflagrate: Ends an *immolate* spell early, dealing 15d6 fire damage.

8th-Level Warlock Spells

Hellfire: Deals 10d6 fire damage/round to creatures within 30 ft. and 2d6 damage/round to you.

Shadowburn: Deals 10d8 fel damage +1/level (max +20); immediate action.

9th-Level Warlock Spell

Immolate, Greater: Deals 16d6 fire damage, plus 8d6 damage/round for 10 rounds and target can take only move actions.

ARGENT DAWN TEMPLAR SPELLS

1st-Level Argent Dawn Templar Spells

Flash of Light: Cures 1 damage/level (max 5 points); immediate action.

Smite: Bolt deals 1d4 holy damage/2 levels (max 5d4).

2nd-Level Argent Dawn Templar Spells

Firebolt, Lesser: Firebolt deals 1d4 fire damage/level (max 10d4), plus 1 damage each round for 4 rounds; stuns Small and smaller creatures.

Holy Light, Lesser: Cures 1d8 damage +1/level (max +5) at range or damages undead.

3rd-Level Argent Dawn Templar Spells

Scorch: Deals 5d8 fire damage +3/level (max +30).

4th-Level Argent Dawn Templar Spells

Firebolt: Firebolt deals 1d6 fire damage/level (max 15d6), plus 4 damage each round for 4 rounds; stuns Medium and smaller creatures.



Holy Light: Cures 3d8 damage +1/level (max +15) at range or damages undead.

5th-Level Argent Dawn Templar Spells

Addar's Invulnerable Shield: Gain +9 AC and SR 10 + level.

Arcane Explosion: Deals 1d6+1 force damage/level (max 15d6+15) to creatures within 20 ft.

6th-Level Argent Dawn Templar Spells

Firebolt, Greater: Firebolt deals 1d8 fire damage/level (max 20d8), plus 8 damage each round for 4 rounds; stuns Large and smaller creatures.

Holy Fire: Deals 1d6 holy damage/level (max 15d6), plus 8 damage per round for 2 rounds.

7th-Level Argent Dawn Templar Spells

Divine Ascension: You gain fast healing 3, DR 10/evil

and silver, +4 Strength and Stamina, +4 natural armor, and can cast *lesser holy light* at will.

Saria's Crown of Divinity: Subject gains immunity to fear, +4 on saves against mind-affecting effects, and +6 to Spirit and Charisma.

8th-Level Argent Dawn Templar Spells

Pyroblast: Deals 17d8 fire damage, +2/level for each round spent concentrating.

9th-Level Argent Dawn Templar Spells

Holy Nova: Deals 1d6 holy damage/level (20d6 max) to enemies and cures allies for 1d6 damage/level (20d6 max) within 30 ft.

Lightblade's Final Strike: Ranged touch attack deals damage depending on how much damage you deal to yourself.

HEALER SPELLS



Druid Spells

1st-Level Druid Spell

Faerie Fire, Lesser: Outlines the target in light, negating concealment.

2nd-Level Druid Spells

Aquatic Form: Transforms you into a dolphin, allowing you to operate underwater but not attack.

Gust of Wind: A burst of wind knocks down small creatures.

Reduce Animal: Shrinks one willing animal.

3rd-Level Druid Spells

Faerie Fire: Outlines the target in light, negating concealment and invisibility and decreasing AC by -2.

Renew: Subject regains 2d4+1 hit points/round.

4th-Level Druid Spell

Wrath: Deals 7d8 force damage +1/level (max +15).

5th-Level Druid Spells

Faerie Fire, Greater: Outlines the target in light, negating concealment and invisibility and decreasing AC by -6.

Gust of Wind, Greater: A burst of wind knocks down Medium or smaller creatures.

6th-Level Druid Spells

Hurricane: Deals 4d6 damage/round and chills.

Starfire: Deals 8d8 damage +1/level (max +20) plus 8 damage/round for 5 rounds.

7th-Level Druid Spells

Aspect of the Grove: Transforms you into a powerful force of nature.

Vorpal Entanglement: Entangles targets and deals 9d6 damage/round.



Priest Spells

1st-Level Priest Spells

Flash of Light: Cures 1 damage/level (max 5 points); immediate action.

Smite: Bolt deals 1d4 damage/2 levels (max 5d4).

2nd-Level Priest Spells

Holy Light, Lesser: Cures 1d8 damage +1/level (max +5) at range or damages undead.

Mind Vision: You see through the subject's eyes.

Touch of Weakness: Touched target takes -6 penalty to Str and Agy.

3rd-Level Priest Spells

Psychic Scream: Frightens 1d4 enemies.

Renew: Subject regains 2d4+1 hit points/round.

Shadow Protection: Grants SR 10 + level against evil and/or fel spells; reduces damage they deal by -10 points.

4th-Level Priest Spells

Divine Spirit: Subject gains +6 Spt.

Holy Light: Cures 3d8 damage +1/level (max +15) at range or damages undead.

Mind Soothe: Creatures in area cannot attack.

Power Word: Fortitude: Subject gains +6 Sta.

Shadowguard: Barrier deals 1d6 holy damage +1/level (max +15) to creatures that strike you in melee.

5th-Level Priest Spell

Mental Blast: Deals 1d4 points of damage per level (10d4 max); immediate action.

6th-Level Priest Spells

Abolish Disease: Cures all diseases in the subject's system and grants immunity to further disease.

Holy Fire: Deals 1d6 holy damage/level (max 15d6), plus 8 damage/round for 2 rounds.

7th-Level Priest Spells

Divine Ascension: You gain fast healing 3, DR 10/evil and silver, +4 Strength and Stamina, +4 natural armor, and can cast *lesser holy light* each round.

Mind Fly: Halves target's movement and deals 7d6 damage/round for 3 rounds.

8th-Level Priest Spell

Hex of Weakness: Target takes -8 penalty to Str, Sta and Agy.

9th-Level Priest Spell

Holy Nova: Deals 1d6 holy damage/level (20d6 max) to enemies and cures allies for 1d6 damage/level (20d6 max) within 30 ft.



Shaman/ Witch Doctor Spells

1st-Level Shaman/Witch Doctor Spells

Earth Shock: Deals 1d4 damage; immediate action.

Lightning Strike, Lesser: Deals 1d4 electricity damage/2 levels (max 5d4).

<3>2nd-Level Shaman/Witch Doctor Spells

Flame Shock: Deals 1d4 fire damage/level (max 10d4) and sets target on fire.

Frost Shock, Lesser: Touch attack deals 1d4 cold damage/level (max 10d4) and chills.

Gust of Wind: A burst of wind knocks down small creatures.

3rd-Level Shaman/Witch Doctor Spells

Earthbind Totem: Totem slows nearby opponents.

Lightning Strike: Deals 1d6 electricity damage/level (max 15d6).

Water Walking: You tread on water.

4th-Level Shaman/Witch Doctor Spells

Fire Nova Totem: Totem deals 1d8 fire damage level (max 15d8) in 20-ft. radius the round after you cast it.

Frost Shock: Touch attack deals 1d6 cold damage/level (max 15d6) and chills.

5th-Level Shaman/Witch Doctor Spells

Earth Strike: Deals 1d4 damage per level (max 10d4) and makes spellcasting more difficult; immediate action.

Gust of Wind, Greater: A burst of wind knocks down Medium or smaller creatures.

Healing Wave: Heals the target for 10d8 hit points, plus 5d8 to one more target/2 levels.

Lightning Strike, Greater: Deals 1d8 damage/level (max 15d8).

Tremor Totem: Totem protects nearby allies from fear, sleep and charm.

6th-Level Shaman/Witch Doctor Spells

Frost Shock, Greater: Touch attack deals 1d8 cold damage/level (max 15d8) and chills.

Strength of Earth Totem: Nearby allies gain +6 Str.

7th-Level Shaman/Witch Doctor Spells

Astral Recall: Teleports you back to a designated place.

Healing Stream Totem: Totem heals nearby allies 2d6+5 hit points/round.

Resistance Totem: Totem gives nearby allies resistance 30 against a specified energy type.

8th-Level Shaman/Witch Doctor Spells

Grounding Totem: Totem grants nearby allies SR 10 + 1/level.

Magma Totem: Totem spits fire each round for 1d6 fire damage/level (max 20d6).

9th-Level Shaman/Witch Doctor Spell

Windfury Weapon: You gain two extra attacks/round.

PALADIN SPELLS

1st-Level Paladin Spells

Flash of Light: Cures 1 damage/level (max 5 points); immediate action.

Seal of Righteousness: Adds +1d4 points of holy damage to all melee attacks for 5 rounds.

2nd-Level Paladin Spells

Blessing of Might: Subject gains +3 bonus on weapon damage rolls.

Blessing of Salvation: Creatures must make Will saves to attack the subject.

Blessing of Sanctuary: Subject gains DR 1/— per three levels (max 5/—).

Holy Light, Lesser: Cures 1d8 damage +1/level (max +5) at range or damages undead.

Seal of Light: You regain 1d4+1 hit points each time you make a successful melee attack.

3rd-Level Paladin Spells

Blessing of Sacrifice: Transfers half the damage the subject sustains to you.

Consecration: Deals 2d6 holy damage to evil creatures in a 15-ft. radius for 1 round/level.



Seal of the Crusader: You gain one extra attack/round.

Seal of Fury: Creatures you strike must make Will saves or attack only you.

Seal of Justice: Creatures you strike must make Fortitude saves or be stunned for 1 round.

4th-Level Paladin Spells

Blessing of Kings: Subject gains +1/4 levels (max

+4) to all ability scores.

Blessing of Protection: Subject is invulnerable to physical attacks but unable to attack for 2 rounds.

Holy Light: Cures 3d8 damage +1/level (max +15) at range or damages undead.

Seal of Command: Next attack deals additional +1d8 damage/2 levels (max 10d8).

SPELL DESCRIPTIONS

New spells are described below.



Abolish Disease

Conjuration (Healing)

Level: Priest 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 day

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Abolish disease bathes the target in healing light, removing all diseases currently in his system. The spell also kills parasites. *Abolish disease* removes diseases normally unaffected by *remove disease*. In addition, *abolish disease* wards the target against further infection for 24 hours, granting the creature immunity to disease during this time.



Addar's Invulnerable Shield

Abjuration

Level: Argent Dawn Templar 5

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You transform a tiny shield into a large steel shield, which floats near you and protects you from harm. The floating shield grants you a +9 shield bonus to AC. In addition, the shield grants you spell resistance 10 + caster level. The shield is immune to damage of all kinds. When the spell expires, the shield returns to its normal size and falls to the ground.

Focus: A tiny shield of any kind.



Amplify Magic

Abjuration

Level: Mage 4, Necromancer 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Amplify magic creates an aura around the subject that enhances the effects of all healing and damaging spells. If a spell that cures or deals damage is cast on the subject, the amount of damage it deals or cures increases by +1 point per caster level (maximum 15 points). For example, if a *firebolt* strikes Kathlia while she is under the effects of *amplify magic* from a 9th-level caster, the spell's damage increases by +9 points. If Shadd casts *cure light wounds* on her, the spell likewise cures +9 additional hit points.



Arcane Explosion

Evocation [Force]

Level: Mage 5, Argent Dawn Templar 5

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Area: All creatures within a 20-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell creates a tremendous burst of arcane energy that explodes from you, dealing 1d6+1 points of force damage per level (maximum 15d6+15) to all creatures and unattended objects in the area, except you.



Aquatic Form

Transmutation

Level: Druid 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You transform into a dolphinlike creature, granting you extraordinary movement speed underwater but rendering you incapable of attacking. You gain a swim speed equal to double your base movement. While in this form, you cannot cast offensive spells, and you are incapable of making physical attacks. (For the purposes of this spell, offensive spells are any spells that deal damage, target a foe or include a foe in their area of effect. Exactly who is a foe depends on your perceptions.)



Aspect of the Grove

Transmutation

Level: Druid 7

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You call upon the spirit of Cenarius to grant you a fraction of his power; you take the form of a keeper of the grove. You gain fast healing 3, DR 10/evil and silver, a +4 enhancement bonus to Strength and Stamina, and a +4 enhancement bonus to natural armor. In addition, you may cast *moonfire* each round as a standard action.

Material Component: A vial of moonwell water blessed by a druid of at least 16th level, which you drink while casting the spell.



Aspect of the Lich

Necromancy

Level: Necromancer 9

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

This terrifying spell temporarily grants you many of the fearsome abilities of a lich. Your skin grows pale and hardens, along with the bones underneath, granting you a +8 enhancement bonus to natural armor and DR 15/bludgeoning and magic. In addition, you gain a +6 enhancement bonus to Intellect, Spirit and Charisma. You also gain a touch attack that deals 1d8 points of cold

damage per 2 levels (maximum 15d8) and permanently paralyzes the target (Fortitude save halves the damage and negates the paralysis; the DC equals the spell's DC). Finally, creatures with 5 HD or fewer that gaze upon you while you are transformed must make a Will save (DC equal the spell's DC) or be panicked for 1 round per caster level. Creatures that successfully make their saving throws against this fear effect are immune to it for the spell's duration.



Astral Recall

Conjuration (Teleportation)

Level: Shaman/Witch Doctor 7

Components: V

Casting Time: 1 standard action

Range: Unlimited

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Astral recall teleports you to your sanctuary. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. For the purposes of this spell, "very familiar" means a place where you have been often and feel at home. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You transport yourself any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load.



Blast Wave

Evocation [Fire]

Level: Mage 6

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: All creatures within a 30-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Blast wave calls into existence a ring of fire that quickly spreads from you to envelop all nearby creatures and objects. The spell deals 1d8 points of fire damage per caster level (maximum 20d8) to all creatures within the area of effect. Creatures that fail their Reflex saves continue to burn, taking 3d8 points of fire damage for 2 additional rounds. Unattended objects also take this damage. The explosion creates almost no pressure.



Blessing of Kings

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)

You imbue the subject with the sacred power of the Light, granting her a sacred bonus to all ability scores equal to +1 per 4 caster levels (maximum +4). A brilliant aura of silvery light surrounds the target. This aura provides illumination equivalent to a torch.



Blessing of Might

Transmutation [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)

The subject gains a supernatural awareness of the vulnerable points of her targets, granting a +3 insight bonus on weapon damage rolls. While under the effects of this spell, the target's pupils dilate, but they do not become any more sensitive to light as a result.



Blessing of Protection

Abjuration [Blessing]
Level: Paladin 4
Components: V, S
Casting Time: 1 move action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 2 rounds
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject's skin changes into a silvery metal, granting her potent protection. The subject is immune to all physical damage, but is unable to physically attack. Physical damage includes all forms of slashing, piercing or bludgeoning damage, regardless of the source. The target is able to cast spells normally, with the exception of those that require physically striking or touching a target.



Blessing of Sacrifice

Abjuration [Blessing]
Level: Paladin 3
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 potent blessing creates a spiritual connection between you and the subject. Each time the subject takes hit point damage, half of it transfers to you. If you and the subject move out of range of each other, the spell ends immediately.



Blessing of Salvation

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)

This blessing makes the subject appear harmless and unthreatening. Any opponent attempting to strike or otherwise directly attack the subject, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of *blessing of salvation*. If the save fails, the opponent can't follow through with the attack and that part of its action is lost. Those not attempting to attack the subject remain unaffected. This spell does not prevent the subject from being attacked or affected by area or effect spells. Any creature that the subject has damaged within 24 hours is unaffected by this spell.



Blessing of Sanctuary

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)

You imbue the subject with extraordinary resilience, temporarily decreasing the damage he takes from all attacks. The subject gains DR 1/—. This damage reduction increases by +1 per 3 caster levels (maximum 5/—). While under the effects of this spell, the subject's clothes and armor appear to meld into the subject's skin and thicken.



Combustion

Evocation [Fire]
Level: Mage 7
Components: V, S

Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 min./level or until discharged
Saving Throw: None
Spell Resistance: No

You create an aura of elemental flame around yourself that empowers your next spell with the fire descriptor, increasing the damage by half (round down). The fiery aura remains until you cast a spell with the fire descriptor or for 1 minute per level, whichever comes first. The aura feels warm to the touch, but deals no damage and cannot ignite objects.



Conflagrate

Evocation [Fire]
Level: Warlock 7
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature under the effects of an *immolate* spell
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Conflagrate causes any *immolate* spell (*lesser immolate*, *immolate* or *greater immolate*) already cast on the target to explode with intensity, blasting the target for 15d6 points of fire damage. If the target is not currently under the effect of an *immolate* spell, this spell has no effect. Casting *conflagrate* ends the *immolate* spell. You do not need to have cast the *immolate* spell in order to end it using *conflagrate* (someone else can have cast it).



Conjure Mana Citrine

Conjuration (Creation)
Level: Mage 6
Components: V, S
Casting Time: 1 round
Range: 0 ft.
Effect: One gemstone
Duration: Instantaneous (see below)
Saving Throw: None
Spell Resistance: No

This spell creates an enchanted citrine that is capable of storing a single spell of up to 5th level. You may store any spell you know of up to 5th level in the gem by simply casting the spell while holding the gem. The enchanted stone lasts until the next time you fall asleep, or for 24 hours, whichever comes first. Breaking the stone, which can be done by squeezing it in the hand while muttering a single command word that you designate at the time you create the stone, releases the spell. Only you can activate the stone to release the spell stored inside. The stored spell functions exactly as if you had cast it normally, but

breaking the stone is a move action, regardless of the casting time of the spell.



Conjure Mana Jade

Conjuration (Creation)
Level: Mage 3

This spell functions like *conjure mana citrine*, except that the jade stores a spell of 2nd level or lower.



Conjure Mana Ruby

Conjuration (Creation)
Level: Mage 9

This spell functions like *conjure mana citrine*, except that the ruby stores a spell of up to 8th level.



Conjure Mana Water

Conjuration (Creation)
Level: Mage 5
Components: V, S, M
Casting Time: 1 standard action
Range: 0 ft.
Effect: One flask of water
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

This spell fills an empty flask with clear water. If any spellcaster consumes this water, it restores one spell slot of up to 4th level (drinker's choice).

Arcane Focus: An empty flask.



Conjure Mana Water, Greater

Conjuration (Creation)
Level: Mage 8

This spell functions like *conjure mana water*, except that it restores a spell slot of up to 7th level.



Conjure Mana Water, Lesser

Conjuration (Creation)
Level: Mage 2

This spell functions like *conjure mana water*, except that it restores a spell slot of up to 1st level.



Consecration

Evocation [Good]
Level: Paladin 3
Components: V, S
Casting Time: 1 standard action
Range: 15 ft.
Area: 15-ft.-radius emanation centered on you
Duration: 1 round/level
Saving Throw: None

Spell Resistance: Yes

You call upon the power of the Holy Light to purify the area surrounding you with divine fire, dealing 2d6 points of holy damage to evil creatures within the area. The burning light lingers for 1 round per caster level, dealing 2d6 points of holy damage to all evil creatures in the area of effect each round. The spell's area of effect does not move with you.

**Corruption**

Necromancy [Evil]

Level: Warlock 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 5 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

Shadows collect around the target, freezing it with the power of darkness and sapping away the essence of its life. The target takes 1d4 points of fel damage each round; and as its essence is stripped away, the target takes a -1 penalty on saving throws.

**Create Firestone**

Conjuration (Creation)

Level: Warlock 3

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: One gemstone

Duration: 1 min./level

You create a burning gemstone in your open hand, which lends the power of fire to your melee weapon. While you hold the firestone in your hand, all your melee attacks deal +2d6 points of additional fire damage. The stone is small enough for you to hold it while holding another object in the same hand. While the firestone can be moved, dropped or handed to someone else, it functions only for you.

**Create Spellstone**

Conjuration (Creation)

Level: Warlock 4

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.



Effect: One gemstone

Duration: 1 min./level

You create an enchanted gemstone in your open palm, which increases the potency of all spells you cast while the gemstone is in your possession. While you hold the spellstone in your hand, you have a 5% chance to critically succeed with each spell you cast. (A natural 20 roll on a d20 is a 5% chance.) If you do so, the variable numeric portion of the spell's effect (such as damage or healing) doubles. If the spell does not have a variable numeric component, the spellstone has no effect on it. If the spell already has a critical chance (it is a ray or touch-range spell, for example), the spellstone increases the spell's threat range by 1. The stone is small enough for you to hold it while holding another object in the same hand. While the spellstone can be moved, dropped or handed to someone else, it functions only for you.



Crushing Despair

Enchantment (Compulsion) [Mind-Affecting]

Level: Necromancer 4, Warlock 4

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

An invisible cone of despair causes great sadness in the targets. Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks and weapon damage rolls.

Material Component: A vial of tears.



Curse of the Elements

Necromancy

Level: Warlock 5

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

This spell curses the target with incredible vulnerability to cold, electricity and fire; the target gains vulnerability to each of those energy types, which means it takes double damage from cold, electricity and fire, even on a successful save. *Dispel magic* and *greater dispel magic* have no effect on this spell, but *break enchantment*, *limited wish*, *miracle*, *remove curse* and *wish* can remove it.



Curse of Recklessness

Necromancy

Level: Warlock 3

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 with terrible rage, making it incapable of precise actions. The target gains a +2 morale bonus to Strength, but takes a -6 penalty to Agility. *Dispel magic* and *greater dispel magic* have no effect on this spell, but *break enchantment*, *limited wish*, *miracle*, *remove curse* and *wish* can remove it.



Curse of Shadow

Necromancy

Level: Necromancer 4, Warlock 5

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

This spell curses the target with incredible vulnerability to arcane and shadow magic. The subject takes double damage from force damage, and from spells with the *fel* or *evil* descriptor, even on a successful save. *Dispel magic* and *greater dispel magic* have no effect on this spell, but *break enchantment*, *limited wish*, *miracle*, *remove curse* and *wish* can remove it.



Curse of Tongues

Necromancy

Level: Warlock 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You steal the target's voice with a curse, replacing it with the voice of a terrible demon. The subject's new voice only speaks in the Eredar tongue, regardless of any other spells or effects on the target. This spell prevents the target from using any spell with verbal components. *Dispel magic* and *greater dispel magic* have no effect on

this spell, but *break enchantment*, *limited wish*, *miracle*, *remove curse* and *wish* can remove it.

Arcane Focus: A piece of the horn of a felguard or doomguard.



Curse of Undeath

Necromancy [Evil]

Level: Necromancer 5

This spell functions exactly like *taint of undeath*, except that the curse is far more powerful. First, this spell causes the target to take damage from both positive and negative energy, such as both *cure* and *inflict* spells. Second, *remove curse* or *break enchantment* can only remove this spell if the caster's level is lower than that of the caster attempting to remove it. *Wish* and *miracle* spells still remove *curse of undeath* regardless of caster level.



Dampen Magic

Abjuration

Level: Mage 2, Necromancer 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Dampen magic creates an aura around the subject that absorbs part of the effects of all healing and damaging spells. If a spell that cures or deals damage is cast on the subject, the amount of damage it deals or cures decreases by -1 point per caster level (maximum 15 points). For example, if a *firebolt* strikes Kathlia while she is under the effects of *dampen magic* from a 9th-level caster, the spell deals -9 fewer points of damage. If Shadd casts *cure moderate wounds* while *dampen magic* is in effect, his spell likewise cures -9 fewer hit points.



Death Touch

Necromancy [Death]

Level: Necromancer 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster channels negative energy through her touch, attempting to snuff out the life of her victim. If she succeeds in a melee touch attack, the target must make a Fortitude save or die instantly. The flesh and muscle on the target's body dissolve immediately, and it becomes a skeletal warrior under the caster's command. This

skeletal warrior counts against the maximum number of Hit Dice of undead creatures you can control.

Material Component: The skull of a hero.



Divine Ascension

Transmutation [Good]

Level: Priest 7, Argent Dawn Templar 7

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You transform into a beautiful, angelic version of yourself. Your skin, hair and nails change into metal — silver, bronze or gold (you choice). You gain fast healing 3, DR 10/evil and silver, a +4 enhancement bonus to Strength and Stamina, and a +4 enhancement bonus to natural armor. In addition, you may cast *lesser holy light* each round.

Material Component: A vial of holy water blessed in Ironforge.



Earth Shock

Evocation [Earth]

Level: Shaman/Witch Doctor 1

Components: V, S

Casting Time: 1 immediate action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You call upon a spirit of earth to strike your enemy instantly, dealing 1d4 points of bludgeoning damage. In addition, if the target is casting or concentrating on a spell, the DC of the target's Concentration check to avoid losing the spell increases by +4 (in addition to the damage dealt by the spell).



Earth Strike

Evocation [Earth]

Level: Shaman/Witch Doctor 5

Components: V, S

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You call upon a spirit of earth to strike your enemy instantly, dealing 1d4 points of bludgeoning damage per caster level (maximum 10d4). In addition, if the target is casting or concentrating on a spell, the DC of the target's

Concentration check to avoid losing the spell increases by +4 (in addition to the damage dealt by the spell).



Earthbind Totem

Conjuration (Healing) [Totem]

Level: Shaman/Witch Doctor 3

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Area: 20-ft.-radius emanation centered on the totem

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

The totem creates vines and tendrils of stone that assault nearby enemies. All enemies within 20 feet of the totem must make Reflex saves each round or become entangled by the stony roots for 1 round.



Faerie Fire

Evocation [Light]

Level: Druid 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

A bright light surrounds the subject, outlining it and thereby making it more vulnerable to attacks. The subject cannot benefit from concealment, including magical darkness from spells of 3rd level or lower. In addition, the spell negates invisibility and makes hide attempts impossible. Finally, the subject takes a -2 circumstance penalty to AC. You may choose the color of the light at the time of its casting.



Faerie Fire, Greater

Evocation [Light]

Level: Dru 5

As *faerie fire*, but negates magical darkness of up to 6th level and the subject takes a -6 circumstance penalty to AC.



Faerie Fire, Lesser

Evocation [Light]

Level: Druid 1

As *faerie fire*, but the spell does not negate invisibility or magical darkness and does not impose a circumstance penalty to the subject's AC.



Fire Blast

Evocation [Fire]

Level: Mage 6

Components: V, S

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You call upon your arcane knowledge to create a small blast of fire, burning a single target for 1d4 points of fire damage per level (max 15d4).



Firebolt

Evocation [Fire]

Level: Mage 4, Argent Dawn Templar 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half; Fortitude negates (see below)

Spell Resistance: Yes

You create a ball of molten flame in your hand and hurl it toward your target. The target takes 1d6 points of fire damage per level (maximum 15d6), plus an additional +4 points of fire damage per round for the next 4 rounds. If the target makes its Reflex save, it takes half damage from the initial blast and does not take the additional damage. In addition, if the target is Medium or smaller, the spell stuns the target for 1 round. A Fortitude save prevents the stunning effect.



Firebolt, Greater

Evocation [Fire]

Level: Mage 6, Argent Dawn Templar 6

This spell functions like *firebolt*, except that it deals 1d8 points of initial fire damage per level (maximum 20d8), 8 points of damage per round for the next 4 rounds, and can stun targets of up to Large size.



Firebolt, Lesser

Evocation [Fire]

Level: Mage 2, Argent Dawn Templar 2

This spell functions like *firebolt*, except that it deals 1d4 points of fire damage per level (maximum 10d4), 1 point of damage per round for the next 4 rounds, and can stun creatures of up to Small size.



**Fire Nova Totem**

Conjuration [Fire, Totem]

Level: Shaman/Witch Doctor 4**Components:** V, S**Casting Time:** 1 standard action**Range:** 0 ft.**Area:** 20-ft.-radius burst**Duration:** 2 rounds**Saving Throw:** Reflex half**Spell Resistance:** Yes

The totem does nothing on the round you create it, but releases an intense wave of flame in all directions on the following round. This flame deals 1d8 points of fire damage per caster level (maximum 15d8) to all creatures in the area, including you.

**Flame Shock**

Evocation [Fire]

Level: Shaman/Witch Doctor 2**Components:** V, S**Casting Time:** 1 standard action**Range:** Medium (100 ft. + 10 ft./level)**Target:** One creature**Duration:** Instantaneous and up to 3 rounds**Saving Throw:** Reflex partial**Spell Resistance:** Yes

You create a floating sphere of fire and hurl it at the target. The sphere deals 1d4 points of fire damage per caster level (maximum 10d4). In addition, the target must make a Reflex save to avoid being set on fire.

**Flash of Light**

Conjuration (Healing)

Level: Argent Dawn Templar 1, Paladin 1, Priest 1**Components:** V, S**Casting Time:** 1 immediate action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Will half (harmless); see text**Spell Resistance:** Yes (harmless); see text

You call upon the Light to immediately heal the wounds of an ally, curing 1 point of damage per level (maximum 5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

**Frost Shock**

Evocation [Cold]

Level: Shaman/Witch Doctor 4**Components:** V, S**Casting Time:** 1 standard action**Range:** Medium (100 ft. + 10 ft./level)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Fortitude partial**Spell Resistance:** Yes

You gather the moisture in the area into a ball, then freeze it solid 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 cold damage per caster level (maximum 15d6) and is chilled for 1 round. A successful Fortitude save negates the chill effect.

**Frost Shock, Lesser**

Evocation [Cold]

Level: Shaman/Witch Doctor 2

This spell functions like *frost shock*, except that it deals 1d4 points of cold damage per level (maximum 10d4). There is no chilling effect.

**Frost Shock, Greater**

Evocation [Cold]

Level: Shaman/Witch Doctor 6

This spell functions like *frost shock*, except that it deals 1d8 points of cold damage per level (maximum 15d8), and a target that fails its Fortitude is chilled for 3 rounds.

**Frostbite**

Evocation [Cold]

Level: Mage 9**Components:** V, S, M**Casting Time:** 1 standard action**Range:** 60 ft.**Area:** Cone-shaped burst**Duration:** Instantaneous**Saving Throw:** Fortitude half; Reflex half (see text)**Spell Resistance:** Yes

Frostbite removes all the heat from a cone-shaped area, then creates dozens of shards of ice and launches them at all creatures in the area of effect. As the heat dissipates from the area, the spell deals 16d6 points of cold damage. Creatures that fail their Fortitude saves, in addition to taking full damage, are chilled for 2d4 rounds. Jagged shards of ice then strike all creatures in the area, dealing 16d6 points of slashing damage (Reflex half).

Material Component: A small crystal or glass cone.



Grounding Totem

Conjuration [Totem]

Level: Shaman/Witch Doctor 8

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius burst centered on the totem

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The totem creates a protective aura around all allies in the area of effect, granting them spell resistance equal 10 + caster level while they remain in the area.



Gust of Wind

Evocation [Air]

Level: Druid 2, Shaman/Witch Doctor 2

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Effect: Line-shaped gust of severe wind emanating out from you to the extreme of the range

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path.

A Tiny or smaller creature on the ground is knocked down and rolled 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back 2d6 x 10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting. Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6 x 10 feet. Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6 x 5 feet. Large or larger creatures may move normally within a *gust of wind* effect.

A *gust of wind* can't move a creature beyond the limit of its range. Any creature, regardless of size, takes a -4 penalty on ranged attacks and Listen checks in the area of a *gust of wind*. The force of the *gust* automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a *gust of wind* can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Gust of wind can be made permanent with a *permanency* spell (minimum caster level 11th, 1,500 XP).

**Gust of Wind, Greater**

Evocation [Air]

Level: Druid 5, Shaman/Witch Doctor 5**Range:** 90 ft.

This spell functions like *gust of wind*, except as noted above and that the blast is much more powerful. The effects are similar to *gust of wind*, save that creatures are treated as one size category smaller for determining how the wind affects them.

Greater gust of wind can be made permanent with a *permanency* spell (minimum caster level 16th, 4,000 XP).

**Healing Stream Totem**

Conjuration (Healing) [Totem]

Level: Shaman/Witch Doctor 7**Components:** V, S**Casting Time:** 1 standard action**Range:** 20 ft.**Area:** 20-ft.-radius emanation centered on the totem**Duration:** 1 round/level**Saving Throw:** Will half (harmless); see text**Spell Resistance:** Yes (harmless); see text

The totem emanates positive energy that spreads out in all directions, curing living allies of 2d6+5 points of damage per round.

Like *cure* spells, *healing stream totem* damages undead in its area rather than curing them. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

**Healing Wave**

Conjuration (Healing)

Level: Shaman/Witch Doctor 5**Components:** V, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels), but see text**Target:** One creature + 1/2 levels**Duration:** Instantaneous**Saving Throw:** Will half (harmless); see text**Spell Resistance:** Yes (harmless); see text

You create a wave of Light energy that jumps from creature to creature in a manner similar to *chain lightning*, but rather than burning the subjects, it closes their wounds and restores their vitality. The wave cures 1d8 points of damage per caster level (maximum 10d8) to the primary target. After it strikes, the healing wave can jump to a number of secondary targets equal to your one per two caster levels (maximum 10). Each secondary wave strikes one target and cures half as much damage as the primary wave did (rounded down).

You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no

target can be cured more than once. You can choose to affect fewer secondary targets than the maximum.

Like *cure* spells, *healing wave* damages undead rather than curing them. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

**Hellfire**

Evocation [Fel, Fire]

Level: Warlock 8**Components:** V, S**Casting Time:** 1 round**Range:** 15 ft.**Area:** All enemies within a 15-ft.-radius spread centered on you**Duration:** Concentration, up to 1 round/level**Saving Throw:** Reflex half**Spell Resistance:** Yes

Waves of white-hot fire engulf the area surrounding you, horribly burning all creatures and unattended objects. As you concentrate, the fires continue to burn at the cost of your own life force. Each round, starting on the round you cast the spell, the flames deal 10d6 points of fire damage to all within the area, and you take 2d6 points of damage as well. Note that the damage you take is not fire damage; energy resistance and damage reduction are ineffective against it. You cannot move while concentrating to maintain this spell (not even a 5-foot step), though you can take other move actions. If a force moves you involuntarily (if an enemy bull rushes you, for example), the spell ends immediately.

**Hex of Weakness**

Necromancy

Level: Priest 7, Necromancer 8**Components:** V, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature**Duration:** Permanent**Saving Throw:** Will negates**Spell Resistance:** Yes

You call upon the unholy power of shadow to break your target's will, decreasing its ability to fight. The target takes a -8 penalty to Strength, Agility and Stamina (to a minimum of 1 each). *Dispel magic* and *greater dispel magic* have no effect on this spell, but *break enchantment*, *limited wish*, *miracle*, *remove curse* and *wish* can dispel it.

**Holy Fire**

Evocation [Good]

Level: Priest 6, Argent Dawn Templar 6**Components:** V, S**Casting Time:** 1 standard action

Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half (see below)
Spell Resistance: Yes

You call upon the Light to incinerate your target, creating a bolt of divine energy in your hand and hurling it at the target with unerring accuracy. The bolt deals 1d6 points of damage per level (maximum 15d6), plus an additional 8 points of damage per round for the next four rounds. Half the damage this spell deals is fire, the other half is holy. If the target succeeds at its Reflex save, it takes half damage from the initial bolt and do not take the additional damage over time. Undead and demonic creatures take double damage from this spell.



Holy Light

Conjuration (Healing)
Level: Pal 4, Priest 4, Argent Dawn Templar 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will half (harmless); see text
Spell Resistance: Yes (harmless); see text

You call a beam of Holy Light from the heavens, healing the wounds of a distant ally. The affected creature recovers 3d8 points of damage, +1 point per caster level (maximum +15).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.



Holy Light, Lesser

Conjuration (Healing)
Level: Pal 2, Priest 2, Argent Dawn Templar 2

This spell functions like *holy light*, except that it cures 1d8 points of damage +1 point per level (maximum +5).



Holy Nova

Evocation [Good]
Level: Priest 9, Argent Dawn Templar 9
Components: V, S
Casting Time: 1 standard action
Range: 30 ft.
Area: All creatures within a 30-ft.-radius burst centered on you
Duration: Instantaneous
Saving Throw: None; Reflex negates (see text)
Spell Resistance: Yes

This ultimate manifestation of the Holy Light combines great destructive power with the power of healing.

Closing your eyes, you gather an immense amount of heavenly energy inside your body, and then will it to burst out in a disintegrating dawn. The release of power deals 1d6 points of holy damage per caster level (maximum 20d6) to enemies, and heals your allies for 1d6 points of damage per caster level (maximum 20d6). Evil creatures damaged by the spell must also make a Reflex save or be permanently blinded. This spell is terribly taxing; after casting it, you are fatigued for 1 hour.



HURRICANE

Evocation [Air]
Level: Druid 6
Components: V, S
Casting Time: 1 standard action
Range: 30 ft.
Area: All creatures within a 30-ft.-radius spread centered on you
Duration: 1 round/level
Saving Throw: Fortitude partial
Spell Resistance: Yes

This spell creates a localized hurricane around you, pummeling nearby creatures with fierce, electrically-charged winds. All creatures in the area take 2d6 points of bludgeoning damage, 2d6 points of electricity damage, and are chilled for 1 round. A successful Fortitude save halves the damage and negates the chilling effect. Creatures remaining in the area of effect must make saving throws each round to avoid the spell's effects. The windstorm damages unattended objects as well as creatures.



Ice Barrier

Conjuration (Creation) [Cold]
Level: Mage 6
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level

The *ice barrier* spell creates an armorlike barrier that adheres to your body. The ice absorbs 5 points of damage per caster level (maximum 100 points) before shattering. While the spell is in effect, your speed is halved.

Material Component: A single piece of ice of any size.



Immolate

Evocation [Fire]
Level: Warlock 5
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 5 rounds

Saving Throw: Reflex partial**Spell Resistance:** Yes

Calling upon the powers of shadow and fire, you ignite your target, dealing 7d6 points of fire damage. The target must also make a Reflex save or be set aflame, taking an additional 3d6 points of fire damage per round. Each round, at the beginning of its turn, the target may attempt another Reflex save to extinguish the flames. Immersing itself in water also puts out the flames, as does sufficient rain or other sources of water, such as water-based spells. While the target is aflame, it can take only a single move action each round, and it takes a –2 penalty to AC.

**Immolate, Greater**

Evocation [Fire]

Level: Warlock 9**Duration:** 10 rounds

This spell functions like *immolate*, except as noted above and that it deals 16d6 points of fire damage initially and 8d6 per round thereafter.

**Immolate, Lesser**

Evocation [Fire]

Level: Warlock 1**Duration:** 2 rounds

This spell functions like *immolate*, except as noted above and that it deals 1d6 points of fire damage initially and 1d4 per round thereafter.

**Life Tap**

Necromancy [Evil]

Level: Warlock 4**Components:** V, S, M, F**Casting Time:** Special (see text)**Range:** Personal**Target:** The caster**Duration:** Concentration

The most dedicated of practitioners of the dark arts are willing to sacrifice everything in their pursuit of greater power, and this spell is one example of how far some warlocks are willing to go. When casting this spell, the caster cuts a gash in her own body, using her blood as a reagent. She ritually regains 1 level of spell slots for every 8 hit points she sacrifices in this manner. Each round, starting on the round she casts the spell, she deals damage to herself equal to her caster level or less. She must make a Concentration check to continue casting the spell, as is normal when the spellcaster takes damage while casting. (If the caster fails this Concentration check, the spell ends and she gains spell slots according to the damage she has already dealt.) Once she has drained all the blood she wishes, completing the spell only takes a few moments of incantations and the spell slots are restored.

Material Component: The warlock's blood.*Focus:* A ritual weapon.**Life to Undeath**

Necromancy

Level: Necromancer 6**Components:** V, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Targets:** One living creature and one undead creature (see text)**Duration:** Concentration, up to 1 round/level**Saving Throw:** Will half**Spell Resistance:** Yes

This insidious spell tears the life force out of a victim, causing the target intense pain as its vitality is drained into a nearby undead creature. Each round the caster concentrates, the living target takes 4d6 points of damage and the undead creature regains the same amount of damage. If the undead creature is already at maximum hit points, it gains the excess as temporary hit points. It can gain temporary hit points equal to half of its maximum hit points or less; the temporary hit points last for 1 round per caster level.

**Lightblade's Final Strike**

Evocation [Good]

Level: Argent Dawn Templar 9**Components:** V, S**Casting Time:** 1 immediate action**Range:** Medium (100 ft. + 10 ft./level)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** Yes

As a desperate attempt to destroy your target, you draw upon your own life force as the source of this potent — but costly — attack. As you close your eyes for a brief moment of concentration, your skin splits, and blood flows freely from your wounds to your weapon, where it transforms into a swirling vortex of blinding, silver light. You swing your weapon, releasing the burning wave toward your enemy. Make a ranged touch attack to determine if you strike your target. If you succeed, roll weapon damage as if you had struck a critical hit with your weapon; if you rolled within your weapon's critical range on the touch attack, increase the critical multiplier by +1 — no confirmation roll is required. In addition, you may sacrifice any number of your hit points to further increase the damage. For every 20 hit points you sacrifice, increase the critical multiplier of your weapon by +1. You can choose to expend these hit points after you determine if your ranged attack roll is successful but before rolling damage. All damage this spell deals is holy. Casting this spell exhausts you for 1 hour.

For example, Lightblade, wielding a bastard sword, is fighting a losing battle against a black dragon and decides to make a final gamble to try to destroy the beast. He casts the spell and rolls a 19 for his ranged touch attack, which hits and is a critical threat. He chooses to sacrifice 80 hit points (enough to make him unconscious but not kill him outright). He rolls damage; the result is 25 points of damage. This damage is multiplied by 7, since his weapon has a x2 critical normally, he rolled a critical threat, and he sacrificed 80 hit points (80 divided by 20 = 4). The spell deals 175 points of holy damage to the dragon.



Lightning Strike

Evocation [Electricity]
Level: Shaman/Witch Doctor 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A powerful stroke of electrical energy arcs from your hands, striking the target for 1d6 points of electricity damage per caster level (maximum 10d6). You can also target a combustible material to set it aflame, or use the bolt to melt a metal with a low melting point, such as silver.



Lightning Strike, Greater

Evocation [Electricity]
Level: Shaman/Witch Doctor 5
 This spell functions like *lightning strike*, except that it deals 1d8 points of electricity damage per level (maximum 15d8).



Lightning Strike, Lesser

Evocation [Electricity]
Level: Shaman/Witch Doctor 1
 This spell functions like *lightning strike*, except that it deals 1d4 points of electricity damage per 2 caster levels (maximum 5d4).



Magma Totem

Conjuration [Fire, Totem]
Level: Shaman/Witch Doctor 8
Components: V, S
Casting Time: 1 standard action
Range: 30 ft.



Target: One creature/round**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** Yes

A ghostly, red snake head sprouts from the ground and spits fireballs at enemy creatures within 30 feet. The totem makes one ranged touch attack per round. You designate the totem's target as a free action each round. The totem has the Precise Shot feat, and its attack bonus is equal to your base attack bonus + your Spirit modifier. Each fireball deals 1d6 points of fire damage per caster level (maximum 20d6).

**Mental Blast**

Enchantment [Mind-Affecting]

Level: Priest 5**Components:** V, S**Casting Time:** 1 immediate action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Will negates**Spell Resistance:** Yes

You momentarily invade the mind of your target and rend and tear at it, dealing 1d4 points of damage per level (maximum 10d4). In addition, the target takes a -2 circumstance penalty on attack rolls, saves and skill checks for 1d4 rounds due to immense pain.

**Mind Flay**

Enchantment [Mind-Affecting]

Level: Priest 7**Components:** V, S**Casting Time:** 1 standard action**Range:** Medium (100 ft. + 10 ft./level)**Target:** One creature**Duration:** 3 rounds**Saving Throw:** Will negates**Spell Resistance:** Yes

A burning line of brilliant energy streaks from your hand toward your target's head, striking the creature and causing immense pain. It takes 7d6 points of damage immediately; the target takes another 7d6 points of damage each round and its movement rate is halved for the duration of the spell.

**Mind Soothe**

Enchantment (Compulsion) [Mind-Affecting]

Level: Priest 4**Components:** V, S**Casting Time:** 1 standard action**Range:** Medium (100 ft. +10 ft./level)**Area:** 20-ft.-radius spread**Duration:** 1 min./level**Saving Throw:** Will negates**Spell Resistance:** Yes

This spell calms creatures, preventing them from taking any violent actions. Creatures under the effect of this spell still maintain their opinions about you and other creatures, they simply cannot attack in any way (this includes casting spells). If a subject takes damage while under the effects of *mind soothe*, the spell ends for that subject.

**Mind Vision**

Divination

Level: Priest 2**Components:** V, S**Casting Time:** 1 minute**Range:** Medium (100 ft. + 10 ft./level)**Duration:** Concentration, up to 1 min./level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes

You enter the subject's mind, granting you a copy of the subject's vision while you concentrate, for up to 1 minute per level. While seeing through the subject's eyes, you see exactly what it does, regardless of your own perceptual spells or abilities. For example, if you have cast *true seeing* and use *mind vision*, you cannot see invisible creatures unless your subject has the ability to detect invisible creatures as well. This spell grants access only to the subject's sense of sight, no other senses. The subject is able to see and function normally while you share its sight. While under the effects of this spell, the subject feels a presence inside its mind, which manifests as the feeling that it is being watched. Beyond that, the subject has no specific knowledge of how the spell is affecting it.

While seeing through the subject's eyes, you cannot see through your own. You are blind to your surroundings.

**Power Word: Fortitude**

Transmutation

Level: Priest 4**Components:** V, S**Casting Time:** 1 standard action**Range:** Touch**Target:** Creature touched**Duration:** 1 min./level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes

The subject is blessed with greatly increased vitality and endurance. The spell grants the subject a +6 enhancement bonus to Stamina, which adds the usual benefits to hit points, Fortitude saves, Stamina checks and so forth.

Hit points gained by a temporary increase in Stamina score are not temporary hit points. They go away when

the subject's Stamina drops back to normal. They are not lost first as temporary hit points are.



Psychic Scream

Necromancy [Fear, Mind-Affecting]

Level: Priest 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius spread

Duration: 1d4 rounds

Saving Throw: Will partial

Spell Resistance: Yes

You let out a magically enhanced scream, terrifying 1d4 nearby opponents. You choose which creatures are affected. Affected creatures are frightened for 1d4 rounds. If a target successfully makes a Will save, it is shaken for 1 round instead.



Pyroblast

Evocation [Fire]

Level: Mage 8, Argent Dawn Templar 8

Components: V, S

Casting Time: Up to 1 round/level; see below

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: See text

Saving Throw: Reflex half

Spell Resistance: Yes

While many mages are proficient at the creation of a *firebolt*, few have mastered fire magic to the point where they can continue to charge energy into a spell. As you cast *pyroblast*, you may concentrate for up to 1 round per caster level before choosing a target and releasing the annihilating sphere of magma. *Pyroblast* deals 17d8 points of fire damage if released on the round you cast it; but for each round you concentrate, the damage increases by +2 points per caster level. If you fail a Concentration check to maintain concentration on the spell (because you take damage, for instance, the spell releases in an uncontrollable blast, dealing 17d8 points of fire damage to you and everything within 10 feet.

For example, if Arcaisme, a 19th-level mage, concentrated on casting *pyroblast* for 3 rounds before finally releasing it at the target, the spell would deal a massive 17d8+114 points of fire damage (2 x 19 x 3 = 114).



Reduce Animal

Transmutation

Level: Druid 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One willing animal of Small, Medium, Large or Huge size

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

This spell functions like *reduce person*, except that it affects a single willing animal. Reduce the damage dealt by the animal's natural attacks as appropriate for its new size (see **WoW RPG**, Chapter 9: Weapons and Armor, Table 9-1: Tiny and Large Weapon Damage).



Reduce Person

Transmutation

Level: Arcanist 1

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 min./level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes instant diminution of a humanoid creature, halving its height, length and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Agility, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and to AC due to its reduced size.

A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any *reduced* item that leaves the *reduced* creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack.

Reduce person can be made permanent with a *permanency* spell (minimum caster level 9th, 500 XP).

Material Component: A pinch of powdered iron.



Reduce Person, Mass

Transmutation

Level: Arcanist 4

Target: One humanoid creature/level, no two of which can be more than 30 ft. apart

This spell functions like *reduce person*, except that it affects multiple creatures.

**Renew**

Conjuration (Healing)

Level: Druid 3, Priest 3**Components:** V, S**Casting Time:** 1 standard action**Range:** Touch**Target:** Living creature touched**Duration:** 1 round/level**Saving Throw:** Fortitude negates (harmless)**Spell Resistance:** Yes (harmless)

This spell creates numerous enchanted leaves, which manifest and press against the subject's wounds, stopping its bleeding and gradually regenerating its health. The subject regains 2d4+1 hit points per round. This spell does not restore severed body parts or ruined organs.

**Resistance Totem**

Conjuration [Totem]

Level: Shaman/Witch Doctor 7**Components:** V, S**Casting Time:** 1 standard action**Range:** 20 ft.**Area:** 20-ft.-radius emanation centered on the totem**Duration:** 1 round/level**Saving Throw:** Fortitude negates (harmless)**Spell Resistance:** Yes (harmless)

The totem creates a protective aura around all allies in the area of effect, shielding these allies from a damage type of your choice. When you cast the spell, you choose to make the totem protect you and your allies from acid, cold, electricity, fire force, or sonic damage. All allies within the area gain resistance 30 against the selected energy type.

**Ritual of Summoning**

Conjuration (Teleportation)

Level: Warlock 5**Components:** V, S, F**Casting Time:** 1 minute**Range:** Unlimited**Target:** One willing creature**Duration:** Instantaneous

You and two other allies create a portal to summon a third ally to your location. The two allies with you must simply concentrate and hold your hands to form a circle with you, and do not need to cast the spell themselves or possess any spellcasting ability. If any of the three characters involved in the spell break concentration, the spell fails.

You designate the target by speaking his name or placing an object the target once owned (for at least a week) in the center of the circle. The target can be anywhere on the same plane. A portal appears in front

of the target with the destination clearly visible on the other side. The target simply needs to touch the portal to pass through.

Focus: Any object that belongs to the target. This focus is not required if you know the subject's name.

**Saria's Crown of Divinity**

Transmutation

Level: Argent Dawn Templar 7**Components:** V, S**Casting Time:** 1 standard action**Range:** Touch**Target:** Creature touched**Duration:** 1 min./level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes

A glowing halo of light appears above the subject's head, giving off light equivalent to a torch. Great resolve bolsters the subject, and it gains immunity to fear effects and a +4 morale bonus on saving throws against all other mind-affecting effects. In addition, the spell grants the subject a +6 enhancement bonus to Spirit and Charisma, and all the usual benefits from increases to these statistics. Healers (and other spellcasters who rely on Spirit or Charisma) do not gain bonus spells from these increased statistics, but their spells' DCs do increase.

**Scorch**

Evocation [Fire]

Level: Mage 3, Argent Dawn Templar 3**Components:** V, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

A line of searing lava shoots forth from your open palm toward a single target. The blast deals 5d8 points of fire damage, +3 points per caster level (maximum +30).

**Seal of Command**

Transmutation [Seal]

Level: Pal 4**Components:** V, S**Casting Time:** 1 move action**Range:** Personal**Target:** You**Duration:** 5 rounds or until discharged

In a moment of desperation, you call upon the power of the Light to imbue your blade with devastating power. Your eyes take on a silver glow, and your weapon is bathed



by a similar aura of argent light. On your next successful attack with the weapon, the holy aura enveloping it springs to life and blasts the target with sacred power, dealing and additional +1d8 points of holy damage per 2 caster levels (maximum 10d8). After one such hit, the spell ends.



Seal of Fury

Transmutation [Mind-Affecting, Seal]

Level: Pal 3

Components: V, S

Casting Time: 1 move action

Range: Personal

Target: You

Duration: 5 rounds

Saving Throw: None; Will negates (see text)

Your attacks burn your enemies with painful bursts of divine light, dealing no actual damage, but attracting their attention. Each time you strike an opponent in melee combat, it must make a Will save or attack you at its next opportunity.



Seal of Justice

Transmutation [Seal]

Level: Pal 3

Components: V, S

Casting Time: 1 move action

Range: Personal

Target: You

Duration: 5 rounds

Saving Throw: None; Fortitude negates (see text)

Spell Resistance: Yes (see text)

Seal of justice allows you to strike your enemies with incredible force, dealing no additional damage, but potentially stunning your targets. Each time you strike a creature in melee, it must make a Fortitude save or be stunned for 1 round.



Seal of Light

Transmutation [Seal]

Level: Pal 2

Components: V, S

Casting Time: 1 move action

Range: Personal

Target: You

Duration: 5 rounds

While under the effects of this seal, the Holy Light heals your wounds as you deal damage to your foes. Each time you strike an opponent in melee, you regain 1d4+1 hit points.

**Seal of Righteousness**

Transmutation [Seal]

Level: Pal 1**Components:** V, S**Casting Time:** 1 move action**Range:** Personal**Target:** You**Duration:** 5 rounds

You are imbued with the power of the Holy Light; any weapon you wield deals an additional +1d4 points of holy damage on your first attack with it each round.

**Seal of the Crusader**

Transmutation [Seal]

Level: Pal 3**Components:** V, S**Casting Time:** 1 move action**Range:** Personal**Target:** You**Duration:** 5 rounds

The *seal of the crusader* allows you to fight with incredible zeal, granting you one additional attack per round at your highest base attack bonus. As you focus on striking swiftly, your attacks lose some of their bite, and you take a -2 penalty on damage rolls.

**Searing Pain**

Evocation [Fire]

Level: Necromancer 3**Components:** V, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

Searing pain ignites the target's blood, causing immense pain and dealing 7d8 points of fire damage +1 point per caster level (maximum +15). In addition, if the target fails its Reflex save, it takes a -2 penalty on attack rolls, saves and skill checks for 1d4 rounds due to immense pain.

**Searing Pain, Greater**

Evocation [Fire]

Level: Necromancer 5

This spell functions like *searing pain*, except that it deals 11d8 points of fire damage +2 points per caster level (maximum +30). In addition, the target takes a -4 penalty on attack rolls, saves and skill checks if it fails its Reflex save.

**Searing Pain, Lesser**

Evocation [Fire]

Level: Necromancer 2

This spell functions like *searing pain*, except that it deals 3d8 points of fire damage +1 point per 2 caster levels (maximum +5). In addition, the target takes only a -1 penalty on all attack rolls, saves and skill checks if it fails its Reflex save.

**Sense Demon**

Divination

Level: Warlock 0**Components:** V, S**Casting Time:** 1 standard action**Range:** 60 ft.**Area:** Cone-shaped emanation**Duration:** Concentration, up to 1 min./level (D)**Saving Throw:** None**Spell Resistance:** No

You can detect the aura that surrounds demonic creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of demon auras.

2nd Round: Number of demon auras in the area and the strength of the strongest demon aura present. If you are of good alignment, and the strongest demon aura's strength is overwhelming (see below), and the creature has Hit Dice of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each demon aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of a demon aura is determined by the Hit Dice of the demon creature, as given on the following table:

HD	Strength
1 or lower	Faint
2-4	Moderate
5-10	Strong
11 or higher	Overwhelming

Lingering Aura: A demon aura lingers after its original source is destroyed. If *sense demon* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days

Each round, you can turn to sense demons 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.



Shadow Bolt

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: Reflex half
Spell Resistance: Yes

You conjure a ball of burning shadow in your hand and hurl it toward your target. This bolt of darkness strikes the target for 1d8 points of fel damage per caster level (maximum 10d8).



Shadow Bolt, Greater

Evocation [Fel]
Level: Necromancer 5, Warlock 5

This spell functions like *shadow bolt*, except that it deals 1d8+1 points of fel damage per caster level (maximum 15d8+15).



Shadow Bolt, Lesser

Evocation [Fel]
Level: Necromancer 1, Warlock 1

This spell functions like *shadow bolt*, except that it deals 1d4 points of fel damage per 2 caster levels (maximum 5d4).



Shadowburn

Evocation [Fel]
Level: Necromancer 8, Warlock 8
Components: V, S
Casting Time: 1 immediate action
Range: Close (25 ft. + 5 ft./2 levelslevel)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

In times of desperation, a powerful necromancer or warlock can call the forces of darkness to his aid, blasting a single target with lacerating bolts of shadow. This spell deals 10d8 points of fel damage, +1 per caster level (maximum +20).



Shadowguard

Evocation [Good]
Level: Paladin 4, Priest 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Spell Resistance: Yes (see text)

This spell protects you with a glowing barrier of scorching light, which lashes out at any creature that attacks you in melee.

Any creature that makes a successful melee attack against you with its body or a handheld weapon deals damage normally, but at the same time the attacker takes 1d6 points of holy damage, +1 point per caster level (maximum +15). If the attacker has spell resistance, it applies to this effect. Creatures wielding weapons with exceptional reach are not subject to this damage.

When casting this spell, you appear to immolate yourself in heavenly fire, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (10 feet). The flames are gold, silver, white, bronze, blue or green (your choice).



Shadow Protection

Abjuration
Level: Priest 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One touched creature
Duration: 1 minute/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

A protective skin of light envelops the subject, shielding it from dark magic. The subject gains spell resistance equal to 10 + caster level against spells with the evil and/or fel descriptors. Even if such a spell pierces this spell resistance, any damage it deals is reduced by -10 points.



Smite

Evocation [Good]
Level: Priest 1, Argent Dawn Templar 1
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



A searing burst of argent light streaks from your hand toward the target, dealing 1d4 points of holy damage per 2 caster levels (maximum 5d4). Against undead and demonic creatures, this spell deals double damage.

Starfire

Evocation

Level: Druid 6

Components: V, S, M

Casting Time: 1 standard action

Range: 90 feet

Target: One creature

Duration: See below

Saving Throw: Fortitude partial (see below)

Spell Resistance: Yes

A burning pillar of energy descends from the heavens, striking your target and continuing to burn it with raw eldritch power. *Starfire* deals 8d8 points of damage, +2 points per caster level (maximum +20). If the target fails its saving throw, it takes an additional 8 points of damage per round for 5 rounds. This damage is of no particular type.

Material Component: A drop of water from a moonwell.

Strength of Earth Totem

Conjuration [Totem]

Level: Shaman/Witch Doctor 6

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius emanation centered on the totem

Duration: 1 round/level

Saving Throw: Fortitude half (harmless)

Spell Resistance: Yes (harmless)

The totem emanates positive energy that spreads out in all directions. You and all allies within the area gain a +4 enhancement bonus to Strength.

Taint of Undeath

Necromancy [Evil]

Level: Necromancer 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

This powerful spell permanently curses a living creature with the embrace of undeath, causing positive energy (such as *cure* spells) to damage it, and negative energy (such as *inflict* spells) to heal it. *Dispel magic* and

greater dispel magic have no effect on this spell, but *break enchantment*, *limited wish*, *miracle*, *remove curse* and *wish* can dispel it.



Touch of Weakness

Necromancy [Evil]
Level: Priest 2, Necromancer 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

The caster channels negative energy through her touch, weakening her victim. The target takes a -6 penalty to Strength and Agility (to a minimum of 1).

Material Component: A piece of diseased flesh, or a drop of sweat from a recently dead humanoid.



Tremor Totem

Conjuration (Healing) [Totem]
Level: Shaman/Witch Doctor 5
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Area: 20-ft.-radius spread centered on the totem
Duration: 1 round/level
Saving Throw: Fortitude half (harmless)
Spell Resistance: Yes (harmless)

The totem emanates positive energy that spreads out in all directions. Each round, the totem removes one charm or fear effect on each ally in the area. In addition, the totem wakes up sleeping (magically or otherwise) allies immediately. Finally, the totem allows all allies in the area to make two saving throws against mind-affecting effects and choose the better result.



Vorpal Entanglement

Transmutation
Level: Druid 7
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: 1 creature per level
Duration: 1 round/level (D)
Saving Throw: Reflex negates
Spell Resistance: Yes

This spell appears at first to be a simple *entangling roots* spell, but the effect is far more deadly. Each of the vines this spell creates has a razor-sharp edge and cuts deeply into entangled targets. This spell functions like *entangling roots* (see the *WoW RPG* book, Chapter 17: Spells),

except that the vines deal 9d6 points of slashing damage per round to entangled targets. Also, the vorpal vines are much harder to break than standard vines; each has 40 hit points. The DCs of the Strength and Escape Artist checks to escape the vines are equal to the spell's DC.

In spite of their bladelike quality, the vines are still plantlife, and plant-affecting spells and effects affect them normally.



Wandering Death

Necromancy [Evil]
Level: Necromancer 7
Components: V, S

This spell functions as *wandering plague*, except that the disease is called wandering death. The disease deals 1d6 points of Strength, Stamina and Agility damage, +1 additional point to each ability score per 3 caster levels (maximum +10), .



Wandering Plague

Necromancy [Evil]
Level: Necromancer 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 round/level (see below)
Saving Throw: Fortitude negates
Spell Resistance: Yes

The target contracts a disease called the wandering plague, which strikes immediately (no incubation period). This disease deals 1d6 points of Strength and Stamina damage immediately and is highly contagious. After taking the Strength and Stamina damage, a creature is a wandering plague carrier for 1 round. A creature that succeeds at its Fortitude save is not a carrier.

On the round after the spell is cast, and each round thereafter, living creatures within 10 feet of a wandering plague carrier are affected by the disease just as if the spell had been cast on them.

The disease has no effect after the initial damage; however, creatures that have taken damage from the wandering plague could be affected again if they draw close to a wandering plague carrier. Theoretically, two creatures within 10 feet can keep re-infecting each other.



Water Walking

Transmutation
Level: Shaman/Witch Doctor 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You

**Duration:** 1 min./level

You can tread on any liquid as if it were firm ground. You can easily traverse mud, oil, snow, quicksand, running water, ice, and even lava, since your feet hover an inch or two above the surface. (If you cross molten lava you still take damage from the heat because you are near it.) You can walk, run, charge or otherwise move across the surface as if it were normal ground.

If you cast this spell underwater (or while you are partially or wholly submerged in liquid), you are borne toward the surface at 60 feet per round until you can stand on it.



Windfury Weapon

Transmutation

Level: Shaman/Witch Doctor 9**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)

Windfury weapon enchants your weapon with a powerful spirit of air, granting you two additional attacks per round with this weapon at your highest base attack bonus. Unfortunately, your accuracy suffers as you focus on speed, and you take a -4 circumstance penalty on all attack rolls with the weapon.



Wrath

Evocation [Force]

Level: Druid 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 partial**Spell Resistance:** Yes

You call upon the wrath of nature to blast your enemy with tremendous force. If you succeed at a ranged touch attack, the target takes 7d8 points of force damage, +1 point per caster level (maximum +15). In addition, a Medium or smaller target must make a Fortitude save or be blasted backward 1 foot per caster level (round down to the nearest 5-foot increment).

This chapter includes magic items for your **World of Warcraft RPG** game.

CATEGORIES OF MAGIC ITEMS

Magic items are divided into categories: armor, weapons, potions, rings, rods, scrolls, staves, wands and wondrous items. In addition, some magic items are cursed or intelligent. A few magic items are of such rarity and power that they are considered to belong to a category of their own: artifacts. Artifacts are classified in turn as minor (extremely rare but not one-of-a-kind items) or major (each one unique and extremely potent). In addition, magic items are sometimes crafted as sets: Several items that are meant to be worn and used together, and provide additional bonuses when a character does so.

Armor and Shields: Magic armor (including shields) offers improved, magical protection to the wearer. Some of these items confer abilities beyond a benefit to Armor Class.

Weapons: Magic weapons are created with a variety of combat powers and almost always improve the attack and damage rolls of the wielder as well.

Potions: A potion is a liquid concocted with a spell-like effect that affects only the drinker. All potions simply apply the effect of an existing spell.

Rings: A ring is a circular band worn on the finger (generally no more than two rings per wearer) that has a spell-like power (often a constant effect that affects the wearer).

Rods: A rod is a scepter-like item with a special power unlike that of any known spell. Some rods are passive devices capable of enhancing other forms of magic.

Scrolls: A scroll is a spell magically inscribed onto paper or parchment for later use.

Staves: A staff has a number of different (but often related) spell effects. A newly created staff has 50

charges, and each use of the staff depletes one or more of those charges.

Wands: A wand is a short stick imbued with the power to cast a specific spell. A newly created wand has 50 charges, and each use of the wand depletes one of those charges. A few wands have abilities that allow the user to alter the spell for the cost of additional charges.

Wondrous Items: These objects include magic jewelry, tools, books, clothing, and much more. Basically, any item that does not fall into one of the other categories is usually classified as a wondrous item.

Magic Items and Detect Magic

When *detect magic* identifies a magic item's school of magic, this information refers to the school of the spell placed within the potion, scroll, or wand, or the prerequisite given for the item. The description of each item provides its aura strength and the school to which it belongs.

If more than one spell is given as a prerequisite, use the highest-level spell. If no spells are included in the prerequisites, use the following default guidelines.

Item Nature	School
Armor and protection items	Abjuration
Weapons or offensive items	Evocation
Bonus to ability score, on skill check, and the like	Transmutation

USING ITEMS

To use a magic item, it must be activated, although sometimes activation simply means putting a ring on your finger. Some items, once donned, function constantly. In most cases, using an item requires a standard action that does not provoke attacks of opportunity. By contrast, spell completion items are treated like spells in combat and do provoke attacks of opportunity.

Activating a magic item is a standard action unless the item description indicates otherwise. However, the casting time of a spell is the time required to activate the same power in an item, regardless of the type of magic item, unless the item description specifically states otherwise.

The four ways to activate magic items are described below.

Spell Completion: This is the activation method for scrolls. A scroll is a spell that is mostly finished. The preparation is done for the caster, so the user needs no preparation time beforehand as with normal spellcasting. All that's left to do is perform the finishing parts of the spellcasting (the final gestures, words, and so on). To use a spell completion item safely, a character must be of high enough level in the right class to cast the spell already. If he can't already cast the spell, there's a chance he'll make a mistake. Activating a spell completion item is a standard action and provokes attacks of opportunity exactly as casting a spell does.

Spell Trigger: Spell trigger activation is similar to spell completion, but it's even simpler. No gestures or

spell finishing is needed, just a special knowledge of spellcasting that an appropriate character knows, and a single word that the user must speak. Anyone with a spell on his or her spell list knows how to use a spell trigger item that stores that spell. (This is the case even for a character who can't actually cast spells, such as a 1st-level paladin.) The user must still determine what spell is stored in the item before she can activate it. Activating a spell trigger item is a standard action and does not provoke attacks of opportunity.

Command Word: If no activation method is suggested either in the magic item description or by the nature of the item, assume that a command word is needed to activate it. Command word activation means that a character speaks the word and the item activates. No other special knowledge is needed.

A command word can be a real word, but when this is the case, the holder of the item runs the risk of activating the item accidentally by speaking the word in normal conversation. More often, the command word is some seemingly nonsensical word, or a word or phrase from an ancient language no longer in common use. Activating a command word magic item is a standard action and does not provoke attacks of opportunity.

Sometimes the command word to activate an item is written right on the item. Occasionally, it might be hidden within a pattern or design engraved on, carved into, or built into the item, or the item might bear a clue to the command word.

The Knowledge (arcana) and Knowledge (history) skills might be useful in helping to identify command words or deciphering clues regarding them. A DC 30 check allows a character to come up with the word itself. If that check fails, succeeding on a second check (DC 25) might provide some insight into a clue. Sometimes, learning the command word to an item might be a quest in itself.

The spell *identify* reveals command words, although some items — usually artifacts — don't give up their secrets quite so easily.

Use-Activated: This type of item simply has to be used in order to activate it. A character has to drink

a potion, swing a sword, interpose a shield to deflect a blow in combat, look through a lens, wear a ring, or don a hat. Use activation is generally straightforward and self-explanatory.

Many use-activated items are objects that a character wears. Continually functioning items are practically always items that one wears. A few must simply be in the character's possession (on his person). However, some items made for wearing must still be activated. Although this activation sometimes requires a command word (see above), usually it means mentally willing the activation to happen. The description of an item states whether a command word is needed in such a case.

Unless stated otherwise, activating a use-activated magic item is either a standard action or not an action at all and does not provoke attacks of opportunity, unless the use involves performing an action that provokes an attack of opportunity in itself. If the use of the item takes time before a magical effect occurs, then use activation is a standard action. If the item's activation is subsumed in its use and takes no extra time, use activation is not an action at all.

Use activation doesn't mean that if you use an item, you automatically know what it can do. You must know (or at least guess) what the item can do and then use the item in order to activate it, unless the benefit of the item comes automatically, such as by drinking a potion or swinging a sword.

Size and Magic Items

When an article of magic clothing or jewelry is discovered, most of the time size shouldn't be an issue. Many magic garments are made to be easily adjustable, or they adjust themselves magically to the wearer. Size should not keep characters of various kinds from using magic items.

There may be rare exceptions, especially with race-specific items.

Armor and Weapon Sizes: Armor and weapons that are found at random have a 30% chance of being Small (01–30), a 60% chance of being Medium (31–90), and a 10% chance of being any other size (91–100).

MAGIC ITEMS ON THE BODY

Many magic items need to be donned by a character who wants to employ them or benefit from their abilities. It's possible for a creature with a humanoid-shaped body to wear as many as twelve magic items at the same time, although some races vary this total slightly. Each of those items must be worn on (or over) a particular part of the body.

A humanoid-shaped body can be decked out in magic gear consisting of one item from each of the following groups, keyed to which place on the body the item is

worn. Specific exceptions for certain races are listed after these general slot definitions.

- One headband, hat, helmet or phylactery on the head.
- One pair of eye lenses or goggles on or over the eyes.
- One amulet, brooch, medallion, necklace, periapt or scarab around the neck.
- One vest, vestment or shirt on the torso.
- One robe or suit of armor on the body (over a vest, vestment or shirt).

- One belt around the waist (over a robe or suit of armor).
- One banner, cloak, cape or mantle around the shoulders or on the back (over a robe or suit of armor).
- One pair of bracers or bracelets on the arms or wrists.
- One glove, pair of gloves, or pair of gauntlets on the hands.
- One ring on each hand (or two rings on one hand).
- One pair of boots, shoes, sandals or slippers on the feet.

Of course, a character may carry or possess as many items of the same type as he wishes. However, additional items beyond those listed above have no effect.

Some items can be worn or carried without taking up space on a character's body. The description of an item indicates when an item has this property.

Racial Body Slots

Some races have additional item slots. If a race is not listed below, it has no changes to the standard item slot arrangement.

A goblin can wear a single magic ring in either his left or right ear. This ring may not be of a higher caster level than his other magic rings, nor may it have a caster level greater than 7. Rings attached as ear piercings require one full round to remove or attach.

Orcs, furbolgs and pandaren can attach certain small magic items to their long, sharp canine teeth, which are generally referred to as "jaws." Jaw slot items usually

grant the creature bonuses to a natural bite attack, or permit the character to do something special by means of a bite. Items without such affinities are not allowed in the jaw slot. (No jaw slot items appear in this book, though a few show up in **Magic & Mayhem**. Furbolgs appear in the **Alliance Player's Guide**, and pandaren appear in the **Manual of Monsters II**).

Tauren have two additional slots. A tauren may attach a magic ring to her nose, which bears the same restrictions as goblin earrings. Tauren also possess a slot for their horns. Horn items normally improve the character's gore attack, provide protection for the head, or provide similar abilities. Items without such affinities are not allowed in the horn slot. (One slot includes both horns. No horn slot items appear in this book, though a few show up in **Magic & Mayhem**.) Because they have hooves instead of feet, tauren may not wear boots, shoes or similar items, although they can use certain magic items that take up those slots (such as greaves), and a magic item crafter can create leg wrappings that function as magic boots for tauren (or anyone else).

Naga can wear one ring on each hand they possess, and can wear one set of gloves on each pair of hands (but not on tentacles). They may not wear boots, nor may they wear helms if they have snakes for hair (though they can employ circlets and similar items). A naga with a natural bite attack can employ the same jaw slot as orcs and furbolgs. (Naga appear in the **Manual of Monsters II**).

SAVING THROWS AGAINST MAGIC ITEM POWERS

Magic items produce spells or spell-like effects. For a saving throw against a spell or spell-like effect from a magic item, the DC is 10 + the level of the spell or effect + the ability modifier of the minimum ability score needed to cast that level of spell.

Staffs are an exception to the rule. Treat the saving throw as if the wielder cast the spell, including caster level and all modifiers to save DC.

Most item descriptions give saving throw DCs for various effects, particularly when the effect has no exact spell equivalent (making its level otherwise difficult to determine quickly).

Damaging Magic Items

A magic item doesn't need to make a saving throw unless it is unattended, it is specifically targeted by the effect, or its wielder rolls a natural 1 on his save. Magic items should always get a saving throw against spells that

might deal damage to them — even against attacks from which a nonmagic item would normally get no chance to save. Magic items use the same saving throw bonus for all saves, no matter what the type (Fortitude, Reflex or Will). A magic item's saving throw bonus equals 2 + one-half its caster level (round down). The only exceptions to this are intelligent magic items, which make Will saves based on their own Spirit scores.

Magic items, unless otherwise noted, take damage as nonmagic items of the same sort. A damaged magic item continues to function, but if it is destroyed, all its magical power is lost.

Repairing Magic Items

Some magic items take damage over the course of an adventure. It costs no more to repair a magic item with the Craft skill than it does to repair its nonmagic counterpart.

Intelligent Items

Some magic items, particularly weapons, have an intelligence all their own. Only permanent magic items (as opposed to those with a single use or those with charges) can be intelligent. (This means that potions, scrolls and wands, among other items, are never intelligent.) No intelligent items appear in this book, though the GM may create some or draw some from other sources.

In general, less than 1% of magic items have intelligence.

Cursed Items

Some items are cursed—incorrectly made, or corrupted by outside forces. Cursed items might be particularly dangerous to the user, or they might be normal items with a minor flaw, an inconvenient requirement, or an unpredictable nature. Randomly generated items are cursed 5% of the time, and the GM is encouraged to imagine a suitable curse for such an item.

Charges, Doses and Multiple Uses

Many items, particularly wands and staffs, are limited in power by the number of charges they hold. Normally, charged items have 50 charges at most. If such an item is found as a random part of a treasure, roll d% and divide by 2 to determine the number of charges left (round down, minimum 1). If the item has a maximum number of charges other than 50, roll randomly to determine how many charges are left.

Prices listed are always for fully charged items. (When an item is created, it is fully charged.) For an item that's worthless when its charges run out (which is the case for almost all charged items), the value of the partially used item is proportional to the number of charges left. For an item that has usefulness in addition to its charges, only part of the item's value is based on the number of charges left.

MAGIC ITEM DESCRIPTIONS

Each general type of magic item gets an overall description, followed by descriptions of specific items.

General descriptions include notes on activation, random generation, and other material. The AC, hardness, hit points and break DC are given for typical examples of some magic items. The AC assumes that the item is unattended and includes a -5 penalty for the item's effective Agility of 0. If a creature holds the item, use the creature's Agility modifier in place of the -5 penalty.

Some individual items, notably those that simply store spells and nothing else, don't get full-blown descriptions. Reference the spell's description for details, modified by the form of the item (potion, scroll, wand, and so on). Assume that the spell is cast at the minimum level required to cast it.

Items with full descriptions have their powers detailed, and each of the following topics is covered in notational form at the end of the description.

- **Aura:** Most of the time, a *detect magic* spell reveals the school of magic associated with a magic item and the strength of the aura an item emits. This information (when applicable) is given at the beginning of the item's notational entry. See the *detect magic* spell description (WoW RPG book, Chapter 17: Spells) for details.

- **Caster Level:** The next item in a notational entry gives the caster level of the item, indicating its relative power. The caster level determines the item's saving throw bonus, as well as range or other level-dependent aspects of the powers of the item (if variable). It also determines the level that must be contended with should the item come under the effect of a *dispel magic* spell or similar

situation. This information is given in the form "CL x," where "CL" is an abbreviation for caster level and "x" is an ordinal number representing the caster level.

For potions, scrolls and wands, the creator can set the caster level of an item at any number high enough to cast the stored spell and not higher than her own caster level. For other magic items, the item itself determines the caster level. In this case, the creator's caster level must be as high as the item's caster level (and prerequisites may effectively put a higher minimum on the creator's level).

- **Prerequisites:** A character must meet certain requirements in order to create a magic item. These include feats, spells and miscellaneous requirements such as level, alignment, and race or kind. The prerequisites for creation of an item are given immediately following the item's caster level.

A spell prerequisite may be provided by a character who has prepared the spell, or through the use of a spell completion or spell trigger magic item or a spell-like ability that produces the desired spell effect. For each day that passes in the creation process, the creator must expend one spell completion item or one charge from a spell trigger item if he uses either of those objects to supply a prerequisite.

It is possible for more than one character to cooperate in the creation of an item, with each participant providing one or more of the prerequisites. In some cases, cooperation may even be necessary.

If two or more characters cooperate to create an item, they must agree among themselves who will be considered the creator for the purpose of determinations

where the creator's level must be known. The character designated as the creator pays the experience points required to make the item.

Typically, a list of prerequisites includes one feat and one or more spells (or some other requirement in addition to the feat).

When two spells at the end of a list are separated by "or," one of those spells is required in addition to every other spell mentioned prior to the last two. Occasionally, more than two spells are optional, and one of those spells is required.

- **Market Price:** This gold piece value, given following the word "Price," represents the price someone should expect to pay to buy the item. The market price for an item that can be constructed with an item creation feat is usually equal to the base price plus the price for any components (material or XP).

- **Cost to Create:** The next part of a notational entry is the cost in gold pieces and experience points to create the item, given following the word "Cost." This information appears only for items with components (material or XP), which make their market prices higher than their base prices. The cost to create includes the costs derived from the base cost plus the costs of the components.

Items without components (such as wands and potions) do not have a "Cost" entry. For them, the market price and the base price are the same. The cost in gp is 1/2

the market price, and the cost in XP is 1/25 the market price. Wondrous items all have costs listed, even though most of them do not have components.

- **Weight:** The notational entry for many wondrous items ends with a value for the item's weight. When a weight figure is not given, the item has no weight worth noting (for purposes of determining how much of a load a character can carry).

Spells marked with an asterisk (*) appear in Chapter 3: Power Overwhelming. Items marked with a double asterisk (**) appear in **Magic & Mayhem**.

Table 4-1:
Random Magic Items by Category

Minor	Medium	Major	Item
01-04	01-10	01-10	Armor and shields
05-09	11-20	11-20	Weapons
10-44	21-30	21-25	Potions
45-46	31-40	26-35	Rings
—	41-50	36-45	Rods
47-81	51-65	46-55	Scrolls
—	66-68	56-75	Staffs
82-91	69-83	76-80	Wands
92-100	84-100	81-100	Wondrous items

ARMOR

Thanks to the labors of thousands of smiths who honed their forge skills over the course of many centuries, Azeroth's magic armors are renowned for their protective qualities.

These magic suits provide enhancement bonuses to Armor Class that stack with regular armor and shield bonuses. Although many smiths have tried to advance them beyond the theoretical limits, these bonuses never rise above +5. All magic armor is also masterwork armor, which reduces armor check penalties by -1.

In addition to providing an enhancement bonus, magic armors often have special abilities. These abilities count as additional bonuses for determining the armor's market value, but do not improve AC. A suit of armor cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A suit of armor must have a minimum enhancement bonus of +1 to have a special ability.

To generate a random item, roll d% and consult the table below. A suit of armor or shield may be made of an unusual material, such as adamantite or truesilver. Roll d%: 01-95 indicates that the item is of a standard sort, and 96-100 indicates that it is made of a special material.

Caster Level for Armor and Shields: The caster level of a magic shield or magic armor with a special ability is given in the item description.

Shields: Azeroth's smiths are as capable at shield-making as they are at crafting suits of armor. Shield enhancement bonuses stack with armor enhancement bonuses. Shield enhancement bonuses do not act as attack or damage bonuses when the shield is used in a bash (except for shields with the *bashing* property).

A shield cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A shield with a special ability must have at least a +1 enhancement bonus.

Shield Hardness and Hit Points: An attacker cannot damage a magic shield that has an enhancement bonus unless her own weapon has at least as high an enhancement bonus as the shield struck. Each +1 of enhancement bonus also adds 2 to a shield's hardness and +10 to its hit points.

Activation: Usually a character benefits from magic armor and shields in exactly the way a character benefits from nonmagic armor and shields — by wearing them. If armor or a shield has a special ability that the user needs to activate, the user usually needs to utter the command word (a standard action).

Table 4-2: Magic Armor and Shields

Minor	Medium	Major	Item	Base Price
01–60	01–05	—	+1 shield	1,000 gp
61–80	06–10	—	+1 armor	1,000 gp
81–87	11–20	—	+2 shield	4,000 gp
88–91	21–30	—	+2 armor	4,000 gp
—	31–40	01–08	+3 shield	9,000 gp
—	41–50	09–16	+3 armor	9,000 gp
—	51–57	17–27	+4 shield	16,000 gp
—	58–63	28–38	+4 armor	16,000 gp
—	—	39–53	+5 shield	25,000 gp
—	—	54–63	+5 armor	25,000 gp
—	—	—	+6 armor/shield ¹	36,000 gp
—	—	—	+7 armor/shield ¹	49,000 gp
—	—	—	+8 armor/shield ¹	64,000 gp
—	—	—	+9 armor/shield ¹	81,000 gp
—	—	—	+10 armor/shield ¹	100,000 gp
92–100	64–100	64–100	Special ability and roll again ²	

1 Armor and shields can't actually have bonuses this high. Use these lines to determine price when special abilities are added in.

2 Roll on Table 4-5: Armor Special Abilities or Table 4-6: Shield Special Abilities.

Table 4-3: Random Armor Type

d%	Armor	Armor Cost ¹
01	Padded	+155 gp
02	Leather	+160 gp
03–17	Studded leather	+175 gp
18–32	Chain shirt	+250 gp
33–42	Hide	+165 gp
43	Scale mail	+200 gp
44	Chainmail	+300 gp
45–57	Breastplate	+350 gp
58	Splint mail	+350 gp
59	Banded mail	+400 gp
60	Half-plate	+750 gp
61–100	Full plate	+1,650 gp

1 Add to enhancement bonus on Table 4-2: Magic Armor and Shields to determine total market price.

All magic armor is masterwork armor (with an armor check penalty –1 less than normal).

Table 4-4: Random Shield Type

d%	Shield	Shield Cost ¹
01–10	Buckler	+165 gp
11–15	Shield, light, wooden	+153 gp
16–20	Shield, light, steel	+159 gp
21–30	Shield, heavy, wooden	+157 gp
31–95	Shield, heavy, steel	+170 gp
96–100	Shield, tower	+180 gp

1 Add to enhancement bonus on Table 4-2: Magic Armor and Shields to determine total market price.

All magic shields are masterwork shields (with an armor check penalty –1 less than normal).

Table 4-5: ARMOR Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01–10	01–05	—	<i>Bastion of Stormwind (light)</i>	+1 bonus ¹
11–15	06–10	—	<i>Devotion**</i>	+1 bonus ¹
16–20	11–15	—	<i>Enlarging**</i>	+1 bonus ¹
26–30	16–20	—	<i>Generalship**</i>	+1 bonus ¹
31–35	21–25	—	<i>Beast, inscribed</i>	+3,000 gp
36–50	26–35	—	<i>Huntsman's</i>	+4,200 gp
51–60	36–38	—	<i>Magister's</i>	+4,200 gp
61–70	39–42	—	<i>Pillager's</i>	+4,200 gp
71–80	43–45	—	<i>Archer's</i>	+7,500
81–85	46–48	—	<i>Outrunner's</i>	+8,100 gp
86–90	49–50	—	<i>Swashbuckler's</i>	+11,700 gp
91–95	51–55	—	<i>Beast, silvered</i>	+12,000 gp
96	56–58	01–03	<i>Forsaken</i>	+12,400 gp
97	59–61	04–06	<i>Counselor's</i>	+13,200 gp
98	62–64	07–09	<i>Mercenary</i>	+13,200 gp
99	65–67	10–12	<i>Renegade</i>	+13,200 gp
—	68–70	13–14	<i>Command**</i>	+2 bonus ¹
—	71–75	15–18	<i>Spell resistance (13)</i>	+2 bonus ¹
—	76–78	19–20	<i>Ghostwalker</i>	+16,000 gp
—	79–80	21–22	<i>Energy resistance, acid, lesser</i>	+18,000 gp
—	81–82	23–24	<i>Energy resistance, cold, lesser</i>	+18,000 gp
—	83–84	25–27	<i>Energy resistance, electricity, lesser</i>	+18,000 gp
—	85–86	28–32	<i>Energy resistance, fire, lesser</i>	+18,000 gp
—	87–88	33–34	<i>Energy resistance, sonic, lesser</i>	+18,000 gp
—	89–90	35–40	<i>Beast, gold</i>	+27,000 gp
—	91	41–44	<i>Commander's</i>	+28,200 gp
—	92	45–47	<i>Wolf-rider's</i>	+28,200 gp
—	93	48–51	<i>Lordaeron champion's</i>	+3 bonus ¹
—	94	52–55	<i>Spell Resistance (15)</i>	+3 bonus ²
—	95	56–58	<i>Bastion of Stormwind (medium)</i>	+3 bonus ¹
—	96	59–61	<i>Vigilant</i>	+37,800 gp
—	—	62–63	<i>Energy resistance, acid, improved</i>	+42,000 gp
—	—	64–65	<i>Energy resistance, cold, improved</i>	+42,000 gp
—	—	66–67	<i>Energy resistance, electricity, improved</i>	+42,000 gp
—	—	68–69	<i>Energy resistance, fire, improved</i>	+42,000 gp
—	—	70–71	<i>Energy resistance, sonic, improved</i>	+42,000 gp
—	97	72–75	<i>Spell resistance (17)</i>	+4 bonus ¹
—	98	76–78	<i>Knight's</i> +46,000 gp	
—	99	79–83	<i>Beast, mithril</i>	+48,000 gp
—	—	84–85	<i>Bonecaster's</i>	+57,000 gp
—	—	86–87	<i>Bastion of Stormwind (heavy)</i>	+5 bonus ¹
—	—	88–89	<i>Spell resistance (19)</i>	+5 bonus ¹
—	—	90	<i>Energy resistance, acid, greater</i>	+66,000 gp
—	—	91	<i>Energy resistance, cold, greater</i>	+66,000 gp
—	—	92	<i>Energy resistance, electricity, greater</i>	+66,000 gp
—	—	93–94	<i>Energy resistance, fire, greater</i>	+66,000 gp
—	—	95	<i>Energy resistance, sonic, greater</i>	+66,000 gp

Table 4-5: Armor Special Abilities (continued)

Minor	Medium	Major	Special Ability	Base Price Modifier
—	—	96–97	<i>Archmage's</i>	+72,000 gp
—	—	98–99	<i>Beast, truesilver</i>	+75,000 gp
100	100	100	Roll twice again ²	

1 Add to enhancement bonus on Table 4–2: Armor and Shields to determine total market price.

2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Table 4-6: Shield Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01–15	01–08	—	<i>Bashing</i>	+1 bonus ¹
16–30	09–16	—	<i>Blinding</i>	+1 bonus ¹
31–45	17–24	—	<i>Devotion**</i>	+1 bonus ¹
45–60	25–32	—	<i>Enlarging**</i>	+1 bonus ¹
61–70	33–40	—	<i>Bastion of Stormwind, light</i>	+1 bonus ¹
71–80	41–48	—	<i>Generalship**</i>	+1 bonus ¹
81–85	49–55	01–03	<i>Arrow deflection</i>	+2 bonus ¹
86–90	56–62	04–07	<i>Command**</i>	+2 bonus ¹
91–96	63–69	08–11	<i>Ranged defense</i>	+2 bonus ¹
97–99	70–76	12–14	<i>Spell resistance (13)</i>	+2 bonus ¹
—	77–80	15–17	<i>Enchanted Shield of Veth'talia**</i>	13,153 gp
—	81–85	18–25	<i>Bastion of Stormwind, moderate</i>	+3 bonus ¹
—	86–93	26–30	<i>Spell resistance (15)</i>	+3 bonus ¹
—	94–99	31–35	<i>Arcane Shield of Karrus**</i>	25,180 gp
—	—	36–40	<i>Energy resistance, acid, improved</i>	+42,000 gp
—	—	41–45	<i>Energy resistance, cold, improved</i>	+42,000 gp
—	—	46–50	<i>Energy resistance, electricity, improved</i>	+42,000 gp
—	—	51–55	<i>Energy resistance, fire, improved</i>	+42,000 gp
—	—	56–60	<i>Energy resistance, sonic, improved</i>	+42,000 gp
—	—	61–66	<i>Spell resistance (17)</i>	+4 bonus ¹
—	—	67–72	<i>Bastion of Stormwind, heavy</i>	+5 bonus ¹
—	—	73–75	<i>Reflecting</i>	+5 bonus ¹
—	—	76–80	<i>Spell resistance (19)</i>	+5 bonus ¹
—	—	81–82	<i>Shield of honor**</i>	64,170 gp
—	—	83–85	<i>Energy resistance, acid, greater</i>	+66,000 gp
—	—	86–88	<i>Energy resistance, cold, greater</i>	+66,000 gp
—	—	89–91	<i>Energy resistance, electricity, greater</i>	+66,000 gp
—	—	92–94	<i>Energy resistance, fire, greater</i>	+66,000 gp
—	—	95–97	<i>Energy resistance, sonic, greater</i>	+66,000 gp
—	—	98–99	<i>Frost wurm skull shield**</i>	77,150 gp
100	100	100	Roll twice again ²	

1 Add to enhancement bonus on Table 4–2: Armor and Shields to determine total market price.

2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Armor for Unusual Creatures: The cost of armor for nonhumanoid creatures, as well as for creatures who are neither Small nor Medium, varies. The cost of the masterwork quality and any magical enhancement remains the same.

Magic Armor and Shield Special Abilities

Most magic armor and shields only have enhancement bonuses. Such items can also have one or more of the special abilities detailed below. A suit of armor with a special ability must have at least a +1 enhancement bonus. To generate a random armor or shield item, roll d% and consult the appropriate table below.

Archer's Armor

Description: Emblazoned with the sign of the bow and arrow, *archer's armor* provides an additional benefit for characters who use ranged weapons such as short bows, slings and crossbows.

Powers: Any ranged weapon the wearer wields is treated as having the *distance* property, which doubles its range increment. This armor is also beast armor, enhancing two ability scores by +2 (see the "Beast Armor" sidebar).

Moderate divination; CL 6th; Craft Magic Arms and Armor, *clairaudience/clairvoyance*; Price +2 bonus.

Archmage's Armor

Description: Easily recognized by the symbol of a flaming staff that is etched on its surface, *archmage's armor* is one of the most powerful armors in Azeroth. This enhancement allows an arcanist to cast spells with increased effect. Only light armor may be *archmage's armor*.

Powers: The wearer's spells are at +1 DC and the armor's arcane spell failure chance is lessened by -15%. Once per day the wielder may apply the Empower Spell feat to a spell as he casts it (the spell does not use a higher-level spell slot nor does it take additional time to cast). This armor is also beast armor, enhancing two ability scores by +4 (see the "Beast Armor" sidebar).

Strong abjuration; CL 16th; Craft Magic Arms and Armor, *create spellstone**, *spell resistance*; Price +5 bonus.

Arrow Deflection

Description: This is a round elven shield, typically adorned with the feathers of cuckoos or ravens or other trickster birds.

Powers: This shield protects the wielder as if he had the Deflect Arrows feat. Once per round when a ranged weapon would normally strike him, he can make a DC 20 Reflex save. If the ranged weapon has an enhancement bonus, the DC increases by that amount. If he succeeds, the shield deflects the weapon. He must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons, such as boulders hurled by giants or *firebolts*, can't be deflected.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *shield of faith*; Price +2 bonus.

Bashing Armor

Description: A favorite weapon of orcs and dwarves, this wide shield usually has hard, knobbed areas along the side and in the center.

Powers: A shield with this special ability is designed to perform a shield bash. A bashing shield deals damage as if it were a weapon of two size categories larger (a Medium light shield thus deals 1d6 points of damage and a Medium heavy shield deals 1d8 points of damage). The shield acts as a +1 weapon when used to bash. (Only light and heavy shields can have this ability.)

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *bull's strength*; Price +1 bonus.

Bastion of Stormwind

Description: Specially designed for Stormwind's defenders and emblazoned with its coat of arms, this armor's enchantments protect vital areas more effectively. When a critical hit or sneak attack is scored on the wearer, there is a percentage chance that the critical hit or sneak attack is negated and the attack deals normal damage instead.

Bastion Type	Chance for Normal Damage	Base Price Modifier
Light	25%	+1 bonus
Moderate	75%	+3 bonus
Heavy	100%	+5 bonus

Strong abjuration; CL 13th; Craft Magic Arms and Armor, *limited wish* or *miracle*; Price varies (see above).

Blinding

Description: This ability applies only to shields. Shields that receive this treatment are always well polished (regardless of wear and tear), and looking directly at them when a bright light sources is present can be painful.

Powers: A shield with this ability flashes with a brilliant light up to twice per day upon command of the wielder. Creatures within 20 feet except the wielder must make a DC 14 Reflex save or be blinded for 1d4 rounds.

Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *blindness/deafness*; Price +1 bonus.

Bonecaster's

Description: Encrusted with bones, skulls and images of death, it's difficult not to recognize this armor on sight. Necromancers (particularly those who serve the Scourge) prize these suits for obvious reasons.

Powers: The wearer of a suit of armor or a shield with this property may control up to 26 Hit Dice of undead per day, as per the *control undead* spell. At dawn each day, the wearer loses control of any undead still under his sway. This armor is also beast armor, enhancing two ability scores by +2 (see the "Beast Armor" sidebar).

Beast Armor

Description: Although the races of human and orc wrestle for the domination of Azeroth, much of the world's true power is possessed by the beasts of forest and desert and jungle and ice. The races looked enviously upon their power, and after many years of labor, a few artificer-smiths devised methods to trap animal essence into cloth, leather and molten metal. The champions of Azeroth donned beast armors for the first time.

Beast armors provide enhancement bonuses to two ability scores. The degree of the bonuses, and which ability scores benefit, depend on the qualities of the armor's treatment and its totemic creature.

Beast Type for Beast Armor

Beast Type	Ability Bonuses
Bear	Str, Sta
Boar	Spt, Str
Eagle	Int, Sta
Falcon	Agy, Int
Gorilla	Int, Str
Monkey	Agy, Sta
Owl	Int, Spt
Tiger	Str, Agy
Whale	Spt, Sta
Wolf	Agy, Spt

Beast armor uses the following naming scheme: [treatment type] + [bonus] [armor type] of the [beast]. For example, *silvered +3 chain mail of the owl* acts as *+3 chain mail* (base armor) that provides the wearer with a +2 enhancement bonus (because it's silvered) to Intellect and Spirit (because it's of the owl).

Beast armors come in five types: inscribed, silvered, gold, mithril and truesilver. The name reflects the armor's highlights (though not its component material, which is usually steel) and the magnitude of the ability enhancements it provides.

Inscribed Armor

Description: Decorated with dozens of etched silver runes, inscribed armor provides a minor boost to a wearer's ability scores. Only light armor may be inscribed.

Powers: +1 to two ability scores.

Faint transmutation; CL 8th; Craft Magic Arms and Armor, *bull's strength*, *owl's wisdom*, *eagle's splendor*, *bear's endurance* or *arcane intellect*; Price +3,000 gp.

Silvered Armor

Description: A more powerful version of inscribed armor, silvered armor is decorated with hundreds of arcane runes and symbols. Only medium armor can be silvered.

Powers: +2 to two ability scores.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *bull's strength*, *owl's wisdom*, *eagle's splendor*, *bear's endurance* or *arcane intellect*; Price +12,000 gp.

Gold Armor

Description: Gleaming with magical strength, gold armor provides substantial boost to the wearer's abilities. Gold armor must be heavy armor.

Powers: +3 to two ability scores.

Moderate transmutation; CL 12th; Craft Magic Arms and Armor, *bull's strength*, *owl's wisdom*, *eagle's splendor*, *bear's endurance* or *arcane intellect*; Price +27,000 gp.

Mithril Armor

Description: As puissant as it is precious, mithril provides a natural conduit for arcane power. The mithril armor treatment involves the inscription of thousands of powerful glyphs and inscriptions that are capable of transforming weaklings and simpletons into creatures powerful and wise. This treatment may only be applied to heavy armor.

Beast Armor (continued)

Powers: +4 to two ability scores.

Strong transmutation; CL 16th; Craft Magic Arms and Armor, *bull's strength*, *owl's wisdom*, *eagle's splendor*, *bear's endurance* or *arcane intellect*; Price +48,000 gp.

Truesilver Armor

Description: The magical and mysterious truesilver is greatly sought for its arcane properties, especially for its use in armor treatments. By the rigorous application of dweomers, armorers boast that this armor treatment "can give mortals a taste of godhood." While armorers are not immune to hyperbole, there's little doubt this treatment produces extraordinary transformations. Only heavy armor may receive the truesilver treatment.

Powers: +5 to two ability scores.

Strong transmutation; CL 16th; Craft Magic Arms and Armor, *bull's strength*, *owl's wisdom*, *eagle's splendor*, *bear's endurance* or *arcane intellect*; Price +75,000 gp.

Certain magic armor properties (*archer's*, *archmage's*, *bonecaster's*, and the like) are also beast armors. The bonus for these armors is listed in the armor's description. The name convention for these armors is [armor name] + [bonus] [armor type] of the [beast]. (Examples of such names include *archer's +2 studded leather of the eagle* and *commander's +4 half-plate of the boar*). Unless otherwise indicated, these special abilities can apply to any armor. (Thus, even though *bonecaster's armor* provides a +4 enhancement bonus to two abilities, it can be light, medium or heavy armor.)

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *control undead*; Price +57,000 gp.

Commander's

Description: Marked with a badge depicting two crossed swords, commander's armor is donned by field commanders across the lands to inspire their troops and lead them more effectively. Only heavy armor may receive the commander's armor enchantment.

Powers: The wearer gains a +2 competence bonus on Diplomacy and Profession (military commander) checks. This armor is also beast armor, enhancing two ability scores by +3 (see the "Beast Armor" sidebar).

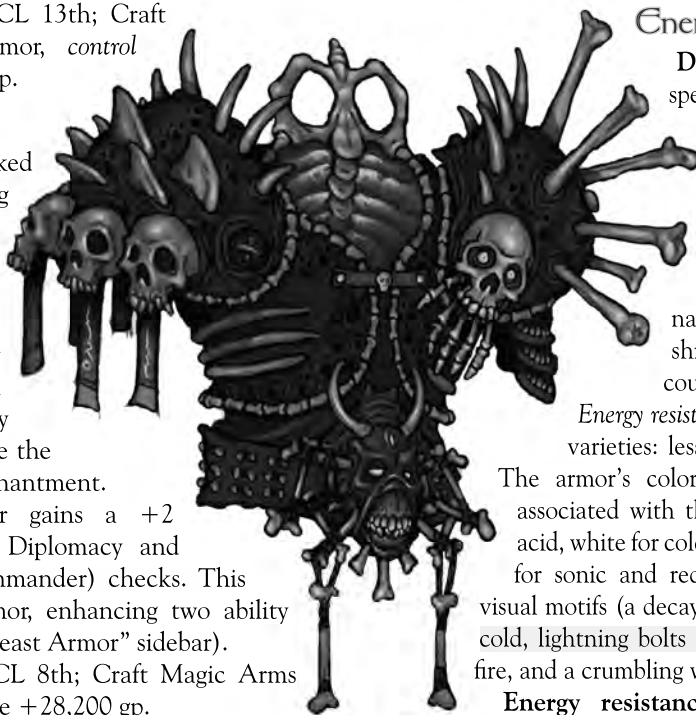
Faint enchantment; CL 8th; Craft Magic Arms and Armor, *heroism*; Price +28,200 gp.

Councilor's

Description: Most commonly applied to padded armor, this property sharpens the minds of counselors and advisors across Azeroth. Others can distinguish this armor by its *councilor's* mark: two eyes set in a circle.

Powers: The wearer gains a +2 competence bonus on Diplomacy and Sense Motive checks. This armor is also beast armor, enhancing two ability scores by +2 (see the "Beast Armor" sidebar).

Faint enchantment; CL 8th; Craft Magic Arms and Armor, *heroism*; Price +13,200 gp +12,000.



Energy Resistance

Description: For centuries, spellcasters have employed the elements as weapons.

Known as the five banes, acid, fire, electricity, cold and sound have been the death of many a great adventurer; naturally magic armor and shields were developed to counter these energies.

Energy resistance armors come in three varieties: lesser, improved and greater.

The armor's coloration is typically a hue associated with the attack form (black for acid, white for cold, blue for electricity, silver for sonic and red for fire) with matching visual motifs (a decaying hand for acid, furs for cold, lightning bolts for electricity, dragons for fire, and a crumbling wall for sonic).

Energy resistance, Lesser: The armor absorbs the first 10 points of elemental damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

Energy resistance, Improved: As standard energy resistance, except it absorbs the first 20 points of energy damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

Energy resistance, Greater: As standard energy resistance, except it absorbs the first 30 points of energy damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

Forsaken

Description: The Forsaken lurk in the belly of the Undercity, crafting plagues to blight both the Scourge and the mortal races. Some artificers, in defense against the Forsaken's attacks and in envy of their natural resistance, devised *Forsaken armor*. These black suits (which are otherwise unmarked) help their wearers resist disease. Only light and medium armor may receive the Forsaken enchantment.

Powers: The wearer gains a +4 resistance bonus on saving throws against disease. This armor is also beast armor, enhancing two ability scores by +1 (see the "Beast Armor" sidebar).

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *remove disease*; Price +12,650 gp.

Ghostwalker

Description: The Scourge and the Forsaken haunt the lands. To protect against them, artificers have crafted *ghostwalker armor*, which provides specific protection against undead. The emblem of the *ghostwalker* is an orchid, the flower of the dead.

Powers: The armor's enhancement bonus increases by +4 against attacks from undead. This armor is also beast armor, enhancing two ability scores by +2 (see the "Beast Armor" sidebar).

Moderate abjuration; CL 12th; Craft Magic Arms and Armor, *magic circle against evil*; Price +16,000 gp.

Huntsman's

Description: Hunting is likely the world's oldest trade, and the hunters of Azeroth are the difference between survival and starvation for many remote villages. *Huntsman's armor* is enchanted to help hunters perform their task. This armor is frequently marked with the twin signets of a stag and boar's heads. Only light and medium armor may receive this enchantment.

Powers: The wearer gains a +2 competence bonus on Stealth and Survival checks. This armor is also beast armor, enhancing two ability scores by +1 (see the "Beast Armor" sidebar).

Faint Enchantment; CL 8; Craft Magic Arms and Armor, *heroism*; Price +4,200 gp.

Knight's

Description: Worn as a symbol of honor and station, *knight's armor*, emblazoned with a badge depicting a falcon sitting on the pommel of a sword, is mostly prized for its prestige value. This armor improves the wearer's prowess with knightly weapons while protecting her from her greatest enemies. Only heavy armor may receive this enchantment.

Powers: The wearer gains a +1 competence bonus on attack and damage rolls with swords and maces. Also, against attacks from a specific race (see the chart below), the armor's enhancement bonus increases by +2. This armor is also beast armor, enhancing two ability scores by +3 (see the "Beast Armor" sidebar).

Knight's Armor Enemies

d%	Race
01–10	Forsaken
11–20	Gnomes
21–30	Goblins
31–40	High elves
41–50	Humans
51–60	Ironforge dwarves
61–70	Jungle trolls
71–80	Orcs
81–90	Night elves
91–100	Tauren

Moderate Abjuration: CL 12; Craft Magic Arms and Armor, *greater heroism*; Price +4 bonus.

Lordaeron Champion's

Description: The creation of Bertramson the Lost Smith of Lordaeron, only thirty-six suits of this armor were ever made. Legend says that each suit is fated to be worn by a great hero, and that hero shall be the last one to wear each suit. Champion's armor exists in varying shapes, sizes and varieties (some are studded leather, some chain, some half-plate; and at least six sets of full plate exist).

Powers: This suit of armor grants the wearer DR 5/magic.

Strong abjuration and perhaps evocation (if *miracle* is used); CL 18th; Craft Magic Arms and Armor, *stoneskin*, *wish* or *miracle*; Price +3 bonus.

Magister's

Description: Arcane spellcasters seek knowledge and power. This armor is enchanted to facilitate the quest, improving the wearer's ability to make potions and cast spells. Its emblem is a black cat with a silver star on its forehead. Only light armor can bear this enchantment.

Powers: The wearer gains a +2 competence bonus on Craft (alchemy) and Spellcraft checks. This armor is also beast armor, enhancing two ability scores by +1 (see the "Beast Armor" sidebar).

Faint Enchantment; CL 8; Craft Magic Arms and Armor, *heroism*; Price +4,200 gp.

Mercenary

Description: Sellswords are the least loved of all Azeroth's soldiers, but as long as you can afford to pay them, they are handy in a pinch. *Mercenary armor* boosts two of a mercenary's most prized skills: horsemanship, and the ability to intimidate people. Only medium or heavy armor may receive this enchantment.

Powers: The wearer gains a +2 competence bonus on Intimidate and Ride checks. This armor is also beast armor, enhancing two ability scores by +2 (see the "Beast Armor" sidebar).

Faint Enchantment; CL 8; Craft Magic Arms and Armor, *heroism*; Price +13,200 gp.

Outrunner's

Description: The messengers of the Horde, the outrunners of the orcs win the Alliance's grudging respect for their endurance and tenacity — which, naturally, are qualities captured in enchanted suits of armor. Symbolized by the insignia of an iron-shod orc foot, only light or medium armor may receive this enchantment.

Powers: The wearer gains a +2 competence bonus on Survival checks and gains the Endurance feat. This armor is also beast armor, enhancing two ability scores by +1 (see the "Beast Armor" sidebar).

Faint Enchantment; CL 8; Craft Magic Arms and Armor, *bear's endurance*, *heroism*; Price +8,100 gp.

Pillager's

Description: When the Horde unleashes the bulk of their forces, it dispatches specially trained scouts to loot the area. These individuals, though despised by the Alliance, are among the greatest Horde heroes — the pillagers. This armor is specially crafted to enhance a pillager's abilities to spot plunder. Its emblem is that of an upright orc hand clutching a gold necklace.

Powers: The wearer gains a +2 competence bonus on Search and Spot checks. This armor is also beast armor, enhancing two ability scores by +1 (see the "Beast Armor" sidebar).

Faint Enchantment; CL 8; Craft Magic Arms and Armor, *heroism*; Price +4,200 gp.

Reflecting

Description: As polished as the glassy mica slopes of Blackrock Mountain, this shield is a perfect mirror with a completely reflective surface.

Powers: Once per day, the wearer can use the shield to reflect a spell back at its caster exactly like the *spell turning* spell.

Strong abjuration; CL 14th; Craft Magic Arms and Armor, *spell turning*; Price +5 bonus.

Renegade

Description: While many would-be knights aspire to the great heights, not all who embark on that path achieve such grand destinies. Many candidates die along the road to greatness, but many more turn bitter and become renegades: rogue knights without liege or honor. Not all renegades are evil, but most are forced to practice subterfuge to survive. This enchantment helps the wearer bluff his way out of a tight situation, or intimidate those he cannot bluff. *Renegade armor* has no particular signet or marking.

Powers: The wearer gains a +2 competence bonus on Bluff and Intimidate checks. This armor is also beast armor, enhancing two ability scores by +2 (see the "Beast Armor" sidebar).

Moderate abjuration; CL 8; Craft Magic Arms and Armor, *heroism*; Price +13,200 gp.

Spell Resistance

Description: Also known as *magekiller armor*, these items appear to be ordinary suits of armor or shields (except to spellcasters, who get an uneasy feeling when they look upon them).

Powers: These suits and shields grant the wearer spell resistance. The spell resistance can be 13, 15, 17 or 19, depending on the armor.

Strong abjuration; CL 15th; Craft Magic Arms and Armor, *spell resistance*; Price +2 bonus (SR 13), +3 bonus (SR 15), +4 bonus (SR 17), or +5 bonus (SR 19).

Swashbuckler's

Description: The knightly role is that of a heavily armed and armored champion, but some fighters eschew it for an approach with more finesse. *Swashbuckler's armor*, easily identifiable by the mark of the crossed warblades, is designed to help those who live that perilous lifestyle (especially those who fight against mobs of opponents). Only light armor may bear the *swashbuckler* property.

Powers: The wearer gains a +2 competence bonus on Jump and Tumble checks and gains a +3 luck bonus to Armor Class when two or more enemies are adjacent to her. This armor is also beast armor, enhancing two ability scores by +1 (see the "Beast Armor" sidebar).

Moderate abjuration; CL 16; Craft Magic Arms and Armor, *greater inner fire*, *heroism*; Price +11,700 gp.

Vigilant

Description: Given the threat of invasion that constantly looms, few roles are as critical to the defense of the land as the sentinel. All who perform guard duty prize *vigilant armor*, which is emblazoned with an eye set on the crossbar of a sword hilt. This armor makes the wearer more alert and responsive in the face of danger.

Powers: The wearer gains a +4 competence bonus on Listen and Spot checks and a +2 competence bonus on initiative checks. This armor is also beast armor, enhancing two ability scores by +3 (see the "Beast Armor" sidebar).

Moderate abjuration; CL 16; Craft Magic Arms and Armor, *avatar*, *greater heroism*; Price +37,800 gp

Wolf-Rider's

Description: Just as the Alliance honors its knights, so does the Horde honor its mounted champions, the wolf riders. *Wolf-rider's armor* is enchanted to help them manage their steeds in difficult circumstances. Easily recognizable by its baying wolf head emblem, only medium or heavy armor can bear the wolf-rider's property.

Powers: The wearer gains a +2 competence bonus on Handle Animal and Ride checks. This armor is also beast armor, enhancing two ability scores by +3 (see the "Beast Armor" sidebar).

Moderate abjuration; CL 8; Craft Magic Arms and Armor, *heroism*; Price +28,200 gp.

WEAPONS

Magic weapons are some of the most sought-after items in all of Azeroth. A powerful weapon can be the difference between glorious victory and cold steel in your gut.

Magic weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses to both attack and damage rolls when used in combat. All magic weapons are also masterwork weapons, but their masterwork bonus on attack rolls does not stack with their enhancement bonus on attack rolls.

Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.

In addition to an enhancement bonus, weapons may have special abilities. Special abilities count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses (except where specifically noted). A single weapon cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +10. A weapon with a special ability must have at least a +1 enhancement bonus.

A weapon or a kind of ammunition may be made of an unusual material, such as adamantine or truesilver. Roll d%: 01–95 indicates that the item is of a standard sort, and 96–100 indicates that it is made of a special material.

Caster Level for Weapons: The caster level of a weapon with a special ability is given in the item description. For an item with only an enhancement bonus and no other abilities, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Additional Damage Dice: Some magic weapons deal additional dice of damage. Unlike other modifiers to damage, additional dice of damage are not multiplied when the attacker scores a critical hit.

Ranged Weapons and Ammunition: The enhancement bonus from a ranged weapon does not stack with the enhancement bonus from ammunition. Only the higher of the two enhancement bonuses applies.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Magic Ammunition and Breakage: When a magic arrow, rifle bullet, or other sort of ammunition misses its target, there is a 50% chance it breaks or otherwise is rendered useless. Magic ammunition that hits is destroyed.

Light Generation: Fully 30% of magic weapons shed light equivalent to a *light* spell (bright light in a 20-foot radius, shadowy light in a 40-foot radius). These glowing weapons are quite obviously magical. Such a weapon can't be concealed when drawn, nor can its light be shut off. Some of the specific weapons detailed below always or never glow, as defined in their descriptions.

Hardness and Hit Points: An attacker cannot damage a magic weapon or shield that has an enhancement bonus unless his own weapon has at least as high an enhancement bonus as the weapon struck. Each +1 of enhancement bonus also adds 1 to the weapon's hardness and hit points.

Activation: Usually a character benefits from a magic weapon in the same way a character benefits from a mundane weapon — by attacking with it. If a weapon has a special ability that the user needs to activate then the user usually needs to utter a command word (a standard action).

Magic Weapons and Critical Hits: Some weapon qualities and some specific weapons have an extra effect on a critical hit. This special effect even functions against creatures not subject to critical hits, such as undead, elementals and constructs. When fighting against such creatures, roll for critical hits as you would against humanoids or any other creature subject to critical hits. On a successful critical roll, apply the special effect, but do not multiply the weapon's regular damage.

To generate a random magic weapon, roll d% and consult the table below.

Weapons for Unusually Sized Creatures: The cost of weapons for creatures who are neither Small nor Medium varies. The cost of the masterwork quality and any magical enhancement remains the same.

Special Qualities: Roll d%. If the item is a melee weapon, a 01–30 result indicates that the item sheds light, 31–45 indicates that something (a design, inscription or the like) provides a clue to the weapon's function, and 46–100 indicates no special qualities.

If the item is a ranged weapon, a 01–15 result indicates that something (a design, inscription or the like) provides a clue to the weapon's function, and 16–100 indicates no special qualities.

To generate a random weapon special ability, roll d% and consult the appropriate table below.

Magic Weapon Special Properties

Most magic weapons have enhancement bonuses. Such items can also have one or more of the special abilities detailed below. Weapons with a special property must have at least a +1 enhancement bonus.

Table 4-7: Magic Weapons

Minor	Medium	Major	Weapon Bonus	Base Price ¹
01–70	01–10	—	+1	2,000 gp
71–85	11–29	—	+2	8,000 gp
—	30–58	01–20	+3	18,000 gp
—	59–62	21–38	+4	32,000 gp
—	—	39–49	+5	50,000 gp
—	—	—	+6 ²	72,000 gp
—	—	—	+7 ²	98,000 gp
—	—	—	+8 ²	128,000 gp
—	—	—	+9 ²	162,000 gp
—	—	—	+10 ²	200,000 gp
—	—	50–63	Specific weapon ³	—
86–100	63–100	64–100	Special ability and roll again ⁴	—

¹ This price is for 50 arrows, crossbow bolts or other form of ammunition.

² A weapon can't actually have a bonus higher than +5. Use these lines to determine the price when special abilities are added in.

³ See Table 4-14: Specific Magic Weapons.

⁴ See Table 4-12: Melee Weapon Special Abilities or Table 4-13: Ranged Weapon Special Abilities.

Table 4-8: Random Weapon Type

d%	Weapon Type
01–70	Common melee weapon
71–80	Uncommon weapon
81–100	Common ranged weapon

Table 4-9: Common Melee Weapons

d%	Weapon	Weapon Cost ¹
01–05	Dagger	+302 gp
06–14	Greataxe	+320 gp
15–24	Greathammer	+340 gp
29–42	Greatsword	+350 gp
43–50	Longsword	+315 gp
51–55	Mace, heavy	+312 gp
56–59	Quarterstaff ²	+600 gp
60–63	Scimitar	+315 gp
64–72	Shortspear	+302 gp
73–80	Sword, bastard	+335 gp
81–85	Sword, short	+310 gp
86–93	Waraxe, dwarven	+330 gp
94–100	Warblade	+320 gp

¹ Add to enhancement bonus on Table 4-7: Magic Weapons to determine total market price.

² Masterwork double weapons incur double the masterwork cost to account for each head (+300 gp masterwork cost per head for a total of +600 gp). Double weapons have separate magical bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01–50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51–100 on d%) and it has no special abilities. All magic weapons are masterwork weapons.

Table 4-10: Uncommon Weapons

d%	Weapon	Weapon Cost ¹
01–06	Battleaxe	+310 gp
07–10	Bayonet	+315 gp
09–11	Bolas	+305 gp
12–13	Bayonet, miniature	+308 gp
14–18	Chain, spiked	+325 gp
19–20	Claws of attack, orc	+325 gp
21–22	Club	+300 gp
23–24	Crossbow, hand	+400 gp
25–27	Falchion	+375 gp
28–31	Flail	+308 gp
32–35	Flail, heavy	+315 gp
36–37	Gauntlet	+302 gp
38–39	Gauntlet, spiked	+305 gp
40–41	Glaive	+308 gp
42–44	Greatclub	+305 gp
45–47	Halberd	+310 gp
48–50	Halberd, tauren	+350 gp
51–52	Hammer, dwarven tossing	+315 gp
53–55	Handaxe	+306 gp
56–57	Kukri	+308 gp
58–60	Lance	+310 gp
61–63	Longspear	+305 gp
64–66	Moon sword	+400 gp
67–69	Moonglaive	+320 gp
70–71	Morningstar	+308 gp
72–73	Pick, heavy	+308 gp
74–75	Pick, light	+304 gp

Table 4-10:
Uncommon Weapons (continued)

d%	Weapon	Weapon Cost ¹
76–77	Sap	+301 gp
78–79	Scythe	+318 gp
80–82	Sickle	+306 gp
83–85	Spear	+301 gp
86–88	Sword, two-bladed ²	+700 gp
89–90	Totem, tauren	+320 gp
91–92	Trident	+315 gp
93–94	Warglaive	+425 gp
95–97	Warhammer	+312 gp
98–100	Whip	+301 gp

¹ Add to enhancement bonus on Table 4–7: Magic Weapons to determine total market price.

² Masterwork double weapons incur double the masterwork cost to account for each head (+300 gp masterwork cost per head for a total of +600 gp). Double weapons have separate magical bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01–50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51–100) and it has no special abilities. All magic weapons are masterwork weapons.

Table 4-11: Common Ranged Weapons

d%	Weapon	Weapon Cost ¹
01–10	Ammunition (roll again):	
01–30	Arrows (50)	+350 gp
31–40	Ball, flintlock (50)	+305 gp
41–60	Bolts, crossbow (50)	+350 gp
61–75	Bullets, rifle (50)	+310 gp

Table 4-11:
Common Ranged Weapons (continued)

76–100	Bullets, sling (50)	+350 gp
11–16	Axe, throwing	+308 gp
17–26	Crossbow, heavy	+350 gp
27–36	Crossbow, light	+335 gp
37–39	Dart	+300 gp 5 sp
40–41	Flintlock pistol	+700 gp
42–43	Javelin	+301 gp
44–45	Long rifle	+1100 gp
46–51	Shortbow	+330 gp
52–55	Shortbow, composite	+375 gp
56–59	Shortbow, composite (+1 Str bonus)	+450 gp
60–62	Shortbow, composite (+2 Str bonus)	+525 gp
63–66	Sling	+300 gp
67–75	Longbow	+375 gp
76–80	Longbow, composite	+400 gp
d%	Weapon	Weapon Cost ¹
81–85	Longbow, composite (+1 Str bonus)	+500 gp
86–90	Longbow, composite (+2 Str bonus)	+600 gp
91–95	Longbow, composite (+3 Str bonus)	+700 gp
96–100	Longbow, composite (+4 Str bonus)	+800 gp

¹ Add to enhancement bonus on Table 4–7: Magic Weapons to determine total market price.

All magic weapons are masterwork weapons.

Any of the following properties can be added to firearms. However, the addition of magic to a technological item gives it an element of instability. Except as noted in the ability descriptions below, adding a special property adds +1 to a technological device's MR (these penalties do not stack with each other). This penalty does not apply in the case of siege weapons and their special ammunition.

Anarchic

Description: An anarchic weapon is chaotically aligned and infused with the power of chaos. Strange colors twist along its face.

Powers: The weapon is chaos-aligned and thus bypasses the corresponding damage reduction. It deals an extra +2d6 points of damage against all of lawful alignment. It bestows one negative level on any lawful creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative

level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Projectile weapons so crafted bestow the chaotic power upon their ammunition.

Moderate abjuration [chaotic]; CL 7th; Craft Magic Arms and Armor, *protection from law*, creator must be chaotic; Price +2 bonus.

Axiomatic

Description: An axiomatic weapon is lawfully aligned and infused with the power of law. Geometric shapes adorn its length.

Powers: The weapon is law-aligned and thus bypasses the corresponding damage reduction. It deals an extra +2d6 points of damage against all of chaotic alignment. It bestows one negative level on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never

Table 4-12: Melee Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier ¹
01–04	01–02	—	Backstabbing	+1 bonus
05–09	03–04	—	Bane	+1 bonus
10–13	05–06	—	Defending	+1 bonus
14–18	07–09	—	Flaming	+1 bonus
19–23	10–12	—	Frost	+1 bonus
24–28	13–15	—	Shock	+1 bonus
29–32	16–17	—	Ghost touch	+1 bonus
33–36	18–19	—	Keen ²	+1 bonus
37–40	20–21	—	Merciful	+1 bonus
41–45	22–23	—	Mighty cleaving	+1 bonus
46–49	24–25	01	Multiattack	+1 bonus
50–53	26–27	—	Nature's Bite	+1 bonus
54–58	28–29	—	Numbing	+1 bonus
59–63	30–31	—	Parrying ⁵	+1 bonus
64–67	32–33	—	Prowess	+1 bonus
68–72	34–35	02	Raging	+1 bonus
73–77	36–37	—	Spell power	+1 bonus
78–81	38–39	—	Spell storing	+1 bonus
82–86	40–41	—	Stunning ³	+1 bonus
87–91	42–43	—	Throwing	+1 bonus
92–95	44–45	—	Thundering	+1 bonus
96–99	46–47	—	Vicious	+1 bonus
—	48–49	03–05	Anarchic	+2 bonus
—	50–51	06–08	Axiomatic	+2 bonus
—	52–53	09–11	Banishment	+2 bonus
—	54–55	12–14	Corrupting	+2 bonus
—	56–57	15–17	Disruption ³	+2 bonus
—	58–59	18–20	Fiery Wrath	+2 bonus
—	60–61	21–23	Flaming burst	+2 bonus
—	62–63	24–26	Healing	+2 bonus
—	64–65	27–29	Icy burst	+2 bonus
—	66–67	30–32	Instinct	+2 bonus
—	68–69	33–35	Holy	+2 bonus
—	70–71	36–38	Magic Defense	+2 bonus
—	72–73	39–41	Mana Burst	+2 bonus
—	74–75	42–45	Of the Bear	+2 bonus
—	76–77	46–49	Of the Boar	+2 bonus
—	78–79	50–53	Of the Monkey	+2 bonus
—	80–81	54–57	Of the Tiger	+2 bonus
—	82–83	58–61	Of the Whale	+2 bonus
—	84–85	62–65	Of the Wolf	+2 bonus
—	86–87	66–68	Phantom	+2 bonus
—	88–89	69–71	Shadowbolt	+2 bonus
—	90–91	72–74	Shocking burst	+2 bonus
—	92–93	75–77	Unholy	+2 bonus
—	94–95	78–80	Wounding	+2 bonus

Table 4-12: Melee Weapon Special Abilities (continued)

Minor	Medium	Major	Special Ability	Base Price Modifier ¹
—	—	81–82	Flurry	+3 bonus
—	—	83–84	Speed	+3 bonus
—	—	85–86	Brilliant energy	+4 bonus
—	—	87–88	Dancing	+4 bonus
—	—	89–90	Vorpal ²	+5 bonus
100	96–100	91–100	Roll again twice ⁴	—

¹ Add to enhancement bonus on Table 4–7: Magic Weapons to determine total market price.

² Piercing or slashing weapons only. Reroll if randomly generated for a bludgeoning weapon.

³ Bludgeoning weapons only. Reroll if randomly generated for a piercing or slashing weapon.

⁴ Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

⁵ This ability is appropriate only to weapons that can be held in the off hand. Reroll if randomly generated for an incompatible weapon, such as a two-handed weapon.

Table 4-13: Ranged Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier ¹
01–12	01–06	01–02	Bane	+1 bonus
13–25	07–14	03–06	Distance	+1 bonus
26–38	15–24	07–09	Flaming	+1 bonus
39–51	25–34	10–12	Frost	+1 bonus
52–56	35–36	13–14	Merciful	+1 bonus
57–61	37–40	15–16	Multiattack	+1 bonus
62–65	41–44	17–19	Nature's Bite	+1 bonus
66–71	45–49	20–23	Returning	+1 bonus
72–82	50–57	24–26	Shock	+1 bonus
81–85	58–61	27–30	Seeking	+1 bonus
86–94	62–64	31–34	Spell Power	+1 bonus
95–99	65–68	35–39	Thundering	+1 bonus
—	69–70	40–42	Anarchic	+2 bonus
—	71–72	43–45	Axiomatic	+2 bonus
—	73–74	46–49	Banishment	+2 bonus
—	75–76	50–52	Corrupting	+2 bonus
—	77–78	53–56	Fiery Wrath	+2 bonus
—	79–80	57–59	Flaming burst	+2 bonus
—	81–83	60–63	Foefinder	+2 bonus
—	84–85	64–66	Healing	+2 bonus
—	86–87	67–69	Holy	+2 bonus
—	88–89	70–72	Icy burst	+2 bonus
—	90–91	73–75	Magic Defense	+2 bonus
—	92–93	76–78	Shocking burst	+2 bonus
—	94–95	79–81	Unholy	+2 bonus
—	—	82–85	Speed	+3 bonus
—	—	86–90	Brilliant energy	+4 bonus
100	96–100	91–100	Roll again twice ²	—

¹ Add to enhancement bonus on Table 4–7: Magic Weapons to determine total market price.

² Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

Table 4-14:
Specific Magic Weapons

Major	Special Ability	Price
01-04	Looming gavel	30,593 gp
05-08	Archaic defender	31,310 gp
09-12	Oscillating power hammer	32,330 gp
13-16	Finkle's skinner	34,812 gp
17-20	Iron knuckles	38,305 gp
21-24	Hellslayer waraxe	46,330 gp
25-28	Ardent custodian	49,072 gp
29-32	Rockpounder	50,305 gp
33-36	Phantom blade	51,821 gp
37-40	Hand of righteousness	52,312 gp
41-44	Blight	54,310
45-48	Black malice	54,312 gp
49-52	Tal'kierthan songblade	54,315 gp
53-56	Ravager	56,320 gp
57-60	Dreadforge retaliator	72,320
61-64	Bow of searing arrows	72,800 gp
65-68	Hammer of grace	77,340 gp
69-72	Taran icebreaker	80,487 gp
73-76	Coldrage dagger	84,302 gp
77-80	Kang the Decapitator	85,320 gp
81-84	Brain hacker	117,320 gp
85-88	Azuresong mageblade	120,320 gp
89-92	Tooth of Eranikus	182,320 gp
93-96	Blade of Hanna	194,315 gp
97-100	Ironfoe	232,310 gp

results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Projectile weapons so crafted bestow the lawful power upon their ammunition.

Moderate abjuration [lawful]; CL 7th; Craft Magic Arms and Armor, *protection from chaos*, creator must be lawful; Price +2 bonus.

Backstabbing

Description: Greatly in demand by rogues of all sorts, weapons with this ability improve the backstab potential of their wielders. The weapons are usually dull gray.

Powers: When used as part of a backstab attack, the wielder receives an additional +1 bonus on his attack roll and deals an extra +1d6 points of damage on a successful strike. The bonus to hit and damage apply only if the target is not immune to such attacks.

Moderate enchantment; CL 8th; Craft Magic Arms and Armor, *heroism*; Price +1 bonus.

Bane

Description: A bane weapon excels at attacking one type or subtype of creature. Images of this creature are carved into it.

Powers: Against its designated foe, the weapon's effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra +2d6 points of damage against the foe. Projectile weapons so crafted bestow the bane quality upon their ammunition. To randomly determine a weapon's designated foe, roll on the following table.

d%	Designated Foe
01-05	Aberrations
06-09	Animals
10-16	Constructs
17-22	Dragons
23-27	Elementals
28-32	Fey
33-39	Giants
40	Humanoids, aquatic
41-42	Humanoids, dwarf
43-44	Humanoids, elf
45	Humanoids, gnoll
46-47	Humanoids, gnome
48-49	Humanoids, goblin
50-52	Humanoids, human
53-54	Humanoids, tauren
55-57	Humanoids, troll
58-60	Humanoids, orc
61-65	Magical beasts
66-70	Monstrous humanoids
71-72	Oozes
73	Outsiders, air
74-76	Outsiders, chaotic
77	Outsiders, earth
78-80	Outsiders, evil
81	Outsiders, fire
82-84	Outsiders, good
85-87	Outsiders, lawful
88	Outsiders, water
89-90	Plants
91-98	Undead
99-100	Vermin

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *summon monster I*; Price +1 bonus.

Banishment

Description: These weapons are inscribed with blue runes that are normally dormant, but flare to bright light when activated.

Powers: Once per day, on command as a free action, the wielder of a *weapon of banishment* can make a banishment attempt. The wielder declares her intention and makes a normal attack; if she hits, the target is temporarily phased out of existence, as if it were the subject of a *banish* spell (see **WoW RPG**, Chapter 17: Spells). The banishment lasts for 1d4 rounds. If the

attack misses, the banishment has no effect but is still used up for that day.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *banish*; Price +2 bonus.

Brilliant Energy

Description: A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item's weight.

Powers: The weapon always gives off light as a torch (20-foot radius). A brilliant energy weapon ignores nonliving matter. Armor and shield bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor. (Agility, deflection, dodge, natural armor and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs and objects. This property can be applied only to melee weapons, thrown weapons and ammunition.

Strong transmutation; CL 16th; Craft Magic Arms and Armor, *burning hands*, *gaseous form*; Price +4 bonus.

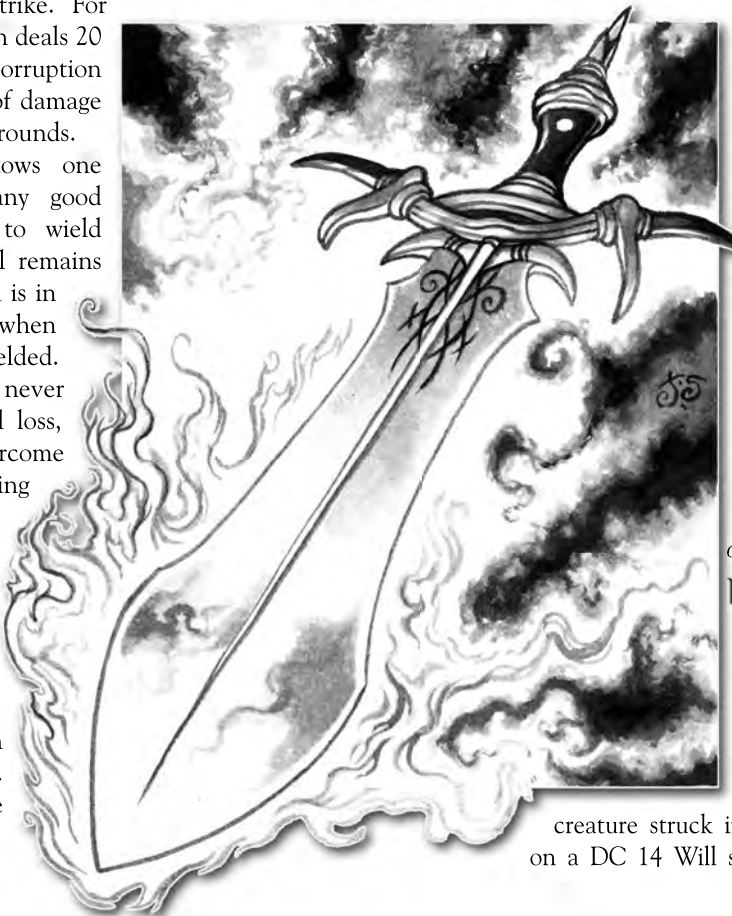
Corrupting

Description: Weapons with this enhancement glow a reddish purple and bear a distinct taint of evil.

Powers: Whenever the weapon deals damage, a portion of that damage continues to affect the target in the form of a corrupting green cloud that envelops it for 1d6 rounds. The amount of damage the corruption deals is equal to one-quarter of the damage the weapon dealt with its successful strike. For example, if the weapon deals 20 points of damage, the corruption cloud deals 5 points of damage per round for the 1d6 rounds.

This weapon bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

The cloud sticks to the target, following it even across planes, but any healing spell removes it — even *cure minor wounds*. Corruption damage stacks with itself.



Moderate transmutation; CL 11th; Craft Magic Arms and Armor, *shadow strike*, creator must be evil; Price +2 bonus.

Dancing

Description: Ribbons and metallic cords hand from this weapon's haft, and it seems restless in the hand.

Powers: As a standard action, a dancing weapon can be loosed to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it, and then drops. While dancing, it cannot make attacks of opportunity, and the person who activated it is not considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items. While dancing, it takes up the same space as the activating character and can attack adjacent foes (weapons with reach can attack opponents up to 10 feet away). The dancing weapon accompanies the person who activated it everywhere, whether she moves by physical or magical means. If the wielder who loosed it has an unoccupied hand, she can grasp it while it is attacking on its own as a free action; when so retrieved the weapon can't dance (attack on its own) again for 4 rounds.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *fly*; Price +4 bonus.

Defending

Description: Images of shields and protective runes are carved into this weapon.

Powers: A defending weapon allows the wielder to transfer some or all of the weapon's enhancement bonus to his AC as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the effect to AC lasts until his next turn.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, *shield of faith*; Price +1 bonus.

Disruption

Description: This dark weapon has a faint gray aura.

Powers: A weapon of disruption is the bane of all undead. Any undead creature struck in combat must succeed on a DC 14 Will save or be destroyed. A

weapon of disruption must be a bludgeoning weapon. (If you roll this property randomly for a piercing or slashing weapon, reroll.)

Strong conjuration; CL 14th; Craft Magic Arms and Armor, *heal*; Price +2 bonus.

Distance

Description: This weapon is unremarkable in appearance, but the bearer's vision is sharper.

Powers: This property can only be placed on a ranged weapon. A weapon of distance has double the range increment of other weapons of its kind.

Moderate divination; CL 6th; Craft Magic Arms and Armor, *clairaudience/clairvoyance*; Price +1 bonus.

Fiercy Wrath

Description: Weapons of this sort are sheathed in a flickering flame. The fire deals no additional damage; it instead protects the wielder.

Powers: The wielder gains fire resistance 5. Furthermore, if the wielder takes a critical hit, the weapon immediately triggers a *fire shield* that lasts 1 round, dealing 1d6+8 points of fire damage to the creature dealing the critical hit and to any creature that strikes the wielder.

Approximately 25% of these weapons use the alternative version of the *fire shield* effect (the "warm shield"). In this case, the weapon provides cold resistance 5 instead of fire resistance, and the *fire shield* deals cold damage and wards against cold effects. Weapons with this variant burn with a bluish-colored flame.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *resist energy, fire shield*; Price +2 bonus.

Flaming

Description: Upon command, a flaming weapon is sheathed in fire.

Powers: The fire does not harm the wielder. The effect remains until another command is given. A flaming weapon deals an extra +1d6 points of fire damage on a successful hit. Projectile weapons so crafted bestow the fire energy upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms and Armor and *blazing column, immolation* or *rain of fire*; Price +1 bonus.

Flaming Burst

Description: This weapon is warm to the touch.

Powers: A flaming burst weapon functions as a flaming weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the wielder. In addition to the extra fire damage from the flaming ability (see above), a flaming burst weapon deals an extra +1d10 points of fire damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra +2d10 points of fire damage instead, and if the multiplier is x4, add an extra +3d10 points of fire damage. Projectile weapons so crafted bestow the fire energy upon their ammunition.

Even if the flaming ability is not active, the weapon still deals its extra fire damage on a successful critical hit.

Strong evocation; CL 12th; Craft Magic Arms and Armor and *blazing column, immolation* or *rain of fire*; Price +2 bonus.

Flurry

Description: Weapons with this power can turn even low-level warriors into blazing whirlwinds of fury. They are light to the touch, and wind whispers about them — until the weapon's power activate, and the sound rushes to a roar.

Powers: Upon striking a successful critical hit, the weapon grants its wielder another attack at his highest base attack bonus. The wielder can make the attack only with the flurry weapon.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *bloodlust*; Price +3 bonus.

Foefinder

Description: This enhancement can be added only to ranged weapons. The weapon bears a small eye carved somewhere upon it, but it otherwise unremarkable. Typically, casual archers use weapons of this type for those rare circumstances when they cannot engage in direct melee combat.

Powers: The wielder gains the benefits of the Point Blank Shot and Precise Shot feats.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *arcane missile*; Price +2 bonus.

Frost

Description: Upon command, a frost weapon is sheathed in icy cold.

Powers: The cold does not harm the wielder. The effect remains until another command is given. A frost weapon deals an extra +1d6 points of cold damage on a successful hit. Bows, crossbows and slings so crafted bestow the cold energy upon their ammunition.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *frost nova*; Price +1 bonus.

Ghost Touch

Description: This weapon appears indistinct; you can see through it.

Powers: A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. (An incorporeal creature's 50% chance to avoid damage does not apply to attacks with ghost touch weapons.) The weapon can be picked up and moved by an incorporeal creature at any time. Essentially, a ghost touch weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *plane shift*; Price +1 bonus.

Healing

Description: This weapon sheds a red glow. When its healing property activates, the weapon becomes pearly white, and the glow changes to white.

Powers: At first glance, giving a weapon the healing property may seem strange, but there is a method to the madness. The weapon deals damage normally unless the wielder orders it to switch into healing mode. In healing mode, all damage the weapon deals heals the target instead of damaging it. If the weapon hits undead while in healing mode, it deals damage instead of heals the target, and in fact deals double damage. A healing weapon can cure at most 100 hit points per day, after which it cannot enter healing mode.

Strong conjuration; CL 12th; Craft Magic Arms and Armor, *heal*, creator must be good; Price +2 bonus.

Holy

Description: A holy weapon is imbued with holy power. It sheds a pearly glow and appears magnificent.

Powers: The weapon is good-aligned and thus bypasses the corresponding damage reduction. It deals an extra +2d6 points of damage against all of evil alignment. It bestows one negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the holy power upon their ammunition.

Moderate abjuration [good]; CL 7th; Craft Magic Arms and Armor, *protection from evil*, creator must be good; Price +2 bonus.

Icy Burst

Description: This weapon is cool to the touch.

Powers: An icy burst weapon functions as a frost weapon that also explodes with frost upon striking a successful critical hit. The frost does not harm the wielder. In addition to the extra damage from the frost ability, an icy burst weapon deals an extra +1d10 points of cold damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra +2d10 points of cold damage instead, and if the multiplier is x4, add an extra +3d10 points. Bows, crossbows and slings so crafted bestow the cold energy upon their ammunition.

Even if the frost ability is not active, the weapon still deals its extra cold damage on a successful critical hit.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *frost nova*; Price +2 bonus.

Instinct

Description: The wielder of this weapon hears the voices of warrior mentors whispering to him at a barely discernible level. The voices are not distracting; rather, they produce excellent combat advice at opportune times.

Powers: This enchantment provides the wielder with advanced combat skills. The wielder is treated as being 1 level higher for purposes of her attack bonus and saving throws. Thus, for example, a 5th-level warrior with a weapon of instinct has a +6 base attack bonus (and a

second attack each round at a +1 bonus), as well as base save bonuses of Fortitude +5, Reflex +2 and Will +2. This special property does not provide any other level benefits, such as feats, class abilities, and the like.

Moderate enchantment; CL 8th; Craft Magic Arms and Armor, *heroism*; Price +2 bonus.

Keen

Description: A keen weapon is exceptionally sharp, and its edges are a lighter color than the rest of the blade.

Powers: This ability doubles the threat range of a weapon. Only piercing or slashing weapons can be keen. (If you roll this property randomly for an inappropriate weapon, reroll.) This benefit doesn't stack with any other effect that expands the threat range of a weapon (such as the Improved Critical feat).

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *magic weapon*; Price +1 bonus.

Magic Defense

Description: This weapon appears unremarkable, but when its magic property activates it flashes with green light and throws a green field around its wielder.

Powers: Although the weapon's property is passive, it can be a lifesaver. If the weapon is in hand when its owner is affected by any enchantment, transformation or curse, the weapon automatically casts a *break enchantment* spell against the effect. This ability functions once per hour. The wielder can suppress this ability if he wishes the spell to affect him.

Moderate abjuration; CL 10th; Craft Magic Arms and Armor, *break enchantment*; Price +2 bonus.

Mana Burst

Description: This weapon thrums in the hand. The wielder feels that his senses are somehow sharper.

Powers: Favored by spellcasters, these weapons have the capability of draining life energy from a target, converting this power directly into spellcasting energy. On a successful critical hit, a mana burst weapon restores a number of its wielder's spell slot levels equal to one-fifth the damage scored (rounded down). For example, if the weapon deals 12 points of damage, the wielder recalls spell slots equal to 2 levels (i.e., one 2nd-level spell or two 1st-level spells). Treat two 0-level spell slots as one 1st-level spell slot for this purpose.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *Medivh's mnemonic enhancer*; Price +2 bonus.

Mighty Cleaving

Description: This heavy weapon is wrapped in leather strips.

Powers: A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *bloodlust*; Price +1 bonus.

Multiattack

Description: This weapon is exceptionally well-balanced, no matter the wielder.

Powers: This enhancement is rarely seen on low quality magic weapons, as it is designed with highly skilled warriors in mind. When the wielder makes multiple attacks in a round, he gains a +2 competence bonus on each attack roll beyond the first.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *bloodlust*; Price +1 bonus.

Nature's Bite

Description: The hafts and hilts of these weapons are wrapped in fur or animal skin, and feathers, rabbit's feet and other fetishes hang from them.

Powers: Favored by elven rangers, druids of the wild, hunters and all others who revere the outdoors, weapons with this enchantment bear the wrath of nature. When used against a foe not native to the wilderness, the weapon deals an additional 2d6 points of acid damage.

When determining whether a creature is native to the wilderness, the GM's judgment applies. Typically, animals, beasts, plants and fey are always native, as are rangers and druids, along with other intelligent creatures of a similar bent.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *acid splash*; Price +1 bonus.

Numbing

Description: These weapons appear to be wrapped in a nimbus of snowflakes that are cold to the touch, but vanish without leaving any moisture behind.

Powers: The weapon deals +1 cold damage on any hit. Furthermore, on a critical hit, the target is wracked with numbing cold, and is treated as chilled for 1 round. There is no saving throw against this effect.

Moderate evocation; CL 9th; Craft Magic Arms and Armor, *frost nova*; Price +1 bonus.

Of the Bear

Description: This feature imbues a weapon's wielder with the power and constitution of a forest bear. The haft, hilt and/or scabbard is wrapped in bear skin.

Powers: The wielder gains a +2 enhancement bonus to Strength and Stamina.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *bear's endurance*, *bull's strength*; Price +2 bonus.

Of the Boar

Description: This enhancement provides the wielder with the power and perspicacity of a wild boar. The haft, hilt and/or scabbard is wrapped in boar skin.

Powers: The wielder gains a +2 enhancement bonus to Strength and Spirit.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *bull's strength*, *owl's wisdom*; Price +2 bonus.

Of the Monkey

Description: This enchantment provides the wielder with the dexterity and stamina of a wild primate. The haft, hilt and/or scabbard is wrapped in monkey skin.

Powers: The wielder gains a +2 enhancement bonus to Stamina and Agility.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *bear's endurance*, *cat's grace*; Price +2 bonus.

Of the Tiger

Description: Weapons of this sort imbue the wielder with the stealth and ferocity of a jungle beast. The haft, hilt and/or scabbard is wrapped in tiger skin.

Powers: The wielder gains a +2 enhancement bonus to Strength and Agility.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *bull's strength*, *cat's grace*; Price +2 bonus.

Of the Whale

Description: This enchantment provides the wielder with the wisdom and fortitude of a majestic whale. The haft, hilt and/or scabbard is wrapped in whale skin.

Powers: The wielder gains a +2 enhancement bonus to Stamina and Spirit.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *bear's endurance*, *owl's wisdom*; Price +2 bonus.

Of the Wolf

Description: Weapons with this ability provide their wielder with the cunning and nimbleness of a wild canine. The haft, hilt and/or scabbard is wrapped in wolf skin.

Powers: The wielder gains a +2 enhancement bonus to Spirit and Agility.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *cat's grace*, *owl's wisdom*; Price +2 bonus.

Parrying

Description: This weapon is lightweight and might bear a handguard and quillions.

Powers: When fighting with this weapon in her off-hand, the wielder can choose to forego her off-hand attacks (although the penalties for fighting with two weapons still apply). If she does so, the parrying weapon leaps into action, deftly blocking attacks with lightning speed, providing the wielder with a +4 shield bonus to AC.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, *shield*; Price +1 bonus.

Phantom

Description: A phantom weapon appears translucent and occasionally fades partially into non-existence, allowing it to sometimes penetrate armor with great ease.

Powers: The wielder gains a +1 circumstance bonus on attack rolls against targets with armor and/or natural armor bonuses; on a critical threat against such targets, the wielder gains a +2 circumstance bonus on the roll to confirm the critical. Twice per day, the wielder may command the weapon to fade almost completely for 1

round. When in this state, the weapon ignores all armor and natural armor; all attacks with it are touch attacks.

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *plane shift*; Price +2 bonus.

Prowess

Description: This weapon is inscribed with images of violence and bloodshed, in which it is pictured repeatedly. The inscriptions change to match the wielder's preference (which feat he selects; see below).

Powers: This enhancement provides no benefit unless the weapon's wielder has at least one warrior level. The wielder gains the benefit of one warrior bonus feat of his choice. The wielder can select the feat as a free action. However, once chosen, the feat cannot be changed for 24 hours. The wielder must meet all prerequisites of the feat in order to benefit from it.

Moderate enchantment; CL 8th; Craft Magic Arms and Armor, *heroism*, creator must have at least one warrior level; Price +1 bonus.

Raging

Description: This weapon's blade (or other damaging surface) is tinged an angry red.

Powers: If the wielder of a raging weapon takes hit point damage, there is a percentage chance equal to the damage dealt that she immediately enters a rage equivalent to that employed by a 1st-level barbarian, except that she is not exhausted after the rage. If the wielder is a barbarian, the rage is equivalent instead to that available to a barbarian of her level. This rage does not count against her number of rages per day. If the barbarian is already raging when this ability activates, the length of her rage is extended by 5 rounds and she is not exhausted afterward. This property activates only once per hour.

This weapon bestows one negative level on any lawful creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *rage*, creator must be chaotic; Price +1 bonus.

Returning

Description: This weapon has a strange, curved shape; it looks unwieldy.

Powers: This special ability can only be placed on a weapon that can be thrown. A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn).

Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *fly*; Price +1 bonus.

Seeking

Description: This weapon is inscribed with the sign of a bull's-eye.

Powers: Only ranged weapons can have the seeking ability. The weapon veers toward its 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. Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby.)

Strong divination; CL 12th; Craft Magic Arms and Armor, *true seeing*; Price +1 bonus.

Shadowbolt

Description: Green and black flames swirl beneath the surface of the weapon.

Powers: This enhancement can be added only to melee weapons. When the weapon strikes a successful critical hit, a shadowy bolt springs forth, striking the foe for an additional +3d6 points of fel damage. If the target is good-aligned, the bolt deals double damage. The victim can make a DC 17 Reflex save for half damage.

Shadowbolt weapons are surrounded with a dull black aura that absorbs light. This does not make them invisible in darkness, but does prevent glinting that might give away a stealthy wielder.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *shadow bolt**; Price +2 bonus.

Shock

Description: Upon command, a shock weapon is sheathed in crackling electricity.

Powers: The electricity does not harm the wielder. The effect remains until another command is given. A shock weapon deals an extra +1d6 points of electricity damage on a successful hit. Projectile weapons so crafted bestow the electricity energy upon their ammunition.

Moderate evocation; CL 8th; Craft Magic Arms and Armor and *lightning shield* or *lightning strike**; Price +1 bonus.

Shocking Burst

Description: Touching this weapon causes the skin to tingle.

Powers: A shocking burst weapon functions as a shock weapon that also explodes with electricity upon striking a successful critical hit. The electricity does not harm the wielder. In addition to the extra electricity damage from the shock ability, a shocking burst weapon deals an extra +1d10 points of electricity damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra +2d10 points of electricity damage instead, and if the multiplier is x4, add an extra +3d10 points. Projectile weapons so crafted bestow the electricity energy upon their ammunition.

Even if the shock ability is not active, the weapon still deals its extra electricity damage on a successful critical hit.

Moderate evocation; CL 10th; Craft Magic Arms and Armor and *lightning shield* or *lightning strike**; Price +2 bonus.

Silencing

Description: This weapon bears scratches and hatchmarks across its length.

Powers: This enhancement is useful against spellcasters of all types. On a hit, the target is affected by an effect equivalent to that caused by a *silence* spell (DC 13 Will save negates), except the spell affects only the creature struck. The effect lasts for 1 round.

Moderate illusion; CL 8th; Craft Magic Arms and Armor, *silence*; Price +1 bonus.

Speed

Description: This weapon almost leaps out of the hand.

Powers: When making a full attack action, the wielder of a speed weapon may make one extra attack with it. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is not cumulative with similar effects, such as a *bloodlust* spell.)

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *bloodlust*; Price +3 bonus.

Spell Power

Description: Runes of power are carved into the weapon. They flare to brilliant orange life when the wielder casts a spell.

Powers: Weapons imbued with this ability increase the strength of their wielder's spells. When the wielder casts a spell, the damage it deals increases by 10% (round down). Thus, an *arcane missile* is not improved (since each missile deals less than 10 points of damage), but a *frost nova* that deals 36 points of damage gains +3 points of bonus damage.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, Empower Spell; Price +1 bonus.

Spell Storing

Description: Arcane runes are inscribed along this weapon; they glow when infused with a spell.

Powers: A spell storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell storing weapon has a 50% chance to have a spell stored in it already.

Strong evocation (plus aura of stored spell); CL 12th; Craft Magic Arms and Armor, creator must be a caster of at least 12th level; Price +1 bonus.

Stunning

Description: This weapon is abnormally large and heavy. Knobs and lumps cover it.

Powers: This enchantment can be added only to bludgeoning weapons. When the weapon strikes a successful critical hit, the target is stunned for 1 round unless it makes a Fortitude save (DC equal to the damage dealt). The effects stack (a creature struck three times in the same round might be stunned for 3 rounds).

Moderate enchantment; CL 8th; Bash, Craft Magic Arms and Armor; Price +1 bonus.

Thunderous

Description: The wielder hears a constant low growl from this weapon.

Powers: A thunderous weapon creates a cacophonous roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder. A thunderous weapon deals an extra +1d10 points of sonic damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra +2d10 points of sonic damage instead, and if the multiplier is x4, add an extra +3d10 points of sonic damage. Projectile weapons so crafted bestow the sonic energy upon their ammunition. Subjects dealt a critical hit by a thunderous weapon must make a DC 14 Fortitude save or be deafened permanently.

Faint necromancy; CL 5th; Craft Magic Arms and Armor, *blindness/deafness*; Price +1 bonus.

Throwing

Description: This weapon looks remarkably aerodynamic.

Powers: This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *fly*; Price +1 bonus.

Unholy

Description: An unholy weapon is imbued with unholy power. It sheds a green-purple glow and looks wicked.

Powers: The weapon is evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra +2d6 points of damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows and slings so crafted bestow the unholy power upon their ammunition.

Moderate abjuration [evil]; CL 7th; Craft Magic Arms and Armor, *protection from good*, creator must be evil; Price +2 bonus.

Vicious

Description: This weapon is jagged and barbed.

Powers: When a vicious weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder. This energy deals an extra +2d6 points of damage to the opponent and 1d6 points of damage to the wielder. Only melee weapons can be vicious.

Moderate necromancy; CL 9th; Craft Magic Arms and Armor, *enervation*; Price +1 bonus.

Vorpal

Description: A faint hum and a violet aura play around the edges of this weapon's blade. Strange etchings gyre and gimble across its surface.

Powers: This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. A vorpal weapon must be a slashing weapon. (If you roll this property randomly for an inappropriate weapon, reroll.)

Strong necromancy and transmutation; CL 18th; Craft Magic Arms and Armor, *circle of death*, *greater magic weapon*; Price +5 bonus.

Wounding

Description: Etchings of hungry mouths and goblets adorn this cruel-looking weapon.

Powers: A wounding weapon deals 1 point of Stamina damage from blood loss when it hits a creature. A critical hit does not multiply the Stamina damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Stamina damage dealt by this weapon.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *greater magic weapon*; Price +2 bonus.

Specific Magic Weapons

This section lists a few of the more well-known weapons found across the lands of Azeroth.

Archaic Defender

Description: This slightly curved blade is of exceptional craftsmanship. The metal bears a light blue tint. The sword's pommel is wrapped with smooth leather straps that wind themselves about the wielder's hands in combat, allowing him to keep a tight and even grip on his weapon.

Powers: The *archaic defender* is a +2 *parrying shortsword* that provides an additional +2 dodge bonus to AC when the wielder takes the total defense action in combat. The wielder also gains a +4 bonus on checks to resist being disarmed.

Moderate abjuration; CL 12th; Craft Magic Arms and Armor, *shield*; Price 31,310; Cost 15,810 + 1,240 XP.

Ardent Custodian

Description: This golden mace is designed for defense, not offense. When held, it substantially increases the wielder's staying power in combat, but adds no fighting ability whatsoever. No self-respecting warrior would carry such a thing, but it is a favorite among healers and other classes known strictly for combat support.

Powers: The *ardent custodian* is a *heavy mace of magic defense* that grants its wielder a +2 deflection bonus to AC. (Note that the weapon provides no enhancement bonus on attack or damage rolls; this is an exception to the normal rules that weapons must have at least a +1 enhancement bonus to receive other benefits.) In addition, once per day as a standard action, the wielder can plant the mace in the ground, where it functions as a *healing stream totem**

Strong conjuration; CL 13th; Craft Magic Arms and Armor, *break enchantment*, *healing stream totem**; Price 49,072 gp; Cost 24,692 gp + 1,950 XP.

Azuresong Mageblade

Description: These thin blades are designed for arcane casters, who can wield them with proficiency regardless of whether or not they have the appropriate feat. Any arcane spellcaster can identify this weapon and its powers by simply holding it and making a DC 15 Spellcraft check. The sword's pommel is wrapped in an azure leather strap encrusted with musical notes that, if played on a wind instrument, produce a hauntingly beautiful melody.

Powers: The *azuresong mageblade* is a +1 *warblade of spell power*. The weapon also functions as a permanent spellstone, of the sort *create spellstone** creates, and all spellcasters are considered proficient with the weapon.

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, Empower Spell, *create spellstone**; Price 120,320 gp; Cost 60,320 gp + 4,800 XP.

Black Malice

Description: Made entirely of thorium, this massive mace is intended only for the strongest of wielders. The weapon is extremely large and heavy. The mace is entirely black in color, save for silver metal spikes jutting out from the thick, evil-looking head.

Powers: *Black malice* is a thorium +2 *shadowbolt heavy mace* that grants its wielder *protection from good*. *Black malice* radiates evil that *detect evil* and similar divinations can detect (moderate aura).

This weapon bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Strong necromancy; CL 12th; Craft Magic Arms and Armor, *protection from good*, *shadow bolt**; creator must be evil; Price 54,312 gp; Cost 37,312 gp + 1,360 XP.

Blade of Hanna

Description: The famous weaponsmith Hanna was a pragmatist. He could imbue any number of enchantments into the weapons he created, but he always believed the greatest way to improve a weapon was to enhance the person who wielded it. To this end, he crafted an ultimate weapon for himself — a sword that improved his own body to its ultimate potential. The sword served him well and passed on to his son, who attempted to slay a dragon alone. Since then, the *blade of Hanna* has been lost to legend.

Powers: This weapon is a +5 *longsword* that adds a +4 enhancement bonus to all of its wielder's ability scores.

Strong transmutation; CL 13th; Craft Magic Arms and Armor, *arcane intellect*, *bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *owl's wisdom*; Price 194,315 gp; Cost 97,315 gp + 7,760 XP.

Blight

Description: This long-handled halberd has a narrow, razor-sharp blade and wickedly barbed tip that bears a faintly glowing, sickly green aura. The shaft is wrapped in dried skin peeled from the corpses of zombies. The faint odor of rotting eggs surrounds the wielder in combat.

Powers: These nasty-looking and nasty-smelling items are not a favorite among the living, for obvious reasons. A *blight* is a +3 *corrupting halberd* that glows faintly green instead of the reddish purple typical of a *corrupting weapon*. In the hands of an undead creature, the wielder receives +2 turn resistance.

Strong evocation; CL 12th; Craft Magic Arms and Armor, *stinking cloud*, creator must be evil and capable of bolstering undead; Price 54,310 gp; Cost 27,310 gp + 2,160 XP.

Bow of Searing Arrows

Description: This crimson bow is trimmed in black and gold, with a string that appears to be constantly on fire. It sheds no heat, however, and the wielder can employ the bow without fear of damaging either himself or the weapon.

Powers: The bow of searing arrows is a +3 *composite longbow* (+4) of *fiery wrath*. Although the user can employ any ammunition he wishes, he can also will the bow to create its own searing arrows in unlimited quantities. These arrows appear as the wielder makes the normal motion of reaching into a quiver. A searing arrow deals an additional +1d6 points of fire damage on a hit.

Strong enchantment; CL 13th; Craft Magic Arms and Armor, *fire shield*, *firebolt**, *resist energy*; Price 72,800 gp; Cost 36,800 gp + 2,880 XP.

Brain Hacker

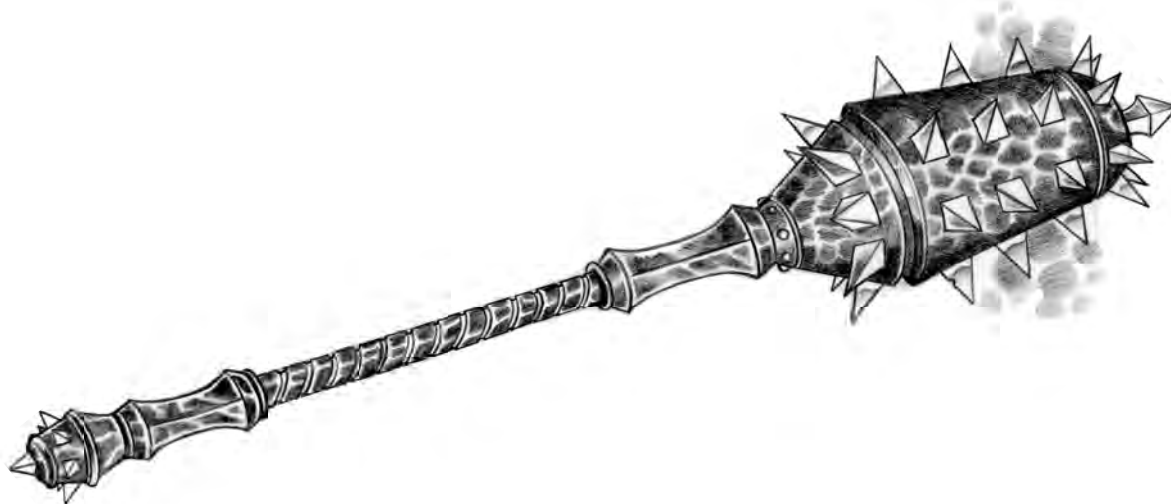
Description: The end of this massive axe is jagged and irregular, with a single jutting spike that resembles the metal end of an icepick. The back end of the axe blade is covered in convoluted lumps of metal arranged so as to resemble a human cerebrum.

Powers: The *brain hacker* is specially designed to slay arcane spellcasters. It is a +2 *mana burn** greataxe*. Against creatures capable of casting arcane spells, its bonus improves to +4 and it deals an extra +2d6 points of damage. If the *brain hacker* strikes a successful critical hit, it deals 1d6 points of Intellect damage in addition to its normal (critical) damage.

Strong enchantment; CL 13th; Craft Magic Arms and Armor, *feeblemind*, *mana burn*; Price 117,320 gp; Cost 58,820 gp + 4,680 XP.

Coldrage Dagger

Description: The origin of these powerful daggers is not known, though some scholars believe they may have extra-dimensional origins. At least three are known to exist on Kalimdor, although ancient tales suggest at least one other surfaced in Lordaeron. A *coldrage dagger* appears to have a blade made entirely of ice, although it is not cold to the touch and does not melt in hot conditions. Snowflakes appear and disappear in a swirling cloud about the blade when it is used in combat. The wielder's skin takes on a bluish hue, as if he were suffering from frostbite, although it causes no ill effects from this condition.



Powers: A *coldrage dagger* is a +4 *numbing and raging dagger* that provides its wielder with cold resistance 10.

Strong evocation; CL 14th; Craft Magic Arms and Armor, *cone of cold*, *rage*; Price 84,302 gp; Cost 42,302 gp + 3,360 XP.

Dreadforge Retaliator

Description: This fearsome weapon is a huge, serrated axe with cruel-looking spikes jutting out from the top and back of the blade. Originally designed for orc champions, weapons of this sort have recently been found in the hands of tauren heroes, as well as members of the Burning Legion.

Powers: A *dreadforge retaliator* is a +3 *greataxe of instinct* that contains the spirit of a wild beast. Whenever its wielder is struck by a critical hit in melee, the spirit of the beast reacts with a furious counterattack. The wielder acts on behalf of this spirit, striking the attacker immediately at his base attack bonus. This counterattack is not considered an attack of opportunity, but it must be made with the *dreadforge retaliator*, not another weapon or special ability. The weapon's owner may not make a counterattack if the original blow makes him unable to do so (by killing him or stunning him, for example), or if the attacker is out of reach. If the wielder is disabled when he makes the counterattack, it counts as a strenuous action.

Strong enchantment; CL 13th; Counterattack, Craft Magic Arms and Armor, *bloodlust*, creator must be a shaman; Price 72,320 gp; Cost 36,320 gp + 2,880 XP.

Finkle's Skinner

Description: This dagger looks like nothing more than an ordinary skinning knife, but it bears a powerful enchantment that makes it ideal for fighting beasts. Originally carried by the famous gnomish adventurer Finkle Einhorn, it has not been seen since his legendary effort to hunt down a massive canine creature said to be terrorizing a remote section of the Blasted Lands. The dagger's pommel appears wrapped in a well-tanned animal skin that changes to a different type each day. One day it might be a gray wolf hide, while the next it bears the orange and black stripes of a jungle tiger.

Powers: *Finkle's skinner* is a +1 *animal bane dagger* that grants its wielder a +5 competence bonus on Craft (leatherworking) checks when used to skin animals. Furthermore, each day it changes its nature to match that of the animal skin wrapped around its pommel. Roll 1d6 and consult the following chart to see which additional power the dagger provides:

Finkle's Skinner Animal Type

Die Roll	Animal Ability
1	<i>Of the tiger</i>
2	<i>Of the monkey</i>
3	<i>Of the wolf</i>
4	<i>Of the bear</i>
5	<i>Of the boar</i>
6	<i>Of the whale</i>

Moderate conjuration and transmutation; CL 13th; Craft Magic Arms and Armor, *bear's endurance*, *bull's strength*, *cat's grace*, *owl's wisdom*, *summon monster* or *summon nature's ally I*; Price 34,812 gp; Cost 17,562 gp + 1,380 XP.

Hammer of Grace

Description: These rounded hammers produce a calming white glow. Originally crafted by followers of the Light, they are formidable weapons in their own right, but become even more effective in the hands of healers.

Powers: A *hammer of grace* is a +3 *greathammer of the whale*. When held by a healer, all *cure wounds* spells heal an additional +1 hit point per die. Furthermore, three times per day the wielder can maximize any *cure wounds* spell as she casts it, as per the Maximize Spell feat.

Strong conjuration and transmutation; CL 17th; Craft Magic Arms and Armor, Maximize Spell, *cure critical wounds*, *bear's endurance*, *owl's wisdom*; Price 77,340 gp; Cost 38,840 gp + 3,080 XP.

Hand of Righteousness

Description: Originally crafted as a superior weapon for any paladin, this gilded white mace eventually fell into the hands of the brilliant but misguided High Inquisitor Whitmane, one of the leaders of the Scarlet Crusade. She and her allies eventually corrupted the true purpose of this and other devices of good, employing them in all manner of ill-conceived deeds under the reasoning that "the end justifies the means." The location of the weapon is no longer known for certain, as Whitmane no longer wields it. Perhaps it fled from her misguided presence, or was spirited away by those who feel the Scarlet Crusade has gone too far.

Powers: The *hand of righteousness* is a +3 *healing heavy mace* that glows with a bright light equivalent to that of a double-strength *light* spell. In the hands of a paladin, the wielder treats his Charisma as if it were +4 higher for purposes of turning undead or laying on hands.

Strong conjuration; CL 13th; Craft Magic Arms and Armor, *consecrate*, *heal*, caster must be good; Price 52,312 gp; Cost 26,312 gp + 2,080 XP.

Hellslayer Waraxe

Description: First created by the dwarven smith Erol Evensworth, a member of the Knights of the Silver Hand, these cross-encrusted axes were intended as heroic weapons for use against the Lich King's undead forces. The Lich King learned of Evensworth's efforts, however, and sent spectral assassins to destroy him and burn down his smithy. A number of these waraxes survived the carnage.

Powers: A *hellslayer waraxe* is a +2 *ghost touch dwarven waraxe* that pulses with orange light when any undead approaches within 60 feet of the wielder. The weapon must be held in hand for this effect to function. Undead are not immune to critical hits from this weapon.

Strong conjuration and necromancy; CL 13th; Craft Magic Arms and Armor, *detect undead*, *plane shift*; Price 46,330 gp; Cost 23,330 gp + 1,840 XP.

Ironfoe

Description: Crafted by the legendary dwarven smith Kaltor Ironfoe, these weapons now bear his name. Three are known to exist, two of which are in dwarven hands. The third is believed to be lost somewhere in Felwood, and may be in the Burning Legion's control. An *ironfoe* is crafted from a single, massive block of dark iron, sculpted into a perfectly symmetrical shape. Dwarven runes are carved in relief on its surface, suggesting (correctly) that this is a weapon of great power.

Powers: An *ironfoe* is a dark iron +4 *multiattack flurry battleaxe of instinct* that feels perfectly comfortable in its wielder's hand, despite its obvious heft and weight. When the wielder gains a bonus attack due to its *flurry* property, that attack automatically confirms any critical hit it threatens.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *bloodlust*, *trueshot aura*, *greater heroism*; Price 232,310 gp; Cost 131,310 gp + 8,080 XP.

Iron Knuckles

Description: This pair of half-gauntlets is designed to wrap around the wearer's knuckles, forcing the fingers to be partially bent or clenched into fists at all times. When used as part of an unarmed attack, *iron knuckles* significantly increase the owner's combat power.

Powers: When the wearer makes an unarmed attack with his fists, the wielder is considered armed and his attacks are made as +3 *unarmed strikes of stunning*. Furthermore, if the target of her attack is forced to make a Concentration check as a result of the attack (e.g., to avoid having a spell or skill check interrupted), this check takes a -4 penalty. Treat the wearer's Agility as -4 lower when she attempts a task that requires fine manipulation, such as picking a lock or pocket.

Strong enchantment; CL 12th; Craft Magic Arms and Armor, *daze monster*; Price 38,305 gp; Cost 19,305 gp + 1,520 XP.

Kang the Decapitator

Description: The well-known orc weaponsmith Lor'gahn was notoriously insane, but he did produce a number of powerful weapons, each of which he gave a specific name and title. He often took to speaking to these items as if they were intelligent, which they were not. Perhaps the greatest of his creations was *Kang the Decapitator*, a bloodstone greataxe with an edge so sharp it could slice through flesh and bone like butter.

Powers: *Kang the Decapitator* is a bloodstone +3 *keen greataxe of wounding*. Targets affected by the *wounding* ability must make an additional DC 19 Fortitude save or take a second point of Stamina damage. Each time the weapon deals a point of Stamina damage, the wielder regains 1d4 hit points. If the wielder is already at his maximum hit point total, he gains no benefit.

Strong evocation and transmutation; CL 13th; Craft Magic Arms and Armor, *death coil*, *drain life*, *keen edge*; Price 85,320 gp; Cost 45,320 gp + 3,200 XP.

Looming Gavel

Description: When carried, this weapon appears to be an ordinary judge's gavel carved out of wood. In this state, it is only about a foot long, weighing no more than a mere pound. On command, the *looming gavel* grows into an ironbound warhammer with a distinctive scale of judgment symbol emblazoned upon its side. Although it is no larger than an ordinary warhammer in this state, it appears much bigger to opponents, so that it appears to loom overhead when striking.

Powers: The *looming gavel* is a +1 *axiomatic shrinking** warhammer* that allows its wielder to cast *detect chaos* three times per day. Once per day the wielder may "judge" a chaotic target, bringing the full wrath of the gavel upon its head. Using this ability is a free action that the wielder declares prior to making his attack roll. If the attack hits, the weapon deals an automatic critical hit and deals maximum damage (the highest numbers possible on all die rolls). If the attack misses, the judge attempt has no effect but is still exhausted for that day.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *detect chaos*, *order's wrath*, *polymorph any object*; Price 30,593 gp; Cost 15,452 gp 5 sp + 1,212 XP.

Oscillating Power Hammer

Description: This weapon appears to be made of silver, wrapped in coils of golden wire. The heavy metal head's surface is encrusted with citrines arranged in concentric circles about the base. When swung in combat, waves of yellow light travel up and down these gems, rising in brightness as the weapon's power steadily increases.

Powers: The *oscillating power hammer* begins combat as a +1 *dwarven battle hammer of prowess*, and remains in that state until it deals damage. Beginning on the ensuing round, the weapon's bonus increases by +1 each round until it reaches a total of +5. The jewels on its surface increase in brightness as the weapon's power grows. Once the wielder deals damage, the hammer's power increase continues regardless of whether or not an attack roll succeeds in any ensuing round. Once the hammer reaches a +5 enhancement bonus, the oscillation decreases by -1 each round until the weapon returns to its original +1 state, where it must remain for 2 full rounds. The oscillation process can then begin anew, starting with the next damage dealt.

Strong enchantment; CL 12th; Craft Magic Arms and Armor, *greater heroism*; Price 32,330 gp; Cost 16,330 gp + 1,280 XP.

Phantom Blade

Description: During the last war, the Lich King outfitted some of his incorporeal undead warriors with special armor, making them difficult to deal with. In response, human craftsmen developed the *phantom blade*. These longwords are a translucent white color, and seem to disappear almost entirely in sunlight.

Powers: This +1 *ghost touch phantom longsword* allows its wielder to cast *see invisibility* three times per day. When it hits successfully, the sword attempts to dispel any illusion

spells currently affecting the target. Treat this effect as a targeted *dispel magic* that affects only illusion spells.

Strong conjuration; CL 9th; Craft Magic Arms and Armor, *dispel magic*, *plane shift*; Price 51,821 gp; Cost 26,068 gp + 2,061 XP.

Ravager

Description: Only one of these powerful greataxes is known to exist. The weapon's blade possesses two rows of diamond-tipped teeth arranged in a manner similar to that found in sharks' mouths.

Powers: *Ravager* is a +3 *greataxe of severity*** . Once per day, its wielder may invoke its ravaging power as a free action, gaining the benefits of the Whirlwind Attack feat for 5 rounds. The wielder gains this benefit even if he doesn't meet the feat's prerequisites.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *keen edge*, *heroism*; Price 56,320 gp; Cost 28,320 gp + 2,240 XP.

Rockpounder

Description: This massive club appears to be made of a series of stones melded together, with spiked chunks of rock scattered liberally across the surface. Although crude in appearance, a *rockpounder* is flexible, and does not suffer from the fragility of most stone weapons.

Powers: A *rockpounder* is a +2 *elemental bane greatclub*. When used against a creature of the earth subtype, or any construct made of stone (such as a stone golem), it acts as a +3 *elemental bane stunning greatclub*. The target is not immune to this stunning effect, regardless of its type's special rules.

Strong enchantment and conjuration; CL 13th; Bash, Craft Magic Arms and Armor, creator must have the ability to summon elementals; Price 50,305 gp; Cost 25,305 gp + 2,000 XP.

Tal'Kierthan Songblade

Description: These smooth, curved blades were crafted centuries ago by the legendary night elven priest Tal'Kierthan, who employed special songs in their construction. As a result, the sword constantly chants in a barely audible elven voice that rises in timbre as the blade engages in combat. A *songblade* is an elegant weapon and a joy to wield, but, sadly, few have survived over the years.

Powers: A *Tal'Kierthan songblade* is a +3 *scimitar* that emits a buoying elven song when wielded in battle. The wielder and allies within 30 feet who hear the music and

understand Darnassian receive a +1 morale bonus on attack and damage rolls for as long as they hear the song. If the *songblade* is in the wielder's hand when combat begins, she gains a +4 bonus on her initiative check.

In addition, the weapon deals additional damage on a hit depending on which of its maker's songs is currently active. This damage is 1d6 points of fire, acid, electricity or cold damage. Roll 1d4 at the start of combat to see which of these four effects is in place. The effect remains unchanged for 1 minute, after which the song changes randomly (or stays the same); roll the d4 again.

Strong enchantment; CL 12th; Craft Magic Arms and Armor, *acid splash*, *bless*, *blizzard*, *burning hands*, *lesser lightning strike**, creator must have at least 8 ranks in Perform (singing); Price 54,315 gp; Cost 27,315 gp + 2,160 XP.

Taran Icebreaker

Description: This heavy flail looks like three balls of blazing blue fire held on the ends of black iron chains. The weapon is not hot to the touch, however. These weapons were originally employed in the far northern reaches of Azeroth for use against cold-based creatures, but are also quite useful against those who employ frost magic.

Powers: A *Taran icebreaker* is a +2 *fiery burst heavy flail*. Against creatures with the cold subtype, its enhancement bonus increases to +4 and it deals an additional +2d6 points of damage. Three times per day, the wielder can cast *scorch** as a 9th-level caster.

Strong evocation; CL 13th; Craft Magic Arms and Armor, *scorch**, caster must have the ability to summon at least one creature with the cold subtype; Price 80,487 gp; Cost 40,401 gp + 3,007 XP.

Tooth of Eranikus

Description: These axes were reportedly crafted from the salvaged teeth of the great Eranikus, a fierce black dragon. At least six such weapons are known to exist. The axe has a steel haft, but the head is made of dark iron. The petrified tooth of a black dragon is imbedded directly through the head, so that damage this weapon deals is piercing, not slashing.

Any dragon that sees this weapon knows immediately that a black dragon's tooth is embedded in its surface.

Powers: The *tooth of Eranikus* is a dark iron +5 *heroic*** *greataxe* that adds a +4 enhancement bonus to Strength when wielded.

Strong enchantment; CL 15th; Craft Magic Arms and Armor, *bull's strength*, *greater heroism*; Price 182,320 gp; Cost 142,320 gp + 6,080 XP.

POTIONS AND OILS

A potion is a magic liquid that produces its effect when imbibed. Magic oils are similar to potions, except that oils are applied externally rather than imbibed. A potion or oil can be used only once. It can duplicate the effect of a spell of up to 3rd level that has a casting time of less than 1 minute.

Potions are like spells cast upon the imbiber. The character taking the potion doesn't get to make any decisions about the effect — the caster who brewed the potion has already done so. The drinker of a potion is both the effective target and the caster of the effect (though the potion indicates the caster level, the drinker still controls the effect).

The person applying an oil is the effective caster, but the object is the target. To randomly determine a potion, roll d% and consult Table 4-15: Potions and Oils.

Physical Description: A typical potion or oil consists of 1 ounce of liquid held in a ceramic or glass vial fitted with a tight stopper. The stoppered container is usually no more than 1 inch wide and 2 inches high. The vial has AC 13, 1 hit point, hardness 1, and a break DC of 12. Vials hold 1 ounce of liquid.

Identifying Potions: In addition to the standard methods of identification, PCs can sample from each container they find to attempt to determine the nature of the liquid inside. An experienced character learns to identify potions by memory — for example, the last time she tasted a liquid that reminded her of peppermint, it turned out to be a *potion of arcane intellect*.

Activation: Drinking a potion or applying an oil requires no special skill. The user merely removes the stopper and swallows the potion or smears on the oil. The following rules govern potion and oil use.

Drinking a potion or using an oil on an item of gear is a standard action. The potion or oil takes effect immediately. Using a potion or oil provokes attacks of opportunity. A successful attack (including grappling attacks) against the character forces a Concentration check (as for casting a spell). If the character fails this check, she cannot drink the potion. An enemy may direct an attack of opportunity against the potion or oil container rather than against the character. A successful attack of this sort can destroy the container.

A creature must be able to swallow a potion or smear on an oil. Because of this, incorporeal creatures cannot use potions or oils.

Any corporeal creature can imbibe a potion. The potion must be swallowed. Any corporeal creature can use an oil.

A character can carefully administer a potion to an unconscious creature as a full-round action, trickling the liquid down the creature's throat. Likewise, it takes a full-round action to apply an oil to an unconscious creature.

The caster level for a standard potion is the minimum caster level needed to cast the spell (unless otherwise specified).

Table 4-15: Potions and Oils

Minor	Med.	Major	Item	Market Price
01-05	01-02	—	<i>Sense demons*</i>	25 gp
06-12	03-08	—	<i>Cure light wounds</i>	50 gp
13-18	08-10	—	<i>Roar</i>	50 gp
19-29	11-15	—	<i>Seal of righteousness (oil)</i>	50 gp
30-44	16-20	—	<i>Shadow meld</i>	50 gp
45-54	21-28	01-05	<i>Blessing of might*</i>	300 gp
55-63	29-36	06-10	<i>Blessing of salvation*</i>	300 gp
64-68	37-41	11-14	<i>Blessing of sanctuary* (DR 1/—)</i>	300 gp
68-75	42-45	15-18	<i>Cure moderate wounds</i>	300 gp
76-79	46-48	19-21	<i>Dampen magic*</i>	300 gp
80-87	49-54	22-28	<i>Frost armor</i>	300 gp
88-93	55-60	29-33	<i>Seal of light*</i>	300 gp
94-99	61-67	31-37	<i>Unholy frenzy</i>	300 gp
100	68-70	38-40	<i>Blessing of sanctuary* (DR 2/—)</i>	600 gp
—	71-75	41-50	<i>Cure serious wounds</i>	750 gp
—	76	51-54	<i>Psychic scream*</i>	750 gp
—	77-80	55-62	<i>Renew*</i>	750gp
—	81-84	63-70	<i>Seal of fury*</i>	750 gp
—	85-88	71-77	<i>Seal of justice*</i>	750 gp
—	89-92	78-83	<i>Seal of the crusader*</i>	750 gp
—	93-95	84-89	<i>Thorn shield</i>	750 gp
—	96-99	90-96	<i>Water walking*</i>	750 gp
—	100	97-100	<i>Blessing of sanctuary* (DR 3/—)</i>	900 gp

RINGS

Rings bestow magical powers upon their wearers. Only a rare few have charges. Anyone can use a ring.

A character can effectively wear only two magic rings. A third magic ring doesn't work if the wearer is already wearing two magic rings. (Some races have special additional body slots; see "Magic Items on the Body," above.)

Physical Description: Rings have no appreciable weight. Most rings are forged from metal — usually precious metals such as gold, silver and platinum. A ring has AC 13, 2 hit points, hardness 10, and a break DC of 25.

Activation: Usually, a ring's ability is activated by a command word (a standard action that does not provoke attacks of opportunity) or it works continually. Some rings have exceptional activation methods, according to their descriptions.

Special Qualities: Roll d%. A result of 01 indicates the ring is intelligent, 02-31 indicates that something (a design, inscription or the like) provides a clue to its function, and 32-100 indicates no special qualities. Intelligent items have extra abilities and sometimes

Table 4-16: Rings

Minor	Medium	Major	Item	Market Price
01–20	01–05	—	<i>Ring of protection +1</i>	2,000 gp
21–35	06–11	—	<i>Blackstone ring, minor</i>	4,000 gp
36–48	12–17	—	<i>Drakeclaw ring</i>	7,000 gp
49–56	18–24	—	<i>Ring of protection +2</i>	8,000 gp
57–66	25–32	—	<i>Band of ruminatation</i>	9,900 gp
67–75	33–40	—	<i>Ring of healing power</i>	15,000 gp
76–83	41–50	—	<i>Blackstone ring, major</i>	16,000 gp
84–92	51–62	01–05	<i>Ring of protection +3</i>	18,000 gp
93–99	63–70	06–11	<i>Brainlash</i>	20,000 gp
100	71–75	12–17	<i>Ring of protection +4</i>	32,000 gp
—	76–82	18–26	<i>Ring of saviors</i>	32,600 gp
—	83–90	27–39	<i>Blackstone ring, greater</i>	36,000 gp
—	91–94	40–52	<i>Ring of adaptation</i>	42,000 gp
—	95–97	53–62	<i>Freezing band</i>	43,000 gp
—	98–99	63–77	<i>Ring of protection +5</i>	50,000 gp
—	100	78–92	<i>Ring of reaction</i>	72,000 gp
—	—	93–100	<i>Ring of permanency</i>	90,000 gp

extraordinary powers and special purposes (GM's judgment). Rings with charges can never be intelligent.

Magic rings are not as common in Kalimdor as they are on the rest of Azeroth, perhaps because the indigenous people simply did not see rings as a particularly useful method of employing magic. Those rings that were created on Kalimdor frequently carry greater powers than those forged on Lordaeron. To randomly determine a magic ring, roll d% and consult the table below.

Magic Ring Descriptions

Some representative rings are described below.

Band of Ruminatation

Description: Rings of this type are carved from a single chunk of raw amethyst, capped with a black pearl in a truesilver setting. In darkness, the ring glows with a faint purple hue.

Powers: A *band of ruminatation* allows the wearer to recall one 1st-level spell slot per day. Furthermore, the wearer receives the Improved Critical (ray) feat, even if he would not normally be eligible for that feat.

Faint conjuration; CL 5th; Forge Ring, *lesser conjure mana water**, *trueshot aura*; Price 9,900 gp.

Blackstone Ring

Description: The outer edge of this ring has six flat edges, so that it presents a hexagonal appearance. One of the sides bears a setting carved of obsidian, topped by a small black diamond. The size of the diamond determines the ring's power.

Powers: A *blackstone ring* enhances its wearer's combat abilities by subtly influencing the flow of probability. Swings that would otherwise miss somehow manage to find their way to the target, and attacks that do land hit harder than they should.

This ring comes in three varieties: minor, major and greater. A *minor blackstone ring* adds +1 luck bonus on weapon attack and damage rolls, a major one adds +2 on each, and the greater variety adds +3.

Strong transmutation; CL 11th; Forge Ring, *heroism*; Price: minor 4,000 gp, major 16,000 gp, greater 36,000 gp.

Brainlash

Description: Not so much a ring as a wrap designed to completely encase the wearer's index finger, a *brainlash* is formed of what appears to be a thin sheet of platinum laced with spidery gold webbing. Once slid over the finger, the covering becomes as flexible as cloth, but

stays in place until the owner removes it.



Powers: When a *brainlash* is first attached, no immediate effect occurs. Over the course of the next day, the wrapping slowly enhances its wearer's Intellect by tapping his life force. At the conclusion of the 24-hour period, the bearer receives a +6 enhancement bonus to his Intellect, but takes a -4 penalty to his Stamina. Once in this state, the *brainlash* cannot be removed easily. The wearer must will it to deactivate its power, returning the enhanced mental power to its normal place over the course of another day. At this point the wearer's attributes return to normal and the wrapping slips easily off the finger. The *brainlash* cannot be removed prior to this by any means short of a *limited wish*.

Strong transmutation; CL 11th; Forge Ring, *arcane intellect*, *bestow curse*; Price 20,000 gp.

Drakeclaw Ring

Description: A *drakeclaw ring* is, as the name suggests, carved out of a single dragon talon. There are no gems or jewels set in its surface, so that at a glance the item appears quite ordinary.

Powers: A *drakeclaw ring* provides its wearer with the benefit of the Dodge feat, even if he does not normally qualify for that feat. If the owner already has that feat, it is improved noticeably. The wearer may now select two Dodge opponents per round, receiving his dodge bonus to AC against both targets. Alternatively, he can apply the full effect of the ring against a single opponent, receiving a +2 dodge bonus to AC against that target.

Moderate illusion; CL 7th; Dodge, Forge Ring; Price 7,000 gp.

Freezing Band

Description: There are only three of these rings known to exist. Each consists of a truesilver core surrounded by a torus of azure ice coated in a slick sheen, as though in the process of melting. The ring is cold to the touch. Though the ice remains slippery, it never melts and the ring is never in danger of slipping off the finger unexpectedly.

Powers: A *freezing band* provides its wearer with the benefits and penalties of the cold subtype: immunity to cold, but vulnerability to fire. The wearer is continuously protected by *frost armor*. Finally, all spells of the cold subtype the wearer casts are empowered, as if by the Empower Spell feat.

Strong transmutation; CL 9th; Empower Spell, Forge Ring, *frost armor*, *protection from energy*; Price 43,000 gp.

Ring of Adaptation

Description: A *ring of adaptation* normally appears as a simple gold band with no markings of any kind. The band itself is wide, taking up almost all the space between the knuckle and first finger joint. The ring resizes itself to this proportion to match the finger length of its wearer.

Powers: In its base state, a *ring of adaptation* has no apparent powers. When the wearer takes damage from an energy attack form, however, it blazes to life. When the wearer takes damage from fire, cold, electricity or acid, the ring changes to a new shape and appearance:

a burning wheel of fire, a band of solid ice, a crackling arc of lightning, or a bubbling green ring of swirling acid. None of these actually harm the wearer or anyone else touching the transformed item, of course.

While in its transformed state, the *ring of adaptation* provides 20 points of resistance against the energy type that matches its new form. Thus, for example, a flaming ring provides fire resistance 20. This resistance does not apply to the damage the wearer just took, only to future attacks. The ring remains in its transformed state for 10 minutes before reverting to a neutral form.

A *ring of adaptation* can adapt to only one attack type at a time. If a different attack type strikes the wearer before it reverts, the ring changes form to match the new type. Short of blasting the wearer with a specific energy attack, there is no way to make the ring change on demand.

Moderate abjuration; CL 11th; Forge Ring, *acid splash*, *frost armor*, *lesser firebolt**, *lesser lightning strike**, *resist energy*; Price 42,000 gp.

Ring of Healing Power

Description: These rings are crafted from pure white gold encrusted with speck-sized fragments of diamond. When held to the light, these produce a prismatic effect, so that the ring appears to sparkle and gleam with all the colors of the rainbow.

Powers: All spells that cure the bearer's hit point damage, such as *cure light wounds* and *holy light*, are considered to be empowered, as by the Empower Spell feat. The spell does not take a higher-level spell slot, nor does it require a full round of casting (even if the spell is cast spontaneously). A ring of this type must be worn for 24 hours to attune to its owner before it grants its benefit.

Strong conjuration; CL 11th; Empower Spell, Forge Ring, *cure critical wounds*; Price 15,000 gp.

Ring of Permanency

Description: These rings are crafted from azuredeep shards, fragments of blue crystal found in certain coral reefs scattered throughout Azeroth. The naga consider most of these shards to be of low quality, employing them as their equivalent of costume jewelry. Only the most pristine are eligible for use in magic items.

Powers: A *ring of permanency* has no powers when first created. Instead, it is designed to act as a storage location for a *permanency* spell. A caster can imprint a single permanent spell upon the ring as he would on himself (i.e., he must know the *permanency* spell, and must pay the required XP cost). The power then functions whenever he wears the ring, and moreover, the spell effect cannot be dispelled without destroying the ring.

Sometimes, these rings are found with a permanent spell already imprinted upon them. If the new owner wishes to change the spell, he must cast a new *permanency* spell, which eliminates the first.

Strong indeterminate; CL 13th; Forge Ring, *limited wish*, *permanency*; Price 90,000 gp (plus the cost of any permanent spell imprinted upon the item).

Ring of Protection

Description: This is an unadorned gold band.

Powers: This ring offers continual magical protection in the form of a deflection bonus of +1 to +5 to AC.

Faint abjuration; CL 5th; Forge Ring, *shield of faith*, creator must be of a level at least three times greater than the bonus of the ring; Price 2,000 gp (*ring* +1); 8,000 gp (*ring* +2); 18,000 gp (*ring* +3); 32,000 gp (*ring* +4); 50,000 gp (*ring* +5).

Ring of Reaction

Description: Rings of this sort are made entirely of silver, intricately carved in fine patterns that vary depending upon the whim of their creators. Four small opals are set into the surface at regular intervals. When the ring is worn, they slowly orbit the finger without ever leaving the band.

Powers: A *ring of reaction* provides insight, giving the wearer a chance to react more quickly to changing events. She receives a +4 insight bonus on initiative checks and a +1 insight bonus on attack rolls when

making attacks of opportunity. Furthermore, she can make one additional attack of opportunity per round.

Moderate divination; CL 9th; Forge Ring, *divination*; Price 72,000 gp.

Ring of Saviors

Description: Rings of this sort are crafted entirely of lightforge iron encircled by concentric rays carved into the band. A *ring of saviors* glows with a faint white light that flares into brilliance when its powers are invoked.

Powers: A *ring of saviors* provides a +4 enhancement bonus to its wearer's Stamina. If an opponent strikes the wearer in melee combat with a blow that would take him to -1 or fewer hit points, the ring's power flares to life, instantly surrounding him with a personal shield that provides a +10 deflection bonus to AC. This bonus applies against the strike that activated the shield, potentially turning that hit into a miss (and thereby negating the damage it would otherwise have dealt). The shield remains for 1 round, and can appear only once per day.

Moderate abjuration and transmutation; CL 11th; Forge Ring, *bear's endurance*, *shield of faith*; Price 32,600 gp.

RODS

Since the time of Queen Azshara, mages have channeled their abilities through items that serve as symbols of royal authority. There are no better examples of this tradition than rods: scepterlike devices that have unique magical powers and usually do not have charges. Rods are usable by all creatures.

Physical Description: Rods weigh approximately 5 pounds. They range from 2 feet to 3 feet long and are usually made from silver, iron, gold, or mithril. (Many, as noted in their descriptions, can function as light maces or clubs due to their sturdy construction.) These sturdy items have AC 9, 10 hit points, hardness 10, and a break DC of 27.

Activation: Details relating to rod use vary from item to item. See the individual descriptions for specifics.

Special Qualities: Roll d%. A 01 result indicates the rod is intelligent, 02–31 indicates that something (a design, inscription or the like) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes (GM's judgment).

Rods with charges can never be intelligent. To generate a random rod, roll d% and consult the table below.

Branding

Description: Originally the product of dark dwarven perversions, this rod is an instrument of interrogation and cruelty.

Powers: A branding rod is the equivalent of a +1 *heavy mace*, with one unique (if horrific) ability: When one successfully deals a critical hit, it leaves a mark on the target's body. The wielder can also use a full attack to

leave the brand on a target; against a resisting creature this requires an attack roll with a -2 penalty, and deals 1 point of fire damage. The marks vary by rod.

Faint evocation, CL 17th; Craft Rod, *burning hands*; Price 3,800 gp.

Elemental

Description: Elemental rods work against one of the elements of magic destruction: acid, cold, fire, electricity or sound.

Powers: The bearer gains energy resistance 10 against the appropriate element. In addition, any spells she casts with the matching energy descriptor have their save DCs increased by +1.

Moderate Abjuration, CL 17th; Craft Rod, *protection from energy*; Price 27,000 gp.

Eternal

Description: This precious rod stays the hand of time. It is shaped like a scepter with a star ruby and a star sapphire conjoined at the tip, seemingly fused together, creating the symbol for infinity.

Powers: The rod functions as a masterwork club. In addition, the bearer cannot age and is not affected by effects that influence time (such as *slow*, *haste*, and *time stop*). The rod's effects only work as long as the creature holds the rod, making it something of a curse.

Strong Alteration; CL 17th; Craft Rod, *wish*; Price: 306,300 gp.

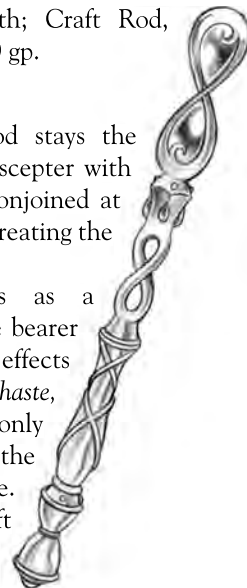


Table 4-17: Rods

Medium	Major	Rod	Market Price
01–05	—	<i>Magister's, copper</i>	1,000 gp
06–10	—	<i>Metamagic, Enlarge, lesser</i>	3,000 gp
11–15	—	<i>Metamagic, Extend, lesser</i>	3,000 gp
16–20	—	<i>Metamagic, Silent, lesser</i>	3,000 gp
21–24	—	<i>Magister's, runed copper</i>	3,500 gp
25–26	—	<i>Branding</i>	3,800 gp
27–30	—	<i>Magister's, silver</i>	4,000 gp
31–34	—	<i>Magister's, runed silver</i>	6,500 gp
35–36	—	<i>Sorrow</i>	7,400 gp
37–42	—	<i>Metamagic, Empower, lesser</i>	9,000 gp
43–53	01–05	<i>Miner's</i>	10,900 gp
54–57	06–08	<i>Metamagic, Enlarge</i>	11,000 gp
58–61	09–11	<i>Metamagic, Extend</i>	11,000 gp
62–65	12–13	<i>Metamagic, Silent</i>	11,000 gp
66–71	14–16	<i>Magister's, runed gold</i>	12,000 gp
72–80	17–20	<i>Metamagic, Maximize, lesser</i>	14,000 gp
81–84	22–25	<i>Magister's, mithril</i>	19,000 gp
85–86	26–28	<i>Magister's, runed mithril</i>	21,500 gp
—	29–32	<i>Metamagic, Enlarge, greater</i>	24,500 gp
—	33–37	<i>Metamagic, Extend, greater</i>	24,500 gp
—	38–40	<i>Metamagic, Silent, greater</i>	24,500 gp
87–90	41–44	<i>Magister's, truesilver</i>	25,000 gp
91	45–46	<i>Elemental, acid</i>	27,000 gp
92	47–50	<i>Elemental, cold</i>	27,000 gp
93–94	51–54	<i>Elemental, electricity</i>	27,000 gp
95–96	55–59	<i>Elemental, fire</i>	27,000 gp
97	60–63	<i>Elemental, sonic</i>	27,000 gp
98	64–65	<i>Magister's, runed truesilver</i>	27,500 gp
99	66–67	<i>Metamagic, Empower</i>	32,500 gp
100	68–69	<i>Metamagic, Quicken, lesser</i>	35,000 gp
—	70–72	<i>Magister's, arcanite</i>	36,000 gp
—	73–75	<i>Magister's, runed arcanite</i>	38,500 gp
—	76–80	<i>Metamagic, Maximize</i>	54,000 gp
—	81–84	<i>Metamagic, Empower, greater</i>	73,000 gp
—	85–88	<i>Metamagic, Quicken</i>	75,500 gp
—	89–90	<i>Necromancy**</i>	85,800 gp
—	91–98	<i>Metamagic, Maximize, greater</i>	121,500 gp
—	99	<i>Metamagic, Quicken, greater</i>	170,000 gp
—	100	<i>Eternal</i>	306,500 gp

Magister's Rod

Description: A common wizard's tool in Azeroth, the magister's rod is a thin, blackened staff of metal with a small disk at its tip. The mage's personal signet is etched on the disk in runes that flare whenever the bearer employs its powers.

Powers: These rods allow the wielder to regain a used spell slot. The spell slot is available just as if it had

not been used. The spell must be of a particular level, depending on the rod. Copper rods regain 1st-level slots, silver rods recall 2nd-level slots, gold rods recall 3rd-level slots, mithril rods recall 4th-level slots, truesilver rods recall 5th-level slots, and arcanite rods recall 6th-level slots. The rod may also be enchanted with magic runes; these grant the bearer a +5 competence bonus on Concentration checks involving spells.

Strong transmutation; CL 17th; Craft Rod; Price Copper: 1,000 gp, *Runed Copper*: 3500 gp, *Silver*: 4,000 gp, *Runed Silver* 6500 gp, *Gold* 9,000 gp, *Runed Gold* 11,500 gp, *mithril* 16,000 gp, *runed mithril* 18,500 gp, *truesilver* 25,000 gp, *runed truesilver* 27,500 gp, *arcanite* 36,000 gp, *runed arcanite* 38,500 gp.

Metamagic Rods

Description: These metal-tipped rods are composed of colored glass (the color depends on the type) laced with traces of iron. When used, they whisper in some ancient, arcane tongue; a nether whisper that's audible even to non-spellcasters.

Powers: Metamagic rods hold the essence of a metamagic feat but do not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity, and spontaneous spells still take longer to cast). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day.

Lesser and Greater Metamagic Rods: Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

Metamagic, Empower: The wielder can cast up to three spells per day that are empowered as though using the Empower Spell feat.

Strong indeterminate; CL 17th; Craft Rod, Empower Spell; Price 9,000 gp (lesser), 32,500 gp (normal), 73,000 gp (greater).

Metamagic, Enlarge: The wielder can cast up to three spells per day that are enlarged as though using the Enlarge Spell feat.

Strong indeterminate; CL 17th; Craft Rod, Enlarge Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

Metamagic, Extend: The wielder can cast up to three spells per day that are extended as though using the Extend Spell feat.

Strong indeterminate; CL 17th; Craft Rod, Extend Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

Metamagic, Maximize: The wielder can cast up to three spells per day that are maximized as though using the Maximize Spell feat.

Strong indeterminate; CL 17th; Craft Rod, Maximize Spell feat; Price 14,000 gp (lesser), 54,000 gp (normal), 121,500 gp (greater).

Metamagic, Quicken: The wielder can cast up to three spells per day that are quickened as though using the Quicken Spell feat.

Strong indeterminate; CL 17th; Craft Rod, Quicken Spell; Price 35,000 gp (lesser), 75,500 gp (normal), 170,000 gp (greater).

Metamagic, Silent: The wielder can cast up to three spells per day without verbal components as though using the Silent Spell feat.

Strong indeterminate; CL 17th; Craft Rod, Silent Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

Miner's

Description: This dwarf-made rod is often a family heirloom that dwarves value far in excess of its actual price.

Powers: In addition to granting a +2 competence bonus on Profession (miner) checks, this rod can be used to detect nearby metal deposits; when the wielder is within 30 feet of a specific metal and concentrates on locating it, the rod points to any places it is located. The rod wielder knows the approximate quantity of metal as well. If more than one deposit of the specified metal or mineral is within range, the rod points to the largest cache first. Each operation requires a full-round action.

Moderate divination; CL 9th; Craft Rod, *locate object*; Price 10,900 gp.

SORROW

Description: First crafted by an artificer whose name has been lost to the ages, this slender truesilver rod is sturdy and constantly weeps salty water.

Powers: Once per day, the wielder may cast a *crushing despair** spell (DC 17). In addition, the rod functions as a +1 *light mace*.

Moderate divination; CL 9th; Craft Rod, *crushing despair**; Price 7,400 gp.

SCROLLS

Philosophers have written books about the connection between experiencing spells and the compulsion to capture them on paper. Scrolls, spells stored in written form, are the ultimate product of this compulsion.

A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated.

Some scrolls are not used to hold standard spells but powerful enchantments (such as the *scroll of regeneration* in **Magic and Mayhem**). For game purposes, they are considered wondrous items. All but the most primitive cultures of Azeroth have developed scrolls, and all spellcasting paths (including druids and shamans) may use spell scrolls.

Table 4-18: Scroll Types

d%	Scroll Type
01–30	Divine
31–99	Arcane
100	Fel

Table 4-19: Scroll Spell Levels

Minor	Medium	Major	Spell Level	Spell's Caster Level ¹
01–05	—	—	0	1
06–50	—	—	1st	1st
51–95	01–05	—	2nd	3rd
96–100	06–65	—	3rd	5th
—	66–95	01–05	4th	7th
—	96–100	06–50	5th	9th
—	—	51–70	6th	11th
—	—	71–85	7th	13th
—	—	86–95	8th	15th
—	—	95–100	9th	17th

¹ These numbers assume that the creator is a healer or arcanist.

Physical Description: Magical scrolls are made from heavy sheets of fine vellum; an area about 8-1/2 inches wide and 11 inches long is sufficient to hold one spell. The sheet is reinforced at the top and bottom with light leather strips or metal rods. Each additional spell adds a foot to the length of the scroll. The scroll is placed in a tube of ivory, jade, runecloth or wood. Most scroll cases are inscribed with magic symbols that identify the owner or the spells stored on the scrolls inside; sometimes these symbols also hide magical traps. A scroll has AC 9, 1 hit point, hardness 0, and a break DC of 8.

Activation: To activate a scroll, a spellcaster must read the spell written on it. Doing so involves several steps and conditions.

Decipher the Writing: The writing on a scroll must be deciphered before a character can use it or know exactly what spell it contains. This requires a *read magic* spell or a successful Spellcraft check (DC 20 + spell level).

Deciphering a scroll to determine its contents does not activate its magic unless it is a cursed scroll.

Activate the Spell: To activate a scroll, the character must read the scroll aloud in a normal voice. Activating a scroll spell requires no material components or focus. (The creator of the scroll provided these when scribing the scroll.) Activating a scroll spell is subject to disruption (just like casting normally prepared spells) and has a normal chance of producing arcane spell failure.

To have any chance of activating a scroll spell, the scroll user must meet the following requirements.

- The spell must be of the correct type (arcane or divine). Arcane spellcasters can use only scrolls

containing arcane spells, and divine spellcasters can use only scrolls containing divine spells.

- The user must have the spell on his or her class list.
- The user must have the requisite ability score (10 + spell level).

If the user meets all the requirements, and her caster level is at least equal to the spell's caster level, she can automatically activate the spell without a check. If she meets all requirements but her own caster level is lower than the scroll spell's caster level, then she has to make a caster level check (DC = scroll's caster level + 1) to cast the spell successfully. If she fails, she must make a DC 5 Spirit check to avoid a mishap (see Scroll Mishaps, below). A natural roll of 1 always fails, whatever the modifiers.

Determine Effect: A spell successfully activated from a scroll works exactly like a spell prepared and cast the normal way. Assume the scroll spell's caster level is always the minimum level required to cast the spell for the character who scribed the scroll (usually twice the spell's level, minus 1), unless the caster specifically desires otherwise. The writing for an activated spell disappears from the scroll.

Scroll Mishaps: When a mishap occurs, the spell on the scroll has a reversed or harmful effect. Possible mishaps are given below.

- A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the scroll user.

- The character receives 1d6 points of Arcane Corruption (see **Magic and Mayhem**, Chapter 1: Flame and Faith, "Arcane Magic," *Variant Rule: Arcane Corruption*).

- Spell strikes someone other than the intended recipient.

- Spell takes effect at some random location within spell range.

- Spell's effect on the target is contrary to the spell's normal effect (e.g., a *cure* spell deals damage).

- Spell has a delayed effect. Sometime within the next 1d12 hours, the spell activates. If the scroll user was the intended recipient, the spell takes effect normally. If the user was not the intended recipient, the spell goes off in the general direction of the original recipient or target, up to the spell's maximum range, if the target has moved away.

If a divine spell is cast at different levels by healers and other divine classes, it appears at the level appropriate to a healer.

Many spells are either arcane or divine, depending on the class of the caster. Such spells appear on both lists at the level appropriate to the class of the arcane or divine caster.

Scroll Type	Number of Spells
Minor scroll	1d3 spells
Medium scroll	1d4 spells
Major scroll	1d6 spells

Common Spells

Found below are the spells that are most commonly on scrolls in Azeroth. Each spell has a 15% chance to appear on a scroll (i.e., 01–15 the spell is the first spell listed for the appropriate level, 16–20 it's the second spell, and so on). There's a 10% chance (91–100) that the scroll bears a different spell, subject to the GM's discretion.

Arcane Scrolls

1st-level: *Arcane missile, cause fear, charm person, identify, mana shield, protection from evil.*

2nd-level: *Invisibility, mirror image, resist energy, summon swarm, unholy frenzy.*

3rd-level: *Death coil, dispel magic, fly, hold person, suggestion, water breathing.*

4th-level: *Animate dead, confusion, dimension door, polymorph, rain of fire, scrying.*

5th-level: *Baleful polymorph, break enchantment, death pact, dismissal, drain soul, wall of force.*

6th-level: *Anti-magic field, chain lightning, create undead, greater dispel magic, soulstone, true seeing.*

7th-level: *Avatar, banishment, control undead, phase door, plane shift, spell turning.*

8th-level: *Create greater undead, demand, discern location, greater planar binding, polymorph any object, telekinetic sphere.*

9th-level: *Death and decay, dominate monster, gate, Medivh's Disjunction, spiritual projection, starfall.*

Divine Scrolls

1st-level: *Comprehend languages, cure light wounds, remove fear, roar, shield of faith, speak with animals.*

2nd-level: *Augury, cure moderate wounds, delay poison, heroism, lesser restoration, summon swarm.*

3rd-level: *Cure serious wounds, dispel magic, remove curse, remove disease, serpent ward, thorn shield.*

4th-level: *Control water, cure critical wounds, divination, greater magic weapon, non-detection, restoration.*

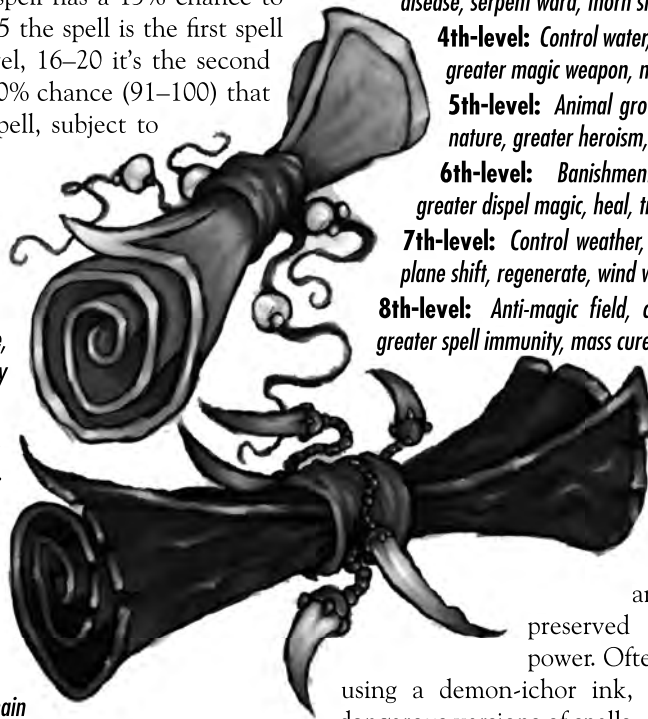
5th-level: *Animal growth, atonement, commune with nature, greater heroism, spell resistance, true seeing.*

6th-level: *Banishment, find the path, geas/quest, greater dispel magic, heal, transport via plants.*

7th-level: *Control weather, greater restoration, holy word, plane shift, regenerate, wind walk.*

8th-level: *Anti-magic field, control plants, discern location, greater spell immunity, mass cure critical wounds, whirlwind.*

9th-level: *Foresight, second soul, shape change, spiritual projection, starfall, touch of life.*



Fel Scrolls

Description: These ancient writings are preserved arcane scrolls of great power. Often written on black cloth using a demon-ichor ink, these are powerful but dangerous versions of spells.

Powers: Spells written on fel scrolls are treated as spells of the normal level, but the user gains a +4 bonus on caster level checks to overcome spell resistance, and the spells' DCs increase by +2. However, because of its demonic nature, casting a spell from such a scroll requires a Will save with a DC of 18 + the spell's level (in addition to whatever other rolls might be necessary); if this roll fails, a spell mishap occurs (see above). In all other regards (cost, caster level), fel scrolls act as normal scrolls. Creating a fel scroll follows the same rules as creating other scrolls, save that the creator must be evil.

STAFFS

A staff is a long shaft of wood that stores several spells. Unlike wands, which can contain a wide variety of spells, each staff is of a certain kind and holds specific spells. A staff has 50 charges when created.

Physical Description: A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staffs are wood, but a rare few are bone, metal or even glass (these are extremely exotic). Staffs often have a gem or some device at their tip or are shod in metal at one or both ends. Staffs are often decorated with carvings or runes. A typical staff is like a walking stick, quarterstaff or cudgel. It has AC 7, 10 hit points, hardness 5, and a break DC of 24.

Activation: Staffs use the spell trigger activation method, so casting a spell from a staff is usually a standard

action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 standard action, it takes that long to cast the spell from a staff.) To activate a staff, a character must hold it forth in at least one hand (or whatever passes for a hand, for nonhumanoid creatures). The spell from the staff is cast as though the wielder were casting it directly (it uses her caster level and any applicable feats and class features).

Special Qualities: Roll d%. A 01–30 result indicates that something (a design, inscription or the like) provides some clue to the staff's function, and 31–100 indicates no special qualities.

In the hands of a skilled spellcaster, a staff can be one of the world's most powerful magic items. These items grow in power as their wielder improves. Plus, in a pinch,

Table 4-20: Staffs

Medium	Major	Item	Market Price
01–50	01–25	<i>Bludgeon of the grinning dog</i>	58,100 gp
56–100	26–50	<i>Hydrocane</i>	86,600 gp
—	51–75	<i>Kaldorei channeling staff</i>	89,475 gp
—	76–100	<i>Glowing brightwood staff</i>	144,882 gp

a staff can make an effective weapon. In fact many of the staffs found on Azeroth possess heightened abilities when used in combat. If a staff has combat abilities (e.g., if it functions as a +2 *quarterstaff*), these abilities continue to work even after all charges are expended. To randomly determine a staff, roll d% and consult the table below.

Staff Descriptions

Common staffs are described below.

Bludgeon of the Grinning Dog

Description: This staff is a short stick that forms a Y-shape at its head. Between the points of the Y dangles a leather dog collar, to which a short leash is affixed. When the staff is wielded, the leash wraps itself about its owner's wrist.

Powers: The *bludgeon of the grinning dog* is a +2 *quarterstaff of the wolf* that provides the following spells:

- *Charm animal* (1 charge)
- *Lesser mark of the wild* (1 charge)
- *Magic fang* (1 charge)
- *Roar* (1 charge)
- *Speak with animals* (1 charge)
- *Greater magic fang* (2 charges)

The bearer also gains a +2 bonus on checks to resist being disarmed.

Moderate transmutation; CL 8th; Craft Staff, *calm animals, cat's grace, charm animal, greater magic fang, lesser mark of the wild, magic fang, owl's wisdom, roar*; Price 58,100 gp; Weight 3 lb.

Glowing Brightwood Staff

Description: As the name suggests, staffs of this type are made of brightwood imbued with a permanent, white glow equal to that of normal torchlight. Rings of silver encircle the staff from one end to the other. The tip is formed in the shape of an open cross, with bands of crimson thread forming a god's eye design about the headpiece.

Powers: A *glowing brightwood staff* is a brightwood +4 *quarterstaff* that provides its owner with a +2 sacred bonus on all saving throws. Furthermore, it possesses the following spells:

- *Bless* (1 charge)
- *Lesser restoration* (1 charge)
- *Shadow protection** (2 charges)
- *Shadowguard** (2 charges)
- *Greater heroism* (2 charges)

- *Holy word* (3 charges)

Strong evocation; CL 15th; Craft Staff, *bless, greater heroism, holy word, lesser restoration, shadow protection*, shadowguard**; Price 144,882 gp.

Hydrocane

Description: Staffs of this sort are crafted from hydrobarks — small trees that grow along the banks of rivers throughout Azeroth. The rounded remnants of the tree's roots remain affixed to the bottom of the staff, so that the weapon can be set upon the ground and remain standing. The staff's tip is carved into a ring shape, within which floats a bubble of water seemingly unaffected by gravity.

Powers: A *hydrocane* is a +1 *quarterstaff* that provides its owner with the effect of the *water breathing* spell for as long as he holds it in his grip. The staff can also be used to cast the following spells:

- *Frost armor* (1 charge)
- *Frost nova* (1 charge)
- *Water breathing* (1 charge)
- *Water walking** (1 charge)
- *Cone of cold* (2 charges)

Moderate evocation; CL 11th; Craft Staff, *cone of cold, frost armor, frost nova, ice storm, water breathing, water walking**; Price 86,600 gp; Weight 4 lb.

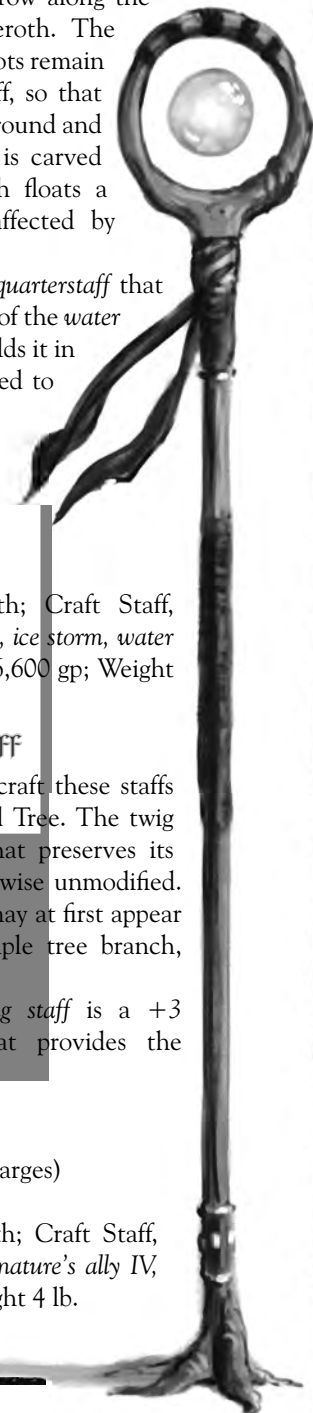
Kaldorei Channeling Staff

Description: The night elves craft these staffs from twigs taken from the World Tree. The twig is coated with a kind of sap that preserves its shape and hardness, but is otherwise unmodified. Thus, a *Kaldorei channeling staff* may at first appear to be nothing more than a simple tree branch, imperfections and all.

Powers: A *Kaldorei channeling staff* is a +3 *quarterstaff of nature's bite* that provides the following spells:

- *Resist energy* (1 charge)
- *Thorn shield* (1 charge)
- *Summon nature's ally IV* (2 charges)
- *Animate plants* (3 charges)

Strong transmutation; CL 13th; Craft Staff, *acid splash, resist energy, summon nature's ally IV, thorn shield*; Price 89,475 gp; Weight 4 lb.



WANDS

A wand is a thin baton that contains a single spell of 4th level or lower. Each wand has 50 charges when created, and each charge expended allows the user to use the wand's spell one time. A wand that runs out of charges is just a stick.

Physical Description: A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes. A typical wand has AC 7, 5 hit points, hardness 5, and a break DC of 16.

Activation: Wands use the spell trigger activation method, so casting a spell from a wand is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 action, it takes that long to cast the spell from a wand.) To activate a wand, a character must hold it in hand (or whatever passes for a hand, for nonhumanoid creatures) and point it in the general direction of the target or area. A wand may be used while grappling or while swallowed whole.

Special Qualities: Roll d%. A 01–30 result indicates that something (a design, inscription or the like) provides some clue to the wand's function, and 31–100 indicates no special qualities.

Table 4-21: Wands

Minor	Medium	Major	Item	Market Price
01–12	—	—	<i>Corruption, lesser*</i>	750 gp
13–24	—	—	<i>Faerie fire, lesser*</i>	750 gp
25–36	—	—	<i>Immolate, lesser*</i>	750 gp
37–48	—	—	<i>Roar</i>	750 gp
49–60	—	—	<i>Shadow meld</i>	750 gp
61–72	—	—	<i>Smite</i>	750 gp
73–80	01–04	—	<i>Smite (4th level)</i>	3,000 gp
81–82	05–10	01	<i>Cripple</i>	4,500 gp
83–84	11–16	02	<i>Dampen magic*</i>	4,500 gp
85–86	17–22	03	<i>Death coil, lesser</i>	4,500 gp
87–88	23–28	04	<i>Frost armor</i>	4,500 gp
89–90	29–34	05	<i>Holy light, lesser*</i>	4,500 gp
91–92	35–40	06	<i>Mana burn</i>	4,500 gp
93–94	41–46	07	<i>Searing pain, lesser*</i>	4,500 gp
95–96	47–52	08	<i>Smite (6th level)</i>	4,500 gp
97–98	53–60	09	<i>Unholy frenzy</i>	4,500 gp
99	61–68	10–11	<i>Smite (8th level)</i>	6,000 gp
100	69–76	12–14	<i>Smite (10th level)</i>	7,500 gp
	77–79	15–21	<i>Blizzard</i>	11,250 gp
	80–82	22–29	<i>Death coil</i>	11,250 gp
	83–85	30–36	<i>Entangling roots</i>	11,250 gp
	86–88	37–43	<i>Faerie fire*</i>	11,250 gp
	89–91	44–51	<i>Frost nova</i>	11,250 gp
	92–94	52–59	<i>Searing pain*</i>	11,250 gp
	95–97	60–67	<i>Shockwave</i>	11,250 gp
	98–100	68–75	<i>Thorn shield</i>	11,250 gp
	—	76–80	<i>Amplify magic*</i>	21,000 gp
	—	81–85	<i>Death coil, greater</i>	21,000 gp
	—	86–90	<i>Holy light*</i>	21,000 gp
	—	91–95	<i>Rain of fire</i>	21,000 gp
	—	96–100	<i>Wrath*</i>	21,000 gp

Wand Special Abilities

Almost all wands do nothing but hold 50 charges of a single spell. Dalrendus Spellfizzle, the gnomish craftsman known for adding amusing quirks to his magic items, referred to wands as “fifty scrolls crammed into a stick.” He was fond of creating wands with additional abilities, just to surprise those who expected to see nothing more than another glorified spell-stick. The practice has since spread to other craftsmen.

The list below presents new powers that can be added to wands. A given wand can include no more than one such power. The craftsman makes the wand in the usual way, but must also meet the prerequisites listed for the additional ability, and must pay the added cost.

Contingent: Wands of this type can be set to cast a spell whenever some condition affects their owner, exactly as if a *contingency* spell was used. The wand’s owner only needs to have the item on his person for the *contingency* to function. For example, a *wand of contingent water breathing* could be set to activate whenever the owner became immersed in liquid. When the contingent effect activates, 1 additional charge is drained from the wand, in addition to the charge used by the spell itself.

A wand may have only one *contingency* setting at a time, but this can be changed at will as a standard action simply by giving the wand new commands. Once the contingent spell is cast, the wand’s *contingency* setting is cleared, so that further occurrences of the same conditions don’t expend additional charges. The wand’s *contingency* does not preclude the use of a personal *contingency* spell cast by the owner.

Moderate evocation; CL 11th; Craft Wand, *contingency*; Price: +13,725 gp.

Empowered: The spells stored in the wand can be cast as though prepared with the Empower Spell feat. Doing so drains 3 charges instead of 1. The wand can employ this ability only once per minute.

Moderate indeterminate; CL 7th; Craft Wand, Empower Spell; Price: +2,000 gp.

Enlarged: The spells stored in the wand can be cast as though prepared with the Enlarge Spell feat. Doing so drains 2 charges instead of 1. The wand can employ this ability only once per 5 rounds.

Faint indeterminate; CL 5th; Craft Wand, Enlarge Spell; Price: +1,000 gp.

Extended: The spells stored in the wand can be cast as though prepared with the Extend Spell feat. Doing so drains 2 charges instead of 1. The wand can employ this ability only once per 5 rounds.

Faint indeterminate; CL 5th; Craft Wand, Extend Spell; Price: +1,000 gp.

Maximized: The spells stored in the wand can be cast as though prepared with the Maximize Spell feat. Doing so drains 4 charges instead of 1. The wand can employ this ability only once per 10 minutes.

Moderate indeterminate; CL 9th; Craft Wand, Maximize Spell; Price: +4,000 gp.

Penetrating: The wand has a +2 bonus on caster level checks to overcome a creature’s spell resistance.

Moderate indeterminate; CL 7th; Craft Wand, Spell Penetration; Price: +3,500 gp.

Repeating: Wands with this power can be employed in the usual way, or they can be set to continuously cast their spells at a chosen target. Once set to automatic, a *repeating wand* must be given the proper commands and released in its current square (a standard action that does not provoke attacks of opportunity). It does not fall, but floats in its current location, casting spells as often as possible at the chosen target, beginning the round it is released. It continues to cast until the target moves out of range or line of effect. Once the target is no longer in range, the wand shuts off and drops to the ground. The wand is not aware of other conditions that affect its target, so the spell would continue to be cast even if, for example, the target were slain. The wand’s owner can make the casting stop by grasping it and speaking another command word, but she cannot simply shout that word across the room.

Moderate transmutation; CL 7th; Craft Wand, *fly*; Price: +10,400 gp.

Quickdraw: The wand’s owner can bring it into his hand with a single quick motion, as if he had the Quick Draw feat. The wand must be on his person, but can be anywhere, even buried deep in his backpack. The wand blinks into the wielder’s hand, ready for use at a moment’s notice.

Moderate transmutation; CL 7th; Craft Wand, *dimension door*; Price: +15,000 gp.

Touching: This power can be added only to wands that cast spells requiring a melee touch attack. When the wand’s spell is cast, the owner receives a +2 bonus on his touch attack roll.

Faint indeterminate; CL 6th; Craft Wand; Price: +2,000 gp.

Widened: The spells stored in the wand can be cast as though prepared with the Widen Spell feat. Doing so drains 2 charges instead of 1. The wand can employ this ability only once per 5 rounds.

Faint indeterminate; CL 5th; Craft Wand, Widen Spell; Price: +1,000 gp.

WONDROUS ITEMS

Anything that doesn't belong in the other groups is right here. These items can be any size, any shape, and of varying powers. Some look mundane while others are outright surprising.

Anyone can carry a wondrous item unless the description says otherwise.

Physical Description: Varies.

Activation: Usually use activated or command word, but details vary from item to item.

Special Qualities: Roll d%. An 01 result indicates the wondrous item is intelligent, 02–31 indicates that something (a design, inscription or the like) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes (GM's judgment).

Wondrous items with charges can never be intelligent.

Table 4-22: Wondrous Items

Minor	Med.	Major	Item	Market Price	Minor	Med.	Major	Item	Market Price
01–02	—	—	Incense of Meditation	150 gp	45–46	—	—	Goggles of Minute Seeing	2,500 gp
03–04	—	—	Hong's Bravery Brew	250 gp	47–48	—	—	Lens of Detection	2,500 gp
05–06	—	—	Hong's Fighting Lager	250 gp	49–50	—	—	Gift of Arthas	2,850 gp
7	—	—	Chou's Hair of the Dog Ale	300 gp	51–52	—	—	Amulet of Health +2	4,000 gp
8	—	—	Noggenfogger Elixir	350 gp	53–54	—	—	Bracers of Armor +2	4,000 gp
9	—	—	Black Whiskey	450 gp	55–56	—	—	Cloak of Resistance +2	4,000 gp
10–11	—	—	Elixir of Fortitude, Lesser	550 gp	57–58	—	—	Cloak of Charisma +2	4,000 gp
12–13	—	—	Elixir of the Mongoose	750 gp	59–60	—	—	Gauntlets of Ogre Strength	4,000 gp
14–15	—	—	Bracers of Armor	1,000 gp	61–62	—	—	Gloves of Agility +2	4,000 gp
16–17	—	—	Cloak of Resistance +1	1,000 gp	63–64	—	—	Headband of Intellect +2	4,000 gp
18–19	—	—	Phylactery of Faithfulness	1,000 gp	65–66	—	—	Periapt of Spirit +2	4,000 gp
20	—	—	Beer Goggles	1,080 gp	67–68	—	—	Boots of Nature's Ally	4,338 gp
21–22	—	—	Elixir of Fortitude	1,250 gp	69–70	—	—	Arcane Elixir	4,550 gp
23–24	—	—	Wounded Warrior Whiskey	1,500 gp	71–72	—	—	Bracelets of the Servant	5,000 gp
25–26	—	—	Limited Invulnerability Elixir	1,750 gp	73–74	—	—	Runed Bracers (SR 13)	5,000 gp
27	—	—	Artep's Workshop: Sawblade of the Moon	1,800 gp	75–76	—	—	Bridle of the Bat	6,000 gp
28–29	—	—	Blind Hood of Knowledge	2,000 gp	77–78	—	—	Mask of the Child	6,000 gp
30–31	—	—	Divining Rod	2,000 gp	79	—	—	Neevil's Amazing Multi-Use Grenade	6,000 gp
32–33	—	—	Elixir of Fortitude, Greater	2,150 gp	80–81	01–03	—	Spiked Fel Collar	7,560 gp
34–35	—	—	Hood of the Swarm	2,160 gp	82–83	04–07	—	Grimoire of Souls	7,650 gp
36	—	—	Pitcher of Revenge	2,160 gp	84–85	08–10	—	Medivh's Hammer	7,650 gp
37–38	—	—	Elemental Gem	2,250 gp	86	11–13	—	Neevil's Portable Custard Machine	8,000 gp
39–40	—	—	Dreamless Sleep Elixir	2,400 gp	87–88	14–16	—	Bracers of Armor +3	9,000 gp
41–42	—	—	Robe of Bones	2,400 gp	89–90	17–20	—	Circlet of Persuasion	9,000 gp
43–44	—	—	Candle of Truth	2,500 gp	91–92	21–24	—	Cloak of Resistance +3	9,000 gp
					93–94	25–28	—	Runed Bracers (SR 15)	10,000 gp
					95–96	29–32	—	Artep's Workshop: Hammer of the Heavens	10,800 gp

Table 4-22: Wondrous Items (continued)

Minor	Med.	Major	Item	Market Price	Minor	Med.	Major	Item	Market Price
97	33–36	—	Khadgar's Pipe of Insight	12,000 gp	—	—	18–20	Bracers of Armor +6	36,000 gp
98	37–39	—	Goggles of Translation	12,000 gp	—	—	21–23	Cloak of Charisma +6	36,000 gp
99	40–43	—	Scourge's Palm	12,000 gp	—	—	24–26	Gloves of Agility +6	36,000 gp
100	44–46	—	Drums of Panic	14,000 gp	—	—	27–29	Headband of Intellect +6	36,000 gp
—	47–49	—	Amulet of Health +4	16,000 gp	—	—	30–32	Periapt of Spirit +6	36,000 gp
—	50–52	—	Belt of Giant Strength +4	16,000 gp	—	—	33–34	Nikkle's Fabulous Silken Cloth	43,200 gp
—	53–55	—	Bracers of Armor +4	16,000 gp	—	—	35–37	Cloak of the Bat	44,800 gp
—	56–58	—	Cloak of Charisma +4	16,000 gp	—	—	38–40	Boots of Teleportation	49,000 gp
—	59–61	—	Cloak of Resistance +4	16,000 gp	—	—	41–43	Bracers of Armor +7	49,000 gp
—	61–63	—	Gloves of Agility +4	16,000 gp	—	—	44–47	Binding of Flames	56,000 gp
—	64–66	—	Headband of Intellect +4	16,000 gp	—	—	48–50	Manacle of Command	56,000 gp
—	67–69	—	Periapt of Spirit +4	16,000 gp	—	—	51–54	Banner of the Crow	60,000 gp
—	70–72	—	Edged Gauntlets	16,200 gp	—	—	55–57	Bracers of Armor +8	64,000 gp
—	73–75	—	Runed Bracers (SR 17)	17,000 gp	—	—	58–60	Mask of Death	72,000 gp
—	76–78	—	Shroud of the Lightbringer	18,000 gp	—	—	61–63	Tent of Security	72,000 gp
—	79–81	—	Portable Hole	20,000 gp	—	—	64–66	Goggles of the Gods	72,000 gp
—	82–84	—	Gloves of the Silver Hand	22,400 gp	—	—	67–68	Robe of the Archmagi	75,000 gp
—	85–86	—	Tome of Yesterday	22,400 gp	—	—	69–71	Khadgar's Gem of Health	76,000 gp
—	87–89	—	Lavender Gate	23,760 gp	—	—	72–74	Hero's Mantle	80,000 gp
—	90–91	—	Bracers of Armor +5	25,000 gp	—	—	75–77	Crown of Constant Contact	90,000 gp
—	92–94	—	Cloak of Resistance +5	25,000 gp	—	—	78–80	Drunken Tailor's Cloak	91,000 gp
—	95–96	—	Banner of the Angry Boar	25,920 gp	—	—	81–82	Hellscream's Tome of Terror	112,000 gp
—	98–100	—	Runed Bracers (SR 19)	26,000 gp	—	—	83–85	Box of Abomination	132,000 gp
—	—	01–04	Boots of the Earth Shaker	26,400 gp	—	—	86–87	Throne of Kings	132,000 gp
—	—	05–07	Circlet of Forever	26,600 gp	—	—	88–89	Crown of the Lich	153,000 gp
—	—	08–09	Helm of Underwater Action	27,000 gp	—	—	90–92	Gargoyle Robe	154,000 gp
—	—	10–11	Druid's Pouch	28,960 gp	—	—	93–94	Crystal Hourglass of Regret	161,200 gp
—	—	12–14	Amulet of Health +6	36,000 gp	—	—	95–96	Mirror of Mental Prowess	275,400 gp
—	—	15–17	Belt of Giant Strength +6	36,000 gp	—	—	97–98	Celestial Orb of Souls	453,600 gp
—	—	—	—	—	—	—	99–100	Crown of the Dreadlord	784,000 gp

Wondrous Item Descriptions

Common wondrous items are described below.

Amulet of Health

Description: Made entirely of gold, this disk hangs on a thin cord of leather. It holds the image of a strong

animal, usually a kodo or wolf or tiger. It is a favored amulet of tauren shamans and other healers.

Power: This amulet grants the wearer an enhancement bonus to Stamina of +2, +4 or +6.

Moderate transmutation; CL 8th; Craft Wondrous Item, *bear's endurance*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6). Cost 2,000 gp + 160 XP (+2), 8,000 gp + 640 XP (+4), 18,000 gp + 1440 XP (+6).

Arcane Elixir

Description: This powerful potion is extremely difficult to make, and is always in demand by mages across Azeroth. The bluish-green liquid sparkles with arcane flashes that seem to dance in entrancing patterns that can almost, but not quite, be identified as meaningful.

Powers: When this elixir is consumed, the caster's spells are all cast as if they had the Empower Spell feat applied to them, though they do not take up higher-level spell slots. The effect lasts for 10 minutes.

Moderate transmutation; CL 13th; Craft Wondrous Item, *limited wish*; Price 4,550 gp; Cost 2,275 gp + 182 XP.

Artep's Workshop: Hammer of the Heavens

Description: Artep was a human sorcerer whose background lay in woodworking. He set his tools aside to hone his arcane talents, but returned to them after several years. He began taking the humble tools from his workshop and modifying them, making his workshop into a dangerous weapons arsenal. The *Hammer of the heavens* is a small woodworking hammer with a wooden handle and a steel head.

Power: When the user says a command word, the hammer begins to glow blue. The hammer, if thrown at an opponent, deals 2d6 points of force damage. If the user makes a successful hit, the opponent is dazed for one round. A DC 13 Fortitude saving throw negates the daze effect. The hammer has a range increment of 10 feet.

In melee, the hammer deals 1d6 points of force damage.

Faint conjuration; CL 3rd; Craft Wondrous Item, *storm hammer*; Price 10,800 gp; Cost 5,400 gp + 432 XP; Weight 4 lb.

Artep's Workshop: Sawblade of the Moon

Description: This item is usually found in a stack of goblin circular saws. Few people are able to tell the difference; the *sawblade of the moon* glows a slight blue in total darkness. Otherwise it looks like a circular saw found in many goblin devices.

Power: When the user says a command word, the saw blade glows a bright blue. When thrown, it acts like a moonblade created with the *moonblade* spell.

Faint conjuration; CL 1st; Craft Wondrous Item, *moonblade*; Price 1,800 gp; Cost 900 gp + 72 XP; Weight 4 lb.

Banner of the Angry Boar

Description: Orc shamans designed this silk banner to fly high above the faction's rampaging armies. Often strapped to a swordmaster, the banner depicts a mighty boar amidst a spray of bloody letters that spell out the fury of the orcs.

Power: The wearer of this banner, and any allies surrounding her in a 15-foot radius, fill with the powerful tenacity of the boar. They can continue to fight without penalty even while disabled or dying. Once per day, the wearer can cast *bloodlust* on herself.

If the banner wearer is 6th level or higher, once per day she can summon a dire boar to protect her. Treat the boar as if it were summoned by the spell *summon nature's ally IV*, with the exception that the boar remains for 1 day or until slain.

Moderate conjuration; CL 9th; Craft Wondrous Item, *bloodlust*, *summon nature's ally IV*, creator must be an orc; Price 25,920 gp; Cost 12,960 gp + 1,037 XP; Weight 2 lb.

Banner of the Crow

Description: The fastest way to get somewhere is in a straight line. Countless soldiers have been lost by taking too long to get to a battle or getting ambushed in a ravine. Orc warlocks have created this banner in order to let their groups of soldiers travel faster, moving in a straight line. The banner is black with the image of a crow sewn into it with white silk, surrounded by arcane runes stitched in black thread (it takes a DC 25 Spot check to see the runes). Three white silk ribbons flutter from it; every time the banner is used, a ribbon drops off. When the ribbons are gone, the banner loses all power.

Power: The wearer of this banner can create a temporary tunnel in solid wood or stone as if using the *passwall* spell. The tunnel is 5 feet wide and 15 feet deep. The tunnel moves with the wearer, allowing him and any allies around him to move through a solid mass. If anyone moves beyond the wearer, they are ejected at the point of entry. This banner has three charges.

Moderate transmutation; CL 12th; Craft Wondrous Item, *passwall*, creator must be an orc; Price 60,000 gp; Cost 30,000 gp + 2,400 XP; Weight 2 lb.

Beer Goggles

Description: Inspired by the feeling one gets when intoxicated, gnomes have created *beer goggles*. The euphemism was coined after going home with too many questionable partners after drinking too much. *Beer goggles*, however, are actual goggles with smoky brown lenses and brass and leather frames. They fit tightly on the face and are made for all sizes, but 70% of them are Small.

Power: The wearer can cast *disguise self* once per day for duration of 1 hour.

Minor illusion; CL 3rd; Craft Wondrous Item, *disguise self*; Price 1,080 gp; Cost 540 gp + 43 XP; Weight 0 lb.

Belt of Giant Strength

Description: This is a wide braided belt made of leather and studded with iron. It is favored by dwarven miners and human soldiers, but gnomes and other races with lower Strength scores enjoy its benefits as well. Many goblin bodyguards in Ratchet wear these belts, to the surprise and dismay of any attackers.

Power: The belt adds to the wearer's Strength score in the form of an enhancement bonus of +4 or +6.

Moderate transmutation; CL 10th; Craft Wondrous Item, *bull's strength*; Price 16,000 gp (+4), 36,000 gp (+6); Cost 8,000 gp + 640 XP (+4), Cost 18,000 gp + 1,440 XP (+6); Weight 1 lb.

Binding of Flames

Description: The elven wizards of Dalaran protected their books with clever spells and traps, but one of the most deadly was the *binding of flames*. They took tough hide and dyed it a bright red, and bound it around blank spellbooks. When an arcanist receives the book, she spills three drops of blood onto the leather, which binds it to her forever. From that point on, only she may handle it. These precious books are long sought after by arcanists eager to protect their studies and thoughts from rivals — and, more recently, from the demon Legion still active in Azeroth.

Power: After a character binds the book to herself, if anyone else picks it up, it immediately engulfs itself in flames. The book deals 2d6 points of fire damage every round to anyone holding onto it. The pages within are not touched by the fire. In addition, if the owner carries the book in a hand, she may use *immolation* at will.

Moderate evocation; CL 7th; Craft Wondrous Item, *immolation*; Price 56,000 gp; Cost 28,000 gp + 2240 XP; Weight 4 lb.

Black Whiskey

Description: After watching too many adventurers down on their luck attempt to hide from their pursuers in her bar, Xiang developed this inky black whiskey. Thicker than most scotch whiskeys, it has a black tone that glows golden when the light hits it. The whiskey has a penetrating woody taste, and does not light a fire in the belly; it goes down smooth and cold. She sold shots of this to the desperate-looking types in her bar, and they paid nearly any price for its stealth properties.

Power: With one sip of this whiskey, the drinker blurs, melting into the shadows and becoming undetectable by anyone trying to find her by magical means. If she stays motionless, she remains invisible for 30 minutes. After that, she needs another sip, which causes her to move and therefore become visible for a moment. If she drinks four sips, she becomes invisible and is able to move for 10 minutes, but she takes a –4 penalty to her Agility. An unopened bottle of this brew holds 12 sips; the price below is for a single shot (one sip).

Faint transmutation; CL 3rd; Craft Wondrous Item, *nondetection*, *shadow meld*; Price 450 gp; Cost 225 gp + 18 XP; Weight 1 lb.

Blind Hood of Knowledge

Description: This hood is made of heavy, black wool and obscures vision entirely.

Power: After wearing this hood for one round, the wearer can *identify* any item placed into her hands as if having cast the spell by the same name.

Faint divination; CL 1st; Craft Wondrous Item, *identify*; Price 2,000 gp; Cost 1,000 gp + 80 XP; Weight 1 lb.

Boots of the Earth Shaker

Description: Dwarves originally developed these boots to aid in their mining. Why chip away for days at rock when one stomp from these boots can do the job for you? Some of the dwarves in Kalimdor have banned the use of

PANDAREN BREWS

Little is more revered in the pandaren culture than brewing. These refined soldiers consider brewing as important to their culture as art and traditional ritual. In fact, many of their society's arts and rituals would suffer if not for the brewing. Although various kinds of alcohol are in every part of life for the pandaren, they are far from a drunken society. Because of the love of drink, the tradition of brewing is considered one of the noblest pursuits, and they revere their brewmasters like other societies honor their priests.

The brews, for the most part, carry the hallowed names of the original brewmasters who created them. Chou Ling Sing, Hong Liu, and the brewmaster known only as Xiang are the three most revered brewmasters, and they had a frequent and friendly rivalry. Chou and Hong put their names on their brews, while Xiang preferred hers to go anonymous — if she named none of them, she could claim all that did not bear the other two's names.

With these masters long dead, their present day protégés carry on the traditions. Pandaren brewmasters go on long quests in order to find new and exotic ingredients for their drinks, looking for herbs and ingredients to create new recipes. The brewmasters are affable and kind, yet deadly soldiers if crossed. They are proficient in both healing arts and their own form of martial arts. With their knowledge of alchemy, potion-making and brewing, pandaren have created superb ales and spirits that have become a welcome drink at any adventurer's table.

The brews hold magic properties. The brewmaster searches specifically for plants, berries and fungi that are infused with magic to use in her spirits and beers. Brewmasters have to command potent magic in order to distill these liquids. Treat drinking a pandaren brew as if it were a potion. They are so potent that effects are immediate upon swallowing one swig unless otherwise stated.

This book includes five pandaren brews: *black whiskey*, *Chou's hair of the dog ale*, *Hong's bravery brew*, *Hong's fighting lager*, and *wounded warrior whiskey*.

these boots because of damage done to titan artifacts, but in Khaz Modan they're in common usage. The boots are made of thick, black leather and go halfway up the calf.

Power: When the wearer of these boots stomps twice (once for each foot), he can cast *move earth* once per day as if he had cast the spell of the same name. He must wear both boots for the effect.

Moderate transmutation; CL 11th; Craft Wondrous Item, *move earth*; Price 26,400 gp; Cost 13,200 gp + 1,056 XP; Weight 3 lb.

Boots of Teleportation

Description: These boots are knee-high and usually white or yellow. Although favored by scouts and rogues, most human cities have confiscated any boots they find, citing that crime waves are sure to follow. The confiscated boots are then, however, given to Alliance military for espionage. The high elves who create the boots are starting to get suspicious of this activity.

Power: The wearer of these boots may *teleport* three times per day as if she had cast the spell of the same name.

Moderate conjuration; CL 10th; Craft Wondrous Item, *teleport*; Price 49,000 gp; Cost 24,500 gp + 1,960 XP; Weight 3 lb.

Boots of Nature's Ally

Description: These boots are calf-high and made from light brown leather. Small studs form an image of an animal along the calf, either one large picture of an animal, or several small pictures of the same animal circling the top of the boot. The boots are of fine quality and allow for nearly silent movement on the forest floor.

Power: Three times daily the wearer can cast *summon nature's ally I*, but the boots only allow her to summon the animal pictured on the boot. Once summoned, the wearer can speak with the animal to give it simple commands to attack, scout or spy. The animal remains for three rounds.

Moderate divination; CL 2nd; Craft Wondrous Item, *summon nature's ally I*, creator must be a druid; Price 4,338 gp; Cost 2,169 gp + 174 XP; Weight 3 lb.

Box of Abomination

Description: This simple looking box is made of plain, unstained and untreated pine boards. The box is 2 feet high, 3 feet wide and 1 foot deep, and has horrific pictures of undead silhouettes burned on the outside of it. The lid is attached by a simple brass hinge and bears foul symbols of the Scourge. Inside, the box holds ashes that look suspiciously like cremation remains.

Power: If the user takes a pinch of ashes and sprinkles them on the ground, uttering the name of an undead creature, he summons the creature as if using the spell *summon undead IX*. The box holds enough ashes to raise 5 undead to fight for the character. After all ashes are used, the box disintegrates into ash.

Strong necromancy; CL 11th; Craft Wondrous Item, *create undead IX*, creator must be evil; Price 132,000 gp; Cost 66,000 gp + 5,280 XP; Weight 6 lb.

Bracelets of the Servant

Description: Silver with a gemstone clasp (amethyst is popular), these nearly-matching bracelets mold to the wearers' wrists. They are always in pairs until their wearers put them on. One of the bracelets is about 1 inch wide, while the other is barely thicker than a wire.

Power: The person who wears the wider bracelet is the master, while the wire indicates the servant. The two are connected until death, no matter how far apart they may be. When the master says a command word, if the

servant is within 50 feet, the servant dies and all his hit points transfer to the master. The bracelets fall off at this point. One can only remove the bracelets by a *wish* or *miracle* spell. If the servant is far away from his master during this time of need, he loses 2d6 hit points (and the master gains them), but is then freed.

Strong necromancy; CL 10th; Craft Wondrous Item, *death pact*, *telepathic bond*; Price 5,000 gp; Cost 2,500 gp + 200 XP.

Bracers of Armor

Description: These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force.

Properties: The wearer gains an armor bonus of +1 to +8, just as though she were wearing armor. Both bracers must be worn for the magic to be effective.

Moderate conjuration; CL 7th; Craft Wondrous Item, *frost armor*, creator's caster level must be at least two times that of the bonus placed in the bracers; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 49,000 gp (+7), 64,000 gp (+8); Weight 1 lb.

Bridle of the Bat

Description: Some races do not have ready access to flying animals such as the dwarves' gryphons. Or they could just lack the patience to train and tame the mighty flying beasts. This bridle is made of black leather and studded with tiny emeralds along the noseband. It fits any Medium to Large beast's head, shrinking for a snug fit.

Power: Once per day, upon putting this bridle on an animal's head, it gains the ability to *fly* for 5 minutes as if it were acting under the spell of the same name. If normally a riding beast, it allows passengers. It flies only in a calm setting; if threatened or otherwise frightened (the act of flying does not frighten it), calming the beast requires a DC 25 Handle Animal check.

Moderate transmutation; CL 5th; Craft Wondrous Item, *fly*, creator must have 9 ranks in Handle Animal; Price 6,000 gp; Cost 3,000 gp + 240 XP; Weight 1 lb.

Candle of Truth

Description: This is a simple white tallow candle that is often seen in leaders' and generals' offices — and interrogation rooms. It has no ornate decorations on it, the better to disguise its true nature.

Power: When burned, this candle calls into place a *zone of truth* spell (DC 13 Will save negates) in a 5-foot radius centered on the candle. The zone lasts for 1 hour as the candle burns. If the candle is blown out or otherwise extinguished, the spell is canceled and the candle ruined.

Faint enchantment; CL 3rd; Craft Wondrous Item, *zone of truth*; Price 2,500 gp; Cost 1,250 gp + 100 XP; Weight 1/2 lb.

Celestial Orb of Souls

Description: This crystal ball, 6 inches in diameter, glows milky-white and swirls with almost-distinguishable

shapes. Although it appears to be made of glass or crystal, the *celestial orb of souls* is virtually indestructible. It has hardness 20 and 50 hit points. The everyday appearance of the item disguises its power.

Power: This device captures the fleeing soul of any creature slain within 60 feet of its owner. These souls remain within the swirling prison of the *orb* for 1 minute before moving on to their afterlife. During that period, the *orb's* owner may, with a single word, bring that creature back to life through any of the following means: *reincarnation* (1 charge), *raise dead* (2 charges), *resurrection* (3 charges), or *true resurrection* (4 charges). The *orb* has 10 charges; when they are all expended, the colors within become drab and lifeless, although it still retains its physical strength. The *orb* regenerates 1 charge every day at sunrise as long as it is exposed to sunlight as the sun comes up (even on a cloudy day). In addition, instead of returning a captured soul to life, the bearer may burn it away, destroying it. The orb gains 1 charge for each 10 HD of the destroyed soul. Burning a soul in this fashion is an evil action. Destroyed souls cannot be returned to life by mortal means.

Strong conjuration; CL 14th; Craft Wondrous Item, *true resurrection*, creator must be good; Price 453,600 gp; Cost 226,800 gp + 18,144 XP; Weight 1 lb.

Chou's Hair of the Dog Ale

Description: Rarely — very rarely — a pandaren overimbibes and suffers the next day. Hangovers can happen, and a pandaren cannot afford to be knocked down with a pounding head and a queasy stomach. There is beer to brew and questing to do and martial arts to practice, none of which are easy when suffering. Pandaren parables say that if someone pulls you, instead of resisting, you should push. So in the same light, instead of fighting the hangovers, pandaren drink the *hair of the dog ale*, a deep red amber ale that has a light taste and leaves the head feeling clear and sharp.

Power: After downing a mug of this ale, the drinker becomes sharp-witted and aware of the world around him. He gains a +1 bonus to his Stamina score for 4 hours and during this time he can use *detect magic* at will. A keg of this ale holds 20 mugs; the price below is for a single mug.

Faint divination; CL 3rd; Craft Wondrous Item, *bless*, *detect magic*; Price 300 gp; Cost 150 gp + 12 XP; Weight 10 lb.

Circlet of Forever

Description: Made of white gold, the circlet is a setting for a clear crystal about the size of a fingertip. The crystal is spherical and transparent. The inside of the circlet is ringed by tiny barbs that pierce the skin for 1d4–1 points of damage (minimum damage is 1) every time someone puts it on.

Power: Every day a character wears the circlet, he takes 1d4 points of damage. The damage cannot be healed until the circlet is removed. All damage the circlet deals is stored in the stone, which gradually darkens as it

soaks in the wearer's life. When the stone has absorbed the same number of hit points as the current wearer's maximum hit points, the barbs retract and the crystal turns black. The wearer cannot remove the circlet or heal the damage until this time.

If the character is dies while wearing the circlet, it returns him to life after 2 rounds. He has 5% of his maximum hit points and does not lose spell slots, a level, or Stamina.

If someone puts on the circlet while it stores a previous wearer's hit points, she gains all of those hit points as bonus hit points for as long as she wears the item.

After the circlet has been used once, it reverts to a simple gold circlet with an onyx setting (worth 1,500 gp).

Strong conjuration; CL 11th; Craft Wondrous Item, *soulstone*, *death pact*, 10,000 gp fine onyx gem; Price 26,600 gp; Cost 8,300 gp + 664 XP; Weight 1 lb.

Circlet of Persuasion

Description: This is a silver headband dotted with tiny emeralds. It fits Medium and Small creatures.

Power: This item grants a +3 competence bonus on the wearer's Bluff and Diplomacy checks.

Faint transmutation; CL 5th; Craft Wondrous Item, *eagle's splendor*; Price 9,000 gp; Cost 4,500 gp + 360 XP; Weight — lb.

Cloak of the Bat

Description: Designed initially for stealth, this cloak is made of dark brown or black fabric. Then creators started to get creative with it, seeing how the users looked like a bat. They began imbuing it with more powers, and it became a popular item with the Darkspear trolls and the Forsaken.

Power: This cloak bestows a +5 competence bonus on all Stealth checks. The wearer is also able to hang upside down from the ceiling like a bat. By holding onto the edges of the cloak, the wearer is able to *fly* as if he had use of the spell. If he desires, he may *polymorph* himself into an ordinary bat and fly accordingly. All items he carries or wears are part of the transformation. Flying in either form can be accomplished only in darkness, under night sky or in a lightless environment. Either flying power is usable for up to 7 minutes, but after a flight of any duration the cloak can no longer bestow any flying power for a like period of time.

Moderate transmutation; CL 7th; Craft Wondrous Item, *fly*, *polymorph*; Price 44,800 gp; Cost 22,400 gp + 1,792 XP; Weight 4 lb.

Cloak of Charisma

Description: This lightweight and fashionable cloak has a decorative silver trim.

Powers: The wearer gains a +2, +4 or +6 enhancement bonus to her Charisma score.

Moderate transmutation; CL 8th; Craft Wondrous Item, *eagle's splendor*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6); Weight 2 lb.

Cloak of Resistance

Description: These cloaks are commonly made of thick wool, in any color. They rarely have any distinguishing marks, although some creators do put their mark on an inside pocket. The exceptions are the cloaks held by the night elves; they are made of silk and are white with green berry designs on the hem.

Power: The cloak of resistance offers magic protection in the form of a +1 to +5 resistance bonus on Fortitude, Reflex and Will saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; Price 1,000 gp(+1), 4,000 gp(+2), 9,000 gp(+3), 16,000 gp(+4), 25,000 (+5); Cost 500 gp + 40 XP (+1), 2,000 gp + 160 XP (+2), 4,500 gp + 360 XP (+3), 8,000 gp + 640 XP (+4), 12,500 gp + 1000 XP (+5); Weight 1 lb.

Crown of Constant Contact

Description: These two crowns are ornate and heavy with matching gems sitting on top of peaks that surround the head. Usually the gems are made from jade or tiger's eye.

Power: If two people put on these crowns and each say a command word, they are telepathically linked, as per *telepathic bond*, while they remain within 50 feet of each other and they both wear the crowns. If one crown is destroyed, the other becomes useless.

Moderate divination; CL 10th; Craft Wondrous Item, *telepathic bond*; Price 90,000 gp per pair; Cost 45,000 gp + 3,600 XP; Weight 1 lb.

Crown of the Dreadlord

Description: This dark crown is made of ebony decorated with sharpened pieces of broken bones. Reddish, bloodlike splotches adorn the surface, which pushes against the wearer's head. The demons created these crowns to aid the Scourge, giving them to high-ranking leaders.

Power: If a non-evil creature attempts to wear one of these crowns, the sharp tips bend and pierce the skin, dealing 1d6 points of damage each round. The damage ignores all resistances. If worn by an evil creature, the *crown* provides a +6 enhancement bonus to Stamina and grants the creature one additional spell slot for each spell level it can cast; however such bonus spells must be from the school of necromancy. This benefit does not stack with similar abilities provided by other magic items. In addition, the *crown's* wearer can cast *finger of death* once per day. If the spell deals damage, the wearer regains a like amount of hit points. If the spell slays the target, assume that the spell dealt damage equal to the exact number of hit points required to kill the creature for the purpose of determining how many hit points the wearer regains (i.e., the creature's current hit points plus its Stamina score).

Strong necromancy; CL 14th; Craft Wondrous Item, *bear's endurance*, *finger of death*, *limited wish*, creator must be evil; Price 784,000 gp; Cost 392,000 gp + 31,360 XP; Weight 2 lb.

Crown of the Lich

Description: The undead Scourge brought blight to the lands of Lordaeron and much of Kalimdor. Some say it was the simple presence of the undead, some say it was the plague, others say it was the magic used to raise the unholy things from the ground. Some of the blight, however, came from the liches, the generals of the Scourge who answered to none but the Lich King. Many of the liches wore these plain circlets, made of pure silver that tarnished at the first touch to the lich's body. Now, even if the crown is newly made and not from one of the fallen liches, it still looks like tarnished silver and no amount of cleaning can cause it to shine.

Power: When an evil character puts on the *crown of the lich*, he must cast *death and decay* once per day. If he tries to remove the crown before casting the spell, the spell occurs automatically, blighting all around him.

This item bestows one negative level on any non-evil creature attempting to wear it. The negative level remains as long as the creature wears the crown and disappears when the crown is no longer worn. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the crown is worn.

Strong necromancy; CL 17th; Craft Wondrous Item, *death and decay*; Price 153,000 gp; Cost 76,500 gp + 6,120 XP; Weight 1 lb.

Crystal Hourglass of Regret

Description: The night elves surmise that this item was what helped Illidan escape from their clutches time and again, but they have no proof. This hourglass is commonly small, holding enough sand to mark the passage of one minute, but rumors of larger ones exist. The bases are made from obsidian flecked with gold and carved to resemble a long-fingered hand holding the hourglass at each end. The glass itself is made from fine crystal and the sand inside is red.

Power: When a character turns this timekeeper over, the sand begins to fall and he accelerates to a speed that is undetectable, much like the spell *time stop*. The hourglass creates a 5-foot radius around it for the time it takes the sand to fall. The user cannot move outside the radius or he reverts back to normal time, although he can carry the hourglass with him. He cannot affect anything outside this area in any way (spells, attacks and so forth). Spells still affect him normally during this time. While the crystal is hard, the obsidian that creates the base for this item is brittle and can break easily (hardness 0, 3 hp). If any part of the hourglass is damaged, it loses all power. Hourglasses are made to measure only one minute. The hourglass can be used once per day.

Strong transmutation; CL 17th; Craft Wondrous Item, *time stop*; Price 161,200 gp; Cost 80,600 gp + 6,448 XP; Weight 5 lb.

Divining Branch

Description: This is a simple piece of wood in the shape of a Y. Cut from one of the night elves' sacred trees in

Ashenvale Forest, the limb can be anything from black (if taken from Felwood), to brown tinged with blue (if taken from a tree whose roots have tapped into a moonwell).

Power: If a character grasps the rod by the two prongs, the straight end vibrates if pointed at a magical item. The stronger the item, the stronger the vibration. The branch does not vibrate at all if pointed at another *divining branch*. The branch does not indicate what kind of magic it is detecting.

Faint divination; CL 1st; Craft Wondrous Item, *detect magic*; Price 2,000 gp; Cost 1,000 gp + 80 XP; Weight 1 lb.

Dreamless Sleep Elixir

Description: This substance appears much like a gas while held within its vial. The swirling blue vapor flows like a liquid when poured, however, allowing it to be easily contained. If sniffed or tasted, the subject becomes mildly drowsy for a few moments, but suffers no other ill effects.

Powers: When consumed, the imbibor falls into a deep, dreamless sleep for 10 minutes. During this time he cannot be revived by any means. At the conclusion of the effect's duration, he arises, feeling refreshed. The sleep heals him of $3d8+5$ points of damage, cures $1d4$ points of ability score damage (if any), and allows him to recover up to 5 levels of spell slots.

Moderate conjuration; CL 7th; Craft Wondrous Item, *conjure mana water**, *cure serious wounds*, *lesser restoration*; Price 2,400 gp.

Druid's Pouch

Description: This small container is made of leather, with a flap covering the top and fastening with one small, sharp tooth. It adheres to the owner's belt or any other article of clothing when touched to the target. It does not come off until the owner says a command word, making it impossible to steal.

Power: Any character wearing this bag receives a +1 enhancement bonus to Spirit. When carried by a druid, however, the bonus increases to +4. In addition, once per day, the druid can reach into the bag and pull out a cluster of herbs that heal $2d8+9$ points of damage when consumed. These herbs also carry all the benefits of a *lesser restoration* spell. The herbs must be eaten within 5 rounds, else they spoil.

Moderate conjuration; CL 9th; Craft Wondrous Item, *cure moderate wounds*, *lesser restoration*, *owl's wisdom*, creator must be a druid; Price 28,960 gp; Cost 14,480 gp + 1,158 XP.

Drums of Panic

Description: These kettle drums are orc creations, played from the mighty shoulders of the kodo beast. They are always created in pairs, and are sometimes made of leather cured from high elf skin; the warlocks who make the drums claim the elves' addiction to magic makes their skins highly magically malleable. Other races use animal leather and see no difference in power.

Power: If both of the pair are sounded, all creatures within 120 feet are affected as if under a *fear* spell (DC

16 Will save). There is a 20-foot radius of safe-zone around the player that is unaffected by this ability. *Drums of panic* can be used once per day.

Moderate necromancy; CL 7th; Craft Wondrous Item, *cause fear*; Price 14,000 gp; Cost 7,000 gp + 560 XP; Weight 10 lb. for the pair.

Drunken Tailor's Cloak

Description: This loud assault on the eyes is made of stripes of fabric from every color in the rainbow. Although the fabric is of high-quality silk, the colors are so gaudy that no one in her right mind would be seen in it. The power inherent makes it worth the price — and the social embarrassment — however.

Power: The cloak allows the wearer to cast *prismatic spray*. Every time the character speaks a command word, she casts the spell, and one small strand on the cloak goes gray. After 50 uses, the cloak is entirely gray and loses its magic properties.

Moderate evocation; CL 13th; Craft Wondrous Item, *prismatic spray*; Price 91,000 gp; Cost 45,500 gp + 3,640 XP; Weight 4 lb.

Edged Gauntlets

Description: These gauntlets were created by an orc who had spent considerable time in an Alliance prison camp. He noticed that he'd been stripped of his weapons but his armor had remained, so he dreamed of ways he could hide weapons on his person. These gauntlets are made of battered brown leather with a metal frame.

Power: By uttering a command word, the user's arms transform into two longswords (as if she had cast the spell *bladestorm*). The effect lasts for 10 rounds, and she can use this effect three times daily. Both gauntlets must be worn for the effect.

Moderate transmutation; CL 5th; Craft Wondrous Item, *bladestorm*; Price 16,200 gp; Cost 8,100 gp + 648 XP; Weight 2 lb.

Elemental Gem

Description: These gems vary in color corresponding to the elemental they correspond with. They are small, able to be held in the palm of the hand, and are usually spherical in shape. *Air elemental gems* are clear, *earth elemental gems* are light brown, *fire elemental gems* are reddish and the *water elemental gems* are blue.

Power: When these gems are destroyed (taking a standard action), a Large elemental of the appropriate type appears as if summoned by a *summon nature's ally* spell. The elemental is under the control of the creature who broke the gem and freed it.

Moderate conjuration; CL 11th; Craft Wondrous Item, *summon nature's ally V*; Price 2,250 gp; Cost 1,125 gp + 90 XP.

Elixir of Fortitude

Description: These potions are purple in color. They look much like colored water until exposed to air, at which point they become opaque. The liquid is sweet and sugary.



Powers: An *elixir of fortitude* heals 2d8+3 points of damage and grants an equal amount of temporary hit points for a period of 1 hour.

Moderate conjuration; CL 6th; Craft Wondrous Item, *cure moderate wounds*, *demon skin*; Price 1,250 gp; Cost 625 gp + 50 XP.

Elixir of Fortitude, Lesser

Description: This potion is similar to an *elixir of fortitude*, but the purple color is much lighter, almost unnoticeable. The liquid still becomes opaque when exposed to air, but is pale in color.

Powers: A *lesser elixir of fortitude* heals 1d8+1 points of damage and grants an equal amount of temporary hit points for a period of 30 minutes.

Faint conjuration; CL 5th; Craft Wondrous Item, *cure light wounds*, *demon skin*; Price 550gp; Cost 275gp + 22 XP.

Elixir of Fortitude, Greater

Description: This potion is similar to an *elixir of fortitude*, but the purple color is much darker. The liquid still becomes opaque when exposed to air, turning a dark lavender shade that approaches black.

Powers: A *greater elixir of fortitude* heals 3d8+5 points of damage and grants an equal amount of temporary hit points for a period of 2 hours.

Moderate conjuration; CL 7th; Craft Wondrous Item, *cure serious wounds*, *demon skin*; Price 2,150 gp; Cost 1,075 gp + 86 XP.

Elixir of the Mongoose

Description: This viscous liquid slowly shifts colors from blue to red and back again over the course of a full minute. It seems eager to be consumed, sliding quickly into the throat when imbibed.

Powers: *Elixir of the mongoose* provides a +4 enhancement bonus to Agility and makes the imbiber's weapons move with quickness and grace. When rolling to confirm a critical hit, the subject gains a +3 competence bonus on the confirmation check. The effects of this elixir last for 2d6 minutes.

Moderate transmutation; CL 7th; Craft Wondrous Item, *cat's grace*; Price 700 gp; Cost 350 gp + 28 XP.

Gargoyle Robe

Description: To the unobservant eye, this robe seems created from a single sheet of gray leather. It has little stitching. However, once activated, the wearer goes through a startling transformation. Popular among the dwarven guardians of Ironforge and the orcs who watch Orgrimmar's walls, the *gargoyle robe* proves to be a powerful protective item.

Power: This robe allows the wearer to assume the form of a stone gargoyle. He must remain stationary and make a DC 20 Stealth check (at least a full-round action) in order for the statue guise to become active. The stony cloak offers DR 10/adamantine and fast healing 1 when in the gargoyle form as well as cold, electricity and fire resistance 15. These benefits cease when the wearer moves.

Creatures with fewer than 6 HD who approach within 10 feet of the wearer of the gargoyle robe (when it is active) must make a DC 12 Will save or be frightened for 1d4+1 rounds; those who make the save are shaken for 1 round.

Strong transmutation; CL 9th; Craft Wondrous Item, *cause fear*, *polymorph*, *stoneskin*; Price 154,000 gp; Cost 77,000 gp + 6,160 XP; Weight 3 lb.

Gauntlets of Ogre Power

Description: These gauntlets are made of tough leather and have iron studs running along the back of the hands and fingers. Smart goblin crafters make them look as beaten-up as possible, knowing that orcs and tauren prefer the well-worn look. Some are treated with bull's blood, which adds no magic ability but makes them look tougher.

Power: The *gauntlets of ogre power* grant the wearer great strength, adding a +2 enhancement bonus to her Strength score. The wearer must wear both gauntlets for the magic to be effective.

Faint transmutation; CL 6th; Craft Wondrous Item, *bull's strength*; Price 4,000 gp; Cost 2,000 gp + 160 XP; Weight 4 lb.

Gift of Arthas

Description: This bright blue potion shimmers, gleaming and glittering in sunlight. Anyone tasting it has his spirits briefly lifted, as if a wave of happiness flowed through them.

Powers: The *gift of Arthas* provides resistance 10 against any damage caused by a spell or effect from the necromancy school, such as a *death coil*. Furthermore, anyone striking the user in melee combat must make a DC 14 Will save or take a -4 penalty to Strength (to a minimum of 1) for 1d6+1 rounds. The effects of this elixir last for 10 minutes.

Moderate necromancy; CL 7th; Craft Wondrous Item, *shadow protection**, *touch of weakness**; Price 2,850 gp; Cost 1,425 gp + 114 XP.

Gloves of Agility

Description: These thin leather gloves are very flexible and allow for delicate manipulation.

Powers: The gloves add to the wearer's Agility score in the form of an enhancement bonus of +2, +4 or +6. Both gloves must be worn for the magic to be effective.

Moderate transmutation; CL 8th; Craft Wondrous Item, *cat's grace*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Gloves of the Silver Hand

Description: Uther Lightbringer is said to have been the first to enchant these gloves to aid him in battle against the Scourge. These are large, padded leather and mail gloves bleached pure white with the holy symbols of the Silver Hand burned into the palms. Although they are large mail items, they are remarkably light.

Power: The wearer is able to cast *holy sword* once per day as if using the same spell. He also has a +2 enhancement bonus to Agility. Both gloves must be worn for the magic to be effective.

Medium evocation; CL 7th; Craft Wondrous Item, *cat's grace*, *holy sword*, creator must be good; Price 22,400 gp; Cost 11,200 gp + 896 XP; Weight 2 lb.

Goggles of Minute Seeing

Description: These goggles are made in gnomish workshops when the dwarves unearth a good supply of magically imbued crystal. Many of the lenses are oddly shaped, but they fit all wearers perfectly. The lenses are clear crystal.

Power: The wearer is able to see very clearly at distances of 1 foot or less, granting her a +5 competence bonus on Search checks to find secret doors, traps and similar concealed objects. She also gains a +5 competence bonus on Craft checks related to Tiny or smaller objects. Both lenses must be worn for the magic to be effective.

Faint divination; CL 3rd; Craft Wondrous Item, *true seeing*; Price 2,500 gp; Cost 1,250 gp + 100 XP; Weight 0 lb.

Goggles of the Gods

Description: These goggles look somewhat odd, with bright amber lenses and rabbit fur serving as the strap. The amber is set into frames of silver.

Power: With a command word, the wearer can shoot lightning out of the goggles at a target within 30 feet three times daily. The target takes 12d8 points of electricity damage (DC 17 Reflex half).

The amber does much to protect the wearer's eyes, but each time he uses the goggles' power, he has to make a DC 10 Fortitude save or be blinded for 1d4 rounds.

Moderate evocation; CL 12th; Craft Wondrous Item, *greater lightning strike**; Price 72,000 gp; Cost 36,000 gp + 2,880 XP.

Goggles of Translation

Description: Of goblin origin, these goggles came to be when a merchant grew frustrated with how the language barrier stood in the way of business transactions. The goggles are made from thin slices of sapphire held in a brass and leather frame.

Power: Putting on these glasses allows the user to read any language as if he had cast the spell *comprehend languages*. In addition, he can cast *identify* once per day. Both lenses must be worn and intact for the magic to be effective.

Faint divination; CL 2nd; Craft Wondrous Item, *comprehend languages*, *identify*; Price 12,000 gp; Cost 6,000 gp + 480 XP.

Grimoire of Souls

Description: This book is bound in dusty black leather and is protected by a thick brass buckle sealed with a mixture of blood and wax. A barely noticeable (DC 20 Listen check) humming sound emanates from the spine.

Power: Despite the name, the book does not entrap souls. Instead, the pages are inscribed with mystical images and words that strengthen and toughen the reader's soul — power that extends to the body as well. Anyone studying the arcane diagrams and runes for a full day finds himself suffused with the book's power, raising his hit point total by +10 points permanently. Afterward, the material inside the book vanishes, leaving the pages empty. A given individual may only benefit from one of these grimoires in his lifetime.

Strong indeterminate; CL 17th; Craft Wondrous Item, *wish*; Price 7,650 gp; Cost 3,825 gp + 306 XP; Weight 4 lb.

Headband of Intellect

Description: This device is a light cord with a small gem set so that it rests upon the forehead of the wearer.

Powers: The headband adds to the wearer's Intellect score in the form of an enhancement bonus of +2, +4 or +6. This enhancement bonus does not earn the wearer extra skill points when a new level is attained; use the unenhanced Intellect bonus to determine skill points.

Moderate transmutation; CL 8th; Craft Wondrous Item, *arcane intellect*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Hellscream's Tome of Terror

Description: Some followers of Grom Hellscream mourned his loss and forever blame Thrall for what they consider a murder. Hellscream sacrificed his sanity to make the Horde stronger, and his followers consider the victory for the Horde more important than the sanity of the orcs within. They have transcribed the story of Hellscream into this tome along with some arcane magic. The cover is bound in leather that has been treated with demon blood.

Power: When a character chants a passage from the tome, each character within a 10-foot radius gains a battle lust that compares to Hellscream's final days,

granting her a +4 enhancement bonus to Strength. Her skin hardens to give her a +3 enhancement bonus to natural armor, and she gains 18 temporary hit points. A character can use the tome only once daily. When anyone reads from the tome, it erupts into greenish flame, dealing 1d6 points of fel damage to the reader. If a non-evil character reads from the tome, she gains a negative level (DC 14 Fortitude save removes). The book can be used three times per day (by different readers).

Moderate conjuration; CL 7th; Craft Wondrous Item, *bloodlust*, *demon skin*, creator must be evil; Price 112,000 gp; Cost 56,000 gp + 4,480 XP; Weight 4 lb.

Helm of Underwater Action

Description: This helm looks like a globe of metal with lenses built into the face. The metal is light and usually etched with tiny bubbles and fish. It fits entirely over the head to sit lightly on the shoulders. Since the discovery of the naga, this helm has been more in demand by those determined to root out the naga's strongholds.

Power: The wearer of this helm can see underwater. The lenses allow the wearer to see five times farther than water and light conditions would allow for normal vision. Obstructions in the water, like weeds, hinder vision normally. If the command word is spoken, the helm creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling him to breathe freely.

Faint transmutation; CL 5th; Craft Wondrous Item, *water breathing*; Price 27,000 gp; Cost 13,500 gp + 1,080 XP; Weight 3 lb.

Hero's Mantle

Description: This is a white shirt made from fine linen. The embroidery is done with red thread, creating a holy symbol on the back of the shirt (which one depends on the theology involved).

Power: Upon donning the shirt, the wearer feels the power of the divine running through her veins. Once per day for 10 minutes, she gains a +3 divine bonus on attack rolls and a +4 divine bonus to AC. Allies within 30 feet gain a +1 morale bonus on all saving throws.

Faint transmutation; CL 5th; Craft Wondrous Item, *bless*, *inner fire*; Price 80,000 gp; Cost 40,000 gp + 3,200 XP; Weight 1 lb.

Hong's Bravery Brew

Description: This creamy stout is quaffed by pandaren before battles, giving the soldiers a drink together to establish camaraderie and kinship. Drinking this with someone forges a brotherlike bond, says pandaren legend. While not sure of that, those lucky enough to sample this thick, bittersweet drink know the worth of it. This drink is a favorite specifically of dwarves on the battle lines.

Power: The *bravery brew* grants a +1 morale bonus on saving throws and attack rolls. The morale bonus lasts 3d4 hours. A keg of this ale holds 20 mugs worth; the price below is for a single mug.

Faint transmutation; CL 5th; Craft Wondrous Item, *bless*; Price 250 gp; Cost 125 gp + 10 XP; Weight 1/2 lb.

Hong's Fighting Lager

Description: After developing a brew for soldiers to drink before battle, Hong decided they would need something for the post-battle thirst. Taking into account the physical and emotional toll battle can take, he developed this light wheat lager, containing hints of honey and citrus. When drunk after a battle, *Hong's fighting lager* revives fatigued and frightened soldiers.

Power: A single mug of this mighty beer removes a fatigued condition in 2 hours of rest as opposed to 8 hours, as long as the drinker imbibes slowly. Drinking the lager as a full-round action while sickened or shaken removes the effects for 1d6 hours or the duration of the effect, whichever is shorter. Chugging it in a thirsty frenzy grants no special properties. A keg of this ale holds 20 mugs worth; the price below is for a single mug.

Faint transmutation; CL 5th; Craft Wondrous Item, *bless*; Price 250 gp; Cost 125 gp + 10 XP; Weight 1/2 lb.

Hood of the Swarm

Description: This linen hood comes in a variety of colors: black, red and gray. It can affix to any standard cape by a series of hooks along the bottom, or can simply sit on the shoulders. When up, it flops over the eyes and obscures vision.

Power: Once per day, when the wearer of this hood raises it and covers her head, swarm of animals appears and attacks anyone at her command. If the hood is black, bats are summoned; red calls rats and gray calls spiders. The creatures attack for 10 rounds, or until the wearer lowers the hood.

Faint conjuration; CL 3rd; Craft Wondrous Item, *summon swarm*; Price 2,160 gp; Cost 1,080 gp + 87 XP; Weight 1 lb.

Incense of Meditation

Description: The most frequent users of this incense are the night elves; it is a favorite tool of those spending time meditating in the Emerald Dream. The incense is sweet smelling and is indistinguishable from other incense to all but those with the most discerning noses — until it is lit. When active, anyone making a DC 15 Spellcraft check can identify this small rectangular block. Each block burns for 8 hours and the effects last for 24 hours.

Power: When a divine spellcaster lights this incense and then spends 8 hours praying or meditating nearby, the incense enables him to prepare up to three spells with the Maximize Spell feat. All spells prepared in this way use spell slots of their normal levels, not three levels higher (as is normal for the metamagic feat). Only one spellcaster may benefit from the incense.

Moderate enchantment; CL 3rd; Craft Wondrous Item, *bless*; Price 150 gp; Cost 75 gp + 6 XP; Weight 1 lb.

Khadgar's Gem of Health

Description: This is a flawless sapphire, set in a platinum circlet, offset by tiny diamonds. The stones seem to glow with their own mystical life. When held or

worn by a character, the flickering matches the owner's heartbeat. The first of these special jewels was created by the archmage Khadgar to help keep him alive during his trials. Since then, others have been able to duplicate the creation.

Power: Although the gem is set into a circlet, it need not be worn; it simply must be in contact with the body. One hour after it first touches a character, the light matches the character's heartbeat and she gains a +6 enhancement bonus to Stamina. (This ability does not function for creatures without hearts.) In addition, once per day, the bearer can grasp the jewel and call upon its protection, gaining a +10 circumstance bonus on a single Fortitude save. A character can do this as an immediate action the moment a save is called for, so long as the jewel is touching the owner's skin or is within easy reach. This use taps the power of the gem, and it is dark for 24 hours, allowing access to none of its powers, including the Stamina bonus.

Moderate conjuration; CL 9th; Craft Wondrous Item, *power word: fortitude**, 2,000 gp sapphire; Price 76,000 gp; Cost 37,000 gp + 2,960 XP; Weight 1 lb.

Khadgar's Pipe of Insight

Description: The innovative archmage Khadgar created the first of these pipes while studying with acolytes in Dalaran. Though the *pipe of insight* can look like any pipe, it is most often made with a stem of gnarled wood and a deep bowl made of yellowed bone. Sometimes the bowl has mystical lettering or runes carved into it.

Power: When a character smokes this pipe, regardless of the tobacco, it emits a cloud of fluorescent smoke that spreads around the user in a 25-foot radius. Everyone who remains in this area for an hour gains the effects of a full night's rest — they are refreshed and healed. Spellcasters may prepare spells and meditate during this hour, as if they had slept for a full 8 hours. The *pipe of insight* functions once per day.

Faint conjuration; CL 3rd; Craft Wondrous Item, *cure moderate wounds*; Price 12,000 gp; Cost 6,000 gp + 480 XP

Lavender Gate

Description: There is a small, dense grove of lavender that sprang up near a moonwell in Kalimdor, and the local night elves discovered that the herb had soaked in some of the well's energy. The lavender became easy to imbue with divine spells, and the elves sent small pots of lavender out with their traveling allies.

Power: The character who carries the *lavender gate* is able to transport herself through the plant to another

lavender plant as if using the spell *transport via plants*. As the plant she carries is small, she is only able to transport herself and her equipment; she can bring no one else with her. The plant can be used any number of times per day; however, when the owner uses it, the plant does not travel with her to her destination, and she must retrieve it if she wishes to use it again.

Moderate conjuration; CL 11th; Craft Wondrous Item, *transport via plants*; Price 23,760 gp; Cost 11,880 gp + 950 XP; Weight 5 lb.

Lens of Detection

Description: Favored of scholars, this lens has gained popularity with wealthier scouts, rogues, tinkers and magic users. It is a 6-inch-diameter disk that is set in a brass frame and handle.

Power: This lens allows its user to detect minute details, granting a +5 bonus on Search checks. It also aids in following tracks, granting a +5 bonus on Survival checks when tracking.

Moderate divination; CL 9th; Craft Wondrous Item, *true seeing*; Price 2,500 gp; Cost 1,250 gp + 100 XP; Weight 1 lb.

Limited Invulnerability Elixir

Description: This elixir looks like quicksilver in a vial, but when poured seems more like thick syrup. Despite the metallic appearance, it has a mild citrus taste.

Powers: Imbibing a *limited invulnerability elixir* makes the subject immune to all physical damage for 1 round. All attacks are resolved against him as if he had infinite damage reduction (DR infinity/-).

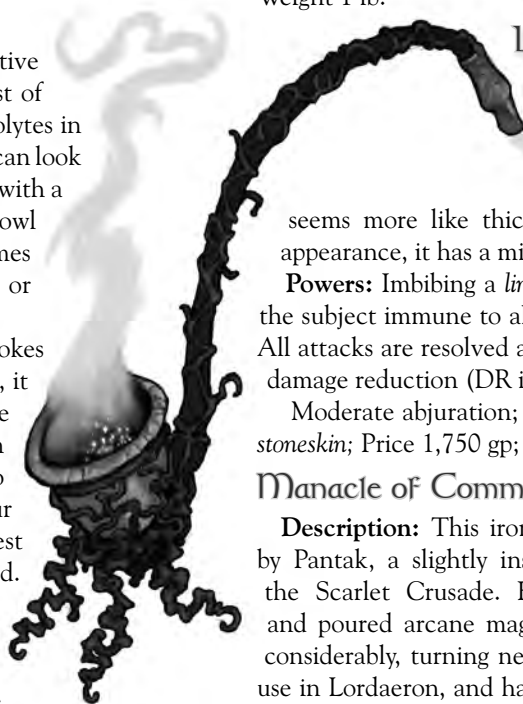
Moderate abjuration; CL 7th; Craft Wondrous Item, *stoneskin*; Price 1,750 gp; Cost 875 gp + 70 XP

Manacle of Command

Description: This iron manacle was first developed by Pantak, a slightly insane wizard in the employ of the Scarlet Crusade. He split two manacles apart and poured arcane magic into them. They darkened considerably, turning nearly black. This item is still in use in Lordaeron, and has spread to arcane magic users elsewhere in the world through goblin trade routes — many of the goblins using the *manacles* themselves.

Power: Once the user places a *manacle* on a target's wrist, the target must obey a command of the user as if he were under the *lesser geas* spell. Once the command is fulfilled, the *manacle* falls off the wrist, though it can be used again. Usually only one *manacle* is used at a time, as the target likely is not able to perform tasks with two manacles. If two *manacles of command* are placed on the target, they cancel each other out and fall off the wrists, sapped of their magic.

Moderate enchantment; CL 7th; Craft Wondrous Item, *lesser geas*; Price 56,000 gp; Cost 28,000 gp + 2,240 XP; Weight 1 lb.



Mask of the Child

Description: This mask is made from white ceramic and is in the round shape of a cherubic human child's face. The lips are painted bright red and the hair deep black. The eyes are blank. This mask is commonly used to aid transport of helpless individuals through dangerous territory, although some orc warlocks have taken to wearing it into battle, although vision is severely limited.

Power: When a creature attacks the wearer of this mask, the face comes alive. The eyes open and the mouth screams. The attacker must make a successful Will save or suffer the effects of the *cause fear* spell (DC 11).

Faint necromancy; CL 3rd; Craft Wondrous Item, *cause fear*; Price 6,000 gp; Cost 3,000 gp + 240 XP; Weight 1 lb.

Mask of Death

Description: This is a horrific black mask carved in the likeness of a demon's face. Massive curved horns sweep up and back out of the forehead and behind the ears, while the fangs seem to glisten as if ready to bite at any moment. When worn, the mask's eye sockets become covered with a glassy shield that glows red. When the wearer speaks, her voice is broadcast as a guttural growl.

Power: A vampiric aura similar to that produced by a dreadlord protects the wearer of this evil item. Whenever the wearer hits an enemy in combat, she immediately regains hit points equal to her character level or the base damage dealt (excluding Strength and magical bonuses and the like — just the weapon's base damage die), whichever is lower. If she is uninjured, she gains the excess as temporary hit points up to a maximum of double her character level. These extra hit points last for up to 1 hour or until the mask is removed.

This item bestows one negative level on any non-evil creature attempting to wear it. The negative level remains as long as the creature wears the mask and disappears when the mask is no longer worn. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the mask is worn.

Strong transmutation; CL 9th; Craft Wondrous Item, *greater death coil*, creator must be evil; Price 72,000 gp; Cost 36,000 gp + 2,880 XP; Weight 3 lb.

Medivh's Hammer

Description: This is a dainty hammer that looks like it would be at home in a tinker's workshop. It seems tiny in any hand but that of a Small humanoid, and is made of silver. It weighs less than a pound and can easily slip into a pocket.

Power: It is unlikely Medivh ever owned anything like this, but that's not why it bears his name. When a character uses this tiny hammer on a magic item, it dispels all magic on it and renders the item useless. Once used, the hammer turns black and cannot be used again. If the item is in a creature's possession, it can use its own Will save bonus or its possessor's Will save bonus, whichever is higher. Artifacts are not subject to *Medivh's hammer*.

Strong abjuration; CL 17th; Craft Wondrous Item, *Medivh's disjunction*; Price 7,650 gp; Cost 3,825 gp + 306 XP; Weight 0 lb.

Mirror of Mental Prowess

Description: It is rumored that one of these mirrors hung in Medivh's study during his descent into damnation and madness. Such a warning doesn't stop the more ambitious arcanists from attempting to create one themselves. The mirror resembles a normal looking glass, 5 feet tall by 2 feet wide.

Power: If the user knows the proper command words, he can use several powers. He can read the thoughts (even if in a foreign language) of any person reflected in the mirror, as long as the owner is within 25 feet of the mirror. He can view other places as if using the *clairvoyance* spell, but vision can extend to other planes if the viewer is familiar with them. The mirror can be a portal to visit other places; after viewing a location through the *clairvoyance* function, the viewer can step through the mirror and arrive there. Others may follow him. An invisible portal remains where he came through and remains until he returns, 24 hours have passed, or the user closes it with a command word. Closing the portal traps the user in the other place. A creature with an Intellect of 12 or higher can notice the portal with a DC 15 Spot check. Lastly, once per week the mirror can answer one short question regarding a creature whose image is shown on its surface (giving answers similar to those from the *legend lore* spell).

Strong conjuration and divination; CL 17th; Craft Wondrous Item, *clairaudience/clairvoyance*, *detect thoughts*, *gate*, *legend lore*; Price 275,400 gp; Cost 137,700 gp + 11,016 XP; Weight 40 lb.

Neevil's Amazing Multi-Use Grenade

Description: This small, handheld bomb is made of a number of interlocking pieces, like a three-dimensional jigsaw puzzle. When assembled completely, the specially treated surface makes for a perfect grip. This item was purportedly first created by the legendary goblin inventor Neevil, although he denies any interest or association with the techno-magical combinations.

Power: This item is one of several to have cropped up recently that combines goblin mechanical know-how with gnomish magic enhancements. As with many technological items that add magic, the MR is increased by +1 over the basic item type. This particular device acts as a +1 *grenade*, but applies its bonus only to hit, not to damage. In addition, after it explodes, its pieces pull themselves out of whatever they're embedded in, crawl across the floor, and reassemble into the original grenade. This process takes 3 rounds to complete, after which the device can be recovered and used by whoever picks it up. If any of its parts cannot reach the main body within 10 rounds (perhaps one piece flew over a cliff or landed in a deep lake), the grenade's magic is lost.

Faint transmutation; CL 3rd; Craft Wondrous Item, *mending*, creator must create the grenade himself; Price 6,000 gp; Cost 3,000 gp + 240 XP; Weight 1 lb.

Neevil's Portable Custard Machine

Description: Although maintaining his firm belief that technology and magic should not mix, the goblin inventor never seemed to be without this odd contraption. This box with a volume of about 2 cubic feet holds a jug of custard that flows from a crystal spout. Neevil claimed there was nothing magical about it, but those luckily enough to taste the lemony custard claim it was too good to be mundane.

Power: Upon eating 1 cup of this delicious treat, a character feels light on her feet and gains a +1 morale bonus on saving throws and Agility checks for 2 hours. A jug of custard holds 16 cups; the item can create one jug every day.

Faint enchantment; CL 2nd; Craft Wondrous Item, *bless*; Price 8,000 gp; Cost 4,000 gp + 320 XP; Weight 7 lb.

Nikkle's Fabulous Silken Cloth

Description: There are no official records of a mage of Dalaran by the name of Nikkle. Many mages deny her existence because she used magic for an unthinkable reason: She had fun with it. She had no desire to use magic for offense or even defense; she preferred to delight children with her skills. She had the skill to make powerful magic items, and still used them only as an act. As she was drummed out of Dalaran before the Scourge came, no one knows where she is. All that's left of her questionable legacy is a piece of black silk about 8 feet square.

Power: Once per day, when a character covers an object completely with this cloth and says a command word, the object transforms into another as if she had cast *polymorph any object*. With another command word, she can change it back; otherwise it reverts to its original form in one hour.

Strong transmutation; CL 15th; Craft Wondrous Item, *polymorph any object*; Price 43,200 gp; Cost 21,600 gp + 1,728 XP; Weight 1 lb.

Noggenfogger Elixir

Description: This dark green substance resembles an oil at first glance. It is so thick and viscous that some feel imbibing it is more like eating an oyster — the stuff must be swallowed whole.

The renowned goblin alchemist Marin Noggenfogger was the first to create this bizarre concoction. The elixir requires a variety of strange ingredients, including the moisture found within the exceptionally rare thistlehrub dew collectors found only in the Tanaris Desert. The means to create *Noggenfogger elixir* is a secret known only to a few goblin alchemists, who guard the secret jealously.

Noggenfogger elixir is typically sold in bottles of 5 doses, although this varies depending on the vendor. The price below is for a single dose.

Powers: When consumed, *Noggenfogger elixir* has a random effect that lasts for 10 minutes. Roll 1d10 and consult the chart below:

Die Roll

1–5

Effect

Breathless: The imbiber takes on a skeletal appearance and does not need to breathe for the duration of the effect. Thus, for example, he can move around underwater without fear of drowning, and can ignore any gas attacks or magic that attacks through the lungs.

6–8

Smaller: The imbiber shrinks to 50% of normal size, as if a *reduce person** spell was used upon him. However, this effect stacks with *reduce person** and similar magic, allowing the consumer to potentially shrink by two size categories if combined with such powers. Additional applications of this *Noggenfogger elixir* effect do not stack.

9–10

Lighter: The imbiber receives the effect of a *slow fall* spell for the duration of the effect. Additionally, his weight and that of all his gear is reduced by one-quarter, providing a +5 circumstance bonus on Jump checks.

Moderate transmutation; CL 7th; Craft Wondrous Item, *alter self*, *reduce person**, *slow fall*; Price 350 gp; Cost 175 gp + 14 XP.

Periapt of Spirit

Description: This item appears to be a normal pearl on a light chain.

Powers: A *periapt of Spirit* increases the possessor's Spirit score in the form of an enhancement bonus of +2, +4 or +6 (depending on the individual item).

Moderate transmutation; CL 8th; Craft Wondrous Item, *owl's wisdom*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Phylactery of Faithfulness

Description: This item is a small box containing religious scripture affixed to a leather cord and tied around the forehead. Commonly used by night elves and members of the Silver Hand, use of this item has started to spread through the Horde faithful.

Power: The wearer is aware of any action that would adversely affect her alignment and her standing with her faith, including magical effects. This helps her solve ethical problems, allowing her to gain information prior to taking the action or associating herself with the item if she takes a moment to contemplate the act.

Faint divination; CL 1st; Craft Wondrous Item, *detect chaos*, *detect evil*, *detect good*, *detect law*; Price 1,000 gp; Cost 500 gp + 40 XP.

Pitcher of Revenge

Description: Although a friendly and easygoing people, innkeepers do have their quick-tempered representatives. An angry bartender created this brown clay pitcher after one too many mages talked down to her. She keeps it under the counter for special occasions.

Power: Once per day, liquid placed in this pitcher can become imbued with magic, if the user utters a command word. Upon drinking one cup of the liquid the drinker

takes a -1d6 penalty to Intellect, Spirit and Charisma. This penalty cannot reduce any of these scores below 1. The jug holds 4 cups of liquid.

This item's effect may make it impossible for the target to cast some or all of his spells, if the requisite ability score drops below the minimum required to cast spells of that level.

The drink's power lasts 30 minutes.

Faint enchantment; CL 3rd; Craft Wondrous Item, *touch of idiocy*; Price 2,160 gp; Cost 1,080 gp + 86 XP; Weight 3 lb.

Portable Hole

Description: A portable hole is a circle of cloth woven from the silk of spider in Ashenvale influenced by the proximity of the moonwells. Strands of ether and starlight strengthen the silk. Secret groups of high elves and humans venture into the forest to harvest the silk.

Power: Opened fully, the cloth creates a circle 6 feet in diameter, but it can fold small enough to appear as a handkerchief. When spread upon any surface, it causes an extra dimensional space 10 feet deep to come into being. The hole can be picked up by taking hold of the cloth and folding it. Either way, the entrance disappears but anything inside remains.

The only air in the hole is that which enters when the hole opens. It can sustain one Medium creature or two Small creatures for 10 minutes. The cloth does not accumulate weight.

Moderate conjuration; CL 12th; Craft Wondrous Item, *plane shift*; Price 20,000 gp; Cost 10,000 gp + 800 XP

Robe of the Archmagi

Description: This silk robe comes in three colors, depending on alignment. It can be white (01-45 on d%, good alignment), gray (46-75, neutral) or black (76-100, evil). Many of these robes were destroyed when Dalaran fell, but there are still arcanists making them.

Power: The robe's wearer, if an arcanist, gains several powers. She gains a +5 armor bonus to AC, spell resistance 18, a +4 resistance bonus to all saving throws, and +2 enhancement bonus on caster level checks made to overcome spell resistance.

If an evil character dons a white robe, she immediately gains three negative levels. The reverse is true when a good character dons a black robe. If a good or evil character wears a gray robe, or a neutral character puts on a white or black robe, she gains two negative levels. The negative levels remain as long as the robes are worn and disappear when the robe is removed. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the robes are worn.

Strong varied; CL 14th; Craft Wondrous Item, *antimagic field* or *shield of faith*, creator must be the same alignment as the robe; Price 75,000 gp; Cost 37,500 gp + 3,000 XP; Weight 1 lb.

Robe of Bones

Description: Making its first appearance during the war with the Scourge, This black robe appears

unremarkable until the wearer puts it on; at that point he notices it is adorned with small figures embroidered in silver depicting undead creatures. Only the wearer can see the embroidery and recognize the creatures for what they are. The Lich King owns several of these robes, and the Forsaken pay top coin for them.

Power: The wearer can detach the figures, one per round. Detaching a figure causes it to become an actual undead creature (see the list following). The undead is not under the wearer's control, but may be subsequently commanded or rebuked. A newly created *robe of bones* always has two figures of each of the following undead:

Small goblin skeletal warrior

Medium human commoner skeletal warrior

Medium wolf skeleton

Small goblin zombie

Medium human commoner zombie

Medium wolf zombie

When all of the figures have been removed, the robe is no longer magical.

Moderate necromancy (evil); CL 6th; Craft Wondrous Item, *animate dead*; Price 2,400 gp; Cost 1,200 gp + 96 XP; Weight 1 lb.

Runed Bracers

Description: Since the war with the demons, sorcerers have discovered how to tap into runic writing and inscribe armor with their arcane scripts. The bracers can be made of leather or metal — any armor that runes may be scribed into is fine. Some arcanists claim that some spells work better with some ingredients, but other say that is myth.

Power: These bracers can cause differing degrees of spell resistance when worn. The spell resistance can be SR 13, SR 15, SR 17 or SR 19.

Moderate to strong abjuration; CL 15th; Craft Wondrous Item, *spell resistance*; Price 5,000 gp (SR 13), 10,000 gp (SR 15), 17,000 gp (SR 17), 26,000 gp (SR 19). Cost 2,500 gp + 200 XP (SR 13), 5,000 gp + 400 XP (SR 15), 8,500 gp + 680 XP (SR 17), 13,000 gp + 1,040 XP (SR 19); Weight 5 lb.

Scourge's Palm

Description: These gloves are made of light black leather, the kind favored more often by rogues and sorcerers than soldiers. Their makers usually stamp the inside of the glove with a mark of a white dagger.

Power: The owner activates the gloves by putting them on. Any creature that touches his gloved hands (or any creature he touches) takes 1d8+5 points of damage from negative energy. If the creature is undead, it is healed 1d8+5 hit points instead. Both gloves must be worn for the magic to be effective. A DC 13 Will save halves the damage.

Moderate necromancy; CL 3rd; Craft Wondrous Item, *inflict light wounds*; Price 12,000 gp; Cost 6,000 gp + 480 XP; Weight 1 lb.

Shroud of the Lightbringer

Description: Although the original shroud that covered the fallen paladin Uther Lightbringer of the Knights of the Silver Hand was lost years ago in frequent

skirmishes between the Scourge and the Alliance, rumors of the shroud remain. Some of the remaining priests of the Holy Light have infused linen with power in honor of their fallen champion. These shrouds are made of soft, white linen, about 6 feet by 3 feet. The divine magic used to create these creates a gray image of a dead paladin, usually the face of the creator of the shroud.

Power: Covering a creature with the shroud causes it to *regenerate* as if the spell were cast on it. This power can be used once per day.

Strong conjuration; CL 9th; Craft Wondrous Item, *regenerate*; Price 18,000 gp Cost 9,000 gp + 720 XP; Weight 3 lb.

Spiked Fel Collar

Description: This black collar resembles those that adorn the necks of the wolf cubs raised by the Horde. It is ringed with long, barbed spikes and comes attached to a leash. The collar remains in a circle all the time, as if wrapped around an invisible animal's neck, even though nothing is inside.

Power: If a character holds the leash, the collar drops to the height where a large dog's head would be. It follows at the owner's heels like a well-trained dog. While the leash is held this way, the owner can speak a single command to summon a fel stalker, which appears inside the collar. The creature may then be released to attack the master's enemies, or be given any simple command (fetch, guard, heel, and so on). The fel stalker remains for up to 1 hour before disappearing. The leash and collar can be used once per day. If the leash and collar are separated, it they lose all power until they are reconnected.

Moderate conjuration; CL 7th; Craft Wondrous Item, *summon monster III*; Price 7,560 gp; Cost 3,780 gp + 302 XP; Weight 1 lb.

Tent of Security

Description: A favorite of Alliance travelers who journey either alone or in small numbers through Horde-infested areas, this brown tent is made of supple, waterproof leather. It sleeps two Medium creatures comfortably (or four Small or one Large creature).

Power: The user must pitch the tent on flat ground. Once per day, upon the uttering of a command word, an invisible cube surrounds the tent in a 10-foot-by-10-foot box. The walls have all of the properties of *wall of force* and remain in place until banished by the tent's wearer or 24 hours have passed. Any creature inside the *tent of security's* force field is trapped inside until the force field drops.

Moderate evocation; CL 9th; Craft Wondrous Item, *permanency*, *wall of force*; Price 72,000 gp; Cost 36,000 gp + 2,880 XP; Weight 20 lb.

Throne of Kings

Description: Unlike some wondrous items, this intricately-designed chair makes no effort to hide its powers. Crafted from gold and brass, a silken pillow serves as the seat and the straight back is topped by a sunburst of gemstones. The throne is tall, with three obsidian steps leading to the seat.

Power: Upon sitting in this chair for an hour, the user begins to feel an incredible sense of well-being, strength and readiness for battle. She begins to glow slightly with a white light and impresses her followers with a sense of awe. She gains a +4 enhancement to Stamina, a +4 enhancement bonus to Charisma, and a +4 morale bonus on attack rolls, saves and skill checks, immunity to fear effects, and 10 temporary hit points (in addition to the hit points brought on by the temporary increase in Stamina).

Followers in a 100-foot radius receive a +1 morale bonus on all attack rolls, saves and skill checks.

These effects last 10 minutes.

Strong enchantment; CL 11th; Craft Wondrous Item, *bear's endurance*, *bless*, *eagle's splendor*, *greater heroism*; Price 132,000 gp; Cost 66,000 gp + 5,280 XP; Weight 60 lb.

Tome of Yesterday

Description: Most archivists preferred to simply write down their histories, but some mages at Dalaran felt their experiences needed to have been witnessed to be believed. They created the *tomes of yesterday* to pour their experiences into. There are few books in existence that date older than 4 years, but there are said to be several still in the ruins of Dalaran, and one even details the coming of the Scourge.

Power: When the user says a command word (usually written on the cover of the book, but some may not be), the tome opens and words appear. When the user sits down and concentrates, he can walk through the memories of the person who wrote it and watch the events recorded within as if viewing them from the vantage point of the writer. If the person is interrupted or stops concentrating, his awareness returns to his body. The person must be seated to do this, and takes a \neq -10 circumstance penalty on Listen and Search checks during this time. This book can be used once daily.

Strong divination; CL 7th; Craft Wondrous Item, *arcane mark*, *clairvoyance/clairaudience*, *eye of kilrogg*; Price 22,400 gp; Cost 11,200 gp + 896 XP; Weight 1 lb.

Wounded Warrior Whiskey

Description: While beer is treasured in pandaren culture, whiskey is revered. It represents health and good fortitude and even luck. Pandaren brewmaster philosophy says that the best whiskey can make a pandaren strong enough to face an army. This particular vintage has amazing healing properties, plus causes the wounded warrior to become as strong as a lion after drinking.

Power: The smooth taste of this whiskey is the least of its benefits. Each swig heals 1d4 points of damage. Drinking 4 swigs grants a +2 bonus to Strength and Stamina (in addition to healing) for 1d6 hours, and the drinker becomes immune to fear and charm effects for the duration. For each swig imbibed, the drinker takes a -1 penalty on initiative checks and Reflex saves until the duration of the effects expire. An unopened bottle has 10 swigs; the price below is for a full bottle.

Faint transmutation; CL 5th; Craft Wondrous Item, *bear's endurance*, *bull's strength*, *cure moderate wounds*; Price 1,500 gp; Cost 750 gp + 60 XP; Weight 1 lb.

SET ITEMS

During the War of the Ancients, magic crafters sought to enhance the power of the items they created in an effort to stem the tide of the Burning Legion's invasion. They discovered a method to focus magic energy through special ceremonies that bound various items together into sets. These items are ordinary magic items when separated, but gain tremendous power when brought together and worn by a single user.

Sets always include at least two magic items from different body slots. The sets crafted during the War of the Ancients typically include a helm, a robe or suit of armor, a belt, bracers, gloves and boots. Sets are defined by the bonuses they provide as the pieces are brought together and worn by a single user. If the wearer dons two or more items of the same set, she gains additional bonuses based on the number of set items that she wears. These additional bonuses are called set bonuses, and they stack. For example, if a user wears three items from the same set, that user gains all of the set bonuses appropriate to having two items and three items.

Battlegear of Valor

This robust armor was forged by dwarven master smiths deep in the bowels of Ironforge. The armor was crafted as a token of thanks for the Alliance's aid during the Second War and is worn by the Alliance's most highly exalted champions.

Description: This armor is crafted from the finest metals. Articulated plates are form-fitted to the wearer, and affixed to tightly woven chainmail undergarments. Every piece is accented with gold etchings, studs and flares.

Loot Planning

The cheapest item in the *battlegear of valor* is 4,650 gp, which should not be available to a player before 4th or 5th level. Since the second cheapest item increases the total value to 39,400 gp (gauntlets, bracers and the 2-item set bonus) the second item should not be available prior to perhaps 10th level. It is appropriate to add another set item every other level after that until the set is complete (12th, 14th, 16th and 18th level). Keep in mind the total value of a player's gear, including set bonuses, when considering when to provide additional loot.

Two-item bonus

The wearer gains the following bonuses when wearing two items from the *battlegear of valor* set.

- +1 resistance bonus on saving throws.
- Cold resistance 5.

Faint abjuration; CL 5th; Craft Wondrous Item, *resist energy, resistance*; Price 15,000 gp; Cost 7,500 gp + 600 XP.

Four-item bonus

The wearer gains the following bonuses when wearing four items from the *battlegear of valor* set.

- +2 resistance bonus on saving throws.
- Fire resistance 5.
- The wearer is surrounded by a thorny shield, and any creature striking the subject with its body or handheld weapons deals normal damage, but at the same time takes 1 point of piercing damage. If the creature has spell resistance then it applies to this effect.

Faint abjuration and transmutation; CL 6th; Craft Wondrous Item, *resist energy, resistance, thorn shield*; Price 45,000 gp; Cost 22,500 gp + 1,800 XP.

Six-item bonus

The wearer gains the following bonuses when all six items from the *battlegear of valor* set are worn at the same time.

- +3 resistance bonus on saving throws.
- The enhancement bonus of the breastplate improves to +4.
- A magical force protects vital areas more effectively. When a critical hit or sneak attack is scored on the wearer, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.
- When the set's wearer successfully strikes a critical hit, the victim immediately makes a Fortitude saving throw (DC 10 + half the character's level + Strength modifier) or becomes dazed for 1 round. Creatures immune to stunning are immune to this effect as well. Once a creature has been affected by this power, it is immune to the effect for 24 hours.

Strong abjuration and faint conjuration; CL 13th; Craft Wondrous Item, *resistance, storm hammer, limited wish or miracle*; Price 84,000 gp; Cost 42,000 gp + 3,360 XP.

Belt of Valor

Powers: Upon command, a *belt of valor* provides its wearer with fast healing 5 for 5 rounds. This power may be used 5 times per day.

Moderate conjuration; CL 7th; Craft Wondrous Item, *renew**; Price 50,400 gp; Cost 25,200 gp + 2,016 XP; Weight 1 lb.

BRACERS OF VALOR

Powers: These bracers provide a +4 enhancement bonus to Stamina, and a +5 competence bonus on Climb checks.

Moderate transmutation; CL 8th; Craft Wondrous Item, *bear's endurance*, creator must have 5 ranks in the Climb skill; Price 19,750 gp; Cost 9,875 gp + 790 XP; Weight 2 lb.

Breastplate of Valor

Powers: This +2 *breastplate* provides its wearer with spell resistance 13. The craftsmanship of this armor is superb, and those who wear *battlegear of valor* have gained a

reputation throughout the world. As the flagship piece, the *breastplate of valor* provides its wearer a +5 circumstance bonus on Diplomacy and Intimidate checks.

Strong Abjuration and faint transmutation; CL 15th; Craft Magic Arms and Armor, *spell resistance*, creator must have 5 ranks in the Diplomacy and Intimidate skills; Price 23,850 gp; Cost 11,750 gp + 940 XP; Weight 30 lb.

Gauntlets of Valor

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 gloves 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 *helm of valor* and *legplates of valor*.

The wearer's armed and unarmed strikes punish his victims with blows that weaken even the strongest man. When the wearer successfully strikes a critical hit, the victim takes an additional +2d4 points of damage and must make a DC 12 Fortitude save or take 1 point of temporary Strength damage.

The wearer also gains a +5 bonus on rolls to prevent being disarmed.

Moderate evocation; CL 10th; Craft Wondrous Item; Price 4,650 gp; Cost 2,125 gp + 170 XP; Weight 4 lb.

Helm of Valor

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 *gauntlets of valor* and *legplates of valor*.

The wearer gains the ability to rage once per day as a 1st-level barbarian, except he is not fatigued at the end of the rage.

Faint evocation; CL 5th; Craft Wondrous Item; Price 22,050 gp; Cost 11,250 gp + 864 XP; Weight 7 lb.

Legplates of Valor

Powers: These boots extend up the wearer's shins for extra protection. The legplates provide a +1 armor bonus that stacks with other armor bonuses if the wearer has only a breastplate or no armor. When wearing these boots 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 *gauntlets of valor* and *helm of valor*.

The wearer gains a +4 enhancement bonus to Strength, and a further +5 bonus on Strength checks made to resist being bull rushed.

Moderate transmutation; CL 8th; Craft Wondrous Item, *bull's strength*; Price 23,950 gp; Cost 11,750 gp + 940 XP; Weight 9 lb.

Magister's Regalia

History: These enchanted vestments were originally fashioned by the master craftsmen of the Kirin Tor, the reigning magical council of Dalaran before the Third War. Only Dalaran's most elite archmagi are deemed worthy enough to don this astonishing attire.

Description: Magister's regalia is crafted from the finest crimson silk, accented with purple velvet and trimmed with gold cord. The belt is studded with small emeralds and the flowing robes are set with a single brilliant emerald above the heart. The sleeves are flared and hide many small pouches for spell components. The gloves are open-fingered for easy retrieval and manipulation of spell components.

Loot Planning

The cheapest item in the *magister's regalia* is 8,000 gp, which should not be available to a player before 5th or 6th level. Since the second cheapest item increases the total value to 48,400 gp (boots, plus either gloves or belt, plus the 2-item set bonus) the second item should not be available prior to perhaps 11th level. It is appropriate to add another set item every level or two after that until the set is complete (13th, 15th, 16th and 17th level). Keep in mind the total value of a player's gear, including set bonuses, when considering when to provide additional loot.

Two-Item Bonus

The wearer gains the following bonuses when wearing two items of *magister's regalia*.

- +1 resistance bonus on saving throws.
- Fire resistance 5.
- *Detect magic* at will.

Faint abjuration, divination and transmutation; CL 5th; Craft Wondrous Item, *detect magic*, *resist energy*, *resistance*, creator at least 3rd level; Price 20,400 gp; Cost 10,200 gp + 816 XP.

Four-Item Bonus

The wearer gains the following bonuses when wearing four items of *magister's regalia*.

- +2 enhancement bonus to Intellect.
- +3 resistance bonus on saving throws.
- Cold resistance 5.
- *See invisibility* upon command once per day.

Moderate transmutation, faint abjuration, faint divination; CL 8th; Craft Wondrous Item, *arcane intellect*, *resist energy*, *resistance*, *see invisibility*; Price 57,500 gp; Cost 28,750 gp + 2300 XP.

Six-Item Bonus

The wearer gains the following bonuses when wearing all six items of *magister's regalia*.

- +4 enhancement bonus to Intellect.



- Wearer may cast one spell per day of up to 4th level as though affected by the Maximize Spell feat; the spell does not use a higher-level spell slot.

Moderate transmutation; CL 17th; Craft Wondrous Item, Maximize Spell, *arcane intellect*; Price 62,500 gp; Cost 21,250 gp + 2,500 XP.

Magister's Belt

Powers: A *magister's belt* increases the wearer's effective caster level with one school of magic. The specific school

is selected at the time the belt is crafted and cannot be changed. For example, a *magister's belt of evocation* increases the wearer's caster level by +1 with all evocation spells. This increase affects range, duration, damage, caster level checks to defeat spell resistance, and the like.

Moderate transmutation; CL 7th; Craft Wondrous Item, Heighten Spell; Price 20,000 gp; Cost 10,000 gp + 800 XP; Weight 1 lb.

Magister's Bindings

Powers: *Magister's bindings* take up the wearer's bracer slot. These bindings grant their wearer a damage bonus to all spells cast from a specific descriptor. The bonus is +1 point of damage per damage die rolled. The descriptor is decided when the bindings are crafted and cannot be changed. The most common *magister's bindings* are crafted to give a bonus to one of the following subtypes: acid, cold, electricity, fire or force. Other types are possible.

As an example, *magister's bindings of force* provide +1 point of damage per damage die rolled when the wearer casts a spell with the force subtype. When the wearer casts *arcane missile*, each missile deals +1 point of damage. A *frostbolt* by a caster wearing *magister's bindings of cold* deals 5d6+5 points of damage.

Moderate evocation; CL 10th; Craft Wondrous Item, Empower Spell; Price 30,000 gp; Cost 15,000 gp + 1,200 XP; Weight 0 lb.

Magister's Boots

Powers: The wearer's feet do not touch the ground; the wearer seems to walk on air an inch above the ground. She leaves no tracks and does not trigger traps activated by weight or pressure. The wearer is automatically affected as though by a *slow fall* spell when appropriate.

Faint transmutation; CL 1st; Craft Wondrous Item, *slow fall*; Price 8,000 gp; Cost 4,000 gp + 320 XP; Weight 1 lb.

Magister's Crown

Powers: The wearer of a *magister's crown* may attempt a counterspell once per day as an immediate action. Normally the wearer must ready an action to attempt a counterspell.

Moderate abjuration; CL 9th; Craft Wondrous Item, *greater dispel magic*; Price 36,000 gp; Cost 18,000 gp + 1,420 XP; Weight 1 lb.

Magister's Gloves

Powers: The wearer gains the Augmented Summoning feat. If the wearer already has this feat then the feat's bonus improves to +6.

Moderate transmutation; CL 8th; Craft Wondrous Item, Augment Summoning, *bear's endurance*, *bull's strength*; Price 20,000 gp; Cost 10,000 gp + 800 XP; Weight — lb.

Magister's Robes

Powers: The wearer of *magister's robes* is continually affected as though by a *frost armor* spell. In addition, she no longer takes damage from *arcane missiles*. Instead, *arcane missiles* fired at her seem to strike an invisible shield

that absorbs all damage. Finally, the wearer may cast *clairaudience/clairvoyance* and *invisibility* each once per day.

Faint abjuration, conjuration, divination, and illusion; CL 5th; Craft Wondrous Item, *clairaudience/clairvoyance*, *frost armor*, *invisibility*, caster level 8 or higher; Price 43,400 gp; Cost 21,700 gp + 1,736 XP; Weight 3 lb.

Shadowcraft Armor

This arcane armor was generated by the Ravenholdt Assassin League's most highly-respected master craftsmen and is worn by the league's most elite, lethal agents.

Description: This set is fashioned from black leather, imbued to capture all light that shines upon it. Even in direct sunlight the set appears shadowy and subdued. The wearer often appears insubstantial and gives viewers an eerie feeling. The set's leather comes from the hides of disparate animals, such as tiger's hide to form the *shadowcraft belt*. Each piece brings out the inner spirit of the creature from which it is crafted.

Loot Planning

The cheapest item of *shadowcraft armor* is 4,000 gp, which should not be available to a player before 4th or 5th level, considering this is just one item in all of her gear. Since the second cheapest item increases the total value to 40,250 gp (bracers and boots, plus the 2-item set bonus) the second item should not be available prior to perhaps 10th or 11th level. It is appropriate to add another set item every level or two after that until the set is complete (12th, 14th, 15th and 17th level). Keep in mind the total value of a player's gear, including set bonuses, when considering when to provide additional loot.

Two-item bonus

The wearer gains the following bonuses when wearing two items of *shadowcraft armor*.

- +5 competence bonus on Stealth checks.
- 10% concealment.

Faint evocation and illusion; CL 5th; Craft Wondrous Item, *darkness*, creator must have 5 ranks in the Stealth skill; Price 19,500 gp; Cost 9,750 gp + 780 XP.

Four-item bonus

The wearer gains the following bonuses when wearing four items of *shadowcraft armor*.

- +8 competence bonus on Stealth checks.
- 20% concealment.

Faint evocation and illusion; CL 5th; Craft Wondrous Item, *darkness*, creator must have 8 ranks in the Stealth skill; Price 47,700 gp; Cost 23,850 gp + 1,908 XP.

Six-item bonus

The wearer gains the following bonuses when wearing all six items of *shadowcraft armor*.

- +10 competence bonus on Stealth checks.
 - The wearer may hide in plain sight (see *WoW RPG*, Chapter Four: Prestige Classes, "Assassin").
- Faint evocation and illusion; CL 5th; Craft Wondrous Item, *darkness*, creator must have 10 ranks in the Stealth skill; Price 90,300 gp; Cost 45,150 gp + 3,612 XP.

Shadowcraft Belt

Powers: The spirit of an elder Stranglethorn tiger grants the wearer a +6 enhancement bonus to Agility.

Moderate transmutation; CL 8th; Craft Wondrous Item, *cat's grace*, Price 36,000 gp; Cost 18,000 gp + 1,440 XP; Weight 1 lb.

Shadowcraft Bracers

Powers: These bear-hide bracers allow their wearer to make use of his full strength bonus when making off-hand attacks. Normally a creature deals only half damage with offhand attacks.

Faint transmutation; CL 3rd; Craft Wondrous Item, *bull's strength*; Price 4,000 gp; Cost 2,000 gp + 160 XP; Weight 1 lb.

Shadowcraft Boots

Powers: These boots of elder shadowmaw panther hide increase the wearer's base land speed by +10 feet, and provide a +5 competence bonus on Climb, Jump, Stealth and Tumble checks.

Faint transmutation; CL 3rd; Craft Wondrous Item, creator must have 5 ranks in the Climb, Jump, Stealth and Tumble skills; Price 13,000 gp; Cost 6,500 gp + 520 XP; Weight 1 lb.

Shadowcraft Cap

Powers: This owl-skin cap provides its wearer with a +5 competence bonus on Listen and Spot skill checks. The wearer also gains darkvision out to 60 feet.

Faint transmutation; CL 3rd; Craft Wondrous Item, *darkvision*, *owl's wisdom*; Price 17,000 gp; Cost 8,500 gp + 680 XP; Weight 0 lb.

Shadowcraft Gloves

Powers: When the wearer of these sharkskin gloves successfully strikes a critical hit, the victim suffers a deep wound that bleeds for 5 points of damage each round over the next 10 rounds, or until a DC 20 Heal check repairs the injury. Any healing spell cast on the victim also stops the bleeding. Creatures immune to critical hits are immune to this effect.

Moderate evocation; CL 10th; Craft Wondrous Item; Price 30,000 gp; Cost 15,000 gp + 1,200 XP; Weight — lb.

Shadowcraft Tunic

Powers: This snakeskin, bone-studded tunic functions as +5 *studded leather armor*. The wearer also receives a +5 enhancement bonus on Fortitude saving throws made against poison.

Strong abjuration and faint abjuration; CL 15th; Craft Magic Arms and Armor, *neutralize poison*; Price 34,550 gp; Cost 17,363 gp + 1,375 XP; Weight 20 lb.

MINOR ARTIFACTS

Minor artifacts are powerful and rare, but not one-of-a-kind. Mortals cannot create these items normally: the secrets of their construction have been lost, or they are under the purview of creatures beyond mortal ken.

Thunderfury,

Blessed Blade of the Windseeker

Description: Ragnaros the Firelord, and his lieutenants Garr and Baron Geddon, defeated Thunderaan, Prince of Air, during the war following the First Age of Creation. Ragnaros was unable to fully destroy Thunderaan's essence, so he forced what little remained into a *talisman of elemental binding* and shattered it. He gave the two halves to his lieutenants.

Ages passed, and somehow the talisman halves found their way into the hands of Highlord Demitrian, a follower of Thunderaan. He recombined the talisman but was unable to release his master. Instead, he did the best he could: He crafted a blade to serve as a vessel for his master's essence.

Thunderfury is a vicious sword, crafted from elementium and containing a crackling electrical core that might be all that remains of Prince Thunderaan. The hilt is unusually long, wrapped in black dragon hide, and studded with small spikes of black dragon bone.

Powers: *Thunderfury* is a heavy elementium +6 *keen bastard sword*. *Thunderfury* is treated as a +10 magic weapon against creatures with the Earth subtype. It strikes like thunder and lightning and deals an extra +3d6 points of electricity damage and an extra +3d6 points of sonic damage on a successful hit. Upon a successful critical hit, *Thunderfury* instead deals an extra +6d6 points of electricity damage and an extra +6d6 points of sonic damage. In addition, *Thunderfury* casts

slow on the victim of a critical hit (Will save DC 22). *Thunderfury* deals an additional +4d8 points of damage against creatures with the Earth subtype. *Thunderfury*'s wielder gains a +10 enhancement bonus to Agility, and may cast *chain lightning* 5 times per day. Creatures with electricity resistance are treated as though their resistance were 5 points lower against spell effects generated by the caster or his gear, including, of course, *Thunderfury*. (For example, a creature with electricity resistance 15 is instead treated as though it has electricity resistance 10.) Creatures with immunity to electricity remain immune.

Overwhelming evocation and transmutation; CL 22nd; Weight 8 lb.

Sulfuras, Hand of Ragnaros

Description: *Sulfuras* is the mighty weapon of Ragnaros the Firelord. The weapon never leaves his grasp. It is composed of flaming red elementium and etched from end to end with intricate runes that seem to move like flowing lava across the weapon's surface. *Sulfuras* is covered with many vicious spikes of varying sizes, each white hot and surrounded by the distortion of shimmering heat.

Powers: *Sulfuras* is a Gargantuan elementium +10 *warhammer*. It deals 3d6 points of bludgeoning damage, plus an additional +3d8 points of fire damage. *Sulfuras* instead deals +6d8 points of additional fire damage on a successful critical hit. *Sulfuras* is so hot that it deals 4d8 points of fire damage each round to all creatures within 10 feet, including its wielder. If a creature has spell resistance, it applies against this damage. The flames clearly illuminate a 90-foot radius and provide shadowy illumination out to a 180-foot radius.

When a creature is slain by *Sulfuras*, its body is consumed by intense flame and effectively disintegrated,

Epic Alternative

The description of *Thunderfury* assumes Highlord Demitrian recovered the *talisman of binding* but was unable to free Prince Thunderaan. The players could instead be responsible for the recovery of the blade. Such an undertaking is an epic-level quest.

Highlord Demitrian lives in the mountains of Silithus in Southern Kalimdor. He longs to get his hands on the *talisman of binding* fragments, but has been unable to do so alone. If the players defeat Ragnaros' lieutenants Garr and Baron Geddon, then they can retrieve the two halves and bring them to Highlord Demitrian, who can recombine them.

Highlord Demitrian needs elementium and the *vessel of rebirth* once the talisman is again whole. Elementium is not native to Azeroth, and obtaining enough may require the players to venture to the Elemental Plane. The GM can either allow Highlord Demitrian to already possess the *vessel of rebirth*, or may send the PCs on an epic quest to retrieve it, perhaps from one such as high elf Earthshaper Franzahl or his former goblin apprentice Master Elemental Shaper Krixix, high in Blackrock Mountain.

Combining the *vessel of rebirth* with elementium and the newly restored *talisman of binding* allows Highlord Demitrian to conduct a secret ritual that restores Thunderaan's essence, but not completely. Instead, Prince Thunderaan appears before the players and attempts to slay them in a fit of madness. If the ancient elemental is defeated then his essence retreats into the weapon he wields, leaving behind the minor artifact *Thunderfury, Blessed Blade of the Windseeker*.

leaving behind only a small pile of ash. The heat and pressure of this effect solidifies the ash into a hard, dark crystal. This crystal is known as an *eye of Sulfuras* and is used by Ragnaros' followers in ancient rituals or to craft special weapons such as *sulfuron hammers*.

When a creature is struck by *Sulfuras* it immediately makes a DC 23 Fortitude saving throw or is destroyed, consumed in flames as described above. Creatures with the Air subtype take a -4 penalty on the saving throw against this effect.

Overwhelming evocation and transmutation; CL 30th; Weight 385 lb.

Sulfuron Hammer

Description: Ragnaros wields a massive weapon named *Sulfuras*. It is far too massive for most mortals to even dream of wielding, even if they could somehow defeat the elemental Firelord. However, fanatical followers of Ragnaros found a way to craft hammers in its image. Each requires an *eye of Sulfuras*, and these lesser weapons are known as *sulfuron hammers*.

A *sulfuron hammer* appears to be a smaller version of *Sulfuras*. It is a spiked, flaming red warhammer. The hammer is crafted entirely from elementium, with an *eye of Sulfuras* embedded deep in the hammer's head.

Powers: A *sulfuron hammer* is an elementium +5 *greathammer*. It is treated as a +7 magic weapon against creatures with the Air subtype. The hammer deals an extra +2d6 points of fire damage on a successful hit, or instead +4d6 points of additional fire damage upon a successful critical hit. A *sulfuron hammer* deals an extra +2d6 points of damage against creatures with the Air subtype. The wielder gains a +10 enhancement bonus to Stamina and may cast *rain of fire* at will. Finally, a *sulfuron hammer* is surrounded by an aura of flames that deals 3d8 points of fire damage each round to all creatures within 10 feet. If a creature has spell resistance, it applies against this damage. These flames do not harm the wielder. The flames clearly illuminate a 60-foot radius and provide shadowy illumination out to a 120-foot radius.

Strong conjuration, evocation, and transmutation; CL 20th; Weight 7 lb.

SPECIAL MATERIALS

The **WoW RPG** core book describes several materials used in the crafting of magic arms and armor: adamantine, arcanite, dragonhide, mithril and thorium. Several other special materials exist, but are extremely rare, generally appearing only in one specific place in the world. No race receives any inherent bonus in crafting with these materials, and in fact, they are so difficult to work with that those unskilled in working them take a -5 penalty on Craft checks associated with the substance. This penalty applies to both creating and repairing items.

Typically, only specialist NPCs know the secrets of working with these rare substances, and only give up this knowledge if paid handsomely to do so. Assuming a character could convince such an NPC to provide the necessary instruction, he must also take the Material Secret feat (see Chapter 1: Spell Slingers and Gear Grinders, "Feats") that specifically focuses on two particular materials from the list below. Doing so eliminates the -5 skill check penalty.

Bloodstone Ore: This blood-colored substance is similar in consistency to copper when first mined. Bloodstone ore is a soft material not suitable for forging weapons or armor when used alone, although it can be employed in the creation of fine jewelry. When used in smithing, bloodstone ore must be melted and mixed with iron. The resulting alloy is brittle and useless if the proper ratios are not employed. To complicate the matter further, the required ratio varies with every bloodstone ore vein. Only a skilled smith can identify the proper amount to use without ruining the alloy.

Bloodstone ore is found in the deepest mines within the Arathi Highlands, and a few small veins have been located

within the Stonetalon Mountains. Deposits can also be found scattered through the Elemental Plane, usually close to the dangerous border of Ragnaros's domain.

There are two types of bloodstone ore known to exist: lesser and greater. Lesser ore comprises more than 95% of all bloodstone deposits found on Azeroth, although the percentage is slightly less extreme in the depths of the Elemental Plane. As a result, lesser bloodstone ore is usually referred to simply as "bloodstone ore," while the greater variety is always called by its full name.

Bloodstone items are inevitably reddish in color, although the shading is subdued with lesser bloodstone ore. Greater ore produces a deep crimson metal that looks as though it is colored with fresh blood.

Legends say that bloodstone is the result of the combination of demon blood with ordinary metal deposits. The foul ichor, it is said, sank deep into the earth and corrupted the veins therein. Still, the ore is not itself evil or demonic, though it can be used for that purpose. Certainly demons favor this material and construct weapons and armor of it whenever they can. However, there is no reason why a paladin or other follower of the Light could not employ this useful material.

Weapons crafted of bloodstone ore deal +1 fel damage when they strike a foe. This point of damage penetrates the damage reduction of all outsiders, regardless of the material normally needed to penetrate their DR. Greater bloodstone ore increases the extra damage to +2.

Armor constructed using bloodstone ore provides its wearer with DR 1/good for light armor, 2/good for medium armor and 3/good for heavy armor. Greater bloodstone ore increases these values by +1.

Weapons constructed of bloodstone ore cost 5,000 gp more than their base cost, or 10,000 gp if greater bloodstone is used. Armor adds 8,000 gp for each point of damage reduction provided. Only items normally constructed of metal can be made of bloodstone.

Bloodstone ore has hardness 12 and 25 hit points per inch of thickness. Greater bloodstone has hardness 16 and 35 hit points per inch.

Brightwood: Deep within the forests of the slopes of Hyjal, in places known only to a few of the eldest Kaldorei, grow the last surviving brightwood trees. Once a common sight, virtually all remnants of these beautiful, silver-barked plants were wiped out in the disaster that created what today is known as Felwood. Those brightwood trees that remain are under the protection of powerful druids, who keep their locations a closely guarded secret.

Only once every few years can enough brightwood be harvested to be used for crafting. The wood must be carefully preserved and treated or it will warp and crack under the stresses of use. Properly employed, brightwood is as tough as iron. Although it has a surface texture similar to normal wood, it is a non-reflective silver color that appears to be metal at a distance, especially in conditions of poor lighting.

Brightwood can be used to make items that would normally be constructed only of iron or steel, except that it does not hold an edge like metal does, so weapons can only be of the bludgeoning type. Brightwood armor is equivalent to metal armor of the same type, making it a fine choice for druids. However, the wood cannot be worked like metal. It is carved and shaped using the Craft (woodworking) skill.

Brightwood armor is naturally protective, absorbing elemental attacks while resisting similar attacks. Brightwood armor provides acid, cold, electricity, fire and sonic resistance 2. If the armor itself is subject to attack from one of those sources, it has an inherent resistance of 10 against such damage.

Brightwood weapons are exceptionally easy to control in combat. They deal an additional +1 damage and provide a +2 bonus when rolling to confirm a critical hit.

Armor crafted of brightwood costs 20,000 gp more than the standard price. Weapons constructed of this material increase their cost by 5,000 gp.

Brightwood has hardness 10 and 12 hit points per inch of thickness.

Dark Iron: Found only in the deepest cores of the greatest mountains, dark iron is inherently volcanic in

origin. It can be forged only in the hottest of environments, and only when such places are uncorrupted by magic. The deep-dwelling dwarves of Blackrock Mountain employ a forge constructed directly into a river of molten lava, the only place they could find that could generate the required amount of consistent heat. There are also

rumors that a similar forge exists in the heart of the Elemental Plane, where dark iron is much more common. A journey to this site would not be for the faint of heart.

Dark iron is inherently sensitive to magic. If corrupted by incorrectly cast spells, it fractures into useless powder. Magical enhancements can be added to dark iron arms and armor only as the newly forged item cools to just the right temperature and consistency. Once the item is complete, no further enhancements or enchantments can be added. Such attempts simply fail, wasting any ingredients used in the attempt. For obvious reasons, magic dark iron items must be created at the time they are forged, and no retry is permitted on any Craft checks involved.

Items made of dark iron are a shadowy gray color. They appear more like charcoal than metal, and if struck give a flat, dull tone instead of a metallic clang. Although they have a fragile appearance, dark iron items are exceptionally tough and resilient in battle.

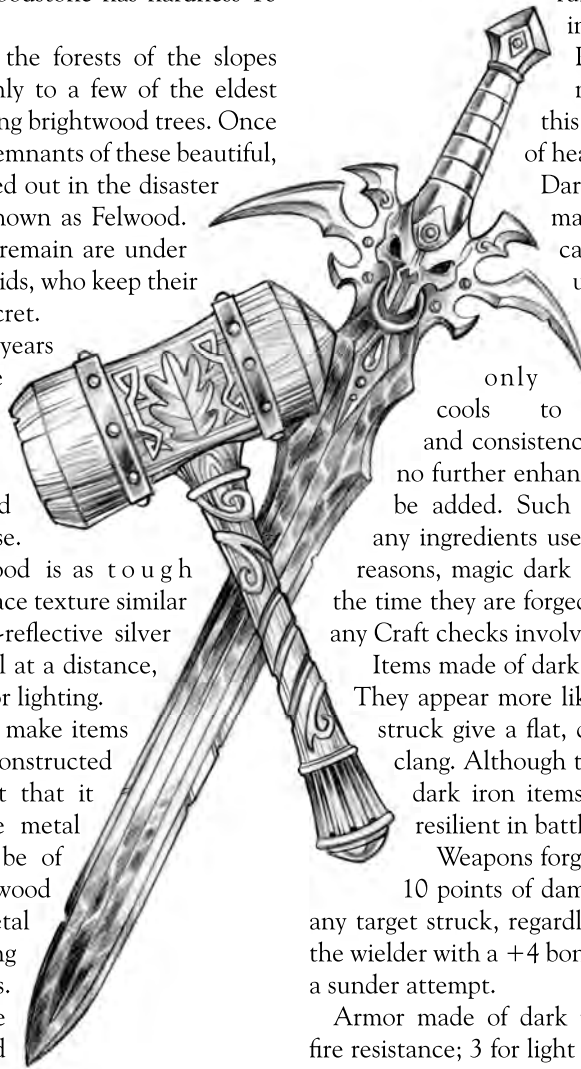
Weapons forged of dark iron ignore the first 10 points of damage reduction or hardness on any target struck, regardless of type. They also provide the wielder with a +4 bonus when the weapon is used in a sunder attempt.

Armor made of dark iron provides its wearer with fire resistance; 3 for light armor, 6 for medium and 9 for heavy.

These abilities are not without cost. Dark iron is frightfully expensive, owing to its rarity and the difficulty involved in working with it. Weapons increase their cost by 20,000 gp. Armor adds 7,000 gp for light armor, 14,000 for medium armor and 21,000 for heavy types. Only items normally constructed of metal can be made of dark iron.

Dark iron has hardness 20 and 40 hit points per inch of thickness.

Elementium: This metal is extremely rare, found only in some of the most remote regions of Azeroth. It is believed by archaeologists to have been formed during the prehistoric reign of the Old Gods, in places where there were high concentrations of elemental creatures. In fact, elementium isn't native to Azeroth, and is found only near high concentrations of elemental creatures because they bring it from the Elemental Plane where it is actually quite common.



The unique properties of elementium allow it to absorb and channel elemental forces. Skilled smiths temper elementium in blistering forges, adding to the quality of the item. All such objects are masterwork quality and are immune to cold, fire and electricity damage. They take only one-quarter damage from acid and sonic attacks. Elementium is the hardest known metal, and has 100 hit points per inch of thickness and hardness 40. Using elementium doubles the masterwork cost of an object, so for example a weapon costs +600 gp instead of +300 gp. Elementium is so heavy that to craft armor from it would leave the wearer virtually immobile, so the metal is usually only used to craft weapons. Only items normally constructed of metal can be made of elementium.

Elementium has no market price. It's too rare to be available. It's not something you buy — it's something you go get.

Lightforge Iron: This exceptionally light and flexible metal is highly sought after by paladins and templars of all types. According to legend, the ore is formed when touched by the Holy Light. Logically, then, the material is divinely intended for use against the forces of darkness. Although the truth of this is not known, lightforge iron definitely seems to be blessed by some higher power, though it is not inherently good or evil. Even demons have been known to use the material, often out of spite.

Lightforge iron is almost never found deep within the earth. Instead, it appears in clusters of ordinary iron that find their way to the surface during earthquakes or eruptions. Sometimes the ore bubbles up from underground streams or gas pockets that erupt in swamps or moors. This tendency only lends credence to the myriad lightforge iron legends. Deposits have been seen all over the face of Azeroth, but most commonly appear in Dustwallow Marsh, Desolace and the Searing Gorge.

Items crafted of lightforge iron are unnaturally shiny. They gleam brightly in ordinary light, and seem to take on an unnatural radiance when exposed to the full glare of the sun. Even when dirty or dusty they still somehow seem regal in nature.

Crafting lightforge iron requires an exceptionally clean environment, almost as though the material expects to be handled in a manner befitting its divine status. The ore must also be precisely purified, or the resulting item will quickly fracture wherever any impurities lie. Most smiths simply do not have the patience to work with such a temperamental material.

Weapons crafted of lightforge iron gather up ambient light and throw it back in an unnatural shine, producing light equal to that of a torch at all times, except in total darkness. They deal +1 points of holy damage (+2 against undead and demons). Lightforge weapons are always considered good for purposes of overcoming an opponent's damage reduction.

Armor made of lightforge iron provides its wearer with DR 1/evil for light armor, 2/evil for medium armor and 3/evil for heavy armor. Lightforge iron armor also negates the first 2 points of damage dealt by spells with the evil

and/or fel descriptors, while medium armor negates the first 3 such points, and heavy armor blocks the first 4 such points.

Lightforge items are expensive, most of the cost coming from the extreme difficulty involved in crafting it. Weapons cost an extra 13,000 gp, while light armor costs an additional 10,000 gp, medium 20,000 and heavy 30,000. Furthermore, the time required to craft such items is doubled. Only items normally constructed of metal can be made of lightforge iron.

Lightforge iron has hardness 13 and 30 hit points per inch of thickness.

Truesilver: Found anywhere silver can be mined, truesilver is also called "perfect silver" or "puresilver." Veins of this rare material are almost unknown. When found, truesilver deposits are usually situated deep within an exceptionally dense collection of ordinary silver. The substance can be immediately identified by its azure color, in striking contrast to the duller ore around it.

Like lightforge iron, truesilver must be smelted in such a way that all impurities are removed. However, the material is much more forgiving. Still, there are additional difficulties inherent in using truesilver. Once it cools, it solidifies permanently and cannot be re-used. Attempts to reheat it simply turn it into a liquid state similar to that of mercury — and it never solidifies again. Thus, items forged of truesilver must be completed the first time, with no retries possible. A failed Craft check destroys the material entirely. Thus, while truesilver is the most common of the rare materials presented in this book, it is perhaps the most frustrating to work with. The floors of blacksmith shops across Azeroth are littered with truesilver junk.

Once forged, truesilver resembles ordinary silver except for a faint azure sheen. Identifying the item's true nature requires a DC 15 Appraise check. A truesilver item is treated as silver except as noted in these rules, and overcomes the corresponding damage reduction.

Truesilver possesses an unnatural attunement to the arcane. Magic items crafted of this material are relatively easy to make, reducing their XP cost by 25%. However, truesilver items cost an additional one-half the base gold piece cost — and this increase also applies to all costs for magic enhancements. For example, an arcanist creating a +1 *longsword* normally pays 1,315 gp and 80 XP. To create a truesilver +1 *longsword*, he instead pays 1,972 gp, 5 sp, and 60 XP.

Weapons made of truesilver have an almost supernatural ability to slip through magical defenses. Deflection bonuses to AC are ineffective against truesilver weapons.

Armor made of truesilver has an arcane spell failure chance only half that of standard armor of its type. Spells cast while wearing magical truesilver armor increase their saving throw DCs by +1.

Truesilver items must be magic; the fluid nature of the metal requires an enchantment of some sort to stabilize it. Truesilver has hardness 10 and 15 hit points per inch of thickness.

CREATING MAGIC ITEMS

To create magic items, spellcasters use special feats. They invest time, money, and their own personal energy (in the form of experience points) in an item's creation.

Note that all items have prerequisites in their descriptions. These prerequisites must be met for the item to be created. Most of the time, they take the form of spells that must be known by the item's creator (although access through another magic item or spellcaster is allowed).

While item creation costs are handled in detail below, note that normally the two primary factors are the caster level of the creator and the level of the spell or spells put into the item. A creator can create an item at a lower caster level than her own, but never lower than the minimum level needed to cast the needed spell. Using metamagic feats, a caster can place spells in items at a higher level than normal.

Table 4-23: Summary of Magic Item Creation Costs

Magic Item	Feat	Item Cost	Spell Component Costs			Base Price ⁴
			Material ²	XP ³	Magic Supplies Cost	
Armor	Craft Magic Arms and Armor	Masterwork armor	cost x 50 (usually none)	x 50	(usually none) x 5 gp	1/2 the value on Table 4-2: Magic Armor and Shields
Shield	Craft Magic Arms and Armor	Masterwork armor	cost x 50 (usually none)	x 50	(usually none) x 5 gp	1/2 the value on Table 4-2: Magic Armor and Shields
Weapon	Craft Magic Arms and Armor	Masterwork weapon	cost x 50 (usually none)	x 50	(usually none) x 5 gp	1/2 the value on Table 4-7: Magic Weapons
Potion	Brew Potion	—	Cost (usually none)	—	Cost (usually none)	1/2 x 25 x level of spell x level of caster
Ring	Forge Ring	—	x 50	x50	x 5 gp	Special: See Table 4-24: Estimating Magic Item Gold Price Values, below
Rod	Craft Rod	¹	x 50 (often none)	—	x 50 (often none)	Special: See Table 4-24: Estimating Magic Item Gold Price Values, below
Scroll	Scribe Scroll	—	Cost (usually none)	—	Cost (usually none)	1/2 x 12.5 x level of spell x level of caster
Staff	Craft Staff	Masterwork quarterstaff	(300 gp)	—	x 50 / (# of charges used to activate spell)	See "Creating Staffs," below
Wand	Craft Wand	—	x 50	x 50	x 5 gp	1/2 x 375 x level of spell x level of caster
Wondrous Item	Craft Wondrous Item	⁵	x 50 (usually none)	x 50	(usually none) x 5 gp	Special: See Table 4-24: Estimating Magic Item Gold Price Values, below

¹ Rods usable as weapons must include the masterwork weapon cost.

² This cost is only for spells activated by the item that have material or XP components. Having a spell with a costly component as a prerequisite does not automatically incur this cost if the item doesn't actually cast the spell.

³ If purchasing a staff, the buyer pays 5 x the XP value in gold pieces.

⁴ A character creating an item pays 1/25 the base price in experience points.

⁵ Some items have additional value from a masterwork item component.

An item's market price is the sum of the item cost, spell component costs, and the base price.

Magic supplies for items are always half of the base price in gold pieces and 1/25 of the base price in experience points. For many items, the market price equals the base price.

Armor, shields, weapons and items with a value independent of their magically enhanced properties add their item cost to the market price. The item cost does not influence the base price (which determines the cost of magic supplies and the experience point cost), but it does increase the final market price.

In addition, some items cast or replicate spells with costly material components or with XP components. For these items, the market price equals the base price plus

an extra price for the spell component costs. Each XP in the component costs adds 5 gp to the market price. The cost to create these items is the magic supplies cost and the base XP cost (both determined by the base price) plus the costs for the components. Descriptions of these items include an entry that gives the total cost of creating the item.

The creator also needs a fairly quiet, comfortable, and well-lit place in which to work. Any place suitable for preparing spells is suitable for making items. Creating an item requires one day per 1,000 gp in the item's base price, with a minimum of at least one day. Potions are an

Table 4-24: Estimating Magic Item Gold Piece Values

Effect	Base Price	Example
Ability bonus (enhancement)	Bonus squared x 1,000 gp	<i>Gloves of Agility +2</i>
Armor bonus (enhancement)	Bonus squared x 1,000 gp	<i>+1 chainmail</i>
Bonus spell slot	Spell level squared x 1,000 gp	<i>Band of rumination</i>
AC bonus (deflection)	Bonus squared x 2,000 gp	<i>Ring of protection +3</i>
AC bonus (other) ¹	Bonus squared x 2,500 gp	<i>Swashbuckler's armor</i>
Natural armor bonus (enhancement)	Bonus squared x 2,000 gp	None in this book
Save bonus (resistance)	Bonus squared x 1,000 gp	<i>Cloak of resistance +5</i>
Save bonus (other) ¹	Bonus squared x 2,000 gp	<i>Bravery brew</i>
Skill bonus (competence)	Bonus squared x 100 gp	<i>Shadowcraft boots</i>
Spell resistance	10,000 gp per point over SR 12; SR 13 minimum	<i>Breastplate of valor</i>
Weapon bonus (enhancement)	Bonus squared x 2,000 gp	<i>+1 tauren totem</i>
Spell Effect	Base Price	Example
Single use, spell completion	Spell level x caster level x 25 gp	<i>Scroll of haste</i>
Single use, use-activated	Spell level x caster level x 50 gp	<i>Potion of cure light wounds</i>
50 charges, spell trigger	Spell level x caster level x 750 gp	<i>Wand of frost nova</i>
Command word	Spell level x caster level x 1,800 gp	<i>Goggles of the gods</i>
Use-activated or continuous	Spell level x caster level x 2,000 gp ²	<i>Crown of constant contact</i>
Special	Base Price Adjustment	Example
Charges per day	Divide by (5 divided by charges per day)	<i>Lavender gate</i>
Uncustomary space limitation ³	Multiply entire cost by 1.5	<i>Beast armor</i>
No space limitation ⁴	Multiply entire cost by 2	<i>Elemental rod</i>
Multiple different abilities	Multiply lower cost by 1.5	<i>Banner of the angry boar</i>
Charged (50 charges)	1/2 unlimited use base price	<i>Drunken tailor's cloak</i>
Component	Extra Cost	Example
Armor, shield, or weapon	Add cost of masterwork item	<i>+1 composite longbow</i>
Spell has material component cost	Add directly into price of item per charge ⁵	<i>Wand of stoneskin</i>
Spell has XP cost	Add 5 gp per 1 XP per charge ⁵	None in this book

Spell Level: A 0-level spell is half the value of a 1st-level spell for determining price.

1 Such as a luck, insight, sacred or profane bonus.

2 If a continuous item has an effect based on a spell with a duration measured in rounds, multiply the cost by 4. If the duration of the spell is 1 minute/level, multiply the cost by 2, and if the duration is 10 minutes/level, multiply the cost by 1.5. If the spell has a 24-hour duration or greater, divide the cost in half.

3 See "Body Slot Affinities," below.

4 An item that does not take up one of the spaces on a body costs double.

5 If item use is continuous or unlimited, not charged, determine cost as if it had 100 charges. If it has some daily limit, determine as if it had 50 charges.

exception to this rule; they always take just one day to brew. The character must spend the gold and experience points at the beginning of the construction process.

The caster works for 8 hours each day. He cannot rush the process by working longer each day; but the days need not be consecutive, and the caster can use the rest of his time as he sees fit.

A character can work on only one item at a time. If a character starts work on a new item, all materials used and experience points spent on the under-construction item are wasted.

The secrets of creating artifacts are long lost.

Magic Item Gold Piece Values

Many factors must be considered when determining the price of new magic items. The easiest way to come up with a price is to match the new item to an item that is already priced that price as a guide. Otherwise, use the guidelines summarized on Table 4-24: Estimating Magic Item Gold Piece Values.

Multiple Similar Abilities: For items with multiple similar abilities that don't take up space on a character's body use the following formula: Calculate the price of the single most costly ability, then add 75% of the value of the next most costly ability, plus one-half the value of any other abilities.

Multiple Different Abilities: Abilities such as an attack roll bonus or saving throw bonus and a spell-like function are not similar, and their values are simply added together to determine the cost. For items that do take up a space on a character's body each additional power not only has no discount but instead has a 50% increase in price.

0-Level Spells: When multiplying spell levels to determine value, 0-level spells should be treated as 1/2 level.

Other Considerations: Once you have a final cost figure, reduce that number if either of the following conditions applies:

- *Item Requires Skill to Use:* Some items require a specific skill to get them to function. This factor should reduce the cost about 10%.
- *Item Requires Specific Class or Alignment to Use:* Even more restrictive than requiring a skill, this limitation cuts the cost by 30%.

Prices presented in the magic item descriptions (the gold piece value following the item's caster level) are the market value, which is generally twice what it costs the creator to make the item.

Since different classes get access to certain spells at different levels, the prices for two characters to make the same item might actually be different. An item is only worth two times what the caster of lowest possible level can make it for. Calculate the market price based on the lowest possible level caster, no matter who makes the item.

Not all items adhere to these formulas directly. The reasons for this are several. First and foremost, these

few formulas aren't enough to truly gauge the exact differences between items. The price of a magic item may be modified based on its actual worth. The formulas only provide a starting point. The pricing of scrolls assumes that, whenever possible, an arcanist or healer created it. Potions and wands follow the formulas exactly. Staffs follow the formulas closely, and other items require at least some judgment calls.

Masterwork Items

Masterwork items are extraordinarily well-made items. They are more expensive, but they benefit the user with improved quality. They are not magical in any way. However, only masterwork items may be enhanced to become magic armor and weapons. (Items that are not weapons or armor may or may not be masterwork items.) See **WoW RPG**, Chapter 9: Weapons and Armor, "Masterwork Weapons" and "Masterwork Armor" for more information on masterwork items.

Creating Magic Armor

To create magic armor, a character needs a heat source and some iron, wood or leatherworking tools. He also needs a supply of materials, the most obvious being the armor or the pieces of the armor to be assembled. Armor to be made into magic armor must be masterwork armor, and the masterwork cost is added to the base price to determine final market value. Additional magic supplies costs for the materials are subsumed in the cost for creating the magic armor — half the base price of the item.

Creating magic armor has a special prerequisite: The creator's caster level must be at least three times the enhancement bonus of the armor. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Magic armor or a magic shield must have at least a +1 enhancement bonus to have any of the abilities listed on Table 4-5: Armor Special Abilities and Table 4-6: Shield Special Abilities.

If spells are involved in the prerequisites for making the armor, the creator must have prepared the spells to be cast, must provide any material components or focuses the spells require, and must pay any XP costs required for the spells. The act of working on the armor triggers the prepared spells. (That is, those spell slots are expended from his daily spell slots, just as if they had been cast.)

Creating Beast Armor

Beast armor's price scheme uses the ability score adjustment values and the "uncustomary space limitation" adjustment from Table 4-24: Estimating Magic Item Gold Piece Values. For example, inscribed beast armor provides a +1 bonus to two ability scores. Each bonus is worth 1,000 gp (bonus squared x 1,000 gp), for a total of 2,000 gp. Multiplying that price by 1.5 (uncustomary space limitation) comes to 3,000 gp.

Creating some armor may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting magic armor requires one day for each 1,000 gp value of the base price.

Item Creation Feat Required: Craft Magic Arms and Armor.

Creating Magic Weapons

To create a magic weapon, a character needs a heat source and some iron, wood or leatherworking tools. She also needs a supply of materials, the most obvious being the weapon or the pieces of the weapon to be assembled. Only a masterwork weapon can become a magic weapon, and the masterwork cost is added to the total cost to determine final market value. Additional magic supplies costs for the materials are subsumed in the cost for creating the magic weapon — half the base price given on Table 4-7: Magic Weapons, according to the weapon's total effective bonus.

Creating a magic weapon has a special prerequisite: The creator's caster level must be at least three times the enhancement bonus of the weapon. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

A magic weapon must have at least a +1 enhancement bonus to have any of the abilities listed on Table 4-12: Melee Weapon Special Abilities or Table 4-13: Ranged Weapon Special Abilities.

If spells are involved in the prerequisites for making the weapon, the creator must have prepared the spells to be cast but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the weapon triggers the prepared spells. (That is, those spell slots are expended from his daily spell slots, just as if they had been cast.)

At the time of creation, the creator must decide if the weapon glows or not as a side effect of the magic imbued within it. This decision does not affect the price or the creation time, but once the item is finished, the decision is binding.

Creating magic double-headed weapons is treated as creating two weapons when determining cost, time, XP, and special abilities.

Creating some weapons may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting a magic weapon requires one day for each 1,000 gp value of the base price.

Item Creation Feat Required: Craft Magic Arms and Armor.

Creating Potions

The creator of a potion needs a level working surface and at least a few containers in which to mix liquids, as well as a source of heat to boil the brew. In addition, he needs ingredients. The costs for materials and ingredients are subsumed in the cost for brewing the potion — 25 gp

x the level of the spell x the level of the caster.

All ingredients and materials used to brew a potion must be fresh and unused. The character must pay the full cost for brewing each potion. (Economies of scale do not apply.)

The imbiber of the potion is effectively both the caster and the target, for the purpose of directing the spell's effect (the caster level is still determined by the potion's creator). Spells with a range of personal cannot be made into potions.

The creator must have prepared the spell to be placed in the potion and must provide any material component or focus the spell requires.

If casting the spell would reduce the caster's experience point total, he pays the XP cost upon beginning the brew in addition to the XP cost for making the potion itself. Material components are consumed when he begins working, but a focus is not. (A focus used in brewing a potion can be reused.) The act of brewing triggers the prepared spell. (That is, that spell slot is expended from his daily spell slots, just as if it had been cast.) Brewing a potion requires one day.

Item Creation Feat Required: Brew Potion.

Spell Level	Price
0	25 gp
1st	50 gp
2nd	300 gp
3rd	750 gp

Prices assume that the potion was made at the minimum caster level.

Spell Level	Cost
0	12 gp 5 sp, +1 XP
1st	25 gp, +2 XP
2nd	150 gp, +12 XP
3rd	375 gp, +30 XP

Costs assume that the creator makes the potion at the minimum caster level.

Creating Rings

To create a magic ring, a character needs a heat source. He also needs a supply of materials, the most obvious being a ring or the pieces of the ring to be assembled. The cost for the materials is subsumed in the cost for creating the ring. Ring costs are difficult to formularize. Refer to Table 4-24: Estimating Magic Item Gold Piece Values and use the ring prices in the ring descriptions as a guideline. Creating a ring generally costs half the ring's market price.

Rings that duplicate spells with costly material or XP components add in the value of 50 x the spell's component cost. Having a spell with a costly component as a prerequisite does not automatically incur this cost. The act of working on the ring triggers the prepared spells. (That is, those spell slots are expended from his daily spell slots, just as if they had been cast.)

Creating some rings may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Forging a ring requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Forge Ring.

Creating Rods

To create a magic rod, a character needs a supply of materials, the most obvious being a rod or the pieces of the rod to be assembled. The cost for the materials is subsumed in the cost for creating the rod. Rod costs are difficult to formularize. Refer to Table 4-24: Estimating Magic Item Gold Piece Values and use the rod prices in the rod descriptions as a guideline. Creating a rod costs half the market value listed.

If spells are involved in the prerequisites for making the rod, the creator must have prepared the spells to be cast but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the rod triggers the prepared spells. (That is, those spell slots are expended from his daily spell slots, just as if they had been cast.)

Creating some rods may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting a rod requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Rod.

Creating Scrolls

To create a scroll, a character needs a supply of choice writing materials, the cost of which is subsumed in the cost for scribing the scroll — 12.5 gp x the level of the spell x the level of the caster.

All writing implements and materials used to scribe a scroll must be fresh and unused. A character must pay the full cost for scribing each spell scroll no matter how many times she previously has scribed the same spell.

The creator must have prepared the spell to be scribed and must provide any material component or focus the spell requires. If casting the spell would reduce the caster's experience point total, she pays the cost upon beginning the scroll in addition to the XP cost for making the scroll itself. Likewise, a material component is consumed when she begins writing, but a focus is not. (A focus used in scribing a scroll can be reused.) The act of writing triggers the prepared spell. (That is, that spell slot is expended from her daily spell slots, just as if it had been cast.)

Scribing a scroll requires one day per each 1,000 gp of the base price.

Item Creation Feat Required: Scribe Scroll.

Table 4-27: Scroll Base Prices

Spell Level	Price
0	12 gp 5 sp
1st	25 gp
2nd	150 gp
3rd	375 gp
4th	700 gp
5th	1,125 gp
6th	1,650 gp
7th	2,275 gp
8th	3,000 gp
9th	3,825 gp

Prices assume that the scroll was made at the minimum caster level.

Table 4-28: Base Magic Supplies and XP Cost to Scribe a Scroll

Spell Level	Cost
0	6 gp 2 sp 5 cp, +1 XP
1st	12 gp 5 sp, +1 XP
2nd	75 gp, +6 XP
3rd	187 gp 5 sp, +15 XP
4th	350 gp, +28 XP
5th	562 gp 5 sp, +45 XP
6th	826 gp, +66 XP
7th	1,135 gp 5 sp, +91 XP
8th	1,500 gp, +120 XP
9th	1,912 gp 5 sp, +153 XP

Costs assume that the creator makes the scroll at the minimum caster level.

Creating Staffs

To create a magic staff, a character needs a supply of materials, the most obvious being a staff or the pieces of the staff to be assembled.

The cost for the materials is subsumed in the cost for creating the staff — 375 gp x the level of the highest-level spell x the level of the caster, plus 75% of the value of the next most costly ability (281.25 gp x the level of the spell x the level of the caster), plus one-half of the value of any other abilities (187.5 gp x the level of the spell x the level of the caster). Staffs are always fully charged (50 charges) when created.

If desired, a spell can be placed into the staff at only half the normal cost, but then activating that particular spell costs 2 charges from the staff. The caster level of all spells in a staff must be the same, and no staff can have a caster level of less than 8th, even if all the spells in the staff are low-level spells.

The creator must have prepared the spells to be stored and must provide any focus the spells require as well as

material and XP component costs sufficient to activate the spell a maximum number of times (50 divided by the number of charges one use of the spell expends). This is in addition to the XP cost for making the staff itself. Material components are consumed when the creator begins working, but focuses are not. (A focus used in creating a staff can be reused.) The act of working on the staff triggers the prepared spells. (That is, those spell slots are expended from his daily spell slots, just as if they had been cast.)

Creating a few staffs may entail other prerequisites beyond spellcasting. See the individual descriptions for details.

Crafting a staff requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Staff.

Creating Wands

To create a magic wand, a character needs a small supply of materials, the most obvious being a baton or the pieces of the wand to be assembled. The cost for the materials is subsumed in the cost for creating the wand — 375 gp x the level of the spell x the level of the caster. Wands are always fully charged (50 charges) when created.

The creator must have prepared the spell to be stored and must provide any focuses the spell requires. Fifty of each needed material component are required, one for each charge. If casting the spell would reduce the caster's experience point total, she pays the cost (multiplied by 50) upon beginning the wand in addition to the XP cost for making the wand itself. Likewise, material components are consumed when she begins working, but

focuses are not. (A focus used in creating a wand can be reused.) The act of working on the wand triggers the prepared spell. (That is, that spell slot is expended from her daily spell slots, just as if it had been cast.)

Crafting a wand requires one day per each 1,000 gp of the base price.

Item Creation Feat Required: Craft Wand.

Creating Wondrous Items

To create a wondrous item, a character usually needs some sort of equipment or tools to work on the item. She also needs a supply of materials, the most obvious being the item itself or the pieces of the item to be assembled. The cost for the materials is subsumed in the cost for creating the item. Wondrous item costs are difficult to formulaize. Refer to Table 4-24: Estimating Magic Item Gold Piece Values and use the item prices in the item descriptions as a guideline. Creating an item costs half the market value listed.

If spells are involved in the prerequisites for making the item, the creator must have prepared the spells to be cast but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the item triggers the prepared spells. (That is, those spell slots are expended from his daily spell slots, just as if they had been cast.)

Creating some items may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting a wondrous item requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Wondrous Item.

Creating Sets

The cost of a set bonus is determined in the same way as for a single magic item, as though the bonus were being applied to a magic item that occupies no specific slot. In fact, set bonuses occupy all appropriate slots at the same time. The only way to lose a set bonus is to remove or disable (such as through *dispel magic*) enough items to cross the threshold required for gaining the set bonus. Use the "no space limitation" pricing modifier when determining the value of a set bonus (see Table 4-24: Estimating Magic Item Gold Piece Values).

Work on the individual items in a set must be completed before work on the set bonuses begins. All set items must be present at the time of creation. A set requires a minimum of two items. The set bonus requiring the fewest pieces must be crafted first, working up to set bonus that requires the most pieces. Each bonus is crafted as a separate magic item and is applied to all set items at the same time.

The maximum base value of a set bonus is equal to the lowest combined price of items necessary to activate that bonus. For example, if a set has four items with market values of 8,000 gp, 10,000 gp, 25,000 gp, and 30,000 gp, then the maximum value of its two-item set bonus is 8,000 gp + 10,000 gp, or 18,000 gp. The maximum

Table 4-29: Wand Base Prices

Spell Level	Price
0	375 gp
1st	750 gp
2nd	4,500 gp
3rd	11,250 gp
4th	21,000 gp

Prices assume that the wand was made at the minimum caster level.

Table 4-30: Base Magic Supplies and XP Cost to Craft a Wand

Spell Level	Cost
0	187 gp 5 sp, +15 XP
1st	375 gp, +30 XP
2nd	2,250 gp, +180 XP
3rd	5,625 gp, +450 XP
4th	10,500 gp, +840 XP

Costs assume that the creator makes the wand at the minimum caster level.

value of its three-item set bonus is 43,000 gp (18,000 + 25,000). The maximum value of its four-item set bonus is 73,000 gp.

Apply all appropriate set bonuses when you wear set items. If you wear four items from a set that has a 2-item set bonus and a 4-item set bonus, then both bonuses apply. Remember that certain bonus types do not stack. For example, if two set bonuses provide a resistance bonus, use only the most powerful resistance bonus.

Further, the market value of a three-item set bonus is the difference between the market values for bonus types that do not stack. For example, suppose you create a set with a two-item set bonus that provides a +1 resistance bonus on saves and a three-item set bonus that provides a +2 resistance bonus on saves. A +1 resistance bonus has a market value of 1,000 gp and a +2 resistance bonus has a market value of 4,000 gp. The two-item set bonus includes 1,000 gp for its resistance bonus, but the three-item set bonus increases in value only by 3,000 gp (the difference between the two).

Item Creation Feat Required: Craft Wondrous Item.

Adding New Abilities

A creator can add new magical abilities to a magic item with no restrictions, unless this is prohibited by the special nature of the materials used to create the item. The cost to add new abilities is the same as if the item were not magical. Thus, a +1 *longsword* can be made into a +2 *vorpal longsword*, with the cost to create it being equal to that of a +2 *vorpal longsword* minus the cost of a +1 *longsword*.

If the item is one that occupies a specific place on a character's body, the cost of adding any additional ability to that item increases by 50%. For example, if a character adds the power to confer *invisibility* to her *ring of protection* +2, the cost of adding this ability is the same as for creating a *ring of invisibility* multiplied by 1.5.

Body Slot Affinities

Each location on the body, or body slot, has one or more affinities: a word or phrase that describes the

general function or nature of magic items designed for that body slot. Body slot affinities are deliberately broad, abstract categorizations, because a hard-and-fast rule can't cover the great variety among wondrous items.

You can use the affinities in the list below to guide your decisions on which magic items should be allowed in which body slots. And when you design your own magic items, the affinities give you some guidance for what form a particular item should take.

Some body slots have different affinities for different specific items.

Body Slot	Affinity
Headband, helmet	Mental improvement, ranged attacks
Hat	Interaction
Phylactery	Morale, alignment
Eye lenses, goggles	Vision
Cloak, cape, mantle	Transformation, protection
Banner	Battle prowess, leadership
Amulet, brooch, medallion, necklace, periapt, scarab	Protection, discernment
Robe	Multiple effects
Shirt	Physical improvement
Vest, vestment	Class ability improvement
Bracers	Combat
Bracelets	Allies
Gloves	Quickness
Gauntlets	Destructive power
Belt	Physical improvement
Boots	Movement
Earring	Appearance, charisma, hearing
Nose ring	Appearance, stamina, sense of smell

Wondrous items that don't match the affinity for a particular body slot should cost 50% more than wondrous items that match the affinity.

Magic suffuses the world of **Warcraft**, and throughout Azeroth it is a driving force for change. Mages, shamans, paladins and others employ it as a means to an end, using energy to create spectacular and miraculous effects that defy the reason of science. Yet science, an art mastered by the tinkers and alchemists of both the Alliance and the Horde, has become a new force for change, a frightening force that is capable of competing even with powerful magic.

The craft of the tinker, gadgeteering, mechanics, call it what you will — across Azeroth inventors are spilling out wonders powered by phlogiston, chaos energy, power cores or the energies of the elements. From the weird contraptions crafted by diminutive gnomes to the often malicious devices forged in goblin workshops, the range of abilities and permutations of these machines challenge the might of magic with principles and methods that rely on the tried and tested rules of the physical world. The element of the fantastic that permeates these devices is based on their rarity and the wonder they bring.

Technology sets the world of **Warcraft** apart from stock fantasy; while players still have access to mages, necromancers and priests casting arcane bolts and calling upon divine favor to deliver miracles to the masses, they also have a new type of power. Technology is a wonder of a new age; and the craft of creating devices from metal, steam and innovation possesses equally powerful capabilities compared to magic. Technology allows everything from spring-heeled boots to automatic lock-picks, to steam powered armor, tanks, and even fabulous flying machines like gnomish airships and goblin zeppelins. All of these miraculous devices rely on principles that anyone, even characters without magical training, can quickly learn to master and even create.

It is a renaissance of power, as a normal mortal with a rifle can easily become as big a threat as a slaving orc berserker.

Technology represents choice, the choice of another path to follow, another way to harness power and craft. Where magic requires a massive investment of energy and time, the rewards of technology are almost immediately accessible. The possible complexity of his devices only increases with a character's experience, and there are feats aplenty to aid a cunning tinker in his craft.

Technology is as mysterious as magic to those who cannot comprehend it. To the peasant or farmer, to the cobbler or woodworker, technology is inscrutable, yet it does not have the aura of the forbidden that magic carries. Magic is the stuff that draws forth fel demons and swells the ranks of the Scourge. Mages, warlocks and necromancers — those who use arcane magic put the world at jeopardy with every spell and enchantment they cast. Everyone in Azeroth knows that magic use spirals to a dark place where power corrupts absolutely and irrevocably. Technology has a different face.

The craft of technology requires sheer know-how and ingenuity. The fundamental steps to learning

technology are materials that are accessible to even a normal farmhand — and all it requires is the desire to discover. The peoples of Azeroth understand that hard work is at the core of technological discovery, and any craftsman can comprehend the work that has to go into some mighty device in order to complete it. That the craft requires little more than some planning, a good idea, and a bit of cavalier invention makes it all the more charming to those who seek to master it.

Magic may corrupt, but technology is a powerful counterweight to the potency and corruption of the arcane.

Technology versus Magic

Both technology and magic have advantages. Magic items don't require power sources, don't need constant repair, don't risk malfunction, and usually benefit their users without any investment of time or energy other than some preparation. A few mumbled words, a wave of the hand, and some rare herbs are often enough to create some spectacular effect. Undoubtedly magic is powerful, but it is also an elite and difficult craft to master. Technology, on the other hand, can be mastered by anyone with the mental faculties to comprehend it.

Technology most importantly relies on the skills necessary to master it. The most innovative of technologists are those with keen minds and a genius for invention. These are the individuals who can learn the craft of technology to its fullest, finding new methods and means to surpass the technology others have discovered and use it to their advantage.

Magic relies on the powers of elements and manipulating the natural order, and this has had significant impact on Azeroth. Demons have laid siege to the world, great monuments have been destroyed, and dark powers have arisen all through the power of magic. For everything magic gives, it takes away as well. Sacrifice is required — and often the sacrifice can be one's own soul, as the corrupting effects of fel and necromantic energies prove.

The use of technology empowers the individual without requiring sacrifice other than the time and materials invested in creating. Devices built by others don't even need an investment of time other than what is required to learn how to operate them. Still, where magic may be volatile, powerful and corrupting, it is typically reliable. When a piece of technology malfunctions the results can be disastrous.

The practice of the arcane is well embedded in the ways of many cultures, while the less magically inclined races more readily undertake technology. With the birth of technology, the potential of its power spreads through Azeroth, and the tinker has become a formidable and often sought-after sage of things that click, tick, tock and clunk.

Technology and the Alliance

The Alliance views technology as an extension of a new way of thinking. Humans view technology as a

powerful tool, yet not as mature or respectable as the power of magic. To them, the craft is best left to the gnomes and dwarves who invent new weapons, devices and vehicles of war that the humans can benefit from while relying on the old ways of their own culture.

Dwarves and gnomes are the true masters of steam and brass; for them, forge and artifice has always been a way of life, and technology presents new challenges that magic never has. The ability to craft magnificent weapons of destruction appeals to the dwarven sense of war, and firearms have become a respected aspect of their culture. Dwarven riflemen are feared, and their steam tank crews are also given tremendous respect for their skill in guiding their magnificent weapons of war. Gnomes on the other hand are more concerned with the practical applications of technology, using it to craft all manner of sights, scopes, helmets, constructs, and a variety of devices with odd uses, from targeting dummies to clockwork chickens. For a gnome, no idea is too silly or insane to explore through the craft of technology.

The night elves view almost all technology with disdain, seeing it as another creation of artifice, another affront to the nature of the world, a violation that will one day lead to the same ruin that the high elves once spread with their love of the arcane.

Yet it is clear to all of the Alliance races that the battlefields are changing thanks to technology. Firearms are a tremendous equalizer, and a trained sniper can be as deadly to a knight as a dragon's breath. The machines of war provide protection and weapons that level the field even against the mightiest of monsters. That the Alliance is aware of this bodes well for their future.

Technology and the Horde

Members of the Horde rarely take up the tinker's calling; the faction largely views the use of technology with disdain, stooping only to use goblin technology when they can afford to pay goblins to handle it. Members of

the Horde are more likely to rely on shamanic or druidic magic. Relying on goblin innovation has served them well, and often goblins aided the orcs in times of need. Yet there are a rare few amid the orc and troll races who see the advantage of the tinker's craft. Most of them pursue the goblins' path of tinkering, favoring devices and instruments that can cause devastation on one scale or another.

Tauren are the least likely to use technology, seeing it as a disturbing disharmony with the natural order. Trolls tend to be fascinated by the destructive properties of technology, and often find ways to put destructive devices such as explosives and firearms to use. Orcs are more adept with technology and the most likely to seek out firearms and other devices to use in times of war, but still they prefer the rewarding feeling of axe and spear through flesh. For an orc, firearms have little tangible reward in battle other than hurting the enemy; most find the weapons impersonal and lacking in honor.

Technology and Goblins

Goblins share the gift of technology with gnomes, yet they have a much more sinister and devious method of putting technology to use. Goblins revel in the destructive power of their devices, and their lack of discipline often manifests in unreliability in the field. A goblin inventor is more likely to die using one of his own devices than he is to be killed on the field of war. Notorious for malfunctioning in catastrophic displays of explosive power, goblin technology is better left to those who need a big payoff with substantial risk.

The goblin race's independence makes them a reckless force, with little restraint as to what they are willing to build or create. Luckily goblins have little discipline for research and development unless it produces wealth, and most if not all of the grander experiments they begin are aborted due to sudden interest in another branch of technological development.

TECH-MODS

Some tinkers are skilled at adapting mundane items into technological marvels. These modifications can change even a regular weapon into a dangerous work of artifice. Most tinkers specialize in modifying weapons, armor and other pieces of equipment that typically prove useful in hurting things.

Many tinkers call this process "modding"; tech-mods are technologically based special abilities that can be built into mundane items. The cost of this process is relatively low in comparison to magic items and other technological devices; however, tech-mod weapons and armor are prone to mechanical failure just as any other device is, and many require power sources in order to operate.

Tech-mod devices require charges, and draw these charges from technological sources only: furnaces, cores

or other items that can provide a technological item with power.

Powering Tech-Mod Devices

The majority of complex tech-mods rely on a power source in order to activate and maintain their abilities. The most common power source is a phlogiston furnace, a bulky, steam-powered assembly that is worn like a backpack, or built onto a larger device as an add-on or upgrade. Phlogiston furnaces typically connect to a tech-mod item through an armored cable that acts as a conduit between the phlogiston furnace and the item itself.

Another type of device used to power tech-mod devices is called a power core, a special type of power source developed by gnomish engineers. The power core is a technological battery that holds a charge used to power the tech-mod item.

As an alternative yet reliable method of powering a device, goblins often turn to a crank driven arcanite inducer. Cranking an arcanite inducer can provide a tech-mod item with a single charge; the inducers often have a built in power core, and can store charges for an indefinite time. Arcanite inducers also vary in size. Most can be worn like a phlogiston furnace, though some larger goblin devices have a unicycle or pedal assembly attached to so that pedal power can provide a constant flow of energy to the item.

Each type of power source carries or produces a number of charges of energy. These charges aren't to be confused with charges for magic items (and can't be used with magic items), but they operate in the same way. Each time the user activates a tech-mod item ability, one charge (or more) is consumed from the power core.

Tech-mod items are easily adaptable to available power sources, but the following are the only methods of providing a tech-mod item with a charge other than integrating it into a device that already has a phlogiston furnace. In those cases, the energy demands are taken into account when integrating the tech-mod item into the larger technological device.

Item: The name of the item

Output/Capacity: This is the number of charges a device can hold or provide.

MR: Malfunction Rating. Activating (in the case of phlogiston furnaces) or installing a power source (in the case of power cores or arcanite inducers) into a piece of equipment requires a DC 15 Use Technological Device check; if the roll is equal to or below the MR, the device malfunctions.

Market Price: How much the item costs to purchase on the open market.

Craft DC: The DC of the Craft (technological device) check to create the item.

TS: The item's Technology Score, which is important in creating the device.

Weight: The item's weight in pounds.

Tech-Mod Power Sources

Arcanite Inducer: This is a crank or clockwork powered source of energy for tech-mod items. The arcanite inducer uses revolving plates of arcanite to induce a voltaic charge that is then funneled into a storage core within the inducer. The charges remain until used, but each device can store only a certain number of charges.

Charging an arcanite inducer requires an arcanite crank.

Arcanite Crank: Using mechanical advantage, an arcanite crank can provide an emergency charge to an arcanite inducer. The crank attaches to the arcanite inducer, and the person operating it then furiously turns the crank to create a charge.

Ten rounds of cranking creates a single charge.

Each time the crank is used to create a charge, roll a d20. If the result is equal to or less than the arcanite inducer's

Table 5-1: Tech-Mod Power Sources

Item	Output/Capacity	MR	Market Price	Craft DC	TS	Weight
Arcanite inducer						
—Small	5 charges	4	750 gp	20	15	1 lb.
—Medium	15 charges	4	1,250 gp	25	17	5 lb.
—Large	30 charges	4	2,000 gp	30	20	15 lb.
Arcanite crank	—	3	50 gp	10	2	1/8 lb.
Arcanite wheel	—	4	250 gp	25	6	60 lb.
Armored power cable	—	—	25 gp/foot	15	2	1 lb./foot
Phlogiston charger	1/minute	2	500 gp	30	16	15 lb.
Phlogiston furnace						
—Small	2 charges/round	2	500 gp	15	7	20 lb.
—Medium	3 charges/round	3	1,000 gp	20	10	35 lb.
—Large	4 charges/round	3	2,000 gp	25	13	50 lb.
—Huge	5 charges/round	4	5,000 gp	30	16	100 lb.
Power core						
—Small	5 charges	1	1,500 gp	30	10	1/8 lb.
—Medium	10 charges	1	2,750 gp	25	8	1/4 lb.
—Large	20 charges	1	4,500 gp	30	10	1 lb.
—Huge	50 charges	1	10,000 gp	40	20	10 lb.
Power core belt	—	—	15 gp	—	—	3 lb.

malfunction rating, the arcanite inducer permanently loses one charge from its maximum capacity.

Arcanite Wheel: This device resembles an oddly configured unicycle. Usually built for gnomish or goblin proportions, the arcanite wheel is connected to an arcanite inducer to convert it into a steady energy source.

When peddled (a full-round action that provokes attacks of opportunity) the arcanite wheel provides a number of charges per round. A small arcanite inducer attached to an arcanite wheel provides 1 charge per round, a medium inducer provides 2 charges per round, and a large arcanite inducer provides 3 charges per round.

Armored Power Cable: An armored power cable is used to connect power sources to tech-mod items, or to interconnect power sources in series. The cable is thick, insulated with armored links and a heavy leather sheath.

The cable has a hardness of 5 and 5 hit points.

An armored power cable can be used to connect one power core to another. Two or more power cores can be linked in series. Doing so makes the combined charges available for the tech-mod device.

For example, three medium power cores can be connected and then linked to a tech-mod item. Doing so requires one cable for each power core on the belt. Two of the cables link the power cores together, and one cable connects the power cores to the device. The linked item has 30 charges.

Phlogiston Charger: This device resembles a small, stationary steam engine with several receptacles, each resembling a power core socket. Power cores are fitted to each receptacle.

A phlogiston charger charges power cores with energy. Only a phlogiston charger can recharge a power core. A charger requires 2 lb. of coal (worth 10 gp) and a waterskin full of water to operate for 1 hour.

The phlogiston charger produces 1 charge per minute, but this charge may be used only for charging power cores. The charger charges cores in sequence, charging one at a time until all are fully charged.

Phlogiston Furnace: A phlogiston furnace is a steam-powered backpack that uses phlogiston to power turbines that produce sufficient energy to power a tech-mod device. Much like the phlogiston-based power sources of many more complicated technological devices, the phlogiston furnace produces a continuous stream of steam and makes a rumbling chuffing noise as it vents excess gas and pressure.

Made in a variety of sizes, the power furnaces are designed to power technological devices, but can be adapted to power tech-mod devices as well. Phlogiston furnaces are typically well insulated and strapped to the back of the person using it to power an item. In the case of armor, a phlogiston furnace might be incorporated into its actual structure instead of being worn as a separate item. In all cases, a phlogiston furnace occupies the cloak magic item slot (see Chapter 4: So Shiny!, “Magic Items on the Body”).

Steam-powered phlogiston furnaces vary in size and produce a number of charges per round depending on their size. The device cannot store excess charges, so any not used at the end of the round are lost.

Phlogiston furnaces have a hardness of 10, and 8 (Small), 12 (Medium), 16 (Large), or 20 hit points (Huge) respectively. One vial of phlogiston powers a phlogiston furnace for 10 minutes, regardless of size.

Power Cores: Power cores are cylindrical energy cells charged with voltaic energy held in a phlogiston matrix. In other words, they’re batteries, and they are a stable and reliable medium for storing energy for further use. A power core can hold its charges indefinitely, and has the advantage of operating in complete silence.

Power cores are suitable for items that don’t require a large amount of energy on a constant basis. The devices don’t hold a lot of charges, and so they are good only for short-term use or last-ditch needs. Varying in size, each type of power core holds a specific number of charges.

Power core sizes denote the size of the item in which they can fit: A small power core fits in a Small weapon, or inside a Small suit of armor, while a medium power core fits in a Medium weapon or suit of armor.

Power Core Belt: This thick leather belt stores power cores. A single power core belt can hold up to three medium power cores. The belt can also be worn as a bandolier.

How to Build ‘Em – Crafting Tech-Mod Items

Building a tech-mod into an item requires that the creator have the Craft Tech-Mod feat (see Chapter 1: Spell Slingers and Gear Grinders, “Feats”); not just any tinker can slap a mod onto an item. Unlike creating full technological devices, creating tech-mods does not involve Craft (technological device) checks; instead, the process works much like creating magic items (see Chapter 4: So Shiny!). Tech-mods are tricky devices, and their creators require more dedication and discipline than the creators of other technological devices.

Tech-mods have a bonus equivalent, and this number determines the item’s value and power consumption. Each round, a modified item consumes a number of charges from its power source equal to its bonus equivalent. An item can have no more than a +10 tech-mod bonus equivalent.

A magic item can accept tech-mods, but the combined magic and tech-mod bonus equivalents cannot exceed a total of +10. The tech-mod functions still require tech-mod charges or a power source in order to function properly.

An item’s Malfunction Rating increases by half its tech-mod bonus equivalent (rounded down). For instance, a long rifle with the autofeed tech-mod (a bonus equivalent of +3) has an MR of 2 (adding 1 to the long rifle’s base MR of 1). An item that is not normally technological has an MR of 0. Magic items with tech-mods always increase their MRs by at least +1.

Optional Rule: Doing it the Old-Fashioned Way

The tech-mod rules use a combination of normal technological device rules and magic item creation rules. This approach represents their specialized nature. If you would like to use a more typical approach to creating tech-mods, use the following guidelines. (Check with your GM before using these rules.)

Market Price: A tech-mod's market price is based on its bonus equivalent, as shown on Table 5-2: Tech-Mod Bonus Equivalent Values.

Craft DC: A tech-mod's Craft (technological device) DC equals the number of Craft (technological device) ranks listed in its prerequisites, plus its bonus equivalent, times two. For example, the chatter blade tech-mod normally requires 10 ranks in Craft (technological device) and has a bonus equivalent of +3. In these optional rules, creating the tech-mod requires DC 26 Craft (technological device) checks ($10 + 3 = 13$, $13 \times 2 = 26$).

TS: A tech-mod's technology score equals the ranks in Craft (technological device) listed in its prerequisites, plus its bonus equivalent. The chatter blade tech-mod has a TS of 13.

MR: A tech-mod increases the item's Malfunction Rating by half its bonus equivalent, as normal.

Magic Compatibility: Tech-mod bonus equivalents do not stack with magic bonuses. Thus, an item could have a +10 tech-mod bonus and a +10 magic bonus. (It would be really expensive and be prone to malfunctions, though.)

Other Prerequisites: The creator does not need to meet any of the prerequisites listed in the tech-mod's description, save for the Craft Tech-Mod feat.

Adding a tech-mod to an item takes one day for each 1,000 gp (or portion thereof) in its market price and uses up raw materials equal to half the item's market price.

How to Use 'Em

Tech-mod items require an initial Use Technological Device check to activate — once a tech-mod item is activated, any further uses of it are considered to be use-activated (it activates simply by using it in the way it is intended). Since most tech-mod items are weapons or armor, this means that a single Use Technological Device check activates the item, and subsequent uses require no checks.

Activating a tech-mod item requires a Use Technological Device check (DC 10 + the item's bonus equivalent). For instance, a suit of armor with a +5 bonus equivalent requires a DC 15 Use Technological Device check to activate before its tech-mod abilities can be used.

A tech-mod device continues to function until it runs out of charges or doesn't have sufficient charges for a full round of operation. If a device runs out of charges, or if the device doesn't have enough charges to power it for a full round, it deactivates. The user can also deactivate the device with a DC 10 Use Technological Device check.

Tech-Mod Abilities

The following abilities are all technologically based enhancements that can be added to masterwork or normal quality items of the appropriate type. In most cases a single ability needs to be added only once.

Tech-mod descriptions include the following information:

Prerequisites: A character must meet these requirements to create a tech-mod item. These include feats, ranks in Craft (technological device), and miscellaneous requirements such as class level, spells and race. All tech-mods require the Craft Tech-Mod feat.

It is possible for more than one character to cooperate in the creation of a tech-mod item, with each participant providing one or more of the prerequisites. In some cases, cooperation may even be necessary.

Bonus Equivalent: The tech-mod's bonus equivalent, which also determines its price, as shown on Table 5-2: Tech-Mod Bonus Equivalent Values.

Mechanical Tech-Mods

Some tech-mods are purely mechanical augmentations to weapons and don't require any charges from a power source in order to function. These tech-mods still change the Malfunction Rating of a weapon and the base price; however, they do not count toward an item's power consumption. If a tech-mod is simply mechanical in function it is so noted in the entry.

Table 5-2:
Tech-Mod Bonus Equivalent Values

Bonus Equivalent	Market Price	Power Consumption
+1	+250 gp	1 charge/round
+2	+750 gp	2 charges/round
+3	+1,500 gp	3 charges/round
+4	+2,500 gp	4 charges/round
+5	+4,000 gp	5 charges/round
+6	+6,000 gp	6 charges/round
+7	+9,000 gp	7 charges/round
+8	+14,000 gp	8 charges/round
+9	+20,000 gp	9 charges/round
+10	+28,000 gp	10 charges/round

Melee Weapon Tech-Mods

Tech-mods for weapons are the most easily understood and more commonly used modifications. The need for advancing weapons technology in a world in a state of constant warfare seems to be an expression of technological evolution under a specific type of pressure — the kill-or-be-killed kind.

Melee weapon tech-mods are typically applied to the tried and true slashing weapon, and the majority of tech-mods designed by gnomish hands are explicitly for use with swords, axes and bladed implements.

The application of technology to a melee weapon adds moving parts and complexity to its design. The final result is the amplification of the weapon's capability to do harm. Unlike magic, which uses eldritch means to augment a weapon's edge and accuracy, tech-mods tend to utilize specific technologies to add to a weapon's capabilities.

Chatter Blade

Description: The chatter blade is a series of interlocking blade segments that replaces the edge of a weapon. The chatter blade uses a small motor and a power source. The chatter blade's edge comes alive once activated, turning into a blur of motion barely perceivable to the eye. Each individual segment of the blade moves in a rapid sawing motion, this furious motion allows the blade to cause tremendous wounds, and shear through flesh with ease. Popular among goblins, this style of weapon has seen increasing use in the hands of goblin mercenaries, and some goblin merchants have begun trading in chatter blades with elements of the Horde, who find the weapons' brutal qualities appealing.

Powers: Only slashing weapons can accept the chatter blade tech-mod. A chatter blade increases the critical threat rating of a weapon by 2, and has a +2 bonus on damage rolls. This increase to the threat range does not stack with similar effects (such as the keen magic weapon ability).

Craft (weaponsmithing) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +3.

Steam Ram

Description: This particular tech-mod is built for weapons that rely on blunt trauma, impact and sheer mass to damage a target. Built into the weapon, the steam ram uses pressurized steam or air to release a powerful burst of energy on impact. Triggered once it strikes an opponent, the steam ram slams the weapon head into the target, increasing the amount of bludgeoning damage significantly.

Powers: Only bludgeoning weapons can accept the steam ram tech-mod. Steam ram weapons deal an additional +1d4 points of bludgeoning damage. A steam ram weapon uses charges only when it strikes successfully in combat, but still uses the charges whether it deals damage or not (due to immunities or damage reduction, for instance).

Craft (weaponsmithing) 8 ranks, Craft (technological device) 8 ranks, Craft Tech-Mod; Bonus Equivalent +1.

Vibroblade

Description: The drone of a vibroblade is an unmistakable sound. A dull hum emits from any weapon bearing this weapon modification — this is the subsonic thrum of the blade being vibrated at an incredibly rapid rate. The blade itself gains no increased capacity for cutting flesh, however it does gain a tremendous bonus when slicing through objects and other material items, as well as armor plating. The modification itself is composed of a gyrochronatom and a resonator implanted in the weapon, along with various structural modifications to the weapon to better fortify it against conducting the vibrations of the blade.

Powers: Only slashing weapons can accept the vibroblade tech-mod. A weapon with the vibroblade modification ignores the first 5 points of hardness of an object, and ignores the first 5 points of damage reduction for creatures that are susceptible to special materials (but not holy, evil or magic damage). For instance if a creature has DR 10/thorium, a vibroblade item deals damage as if the creature has DR 5/thorium.

Craft (weaponsmithing) 8 ranks, Craft (technological device) 8 ranks, Craft Tech-Mod; Bonus Equivalent +2.

Voltaic Coil

Description: Using power to create elemental forces is one of the fundamental strengths of technology. Voltaic coil weapons represent the theory of harnessed elemental energy put into practice. A voltaic coil weapon generates a massive electrical discharge.

Powers: A voltaic coil weapon deals an additional +1d6 points of electricity damage. Thanks to the inclusion of adjustable controls, the voltaic weapon is capable of much more.

As a standard action, the wielder can expend charges in order to fire a bolt of lightning at a target within 20 feet. The weapon's wielder needs to make a ranged touch attack to hit the target. The bolt deals 1d6 points of electricity damage per charge expended. This use requires a Use Technological Device check (DC 15 + the number of charges used).

Craft (weaponsmithing) 10, Craft (technological device) 10, Craft Tech-Mod; Bonus Equivalent +1.

Ranged Weapon Tech-Mods

The vast majority of tech-mods applied to ranged weaponry are applied to firearms. Face it — most of the technological innovations that could be applied to less complicated weapons such as the bow and crossbow were discovered a long time ago. The elves mastered the bow, humans mastered the crossbow, and now gnomes and dwarves master the gun.

Accuracy

Description: The precision devices of gnomish engineers have allowed many advances. The gyrochronatom is one such device that has found broad use in many technological applications. In the case of this particular tech-mod, the gyrochronatom provides stability and steadiness to a weapon as it is aimed, allowing the wielder to move about while maintaining an even bead on his target. The result is a weapon with deadly accuracy.

Powers: A firearm or crossbow with the accuracy tech-mod is incredibly accurate. The weapon gains a +1 bonus on attack rolls for every level of accuracy built into it.

The gyrochronatoms within the weapon's tech-mod require a power source to maintain their stabilizing properties.

Craft (gunsmithing) or Craft (bowyer/fletcher) 10 ranks (as appropriate), Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +1 per +1 attack bonus.

Autofeed

Description: Using customized ammunition and a modified loading system that relies on a magazine (a box-shaped container of ammunition made of metal), a firearm can be modified to reload itself automatically. The autofeed tech-mod is used by gnomish and dwarven engineers to augment the considerable deadliness of their firearms, and create weapons that allow marksmen (or marks-dwarves) to concern themselves more with hitting the target than the next reload.

Powers: Autofeed firearms typically hold 3 bullets in the magazine, and one bullet in the barrel. An autofeed weapon 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 autofeed weapon 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 round they hold above 3).

The customized bullets for these weapons cost 10 gp per shot since they are precision-made for use in the modified weapon. Such bullets can be fired only from the customized weapon they were intended for.

This is a mechanical tech-mod that does not require a power source.

Craft (gunsmithing), Craft (technological device) 10, Craft Tech-Mod; Bonus Equivalent +3.

Multi-Barreled

Description: Firearms are notoriously dangerous weapons, but the demands of war often place the firearm as a weapon of opportunity, to be used from a distance while the enemy is closing with you. Reloading a weapon, even bringing sufficient fire power to bear, can be an onerous task — especially when five hundred pounds of raging orcflesh is charging you.

The multi-barreled tech-mod is one of the modifications made to a firearm that increases its stopping power and its usefulness in battle. With multiple barrels, a tough target can be the subject of more than one bullet with a single trigger pull, or the individual barrels can prove useful when there is no time to reload.

A multi-barreled firearm relies on a clockwork-timed action to rotate the barrels into line with a gun's firing mechanism. Side-by-side barrels often rely on a modified firing action that allows both or either barrels to be discharged in sequence or simultaneously. The result is a weapon that can fire more than once before needing to be reloaded, or can even fire a scathing assault of multiple barrels at once.

Powers: A multi-barreled firearm can fire as many times in a round as it has loaded barrels, up to the maximum number of ranged attacks the wielder can make.

Optionally, the wielder can fire all of the weapon's barrels at once at a single target as a single ranged attack. Firing multiple barrels adds a single die type of the base damage die for the weapon for each additional loaded barrel fired. All the barrels must be fired at once. For instance, a firearm that deals 2d6 points of damage, if modified to have five barrels, deals 6d6 points of damage (1d6 for each of the four additional barrels on the weapon) with a fully loaded, all-barrel attack.

Fully loading a multi-barreled firearm takes 1 standard action for each barrel the weapon has. Each barrel added increases the weapon's weight by 30%.

This is a mechanical tech-mod that does not require a power source.

Craft (gunsmithing) 5 ranks, Craft (technological device) 5 ranks, Craft Tech-Mod; Bonus Equivalent +1/ additional barrel.

Silent

Description: Applying knowledge of acoustics, material sciences, and simple common sense to the design of a weapon's barrel, a skilled tinker can render a firearm virtually silent.

Powers: The silent modification reduces the noise of a firearm to the level that it cannot be heard from a distance of more than 10 feet from the person firing it. Even at close ranges the report of the firearm is little more than a slight, near-instant, high-pitched noise.

This is a mechanical tech-mod that does not require a power source.

Craft (gunsmithing) 10, Craft (technological device) 10, Craft Tech-Mod; Bonus Equivalent +1.

Ammunition Tech-Mods

The technical modifications applied to modern munitions are well within the realm of the tinker. Alchemy, explosives, energized materials, even the incorporation of fine clockwork mechanisms into ammunition are all ideas that have come to the minds of the innovative and ingenious.

Ranged ammunition tech-mods are applied to ammunition in batches of 50, and modify the base price of ammunition by the total tech-mod bonus equivalent of the ammunition.

All ammunition tech-mods are mechanical and do not require an external power source.

When firing tech-mod ammunition, use the worst MR from the ammunition or the weapon — do not add them together.

Beacon

Description: Used to mark specific targets, track and signal, the beacon round is a multipurpose technical modification to ammunition that does not enhance a weapon's killing power. Beacon ammunition is used as a marker, or as a tracking aid, and can contain any manner of alchemical dye that will react under special lanterns, or simply glow in the dark.

Powers: A target struck by a beacon round is covered in a fluorescent dye that drips from the wound as it spatters on equipment and the ground, providing anyone discovering such a trail of dye with a +5 circumstance bonus on checks to track the struck target.

The dye is waterproof and does not wash off, but wears away in 1d6 hours.

Craft (gunsmithing) 5 ranks, Craft (alchemy) 5 ranks, Craft Tech-Mod; Bonus Equivalent +1.

Blowback

Description: Using an alchemical mixture of reagents stored in a specially configured bullet, explosive ammunition relies on impact with the target to catalyze an explosive reaction. The resulting mixture of substances creates a powerful explosion that can impede the movement of a charging foe.

Powers: A target hit by a round of blowback ammunition must make a Reflex saving throw or be knocked prone. The DC for the saving throw is equal to the damage the attack deals.

Craft (gunsmithing) 10 ranks, Craft (alchemy) 8 ranks, Craft Tech-Mod; Price +2 tech-mod bonus.

Boosted

Description: Using a powerful propellant, boosted ammunition travels at incredibly rapid velocities. This not only increases the damage the projectile deals, it also allows the projectile to travel at intense speeds, allowing it to intercept targets with greater accuracy.

Powers: Boosted ammunition gains a +1 bonus on attack rolls and deals +2 additional points of damage.

Craft (gunsmithing) 10 ranks, Craft (alchemy) 8 ranks, Craft Tech-Mod; Bonus Equivalent +1.

Consecrated

Description: These types of bullets are built specifically for dealing with dark powers such as undead or demons. The bullet is composed of two hollow halves designed to fragment on impact; the contents are then released. In the case of the consecrated round, the contents happen to be a very potent mixture of holy water and mystical herbs.

Powers: Against undead and demons, consecrated ammunition deals +5 points of holy damage.

Craft (gunsmithing) 10 ranks, Craft (alchemy) 8 ranks, Craft Tech-Mod; Bonus Equivalent +1.

Drilling

Description: This devious goblin invention has been seen in use by goblin snipers and mercenaries, to chilling effect. A drilling round is designed to strike a target and continue to bore its way through the flesh of the target's body. The drilling action is powered by an insidious, minute clockwork engine within the bullet that activates when the round is fired.

Powers: Drilling ammunition continues to operate for 1d4 rounds after it has been fired. If a piece of drilling ammunition has successfully struck a target, the target takes 5 points of damage each round that the ammunition operates.

Removing an active piece of drilling ammunition from a wounded target requires a DC 15 Heal check.

Craft (gunsmithing) 8 ranks, Craft (technological device) 8 ranks, Craft Tech-Mod; Bonus Equivalent +3.

Gyro-Stabilized

Description: The whirring inner mechanisms of a single gyro-stabilized piece of munitions allow such a projectile to maintain a steady and true course even over long distances.

Powers: Gyro-stabilized ammunition ignores the first two range increments when calculating any penalties incurred by making ranged attacks against targets beyond the first range increment. The third range increment counts as the first range increment for determining penalties (thus, the wielder takes no penalty for range until the fourth range increment).

Craft (gunsmithing) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +1.

Armor Tech-Mods

Light armors are not capable of supporting the required structural additions required for viable tech-mods. Most medium armors don't have the structural support required to contain both a power source and the tech-mod itself. Because of the limitations of these armors, tech-mods can be used only with half plate, full plate, or breast plate armor.

Aquatic

Description: Aquatic armor is built only for a suit of armor that has a full helm. The helm and armor are attached to a power source; specially created filters provide the wearer with the ability to breathe even while completely submerged. This armor tech-mod can be added to a helm alone, however it still requires a power source to drive the underwater aquatic breathing system. Gnomes refer to these helms as "deephelms," or "seahelms," while dwarves often call them "suicide helmets."

Powers: As long as a suit of aquatic armor receives 2 charges per round it grants the wearer the effects of *water breathing* (see Chapter 3: Power Overwhelming, “Spells”).

Craft (armorsmithing) 10 ranks, Craft (technological device) 10 ranks, Craft Tech-Mod; Bonus Equivalent +2.

Hydraulic

Description: This powerful tech-mod turns a suit of plated armor into a potential powerhouse for the warrior within it. Usually built to accommodate a phlogiston

furnace, hydraulic armor uses mechanical advantage and unique engineering principles to augment the strength of the wearer.

Powers: A suit of hydraulic armor gives the wearer a +4 enhancement bonus to Strength. In addition, pistons and metal bearings increase the wearer’s maneuverability; wearing the armor does not slow him, the armor’s maximum Agility bonus increases by +2, its armor check penalty decreases by –2, and its arcane spell failure chance decreases by –5%.

Craft (armorsmithing) 10 ranks, Craft (technological device) 10, Craft Tech-Mod; Bonus Equivalent +3.

STEAM ARMOR

Technology has given rise to advances in metallurgy, pneumatics, hydraulics and powered mechanical systems. With the frequency of conflict in Azeroth it was only a matter of time before the power of phlogiston-driven technology hit the battlefield, and during the last war the goblins arrived with a new weapon.

The goblin harvester was the first insidious introduction to a new series of steam-powered armors. The suit could level forests and troops, and take an insane amount of punishment before falling to the withering hail of spells and gunfire that unflinchingly targeted it when it appeared in battle. The harvester wrought incredible results — none could deny the power of such a creation. The gnomes and the dwarves stared in the direction of the gleefully wicked goblins running rampant with their new innovation, and collectively slapped themselves in the foreheads for not thinking of it first. Within a handful of years, a group of more complex and powerful suits arose, designed by dwarven and gnomish hands. The steam armor race was on.

Early steam armor was built with crude plates of iron and a steam-driven inner framework of mechanical pistons and hydraulics that served as the armor’s muscle. Mechanical systems and drives interlocked to provide power to weaponry or tools mounted on the extremities. In most cases, the armor was built to resemble a humanoid form, although many incorporated some element of the fantastic: aspects of gargoyles, leering faces, griffin helms, and other flourishes that made the armors more fearsome and awe inspiring.

Modern steam armor is based on modern technology and uses the refinements of dwarven and gnomish craftsmanship. Goblins rely on pell-mell construction; the older suits having proven reliable enough, goblins don’t see much reason in adding to the design, and simply go on to build new devices.

Gnomish and dwarven steam armor tends to be lighter and faster, and operates with a varying degree of maneuverability. Goblin steam armor is heavier and much more powerful, but not anywhere near as fast or customizable.

Steam armor is almost always built with some form of integrated weaponry. Buzzing saws, blades, long piercing spikes, even steam powered ballistae and cannons have been seen attached to steam armor. Whether mounted on the arms, shoulders, or even the backs of steam armor, most of suits have at least one or two weapons they can use in combat.

The Mechanics of Steam Armor

The operating parameters of steam armor allow for an individual to turn himself from a single man into a massive engine of destruction. Yet the armor has its vulnerabilities. Such complex systems of mechanical interactions are prone to fail at some point, and the stresses of combat and conflict cause even more strain on what would otherwise be sturdy systems.

Yet the rigors of combat are exactly what steam armor is built to endure. Because of this property, those who rely on steam armor, the steam warriors, often take to customizing and building the armor to suit their particular needs. There are a variety of devices and attachments that can be inserted into a suit of steam armor to enhance its functions and increase its capabilities. To ensure the armor lasts, most steam warriors also build redundancies, failsafe systems, and various features into their armor to ensure their survival.

The dangers of using steam armor are usually not visible to the novice. For one thing, the armor is a tactical



magnet for attention, causing even the shrewdest of commanders to direct his troops to defeat a suit of steam armor with the utmost effort and determination. So powerful is steam armor that even a couple of suits of the stuff can easily turn the tides of battle. In some cases the steam armor and the steam warrior inside save countless lives simply by showing up and proving that their force is indeed the superior one.

Steam Combat!

Combat involving steam armor is conducted much as it is between characters. Characters operating steam armor are simply much larger, stronger and well armored than they would otherwise be, and they can wield truly frightening weapons. However, they still obey the essential rules of movement and combat. They still threaten squares within their reach, take move actions and attack actions, duck behind cover to gain a bonus to Armor Class, and so forth. In some respects, however, steam armor movement and combat differs from character movement and combat. The following sections describe specific situations that arise when steam armor maneuvers and clashes on the battlefield.

Defenses

A suit of steam armor provides its operator with potent defenses. Steam armor grants its operator temporary hit points depending on its size, as shown on Table 5-4: Steam Armor Sizes. These hit points represent the extra toughness of the steam armor. Steam armor also grants its operator a hardness value, which reduces incoming damage. The hardness depends on the suit's hull construction, as shown on Table 5-5: Steam Armor Hull Compositions.

Operation

Suiting up requires a full-round action that involves opening the steam armor's operator cabin, and then getting in and closing the hatch. Once inside it's a simple question of activating the armor. Exiting is a full-round action.

Modern steam armor suits are built for rapid deployment and operation. Activating a suit of steam armor requires a DC 15 Use Technological Device check. Once activated, the steam armor's controls respond to the movements and directions of the operator automatically. Characters without the Vehicle Proficiency (steam armor) feat (see Chapter 1: Spell Slingers and Gear Grinders) take a -4 penalty on Use Technological Device checks related to steam armor, including checks to use equipment that requires Use Technological Device checks.

Piloting and Moving

Steam armor operators use the Use Technological Device skill to operate their steam armor.

In general, steam armor operators don't need to make Use Technological Device checks to steer their suits around the battlefield. However, this skill comes into play in combat under the following circumstances:

- When trying to move past a foe without provoking an attack of opportunity, a steam armor operator can make a Use Technological Device check instead of a Tumble check.
- A steam armor operator can oppose a trip attempt with a Use Technological Device check.
- A character in a copilot cockpit can use the aid another action, making Use Technological Device checks to aid the operator's checks.

Steam Armor: Critical Hits

A solid critical hit can still rock a suit of steam-powered armor. Whenever steam armor is struck in combat and a critical hit is confirmed, roll on the following table. Medium or smaller melee weapons take a penalty on this roll according to their size. Medium melee weapons take a –6 penalty, and a Small melee weapon takes a –12 penalty (minimum result 1). Tiny weapons automatically get a result of “1” on the table.

Table 5-3: Steam Armor Critical Hits

d20	Roll Effect(s)	d20	Roll Effect(s)
1–3	Normal damage, operator dazed	12	Operator hit (normal damage)
4–7	Normal critical hit, operator dazed	13–14	Normal damage, equipment malfunction
8–9	Normal critical hit, steam armor knocked back	15–16	Normal damage, equipment destroyed
10	Severe critical hit, operator dazed, steam armor prone	17–18	Normal critical hit, slot damaged
11	Severe critical hit, steam armor prone	19–20	Normal critical hit, slot destroyed

Normal Damage: The attack deals normal damage (do not apply critical hit multipliers).

Operator Dazed: The operator must make a Fortitude save (DC = damage dealt) or be dazed for 1 round.

Normal Critical Hit: Roll critical hit damage normally.

Steam Armor Knocked Back: The steam armor drops what it is holding and is knocked back 1d4 x 5 feet. It can take no actions for 1 round.

Steam Armor Prone: The force of the attack knocks the steam armor prone in the same square. The operator takes 1d6 points of bludgeoning damage as he is knocked about the coffin.

Severe Critical Hit: Roll critical hit damage, and increase the weapon’s critical hit multiplier by 2 steps (x2 becomes x4, for example).

Operator Hit: The attack bypasses the suit’s armor and hardness. Apply normal damage to the operator ignoring the armor’s bonus hit points; do not multiply the damage for the critical hit.

Equipment Malfunction: A piece of equipment (attacker’s choice) is damaged and begins to malfunction until repaired. It can be a weapon (handheld or integrated), or system. The GM should determine the results using Table 11-3: Malfunction Effects in the *World of Warcraft RPG* book.

Repairing a malfunctioning device requires 1 hour of work and a DC 20 Craft (technological device) check.

Equipment Destroyed: One piece of equipment (attacker’s choice) is destroyed and ceases to function. It can be a weapon (handheld or integrated), shield, or system. A destroyed piece of equipment cannot be repaired, only replaced.

Slot Damaged: One of the steam armor’s equipment slots (attacker’s choice) is damaged. Any piece of equipment wholly or partially installed in that slot does not function until the slot is repaired. Repairing a damaged equipment slot requires 1 hour of work and a DC 25 Craft (technological device) check.

Slot Destroyed: One of the steam armor’s equipment slots (attacker’s choice) is destroyed along with any piece of equipment wholly or partially installed in it. Rebuilding a destroyed equipment slot requires 12 hours of work and a DC 30 Craft (technological device) check.

Ranged Attacks and Attacks of Opportunity

Steam armor suits only provoke attacks of opportunity from creatures of their own size or larger (including other steam armor) when they fire a ranged weapon in a threatened area.

Building Steam Armor

Steam armor consists of several parts.

Steam Armor Chassis

Steam armor chassis come in Medium, Large and Huge sizes. A steam armor’s size determines how many

equipment slots (places where weapons and additional equipment can be installed) it has and how well it measures up in combat. See Table 5-4: Steam Armor Sizes for a summary of this information.

Size Modifier: Apply this modifier as a bonus on the steam armor’s attack rolls and to its AC.

Equipment Slots: The number of locations where weapons and other steam armor equipment can be installed. A suit of steam armor has specific slots allocated to its frame: Hardpoints where the steam armor can accept equipment and tie the systems into the steam armor’s phlogiston furnace. The creator decides which locations on the steam armor have equipment slots based on the number listed in this entry.

Table 5-4: Steam Armor Sizes

Size	Size Modifier	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

A suit of steam armor has eleven potential locations where it can incorporate equipment slots: head, back (2 slots), left arm, left hand, right arm, right hand, shoulders, left leg, right leg, and boots. No suit of steam armor actually uses all eleven slots, and every suit of steam armor uses a different combination of slots. A character can move an empty slot from one location to another with 1 hour of work and a DC 25 Craft (technological device) check.

Each suit of steam armor includes two additional slots in the torso. The operator occupies these slots.

Hit Points: The steam armor's hit points, and the number of hit points the steam armor provides its operator. Steam armor hit points are added to the character's total and subtracted first when the character takes damage. When the armor is reduced to 0 hit points, it ceases functioning.

Base Speed: The steam armor's base land speed. Certain types of hull material affect this base speed (see "Steam Armor Hulls," below).

Height: The steam armor's height in feet.

Weight: The steam armor's weight in pounds.

Fighting Space: The steam armor's fighting space.

Reach: The steam armor's reach, even without weapons.

Build DC: The base DC of Craft (technological device) checks to build the steam armor without armor, weapons and other equipment.

Base Cost: The base cost of components and materials for building the basic steam armor frame. The market price is three times the base cost.

TS: The armor's Technology Score.

Medium Steam Armor Combat Statistics

A suit of Medium steam armor provides the operator with a +5 enhancement bonus to Strength.

It takes a –2 penalty on Stealth checks.

Kodosbreath Battle Armor

Note that the rules presented in this section replace the normal technology rules for creating steam armor. The Kodosbreath battle armor example, provided in the *WoW RPG* book (Chapter 11: Technological Devices) is therefore no longer accurate — though it is still a valuable example of technological device creation in general.

Fuel

Steam armor suits require a constant supply of phlogiston to function. Medium suits consume 1 vial per hour, Large suits consume 2, and Huge suits consume 3.

Unarmed Medium steam armor has a single slam attack that deals 1d6 points of damage (plus the operator's Strength modifier).

Large Steam Armor Combat Statistics

A suit of Large steam armor provides the operator with a +10 enhancement bonus to Strength.

It takes a –4 penalty on Stealth checks.

Unarmed Large steam armor has a single slam attack that deals 1d8 points of damage (plus the operator's Strength modifier).

Huge Steam Armor Combat Statistics

A suit of Huge steam armor provides the operator with a +15 enhancement bonus to Strength.

It takes a –6 penalty on Stealth checks.

Unarmed Huge steam armor has a single slam attack that deals 2d6 points of damage (plus the operator's Strength modifier).

Steam Armor Hulls

A steam armor's hull — its exoskeleton — can be made from any available metal that can serve as a potential shield against damage.

To build a steam armor hull from scratch, a character must make Craft (technological device) checks with DCs equal to the build DC of the steam armor's chassis.

Hulls can be built from a variety of different metals; each type of hull has a different hardness, cost and other statistics.

Armor Bonus: This is an armor bonus that applies to the operator's AC.

Hardness: Whenever the operator takes damage, subtract this number from the damage he takes (minimum of 0). The armor's hardness also protects the armor itself if it is the target of an attack.

Max Agy Bonus: The maximum Agility bonus the operator can apply to his Armor Class, just like conventional armor.

Armor Check Penalty: Like conventional armor, steam armor imposes a penalty on certain skill checks.

Arcane Spell Failure: Like conventional armor, steam armor makes it difficult to cast spells.

Speed Adj.: This adjustment applies to the base speed on Table 5-4: Steam Armor Sizes.

TS Adj.: Add this modifier to the armor's base TS to ascertain the armor's overall Technology Score (see *World of Warcraft RPG*, Chapter 11: Technological Devices). You cannot add a hull to a steam armor chassis if it would increase the suit's TS beyond your Technological Limit.

Cost: The cost of the raw materials required to create the hull with a Craft (technological device) check. The armor's size alters this value: Large hulls cost twice as much, and Huge hulls cost four times as much. A hull's market value is three times the cost of the raw materials needed to create it.

Steam Armor Equipment

Most steam armor is more than just a collection of furnaces, armor plates and technological gizmos. A cunning steam warrior makes the most of his steam armor, adding components to it to increase its capabilities and its potential in battle. This means a variety of mounted equipment, weapons, integrated technological systems and other inventions.

There are three types of steam armor equipment: weapons, shields and systems. Weapons deal damage. Shields are methods of defense. Systems are miscellaneous pieces of equipment that add to the steam armor's functions.

Installing a piece of equipment on a suit of steam armor requires a DC 20 Craft (technological device) check and 1 hour per equipment slot that the device occupies. Removing the piece takes half this time and another DC 20 Craft (technological device) check.

In addition to a general description, each piece of equipment includes the following information:

Equipment Slots: The number of equipment slots needed to install the equipment. Some pieces of equipment are limited to specific body slots.

Activation: What is required to activate the piece of equipment (usually a standard action). If this entry is absent, the device is use-activated (it activates automatically through normal use as long as the armor is

active). If activation requires a Use Technological Device check, the character takes a -4 penalty on this check unless he has the Vehicle Proficiency (steam armor) feat (see Chapter 1: Spell Slingers and Gear Grinders).

Duration: The amount of time a piece of equipment continues to operate before it needs to be reactivated, or how long its effect lasts. If this entry is absent, the equipment functions until the steam armor is destroyed (reduced to 0 hit points) or the operator turns it off (usually as a free action).

MR: The item's Malfunction Rating. If using the item does not require a die roll, it malfunctions based on the Use Technological Device check to activate the armor and in extraordinary circumstances. See Chapter 11: Technological Devices in the *World of Warcraft RPG* book for more information.

TS Modifier: Add this modifier to the armor's base TS to ascertain the armor's overall Technology Score (see *World of Warcraft RPG*, Chapter 11: Technological Devices). If this entry is absent, the device does not affect the armor's Technology Score. You cannot add a piece of equipment to a suit of steam armor if the equipment would increase the armor's TS beyond your Technological Limit.

Craft DC: The DC of the Craft (technological device) checks required to create the device.

Cost: The cost of the raw components required to build the device. The device's market price is three times this amount.

Steam Armor Weapons

Steam armor suits have gauntlets and can wield weapons just as creatures can. (Medium steam armor suits wield Medium longswords one-handed, for example.) A handheld weapon does not take an equipment slot. However, a suit of steam armor with a handheld weapon can be disarmed.

Characters can also integrate weapons into a suit of steam armor, attaching them directly to the armor's frame. An integrated weapon occupies an equipment slot on the left arm, left hand, right arm, right hand or shoulders.

Integrating a weapon costs 250 gp and requires a DC 15 Craft (technological device) check and 1 hour.

Table 5-5: Steam Armor Hull Compositions

Material	Armor Bonus	Hardness	Max Agy Bonus	Armor Check Penalty	Arcane Spell Failure	Speed Adj.	TS Adj.	Cost
Tin	+3	2	+3	-2	20%	+10 ft.	+0	200
Iron	+6	5	+0	-5	50%	+0 ft.	+0	500
Steel	+10	10	+1	-4	40%	+0 ft.	+0	2,000
Mithril	+13	10	+3	-2	20%	+10 ft.	+2	10,000
Thorium	+17	15	+0	-10	80%	-10 ft.	+4	20,000
Dark Iron*	+20	20	+0	-5	50%	+0 ft.	+6	50,000

* Dark iron steam armor also provides the wearer with resistance to fire 10.

Integrated weapons gain a +1 bonus on attack rolls.

An integrated weapon takes up one of the steam armor's equipment slots, but the weapon cannot be disarmed. An integrated weapon replaces the equipment location to which it is attached.

Since steam armor suits wield weapons of the appropriate size, their weapons often deal more damage than normal weapons. Consult Table 5-6: Weapon Damage by Size to determine how much damage such a weapon deals.

Large weapons cost twice the normal amount, and Huge weapons cost five times as much.

Table 5-6: Weapon Damage by Size

Medium (normal)	Large	Huge
1d4	1d6	1d8
1d6	1d8	2d6
1d8	2d6	3d6
1d10	2d8	3d8
1d12	3d6	4d6
2d4	2d6	3d6
2d6	3d6	4d6
2d8	3d8	4d8
2d10	4d8	6d6
3d6	3d8	6d6

In addition to standard weapons, some steam armor suits wield weapons specifically designed for them, such as the following.

Dragon Mouth

Description: Used primarily against soft, unarmored targets, the dragon mouth is a nozzle, often incorporated into a stylized dragon's head, that sprays a burning alchemical mixture.

Powers: The dragon mouth sprays a 30-foot cone of burning liquid. Anyone caught within the cone must make a DC 13 Reflex save or take 4d6 points of fire damage. The dragon mouth carries enough fuel for 20 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

Lightning Harnesser

Description: The steam armor suit includes a large power core, and wires connect to it and crawl across the armor's surface.

Powers: When activated, the power core electrifies the suit. Unarmed attacks, or attacks with metal melee weapons, deal +1d6 additional points of electricity damage. Creatures striking the armor with unarmed attacks or metal melee weapons take 1d6 points of

electricity damage. A creature grappling with the armor takes 3d6 points of electricity damage per round.

Equipment Slot: 1.

Activation: DC 15 Use Technological Device check

Duration: 10 rounds (The power core needs 30 minutes to recharge between uses. Alternatively, if the armor also includes an antishock array, after the antishock array protects against 20 points of electricity damage, the battery is recharged.)

MR: 1

Craft DC: 23

TS Modifier: +1

Cost: 2,000 gp

Steam Armor Shields

Steam armor suits often use shields on the battlefield. Not only do these provide extra protection, but the immense size of some of these shields allows them to stopgap walls and bulwarks against enemy fire.

Steam armor suits can carry shields just as creatures can, and the shields apply the appropriate shield bonus to the operator's Armor Class. Characters can integrate shields into a suit of steam armor just as they can weapons. An integrated shield provides an additional +1 shield bonus to AC and gains a +1 bonus on attack rolls with shield bash attacks.

A shield's market price increases with its size in the same way as a weapon's.

In addition to these standard shields, some steam armor suits include specialized defensive measures, such as the following.

Antishock Array

Description: A series of reflective plates cover the steam armor, and lighting rods project from its back and shoulders, thrusting into the ground when it walks, grounding it and protecting it against electrical attacks.

Powers: The steam armor has electricity resistance 10. The array can also be used to charge a lightning harnesser equipped on the same suit of steam armor (see above).

Equipment Slot: 1 (back or shoulders).

MR: Special (When an electricity attack scores a natural 20 on its attack roll, or when the steam armor operator rolls a natural 1 on a saving throw against an electricity attack, the antishock array malfunctions.)

Craft DC: 20

TS Modifier: +1

Cost: 1,500 gp

Light Fortification

Description: The steam armor's structural integrity is reinforced so it can shake off attacks that would cripple it otherwise.

Powers: Light fortification converts 25% of all critical hits into regular hits. (Make this determination before rolling on Table 5-3: Steam Armor Critical Hits.)

Equipment Slot: 1 (equivalent)

Craft DC: Equal to the steam armor's Craft DC

TS Modifier: +3

Cost: 4,000 gp

Steam Armor Systems

The following are steam armor systems: miscellaneous devices that enhance a steam armor's power.

Auto-Repair Bots

Description: The steam armor includes half a dozen small (mouse-sized) clock-and-steamwork automatons. When released, the bots exit their storage facility and crawl across the steam armor, repairing breaks, tightening bolts and patching leaks.

Powers: The auto-repair bots restore 1d10 hit points per hour. The steam armor cannot move or take any actions during this time. (If it does, the bots either fall off or cling to the armor's side.)

Equipment Slots: 2

Activation: DC 20 Use Technological Device check

Duration: 1 hour or more

MR: 3

Craft DC: 30

TS Modifier: +3

Cost: 5,000 gp

Breather

Description: The steam armor contains a reserve tank of air.

Powers: The operator can breathe the air from the tank to ignore the effects of inhaled poisons and immersion in water. The onboard air supply lasts for 1 hour.

Equipment Slots: 1

Activation: DC 10 Use Technological Device check

Duration: 1 hour

MR: 2

Craft DC: 18

TS Modifier: +1

Cost: 1,500 gp

Copilot Cockpit

Description: This extra cockpit provides a comfortable station inside the steam armor for a Small or Medium copilot.

Powers: A copilot has the ability to fire the armor's ranged weapons or aid the operator's attacks and skill checks (using the aid another action). Melee combat, defense and movement remain under the control of the main operator of the steam armor. A copilot doesn't grant additional attacks in a round, and only one character may fire each ranged weapon each round. The operator or copilot can transfer weapon control as a free action.



As a move action, the steam armor's operator can lock out the copilot from accessing any of the controls or exiting the steam armor.

Equipment Slots: 2 (back)

Craft DC: 13

TS Modifier: +1

Cost: 1,000 gp

Darkvisor

Description: Fighting at night is a tactic often used by the Horde against humans and other opponents who have difficulty seeing in darkness. The darkvisor is a gnomish invention for human steam warriors designed to aid them in nighttime combat, and to give them the ability to function in dark terrain without worry.

Powers: The operator gains darkvision out to 60 feet, and low-light vision.

Equipment Slots: 1 (head).

MR: 3

Craft DC: 23

TS Modifier: +1

Cost: 2,000 gp

Nagahunter Submariner Pack

Description: The nagahunter submariner pack was refined by gnomish inventors exploring the seas off the coast of Kalimdor. Frequent run-ins with sentient aquatic humanoids and aggressive crustaceans forced the gnomes to devise a method of surviving brutal underwater combat in specially constructed steam armor. In some cases such steam armor is attached to submarines of gnomish design, allowing the armor to deploy off the submarine and dock to resupply.

Powers: A nagahunter submariner pack allows a Medium or Large suit of steam armor to move at its full speed underwater (walking, not swimming), while remaining watertight and holding an air supply that lasts for a full 24 hours.

Huge suits of steam armor can move underwater at half their normal speed. These suits can contain larger air reserves and hold enough air for 48 hours of operation.

Equipment Slots: 2

Duration: 24 hours (Medium or Large armor) or 48 hours (Huge armor)

MR: 4

Craft DC: 28

TS Modifier: +3

Cost: 8,000 gp

Passenger Cockpit

Description: This extra cockpit merely provides a comfortable place inside the armor for a Small or Medium passenger to sit.

Powers: The passenger can't do anything other than observe the surroundings (seeing exactly what the operator sees) and communicate privately with the operator. As a move action, the operator can prevent a passenger's exit by locking the hatch.

Equipment Slots: 2 (back)

Craft DC: 11

Cost: 500 gp

Phlogiston Strength Boost

Description: The steam armor has an extra, small, fast-burning phlogiston furnace that is capable of supplying a brief burst of power to the armor's hydraulic systems.

Powers: The armor grants an additional enhancement bonus to Strength depending on its size: Medium +2, Large +4, Huge +8. The furnace burns through an entire vial of liquid phlogiston with each use; replacing the vial takes 1 minute.

Equipment Slot: 1

Activation: DC 12 Use Technological Device check

Duration: 5 rounds

MR: 2

Craft DC: 17

Cost: 1,000 gp

Reticle Lens

Description: Ranged combat is a common occurrence in Azeroth thanks to the invention of the firearm. In order to enhance the abilities of steam armor and the use of ranged weapons, the reticle lens was created. Using a luminescent alchemical compound and a special weapon attachment, the reticle lens grants the operator of a steam armor superior targeting capabilities with firearms. The operator gazes through the lens, and a glowing alchemical crosshair allows the operator to line up the sights of her weapon with her target with an increased level of accuracy.

Powers: The reticle lens grants the operator a +2 circumstance bonus on ranged attacks.

Equipment Slots: 1 (head)

Activation: DC 10 Use Technological Device check

Duration: 10 rounds

MR: 1

Craft DC: 24

Cost: 1,500 gp

Structural Enhancement

Description: The steam armor gains a series of cutting-edge modifications to its superstructure.

Powers: The steam armor gains an additional 50 hit points. A suit of steam armor can undergo structural enhancement multiple times, gaining 50 additional hit points each time, but it can never have more than twice its starting hit points (as noted in Table 5-4: Steam Armor Sizes).

Each time a suit of steam armor is structurally enhanced, it loses one equipment slot.

Equipment Slot: 1 (equivalent)

Craft DC: 30

TS Modifier: +4

Cost: One-half the steam armor's base cost (as noted on Table 5-4: Steam Armor Sizes).

TECHNOLOGICAL DEVICES

Goblin army boots. Probability generators. Wizard gags. Suggestion boxes. Those fabulous gnomes and their flying — and diving — machines. Amazing things to do with glue, fire, phlogiston and explosives.

This section is dedicated to those tools of havoc, the gear of bedlam, the technological marvels of Azeroth. You got a sampling of the technological devices available to you in **World of Warcraft: The Roleplaying Game**, but here is a more varied selection of devices available to those both brave and foolhardy.

Technological Device Listings

Every device is listed in alphabetical order by name, followed by a detailed description, much like the magic items. A statistics block follows the description. Statistics include Armor Class (AC); hardness (HR); hit points (hp); Size; weight in pounds; top speed (Spd) in miles per hour, with maneuverability rating noted in parentheses; cargo capacity (Cargo); number of crew members needed (Crew); market value (Price) in gold pieces; item creation DC (Craft DC); and Malfunction Rating (MR).

For weapons, the statistics include the weapon's classification (for example, exotic (firearms), ranged, two-handed). Most firearms can be fired in one hand, and follow the rules for the long rifle or the flintlock pistol for doing so (see Chapter 9: Weapons and Armor in **WoW RPG**). Technological weapons, unless otherwise noted, threaten a critical hit on a 20 and deal double damage on a successful critical hit, except for firearms, which deal triple damage on a critical hit.

Not all devices list every statistic; in case of an omission, the statistic is either not applicable or is the same for a standard piece of equipment, weapon or similar object.

See **World of Warcraft the Roleplaying Game**, Chapter 11: Technological Devices for more information on tech devices and their format.

Additional Technological Device Features

Table 11–2: Technological Device Features in Chapter 11 of **WoW RPG** includes a good number of features for technological devices, including their Technology Scores. The following are several additional features that supplement that table.

Feature	Technology Score
Basic mechanical function*	2
Bonus on attack rolls	TS/2
Bonus on skill checks	TS x 2

* Only used if the device has no other features that require Technology Scores. A child's clockwork toy, for example.

Adventuring Gear

This section details the items that adventurers may find useful during their explorations, battles and dealings in Azeroth.

Assassin's Injector

Description: Although it is based on the technology behind the potion injector, the assassin's injector is much smaller. It is a small device about the size of a 4-inch cube with a timer, a spring, a needle and a small amount of powerful poison inside.

Operation: When set (a DC 15 Use Technological Device check) and slipped inside a pocket (a DC 15 Sleight of Hand check), the device goes off after 5 minutes: A spring shoots the needle into the target with a successful attack roll. (The device has no bonuses on attack rolls, but the target is considered flat-footed for the attack.) The needle deals 1d2 points of damage, plus any added poison.

If the device is discovered before the timer goes off, it has a 70% chance of discharging in the finder's hands, making an attack roll against the target's touch AC.

HR 1; 3 hp; Size Diminutive; Weight 0 lb.; MR 3; TS 6; Craft DC 21; Price 152 gp.

Autostilts

Description: Autostilts are mechanical devices that strap to the feet and lower legs of the wearer, with cables snaking to a control unit that hangs from his belt.

Operation: Use of the buttons (a DC 10 Use Technological Device check) on the control unit has the following effects:

Buttons 1 and 2: Pressing the first button on the control unit raises the wearer atop the stilts to a maximum height of 60 feet at a rate of 10 feet per round, while allowing him to stop rising at any time. Pressing the second button lowers him at the same rate. Moving while the stilts are extended requires a Balance check (DC 5 + 3 for each 10 feet of stilt extension).

Button 3: Pressing the third button extends the stilts to a 20-foot length nearly instantaneously, and then retracts them just as quickly. This function allows for prodigious leaps — the character may make a Jump check with a +15 circumstance bonus, and a maximum distance that is capped by the character's height +20 feet. When this function is used, the autostilts may not be used again for 10 minutes while steam pressure rebuilds inside the pistons.

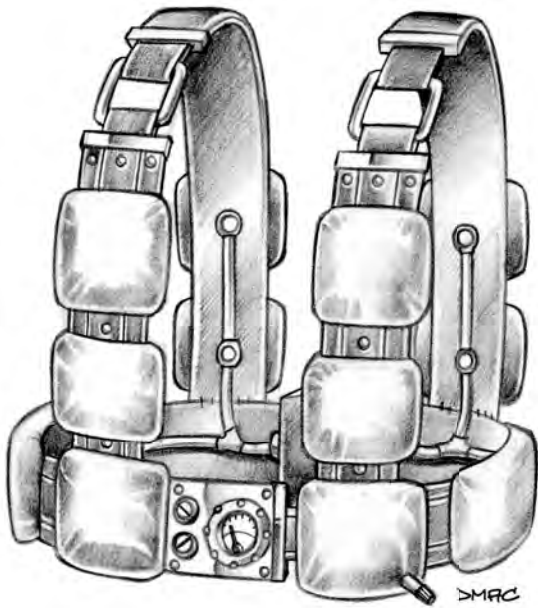
A character's movement speed is halved when wearing autostilts.

Fuel: Autostilts use 1 vial of liquid phlogiston every 3 hours of operation; each jump counts as one hour of operation for these purposes.

HR 3; 5 hp; Size Tiny; Weight 20 lb.; MR 2; TS 9; Craft DC 17; Price 480 gp.

Table 5-7: Technological Devices

Item	MR	Cost	Weight	Item	MR	Cost	Weight
<i>Adventuring Gear</i>				<i>Special Substances and Items (continued)</i>			
Assassin's Injector	3	152 gp	0 lb.	Recombobulator	4	3,042 gp	2 lb.
Autostilts	2	480 gp	20 lb.	Substitution Engine	1	6,600 gp	200 lb.
Bubble Suit, Standard	2	373 gp	2 lb.	Suggestion Box	3	64 gp	10 lb.
Cargo Pack, Standard	1	100 gp	20 lb.	Truth Detector	2	5,370 gp	300 lb.
Cargo Pack, Large	1	160 gp	25 lb.	<i>Vehicles</i>			
Chaos Chicken	4	450 gp	10 lb.	Army Supply Cart	2	1,337 gp	6,000 lb.
Collecting Spider	1	64 gp	15 lb.	Destroyer	1	7,630 gp	22,000 lb.
Eye of the Dragon	2	180 gp	10 lb.	— Destroyer Cannon	2	745 gp	60 lb.
Furious Gauntlets	2	1,166 gp	4 lb.	Escape Mole	4	1,700 gp	500 lb.
Gnomish Cloaking Device	4	2,400 gp	6 lb.	Footcarts	1	220 gp	6 lb.
Goblin Army Boots	3	250 gp	20 lb.	Gnomish Copter	2	4,160 gp	600 lb.
Goblin's Lock Pick	3	480 gp	3 lb.	Gnomish Submarine	1	5,315 gp	35 lb.
Gryphon's Eyes	0	2,310 gp	3 lb.	— Gnomish Submarine Torpedo Launcher	1	3,550 gp	35 lb.
Image Projector	3	53 gp	50 lb.	Goblin Shredder	3	2,885 gp	3 lb.
Many-Hands Gloves	2	750 gp	2 lb.	Goblin Shredder Steamsaw	3	530 gp	25 lb.
Mechanical Repair Kit	2	154 gp	10 lb.	Iron Fish	2	5,670 gp	3 lb.
Mechanical Squirrel	1	427 gp	6 lb.	Meat Wagon	1	1,830 gp	3 lb.
Miner's Buddy	5	102 gp	200 lb.	Mechanical Planter	2	551 gp	900 lb.
Pocket Survivalist	2	255 gp	5 lb.	Mechano-Strider	1	1,400 gp	300 lb.
Port-A Porter, Standard	2	733 gp	75 lb.	Personal Environmental Suit	3	166 gp	30 lb.
Port-A Porter, Upgraded	3	1,371 gp	75 lb.	Rainmaker	3	61,845 gp	42,000 lb.
Potion Injector	2	495 gp	4 lb.	Scout Balloon	1	195 gp	40 lb.
Rope Weaver	1	2,100 gp	45 lb.	<i>Weapons And Weapon Accessories</i>			
Tinker's Arms	2	470 gp	20 lb.	Acid Gun	3	255 gp	2 lb.
Tinker's Arms, Extra	3	5,133 gp	50 lb.	Dragon Gun	5	505 gp	20 lb.
Tinker's Shield	2	166 gp	20 lb.	Dwarven Reciprocator	2	2,275 gp	15 lb.
Trap Thumper	5	230 gp	100 lb.	Exploding Sheep	3	1,240 gp	10 lb.
Water Purifier	1	240 gp	10 lb.	Fishing Pole, Goblin	2	190 gp	1 lb.
Wave Location Device	2	146 gp	100 lb.	Fishing Pole, Dwarven	4	390 gp	10 lb.
Weather Blanket	3	1,524 gp	20 lb.	Glue Mine	1	85 gp/6	1/2 lb.
Wizard Silencer	2	600 gp	2 lb.	Glue Rifle	1	540 gp	20 lb.
Wolf Snout	2	340 gp	5 lb.	Gnomish Death Ray	5	10,720 gp	70 lb.
<i>Special Substances and Items</i>				Heat Wand	2	156 gp	1 lb.
Memory Scrubber	2	20,000 gp	225 lb.	Light Scope	3	190 gp	2 lb.
Phlogiston Collector	2	3,375 gp	12,000 lb.	Undead Dislocator	3	128 gp	3 lb.
Portable Head, Speaks 2 Languages	2	6,015 gp	1 lb.	<i>Zecker Devices</i>			
Portable Head, Knowledge +3/2		6,017 gp	1 lb.	Zecker's Cloak	1	26,830 gp	25 lb.
Portable Head, Knowledge +6/2		12,340 gp	1 lb.	Zecker's Cloak Of Mirrors	2	1,030 gp	10 lb.
Portable Jail	2	2,560 gp	200 lb.	Zecker's Firestaff	2	3,600 gp	25 lb.
Probability Generator	5	18,563 gp	30 lb.	Zecker's Wand	1	3,070 gp	1 lb.



Bubble Suit

Description: This is not so much a suit as a set of thick straps like suspenders that start at the hips and loop around the shoulders and around the pelvis.

Operation: If the user finds herself falling, a quick pull of a cord (an immediate action) starts a tiny but powerful fan at the base of her lower back, sucking air into the straps. Hidden balloons burst from the straps, allowing her to ignore the first 1d6 points of falling damage.

She can use this item in melee combat — as the balloons give a +4 bonus to AC against bludgeoning attacks — but they also reduce her movement by -10 feet. She takes a -4 penalty to Agility.

The straps can be adjusted to fit Small to Large creatures.

A DC 10 Agility check is required to put on or remove the device.

HR 1; 3 hp; Size Diminutive; Weight 2 lb.; MR 2; TS 2; Craft DC 24; Price 373 gp.

Cargo Pack

Description: This cargo pack has a sturdy and intricate series of supports creating its frame, allowing the wearer to comfortably carry massive loads despite its enormous size. The straps on this well-balanced pack can be adjusted to fit any Small or Medium humanoid creature. A larger, non-standard pack for even larger loads is available for Large humanoids.

Operation: Any load up to the full capacity may be carried inside a cargo pack; only a quarter of the total weight is counted against the wearer's carrying capacity. A DC 10 Agility check is required to put on or remove the device.

Malfunction: One of the cargo pack's complex support straps breaks. It acts as a standard backpack until it is repaired, with all weight treated normally.

HR 5; 20 hp; Size Medium (standard) (5 ft. tall x 3 ft. wide x 3 ft. deep), cargo capacity 400 lb.; Medium

(large) (8 ft. tall x 4 ft. wide x 4 ft. deep), cargo capacity 600 lb.; Weight 20 lb. (standard), 25 lb. (large); MR 1; TS 2 (standard), 3 (large); Craft DC 11 (standard), 12 (large); Price 100 gp (standard), 160 gp. (large).

Chaos Chicken

Description: The chicken was originally a clockwork toy that danced around, pleasing children. One child had the dangerous idea to put small firecrackers in the chicken, blowing it to smithereens. This episode placed an idea in the head of the designer, and he created the chaos chicken.

Operation: The body of the chaos chicken is hollow (the clockwork gears are located in the body shell). The body has enough space to hold five grenades. Once the chicken is activated, it runs towards the enemy (or at the very least straight forward from where it was placed), clucking. Once it gets 20 feet from where it was launched, it begins to lay its deadly cargo. The grenades are queued, and a flint-and-steel contraption lights the fuses as they fall. The chicken struts forward, getting out of range of the first explosive before depositing another. The grenades deal 2d6 points of damage in a 5-foot radius.

After laying its first egg, the chicken walks in a chaotic pattern, but always away from the last bomb it dropped. Even with this safety measure, most chaos chickens don't last beyond their first mission.

The chaos chicken takes 5 rounds and a DC 15 Use Technological Device check to ready.

Fuel: If it survives that long, the chaos chicken uses 1 vial of phlogiston for every 5 times it is used.

HR 3; 5 hp; Size Tiny; Speed 10 mph (clumsy); Weight 10 lb.; MR 4; TS 6; Craft DC 36; Price 450 gp.

Collecting Spider

Description: Created by a tinker who was known to be stingy even for a goblin, the collecting spider is a 2-foot-high, 4-legged mechanical device that has a powerful magnet attached to its abdomen. When it passes over anything metal that weighs less than 1 lb., the magnet attracts it. The tinker discovered she could save a lot of money on arrows and crossbow bolts, but she still waits for the day she picks up someone's long-lost magic ring.

Operation: The spider's clockwork is powered by the magnet as well, cleverly designed to run from the magnetic field that sits below it. It walks forward for 20 feet, steps one step to the right or the left (determined by a switch) and then walks back. It continues doing this until switched off or until it runs out of phlogiston. If it meets an obstacle it cannot cross, it goes around it. The spider can carry up to 10 pounds of accumulated metal (any more than this and it cannot move). Activating the spider requires a DC 15 Use Technological Device check.

Fuel: The device consumes 1 vial of phlogiston every four hours.

HR 3; 5 hp; Size Tiny; Weight 15 lb.; MR 1; TS 1; Craft DC 16; Price 64 gp.

Eye of the Dragon

Description: There's a saying in Ratchet that tinkers only need to get burned once. They are always making changes and modifying inventions — if they do get burned twice (as almost all of them do), they at least got burned doing something slightly different the second time.

The gnome tinker who created the eye of the dragon had been spying on a rich merchant with a periscope. When he caught her, he sliced off her pinky finger. Three weeks later, she was back at his window with the eye of the dragon, determined to learn the merchant's secrets. No one knows if she got what she needed or not; soon after inventing the eye of the dragon, she packed up one night and fled town.

Regardless, she left her plans for the eye of the dragon behind, and rogues, spies and thieves now praise her for her ingenuity.

Operation: The eye of the dragon is a small balloon, usually colored to match the scenery (white for indoors, black for nighttime, and so forth). Filled with heated air, it carries a device underneath that, with a remote control, can open a shutter and capture images on a sticky black film. The device can capture 6 pictures before the balloon loses altitude and descends (six rounds).

The eye of the dragon is considered to have a Stealth bonus of +2. Using it requires DC 15 Use Technological Device checks. The eye of the dragon is susceptible to winds, and only if the user has it tethered to her by a wire can she direct its path.

HR 3; 5 hp; Size Tiny; Weight 10 lb.; MR 2; TS 1; Craft DC 16; Price 180 gp.

Furious Gauntlets

Description: These gauntlets are the most popular thing sold when an orc merchant wanders into Ratchet. Using the pandaren art of acupuncture, these gauntlets stretch from the wrist to the elbow. Their interiors are leather, and their exteriors are metal. The inside is hollow and filled with minute machinery and pistons.

Operation: With a flip of a switch, the pistons drive down and hit specific acupuncture points in the right arm to quicken the heart rate and cause the muscles to contract, giving the user a +4 enhancement bonus to Agility and Strength for 5 rounds. After this time, the wearer is fatigued for 1 hour.

The left gauntlet is a check, as flipping a switch there hits different points to calm the user down if needed. They are always sold in pairs.

The gauntlets require a DC 10 Use Technological Device check to turn on and a DC 15 Use Technological Device check to turn off (if less than 5 rounds have passed). If you turn off the gauntlets, you are fatigued for 1 hour, as normal.

Fuel: The gauntlets need 1 vial of liquid phlogiston for every 20 times they are used.

HR 3; 5 hp; Size Tiny; Weight 4 lb.; MR 2; TS 12; Craft DC 32; Price 1,166 gp.

Gnomish Cloaking Device

Description: The harnessing of chaos energy has given tinkers a more level playing field when dealing with a world of arcane magic. This technology is new and dangerous, and isn't seen in many devices, but it shows up in unlikely places.

Chaos Generators

Thought at first to be magical, as it can sometimes mimic the effects of arcane magic, chaos energy is purely mechanical in nature. A small box contains magnets, several differing kinds of metal, steam energy and a tiny golden core that vibrates at a high frequency when powered. This bizarre mix creates strange results.

The chaos energy that is generated needs to be funneled to power a device, else it begins to break down the generator itself. If a generator builds up too much energy, it explodes, causing one of the following effects:

2d6	Effect
2	2d6 points of damage to all creatures in a 5-foot radius
3–5	One item on each creature in a 5-foot radius is destroyed (GM's discretion)
6–8	Every creature in a 5-foot radius loses 1 point of Strength for 2 hours
9–11	1d4 points of damage to the creature closest to the generator
12	Knocks unconscious 1d6 creatures within a 15-foot radius

Chaos energy is highly dangerous; some believe it actually is equivalent to arcane magic, although it can be harnessed by tinkers. Any device using chaos energy has a minimum MR of 3.

Political maneuverings by wizards in Theramore have caused the ruling body to declare chaos generators unlawful, but the goblins and some gnomes still manage to research and develop new uses for chaos energy. The Horde hasn't outlawed the usage yet, as it is not arcane magic, but they are suspicious of it because of the similarities.

Bare-bones chaos generators can sell for 1,000 gp in Ratchet; they cost considerably more in the black market of Theramore and other Alliance cities.

The gnomish cloaking device doesn't need to be a cloak, necessarily, but the tinker that created it had a flair for style. To all eyes it is a stylish, gray woolen cloak, but the chaos generator is hidden in a small box that is woven into the cloak at the base of the neck and connected by a thin wire to the brooch that clasps the cloak at the shoulder.

Operation: When the wearer pushes a button set into the brooch (often hidden; a DC 15 Use Technological Device check), the chaos generator revs up and the molecules in the air around the wearer begin to vibrate at a rate that causes the user to appear to become invisible. He gets a +10 circumstance bonus on Stealth checks to hide and can attempt to hide in plain sight (see **WoW RPG**, Chapter Four: Prestige Classes, "Assassin"). After 1 round, the generator overheats and shuts down, unable to restart for one hour.

Fuel: The chaos generator burns phlogiston at an intense rate; 1 vial of liquid phlogiston can power the gnomish cloaking device for only 5 cycles.

HR 3; 5 hp; Size Tiny; Weight 6 lb.; MR 4; TS 20; Craft DC 40; Price 2,400 gp.

Goblin Army Boots

Description: Those who admire the ingenuity of the goblins thought that they'd outdone themselves with the goblin army knife. No way could they top that, they said. The tinkers of Ratchet set out to prove them wrong, surprising all with a piece of gear no one expected: shoes.

Goblin army boots are made from sturdy leather and are strapped up to the knee. The thick heels add 6 inches to the height of anyone wearing a pair. Contained within the heel are several devices that aid in moving through thick brush and difficult terrain.

This multipurpose footwear is watertight and adjustable with several straps to fit the wearer's feet snugly. The laces can be used as 50 feet of strong spidersilk line.

Operation: The wearer can direct the boot's many functions by manipulating a series of toe triggers with a DC 15 Use Technological Device check; failure means the desired function is not triggered. It takes 3 rounds to switch the boots from one mode to the next.

The soles of the boots contain several options for negotiating terrain, not to mention sticky situations. Tightly coiled springs release from the heel, giving the wearer a +5 circumstance bonus on Jump checks as well as increasing his base land speed by 10 feet. Another mechanism allows stilts to unfold accordionlike from the heel, giving an additional 2 feet of height, although a DC 10 Balance check is required to stay upright each round. Using bellows at the heel, air bladders in each boot inflate to allow a wearer of Small or Medium size to cross a body of water without getting wet, provided they succeed on a DC 15 Balance check each round to stabilize and stay upright while walking on water.

The boots even aid in combat situations: a dagger blade can extend from the toe of each boot to provide stopgap weapons. Using these blades, the wearer's kick attack deals an additional +1d4 points of damage.

Although incredibly useful, the boots are heavy, each weighing 10 pounds. They reduce the speed of the wearer by -10 feet (negated if the springs are active).

Malfunction: The wrong function is activated, forcing the user to wait 3 rounds to reset the boots.

HR 3; 5 hp; Size Tiny; Weight 20 lb.; MR 3; TS 4; Craft DC 13; Price 250 gp.

Goblin's Lock Pick

Description: The only thing that goblins are better at than tinkering is thieving, either on a merchant level or on a pick-pocketing level. That is why you can buy these tools in Ratchet only; the lock pick is a small, pistol-gripped device with a series of triggers and levers designed to give a trained thief a needed boost to pick a lock in record time.

Operation: Not only does the rapid selection of picks and probes grant a thief a +4 bonus on Open Lock checks, but the speedy device lets the thief do it in one standard action. The goblin's lock pick also functions as a standard set of masterwork thieves' tools. The noise they make is only a slight clicking, but it is possible to detect them with a DC 20 Listen check.

Using a goblin's lock pick requires a DC 10 Use Technological Device check. It takes the goblin's lock pick 1 round to start up.

HR 1; 3 hp; Size Diminutive; Weight 3 lb.; MR 3; TS 8; Craft DC 20; Price 480 gp.

Gryphon's Eyes

Description: Tinkers working among the windriders have long sought ways to see in the dark. Thus far, the best result they have achieved is these bulky goggles that grant the wearer low-light vision.

Operation: The wearer can see normally in starlight, moonlight, torchlight and similar conditions of poor illumination. However, due to the goggles' thick lenses, the wearer takes a -4 penalty on Spot checks and checks related to observing visual detail. It takes a full-round action to turn low-light vision on or off.

Fuel: The small batteries that power the goggles work for only 1 hour before they must be recharged with a fresh supply of phlogiston. Recharging the goggles' requires a DC 15 Use Technological Device check and 1 vial of liquid phlogiston.

HR 1; 3 hp; Size Diminutive (10 in. wide x 6 in. tall x 4 in. deep); Weight 3 lb.; MR 0; TS 7; Craft DC 22; Price 2,310 gp.

Image Projector

Description: The few elven tinkers prefer a streamlined, artistic approach to the profession over the common explosive glee that they see the dwarves, goblins and gnomes experience. One of these inventions causes others to laugh at the elves' vanity, but it proves quite useful in battle.

Operation: The image projector uses two boxes with lights and a painted image on a lens. The boxes are pointed at each other and are controlled by remote. When the tinker hits a switch, the lights turn on and the



image of the tinker (or whatever the tinker had put on the lens) shoots into the room. The image needs something to reflect from, either a wall or a column of dust.

The image doesn't move, but fools an attacker who fails a DC 20 Spot check.

The downside to the image projector is the fact that it requires considerable set-up time: 8 rounds. This is not a tool that can be used during a surprise melee battle. Most tinkers have such devices permanently set in their workshops and other areas where they think danger could interfere with their everyday lives.

The device requires a DC 25 Use Technological Device check to set up and a DC 10 Use Technological Device check to turn on.

Fuel: The image projector uses 1 vial of phlogiston for every 2 hours it is in operation.

HR 5; 10 hp; Size Small; Weight 50 lb.; MR 3; TS 2; Craft DC 22; Price 53 gp.

Many-Hands Gloves

Description: Tinker technology has brought Azeroth smaller and smaller devices, making powerful gadgets that fit in the palm of the hand. In the effort to make things ever smaller, the many-hands gloves were invented.

Operation: The gloves have large finger holes, allowing the wearer's fingers to shift around inside, moving different pressure spots. Three tiny, mechanical arms extend from each finger, powered by a small device that wraps around the wrist and supports the glove. The use of two gloves gives the user a +5 circumstance bonus on Craft (technological device) checks made to create devices of Tiny size or smaller. Using the device requires a DC 20 Use Technological Device check. The gloves need 2 rounds to charge up.

Fuel: The many-hands gloves take 1 vial of phlogiston for every 6 hours of operation.

HR 1; 3 hp; Size Diminutive; Weight 2 lb.; MR 2; TS 5; Craft DC 35; Price 750 gp.

Mechanical Repair Kit

Description: No self-respecting tinker would be without her mechanical repair kit. The bare kit is sold in a large, black leather case. It has room for a goblin army

knife, a coil of spidersilk rope, gloves and goggles (the full case comes with all of these items, and is often given to tinkers upon ending their apprenticeships).

The item that is in the crowning glory of the mechanical repair kit is the repair bot, a small construct that can crawl over devices from weapons to vehicles and tighten every nut and bolt, testing for small fissures and cracks. When it finds damage, the bot whistles until someone comes to investigate.

Operation: DC 10 Use Technological Device to use. The bot takes 5 minutes to charge up, and 1 minute to cover 1 square foot.

Fuel: The repair bot uses 1 vial of liquid phlogiston for every 3 hours of use.

Malfunction: The bot crawls over the device loosening nuts and bolts, increasing its MR by +2 (DC 20 Spot check to notice).

HR 3; 5 hp; Size Tiny; Weight 10 lb.; MR 2; TS 2; Craft DC 30; Price 154 gp.

Mechanical Squirrel

Description: The placard outside Moli Regnana's shop in Ratchet says "Familiars for the Rest of Us!" Moli invented the mechanical squirrel when she was feeling rather lonely one night, trying to program a pet to be utterly faithful to her.

The painfully cute and perky steam-powered result made her instantly rich, as everyone wanted one of these adorable, clanking "familiars." At first the squirrels merely followed the user, following a beacon that attached to the user's leg; but customers began asking her to add features, and the squirrel became more and more sophisticated.

Operation: Now the squirrel is still cute, and still follows its master, but it has two, needle-sharp retractable claws in each foot, and the tiny steam engine that powers it vents through the mouth. The squirrel can attack with a full attack, using both claws (1d2 damage each, +0 attack bonus) and bite (1d4 fire damage, +2 attack bonus); this function requires a DC 20 Use Technological Device check.

Squirrels sold these days are also fitted with two homing transmitters, allowing the user to give one beacon to a companion. Thus, when a switch is triggered on the squirrel's hind foot, it follows the second transmitter, making it a stealthy messenger (Moli has also eliminated the worst of the clanking her invention made). The squirrel can follow a beacon up to 50 miles, moving at 10 miles per hour. It is mostly watertight, but malfunctions if submerged in water. Activating it requires a DC 20 Use Technological Device check. The mechanical squirrel takes 3 rounds to start.

Fuel: The mechanical squirrel uses 1 vial of liquid phlogiston for every 10 hours of use.

HR 3; 5 hp; Size Tiny; Weight 6 lb.; MR 1; TS 3; Craft DC 33; Price 427 gp.

Miner's Buddy

Description: Although some elderly dwarves claim to be able to tell if a vein of silver or gold lies in cave just by

tasting a rock inside, younger dwarves cannot replicate this skill and assume it's a tale told by old-timers to frustrate the younger miners. But tinkers have made the next best thing.

Operation: The miner's buddy consists of a hammer attached to a series of electrically charged cables (100-foot range), leading to a series of bells. Pulling back the hammer and letting it swing forward to hit the cave wall (a DC 15 Use Technological Device check) causes the force to travel through the cords to the bells. If there is gold or silver (or other usable ore) in the hill, the machine recognizes the difference in the returning waves and indicates it by sounding the chimes. Each ore has a different-sounding chime.

The miner's buddy has a 20% failure rate due to weather conditions, temperature and moisture situations. If the chimes do not sound, listeners do not know whether it is because the area contains no ore or if other situations cause the device to fail. It takes 5 rounds to charge properly.

Fuel: The miner's buddy uses 1 vial of phlogiston for every 20 uses.

HR 5; 20 hp; Size Medium; Weight 200 lb.; MR 5; TS 2; Craft DC 32; Price 102 gp.



Pocket Survivalist

Description: This device looks like a small metal head (usually the same race and gender as its creator). It is handy for those who have little knowledge of the wilderness who fear they may one day find themselves lost without a guide.

Operation: After allowing the device to charge for 2 rounds, the user places berries, vegetables, herbs, or even the meat of unfamiliar animals into the head. Its teeth clamp shut and enzymes coat the item. If the eyes glow a content blue, then the food is safe for consumption. If it

glows red, then the food is not safe. Activating the device requires a DC 10 Use Technological Device check.

Fuel: The pocket survivalist needs 1 vial of liquid phlogiston for every 20 tests.

HR 1; 3 hp; Size Diminutive; Weight 5 lb.; MR 2; TS 2; Craft DC 32; Price 255 gp.

PORT-A PORTER

Description: This simple-looking chest looks like most wooden chests wealthy travelers use. It has standard storage, a brass clasp and lock, and strong oak construction.

Operation: When the owner flips a hidden switch next to the lock (a DC 10 Use Technological Device check), 100 tiny mechanical feet come out of the bottom, lifting the chest. The feet carry the chest as far as the owner directs it (or until the fuel runs out), following the owner (who directs it with clicks and whistles). The porter needs 4 rounds to charge up.

Fuel: The port-a porter uses 1 vial of phlogiston for every 4 hours of travel.

HR 15; 10 hp; Size Small; Weight 75 lb.; MR 2; TS 4; Cargo: 200 lb.; Craft DC 30; Price 733 gp.

PORT-A PORTER, Upgraded

Description: Tinkers are never pleased when someone else comes up with an idea they should have had. A tinker decided the port-a porter was an ideal invention but didn't go far enough. He added a transmitter inside, letting the chest be directed by a remote. The remote has a range of 30 feet.

The addition of a remote meant, of course, that the tinker had to try it out in battle. While the port-a porter had poor maneuverability, it was good for charge attacks, dealing 1d6 points of bludgeoning damage to whatever it hit. It takes 2 rounds to slow the chest down and turn it around after a charge.

Operation: DC 15 Use Technological Device to use. The upgraded porter needs 4 rounds to charge up.

Fuel: The upgraded port-a porter uses 1 vial of phlogiston for every 4 hours of travel. If used in battle, it consumes it at twice the speed.

HR 15; 20 hp; Size Small; Weight 75 lb.; MR 3; TS 10; Cargo: 200 lb.; Craft DC 40; Price 1,371 gp.

Potion Injector

Description: A potion injector is a device that straps around the upper arm of the wearer. A cable connects it to a control box worn on the wrist. Vials of potions can be mounted on clamps around its exterior, their stoppers replaced with corks and tubes running into the device.

Operation: When the wearer presses a stud on the control box (a DC 10 Use Technological Device check), the potion in the indicated slot is immediately injected into the wearer. In all but a few rare cases, this injection has the same effect as swallowing the potion, and its effects take place normally. If the wearer of a potion injector is unconscious, using the device to administer a potion is a standard action (as opposed to the normal full-round action required to force a potion down another's throat).

Activating the potion injector is a standard action, but does not provoke the attack of opportunity associated with drinking a potion. Attacks may be directed at the potion injector, but the device takes damage before any potions it contains — inside a protective chainmail covering — can be harmed. The wearer of a potion injector cannot wear any armor covering the area where the device is worn. The potion injector can hold up to six potions. If the potion injector is activated when it is not worn, the potion is expended with no effect.

Loading a potion into the injector requires a DC 17 Use Technological Device check.

HR 1; 3 hp; Size Diminutive; Weight 4 lb.; MR 2; TS 6; Craft DC 19; Price 495 gp.

Rope Weaver

Description: The tinker who came up with this handy device had plenty of time to think of it when he was laying at the bottom of a cliff with two broken legs, hoping for rescue. He'd used up all of his rope previously to get down a steep ravine and hadn't been able to retrieve it. He traveled on and attempted to climb down the next steep grade without aid, and fell.

He didn't need more rope, he'd determined. That wouldn't work; he'd have to leave all his other equipment at home due to the weight. He needed a way to make more rope at a moment's notice. The first thing he did upon rescue was to demand parchment to draw up his design.

Operation: The rope weaver is a small spinning wheel with mechanical arms coming out of the side. The user feeds grass, vines, and other flora into the hands, which starts the machine. The hands twist and prime the materials, bringing a thin copper wire to wrap around the rope. It is less portable than the tinker would have liked, but he still concluded it was worthwhile.

It takes a DC 15 Survival check to find appropriate flora for the rope, and a DC 15 Use Technological Device check to use the device. It takes the rope weaver 1 hour to make 100 feet of rope. It has a +5 bonus on Craft (rope) checks. The rope has the same statistics as standard hemp rope.

HR 5; 10 hp; Size Small; Weight 45 lb.; MR 1; TS 3; Craft DC 53; Price 2,100 gp.

Tinker's Arms

Description: The Tinker's Guild in Ratchet created the first tinker's arm for Samuel Wrenchwright, a popular member who had lost an arm in an accident. When others saw that he had not only gained a useful limb but had increased his strength, they asked the tinkers to develop a version that might be used without the loss of a living arm.

Operation: The resulting apparatus straps to the wearer's arms, and when activated grants a +2 enhancement bonus to her Strength score. Tinker's arms designed for creatures of one size category may not be used by a creature of another size category.

Activating the phlogiston boiler that powers the tinker's arms takes 2 rounds and a DC 20 Use Technological Device check.

Fuel: The tinker's arms uses 1 vial of liquid phlogiston every hour.

HR 3; 5 hp; Size Tiny; Weight 20 lb.; MR 2; TS 6; Craft DC 21; Price 470 gp.

Tinker's Arms, Extra

Description: "Enough is never enough," goes the mantra of one tinker; and when he discovered the invention of the tinker's arms, he realized that there was no way two arms was enough when you could have more.

Operation: Two extra arms are attached to a strong shoulder harness and extend from the shoulders. They have many joints and can bend at any level. The gnome who invented it rigged it so the claws on the end of the arms open and close based on voice activation, but the arms can have a greater range of movement through a remote. The arms give the user a +4 circumstance bonus on Craft (technological device) checks and have a Strength of 14.

In battle each arm deals 1d6 points of bludgeoning damage.

The arms are made out of heat-resistant metal, making them excellent tools for a workshop. They have resistance to fire 5.

Activating the phlogiston boiler that powers the arms takes 3 rounds and a DC 20 Use Technological Device check.

Fuel: The extra tinker's arms uses 1 vial of liquid phlogiston every hour.

HR 3; 5 hp; Size Tiny; Weight 50 lb.; MR 3; TS 14; Craft DC 64; Price 5,133 gp.

Tinker's Shield

Description: While other adventurers can concentrate on the fighting at hand, sometimes tinkers have to worry about explosives, guns or special devices. Taking their attention away from the battle has proven deadly many times. Although the other members of the group do their best to keep melee combat far from the tinker, nothing stops ranged weapons from taking her out.

Thus came the need for the tinker's shield: Two fans mount on a harness worn on the shoulders.

Operation: When turned on, the fans surround the tinker with a strong current of air, giving her a +2 deflection bonus to AC against ranged attacks.

The fans are so loud, however, that the tinker takes a -5 circumstance penalty on Listen checks and a -3 circumstance penalty on Craft (technological device) checks, as the wind is strong enough to blow away essential parts.

It takes 1 round and a DC 15 Use Technological Device check to start the tinker's shield.

Fuel: The tinker's shield uses 1 vial of liquid phlogiston for every hour of operation.

HR 3; 5 hp; Size Tiny; Weight 20 lb.; MR 2; TS 1; Craft DC 22; Price 166 gp.

Trap Thumper

Description: Pressure plates, razor traps and needles in locks are all rapid routes to a quick demise or at least substantial personal injury. When stealth isn't an issue and time is abundant, the trap thumper is the best way to check a hallway, door or lock to trigger any countermeasures left for the unwary.

The trap thumper resembles a spring-loaded, 3-foot-tall heavy leather bag with two short feet. The device also has an armature probe for checking locks.

Operation: Winding the trap thumper sets it into one of three modes.

Thumping: When set in this mode, the clumsy leather creation hops up and down, traveling forward at a speed of 10 feet to a preset distance (up to 100 feet, decided by the activator). This pattern sets off any pressure plates, triggers or pit traps in the thumper's path.

Probing: In this mode, the device extends the armature and pokes the end of it into a lock or hole to see if there are any traps within. A leather pad indicates pinpricks or bites, and a small, soft felt tip on the end of the probe becomes damp when exposed to poison. The "finger" of the trap thumper probes up to 10 times before requiring a replacement pad (5 gp).

Baiting: This is the most innovative mode. The thumper crawls forward at a speed of 30 feet to a preset distance (up to 100 feet, decided by the activator). Once at its destination, the leather-clad trap thumper moves back toward its point of origin while clanging and whistling (DC 0 Listen check) to draw attention to its motion.

Starting the trap thumper takes 5 minutes and a DC 15 Use Technological Device check.

HR 5; 10 hp; Size Small; Weight 100 lb.; MR 5; TS 4; Craft DC 24; Price 230 gp.

Water Purifier

Description: This device consists of a glass bottle set in a stand with a burner at the bottom. The bottle has copper wire threaded through it; these wires connect to electrical wires at the top. A removable glass tube leads from the top of the flask to another flask.

Operation: The user pours befouled water into the copper wire flask. As the burner heats up, the wires shoot electrical currents through the water, killing anything living in it. Once the water boils, the steam is collected in the tube, and the purified water collects in the second flask. It takes 1 hour to purify 1 gallon of water.

The device requires a DC 15 Use Technological Device check to use.

Fuel: The water purifier uses 1 vial of liquid phlogiston for every 2 hours it runs.

HR 1; 3 hp; Size Diminutive; Weight 10 lb.; MR 1; TS 2; Craft DC 22; Price 240 gp.

Wave Location Device

Description: After working with a hunter who studied animals closely, one tinker became fascinated with bats

and how they manage to fly in darkness without hitting anything — not to mention how they find insects to eat in night air.

He developed the wave location device, a machine that sends sound waves through rocks, water or air to determine the locations of objects or people. It helps dwarves with mining — and with rescuing victims of cave-ins — and helps captains at sea avoid running aground. Submarine captains are interested in seeing how it can be built into their vehicles. It is only a matter of time before it is used in war, but tinkers warn that it is doubtful that the device can distinguish between friendly and hostile troops, and to proceed with caution.

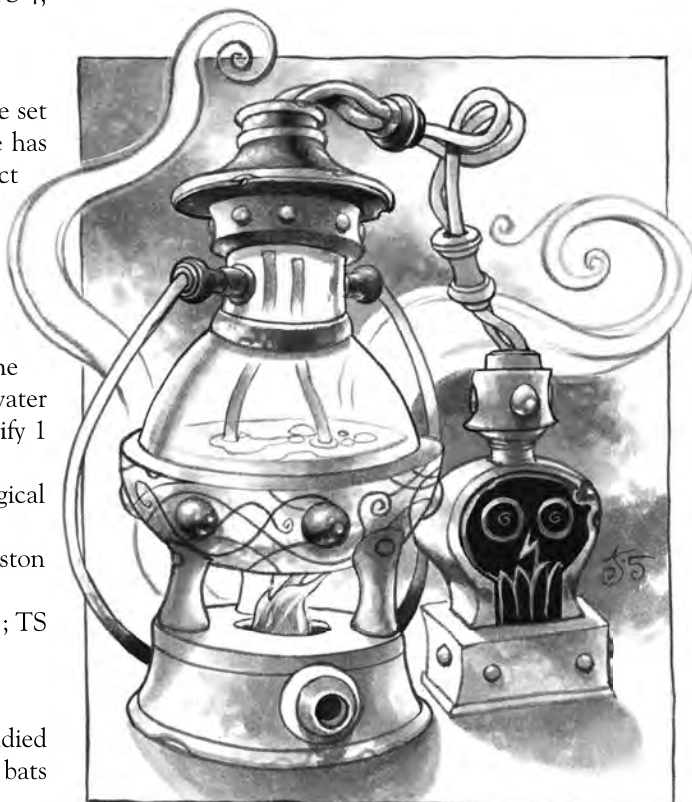
Operation: The machine is a box on a tripod with a set of headphones coming out of one end, and two cones sticking out of the other. One cone focuses the sound waves, and the other detects the returning waves, runs them through circuitry, and into the headphones. Skilled users (those who make a DC 25 Listen check) can use the sounds to determine object locations. The device takes 5 rounds to charge and a DC 20 Use Technological Device check to activate.

Fuel: The wave location device uses 1 vial of liquid phlogiston for every 2 hours it runs.

HR 5; 20 hp; Size Medium; Weight 100 lb.; MR 2; TS 2; Craft DC 32; Price 146 gp.

Weather Blanket

Description: The name of this device is an ambitious one, since the creator intends it to someday simulate all weather conditions and be much more wieldy than the massive rainmaker. Currently, it can create only fog.



Operation: The machine is a large box that contains a mixture of chemicals and a near-silent fan. Once the user turns a knob on the machine (a DC 10 Use Technological Device check), the chemicals mix together and the fan starts blowing the resulting gas out of vents. The gas is safe to breathe. In 1 round, it obscures a 10-foot radius, and in 3 rounds has covered a 30-foot radius. It provides concealment to all creatures within the radius.

The machine's fan, while making all other tinkers green with envy at its near-silence, still makes noise, and therefore gives the user a -1 circumstance penalty on Stealth checks to move silently.

Fuel: The weather blanket uses 1 vial of liquid phlogiston for every 3 hours it runs.

HR 3; 5 hp; Size Tiny; Weight 20 lb.; MR 3; TS 12; Craft DC 42; Price 1,524 gp.

Wizard Silencer

Description: Before the great dwarven tinker Wrench Blackboot went deaf, he was hailed for his study of sound and creation of devices to capture and imitate sounds. In his studies, he learned of how sound moves in waves. He was fascinated to learn that a sound could be cancelled by a wave form directly its opposite. Having no love for the arcane arts, he made a waveform canceller specifically to aim at spellcasters.

The device resembles a handgun, but the barrel flares out to look like a horn instead of a tube.

Operation: With a push of a button on the handle of the rifle (a DC 10 Use Technological Device check), the silencer records the sound of someone speaking and analyzes the waves. When that person speaks again, the user can pull the trigger and the silencer generates a wave that cancels out the speaker's words. The wielder can use a readied action to foil a spell with a verbal component in this way; doing so requires a ranged touch attack with the device.

The silencer takes one round to cool down after firing. The recording device inside must be cleaned (requiring 5 rounds and a DC 15 Use Technological Device check) in order to target a different creature.

HR 1; 3 hp; Size Diminutive (weapon category: exotic (firearms), ranged, one-handed); Weight 2 lb.; MR 2; TS 3; Craft DC 33; Price 600 gp.

Wolf Snout

Description: After watching her father's dire wolf die at the hands of orc warlocks, an orc tinker did her best to try to replace the animal vital to her family. The programming of automaton animals was beyond her skills, but she discovered she could replicate the animal's nose for tracking purposes.

Operation: Shaped like a bellows, the nose has a device within that imprints a scent. The user pushes a button (a DC 10 Use Technological Device check) on the handle and puts the nose up to the scent she wishes to track. Then she releases the button and a light indicates if the scent has been imprinted or not. Once the nose has the scent, the user works the bellows in

different directions (a DC 15 Use Technological Device check every 10 minutes). When the nose detects the scent, it lights up.

The nose gives the user a +4 circumstance bonus on Survival checks when using the Track feat. The nose can remember a smell for 1 hour; until then it cannot track another smell.

Fuel: The wolf snout uses 1 vial of liquid phlogiston for every 5 hours it runs.

HR 1; 3 hp; Size Diminutive; Weight 5 lb.; MR 2; TS 2; Craft DC 32; Price 340 gp.

Special Substances and Items

Special devices with definite uses are listed here; these are items that do not fit in the other categories.

Dirtworm

Description: A dirtworm is a large mechanical device designed by goblin sappers during the First War to aid them in tunneling beneath Alliance defenses. Enormous teeth on the front of the device chew up earth and pull it inside where steam hammers push it outward and compact it to create a tunnel with hard-packed walls.

Operation: The dirtworm can chew through any material with 7 or fewer points of hardness at the rate of 10 feet per minute. Harder materials take 10d6 points of damage per round. The tunnel it carves is 8 feet in diameter with walls of hardness 4; a 5-foot length of the tunnel collapses after taking 50 points of damage.

On open ground when not tunneling, the dirtworm can move at a maximum speed of 20 feet per round.

Operating a dirtworm via a remote at the end of a 30-foot cord is a full-round action; a DC 15 Use Technological Device check and 5 minutes time is required to set up the remote. Operating the device requires a DC 25 Use Technological Device check.

Fuel: A dirtworm consumes 2 vials of phlogiston every hour.

HR 5; 40 hp; Size Large; Weight 1,500 lb.; Speed 10 feet/minute (clumsy); MR 1; TS 15; Craft DC 37; Price 2,750 gp.

Memory Scrubber

Description: Tinkers have long sought methods to help soldiers haunted by war experiences. Most methods attempt to erase the memories of those events altogether. Unfortunately no method has proved perfect at removing specific memories without damaging other parts of the brain, but tinkers have developed a machine to aid in the erasing of more recent memories: the memory scrubber.

Some are against the use of memory scrubbers because they have removed crucial information more than once — not to mention the part they could play in removing the memories of an unwilling participant. What makes it more dangerous is that tinkers have not yet figured out how to recover the lost memories.

Operation: The device consists of a chair attached to a large trunk full of machinery. The user sits in the chair and puts a helmet on her head. Wires snake back to the device from the helmet. The operator then chooses the settings; they can remove memories from the last 1d20 hours, 1d10 days, 1d6 weeks, 1d4 months, or 1d2 years. Upon activation, the user sees flashing lights and hears a buzzing sound, then blackness and silence. After 1 minute, the process is complete and, if successful, the target is unable to remember any part of the period erased.

It takes 5 minutes and a DC 15 Use Technological Device check to hook someone into the memory scrubber. Operating the device requires a DC 25 Use Technological Device check.

Fuel: The memory scrubber uses 1 vial of liquid phlogiston per use.

Malfunction: Memories remain, but they are warped.

HR 5; 20 hp; Size Medium; Weight 225 lb.; MR 2; TS 20; Craft DC 50; Price 20,000 gp.

Phlogiston Collector

Description: The first samples of phlogiston were collected in the labs of dwarven tinkers in Khaz Modan when dwarves used a vacuum pump to collect the superheated air over a kettle of molten iron. In the years since, the process has been much refined, leading to the development of the phlogiston collector.

This wagon-sized machine has a large intake valve to pull air into a reserve over a glowing crucible. Once the device separates and purifies the phlogiston, it bubbles it into a mixture of oil and water to capture it. The machine then siphons the liquid into glass vials. These vials of liquid phlogiston serve as the fuel for many devices.

Operation: A phlogiston collector running at full speed can collect 40 vials of liquid phlogiston per hour, though collectors running on mountaintops (such as the collectors at Khaz Modan) collect a bit more than collectors at seaside.

Phlogiston collectors are temperamental and require constant supervision. If they collect too little phlogiston gas, the water content of the liquid phlogiston is too high and devices won't operate properly. If too much phlogiston gas is collected, the crucible inside may start to react with the gas, burning white-hot until the entire collector melts into slag and the collected gas explodes.

The collector requires a Use Technological Device check each hour; failure means that no phlogiston is collected that hour. If the collector is shut down, even for a moment, a full day is required for it to heat up and collect enough air to begin processing again.

Operating the device requires a DC 20 Use Technological Device check.

Fuel: The phlogiston collector uses 1 vial of liquid phlogiston for every hour it runs.

HR 5; 160 hp; Size Gargantuan; Weight 12,000 lb.; MR 2; TS 10; Craft DC 33; Price 3,375 gp.

Portable Head

Description: Portable heads are compact repositories of knowledge. Though a portable head can have any outward

appearance, tinkers with capricious senses of humor usually build them in the form of the heads of various creatures (and often in the form of their own heads).

Operation: All portable heads know at least one language, in order to understand spoken commands. The most common portable heads are those with a second language installed in order to act as translators. After being activated, the translator listens to what is being said during one round and speaks it in the next. Listening to languages it does not understand confuses the head; it returns no results and lights its gemstone eyes in confusion.

More complex portable heads possess a body of knowledge on a particular subject. When activated, the user can ask the head a question. If it doesn't know the answer, its eyes light up. When it does possess the knowledge, it speaks the answer via a small vibrating membrane hidden in its mouth.

When a portable head is created, it can possess a second Speak Language skill or Knowledge skill at 3 or 6 ranks (with prices listed). Multiple languages and Knowledge skills must be added as secondary functions. Additional languages or ranks in Knowledge skills may be added to a head later as upgrades.

Spoken languages are translated automatically when a portable head is active, but multiple nearby speakers easily confuse it. When posed a question that requires a Knowledge skill check, the GM makes the roll on behalf of the portable head. If the check fails, the head does not have or cannot access the information desired.

Activating the head requires a DC 15 Use Technological Device check. Starting the head takes 5 rounds.

Fuel: The portable head uses 1 vial of liquid phlogiston for every 6 hours of operation.

Malfunction: The head provides incorrect information or a mistranslation.

Portable Head, two languages: HR 1; 3 hp; Size Diminutive; Weight 1 lb.; MR 2; TS 18; Craft DC 48; Price 6,015 gp.

Portable Head, Knowledge +3: HR 1; 3 hp; Size Diminutive; Weight 1 lb.; MR 2; TS 18; Craft DC 48; Price 6,017 gp.

Portable Head, Knowledge +6: HR 1; 3 hp; Size Diminutive; Weight 1 lb.; MR 2; TS 30; Craft DC 60; Price 12,340 gp.

Portable Jail

Description: A hunter commissioned this invention from a tinker, wanting an easily transported cage for the animals he'd planned on capturing. The tinker accommodated him — and promptly turned around, made a larger, stronger one, and sold the new product to Alliance officials for a tidy markup.

The upscale model comes with sharp iron spikes that can point inward from the corners of the cube, used when a prisoner gets unruly (or a jailer is feeling sadistic).

Operation: The portable jail is a 6-foot cube of thin steel bars that folds in on itself when not in use, forming a flat, easily-handled 6-inch by 6-foot pile. The

mechanisms in the hinges keep it closed until a button is pressed (a DC 15 Use Technological Device check), and then it unfolds again. The portable jail takes 3 rounds to fold or unfold. The bars have hardness 5 and 20 hit points (break DC 25).

HR 15; 30 hp; Size Medium; Weight 200 lb.; MR 2; TS 20; Craft DC 40; Price 2,560 gp.

Probability Generator

Description: How many devices have been created because a tinker saw a spell fail and wanted to one-up the caster? According to Klink Pakkuri, at least 237 — all of them his. He got tired of the failed spells of the human mage he used to travel with, and decided to show him how things were supposed to be done.

During one stop in Theramore to help the mage recuperate from the wounds he received on their last adventure, Klink started thinking about how dangerous it was to travel with his friend, and what the chances were they would get into more trouble if he went out again. With a little study and a lot of math, he finally cobbled together what he called a probability generator, based on his experience, and tried it out. The first thing he asked it was if adventuring with the mage was a good idea. The machine spat out a piece of paper saying “No.”

To test it, the tinker traveled with the mage once more, and lost a finger when he fumbled an explosive. Satisfied, he walked away from the mage, leaving him in battle.

Operation: The probability machine is 2 feet wide by 3 feet long and 2 feet deep. It is made from black steel and rivets, with a microphone on one short side and a slot for answers on the other. It can answer only yes/no questions, but sometimes answers with an “I don’t know.” With the time it takes to power up and cool off, it can only be used once daily, and doing so requires a DC 20 Use Technological Device check. If the check is successful, the generator has a 70% chance, +1% per point by which the check exceeded 20, to supply the correct answer (maximum 90%).

The probability generator takes 10 rounds to determine an answer.

Fuel: The device uses a special roll of paper sold in Ratchet (2 sp) and a vial of ink every month.

HR 5; 10 hp; Size Small; Weight 30 lb.; MR 5; TS 45; Craft DC 120; Price 18,563 gp.

Recombobulator

When the mages of Theramore discovered this device, they sent an assassin after the creator. They succeeded in killing him, but by then it was too late. Not only had the assassin failed to destroy the prototype before the unfortunate tinker’s assistant spirited it away during the attack, but she also failed to find and destroy the plans before she was discovered by many angry, armed tinkers. Still, the mages breathe a sigh of relief knowing that the mind that came up with the recombobulator is dead and cannot come up with anything worse.

The recombobulator is driven by phlogiston and chaos energy, the invention of the dead tinker. Chaos energy has the power to disrupt the power of arcane magic and, in this case, free someone from its thrall.

Operation: The recombobulator looks like a tiny handgun. The wielder must make a ranged touch attack to catch the target in its rose-colored beam. On a successful hit, the recombobulator generates the effect of a targeted *dispel magic* as cast by a 10th-level caster; it is not a magical effect, however, and it cannot be counterspelled. The recombobulator affects only arcane magic. It has a range of 50 feet and no range increment.

HR 1; 3 hp; Size Diminutive (weapon category: exotic (firearms), ranged, one-handed); Weight 2 lb.; MR 4; TS 3; Craft DC 33; Price 3,042 gp.

Substitution Engine

A brilliant Alliance engineer invented these devices recently; they remain one of the Alliance Assembly’s greatest secrets. Intricate gearwork inside the bronze-sided trunk allows the user to transform a message into a series of random letters. The holes in a wooden “key,” which is custom-carved for each message, record the internal settings of the substitution engine; differently carved keys result in messages that are scrambled differently. Only with the key, the scrambled message, and another substitution engine can the message be reconstructed.

Operation: A high elf tinker designed substitution engines. Thus, using one of the few devices currently in operation requires the operator to understand Thalassian. It also requires the operator to make a DC 15 Use Technological Device check to successfully make the wooden key that records the engine’s internal settings. Though it is plain that a scrambled message is written in the Thalassian alphabet, the message is considered to be written in a language spokeN only by the substitution engineer with the key that created it; *comprehend languages* and other, similar spell effects are not effective against the substitution engine’s encryption.

To properly use the substitution engine takes 10 minutes and a DC 20 Use Technological Device check.

HR 5; 10 hp; Size Small; Weight 200 lb.; MR 1; TS 11; Craft DC 28; Price 6,600 gp.

Suggestion Box

Description: Although many assume such a nefarious device is clearly of goblin origin, it is actually gnomish. The gnomes do not claim it, though, and do nothing to stop the rumors.

This is a small black metal box that fits under the arm. It has 20 colored lights arranged in a spiral pattern on one side.

Operation: With the switch of a lever and the twist of a few knobs on the back (a DC 15 Use Technological Device check), the lights pulse at different rates, immediately drawing the eye to their pattern. The target is lulled into a slight state of relaxation and well-being, being momentarily distracted by the pattern, and the user gains a +4 circumstance bonus on Gather Information checks.



The suggestion box holds its target in thrall for 5 rounds.

Malfunction: The box affects the user.

HR 3; 5 hp; Size Tiny; Weight 10 lb.; MR 3; TS 2; Craft DC 17; Price 64 gp.

Truth Detector

Description: This complex device is employed in the city of Ratchet when the Venture Company is making an important deal with a new supplier and wants to ascertain whether or not the supplier is trustworthy. The creature being tested sits in a comfortable chair surrounded by an array of machinery, and is slowly and painstakingly connected to each and every one of those machines. Clamps on the ends of caliper arms help measure the movement between brow and jaw, tight elastic bands measure the contraction of muscles in the forearm, glass tubes filled with mercury track changes in temperature and pressure near the ears, and membranes pressed up against the chest help record the sound of liquids moving in the stomach. These measurements all feed back into a wardrobe-sized cabinet, and the result is shown by the movement of an arm mounted on a pivot on its exterior. If the arm points toward the painting of a full moon, the device is certain that the words spoken are the truth. As it swings along a line of waning moons towards the black disc of a new moon, it is increasingly likely that the subject speaks a falsehood. The device is surprisingly accurate; the results have led some mages and priests to reconsider the abilities of technology.

Operation: Once a subject is attached to the truth detector (a complicated process that takes 30 minutes to complete), the machine can make a Sense Motive check once per minute with a +9 bonus. A DC 20 Use Technological Device check is required each time. When the measuring instruments are not in use, the user can store them in the cabinet.

HR 5; 40 hp; Size Large; Weight 300 lb.; MR 2; TS 14; Craft DC 41; Price 5,370 gp.

Vehicles

Stable the ponies and hire no more shifty sailing crews! You can rule the skies, the land and the sea with the vehicles described here.

Army Supply Cart

Description: While the Horde generals and high-ranking leaders were decorating war heroes and patting themselves on the back after the war with the Burning Legion, Thrall's foot soldiers were celebrating their own hero: a goblin known only as Miss P. She was old, crotchety, and smoked a pipe. She also drove the Horde's army supply cart, a massive, rumbling behemoth of a wagon. While other factions of the Horde — not to mention the Alliance — had to fight on dried meat, cereals and whatever they could catch while traveling, Miss P. kept Thrall's troops fed very well.

Although she let no one but Thrall on her cart (he insisted on seeing why she was the best goblin for the job), the Horde soon figured that she had more than food supplies on the cart. Her stews had chunks of fresh meat, and her underlings hunted only every week or so.

Miss P. had outfitted the inside of her supply cart with a large refrigeration unit and a phlogiston-powered stove. Shelves line the walls of the cart, making ample room for supplies.

Operation (Cart): Vehicle Proficiency (land vehicles) to drive proficiently and DC 15 Use Technological Device checks to operate.

Operation (Kitchen): DC 20 Use Technological Device to operate. It takes 5 rounds to start the kitchen.

Fuel: The army supply cart uses 1 vial of liquid phlogiston for every 3 hours cooking, and 1 vial for every hour driving.

AC 13; HR 5; 40 hp; Size Large; Weight 6000 lb.; Speed 20 mph (165 ft.) (good); Cargo 800 lb.; Crew 4; MR 2; TS 13; Craft DC 33; Price 1,337 gp.

Destroyer

Description: Destroyers are heavy, iron-clad warships that can quickly carry a half-dozen heavy cannon to any point on a coastline and bombard a target into submission.

Operation: Vehicle Proficiency (water vehicles) to pilot and DC 30 Use Technological Device checks to operate. Starting a destroyer's phlogiston boiler and getting the ship moving takes 10 minutes.

Fuel: A destroyer consumes 5 vials of phlogiston every hour.

AC 15; HR 15; 320 hp; Size Colossal; Weight 22,000 lb.; Speed 20 mph (165 ft.) (poor); Cargo 4,400 lb.; Crew 7 (1 pilot, 6 gunners); MR 1; TS 22; Craft DC 48; Price 7,630 gp.

Destroyer Cannon

Description: Destroyers carry these weapons into battle.



Operation: Firing a destroyer's cannon is a full-round action that provokes attacks of opportunity. It takes 2 full-round actions to reload. The cannon deals 4d6 points of bludgeoning damage and has a range increment of 100 feet.

Ammunition: The cannon fires cannonballs (25 gp each).

Fuel: Each shot consumes 4 ounces of gunpowder.

HR 5; 20 hp; Size Medium (weapon category: exotic (firearm), ranged); Weight 60 lb.; MR 2; TS 6; Craft DC 26; Price 745 gp.

Escape Mole

Description: The howls were deafening in Orgrimmar the night a famous goblin tinker escaped from their jails. No one is sure how he did it; all that was left was a shallow depression in the dirt floor of his cell.

The tinker had cobbled together an escape capsule, taking any scrap of metal he could beg, borrow or steal while incarcerated. He used all of the charm and promises he had to bribe a stupid guard into smuggling him one vial of liquid phlogiston, and his invention was complete.

Operation: The capsule is not much bigger than the user's body (commonly Small, but one that is tauren-

sized is conceivable). Small paddles dig away in front of the mole and an intake tube sucks the dirt through to fill in the hole behind it. It requires a DC 20 Use Technological Device check to use.

Fuel: The mole uses 1 vial of liquid phlogiston for every hour it is in operation.

AC 10; HR 5; 10 hp; Size Small; Weight 500 lb.; Speed 10 mph (90 ft./round) (clumsy); Crew 1; MR 4; TS 10; Craft DC 30; Price 1,700 gp.

Footcarts

Description: The inventor of footcarts was once a poor tinker who used her talents at toymaking in the coastal town of Tidus. The most popular of her products she sold in the marketplace were miniature phlogiston-powered steam tanks. When a tauren scoffed at her toys and attempted to stomp them into pieces, he found himself propelled across the marketplace with the wreckage of the tanks conforming to his hooves and continuing to operate. That night, the toymaker realized that her inventions could have a more practical use, so she crafted two simple carts designed to be strapped to the bottom of the feet. The next morning, she zoomed into the marketplace on her footcarts, and into tinker history. Today they are one of the first useful devices apprentices learn to make during their instruction.

Though footcarts have become a simple and popular mode of transportation even among adults, they are rarely seen outside city walls. The reasons are primarily pragmatic; off the smooth stone and packed earth city streets, footcarts turn every stray pebble into a hazard.

Operation: Footcarts are such simple devices that they use Balance checks as the basis for maneuverability checks (rather than Use Technological Device). Normal DCs for standard maneuverability checks are halved when wearing footcarts.

Properly starting footcarts takes 3 minutes; stopping them takes 1 round.

Fuel: A pair of footcarts consumes 1 vial of phlogiston every hour.

HR 1; 3 hp; Size Diminutive; Weight 6 lb.; Speed 20 mph (165 ft.); MR 1; TS 2; Craft DC 21; Price 220 gp.

Gnomish Copter

Description: The first tiny flying machines were built by the gnomes of Khaz Modan, who proved their worth to the Alliance by using their copters to scout far behind enemy lines. Though unarmed, fragile and temperamental, gnomish copters remain some of the fastest and most maneuverable machines in the skies.

Operation: Vehicle Proficiency (air vehicles) to use and DC 20 Use Technological Device checks to operate. Starting a gnomish copter takes 3 minutes.

Fuel: The gnomish copter uses 1 vial of phlogiston every hour.

AC 13; HR 5; 80 hp; Size Huge; Weight 600 lb.; Speed

80 mph (705 ft./round) (excellent); Cargo 200 lb.; Crew 1; MR 2; TS 16; Craft DC 41; Price 4,160 gp.

Gnomish Submarine

Description: Determined to not let the mysteries of the sea elude their curious minds, gnomish tinkers created these watertight vessels that can travel under the waves.

Operation: The submarines are a powerful threat to ships as well as coastal targets, with a battery of long-range torpedoes. The device travels at 20 mph on the water and 10 mph underwater. It requires the Vehicle Proficiency (water vehicles) feat to use and DC 30 Use Technological Device checks to operate.

A successful opposed Stealth check allows a crewmember to use the periscope to view the surface without being spotted.

Fuel: The gnomish submarine uses 1 vial of phlogiston every hour.

AC 15; HR 5; 320 hp; Size Colossal; Weight 5,500 lb.; Speed 20 mph (165 ft.) (good); Cargo 600 lb.; Crew 2 (1 pilot, 1 gunner); MR 1; TS 10; Craft DC 40; Price 5,315 gp.

Gnomish Submarine Torpedo Launcher

Description: These paired launchers are placed at both sides of the sub. Although both tubes cannot be fired at the same time, they allow for two quick shots (1 per round) without reloading torpedoes. The ship can hold 20 torpedoes at once.

Operation: Firing a torpedo is a standard action and requires a ranged attack roll; a mechanism reloads the launcher automatically, taking 2 rounds to do so. A torpedo explodes on impact in a 10-foot radius, dealing 4d6 points of slashing and fire damage. It has a range increment of 100 feet on the surface and 50 feet underwater.

Ammunition: The launcher fires torpedoes (50 gp each).

Fuel: A small phlogiston boiler powers the launcher. One vial of phlogiston fuels five torpedo launches.

HR 5; shares submarine's hp; Size Small (weapon category: exotic (firearm), ranged); Weight 35 lb.; MR 1; TS 12; Craft DC 31; Price 3,550 gp.

Iron Fish

Description: This single-person vehicle holds enough air to allow for 1 hour of underwater travel. On several occasions, pilots have taken advantage of its powerful engine and thick metal hull to ram — and even sink — other vessels.

Operation: Vehicle Proficiency (water vehicles) to use and DC 30 Use Technological Device checks to operate. Starting an iron fish takes 2 minutes.

Fuel: An iron fish consumes 1 vial of phlogiston every 2 hours.

AC 18; HR 8; 80 hp; Size Huge (3 ft. wide x 12 ft. long); Weight 600 lb.; Speed 60 mph (530 ft.); Maneuverability Rating 5 (excellent); Cargo 200 lb.; Crew 1; MR 2; TS

12; Craft DC 42; Price 5,670 gp.

Meat Wagon

Description: A weapon of both destruction and terror, the meat wagon is a vehicle constructed by the Scourge to collect corpses from the field of battle. These corpses can then be flung at the enemy with the meat wagon's catapult or, if the meat wagon carries a necromancer, raised to swell the Scourge's undead ranks.

Operation (Meat Wagon): Vehicle Proficiency (land vehicles) and DC 20 Use Technological Device checks to operate. The meat wagon can automatically gather up to six corpses that it drives over.

Operation (Catapult): The catapult deals 3d6 points of bludgeoning damage and requires two full-round actions to reload. It fire boulders or corpses. It often fires diseased corpses: Living creatures within a 15-foot radius are subject to the disease (inhaled, Fort DC 12, incubation 1d3 days, 1d3 Agy/1d3 Sta).

Fuel: The meat wagon is fueled by damned souls.

HR 5; 320 hp; Size Colossal; Weight 5,000 lb.; Speed 40 feet; Maneuverability Rating 1 (poor); Cargo 600 lb.; Crew 2; MR 1; TS 9; Craft DC 29; Price 1,830 gp.

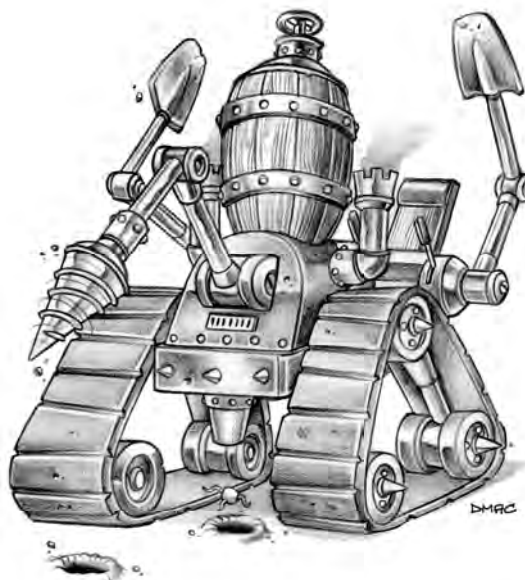
Catapult: Size Large (weapon category: exotic (catapult), ranged).

Mechanical Planter

Description: A group of night elf hunters caught a goblin tinker merrily working away at southern Ashenvale's trees with his goblin shredder. They kidnapped him and forced him to create an alternative machine to fix the damage he'd done.

Operation: The mechanical planter (the goblin refused to have his name or his race attached to the device) includes three devices.

Drill: The planter rolls forward on two treads, and a drill goes straight into the earth, forming a planting hole. The drill can go as deep as 5 feet; the driver determines the depth.



Plant: The planter rolls forward 3 feet, and stops while either a seed or a seedling is dropped into the hole. The mechanical planter clears the ground by 3 feet, so it damages any seedling larger than 3 feet tall.

Cover: The planter rolls forward 3 more feet and shovel-like arms come out and scrape the dirt back into the hole, tamping it down.

When not planting, the planter can move at 10 miles per hour. It requires the Vehicle Proficiency (land vehicles) feat and DC 20 Use Technological Device checks to operate.

Fuel: A mechanical planter consumes 1 vial of phlogiston every hour.

AC 2; HR 5; 80 hp; Size Huge; Weight 900 lb.; Speed 10 mph (90 ft.) (poor); Crew 1; MR 2; TS 4; Craft DC 24; Price 551 gp.

Mechano-Strider

Description: Tired of being mocked for their short stature and slow land speed, the gnomes developed these revolutionary modes of travel. Using steam compression and duro-steel plating, the finest gnomish tinkers created these ostrichlike striders to use as mounts.

Operation: The mechano-strider can move at speeds up to 30 mph. This is the one device that gnomes refuse to restructure for their larger allies. All gnome tinkers agree that the striders are only available for Small humanoids. Although some goblins have purchased striders for themselves, most of these striders have only proud gnomish passengers.

It takes 5 rounds to start up or cool down a mechano-strider.

Operating the device requires Vehicle Proficiency (land vehicles) and DC 15 Use Technological Device checks. The pilot must be Small.

Fuel: A mechano-strider consumes 1 vial of phlogiston per hour of operation.

AC 2; HR 5; 20 hp; Size Medium; Weight 300 lb.; Speed 30 mph (excellent) (265 ft.); Crew 1; MR 1; TS 10; Craft DC 40; Price 1,400 gp.

Personal Environmental Suit

Description: While the gnomish submarine and the iron fish allow for safe underwater movement, the personal environmental suit is more suited for the stealthy adventurer who wishes to approach and board enemy ships without notice.

Operation: The full-body suit contains a tank with 30 minutes of compressed air for the user to breathe. The user wears this tank horizontally across her shoulders, which connects to a helmet that makes a watertight seal with the suit. Below that is a powerful motor designed to move her through the water faster than she could normally swim, allowing her to catch up with many ships. She can control the angle of the motor to allow her to move more easily within the water.

The belt that comes with the suit contains a grappling hook for boarding.

The synthetic material that makes up the suit itself is also quite heat-resistant, providing fire resistance 5. However, if the tank on the back of the suit contains compressed air, a single point of fire damage (that penetrates its resistance) causes it to explode, dealing 2d6 points of damage to the wearer.

It takes 10 rounds and a DC 15 Use Technological Device check to put on or take off a personal environmental suit. Piloting the device also requires DC 15 Use Technological Device checks.

Fuel: The personal environmental suit consumes 1 vial of phlogiston every 4 hours. Replacing the compressed air is free (the device includes an air compressor), but requires a DC 20 Use Technological Device check.

HR 5; 20 hp; Size Medium; Weight 30 lb.; Speed 10 mph (average) (90 ft.); MR 3; TS 6; Craft DC 26; Price 166 gp.

Rainmaker

Description: Villages in the sun-baked Barrens helped fund the construction of this incredible device, able to summon storm clouds from a clear sky. The rainmaker is so large that it has an engineer and wheeled tracks that allow it to be driven from town to town like a vehicle, with a small cabin on the front that acts as a control room for the machine and living quarters for the two-person crew.

Operation: Driving the rainmaker from one place to another requires the Vehicle Proficiency (land vehicles) feat and DC 15 Use Technological Device checks to operate. Operating the weather control machinery of the rainmaker requires a DC 25 Use Technological Device check and 1 hour.

When the rainmaker is activated, clouds immediately form and gather in the sky. Within an hour the clouds become thick and heavy with moisture. Heavy rain falls shortly thereafter, and it continues to rain steadily in a 2-mile radius centered on the device for 2d6 hours thereafter. In particularly cold weather, the rain manifests as heavy snow, dropping 1d4 inches of snow per hour.

Side effects of operating the rainmaker include heavy winds and the incredible noise generated by the rainmaker when it is in operation (DC -10 Listen check to hear).

Fuel: The rainmaker consumes 10 vials of phlogiston every hour when making rain. It consumes 2 vials of phlogiston every hour when driving.

HR 5; 320 hp; Size Colossal (60 ft. long x 30 ft. wide x 20 ft. tall); Weight 42,000 lb.; Speed 20 mph (165 ft.); MR 3; TS 25; Craft DC 90; Price 61,845 gp.

Scout Balloon

Description: Invented by the Alliance as they explored Kalimdor, the scout balloon is a backpack containing a balloon inflated with hot air produced by a tiny phlogiston engine.

Operation: A small propeller on the pack allows the pilot limited maneuverability, but scout balloons are usually tethered to a tree and used simply for an elevated

view of the surrounding territory. Cheap and simple to operate, scout balloons are becoming increasingly popular. They require no proficiency to use, but a DC 15 Use Technological Device check to operate.

Starting a scout balloon takes 10 minutes.

Fuel: The scout balloon uses 1 vial of liquid phlogiston every 4 hours.

HR 5; 40 hp; Size Large; Weight 40 lb.; Speed 10 mph (poor) (90 ft.); MR 1; TS 4; Craft DC 24; Price 195 gp.

Weapons and Weapon Accessories

Proceed with caution, ahead are the devices that incapacitate, kill and blow your enemies (or yourself) to smithereens.

Technological weapons, unless otherwise noted, threaten a critical hit on a 20 and deal double damage on a successful critical hit, except firearms, which deal triple damage on a critical hit.

Acid Gun

Description: In the ever-constant search to find what *else* they can fire from a gun, tinkers have created the acid gun. The acid is contained in specially treated wax pellets that serve as bullets. When fired, the heat from the gunpowder melts the wax and expels the acid in a wide spray.

After people began getting acid burns after firing the weapon, tinkers decided that such a ridiculously dangerous weapon should be made safer by being sold with safety gloves. So with every acid gun, the buyer receives free a pair of thick gloves, and must sign an affidavit saying he does not blame the creator if he fires the gun and gets acid on his hands.

Operation: The acid gun sprays acid in a 10-foot-long cone. Each creature caught in the acid takes 3d6 points of acid damage (DC 15 Reflex half). It requires no attack roll to use and thus no proficiency; however, firing an acid gun requires a DC 17 Use Technological Device check.

It takes one round to load the acid gun with enough care to avoid burns.

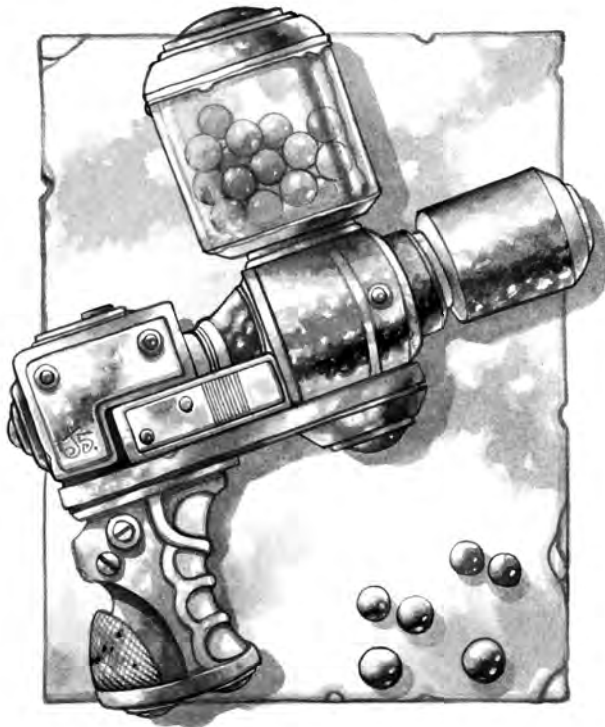
Ammunition: Wax-encased acid pellets sell for 100 gp for 10 pellets.

HR 1; 3 hp; Size Diminutive (weapon category: special, two-handed); Weight 2 lb.; MR 3; TS 3; Craft DC 23; Price 255 gp.

Dragon Gun

Description: Dragon guns are tinker-created weapons inspired by the deadly breath weapons of dragons. Alchemist's fire is projected by steam pressure from the tip of a blunderbuss-like rifle to cast sheets of flame across a battlefield. Through dragon guns are terrifying and destructive weapons, the backpack tanks that store the liquid ammunition are notoriously fragile.

Operation: The weapon has a 20-foot range increment and deals 2d6 points of fire damage on a successful hit. On



the round following a hit, the target takes an additional 1d6 points of fire damage as the sticky alchemist's fire continues to burn. The target can take a full-round action to attempt to extinguish the flames before taking this additional damage. A successful DC 15 Reflex save is needed to extinguish the flames. Dropping prone and rolling on the ground gives the target a +2 bonus on this saving throw. Leaping into a body of water or magically extinguishing the flames automatically causes the fire to die.

Reloading the tanks takes 1 minute. A dragon gun deals double damage on a critical hit.

Ammunition: A fully-loaded dragon gun carries 15 charges of alchemist's fire. Each charge allows one shot.

HR 3; 5 hp; Size Tiny (weapon category: exotic (firearm), ranged, two-handed); Weight 20 lb.; MR 5; TS 6; Craft DC 24; Price 505 gp.

Dwarven Reciprocator

Description: At first, this short-barreled rifle appears to be a blunderbuss or long rifle. Only on closer inspection does one realize it has five barrels instead of one large barrel. A clockwork crank and rotating clockwork action act as the trigger for this reciprocating long arm. The dwarven reciprocator is a brutal and intimidating weapon designed for use against charging opponents at close range. This weapon has proven ideal for dwarven tunnel delvers as well, since it can fill a hallway with enough lead to poison any pursuer permanently.

Operation: Turning the crank once fires a single shot as a normal attack action. As a full attack, winding the clockwork crank around several times fires all five barrels in rapid succession. Each barrel shot takes a cumulative -2 penalty (-2 for the first shot, -4 for the second, and so forth), but the shooter can aim each shot at a different

targets as long as they are within 5 feet of each other. The barrels each hold a single shot, and cranking only fires the number of shots that remain in the weapon. The weapon needs to be braced for reciprocating fire. Bracing the reciprocator requires a standard action. Firing the reciprocator in this mode of operation without properly bracing it doubles the penalties incurred.

The reciprocator deals 3d6 of piercing damage and has a range increment of 20 feet. Reloading a barrel is a standard action that provokes attacks of opportunity. Turning the crank is a free action, allowing a wielder with multiple attacks to fire more than one shot each round without using reciprocating fire.

Ammunition: The dwarven reciprocator fires rifle bullets.

Fuel: Each shot consumes 1 ounce of gunpowder.

HR 3; 5 hp; Size Tiny (weapon category: exotic (firearms), ranged, two-handed); Weight 15 lb.; MR 2; TS 9; Craft DC 31; Price 2,275 gp

Explosive Sheep

Description: It is perhaps the goblins' delicious — most other races say “dangerous” — sense of humor that gets them into the most trouble. Bring up the exploding sheep incident of the war against the Burning Legion in any tavern in Booty Bay and the goblins there roar with laughter and buy you a drink, each desiring to tell his or her own version of the story.

The tales differ, but most agree that after the Burning Legion had invaded the plague-ridden Lordaeron, most people were dead, undead or fled. One, a goblin tinker merchant traveling through the town, started making mechanical animals to distract any Burning Legion demons so that he could make his slow and panicked way south. One of these devices was cobbled together from wool, wood and some primitive clockwork. On a whim, he decided to fill it full of explosives and have it totter towards the demons. When it exploded, he decided, he would flee in the chaos that followed.

He didn't expect a demon, a dim-witted fel guard, to pick up the sheep and inspect it. He damned himself for outfitting it with a timer and not a remote, but he nearly squealed with glee with the curious demon popped the treat into its mouth. The resulting explosion of demon parts was definitely enough for the tinker to get away, laughing so hard he nearly gave himself away.

Now the mechanical sheep has a bit more thought — and a lot more explosives — put into it. The goblins mainly make them to amuse themselves, giving their enemies a moment of confusion before death, but they are powerful explosives in their own right.

Operation: A sheep walks forward for 2 rounds after released, and then stops and explodes. It deals 4d6 points of fire and slashing damage to everything in a 10-foot radius (DC 19 Reflex half).

The exploding sheep takes 6 rounds to ready and a DC 20 Use Technological Device check to activate.

HR 3; 5 hp; Size Tiny; Weight 10 lb.; Speed 20 feet; MR 3; TS 12; Craft DC 42; Price 1,240 gp.

Fishing Pole, Goblin

Description: The story goes that a dwarf, Oirc Steeltoes, and a goblin, Pac Seecrek, were having a relaxing day fishing in a lake. After getting frustrated with fish that weren't biting, Seecrek pulled a fat stick of explosives from his boot, casually lit it with the fire in the dwarf's pipe, and tossed it into the lake.

The resulting rain of fish pleased the goblin so much that he tossed his fishing pole into the still choppy waters in the lake and only used explosives from then on. Although few individuals other than Seecrek use the goblin fishing pole as its name suggests, it has kept the odd name.

Operation: The explosive itself is strong and dangerous to use, as it has a short fuse and does a lot of damage in a small area. Two rounds after the fuse is lit, the explosive detonates, dealing 3d6 points of fire damage to anyone within 10 feet (DC 16 Reflex half). Lighting the fuse is a move action; throwing the weapon is a ranged attack.

HR 1; 3 hp; Size Diminutive; Weight 1 lb.; MR 2; TS 12; Craft DC 22; Price 190 gp.

Fishing Pole, Dwarven

Description: Dwarves are driven creatures. Dwarves do not like to be seen as fools, especially by goblins. As Steeltoes sat in the rocking boat with Seecrek, dead fish raining down upon them, he swore to best the goblin at his own game.

The dwarven fishing pole is a rifle with a long stock and a short barrel. Its range is short, but any dwarf who would fish with a gun would have no trouble facing down an orc at close range with the same weapon. This rifle also is ideal in situations where the target is charging.

Operation: The fishing pole deals 3d6 points of piercing damage and has a range increment of 5 feet. It takes a standard action to reload.

Ammunition: The dwarven fishing pole fires rifle bullets.

Fuel: Each shot consumes 2 ounces of gunpowder.

HR 3; 5 hp; Size Tiny (weapon category: exotic (firearm), ranged, two-handed); Weight 10 lb.; MR 4; TS 9; Craft DC 29; Price 390 gp.



Glue Mine

Description: Glue mines are bladders of sticky adhesive. Glue mines are typically sold in units of 6, packed in boxes filled with straw to prevent them from exploding prematurely.

Operation: When thrown or stepped upon, glue mines burst and spread glue over a 10-foot square area. Anyone in the area when a bladder explodes must attempt a DC 15 Reflex save. If this save succeeds, the creature is entangled, but not prevented from moving, though moving is more difficult than normal while entangled (see below). If the save fails, the creature is entangled and cannot move from its space, but can break loose by taking a full-round action to make a DC 15 Strength check. Once loose the creature remains entangled but may move across the glue slowly. Each round devoted to moving allows the creature to make a new Strength check. The creature moves 5 feet for every full 5 points by which the check result exceeds 10.

HR 0; 1 hp; Size Fine; Weight 1/2 lb.; MR 1; TS 7; Craft DC 15; Price 85 gp (contains 6).

Glue Rifle

Description: Designed less for damage and more for hindering — or even capturing — an opponent, this wide-barreled firearm uses glue mines as ammunition. Some of the more talented wardens can use it to stick quarry to trees and walls.

Operation: The rifle fires glue mines (see above). The rifle is not completely nonlethal, though, as it fires the adhesive-filled bladders at such a velocity that they deal 2d4 points of bludgeoning damage before exploding and coating the area in glue. The glue rifle deals double damage on a critical hit.

The rifle has a range increment of 100 feet. Reloading it is a full-round action that provokes an attack of opportunity.

Ammunition: The glue rifle fires glue mines.

Fuel: Each shot consumes 1 ounce of gunpowder.

HR 3; 5 hp; Size Tiny (weapon category: exotic (firearm), ranged, two-handed); Weight 20 lb.; MR 1; TS 3; Craft DC 15; Price 540 gp.

Gnomish Death Ray

Description: When Heffen Glitterbows unveiled this weapon, his opus, even the bravest tinkers went pale. Weapons they liked, but this was above and beyond anything they had ever dreamed. Devices are supposed to help the user, they argued, not potentially cause his death! Not on purpose, anyway.

The ray is a massive hollow tube that sits on a tripod. The mechanisms inside are fueled mostly by liquid phlogiston and chaos energy; but it is useless without the life force of the user.

Operation: When activated, the user must stand behind the hollow barrel of the tube. A blue ray extends out the back of the tube, hitting the user in the chest. For four rounds, it soaks up 1d6 hit points per round. At the beginning of the fifth round, it fires, requiring a

ranged attack roll and dealing 16d6 points of damage (or four times the damage the user took). The damage is of no specific type. It has a maximum range of 50 feet and no range increment.

If someone were stupid enough to try to fire this weapon twice, it takes the chaos generator one hour to recharge. It takes 1 round to refill the liquid phlogiston charge.

Such a ludicrously dangerous weapon has become quite popular in the black markets of both Alliance and Horde camps.

Fuel: The gnomish death ray uses 1 vial of liquid phlogiston per attack.

HR 3; 5 hp; Size Tiny (weapon category: exotic (firearm), ranged, two-handed); Weight 70 lb.; MR 5; TS 48; Craft DC 78; Price 10,720 gp

Goblin Shredder Steamsaw

Description: These large, circular blades are good at cutting down trees. They are also effective weapons.

Operation: DC 10 Use Technological Device check to start. Starting or stopping a steamsaw takes 2 rounds. The steamsaw deals 4d6 points of slashing damage and bypasses up to 20 points of hardness of wooden objects.

HR 5; shares shredder's hp; Size Small (weapon category: exotic (steamsaw), melee); Weight 25 lb.; MR 3; TS 12; Craft DC 22; Price 530 gp.

Heat Wand

Description: Created from nothing more than a beauty device that female tinkers designed to curl their hair, the heat wand is a metal rod about 2 feet long with an insulated cork handle. Inside is a core powered by liquid phlogiston that heats up when turned on.

Operation: When hot, this melee weapon deals 1d6 points of fire damage.

The heat wand takes 3 rounds to heat up and 3 rounds to cool off. It comes with an insulated sheath. Turning the device on or off requires a DC 10 Use Technological Device check.

Fuel: The wand uses 1 vial of liquid phlogiston for every hour the device is turned on.

HR 1; 3 hp; Size Diminutive (weapon category: simple, melee, light); Weight 1 lb.; MR 2; TS 13; Craft DC 23; Price 156 gp.

Light Scope

Description: This small device comes with clamps to fit on top of any firearm.

Operation: When activated (a DC 15 Use Technological Device check that takes a move action), the device shoots a tiny, focused beam of light down the barrel. When the dot hits the target, the target is within sights. The scope gives the user +2 circumstance bonus on attack rolls.

The light is only detectable by the target if it hits her eyes, or if someone nearby notices it with a DC 15 Spot check.

It takes 1 round to power up the light scope, and it operates for 1 round.

Fuel: The light scope uses 1 vial of phlogiston for every 6 uses.

HR 1; 3 hp; Size Diminutive; Weight 2 lb.; MR 3; TS 4; Craft DC 24; Price 190 gp.

Undead Dislocator

Description: Created by a gnome who watched his family slaughtered by the Scourge, this crossbow has a small box attached to the bottom of it, connected to a coil of wires that in turn connect to bolts in a quiver. Instead of sharpened tips, the bolts have a rounded tip with a sticky substance on the ends.

Operation: When the user makes a successful ranged touch attack, the bolt adheres to the target. The wielder can then activate the wires as a free action (requiring a DC 20 Use Technological Device check). Electricity snakes through the wires into the target's body, dealing 3d6 points of electricity damage. As a standard action, the wielder can keep the wires active each round, which deals 1d6 points of electricity damage every round thereafter until the bolt is removed (a full-round action that provokes attacks of opportunity) or the victim moves farther than 60 feet from the wielder (the device stores 60 feet of wire).

The undead dislocator has a maximum range of 20 feet. It takes 5 rounds to set and reset. It cannot deal critical hits.

Fuel: The undead dislocator uses 1 vial of liquid phlogiston per 10 uses.

HR 1; 5 hp; Size Tiny (weapon category: exotic (firearm), ranged, two-handed); Weight 3 lb.; MR 3; TS 3; Craft DC 23; Price 128 gp.

Zecker Devices

Brymidaine Zecker was one of the most powerful mages of his generation, or so the stories go. Scribes recorded his adventures in tale and song, determined to make the already impressive mage a legend, and they succeeded admirably. It was only when Zecker vanished mysteriously from the Shady Rest Inn that an innkeeper unveiled his secret: He was not a mage after all, but one of the world's finest tinkers. He had fooled the world in believing that his amazing inventions were magical in nature.

Zecker's Cloak

Zecker was never seen without his cloak, a glistening bronze garment he called the "cloak of the titans." Stories tell of him finding the cloak during the first excavation of Bael Modan. Supple and heavy, the cloak is woven entirely of metallic threads and marked with Titan-like runes. Despite frequent requests from the high councils of Khaz Modan and Bael Modan, Zecker never presented himself or the cloak for inspection. Now, the dwarves know why.

After Zecker's disappearance, the cloak was examined closely. When they discovered that it was a brilliant mortal construction rather than a blessing of the immortal Titans, the dwarves condemned both the cloak and Zecker. Their embarrassment was not concealed well, however, and tinkers ignored them in their zeal to study the items Zecker left behind.

Tinkers have begun to attempt to reverse-engineer the cloak, finding Zecker's brilliance a difficult act to follow.

A team of tinkers in Ratchet sells the replica cloaks, but they are difficult to construct and are expensive.

Operation: The cloak's weave of metallic threads allows it to stiffen and absorb blows, granting its wearer a +5 armor bonus to AC. In addition, the wearer gains DR 2d6/— per round (roll at the beginning of each round). Finally, when the wearer is grappled, as a free action the user can cause the cloak to release an electrical charge that deals 4d6 points of electricity damage to the grappler per round for 6 rounds unless the cloak's wearer is released. The cloak itself is insulated against the charge. The cloak has an armor check penalty of -1 and an arcane spell failure chance of 15%.

Activating the cloak (to gain all its benefits) is a full-round action that provokes attacks of opportunity. Doing so requires a DC 30 Use Technological Device check, as the protective mechanisms are complex and hidden in the cloak.

Fuel: The cloak runs for 1 hour on 1 vial of liquid phlogiston.

HR 5; 10 hp; Size Small (sized for Medium wearers); Weight 25 lb.; MR 1; TS 21; Craft DC 46; Price 26,830 gp.

Zecker's Cloak of Mirrors

Description: Some people do not let the memory of Zecker die; indeed, they claim he still lives and still creates. Although this cloak has no real connection with him, its intricate design is reminiscent of his talented hands. Skeptics claim that the cloak isn't as ingenious as his other inventions, but the believers say he doesn't have the same workshop that he did in the past, and he works with the materials he has.

Operation: Woven entirely of two-toned metal wires thinner than silk and highly polished, this cloak reflects everything around it when donned. When the wearer is surrounded by terrain such as a forest or a stone quarry, she receives a +6 circumstance bonus on Stealth checks to hide. Indoors, the bonus is +2.

If choosing to hide in conditions of low-light or darkness, the user hits a button on the cloak's clasp and the wires shift, causing the cloak to absorb light, granting the user a +6 circumstance bonus on Stealth checks to hide.

The wire in the cloak gives the wearer a +2 armor bonus to AC. The cloak has no armor check penalty or arcane spell failure chance.

The cloak requires 1 round to switch from reflective to black. Switching between modes requires a DC 15 Use Technological Device check. Activating the cloak (to gain all its benefits) is a full-round action that provokes attacks of opportunity. Doing so requires a DC 20 Use Technological Device check, as the protective mechanisms are complex and hidden in the cloak.

Fuel: The cloak runs for 2 hours on 1 vial of liquid phlogiston.

AC 2; HR 1; 3 hp; Size Diminutive; Weight 10 lb.; MR 2; TS 3; Craft DC 23; Price 1,030 gp.

Zecker's Firestaff

Description: The signature item of the "mage" Zecker was his staff — "Zecker's Staff of the Elements." Six feet

of polished wood bound in silver and gems, the staff could shoot a jet of flame on command and just as quickly snuff out a roaring campfire. It could release a bolt of lightning or a peal of thunder. It allowed Zecker to walk through air as though clouds were stone. The iron globe set next to the blade at the tip of the staff could glow as brightly as a star, shedding warmth and light, or it could absorb heat until the surrounding area was sheathed in ice.

After Zecker's disappearance, his staff — now revealed as technological trickery — was purchased by a wealthy elven tinker. In a process that lasted 2 years, the elf slowly took apart the staff to learn its secrets. Shortly thereafter, he realized that he couldn't put it back together. While the elf continues his quest to reassemble the work of the master tinker, he has trained his apprentices to recreate some of the effects. These lesser staffs, known as "Zecker firestaffs," still have a variety of functions.

Operation: Using the staff requires a Use Technological Device check and the expenditure of liquid phlogiston, as noted for each different function. One of the most innovative aspects of Zecker's "staff of the elements" is a system that holds charges of liquid phlogiston and feeds them to the staff's functions as needed. Zecker's firestaffs hold a maximum of 6 charges (vials) of liquid phlogiston.

Light: When a gem in the shaft is depressed, the globe at the tip of the staff glows brightly and lights the area in a 30-foot radius. This ability requires a DC 10 Use Technological Device check and uses up 1 charge of liquid phlogiston for each 6 hours of use.

Cone of Flame: Another gem causes the tip of the staff to spray a phlogiston mist that is ignited by a flint to create a 20-foot cone of flame that deals 3d6 points of fire damage (DC 20 Reflex half). This ability requires a DC 20 Use Technological Device check. It is a standard action that does not provoke attacks of opportunity and consumes 1 charge of liquid phlogiston.

Leaping: In a crude attempt by the elven tinker to match his abilities to the stories of Zecker's skill of walking on air, a small footrest folds out of the lower end of the staff. When the wielder steps on this footrest, it activates a jet of flame that causes the wielder to leap 50 feet straight up. This ability requires a DC 15 Use Technological Device check and consumes 1 charge of liquid phlogiston for each use.

When used as a melee weapon, treat Zecker's firestaff as a quarterstaff.

HR 3; 5 hp; Size Tiny (6 ft. tall x 2 in. in diameter); Weight 25 lb.; MR 2 (functions can malfunction individually); TS 9; Craft DC 34; Price 3,600 gp.

Zecker's Wand

Description: The most popular of the recreations of Zecker's devices that have reappeared in the recent years is his "wand of stunning." It looks much like a finely crafted magic wand with a large quartz crystal affixed to the tip, although it is slightly thicker than most wands.

Operation: Hidden among the brasswork that wraps around the wand's shaft is a small catch; when the user triggers the catch (a DC 12 Use Technological Device check), a small piston inside the wand sprays a 10-foot cone of poisonous vapor. Any creature caught in the cone must make a DC 15 Fortitude save or be paralyzed for 1d8 rounds. The wand holds enough poison for 3 uses, after which a new charge must be obtained from an alchemist.

Fuel: One charge of poison costs 200 gp. Creating it requires a DC 25 Craft (alchemy) check.

Malfunction: The poison sprays the user directly; the Fortitude save to resist its effects is DC 20.

HR 1; 3 hp; Size Diminutive (1/2 in. diameter x 1 ft. long); Weight 1 lb.; MR 1; TS 11; Craft DC 29; Price 3,070 gp.

INDEX

Additional Pattern	25	improve armor (steam warrior)	25	runic dispelling (runemaster)	14
advance armor (steam warrior)	25	inscribe runes (inscriber)	7	runic magic (runemaster)	10
adventuring gear (tech devices)	179	inscriber	6	runic sense (runemaster)	12
alchemical equipment	28	Journeyman Alchemist	26	runic sites	43
alchemical oils	28	juju potion (witch doctor)	8	sacred spells (Argent Dawn templar)	16
Alchemical Specialty	25	lightforge iron	154	sanctity aura (Argent Dawn templar)	17
Alchemist's Constitution	25	lesser runic mysteries (inscriber)	7	scribed runes	42
Alchemy	28	ley line attunement (ley walker)	21	scrolls	126
arcunist spell list	63	ley line manifestations (ley walker)	22	seals (spell descriptor)	63
Argent Dawn templar	14	ley walker	20	Searing Rune	27
spell list	65	mage spell list	63	set items	148
argent strike (Argent Dawn templar)	17	magic armor and shields	95	shaman spell list	67
armor bond (steam warrior)	24	magic items	91	shield enchantments	38
armor enchantments	37	body slots and	92	sigils	41
artifacts, minor	152	categories of	91	simple rune (runemaster)	12
Artisan Alchemist	25	charges and	94	special materials	153
banishing strike (Argent Dawn templar)	16	command words and	92	special substances and items (tech devices)	188
big mojo (witch doctor)	9	creating	156	spell completion magic items	91
blessed revelation (Argent Dawn templar)	16	damaging	93	Spell Specialization	27
blessings (spell descriptor)	63	repairing	93	spell trigger magic items	91
bloodstone ore	153	saving throws against	93	Spellbreaker	27
body slots (for magic items)	92	size and	92	spontaneous runes	41
boot enchantments	38	spell completion and	91	staffs	128
bracer enchantments	38	spell trigger and	91	steam armor	171
brightwood	154	use-activated	92	building	173
charged items	94	magic weapons	104	chassis	173
cloak enchantments	38	marks	41	combat	171
command words	92	Master Alchemist	26	combat statistics	174
Craft Tech-Mod	26	Material Secret	26	critical hits and	173
creating magic items	156	melee weapon enchantments	35	equipment	175
cursed items	94	mojo (witch doctor)	9	fuel	174
dark iron	154	necromancer spell list	64	hull	174
destroying runes	18	oils, alchemical	28	shields	176
disenchanting (enchanter)	18	oils, magic	120	systems	177
divine shield (Argent Dawn templar)	16	paladin spell list	67	weapons	175
draughts	28	permanent runes	42	steam warrior	22
druid spell list	66	philters	28	Strike-Smith	27
elementium	154	potion master (witch doctor)	9	swift actions	63
enruned fists (runemaster)	12	potions and oils	120	tech-mods	164
empowering a rune	41	priest spell list	66	crafting	166
enchanter	17	Quiescent Rune	26	crafting the old-fashioned way	167
enchancing (enchanter)	19	rods	124	power sources	164
enchantments	35	ring	121	using	167
Expert Alchemist	26	runemaster	10	technological devices	179
feats	25	runes	48	technological weapons and weapon accessories	195
features, new (of tech devices)	179	destroying	42	tinker's touch (steam warrior)	24
Feedback	26	detecting	42	totems (spell descriptor)	63
glove enchantments	38	empowering	41	transmutations	28
glyphs	41	glyphs	41	truesilver	154
greater runic mysteries (inscriber)	7	marks	41	use-activated magic items	92
Greater Spell Specialization	26	metamagic and	43	Vehicle Proficiency (steam armor)	27
hastened empowerment (runemaster)	12	overview	41	vehicles (tech devices)	191
healer spell list	66	patterns	43	wands	130
helm enchantments	40	permanent	42	warlock spell list	65
herbalism and alchemy	29	scribed	42	weapon enchantments	35
holy mastery (Argent Dawn templar)	15	sigils	41	witch doctor	8
holy power (Argent Dawn templar)	16	simple	12	spell list	67
holy shock (Argent Dawn templar)	16	spontaneous	41	witch doctor's brews (witch doctor)	8
holy strike (Argent Dawn templar)	17	Runic Attunement (feat)	27	wondrous items	132
identify enchantment (enchanter)	20	runic attunement (inscriber)	7	Zecker devices (tech devices)	198
immediate actions	63	runic attunement (runemaster)	12, 14		