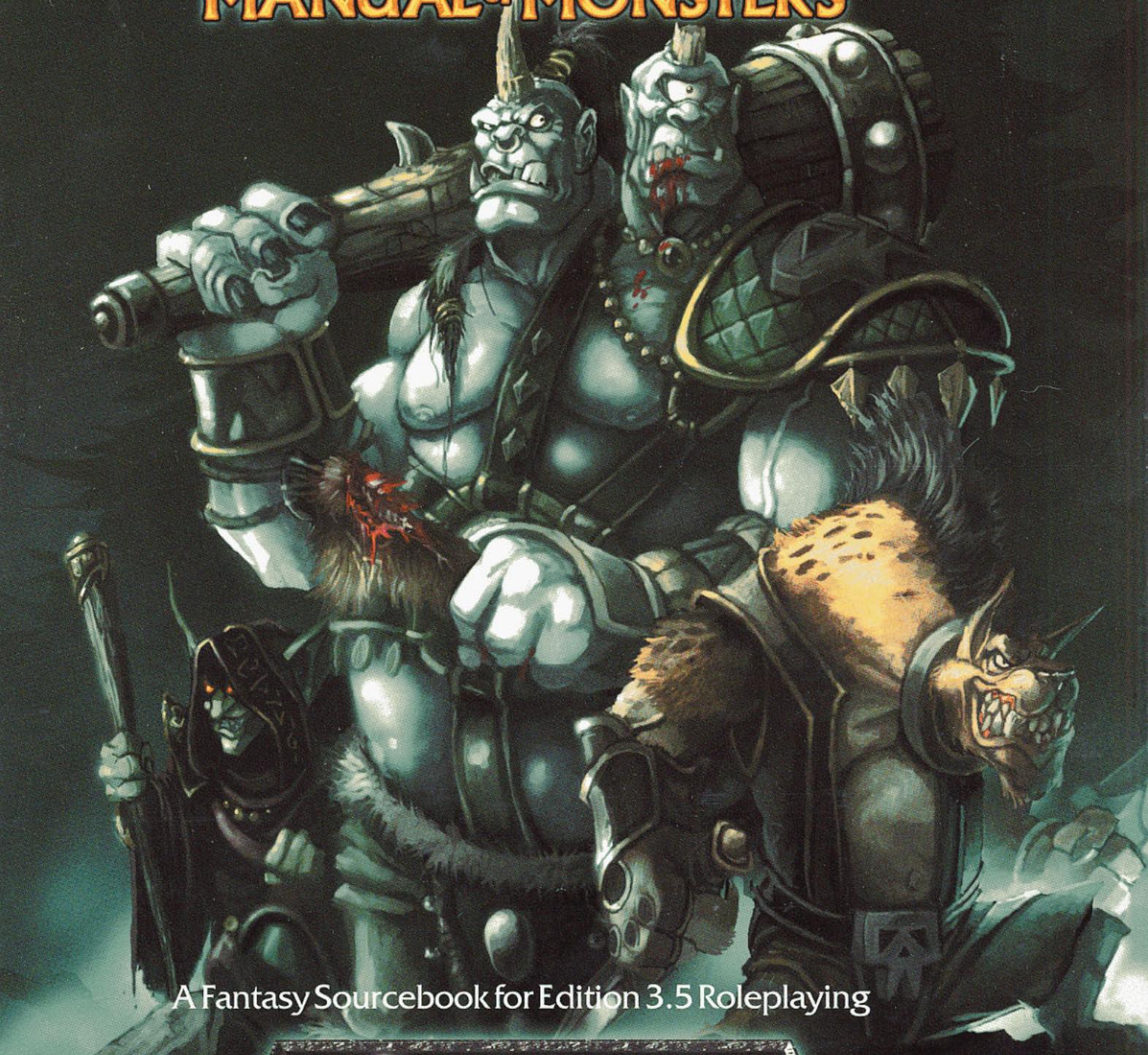


WARCRAFT

THE ROLEPLAYING GAME

MANUAL of MONSTERS



A Fantasy Sourcebook for Edition 3.5 Roleplaying

SWORD &
SORCERY

WARCRAFT

THE ROLEPLAYING GAME

MANUAL of MONSTERS





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MANUAL of MONSTERS

Credits

Authors:

R. Sean Borgstrom, Joseph D. Carriker, Bob Fitch, Graveyard Greg, Jason Langlois, Chris Metzen, Ree Soesbee, William Timmins, and David Wendt

Creative and Rules Design Assistance and Additional Material:

Chris Metzen and Bob Fitch

Developers:

E. Deirdre Brooks and Mike Johnstone

Editor:

Mike Johnstone

Managing Editor:

Andrew Bates

Art Director:

Richard Thomas

Layout and Typesetting:

Ron Thompson

Cover Artist:

Samwise Didier

Interior Artists:

Carlo Arellano, Samwise Didier, David Griffiths, Roman Kenney, Michel and René Koiter, Chris Metzen, Bill Petras, Justin Thavirat and Ru Weerasuriya.

Front & Back Cover Design:

Ron Thompson

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Once more, Chris Metzen and Bob Fitch deserve extra thanks in addition to the credits above. They've been a *huge* help since the start.

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Special Thanks—Deirdre Brooks

To the denizens of Rookhaven, for keeping me sane.

To the Eyrie Mafia. You know who you are.

To Andrew Bates, a man of infinite patience.



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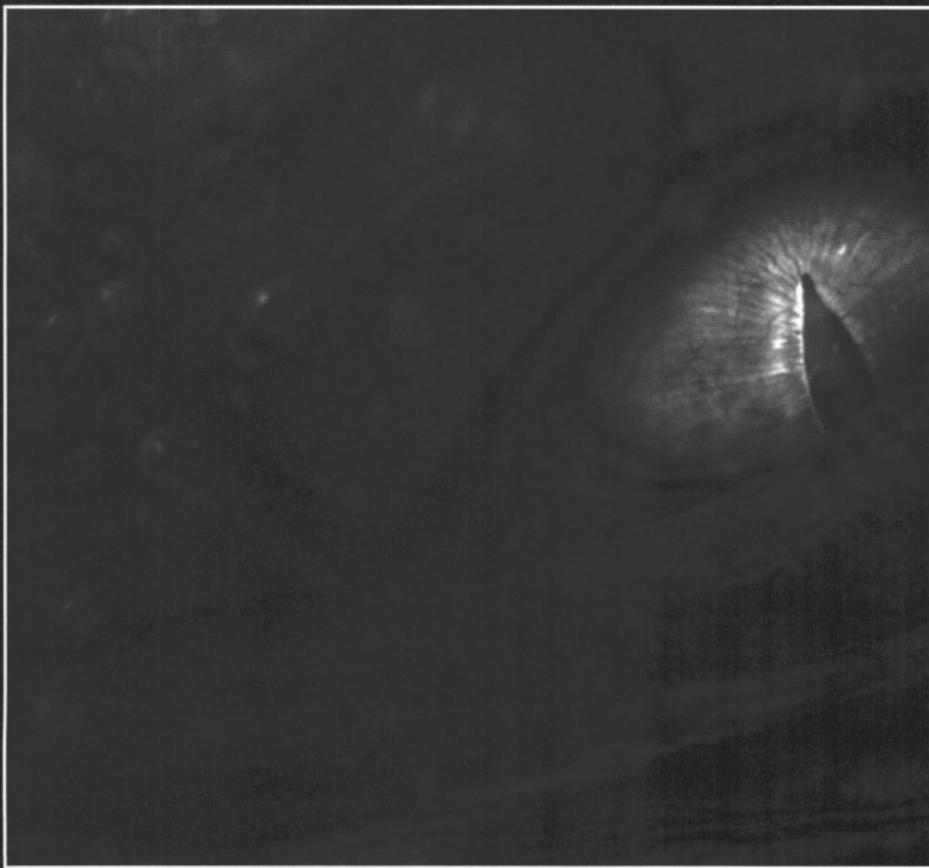
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FOREWORD AND INTRODUCTION

Foreword

As you might imagine, many of us here at Blizzard have been playing D&D and other paper-and-pencil games since we were old enough to get shot down by girls. Armed only with funny dice, a fistful of Number 2 pencils, and our raw imaginations, we set out to be heroes, explorers, kings. Whether we were facing down the mighty dragons of Krynn, getting stranded somewhere in the endless fields of Faerûn, trying to keep our wits about us in Castle Ravenloft, or boldly challenging the unknown in worlds of our own making, our collective love for fantasy roleplaying has been with us from the very start.

We've been developing the *Warcraft* series for the past ten years or so — frankly, it feels like it's been in dog years — and it's been a truly amazing experience to build a rich fantasy setting from the ground up. I guess the countless hours we spent thumbing through our old, ragged DMGs and *Player's Handbooks* paid off after all! Though developing the world of Azeroth has been tremendously rewarding on the creative front, seeing it made into an official *Dungeons & Dragons* product — *Dungeons & Dragons Warcraft the Roleplaying Game*, in fact — has been downright monumental for all of us.

The book you hold in your hands builds upon the D&D *Warcraft* RPG. It is full of the strange yet wondrous creatures that populate the world of *Warcraft*. In many ways, this *Manual of Monsters* is like a time capsule for ten years' worth of ongoing world development. Looking back over much of this artwork, an old phrase comes to mind — "the more things change, the more they stay the same."

Damn straight they do.

Fat, two-headed ogres; wiry trolls with bright mohawks; hooded, spell-casting death knights: these guys immediately remind me of developing *Warcraft II* eight years ago. That was an amazing time for us creatively. Although it took a few years, introducing the new generation of creatures with *Warcraft III* proved to be just as exciting. Lion-faced, furry wyverns; centaur-like dragonspawn; ill-tempered quillboar and serpentine naga: they all rolled on to the scene and quickly dominated *Warcraft*'s new visual landscape.

Still, with every new batch of creatures we introduced, we held firm to the classic fantasy archetypes such as goblins, kobolds, harpies, and hydras (among others) that we all grew up with. We've always felt that there is a precious balance between the classic motifs that define contemporary fantasy and the higher concept ideas that keep the settings we love fresh and distinct from one another. It's the merging of the "new" and "old schools" in fantasy that makes it such an engaging medium for us as developers, designers, and — especially — players.

We sincerely hope you enjoy *Manual of Monsters* and use its creatures to fuel as many adventures as you can imagine!

All right! Enough *about* the monsters already! Go and get 'em! Grab your dice, get out there, and give 'em hell!

Good hunting, y'all!

Chris Metzen

Creative Director

Blizzard Entertainment

7/07/03

Introduction

The world of Azeroth is home to creatures both mundane and bizarre, from the gentle elk to the vile doom guard. Such creatures are more than combat fodder, however. They add further depth to the world of *Dungeons & Dragons Warcraft the Roleplaying Game* — just as your own characters do.

The contents of this book are divided into three main chapters and three appendices:

- **Chapter One: Creatures of Azeroth** covers living beings native to Azeroth.
- **Chapter Two: The Burning Legion** describes the infernal demons from beyond the boundaries of the physical world.
- **Chapter Three: The Undead Scourge** delves into the horrific undead that stalk the lands of Azeroth.
- **Appendix One: Animals and Vermin** details a selection of notable natural beasts in the world of *Warcraft*.
- **Appendix Two: Villains of Warcraft** presents new magic items and a selection of daunting, epic adversaries whom the heroes could battle in the world of *Warcraft*.
- **Appendix Three: Other Monsters in Warcraft** explains how you can incorporate monsters from other d20 books into your *Warcraft* campaign.

The entries in each chapter and appendix are listed alphabetically. Traits are covered in each monster's statistics block. Specific capabilities listed in the statistics block are explained in the monster's description or in the MM v3.5.

Some creatures in *Manual of Monsters* are similar to those described in the MM — centaur, dragons, elementals, golems, and so on. In some cases, the MM descriptions are suitable for use as-is, such as for elementals. (Full-fledged *Warcraft* elementals may make an appearance in a future supplement, but the existing MM versions work fine in the interim.) Under those circumstances, the creature receives no listing in the *Manual of Monsters*. In other cases, the monsters are different enough in their ecology or abilities to require a new description here. When a creature is listed in *Manual of Monsters* with the same name as one in the MM, the description in this book takes precedence for a *Warcraft* campaign.

The same is true for animals and vermin particular to the world of Azeroth, as described in Appendix One. In the case of identical types of creatures, the version in *Manual of Monsters* takes precedence.

Regardless of any distinctions from monsters found elsewhere, the creatures in this book are fully compatible with any d20 campaign.

So prepare yourself for a menagerie as wondrous as it is dangerous — dive into the *Manual of Monsters*!





CHAPTER ONE: CREATURES OF AZEROTH

Ancient

	Gargantuan Plant
Hit Dice:	18d8+126 (207 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	19 (–4 size, –2 Dex, +15 natural), touch 4, flat-footed 18
Base Att./Grapple:	+13/+36
Attack:	Slam +20 melee (2d8+11)
Full Attack:	2 slams +20 melee (2d8+11)
Space/Reach:	20 ft./20 ft.
Special Attacks:	Snatch, trample 2d8+16, double damage against objects
Special Qualities:	Low-light vision, <i>consume tree</i> , plant traits
Saves:	Fort +18, Ref +4, Will +9
Abilities:	Str 32, Dex 6, Con 25, Int 14, Wis 16, Cha 14
Skills:	Diplomacy +7, Handle Animal +7, Hide +7*, Intimidate +7, Knowledge (geography) +17, Knowledge (nature) +18, Listen +10, Spot +11, Survival +9
Feats:	Alertness, Awesome Blow, Improved Bull Rush, Improved Initiative, Power Attack, Snatch, Track
Environment:	Forest
Organization:	Solitary (1) or grove (2–5)
Challenge Rating:	8
Treasure:	—
Alignment:	Always neutral good
Advancement:	19–32 HD (Gargantuan) or by character class
Level Adjustment:	+8

The mighty tree has a massive face shaped in its trunk, with wise, deep-set eyes. It moves with gigantic root-like feet, and two great branches end in huge bark-skinned hands.

Description

Ancients are intelligent, tree-like guardians and lorekeepers allied with the night elves. In times of peace, many night elf healers, druids of the wild, and priests study under the ancients' tutelage. In times of war, the ancients stand alongside their night elf allies and fight just as fiercely. They are staunch defenders of the Moonglade of Mount Hyjal and other sacred places.

Combat

Ancients are grouped into three categories: Lore, War, and Wind. Each type plays a different role in defending nature against corruption and destruction.

Ancient of Lore: The ancients of lore are the keepers of wisdom. They are the keys for unlocking nature's most guarded secrets. Ancients of lore typi-

cally have levels in the healer class, sometimes with levels in the druid of the wild or shaman prestige classes as well.

Ancient of War: Embodied in these ancient guardians are the spirits of courage and determination. Ancients of war typically have levels in fighter, rogue, or scout.

Ancient of Wind: Ancients of wind guard the nesting grounds for the mighty hippogryphs. Like the ancients of lore, many have levels in the healer class, as well as the druid of the wild or shaman prestige classes.

Trample (Ex): Reflex DC 30 half. The save DC is Strength-based.

Double Damage Against Objects (Ex): An ancient that makes a full attack against an object or structure deals double damage.

Consume Tree (Sp): As a full-round action, an ancient can eat a tree to regain 30 hit points per tree eaten, up to its maximum base hit points.

Skills: *Ancients receive a +20 circumstance bonus to Hide checks when in a forested area.



Corrupted Ancient

Hit Dice:	18d8+126 (207 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	19 (–4 size, –2 Dex, +15 natural), touch 4, flat-footed 19
Base Att/Grapple:	+13/+36
Attack:	Slam +20 melee (2d8+11)
Full Attack:	2 slams +20 melee (2d8+11)
Space/Reach:	20 ft./20 ft.
Special Attacks:	Snatch, trample 2d8+16, double damage against objects, poison
Special Qualities:	Low-light vision, <i>consume tree</i> , plant traits
Saves:	Fort +18, Ref +4, Will +9
Abilities:	Str 32, Dex 6, Con 25, Int 14, Wis 16, Cha 14
Skills:	Diplomacy +7, Handle Animal +7, Hide +7, Intimidate +7, Knowledge (geography) +17, Knowledge (nature) +18, Listen +10, Spot +11, Survival +9
Feats:	Alertness, Awesome Blow, Improved Bull Rush, Improved Initiative, Power Attack, Snatch, Track
Environment:	Forest
Organization:	Solitary (1) or grove (2–5)
Challenge Rating:	9
Treasure:	—
Alignment:	Always chaotic evil
Advancement:	19–32 HD (Gargantuan)
Level Adjustment:	—

The great tree is warped, with rotted black bark and sickly yellowed leaves. The twisted face in its trunk snarls in hatred, a putrid stench roiling from its maw. Its root-like legs and gnarled, branch-like arms smash through the underbrush as it hangs through the forest.

Description

Once stalwart defenders of nature, these ancients fell before the might of the Burning Legion. They were corrupted by demonic energies and now seek to spread their sickness and hatred among all living creatures.

Combat

Corrupted ancients are driven by demonic energies to destroy everything in their path. Foes who do not fall before the corrupted ancient's overwhelming strength are exposed to the deadly poison the creatures exhale.

Trample (Ex): Reflex DC 30 half. The save DC is Strength-based.

Double Damage Against Objects (Ex): An ancient that makes a full attack against an object or structure deals double damage.

Poison (Ex): Unlike the trees that produce life-giving oxygen, a corrupted ancient exhales a poison gas. Inhaled, Fortitude DC 26, initial and secondary damage 1d8 Str. The save DC is Constitution-based.

Consume Tree (Sp): As a full-round action, an ancient can eat a tree to regain 30 hit points per tree eaten, up to its maximum base hit points.

Skills: *Corrupted ancients receive a +15 circumstance bonus to Hide checks when in a forested area.



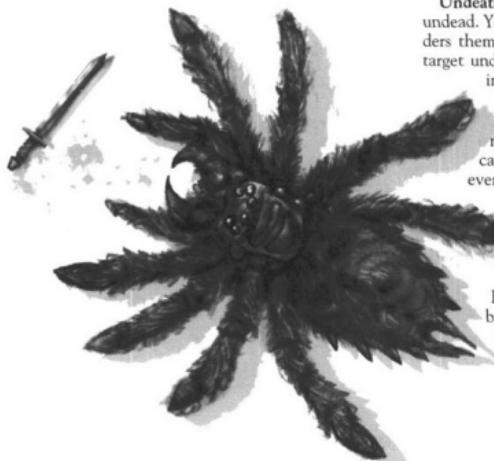
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Bane Spider

Small Magical Beast

Hit Dice:	1d10 (5 hp)
Initiative:	+3
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Att/Grapple:	+1/-5
Attack:	Bite +5 melee (1d4-2 and poison)
Full Attack:	Bite +5 melee (1d4-2 and poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Undeath poison
Special Qualities:	Darkvision 60 ft., low-light vision, detect good, regeneration 2, undeath aura
Saves:	Fort +2, Ref +5, Will +0
Abilities:	Str 7, Dex 17, Con 10, Int 4, Wis 10, Cha 2
Skills:	Climb +11, Hide +7, Jump -2, Spot +4
Feats:	Weapon Finesse (bite)
Environment:	Temperate and warm land and underground
Organization:	Colony (2-5), swarm (6-11), or brood (7-14 bane spiders plus twice as many HD of undead plus one brood mother of HD equal to the number of bane spiders)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always neutral
Advancement:	2-3 HD (Small); 4-6 HD (Medium); 7-10 HD (Large); 11-14 HD (Huge)
Level Adjustment:	—



The spider is big, almost 4 feet in diameter, and has a chalky black coloring. Its mandibles snap hungrily as it skitters forward.

Description

Many assume that these arachnids, native to the Azjol-Nerub area of Northrend, are creations of the Scourge. Tales tell of bane spiders from long before, however. Whatever the case, bane spiders have a taste for humans, orcs, and livestock. Nests can be found near settlements and along roads. Bane spiders carefully cover up corpses for later feeding, which also hides them from potential victims.

Combat

Bane spiders swarm quickly over a victim, biting and then retreating behind cover. They are attracted to holy characters such as paladins, preferring to attack them first. This attraction is related to their unholy power, as the spiders show no real awareness beyond this one expression of intent.

Undeath Poison (Su): Bane spiders have the power of undeath coursing through them. A bite attack has the same effect as *enervation* cast by a 7th-level wizard.

Detect Good (Sp): At will, a bane spider can use *detect good*, as the spell. Bane spiders constantly have *detect good* in operation while waiting for prey.

Regeneration (Su): Bane spiders can repair their wounds due to the power of undeath within them, regenerating 2 hit points per round; however, damage from blessed weapons or attacks based on positive or holy energy does not regenerate.

Undeath Aura (Su): Bane spiders are not truly undead. Yet the power that flows through them renders them vulnerable to all spells and effects that target undead, as well as those that target vermin, including detection and turning abilities.

Skills: Bane spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A bane spider can always choose to take 10 on Climb checks, even if rushed or threatened. Bane spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

Brood Mother Spider

Bane spiders of more than 6 HD become brood mothers. Three times per day, they may cast *enervation* as a wizard of a level equal to their HD. Brood mothers can also cast *animate dead* with no components once a day as a wizard of a level equal to their HD. A brood mother has undead servants equal to her HD.

Basilisk

Huge Aberration

Hit Dice:	6d8+18 (37 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	18 (-2 size, +1 Dex, +9 natural), touch 9, flat-footed 17
Base Att/Grapple:	+4/+6
Attack:	Bite +6 melee (2d6+4)
Full Attack:	Bite +6 melee (2d6+4) and 2 claws +1 melee (1d8+2)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Petrifying gaze, sleep
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +5, Ref +3, Will +8
Abilities:	Str 18, Dex 12, Con 17, Int 4, Wis 12, Cha 10
Skills:	Listen +6, Spot +5
Feats:	Alertness, Blind-Fight, Iron Will
Environment:	Temperate forest and plains
Organization:	Solitary or colony (3-6)
Challenge Rating:	6
Treasure:	—
Alignment:	Always neutral
Advancement:	7-10 HD (Huge)
Level Adjustment:	—

This large, thick-bodied reptile has eight stumpy legs and a scaly hide studded with shimmering crystals. Its eyes shine with a pale, eerie glow.

Description

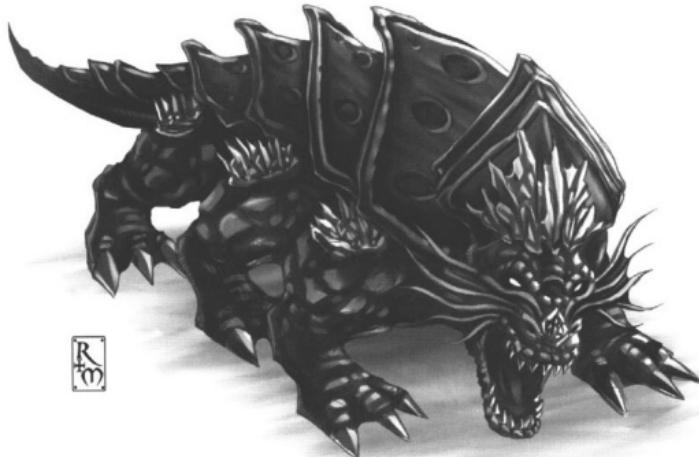
The basilisks of Azeroth long had a fondness for the legendary "singing crystals" that grow in Stranglethorn. The creatures built their nests near the crystal beds and even rubbed against them. In time, basilisks were born with chunks of crystal growing from their hides. The crystals' mystical nature gives basilisks great power against any who would invade their lairs.

Combat

While gentle enough when left alone, basilisks will defend their nests with great ferocity. In addition to biting and clawing, basilisks will focus the power of the crystals in their hide to plunge intruders into slumber. If that attack should fail, basilisks unleash their petrifying gaze upon their foes.

Petrifying Gaze (Su): Turn to stone permanently, range 30 feet; Fortitude DC 13 negates. The save DC is Charisma-based.

Sleep (Su): This ability functions as the spell, except that it targets a single creature with no Hit Dice limit. The target resists on a successful DC 13 Will save.



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Bog Beast

Large Plant

Hit Dice:	3d8+9 (22 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	21 (—1 size, +12 natural), touch 9, flat-footed 21
Base Att/Grapple:	+1/+10
Attack:	Slam +5 melee (1d8+5)
Full Attack:	Slam +5 melee (1d8+5)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, damage reduction 5/—, plant traits
Saves:	Fort +6, Ref +1, Will +2
Abilities:	Str 21, Dex 10, Con 16, Int 10, Wis 12, Cha 10
Skills:	Hide +6*, Listen +5, Move Silently +10
Feats:	Improved Bull Rush, Power Attack
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	4
Treasure:	—
Alignment:	Always neutral
Advancement:	4—9 HD (Large)
Level Adjustment:	—

The massive plant might be mistaken for a thick clump of vegetation if not for its vaguely humanoid shape and surprising mobility.

Description

As the name suggests, bog beasts are massive, shambling monsters that are half plant and half beast. Not much is known about these secretive lords of the swamp except that they can be territorial and quite aggressive. Explorers have recorded stories of their immense strength and resilience to harm. Bog beasts are known to wander the Dustwall Marsh, just south of the Barrens.

Combat

Bog beasts use their strength to slam into their enemies, crushing opponents' defenses with their fists and whatever large objects they can throw at them.

Skills: Bog beasts receive a +4 racial bonus to Hide, Listen, and Move Silently checks. *They receive a +10 circumstance bonus to Hide checks when in a swampy or forested area.



Cat, Saber

	Frostsaber Cat	Nightsaber Cat
Hit Dice:	6d10+24 (57 hp)	Large Magical Beast
Initiative:	+1	4d10+12 (34 hp)
Speed:	40 ft. (8 squares)	+1
Armor Class:	15 (−1 size, +1 Dex, +5 natural), touch 10, flat-footed 14	40 ft. (8 squares)
Base Att/Grapple:	+6/+15	13 (−1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Attack:	Bite +11 melee (1d8+5)	+4/+12
Full Attack:	Bite +11 melee (1d8+5) and 2 claws +5 melee (1d6+2)	Bite +8 melee (1d8+4)
Space/Reach:	10 ft./5 ft.	Bite +8 melee (1d8+4) and 2 claws +2 melee (1d6+2)
Special Attacks:	Pounce, improved grab, rake 1d6+2	10 ft./5 ft.
Special Qualities:	Darkvision 60 ft., low-light vision, damage reduction 5/magic	Pounce, improved grab, rake 1d6+2
Saves:	Fort +9, Ref +6, Will +2	Darkvision 60 ft., low-light vision, shadowmeld
Abilities:	Str 21, Dex 12, Con 18, Int 8, Wis 10, Cha 10	Fort +7, Ref +5, Will +1
Skills:	Balance +5, Hide +3*, Listen +3,	Str 19, Dex 12, Con 16, Int 8, Wis 10, Cha 10
	Move Silently +10, Spot +3	Balance +5, Hide +3*, Listen +2, Move Silently +10, Spot +2
Feats:	Stealthy, Track, Weapon Focus (bite)	Stealthy, Weapon Focus (bite)
Environment:	Cold mountains	Temperate forest
Organization:	Solitary or pride (2–4)	Solitary or pride (2–4)
Challenge Rating:	4	3
Treasure:	—	—
Alignment:	Always neutral	Always neutral
Advancement:	7–11 HD (Large)	5–9 HD (Large)
Level Adjustment:	+4 (cohort)	+3 (cohort)



WARCRAFT

THE ROLEPLAYING GAME

The great cat moves with fluid grace along the mountainside, its golden eyes gleaming with intelligence.

Description

These proud, magnificent felines have helped the night elves against foes of all sorts since Kalimdor was first settled. They are intelligent and loyal when domesticated, but are feral and quite aggressive when left in their natural environments.

Frostsaber Cat Combat

The frostsaber cat is a fearless opponent, its thick fur having the resilience to shrug off minor damage. It uses its fangs and claws against those foolish enough to engage it in melee combat.

Pounce (Ex): If a frostsaber cat charges a foe, it can follow with a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, a frostsaber cat must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake with its claws.

Rake (Ex): Attack bonus +11 melee, damage 1d4+2.

Skills: Frostsaber cats have a +4 racial bonus on Balance, Hide, and Move Silently checks. *A frostsaber cat gains a +4 circumstance bonus to Hide checks when in a snowy environment.

Nightsaber Cat Combat

In combat, the nightsaber cat is a deadly foe, leaping from the shadows to rend its foes with its fangs and claws.

Pounce (Ex): If a nightsaber cat charges a foe, it can follow with a full attack, including two rake attacks with its claws.

Improved Grab (Ex): To use this ability, a nightsaber cat must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +8 melee, damage 1d6+2.



Shadowmeld (Su): The nightsaber cat is virtually invisible while under cover of darkness. This ability provides a +15 circumstance bonus to Hide checks while in shadows.

Skills: Nightsaber cats receive a +4 racial bonus on Balance, Hide, and Move Silently checks.

Cenarius's Children

Cenarius's children are literally the offspring of the demigod Cenarius. Centaur are his bastard children, while dryads are his daughters and keepers of the grove are his sons. They share the culture of the night elves, although most live apart from the Kaldorei as wardens of nature. Many have character classes.

Centaur

Large Monstrous Humanoid	
Hit Dice:	4d8+8 (26 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Att/Grapple:	+4/+12
Attack:	Greataxe +7 melee (1d12+4) or longbow +5 ranged (1d8)
Full Attack:	Greataxe +7 melee (1d12+4) and 2 hooves +3 melee (1d6+2), or longbow +5 ranged (1d8)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Trample Id6+6
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +6, Will +4
Abilities:	Str 19, Dex 14, Con 15, Int 8, Wis 11, Cha 10
Skills:	Hide +2, Listen +2, Move Silently +2, Spot +3, Survival +2
Feats:	Power Attack, Weapon Focus (hoof)
Environment:	Warm to temperate plains
Organization:	Solitary or gang (2-5)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+2

The mighty creature has the lower body of a large horse and the upper torso, arms, and head of a humanoid. It hefts a greataxe and gives a bloodthirsty leer as it thunders toward you.

Description

Centaur on Azeroth are the bastard children of the demigod Cenarius. These primitive, barbaric horsemen are the embodiment of savagery. A full-grown centaur stands over 7 feet tall from hooves



to head and weighs over a ton. Centaur terrorize the Barrens of Kalimdor and ransack the indigenous peoples' villages and cities.

Combat

Centaur are cruel and vicious in combat. They accept no surrender, and they rarely retreat from battle. Under the proper leaders, a group of centaur armed with greataxes and longbows would make short work of those ill equipped to defend themselves properly.

Trample (Ex): Reflex DC 16 half. The save DC is Strength-based.

Centaur Characters

Centaur are primitive but not stupid. They can plan and use finesse when necessary, but they seldom have the patience. In general, they rely on low cunning and physical strength. Centaur characters possess the following racial traits.

— +8 Strength, +4 Dexterity, +4 Constitution, -2 Intelligence.

— Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

— Space/Reach: 10 ft./5 ft.

— A centaur's base land speed is 50 feet.

— Darkvision out to 60 feet.

— Racial Hit Dice: A centaur begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.

— Racial Skills: A centaur's monstrous humanoid levels give it skill points equal to $7 \times (2 + \text{Int modifier})$. Its class skills are Hide, Listen, Move Silently, Spot, and Survival.

— Racial Feats: A centaur's monstrous humanoid levels give it two feats.

— +5 natural armor bonus.

— Special Attacks (see above): Trample.

— Automatic Language: Taurathe.

— Favored Class: Barbarian.

— Level Adjustment: +2.

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Dryad

Hit Dice:	Medium Fey
Initiative:	2d6 (7 hp)
Speed:	+1
Armor Class:	40 ft. (8 squares)
	13 (-1 Dex, +2 natural), touch 11, flat-footed 12
Base Att/Grapple:	+1/+1
Attack:	Spear +2 melee (1d8) or spear +3 ranged (1d8)
Full Attack:	Spear +2 melee (1d8) and 2 hooves –3 melee (1d6) or spear +3 ranged (1d8)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Abolish magic
Special Qualities:	Low-light vision, magic immunity, wild empathy
Saves:	Fort +0, Ref +4, Will +4
Abilities:	Str 10, Dex 12, Con 10, Int 11, Wis 13, Cha 13
Skills:	Craft (any) +3, Handle Animal +5, Hide +5, Listen +5, Move Silently +5, Sense Motive +5, Spot +5, Survival +4
Feats:	Weapon Focus (spear)
Environment:	Forest
Organization:	Solitary, pair, or grove (4–7)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic good
Advancement:	By character class
Level Adjustment:	+1

The creature has the head, arms, and torso of a night elf, but the lower body of a woodland faun. A gentle calm is evident in her eyes, but she hefts a spear with practiced skill.

Description

Dryads are daughters of the demigod Cenarius. They monitor the health of Kalimdor's forests, ever watchful against the depredations of evil magic.

Combat

While dryads are peaceful with all inhabitants of the forest, they can be fierce defenders against those who would do harm to nature.

Abolish Magic (Su): As a standard action, a dryad can dispel evil magics in a 30-foot radius with a successful dispel check of 1d20 + the dryad's HD against a DC of 11 + the spell's caster level.



(For the mechanics of an area dispel, see dispel magic in Chapter 11: Spells in the PHB.)

Magic Immunity (Su): Magic cast on a dryad fails automatically. This power can be beneficial when a dryad is faced with evil magics, but it also means that a dryad gains nothing from beneficial magics such as healing or protection spells.

Wild Empathy (Ex): A dryad can use body language, vocalizations, and demeanor to improve the attitude of an animal (such as a badger or a tallstrider). This ability functions just like a Diplomacy check made to improve the attitude of a person. The dryad rolls 1d20 and adds her racial Hit Dice, her class levels, and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. The dryad must be within 30 feet of the target animal and under normal conditions. A dryad can use this ability to influence a magical beast with an Intelligence score of 1 or 2 (such as a darkmantle or a girallon), but she takes a –4 penalty on the check.

Dryad Characters

Most dryads are healers. Dryad characters possess the following racial traits.

— +2 Dexterity, +2 Wisdom, +2 Charisma.

— Medium size.

— A dryad's base land speed is 40 feet.

— Low-light vision.

— Racial Hit Dice: A dryad begins with two levels of fey, which provide 2d6 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3 and Will +3.

— Racial Skills: A dryad's fey levels give her skill points equal to $5 \times (6 + \text{Int modifier})$. Its class skills are Craft, Handle Animal, Hide, Listen, Move Silently, Sense Motive, Spot, and Survival.

— Racial Feats: A dryad's fey levels give it one feat.

— +2 natural armor bonus.

— Special Attacks (see above): Abolish magic.

— Special Qualities (see above): Magic immunity, wild empathy.

— Automatic Languages: Darnassian, Common, Low Common.

— Favored Class: Healer.

— Level Adjustment: +1.

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Keeper of the Grove

	Large Fey
Hit Dice:	12d6+24 (66 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	18 (-1 size, +2 Dex, +4 natural, +3 deflection), touch 14, flat-footed 16
Base Att/Grapple:	+6/+14
Attack:	Vine whip +10/+/+10 melee (2d4+4) or barb +7 ranged (1d4+4)
Full Attack:	Vine whip +10/+5 melee (2d4+4) and 2 hooves +4 melee (1d6+2) and antlers +4 melee (1d8+2); or barbs +7/+2 ranged (1d4+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Barbed whip, spell-like abilities, spells, thorns aura
Special Qualities:	Damage reduction 10/cold iron, immortality, resistance to cold 5 and fire 5, spell resistance 22, superior low-light vision, trackless step, <i>unearthly grace</i> , wild empathy, woodland stride
Saves:	Fort +11, Ref +13, Will +18
Abilities:	Str 18, Dex 14, Con 15, Int 14, Wis 20, Cha 17
Skills:	Concentration +17, Diplomacy +5, Hide +13, Knowledge(nature) +26, Listen +23, Move Silently +17, Sense Motive +20, Spot +23, Survival +29 (+31 in aboveground natural environments)
Feats:	Alertness ⁸ , Brew Potion, Combat Casting, Great Fortitude, Track, Weapon Focus (vine whip)
Environment:	Temperate forests
Organization:	Solitary, pair, or grove (4-7)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always chaotic good
Advancement:	13-18 (Large); 19-36 (Huge)
Level Adjustment:	+2

The creature has the head, arms, and torso of a night elf and the lower body of a stag. Enormous antlers rise from his head, and a mane of leaves tumbles down his back. His right hand is gnarled and twisted like the clutching roots of a tree.

Description

The enchanted keepers of the grove are the favored sons of Cenarius. Like their lesser dryad sisters, the keepers protect the woodlands from harm. Though they typically remain within the sacred Moonglade of Mount Hyjal, the keepers have been seen in other forests throughout Kalimdor. They are quick to heed the call to arms whenever there is a threat to the natural order.

Combat

A keeper of the grove uses the forests to aid him in battle. On the first round, the keeper uses his *greater force of nature* spell-like ability to animate trees near his enemies. He takes full advantage of thick undergrowth and his woodland stride ability to outmaneuver foes and stay out of melee. If necessary, he casts *plant growth* to create thick undergrowth. By casting *entangle* or *entangling roots* each round, the keeper hopes to keep his enemies away from himself, and immobilize them so his summoned treants can attack stationary targets. If the keeper of the grove has time to prepare, he casts *aid*. If the battle goes poorly, he casts *tree stride* to escape.

Barbed Whip (Ex): A keeper of the grove's right hand is gnarled and twisted like the clutching roots of a tree. A leafy, barbed vine grows from the end of his hand and wraps itself around the keeper's arm. The keeper of the grove can extend this vine at will and use it as a short whip for melee attacks, or he can snap it to send out a barbed projectile as a ranged attack. The keeper of the grove can fire 12 such projectiles per day (the barbs grow back by the next day). The whip functions like a spiked chain with a reach of 5 feet, and the barbs are equivalent to thrown darts.

Spell-Like Abilities: At will—*entangling roots** (DC 18), *healing rain*; 1/day—*greater force of nature*. Caster level 15th. The save DCs are Wisdom-based.

*Indicates a spell described in Chapter Four: Magic of the Warcraft RPG.

Spells: A keeper of the grove casts divine spells as a 13th-level healer. The keeper of the grove has access to prepare all spells from the druid of the wild spell list.

Typical Healer Spells Prepared (6/6/5/4/3/2, save DC 15 + spell level): 0—*create water*, *cure minor wounds*, *detect magic*, *detect poison*, *purify food and drink*, *mending*; 1st—*calm animals*, *detect animals or plants*, *entangle*, *faerie fire*, *goodberry*, *speak with animals*; 2nd—*aid*, *cure moderate wounds* (x2), *make whole*, *tree shape*; 3rd—*diminishing plants*, *neutralize poison*, *plant growth*, *speak with plants*; 4th—*cure critical wounds*, *restoration*, *sendinging*; 5th—*commune with nature*, *tree stride*.

Thorns Aura (Su): The keeper of the grove and all allies within 30 feet are continuously affected as though by the spell *thorn shield* cast by a 12th level healer.

Immortality (Ex): A keeper of the grove does not take penalties to his ability scores for aging and cannot be aged magically. Bonuses still accrue. A keeper of the grove never dies from natural aging. Keepers of the grove must still eat, breath, and sleep.

Trackless Step (Ex): This power works like the druid's trackless step class ability.

Unearthly Grace (Su): A keeper of the grove adds his Charisma bonus on all saving throws, and as a

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deflection bonus to his Armor Class. (The statistics block already reflects these bonuses.)

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a keeper of the grove has a +8 racial bonus on the check.

Woodland Stride (Ex): This power works like the druid's woodland stride class feature.

Skills: Keepers of the grove receive a +8 racial bonus to Knowledge (nature) and Survival checks.

Keeper of the Grove Characters

Most keepers are healers, and some are known to have levels in druid of the wild. Keeper of the grove characters possess the following racial traits.

— +4 Strength, +2 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom.

— Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

— Space/Reach: 10 ft./10 ft.

— A keeper of the grove's base land speed is 50 feet.

— Low-light vision.

— Racial Hit Dice: A keeper of the grove begins with four levels of fey, which provide 4d6 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +4 and Will +4.

— Racial Skills: A keeper of the grove's fey levels give him skill points equal to $7 \times (6 + \text{Int modifier})$. Its class skills are Handle Animal, Hide, Knowledge (nature), Listen, Move Silently, Spot, and Survival.

— Racial Feats: A keeper of the grove's fey levels give him two feats.

— +2 natural armor bonus.

— Special Attacks (see above): Entangling roots, force of nature, thorns aura.

— Special Qualities (see above): Tranquility.

— Automatic Languages: Darnassian, Common, Low Common.

— Favored Class: Healer.

— Level Adjustment: +2.



Chimaera

Hit Dice:	Large Dragon (Earth) 12d12+48 (126 hp)
Initiative:	+4
Speed:	30 ft. (6 squares), fly 40 ft. (poor)
Armor Class:	19 (−1 size, +10 natural), touch 9, flat-footed 19
Base Att/Grapple:	+12/+20
Attack:	2 bites +15 melee (4d6+4) 2 bites +15 melee (4d6+4) and tail slap +10 melee (1d8+2)
Space/Reach:	10 ft./5 ft. (10 ft. with bite)
Special Attacks:	Corrosive breath, snatch
Special Qualities:	Darkvision 60 ft., low-light vision, damage reduction 5/—, dragon traits
Saves:	Fort +12, Ref +8, Will +11
Abilities:	Str 19, Dex 10, Con 18, Int 12, Wis 16, Cha 14
Skills:	Hide +11, Jump +19, Listen +20, Move Silently +15, Sense Motive +17, Spot +20, Survival +18
Feats:	Cleave, Flyby Attack, Improved Initiative, Power Attack, Snatch
Environment:	Temperate forest
Organization:	Solitary
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always neutral
Advancement:	13–18 HD (Large); 19–24 (Huge)
Level Adjustment:	—

This huge creature has two reptilian heads that operate independently. Its forelimbs unfold into a pair of mighty wings, and it clutches at rocky outcrops and great trees with its powerful hind legs. Its deep purple scales gleam in the moonlight.

Description

Chimaera are strong allies of the night elves, protecting the forests and the great tree Nordrassil from danger. They are highly reclusive, sentient creatures, but do not possess the ability to speak. They strive foremost to protect the balance of nature. Chimaera hate seeing any natural races or creatures being harmed or oppressed. Those who victimize such creatures under the chimaera's protection will soon find a chimaera's wrath to be very formidable.

Combat

Chimaera can attack with both their heads at no penalty, even if they move or charge during the round. They use their fangs and breath weapons to full effect, confident that their heavily armored body can shrug off most attacks.

Corrosive Breath (Su): A chimaera can unleash a line of corrosive acid once every 1d4 rounds. This breath deals 8d6 points of acid damage and allows a DC 20 Reflex save for half damage.

Skills: A chimaera's two heads give it a +2 racial bonus on Spot and Listen checks.

Carrying Capacity: A light load for a chimaera is up to 348 lb., a medium load is between 349–699 lb., and a heavy load is between 700–1,050 lb.



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Draenei

Draenei, 1st-Level Warrior

Medium Humanoid (Draenei)

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 12 (+2 leather), touch 10, flat-footed 12
Base Att/Grapple: +1/+2

Attack: Longsword +3 melee (1d8+1/19-20) or
javelin +1 ranged (1d6+1)
Full Attack: Longsword +3 melee (1d8+1/19-20) or
javelin +1 ranged (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: —

Saves: Fort +2, Ref +0, Will +0

Abilities: Str 12, Dex 11, Con 10, Int 11, Wis 10, Cha 10

Skills: Climb +5, Jump +5, Listen +4, Spot +4

Feats: Weapon Focus (longsword)

Environment: Temperate marsh

Organization: Solitary, family (2-5), or colony (6-20, with 1 leader of 3rd-6th level)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class

Level Adjustment: +0

The humanoid is roughly the size of a human, with a slight build and olive skin. He wears simple leathers and gives you a wary eye.



Description

The draenei lived alongside orcs for countless generations on the planet Draenor. When that world exploded and crumbled into what is now known as Outland, most of the draenei perished. A few managed to survive the cataclysm, however. When the Dark Portal was reopened into Azeroth, a small number of draenei traveled through, scarred by the ordeal of their world's destruction. These ragged wretches now call themselves the "Lost Ones," in mourning of their former world. Though otherwise a peaceful, private race, the draenei carry an intense hatred for all orcs and will slay them whenever the opportunity arises.

Their home on Azeroth lies within the Swamp of Sorrows, though some have begun to travel beyond the Swamp's borders in recent times. Scattered tribes of draenei are rumored to wander still the devastated fields of Outland, the last remnants of Draenor that still float within the Twisting Nether.

Draenei Society

Having lost their home ages ago, the draenei struggle to reclaim their former lives — an impossibility, since their home no longer exists. Still, without the attempt, they would wither and die. Another factor that keeps the draenei alive is revenge against the orcs who once lived among them. They will take any risk to see an orc killed. If they can wipe out the entire race, so much the better.

Combat

The draenei avoid combat unless the enemy in question is an orc. Then the normally peaceful draenei lash out in a fury, doing everything in their power to destroy their hated enemy.

Draenei Characters

A draenei's favored class is fighter, and most draenei leaders are fighters. Draenei characters possess the following racial traits.

- +2 Strength, +2 Wisdom, -2 Constitution.
- Medium size.
- A draenei's base land speed is 30 feet.
- +4 racial bonus on Listen and Spot checks.
- Automatic Language: Draenei.
- Favored Class: Fighter.
- Level Adjustment: +0.

The draenei fighter presented here had the following ability scores before racial adjustments: Str 10, Dex 11, Con 12, Int 11, Wis 8, Cha 10.

Dragons of Azeroth

Azeroth is a world divided by many factions. Throughout its history, it has been threatened by plague, battle, and strife — but to some creatures that make their homes in this land, such paltry concerns do not require serious attention. Some creatures wield power that rivals any great army and that could overthrow any king. These mighty creatures are not rightly called “beasts,” but instead hold titles of their own. They rule over their flights like tyrants on thrones. Their names are spoken in whispers, but their children roam the land in search of food, ensuring that no one forgets the true masters of the deep wilderness: the dragons of Azeroth.

Dragons group in five dragonflights that claim ancestry to the greatest of their kind. Each color is proud of its heritage and lineage, and remembers the name of all those who have gone before. These flights are further separated into small family groups known as broods. Each occupies and holds territory within Azeroth’s less populated areas. Some are commonly seen; others have nearly been driven to extinction by wars among their own kind.

The dragons of Azeroth are far more intelligent even than the humans who hunt them; they struggle to reconcile their metaphysical nature with the reality of the savage world they inhabit. While each dragon is a powerful entity, dragons also represent the origins of the world and were given care over various parts of Azeroth’s creation since time immemorial. Today, the dragons still remember their original natures and attempt to use their powers to continue their original purposes: for some, to shape stone and raise mountains; for others, to protect the forests or expand the realm of magic.

The five great dragonflights are identified by their coloration: black, blue, bronze, green, and red. Other types of dragons (such as those described in the MM) do not exist upon Azeroth. Each of these five flights keeps secrets of its own and adheres to separate ideologies from the rest. They are led by powerful entities known as Aspects, one from each color, who rule over their flights as powerful gods looking down on their less fortunate descendants.

The various flights are identified here, with details of their respective powers, ideologies, and abilities. For the most part, all dragons are of the same species with similar bone structure, anatomy, and physical capacity. Each flight, however, is distinct with different goals, interests, and ideals. The cautious traveler remembers the ancient words spoken by one of Azeroth’s most powerful mages: *Let sleeping dragons lie.*

Dragons of Azeroth reach their full growth before a mere hundred years have passed. They are very cun-

ning and magical, using spells to complement their powerful physical capacity. Because each creature has an intimate connection with the world around it, the death of a dragon is never a simple thing; it is a metaphysical event, driven by the creature’s natural connection to the spirit of the world. A dragon’s death can cause massive upheaval in the natural surroundings — earthquakes, surface lava explosions, a new lake flooding forth from a sudden crack in the earth’s crust, and so on.

Even young dragons, those who have not established as close a bond to the spiritual world, still make ripples in the fabric of reality when they die. Although these ripples are not always seen or felt by other races, a young dragon’s death nonetheless garners the attention of other dragons in the area — and creatures particularly attuned to the natural state of being that surrounds them.

Azeroth Dragon Traits

The dragons of Azeroth have the same traits as dragons of other worlds, as noted in the “Dragon, True” entry in Chapter 1: Monsters A to Z and in the “Dragon Type” entry in Chapter 7: Glossary of the MM. All details for Azeroth dragons are the same unless noted explicitly below or in subsequent entries: attack types, breath weapons, frightful presence, spells, spell-like abilities, damage reduction, immunities, spell resistance, blindsense, keen senses, skills, and feats, as well as such details as determining areas of breath weapon coverage based on size or how frightful presence is handled.

Four key exceptions do apply to all Azeroth dragons: age categories, breath weapon, frightful presence, and feats.

Age Categories: Dragons of Azeroth go through fewer stages of maturation and reach full size far more rapidly than do dragons of other worlds. Azeroth dragons come in three distinct age categories: drake, mature, and wyrm. No one has ever encountered a young dragon smaller than a drake.

Each dragon type’s age categories list the median traits at that age. Having specific maturation ranges within each category is unnecessary. If you want to represent a dragon on the cusp of growing from drake to mature or mature to wyrm, however, calculate the number midway between each listed trait. Thus, a black dragon who has just molted from drake to mature would have 14d12+70 HD, Str 29, Dex 10, Con 20, Int 15, Wis 16, Cha 15, 10d10 breath weapon, and so on.

Breath Weapon: Every dragon type except blacks have a combination breath weapon. The first component is a standard line or cone that inflicts damage based on the dragon’s age category (see the individual entries for specifics). The second component is a

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supernatural effect unique to the dragon type, from blasting away spellcasting knowledge to forcing accelerated aging to enchanting vegetation. These dual effects occur in the same breath weapon attack, but may require separate resolution. Otherwise, determine breath weapon frequency, coverage, and save DC as normal (see "Dragon, True" in Chapter 1: Monsters A to Z of the MM).

Frightful Presence: Azeroth dragons of mature and wyrm age have frightful presence. Creatures within a radius of 10 feet x the dragon's HD are subject to the effect if they have fewer HD than the dragon.

Feats: Azeroth dragons have a number of feats equal to 3 + (1 per 3 HD). In addition to the favored feats listed in the MM, Azeroth dragons may also select Devour (see sidebar).

Devour [General]

The creature can swallow a grabbed opponent whole.

Prerequisite: Str 25, size Large or larger.

Benefit: On a successful grapple check, the creature can distend its jaws to swallow a grabbed opponent at least one size category smaller than itself. Once inside, the opponent suffers crushing damage equal to $2d8 +$ the creature's Strength modifier plus $1d8+6$ points of acid damage per round from the creature's digestive juices. A swallowed victim can cut its way out by inflicting 35 points of damage with a natural or Small slashing weapon to the creature's digestive tract (AC 23). Once the victim exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The gullet of a creature able to devour can hold 1 creature one size category smaller than itself, 2 creatures two size categories smaller than itself, 8 creatures three size categories smaller than itself, 32 creatures four size categories smaller than itself, 128 creatures five size categories smaller than itself, or 512 creatures six or more size categories smaller than itself.

Black Dragon (Deathwing's Dragonflight)

Dragon (Earth)

Environment:	Mountains, hot plains and deserts (any volcanic or magma-filled area)
Organization:	Drake: solitary or clutch (2-5); mature: solitary, pair, or family (1-2 and 2-5 offspring); wyrm: solitary, pair, or family (1-2 and 2-5 offspring)
Challenge Rating:	Drake 5; mature 16; wyrm 22
Treasure:	Double standard
Alignment:	Always evil
Advancement:	Drake 8-21 HD (Large), mature 23-36 HD (Huge), wyrm 38+ HD (Gargantuan)
Level Adjustment:	Drake +4; others —

The dragon is a large, thickly-built creature with a massive chest and a long, sinuous neck. Its hide is a rich, lustrous black with large scales that are supple yet hard as rock. A crest made of peaked bone spikes runs from its head and down its back, and bristles as the great beast grows angry. Its fangs shine a coppery-red, and deep inside its mouth a constant sulphurous light emits a faint glow.

Description

While some (notably the orcs) call them "regal," most civilized races say that black dragons have a cruel, callous look to their serpentine faces. Black dragons do not shed individual scales, but rather molt once a year — usually by spending a week resting within the lava flow of an active volcano, which peels off and consumes their discarded skin. The skin of a black dragon nearing its molt grows dull and gray.

Black dragons are large creatures and prefer meat to all other fare. They spend their time hunting, as well as watching the various wars around the world, and can often be found torturing prisoners, animals, or anything else unfortunate enough to fall into their care.

Black Dragon Society

Black dragons are ruled by one of the fiercest and most evil creatures in existence, the Aspect known as Deathwing. Deathwing is an immense black leviathan who epitomizes the strongest qualities of his race: viciousness, cruelty, and cunning. His fury is unrivaled, and his wrath has destroyed many ancient cities. He revels in mortal suffering. Deathwing often makes deals with intelligent races, trading members of his dragonflight for slaves and humanoid torture subjects.

Deathwing's flight takes after its ancient lord, seeking to outdo one another and to prove their worth to their dragon prince. Those who fail are enslaved and

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sold — usually to the orcs — as unworthy subjects. Those who succeed can glory in Deathwing's favor... until another, more cunning usurper steals their covetous place by Deathwing's side.

It was not always so. Black dragons were once earth-warders, caring for stone and mountain and using their formidable abilities to cause the rise and fall of terrain. They were to watch as the world of Azeroth changed and to maintain boundaries and lines of delineation between the races so that none would fall to war over land. They maintained this purpose for a time, living in relative harmony with other races and shaping the land to better use. In these peaceful times, their leader was known as Neltharion, and his wisdom and power were renowned.

Then came the madness that destroyed Neltharion's mind. The ultimate cause of his fall is unknown; some scholars say that a favored child died before his eyes, others claim that a powerful relic twisted his mind and soul. Whatever the cause,

Neltharion ceased to exist, taking up a new name and a bitter purpose. He became Deathwing, and his subjects were placed beneath the iron rule of a tyrant.

Deathwing used his power over earth and stone to force obedience upon his minions. He lowered the mountains and allowed the races to intermingle. He ruined fertile land and destroyed other terrain so that the races must fight for food. Deathwing's efforts gave birth to an occupation that has remained with all races since that day: war.

As the black dragons followed their leader into madness, so did their powers. They are no more the guardians of earth, but instead revel in fire and magma. Destruction is their art and death is their goal. All other dragons of Azeroth fight against Deathwing's flight at every opportunity.

Deathwing vanished not long ago, which has led to a new unfettered "feeding frenzy" among his dragonflight as all conspire to achieve dominance. Some claim that they receive regular messages from Deathwing (though none has been confirmed as yet); others assert that Deathwing is dead and that a new monarch of their flight must be chosen. Infighting becomes ever more vicious and violent among the black dragons, with the conflict spilling into their surrounding territories.

Combat

Although overconfident, black dragons are canny. On spotting a target, black dragons may make a snap decision to attack rather than following and considering the enemy party's size or strength. Still, they will not land until all ranged fire has ended and the enemy seems routed. Black dragons will not remain committed to battle unless certain they can win — or unless the enemy taunts them beyond the point of reason.

They are not interested in material possessions and are more than willing to leave behind physical goods. They are drawn to prisoners, particularly to nobles and children. If the situation seems desperate, a black dragon will flee with a prisoner in each



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clawed fist. Although they are not as large as some other dragonflights, they use daring and savage intellect to entrap and destroy their enemies.

Black dragons prefer to flame their prey, trapping targets on dangerous ground before swooping in for the kill. They are vicious fighters and rarely retreat. They are most often encountered alone, as they are jealous of sharing kills with another. Still, families with a new clutch of drakes or a clutch of enslaved black dragons are not unknown.

Breath Weapon (Su): A black dragon spews flaming balls of magma from its second stomach in a cone of sulphurous death. See the individual entry for damage and save DC.

Spell-Like Abilities: 3/day—suggestion; 2/day—produce flame (drake or older), wall of fire (mature or older), incendiary cloud (wyrm); 1/day—detect thoughts, endure elements.

Skills: Hide, Intimidate, Move Silently, and Spellcraft are considered class skills for Azeroth black dragons.

Mature Black Dragon: CR 16; Huge dragon (earth); HD 23d12+138, 287 hp; Init +0; Spd 40 ft., fly 150 ft. (clumsy), burrow 30 ft.; AC 29, touch 8, flat-footed 29; Base Atk +23; Grp +41; Atk +32 melee (2d8+10/19–20, bite); Full Atk +52 melee (2d8+10/19–20, bite), +29 melee (2d6+5, 2 claws), +29 melee (1d8+5, 2 wings), +29 melee (2d6+5, tail slap); Space/Reach 15 ft./10 ft. (bite 15 ft.); SA breath weapon, wall of fire, crush, frightful presence, spell-like abilities, spells; SQ darkvision 120 ft., low-light vision, blindsense 60 ft., damage reduction 10/ magic, immunity to fire, sleep, and paralysis, spell resistance 26; AL CE; SV Fort +19, Ref +13, Will +17; Str 30, Dex 10, Con 23, Int 18, Wis 19, Cha 18.

Skills: Appraise +22, Bluff +30, Decipher Script +22, Hide +10, Intimidate +32, Knowledge (arcana) +24, Knowledge (nature) +24, Listen +30, Search +30, Spellcraft +24, Spot +30, Swim +28.

Feats: Devour, Flyby Attack, Hover, Improved Critical (bite), Multiattack, Snatch, Weapon Focus (bite), Wingover.

Breath Weapon (Su): 50-ft. cone, damage 14d10 fire, Reflex DC 27 half.

Spell-Like Abilities: 3/day—suggestion; 2/day—produce flame, wall of fire; 1/day—detect thoughts, endure elements. Caster level 10th; save DC 14 + spell level.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+15 points of bludgeoning damage, and must succeed on a DC 27 Reflex save or be pinned.

Frightful Presence (Ex): 230-ft. radius, HD 22 or less. Will DC 23 negates.

Spells: As a 10th-level sorcerer.

Typical Sorcerer Spells Known (6/7/7/6/3; save DC 14 + spell level): 0—arcane mark, dancing lights, detect magic, mage hand, open/close, prestidigitation, read magic, resistance, touch of fatigue; 1st—alarm, chill touch, magic missile, ray of enfeeblement, shield; 2nd—resist energy, hypnotic pattern, invisibility, mana burn*; 3rd—dispel magic, protection from energy, shockwave*; 4th—dimension door, rain of fire*; 5th—wave of fatigue.

*Indicates a spell described in Chapter Four: Magic of the Warcraft RPG.

Azeroth Black Dragons by Age

Name	Age	Size	HD (hp)	Str	Dex	Con	Int	Wis	Cha	Grapple	Base Atk/	Fort	Ref	Will	Breath	Frightful	SR
Drake	01–100	M	7d12+21 (85)	25	10	17	12	13	12	+7/+14	+14	+8	+5	+6	6d10	(19)	—
Mature	100–500	H	22d12+110 (253)	33	10	23	18	19	18	+21/+40	+29	+19	+13	+14	14d10	(28)	26
Wyrm	500+	G	37d12+296 (536)	45	10	31	26	27	26	+25/+54	+38	+27	+17	+25	24d10	(40)	38

Azeroth Black Dragon Abilities by Age

Name	Speed	Init	AC	Special Abilities	Caster Level
Drake	40 ft., fly 150 ft. (poor), burrow 20 ft.	+0	19 (+9 natural), touch 10, Earth subtype, DR 5/magic, immunity to fire, produce flame, detect thoughts, endure elements, suggestion	3rd	
Mature	40 ft., fly 150 ft. (clumsy), burrow 30 ft.	+0	29 (–2 size, +21 natural), DR 10/magic, wall of fire touch 8, flat-footed 29	10th	
Wyrm	40 ft., fly 200 ft. (clumsy), burrow 30 ft.	+0	42 (–4 size, +36 natural), DR 15/magic, incendiary cloud touch 6, flat-footed 42	18th	

Blue Dragon

(Malygos's Dragonflight)

Dragon (Cold, Earth)

Environment:	Cold plains, tundra, or grasslands
Organization:	Drake: solitary or clutch (2-5); mature: solitary, pair, or family (1-2 and 2-5 offspring); wyrm: solitary, pair, or family (1-2 and 2-5 offspring)
Challenge Rating:	Drake 6; mature 17; wyrm 25
Treasure:	Double standard
Alignment:	Usually lawful neutral
Advancement:	Drake 10-23 HD (Large), mature 25-40 HD (Huge), wyrm 43+ HD (Gargantuan)
Level Adjustment:	Drake +5; others —

The mighty dragon bursts from the frigid waters, its muscular form covered in glistening scales. It has patterned cobalt markings across its neck and upper body, and its wings fold almost invisibly against its sinuous body.

Description

Blue dragons are regal creatures, their posture and facial expressions expressing wisdom and intellect. They are creatures of ice and water, often found in cold regions and preferring to keep to themselves. They are studious, enjoying both literature and scholarly texts, and study any bit of knowledge or trivia that they come across. These dragons are best known for altering their forms and integrating into other societies in order to learn new technologies, spells, and crafts. Blue dragons are peaceful creatures, but very territorial. Once a blue dragon has claimed a certain territory, woe to any — even dragons of their own flight — who enter into that area without permission.

Blue Dragon Society

The blue dragons' Aspect is the massive blue wyrm known as Malygos, the Lord of Magic. He is said to have established magic itself and created all the spells that set the sky and earth into motion. While he is not revered as a god, for blue dragons see no godhood in scientific fact, he is considered the greatest scientific mind ever to have existed in the multiverse — or, at least, his flight considers him so.

Given their parentage, blue dragons are exceptional spellcasters. They have a natural affinity for spellcasting, and most powers of sorcery are instinct even to young drakes. Because of their natural propensity for magic, they have high magic resistances and can withstand many magical attacks. Furthermore, their breath weapon can drain enemies' magic energy (what they call mana), an effect the blue dragons term "withdrawing Malygos's favor."

Blue dragons are a bit xenophobic, keeping to their territories and maintaining their own studies without interference. A blue dragon does not hesitate to attack if his territory is disturbed or invaded. Under such circumstances, a blue dragon is as violent and destructive as any black.

The blue dragonflight was all but destroyed by Deathwing long ago, and even in modern days blue dragons are rare and difficult to find. Although some great blue dragons remain in the world, they are few and far between, studying their magic almost to the exclusion of all else. They long ago gave up the war against Deathwing and his flight, preferring to withdraw into solitude.

Blue dragons are native to the continent of Northrend, where they remain close to the great Dragonblight, the final resting place of dragons. The blue dragons once communed with the dead there to ensure that each draconic spirit made its way into the Beyond. Northrend lies much in control of the Scourge, but blues still make pilgrimages to the dark northlands, seeking answers hidden among the bones of their dead. The most powerful blue dragon sorcerers claim that the spirits of the dead tell them a new upheaval is on its way, a cataclysm that will outweigh any trouble the world of Azeroth has yet endured. The blue dragons say this often, no matter what disaster the world suffers, so few have given their words much credence this time.

Combat

Blue dragons are not cruel beasts, preferring a quick kill for enemies and prey alike. They often use their abilities and spells from afar, camouflaging their approach in fog and other foul weather to gain the advantage of surprise. They are excellent tacticians and attempt to damage or disable any opposing spellcasters before they commit to a physical attack.

Blue dragons prefer to fight from the air, using spells and breath weapons to their fullest. Even when an enemy is routed, blues seldom land, instead swooping overhead to further panic their prey. Blues do not land unless there is an immediate need or unless all opposition is destroyed.

Breath Weapon (Su): A blue dragon's breath weapon is a freezing cone of ice (see the individual entry for damage and save DC), which also temporarily freezes the very spells from the minds of any spellcasters caught within the cone. This secondary effect functions exactly like the *mana burn* spell (see the *Warcraft RPG*, Chapter Four: Magic).

Water Breathing (Ex): A blue dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Spell-Like Abilities: Blues have maximum magical capacity, as well as exceptional access to spells of

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every distinction. 3/day—control water, create water, detect thoughts, obscuring mist, wall of ice; 2/day—fog cloud (drake or older), speak with dead (mature or older), polymorph any object (wyrm); 1/day—control weather.

Skills: Gather Information, Knowledge (arcana), Spellcraft, and Swim are considered class skills for Azeroth blue dragons.

Mature Blue Dragon: CR 17; Huge dragon (cold, earth); HD 24d12+120, 276 hp; Init +4; Spd 40 ft., Fly 150 ft. (poor), swim 60 ft.; AC 31, touch 8, flat-footed 31; Base Atk +24; Grp +41; Atk +31 melee (2d8+9/19–20, bite); Full Atk +31 melee (1d8+9/19–20, bite), +29 melee (2d6+4, 2 claws), +29 melee (1d8+4, 2 wings), +29 melee (2d6+4, tail slap); Space/Reach 15 ft./10 ft. (bite 15 ft.); SA breath weapon, crush, frightful presence, spell-like abilities, spells; SQ darkvision 120 ft., low-light vision, blindsense 60 ft., damage reduction 10/magic, immunity to cold, sleep, and paralysis, vulnerability to fire, water breathing, spell resistance 25; AL LN; SV Fort +19, Ref +14, Will +19; Str 29, Dex 10, Con 21, Int 20, Wis 21, Cha 20.

Skills: Appraise +24, Concentration +27, Craft (alchemy) +24, Decipher Script +24, Gather Information +24, Heal +24, Intimidate +28, Jump +28, Knowledge (arcana) +24, Listen +34, Search +32, Spellcraft +26, Spot +34, Swim +36.

Feats: Alertness, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, Silent Spell, Wingover.

Breath Weapon (Su): 50-ft. cone, damage 14d6 cold, Reflex DC 27 half; secondary effect: *mana burn* as 12th-level caster.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+13 points of bludgeoning damage, and must succeed on a DC 27 Reflex save or be pinned.

Frightful Presence: 240-ft. radius, HD 23 or less, Will DC 27 negates.

Azeroth Blue Dragons by Age

Name	Age	Size	HD (hp)	AC	Attack	Fort	Ref	Will	BW (DC)	Fright SR
Drake	(01–100)	M	9d12+8 (76)	18 (+8 natural)	+11	+8	+6	+8	4d6 (16)*	—
Mature	(100–500)	H	24d12+120 (276)	31 (–2 size, +23 natural)	+31	+19	+14	+19	14d6 (27)*	22 25
Wyrm	(500+)	G	42d12+231 (445)	38 (–4 size, +32 natural)	+39	+23	+17	+23	18d6 (31)*	31 36

Azeroth Blue Dragon Abilities by Age:

Name	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Drake	40 ft., fly 150 ft. (poor), swim 60 ft.	15	10	13	14	15	14	Cold and earth subtypes, damage reduction 5/magic, control water, control weather, create water, detect thoughts, fog cloud, obscuring mist, wall of ice	4th

Mature	40 ft., fly 150 ft. (poor), swim 60 ft.	29	10	21	20	21	20	Damage reduction 10/magic, speak with dead	12th
Wyrm	40 ft., fly 200 ft. (clumsy), swim 60 ft.	35	10	25	29	24	24	Damage reduction 15/magic, polymorph any object	20th

Spell-Like Abilities

Abilities: 3/day—control water, create water, detect thoughts, obscuring mist, wall of ice; 2/day—fog cloud, speak with dead; 1/day—control weather. Caster level 12th; save DC 15 + spell level.

Spells: As a 12th-level sorcerer.

Typical Sorcerer Spells Known (6/8/7/7/6/3; save DC 15 + spell level): 0—daze, detect magic, detect poison, light, mage hand, message, open/close, ray of frost, read magic; 1st—endure elements, expeditious retreat, shield, shocking grasp, sleep; 2nd—frost armor*, gust of wind, invisibility, mana burn*, resist energy; 3rd—blizzard*, dispel magic, frost nova*, slow; 4th—lesser globe of invulnerability, scrying, wall of ice; 5th—hold monster, telekinesis; 6th—greater dispel magic.

*Indicates a spell described in Chapter Four: Magic of the Warcraft RPG.

Skills: The mature blue dragon has a +8 racial bonus on any Swim check to perform some special action or to 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, provided it swims in a straight line.

Bronze Dragon

(Nozdormu's Dragonflight)

Dragon (Fire)

Environment:

Temperate land

Organization:

Drake: solitary or clutch (2-5); mature: solitary, pair, or family (1-2 and 2-5 offspring); wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Rating:

Drake 5; mature 15; wyrm 23

Treasure:

Double standard

Alignment:

Always lawful neutral

Advancement:

Drake 7-17 HD (Large), mature 19-29 HD (Huge), wyrm 31+ HD (Gargantuan)

Level Adjustment:

Drake +4; others —

The dragon is long and slender, its scales glinting with a metallic sheen. A spiky bone ridge runs down its back and forms a wicked point at the end of its tail. Its form shimmers from golden yellow to rich orange in the sunlight as it darts through the air.

Description

Bronze dragons are smaller and more agile than dragons of other flights, and they appear to be built for speed rather than stamina. Their bodies are thin and dexterous, with scales almost metallic in appearance. The quality of their scales is such that they are

sometimes mistaken for constructs or detailed statuary. Bronze dragons are fastidious, keeping their mesh-like scales clean and shining at all times.

Bronze Dragon Society

Bronze dragons are very cunning, much like blues, and value wisdom and patience over all else. Nozdormu, their patron Aspect of Time, is patience incarnate. Bronze dragons exist to keep the timestream inviolate and the order of events progressing as the fates intended.

To facilitate this, bronzes are often seen near humanoid civilization. They keep watch over occupied regions to watch the development of other races and monitor how events impact the progress of fate.

In the early years, it is said that Deathwing's black flight attempted to subjugate the bronze dragons. The assault was unsuccessful, primarily because the bronze dragons did not stay and fight as expected. His command of time offering insight into the blacks' plans, Nozdormu alerted his flight of the danger. The bronze dragonflight scattered to the four corners of the globe, where they continue to monitor events.



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Combat

Bronze dragons prefer to use their spell-like abilities and breath weapon to confuse and scatter enemies. Afterward, they approach foes singly, swooping from the air or fighting on the ground depending on which approach offers the best tactical advantage. Bronzes can also be very patient, watching from afar until a target lets down its guard.

Breath Weapon (Su): A bronze dragon's breath weapon is a searing cone of superheated sand that inflicts damage as noted in the individual entry. It also causes accelerated aging — 10% of each victim's natural lifespan — to all those who fail a Will save (DC 10 + 1/2 bronze dragon's HD + bronze dragon's Wis modifier).

Spell-Like Abilities: 3/day—charm monster, dancing lights, ventriloquism; 2/day—shocking grasp (drake or older), lightning bolt (mature or older), iron body (wyrm); 1/day—discern location.

Skills: Hide, Gather Information, Spellcraft, and Spot are considered class skills for Azeroth bronze dragons.

Drake Bronze Dragon: CR 5; Medium dragon (fire); HD 10d12+10, 75 hp; Init +4; Spd 40 ft., fly 150 ft. (poor); AC 15, touch 10, flat-footed 15; Base Atk +10; Grp +1; Atk +11 melee (1d8+1, bite); Full Atk +11 bite (1d8+1, bite), +5 melee (1d6, 2 claws), +5 melee (1d4, 2 wings); SA breath weapon, spell-like abilities, spells; SQ darkvision 120 ft., low-light vision, blindsense 60 ft., damage reduction 5/magic, immunity to fire, sleep, and paralysis, vulnerability to cold; AL CN; SV Fort +8, Ref +7, Will +7; Str 13, Dex 10, Con 13, Int 8, Wis 11, Cha 11.

Skills: Intimidate +13, Listen +13, Search +13, Spot +13.

Feats: Flyby Attack, Improved Initiative, Power Attack, Weapon Focus (bite).

Breath Weapon (Su): 30-ft. cone, damage 3d6 heat, Reflex DC 16 half; secondary effect: accelerated aging, Will DC 15 negates.

Spell-Like Abilities: 3/day—charm monster, dancing lights, ventriloquism; 2/day—shocking grasp; 1/day—discern location. Caster level 1st; save DC 10 + spell level.

Spells: As a 1st-level sorcerer.

Sorcerer Spells Known (5/3): save DC 10 + spell level; 0—detect magic, flare, mage hand, read magic; 1st—burning hands, shield.

Azeroth Bronze Dragons by Age

Name	Age	Size	HD (hp)	AC	Attack	Fort	Ref	Will	BW (DC)	Fright	SR
Drake	(01–100)	M	6d12+6 (45)	15 (+5 natural), touch 10, flat-footed 15	+8	+8	+6	+5	3d6 (16)	—	—
Mature	(100–500)	L	18d12+72 (189)	26 (–1 size, +17 natural), touch 9,	+23	+15	+11	+11	6d6 (23)	19	18
Wyrm	(500+)	G	30d12+180 (375)	35 (–4 size, +29 natural), flat-footed 26	+39	+23	+17	+19	10d6 (31)	27	24

Azeroth Bronze Dragon Abilities by Age

Name	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Drake	40 ft., fly 150 ft. (poor)	13	10	13	8	11	10	Fire subtype, damage reduction 5/magic, charm monster, 1st dancing lights, discern location, shocking grasp, ventriloquism	
Mature	40 ft., fly 150 ft. (clumsy)	23	10	19	12	11	14	Damage reduction 10/magic, lightning bolt	5th
Wyrm	40 ft., fly 200 ft. (clumsy)	33	10	23	14	12	16	Damage reduction 15/magic, iron body	15th

Green Dragon (Ysera's Dargonflight)

Dragon (Air, Extraplanar)

Environment:

Temperate land

Organization:

Drake: solitary or clutch (2–5); mature: solitary, pair, or family (1–2 and 2–5 offspring); wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Rating:

Drake 5; mature 15; wyrm 23

Treasure:

Standard

Alignment:

Usually neutral good

Advancement:

Drake 9–19 HD (Medium), mature 21–31 HD (Large), wyrm 33+ HD (Huge)

Level Adjustment:

Drake +4; others —

The dragon has translucent, jewel-like scales that shine with a faint green light. Its eyes are glowing orbs of green-gold light, with no pupils or irises. Its sinuous and shining form flies through the air as if swimming through water.

Description

Green dragons are rare creatures, not often seen on the physical plane. They are creatures of dream and make their home on the plane of the Emerald Dream. This plane is not just a place of dream crafting, but an

immense verdant realm of unspoiled paradise. Other flights often call greens "brothers and sisters of Dream," in respect to the realm from which they hail.

Green Dragon Society

Green dragons are reclusive. They spend their time in the Emerald Dream, interacting with creatures of myth and illusion. When they venture to the physical world, they act as though it is the illusion and the realm from which they hail is the only source of reality.

The green dragons owe their existence to the Queen of Dreams: the Aspect Ysera, a green dragon of massive size and elegance. She is a guardian of nature, as well as ambition and imagination. She values these qualities both in her flight and in the mortal races, and green dragons do their best to exemplify her virtues.

Accepted knowledge says that the greens are the most numerous of all the flights, though they are the least accessible. They are disinterested in most events on the physical word and must be roused by their earth-bound cousins to take notice of even the largest events on Azeroth.

Green dragon society is peaceful and intuitive. Greens spend time in contemplation and the study of philosophy and dreams. They are very intelligent creatures, ferreting out the mysteries of creation and life — but keeping all such secrets hidden within the Emerald Dream.



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Combat

Green dragons have no enemies in the Emerald Dream, but they know that the world of Azeroth is not as lucky or as peaceful. They are capable of fighting, but choose not to if there is any option other than their own death. If conflict is unavoidable, they try to neutralize foes with their breath weapon and leave the area. Some consider green dragons to be pacifists or weaklings. Those who have roused a green to combat fast learn the error of this opinion. After all, dreams and nightmares are not so very different.

Breath Weapon (Su): A green dragon breathes a cone of poisonous emerald-colored (acid) gas (inflicting damage as noted in the individual entry). This gas also subjects all within the cone to a *sleep* effect that functions exactly like the spell, except that there is no Hit Dice limit.

Spell-Like Abilities: 3/day—darkness, sleep; 2/day—dancing lights (drake or older), wall of air (mature or older), phantasmal killer (wyrm); 1/day—detect thoughts, suggestion.

Skills: Concentration, Gather Information, Listen, and Spot are considered class skills for Azeroth green dragons.

Mature Green Dragon: CR 15; Large dragon (air, extraplanar); HD 21d12+147, 283 hp; Init +5; Spd 40 ft., fly 150 ft. (good), swim 60 ft.; AC 33, touch 14, flat-footed 33; Base Atk +21; Grp +31; Atk +27 melee (2d6+6/19–20, bite); Full Atk +27 melee (2d6+6/19–20, bite), +21 melee (1d8+3, 2 claws), +21 melee (1d8+3, tail slap); Space/Reach: 10 ft./5 ft. (bite 10 ft.); SA breath weapon, frightful presence, spell-like abilities, spells; SQ darkvision 120 ft., low-light vision, blindsense 60 ft., damage

reduction 10/magic, immunity to poison, *sleep*, and paralysis, spell resistance 21; AL N; SV Fort +19, Ref +17, Will +15; Str 22, Dex 20, Con 25, Int 16, Wis 17, Cha 16.

Skills: Bluff +17, Concentration +21, Craft (alchemy) +17, Diplomacy +21, Escape Artist +19, Gather Information +19, Heal +17, Intimidate +19, Knowledge (arcana) +17, Listen +29, Search +27, Spot +29, Survival +17.

Feats: Alertness, Cleave, Devour, Dodge, Extend Spell, Improved Critical (bite), Mobility, Weapon Focus (bite).

Breath Weapon (Su): 40-ft. cone, damage 12d6 acid, Reflex DC 27 half; secondary effect: *sleep* as 10th-level caster.

Frightful Presence (Ex): 210-ft. radius, HD 20 or less, Will DC 23 negates.

Spell-Like Abilities: 3/day—darkness, sleep; 2/day—dancing lights, wall of air; 1/day—detect thoughts, suggestion. Caster level 10th; save DC 13 + spell level.

Spells: As a 10th-level sorcerer.

Typical Sorcerer Spells Known (6/7/7/7/5/3; save DC 13 + spell level): 0—acid splash, daze, detect magic, detect poison, ghost sound, mage hand, mending, light, read magic; 1st—cause fear, mage armor, obscuring mist, shadow meld*, silent image; 2nd—cripple*, hypnotic pattern, mana burn*, resist energy; 3rd—dispel magic, hold person, major image; 4th—rainbow pattern, rain of fire*, 5th—dream.

*Indicates a spell described in Chapter Four: Magic of the Warcraft RPG.

Azeroth Green Dragons by Age

Name	Age	Size	HD (hp)	AC	Attack	Fort	Ref	Will	BW (DC)	Fright	SR
Drake	(01–100)	M	8d12+8 (60)	21 (+3 Dex, +8 natural), touch 13, +10 flat-footed 18	+7 +6 +7	4d6 (18)	—	—			
Mature	(100–500)	L	20d12+80 (210)	33 (–1 size, +5 Dex, +19 natural), touch 14, flat-footed 28	+19 +17 +15	12d6 (25)	23	21			
Wyrm	(500+)	H	32d12+192 (400)	45 (–2 size, +6 Dex, +31 natural), +41 touch 14, flat-footed 39	+24 +18 +23	20d6 (33)	31	28			

Azeroth Green Dragon Abilities by Age

Name	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Drake	40 ft., fly 150 ft. (good), swim 60 ft.	16	16	16	12	13	12	Air and extraplanar subtype, damage reduction 5/magic, dancing lights, darkness, detect thoughts, sleep, suggestion	2nd
Mature	40 ft., fly 150 ft. (average), swim 60 ft.	22	20	25	16	17	16	Damage reduction 10/magic, wall of air	10th
Wyrm	40 ft., fly 200 ft. (poor), swim 60 ft.	27	22	27	16	17	16	Damage reduction 15/magic, phantasmal killer	16th

Red Dragon (Alexstrasza's Dragonflight)

Dragon (Fire)

Environment:	Temperate land
Organization:	Drake: solitary or clutch (2–5); mature: solitary, pair, or family (1–2 and 2–5 offspring); wyrm: solitary, pair, or family (1–2 and 2–5 offspring)
Challenge Rating:	Drake 5; mature 15; wyrm 23
Treasure:	Standard
Alignment:	Usually good
Advancement:	Drake 9–22 HD (Large), mature 24–37 HD (Huge), wyrm 39+ HD (Gargantuan)
Level Adjustment:	Drake +4; others —

The dragon's scaled hide shimmers in the sun like countless rubies. Its long neck is a graceful arc as its noble, ridged head takes in the surroundings. Its golden eyes gleam with great wisdom.

Description

Red dragons have a bearing and stature that recalls the fact that they once ruled as lords over all dragonkind. This nobility is reflected in every aspect of a red dragon, from its proud demeanor to its aura — not one that inspires fear, but rather awe. It is as debilitating as the terrifying presence that other dragons possess, except that it overwhelms with a beatific aura.

Red dragons exemplify the serenity of life and nature. Legends hold that wherever a red dragon walks upon the earth or burns the soil with its flaming breath, the earth is renewed. Although red dragons use fire to protect and punish, the flames always give way to new life.

Red Dragon Society

The red flight was once charged with the protection of all living things and to keep peace in the wild lands of Azeroth. Alas, in time, their vision became clouded. Humanoid races were in an uprising, and some red dragons insisted that they must make war upon them to protect the wilderness. Others believed that the mortal races could be educated, ensuring allies and bettering the world. This led to a great argument that caused a schism within the red flight, one that has never been repaired.

The crisis was compounded when they discovered that their Aspect, Alexstrasza, was missing. The red dragons scattered to search for her, making them easy prey for the vicious Deathwing and his black flight. Isolated, leaderless, and confused, the reds fought back as best they could. At last they drove back

Deathwing's minions and forced a tenuous detente. This effort caused the reds to abandon their hunt for their great queen. When they could resume the quest at last, they discovered that orcs were guilty of capturing the Dragonqueen — and even of raising her recent offspring for use in the Second War. This outrage was redressed when mortals helped free Alexstrasza. The red flight resumed its ancient charge of defending the wild things of the world.

Combat

Red dragons are honorable and fight on even terms if battling honorable or worthy opponents. They will sacrifice their aerial advantage if they are met fairly on the ground. The red dragons' wrath, however, dispenses with honor when facing those they consider dishonorable — any evil creatures, as well as orcs. Such beings are to be expunged with every instinct and ability that red dragons possess.

Red dragons prefer to use flame to entrap enemies and force them to difficult terrain, using their aerial advantage for greater mobility. They prefer to destroy an opposing force's leadership first,



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ruining its power structure and hopefully setting the younger or less experienced combatants to flight.

Breath Weapon (Su): A red dragon breathes a white-hot line of superheated air and flame (it inflicts damage as noted in the individual entry). This flame also sears any ground that it strikes; it burns away all soil and vegetation, which grows back within 1d4 days and three times as bountiful as before — for instance, plants bear three times their original crop, trees grow at three times their natural rate, and so forth. The land is otherwise refreshed, renewed, and healthy and is immune to any disease or ailment for one full year.

Spell-Like Abilities: 3/day—protection from evil, purify food and drink, tongues; 2/day—speak with animals (drake or older), dispel magic (mature or older), heal (wyrm); 1/day—detect thoughts.

Skills: Concentration, Heal, Spellcraft, and Spot are considered class skills for Azeroth red dragons.

Wurm Red Dragon: CR 23; Gargantuan dragon (fire); HD 40d12+480, 740 hp; Init +4; Spd 40 ft., fly 200 ft. (clumsy); AC 42, touch 6, flat-footed 42; Base Atk +40; Grp +67; Atk +52 melee (4d6+15, bite); Full Atk +52 melee (4d6+15, bite), +46 melee (2d8+7, 2 claws), +46 melee (2d6+7, 2 wings), +46 melee (2d8+7, tail slap); Space/Reach 20 ft./15 ft. (bite 20 ft.); SA breath weapon, crush, frightful presence, tail sweep, spell-like abilities, spells; SQ darkvision 120 ft., low-light vision, blindsense 60 ft., damage reduction 15/magic, immunity to fire, sleep, and paralysis, vulnerability to cold, spell resistance 32; AL CG; SV Fort +34, Ref +24, Will +32; Str 40, Dex 10, Con 35, Int 26, Wis 27, Cha 26.

Skills: Appraise +51, Bluff +51, Concentration +55, Diplomacy +55, Heal +51, Intimidate +53, Jump +58, Knowledge (arcana) +51, Listen +53, Search +51, Sense Motive +51, Spellcraft +53 (+2 to decipher scrolls), Spot +53, Use Magic Device +51.

Feats: Alertness, Awesome Blow, Cleave, Endurance, Flyby Attack, Great Cleave, Hover, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (bite), Wingover.

Breath Weapon (Su): 120-ft. line, damage 24d10 fire, Reflex DC 42 half; secondary effect: scorch and renew land.

Crush (Ex): Area 20 ft. by 20 ft.; Medium or smaller opponents take 4d6+22 points of bludgeoning damage, and must succeed on a DC 42 Reflex save or be pinned.

Frightful Presence (Ex): 400-ft. radius, HD 39 or less, Will DC 38 negates.

Tail Sweep (Ex): Half-circle 30 ft. in diameter, Small or smaller opponents take 2d6+22 points of bludgeoning damage, Reflex DC 42 half.

Spell-Like Abilities: 3/day—protection from evil, purify food and drink, tongues; 2/day—speak with animals, dispel magic, heal; 1/day—detect thoughts. Caster level 18th; save DC 18 + spell level.

Spells: As an 18th-level sorcerer.

Typical Sorcerer Spells Known (6/8/8/8/7/7/7/6/3; save DC 18 + spell level): 0—arcane mark, detect magic, detect poison, flare, light, mending, open/close, read magic, resistance; 1st—alarm, endure elements, hypnotism, magic missile, ray of enfeeblement; 2nd—arcane lock, darkness, mana burn*, resist energy, scorching ray; 3rd—haste, hold person, magic circle against evil, shockwave*; 4th—arcane eye, dimension door, immolation*, rain of fire*; 5th—break enchantment, teleport, wall of force, waves of fatigue; 6th—globe of invulnerability, greater dispel magic, true seeing; 7th—mass hold person, power word blind, spell turning; 8th—power word stun, protection from spells; 9th—time stop.

*Indicates a spell described in Chapter Four: Magic of the Warcraft RPG.

Azeroth Red Dragons by Age

Name	Age	Size	HD (hp)	AC	Attack	Fort	Ref	Will	BW (DC)	Fright	SR
Drake	(01–100)	L	8d12+20 (90)	19 (–1 size, +9 natural)	+12	+11	+7	+7	6d10 (19)	—	—
Mature	(100–500)	H	23d12+110 (263)	29 (–2 size, +21 natural)	+28	+21	+13	+15	14d10 (28)	26	23
Wurm	(500+)	G	38d12+296 (548)	42 (–4 size, +36 natural)	+46	+30	+20	+25	24d10 (40)	38	32

Azeroth Red Dragon Abilities by Age

Name	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Drake	40 ft., fly 150 ft. (poor)	22	10	19	12	13	12	Fire subtype, damage reduction 5/magic, detect thoughts, protection from evil, purify food and drink, speak with animals, tongues	3rd
Mature	40 ft., fly 150 ft. (clumsy)	30	10	25	18	19	18	Damage reduction 10/magic, dispel magic	10th
Wurm	40 ft., fly 200 ft. (clumsy)	40	10	35	26	27	26	Damage reduction 15/magic, heal	18th

Dragonspawn

The dragonflights of Azeroth are not without retainers and assistants. Noble humanoids serve the dragons with absolute loyalty, acting as footmen, soldiers, assistants, and companions. They are endowed with many of the dragons' mystic abilities and virtuous qualities. Exactly how they came into being is a mystery that the dragons do not choose to solve.

Though they have dragon-like qualities, these creatures are not descended from dragons. Instead, they are distant kinfolk, descended from humanoids who spent their lives so close to the dragons that they took on the qualities of their masters after generations of service. They are gifted with unique advantages of their dragon blood and heritage, including immunity to their dragonflight's breath weapon. They have the same alignment and goals as their patron dragonflight.

The lower bodies of dragonspawn are much like dragons, a scaled hide with four legs and a tail. They have humanoid torsos with long, thick arms, and scaled, draconic

heads. Their hides and draconic features are the color of their patron flight. They can be of either gender and serve their dragonflight with the utmost dedication.

Dragonspawn have similar physiques regardless of the flight they belong to, but each individual squadron is armed in the color of its dragonflight. Furthermore, dragonspawn often bear a mark upon their breastplates or shields that reflects their individual mentor or patron, giving honor to the dragon who trained them. Armor always reflects the scale coloring of the patron dragonflight (black, blue, bronze, green, or red).

On Azeroth, draconic influence does not increase the potential to be a sorcerer. As such, those few wyrmskin who do develop magic abilities are prized as rare "throwbacks" to their ancestral human ties.

Dragonspawn Society

Dragonspawn society is limited in scope and is comprised of flametongues, scalebanes, and wyrmskin. Trained as a slave race, they worship dragons and are willing to die without question in their mentor's name. They prize loyalty and honor as well as strength at arms,



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and their societies are little more than military units and segregations.

Dragonspawn are most often seen near or around the holdings or lairs of the dragonflights they serve. They travel in small to large organized squads, marching in formations.

Combat

Dragonspawn are equipped with high quality, often magical weapons and armor, as described in their respective entries. They serve as an organized military for each of the five great flights. They battle the mortal races of Azeroth and keep the dragons from coming to harm. Their duty is absolute—they are trained from birth, and few dragonspawn would even consider turning against their mentor or another member of their dragonflight. It is their heritage, their pride, and their purpose.

All dragonspawn are skilled warriors, but flametongues and scalebanes are bright enough to train in spellcasting as well. Each dragonspawn uses its skills, powers, and equipment toward the same end: to protect the dragonflight and its fellow dragonspawn.

A dragonspawn's arms and armor are very important from both a practical and a cultural standpoint. If a dragonspawn falls in battle, she is recovered as soon as possible so that her gear may be passed along to others. Only when the circumstance is most dire is a body and its possessions left behind. Even so, dragonspawn are guaranteed to make every effort to recover what was lost.

The abilities listed here are common to all three types of dragonspawn described on the following pages: the largest group called wrym kin, the elite flametongues, and the commanding scalebanes.

Masterwork or Magic Arms and Armor (Ex): Dragonspawn are equipped with only the finest weaponry and armor available. Unless stated otherwise, each dragonspawn has masterwork quality weapons and armor. Some may also have enchanted equipment.

Immunities: By virtue of their unique lineage, dragonspawn are immune to their dragonflight's breath weapon. They are likewise immune to the frightful presence of any dragon of equal or lesser age than their own mentor.

Wrym Kin

Medium Monstrous Humanoid
3d8+9 (22 hp)
+1
20 ft. in scale mail (4 squares); base speed 30 ft.
Armor Class: 18 (+1 Dex, +2 natural, +4 scale mail, +1 shield), touch 11, flat-footed 17
Base Att/Grapple: +3/+5
Attack: +1 longsword +6 melee (1d8+3/19–20) or +1 spear +6 melee (1d8+4/x3) or +1 spear +5 ranged (1d8+3/x3)
Full Attack: +1 longsword +6 melee (1d8+3/19–20) or +1 spear +6 melee (1d8+4/x3) or +1 spear +5 ranged (1d8+3/x3) 5 ft./5 ft.
Space/Reach: —
Special Attacks: —
Special Qualities: Darkvision 60 ft., immunities
Saves: Fort +4, Ref +4, Will +3
Abilities: Str 15, Dex 12, Con 17, Int 8, Wis 10, Cha 12
Skills: Balance –1, Listen +2, Move Silently –1, Ride +3, Spot +2
Feats: Alertness, Dodge
Environment: Any
Organization: Unit (10–100), squadron (40–400), or army (100–1,000)
Challenge Rating: 3
Treasure: Standard
Alignment: As patron dragon
Advancement: 4–9 HD (Medium)
Level Adjustment: +1

A red wrym kin: *The creature has the lower body of a reptile, with four legs and a tail. His torso and arms are humanoid, while his head is that of a dragon. He has a scaled hide of deep red and bright crimson. He wears scale mail of superior quality, a dark copper in tone and etched with draconic sigils. His golden eyes gleam with zealous fervor as he hefts an exotic longsword in one hand and a broad shield in the other.*

Description

Wrym kin form the bulk of the dragonspawn forces. They are tough and hardy, but not particularly intelligent. Most lack self-motivation, requiring a leader to give them specific instructions and commands. Those who show ingenuity, superior skill, or sorcerous talent are elevated to the ranks of the flametongues or scalebanes.

Combat

Wrym kin usually carry shields and swords or spears. These weapons are magical, with a +1 enhancement bonus or some other minor feature. Wrym kin are clever fighters, well trained and organized. Their one

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critical flaw is a lack of initiative and creative, independent thinking. Despite this shortcoming, they are a feared battle unit, capable of wreaking much havoc. They employ advanced battle strategies utilizing terrain, ambush, and flanking, as well as distinctive formations for different foes.

Wyrm Kin Characters

Wyrm kin are almost always fighters or multiclassed fighters. Some sorcerers are found within their ranks, but very rarely — those who show such talent are promoted to the flametongue legions. Wyrm kin characters possess the following racial traits.

— +4 Strength, +2 Dexterity, +6 Constitution, -2 Intelligence, +2 Charisma.

— Medium size.

— A wyrm kin's base land speed is 30 feet.

— Darkvision out to 60 feet.

— Racial Hit Dice: A wyrm kin begins with three levels of monstrous humanoid, which provide 3d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +1, Ref +3, and Will +3.

— Racial Skills: A wyrm kin's monstrous humanoid levels give it skill points equal to $6 \times (2 + \text{Int modifier})$. Its class skills are Balance, Intimidate, Listen, Move Silently, Ride, and Spot.

— Racial Feats: A wyrm kin's monstrous humanoid levels give it 2 feats.

— +2 natural armor bonus.

— Special Attacks (see above): Spell use.

— Special Qualities (see above): Immunities.

— Automatic Languages: Common, Draconic.

— Favored Class: Fighter.

— Level Adjustment: +1.

Saves: Fort +5, Ref +7, Will +6
Abilities: Str 17, Dex 14, Con 16, Int 14, Wis 12, Cha 12
Skills: Balance +0, Bluff +3, Diplomacy +3, Intimidate +9, Listen +9, Move Silently +2, Spot +9, Survival +7

Feats: Alertness, Dodge, Improved Initiative

Environment: Any

Organization: 1 per 10–20 wyrm kin; unit (10–100), squadron (40–400), or army (100–1,000)

Challenge Rating: 5

Treasure: Standard

Alignment: As patron dragon

Advancement: 7–15 HD (Medium)

Level Adjustment: +2

A bronze flametongue: *The creature has the lower body of a reptile, with four legs and a tail. His torso and arms are humanoid, while his head is that of a dragon. His hide is a shimmering bronze with rich copper markings. He wears fine bronze-plated scale mail and a broad belt engraved with draconic designs, with a well crafted longsword at his side and a spear in one hand.*

Description

Although technically advanced members of the wyrm kin race, flametongues' abilities and capacities are superior enough that they can be considered a different species. A wyrm kin is elevated to flametongue status by showing consistent skill and leadership. The dragon mentor performs a ritual that emulates a dragon's own transition from drake to mature. The flametongue is then taught spells and new abilities — and is also trained to break out of the shell of the disciplined, unquestioning wyrm kin to become an independent thinker and strategist.

Combat

Flametongues carry swords and/or spears as well as shields. Weapons and/or armor are magical, offering a +2 enhancement bonus and sometimes a minor enchantment. They may also have a useful magic item such as a wand, ring, or other trinket. They also utilize spells as circumstances warrant.

Flametongues are clever fighters, well-trained and organized. They are officers, often leading squads of other dragonspawn into battle. They know how best to use their unit, and they know the capacity of each individual in their armies. While not phenomenally intelligent, they can improvise and create new strategies as opportunities arise.

Flametongue Characters

Flametongue characters are almost always multiclassed fighters with levels in either rogue or sorcerer. They are encouraged to branch out and learn

Flametongue

Medium Monstrous Humanoid

Hit Dice:	6d8+18 (45 hp)
Initiative:	+6
Speed:	20 ft. in scale mail (4 squares); base speed 30 ft.
Armor Class:	20 (+2 Dex, +3 natural, +4 scale mail, +1 shield), touch 12, flat-footed 18
Base Att/Grapple:	+6/+9
Attack:	+2 longsword +11 melee (1d8+5/19–20) or +2 spear +11 melee (1d8+6/x3) or +2 spear +10 ranged (1d8–5/x3)
Full Attack:	+2 longsword +11/+6 melee (1d8+5/19–20) or +2 spear +11/+6 melee (1d8+6/x3) or +2 spear +10/+5 ranged (1d8+4/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., immunities

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new things in order to bring diversity to their command.

Flametongue characters possess the same racial traits as wyrmskin (see the previous entry), except as noted below.

— +6 Strength, +4 Constitution, +4 Intelligence, +2 Wisdom.

— Racial Hit Dice: A flametongue begins with six levels of monstrous humanoid, which provide 6d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +2, Ref +5, and Will +5.

— Racial Skills: A flametongue's monstrous humanoid levels give it skill points equal to $9 \times (2 + \text{Int modifier})$. Its class skills are Balance, Bluff, Diplomacy, Intimidate, Listen, Move Silently, Spot, and Survival.

— Racial Feats: A flametongue's monstrous humanoid levels give it 3 feats.

— +3 natural armor bonus.

— Level Adjustment: +2.

Scalebane

Medium Monstrous Humanoid

Hit Dice:	9d8+27 (67 hp)
Initiative:	+10
Speed:	30 ft. in scale mail (6 squares); base speed 40 ft.
Armor Class:	23 (+3 Dex, +4 natural, +6 <i>scale mail</i>), touch 13, flat-footed 20
Base Att/Grapple:	+9/+13
Attack:	+3 greatsword +16 mele (2d6+9/19-20) or +3 composite longbow +15 ranged (1d8+3/x3)
Full Attack:	+3 greatsword +16/+11 mele (2d6+9/19-20) or +3 composite longbow +15/+10 ranged (1d8+3/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., immunities
Saves:	Fort +8, Ref +9, Will +8
Abilities:	Str 18, Dex 16, Con 16, Int 15, Wis 14, Cha 12
Skills:	Balance +2, Bluff +5, Concentration +7, Diplomacy +3, Intimidate +13, Knowledge (arcana) +4, Listen +9, Move Silently +2, Spellcraft +6, Spot +12, Survival +5
Feats:	Alertness, Dodge, Great Fortitude, Improved Initiative
Environment:	Any
Organization:	1 per 5 flametongues; unit (10–100); squadron (40–400) or army (100–1,000)
Challenge Rating:	7
Treasure:	Standard
Alignment:	As patron dragon
Advancement:	10–18 HD (Medium); 19–27 HD (Large)
Level Adjustment:	+3

A black scalebane: *The creature has the lower body of a reptile, with four legs and a tail. Her torso and arms are humanoid, while her head is that of a dragon. She has a scaled hide of lustrous ebony and her eyes are deep red. She wears massive scale mail etched with draconic motifs, and a helm and shield with a crested black dragon design. A bejeweled greatsword hangs in a sheath across her back along with a lacquered composite longbow.*

Description

Scalebanes are the most powerful of the dragonspawn. They have large builds, averaging just under 7 feet in height, and wear elaborate armor with dragon-crested helms that stand out from the rest of their unit. They may also carry banners or other markings delineating their command. Scalebanes are clearly in control of a unit's movements and strategies.

Combat

Scalebanes carry swords and shields, two-handed swords, or other impressive weapons. These weapons are always magical, retaining a +3 enhancement bonus and possibly an additional magical feature. A scalebane always has a secondary magic item: shield, armor, rod, wand, or another item used for the benefit of the entire squadron.

They are considered the most adept followers of their dragon mentor and are looked on by other dragonspawn as acolytes of the dragon's wisdom and prophets of the dragon's will.

Scalebane Characters

Scalebane characters are usually fighters or sorcerers and may have additional levels in rogue or the paladin warrior prestige class. Scalebane characters possess the same racial traits as wyrmskin, except as noted below.

— +8 Strength, +6 Dexterity, +4 Intelligence, +4 Wisdom.

— A scalebane's base land speed is 40 feet.

— Racial Hit Dice: A scalebane begins with nine levels of monstrous humanoid, which provide 9d8 Hit Dice, a base attack bonus of +9, and base saving throw bonuses of Fort +3, Ref +6, and Will +6.

— Racial Skills: A scalebane's monstrous humanoid levels give it skill points equal to $12 \times (2 + \text{Int modifier})$. Its class skills are Balance, Bluff, Concentration, Diplomacy, Intimidate, Knowledge (arcana), Listen, Move Silently, Spellcraft, Spot, and Survival.

— Racial Feats: A scalebane's monstrous humanoid levels give it four feats.

— +4 natural armor bonus.

— Favored Class: Fighter or sorcerer.

— Level Adjustment: +3.

Frost Wolf

Dire Frost Wolf	Giant Frost Wolf
Large Magical Beast (Cold)	Huge Magical Beast (Cold)
Hit Dice: 6d10+18 (51 hp)	9d10+54 (103 hp)
Initiative: +2	+1
Speed: 50 ft. (10 squares)	40 ft. (8 squares)
Armor Class: 14 (–1 size, +2 Dex, +3 natural), touch 11, flat-footed 12	14 (–2 size, +1 Dex, +5 natural), touch 9, flat-footed 13
Base Att/Grapple: +6/+17	+9/+26
Attack: Bite +13 melee (1d8+10)	Claw +17 melee (1d8+9 and 1d6 cold) or bite +16 melee (2d6+9 and 1d6 cold)
Full Attack: Bite +13 melee (1d8+10)	2 claws +16 melee (1d8+9 and 1d6 cold) and bite +11 melee (2d6+4 and 1d6 cold)
Space/Reach: 10 ft./5 ft.	15 ft./10 ft.
Special Attacks: Breath weapon (cold), trip	Frost touch, trip
Special Qualities: Darkvision, low-light vision, scent, immunity to cold, vulnerability to fire	Darkvision 60 ft., low-light vision, scent, immunity to cold, vulnerability to fire
Saves: Fort +8, Ref +7, Will +3	Fort +12, Ref +7, Will +4
Abilities: Str 25, Dex 15, Con 17, Int 5, Wis 12, Cha 10	Str 29, Dex 13, Con 23, Int 2, Wis 12, Cha 10
Skills: Hide +0, Listen +7, Move Silently +6, Spot +7, Survival +1*	Hide –5*, Listen +8, Move Silently +6, Spot +8, Survival +1
Feats: Alertness, Track, Weapon Focus (bite)	Alertness, Endurance, Track, Weapon Focus (claws)
Environment: Any cold forest, hill, mountains, plains, and underground	Any cold forest, hill, plains, and mountains
Organization: Solitary, pair, or pack (5–8)	Solitary, pair, or pack (3–6)
Challenge Rating: 4	6
Treasure: None	None
Alignment: Always neutral	Always neutral
Advancement: 7–18 HD (Large)	10–16 HD (Huge); 17–30 HD (Gargantuan)
Level Adjustment: —	—

The creature looks like a wolf of tremendous proportions, with a whitish pelt and eyes that glow pale blue.

Description

Dire frost wolves are similar to normal dire wolves in all respects, save for their white or grayish coloring and the hint of burning icy blue in their eyes.

Combat

Untrained and trained dire frost wolves fight and hunt much like normal dire wolves, save that they can also freeze prey with their icy breath weapon.

Breath Weapon (Su): A dire frost wolf may, as a standard action, emit either an 80-foot line or 40-foot cone of cold. The breath weapon deals 3d6 points of cold damage, though targets may make a DC 16 Reflex save for half damage.

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

Skills: A dire frost wolf has a +1 racial bonus on Listen, Move Silently, and Spot checks. It also has a +2 racial bonus on Hide checks. *Dire frost wolves receive a +4 racial bonus to Survival checks when tracking by scent, and their coloration gives them a +4 racial bonus on Hide checks in areas of snow and ice.

Giant Frost Wolf

The tauren believe that giant frost wolves are touched by the spirits of winter, and are granted some of their power. Whatever the case, these gigantic, blue-gray furred creatures are most common in the far north. They are unafraid of humans or other races and hunt them as much as any other prey.

Combat

Giant frost wolves are much like larger versions of dire frost wolves, though they are notably less timid. They do hunt in packs but rely on simple tactics — two halves of the pack converge on a victim with great speed.



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A giant frost wolf has frost touch instead of a breath weapon, but otherwise has the same capabilities as a dire frost wolf.

Frost Touch (Su): The bite and claw attacks of a giant frost wolf deal $+1d6$ points of bonus cold damage on a successful hit.



Furbolg

Large Monstrous Humanoid	
Hit Dice:	5d8+10 (32 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	14 (—1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Att/Grapple:	+5/+13
Attack:	Claw +8 melee (1d6+4) or slam +8 melee (1d6+4)
Full Attack:	2 claws +8 melee (1d6+4) or claw +8 melee (1d6+4) and slam +3 melee (1d6+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Improved grab
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +5, Ref +5, Will +4
Abilities:	Str 19, Dex 12, Con 14, Int 10, Wis 11, Cha 12
Skills:	Knowledge (nature) +4, Listen +4, Spot +4, Survival +4
Feats:	Great Fortitude, Power Attack
Environment:	Any temperate
Organization:	Solitary, pair, family (2—5 plus 1—2 non combatants), war party (10—20 plus 1 5th-level warrior), band (20—30 plus 20% noncombatants), or tribe (30—100 plus 20% noncombatants plus 1 3rd-level tracker or shaman per 10 adults plus 5 5th-level champions plus a 7th-level elder shaman)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+2

The large creature looks much like a bear, with a massive build and thick dark fur with faint striped markings. It wears simple clothing, however, and has a clear intelligence in its blunt ursine face.

Description

Furbolgs are large, humanoid bear creatures that survive in the wild places mostly by keeping to themselves. They have friendly relationships with the elves, but keep a respectful distance from others. They are peaceful creatures, but savage and dangerous when angered.

Furbolgs range in size anywhere from 7 to 10 feet tall and have a range of colorings anywhere from black to white, with stripes making the occasional appearance. Their hunched manner of walking makes them seem shorter and keeps their heads at around normal human height. A furbolg weighs anywhere from 300 to 400 pounds, with some exceptional furbolgs reaching weights of 500 pounds.

Furbolgs have mixed feelings about their corrupted kin (see corrupted furbolg, below). They are disgusted at the corruption and reversion to a savage state, but still feel ties of kinship to their brethren. The shamans seek a cure for the corrupted state, but have met with little success.

Furbolg Society

Furbolgs are a tribal society, ruled by elder shaman, or adepts, who commune with the forest gods and give guidance. Those furbolgs who show skill in divine magic are singled out to become leaders of the tribes. The strongest members of the tribe are also chosen to become champions and lead the tribe in times of war and crisis. They worship the spirits of the forest.

A tribe migrates to and from set hunting grounds, moving as the seasons change. These hunting grounds are marked and patrolled by furbolg trackers and the younger shaman. A typical hunting ground will have a central lodge constructed of sturdy logs and a number of temporary sub-buildings surrounding it.

Furbolgs speak their own language, Ursine, and sometimes the Darnassian tongue.

Combat

An average furbolg does not wear armor or use a weapon, instead relying on its innate toughness and



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its claws. Furbolg warriors will don piecemeal armor if necessary (assume hide armor statistics).

Improved Grab (Ex): If a furbolg hits with a claw or slam attack, it can immediately initiate a grapple without provoking an attack of opportunity.

Skills: Furbolgs have a +4 racial bonus on Knowledge (nature) and Survival checks.

Furbolg Characters

A furbolg's favored class is fighter; furbolg elder shaman are healers with levels in druid of the wild or shaman. Furbolg characters possess the following racial traits.

— +8 Strength, +2 Dexterity, +4 Constitution, +2 Charisma.

— Large size. —1 penalty to Armor Class, —1 penalty on attack rolls, —4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

— Space/Reach: 10 ft./10 ft.

— A furbolg's base land speed is 30 feet.

— Darkvision out to 60 feet.

— Racial Hit Dice: A furbolg begins with five levels of monstrous humanoid, which provide 5d8 Hit Dice, a base attack bonus of +5, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.

— Racial Skills: A furbolg's monstrous humanoid levels give it skill points equal to $8 \times (2 + \text{Int modifier})$. Its class skills are Knowledge (nature), Listen, Spot, and Survival.

— Racial Feats: A furbolg's monstrous humanoid levels give it two feats.

— +2 natural armor bonus.

— Special Attacks (see above): Improved grab.

— Automatic Language: Ursine.

— Favored Class: Fighter or healer.

— Level Adjustment: +2.

Corrupted Furbolg

Large Monstrous Humanoid

Hit Dice: 6d8+18 (45 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 15 (—1 size, +6 natural), touch 9, flat-footed 15

Base Att/Grapple: +6/+15

Attack: Claw +10 melee (1d6+5) or bite +10 melee (1d8+5) slam +10 melee (1d6+5)

Attack: 2 claws +10 melee (1d6+5) and bite +5 melee (1d8+2) or claw +10 melee (1d6+5) and slam +5 melee (1d6+2) and bite +5 melee (1d8+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved grab

Special Qualities:

Darkvision 60 ft., damage reduction 5/magic, spell resistance 12

Fort +7, Ref +5, Will +6

Str 21, Dex 11, Con 16, Int 9, Wis 12, Cha 9

Knowledge (nature) +2, Listen +3, Spot +3, Survival +3

Great Fortitude, Improved Bull Rush, Power Attack

Any temperate

Organization: Solitary, pair, war party (10—20 plus 1 5th-level warrior), or band (20—30 plus 20% noncombatants plus 1 5th-level warrior)

4

Treasure: Standard

Alignment: Always chaotic evil

Advancement: by character class

Level Adjustment: +3

The large creature looks much like a bear, although one overcome with savagery. Its pelt is dark and matted, scored with strange symbols and shaved in spots to reveal bizarre brands. Necklaces of leather hang from its neck, displaying grisly trophies: ears, teeth, scalps, and even tiny skulls.

Description

Corrupted furbolgs are furbolgs twisted into savage and violent versions of their more peaceful kin through the Burning Legion's evil influence. They are hunched like their normal kin, standing about 9 feet tall and weighing between 300 and 400 pounds. They have strange markings in their fur and indulge in scarring and piercing to enhance their savage appearance. They are also known to decorate themselves in the remnants of those they have killed.

Some corrupted furbolgs display additional demonic characteristics, such as horns, the ability to generate fire, and so on. These are unique individuals who often end up as the leaders of their own war parties.

Unlike a standard furbolg, corrupted furbolgs are violent and survive by raiding and looting the communities they come across. They are willing to cooperate with other corrupted creatures to further the Burning Legion's aims.

Corrupted Furbolg Society

Corrupted furbolgs have abandoned the worship of nature and with it the structures of their past. Instead, they are driven by the most powerful among them. Should more than one furbolg achieve power, the corrupted furbolg band will split into smaller groups and each will go its separate way. The ranks of the corrupted are filled by the taint of the Burning Legion.

Corrupted furbolgs speak their own language, Ursine, and sometimes the Darnassian tongue.

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Combat

Corrupted furbolgs have no taboos against biting and use their powerful jaws as weapons. They do not usually wear armor or use weapons. If possible, a corrupted furbolg will charge in preference to other maneuvers.

Improved Grab (Ex): If a corrupted furbolg hits with a bite, claw, or slam attack, it can immediately initiate a grapple without provoking an attack of opportunity.

Skills: Corrupted furbolgs have a +4 racial bonus on Knowledge (nature) and Survival checks.

Corrupted Furbolg Characters

A corrupted furbolg's favored class is fighter. Corrupted furbolg characters possess the same racial traits as a furbolg (see previous entry), except as noted below.

— +10 Strength, -2 Intelligence, +2 Wisdom, -2 Charisma.

— Racial Hit Dice: A corrupted furbolg begins with six levels of monstrous humanoid, which provide 6d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +2, Ref +5, and Will +5.

— Racial Skills: A corrupted furbolg's monstrous humanoid levels give it skill points equal to $9 \times (2 + \text{Int modifier})$. Its class skills are Knowledge (nature), Listen, Spot, and Survival.

— Racial Feats: A corrupted furbolg's monstrous humanoid levels give it three feats.

— +2 natural armor bonus.

— Special Qualities (see above): Damage reduction 5/magic, spell resistance equal to 12 + class levels.

— Favored Class: Fighter.

— Level Adjustment: +3.



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Giant

Mountain Giant

Huge Giant (Earth)

Hit Dice: 18d8+108 (189 hp)

Initiative: +6

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 22 (–2 size, +2 Dex, +12 natural), touch 10, flat-footed 20

Base Att/Grapple: +13/+35

Attack:

Gargantuan longspear +26 melee
(4d6+21/x3) or slam +25 melee (1d6+14)
or rock +14 ranged (2d8+14/x3)

Full Attack:

Gargantuan longspear +26/+21/+16 melee
(4d6+21/x3) or 2 slams +26 melee
(1d6+14) or rock +14 ranged (2d8+14/x3)

Space/Reach:

15 ft./15 ft.

Special Attacks: Rock throwing

Special Qualities: Low-light vision, damage resistance 5/
magic, rock catching, spell resistance 16,
stone shaping

Saves: Fort +17, Ref +8, Will +6

Abilities: Str 38, Dex 14, Con 22, Int 12, Wis 11, Cha 11

Skills: Climb +25, Jump +35, Listen +21, Spot +21

Feats: Cleave, Combat Reflexes, Improved Initiative, Improved
Trip, Power Attack, Weapon Focus
(longspear)

Environment: Cold mountain or forest

Organization: Solitary

Challenge Rating: 16

Treasure:

Standard coins, double goods, standard
items

Alignment: Always chaotic good

Advancement: By character class

Level Adjustment: —

The giant has a thick humanoid build and weathered
and rocky skin. Its arms are very long for its build, while
its legs are quite short.

Description

Birthed from the stone, the mountain giants were created to shape the world's mountains. Once they roamed everywhere, crafting the craggy peaks and carving the valleys of Azeroth. Now, few remain to carry out their work. Those left, though, are considered mighty creatures of mythic power and are seen as the mightiest warriors in the world.

Mountain giants are hermitic, content to hide away in the remote mountains of the world. They are slow to anger, ignoring most annoyances as temporary problems that will eventually disappear. When stirred to anger, however, they are frightening and danger-

ous. Recently, the appearance of the Burning Legion has drawn the attention of the mountain giants, and they have left their mountains to aid the night elves against this evil.

Mountain giants measure a towering 20 feet tall and weigh nearly 12,000 pounds. Their natural life spans measure into the thousands of years. They carry valuables in cracks and ledges of their skin, tucking jewels and items into niches where they will fit. Larger items are left in mountain caves.

Combat

Mountain giants use longspears formed from mountain stone. The stony hide of the mountain giant is hard and thick, providing it with some protection from magical and normal attacks.

Rock Throwing (Ex): A mountain giant can throw rocks as well as any giant (see MM, "Giant"). The range increment is 180 feet for a mountain giant's thrown rocks. It uses both hands when throwing a rock.

Rock Catching (Ex): A mountain giant can catch rocks as well (see MM, "Giant"). A mountain giant receives a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Stone Shaping (Su): A mountain giant can shape an existing piece of stone into any rough shape, up to 30 cubic feet at a time. The mountain giant can also use this ability to heal itself by up to 10 hit points of damage.

Mountain Giant Characters

A mountain giant's favored class is fighter.



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Sea Giant

Huge Giant (Water)

Hit Dice:	16d8+80 (152 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), swim 40 ft.
Armor Class:	20 (-2 size, +2 Dex, +10 natural), touch 10, flat-footed 18
Base Att/Grapple:	+12/+30
Attack:	Stomp +20 melee (4d8+10) or slam +20 melee (1d6+10) or Gargantuan club +20 melee (2d8+15)
Full Attack:	Stomp +20/+15/+10 melee (4d8+10) or 2 slams +20 melee (1d6+10) or Gargantuan club +20/+15/+10 melee (2d8+15)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Spell-like abilities, <i>wavestorm</i>
Special Qualities:	Low-light vision, rock catching, water breathing
Saves:	Fort +15, Ref +7, Will +5
Abilities:	Str 30, Dex 15, Con 21, Int 12, Wis 11, Cha 12
Skills:	Jump +27, Listen +19, Spot +19
Feats:	Awesome Blow, Cleave, Dodge, Great Cleave, Improved Bull Rush, Power Attack
Environment:	Any ocean
Organization:	Solitary
Challenge Rating:	13
Treasure:	Double coins and items, no goods
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	—



The mighty giant strides across the ocean floor. It has finely scaled skin in shades of blue. Sea creatures can be seen moving in the tangles of its green hair.

Description

Sea giants are tasked to keep the world's oceans clean and safe. They seldom make their way to the surface world, instead preferring the isolation of the ocean bottom. They enjoy the worship of murlocs, but are the constant enemy of the naga. Of late, sea giants have taken to hunting out these corruptors, which has brought the sea giants closer and closer to the surface world. They stand around 18 feet tall and weigh 10,000 pounds.

Nomadic creatures, sea giants do not maintain lairs like others of their kind. Instead, they drag their belongings and wealth along with them in huge sacks crafted from the sails of sunken ships. Their watery home does not allow them to keep many goods, so they favor metals that will survive the ocean depths.

Combat

Sea giants are not refined in their tactics. If on land, they will simply rush their target and try to stomp it out of existence. At sea, they will use their club or command of water to destroy their opponents. Once engaged in combat, they will fight to the death in their anger.

Spell-Like Abilities: At will—control water, *fog cloud*, obscuring mist, water breathing; 4/day—acid fog, cone of cold, ice storm. Caster level 16th; save DC 11 + spell level.

Wavestorm (Sp): Once per day, a sea giant can create a wave storm if in a body of water. Intense waves radiate out from the sea giant up to an 80-foot radius. Each creature in the area must succeed at a DC 15 Reflex saving throw or be spun out of control. Any creature swimming must make a DC 20 Swim check or start to drown. Anyships or structures in the radius of the wave storm suffer 8d6 points of damage, and those on board must make a DC 15 Reflex saving throw or suffer 2d6 damage from being buffeted about.

Rock Catching (Ex): A sea giant can catch rocks like others of its kind (see MM, "Giant").

Water Breathing (Ex): Sea giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Skills: A sea giant has a +8 racial 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, provided it swims in a straight line.

Sea Giant Characters

A sea giant's favored character class is healer.

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Gnoll

Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	20 ft. in hide armor (4 squares); base speed 30 ft.
Armor Class:	15 (+1 Dex, +1 natural, +3 hide), touch 11, flat-footed 14
Base Att/Grapple:	+1/+3
Attack:	Heavy flail +4 melee (1d10+3/19-20)
Full Attack:	Heavy flail +4 melee (1d10+3/19-20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +4, Ref +1, Will +0
Abilities:	Str 15, Dex 12, Con 13, Int 8, Wis 10, Cha 8
Skills:	Intimidate +1, Listen +2
Feats:	Weapon Focus (heavy flail)
Environment:	Temperate and cold mountains and hills
Organization:	Solitary, pair, gang (1-4 plus 1 brute, assassin, or poacher), band (10-60 plus 50% non-combatants plus 1-12 brutes, 1-10 assassins, 1-6 poachers, 1-4 wardens plus 1 brute of 1st-3rd level plus 0-1 dire wolves), or tribe (20-120 plus 50% non-combatants plus 2-20 brutes, 3-18 assassins, 2-12 poachers, 2-8 wardens plus 1 brute of 1st-2nd level plus 1 assassin of 1st-2nd level plus 1 chief brute of 3rd-5th level plus 4-8 dire wolves)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+1

The humanoid stands as tall as a night elf and has a fury, greenish-brown pelt. Its head is like a hyena's, with yellow fangs and bloodshot eyes.

Description

Gnolls are hyena-like humanoids standing about 7 feet tall. Gnolls of the same tribe tend to share a similar appearance, with either a reddish-brown, black, greenish-gray, or yellow mane. Eyes range in color from pale blue to bloodshot red and are typically small and close-set in the head. In wet conditions, they give off a distinctive musky odor.

As carnivores, gnolls consider all creatures as food, including members of their own race. Hunger, not gold or magic, is what motivates them. They have no love for other races, preferring to eat rather than work with them. Any alliances made will last only as long

as the gnolls are well fed or are cowed with displays of force.

Gnolls, being lazy and feral, have little natural industry. They are capable of limited crafting, but no metal work. They do not mine or farm, relying instead on a nomadic existence and hunting.

Gnoll Society

Gnoll society is organized entirely around might. The strongest and deadliest gnolls ascend in the tribal order to become the leaders, while the weaker gnolls soon become food for the rest. This lifestyle means the average gnoll tribe is always in a state of tension—the slightest sign of weakness in those leading can cause the tribe to turn upon itself in a frenzy of violence. It also prevents the gnolls from organizing for very long into anything more than a tribe.

Gnoll society displays a limited specialization. Brutes are the largest and nastiest gnolls, made stronger by their privileged position in the food chain. Gnoll assassins are noted for their intelligence and use complex weapons such as bows and poisons. Gnoll poachers act as scouts and hunters for the gnoll tribes and use weapons taken from prey. Gnoll wardens have developed a magical connection with nature and use their powers to keep the other gnolls in line.

Combat

Gnolls prefer using bludgeoning weapons, in part because they are easy to create but also break open bones more easily—they consider bone marrow a delicacy. They wear scraps of hide as armor, though some tougher gnolls will don armor taken from their prey.

Gnolls have a limited concept of tactics. If they outnumber an opponent, they will attack; if outnumbered, they will flee. Pack tactics are the order of the day, with multiple gnolls swarming to attack single opponents. They like to attack from ambush, if possible, and are crafty enough to use darkness or terrain to their advantage. They are not courageous and flee if a battle turns against them.

Gnoll Characters

A gnoll's favored class is barbarian. A gnoll assassin's favored class is rogue, a gnoll poacher's favored class is scout, and a gnoll warden's favored class is healer. Gnoll characters possess the following racial traits.

- +4 Strength, +2 Dexterity, +2 Constitution, -2 Intelligence, -2 Charisma.
- Medium size.
- A gnoll's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A gnoll begins with two levels of humanoid, which provide 2d8 Hit Dice, a base

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attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.

— Racial Skills: A gnoll's humanoid levels give it skill points equal to $5 \times (2 + \text{Int modifier})$. Its class skills are Intimidate and Listen.

— Racial Feats: A gnoll's humanoid levels give it one feat.

— +1 natural armor bonus.

— Automatic Languages: Common, Low Common.

— Favored Class: Barbarian.

— Level Adjustment: +1.

The gnoll presented above is a typical representative of the species. See the following entries for examples of the other listed gnoll types.



Gnoll Assassin

Medium Humanoid (Gnoll)

Hit Dice: 3d8+3 (16 hp)

+2

Speed: 30 ft. (6 squares)

Armor Class: 15 (+2 Dex, +1 natural, +2 leather), touch 12, flat-footed 13

Base Att/Grapple: +2/+2

Attack: Club +2 melee (1d6) or shortbow +4 ranged (1d6/x3 and poison)

Full Attack: Club +2 melee (1d6) or shortbow +4 ranged (1d6/x3 and poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft.

Saves: Fort +2, Ref +5, Will +1

Abilities: Str 11, Dex 15, Con 12, Int 9, Wis 10, Cha 8

Skills: Hide +4, Listen +3, Survival +2

Feats: Point Blank Shot, Precise Shot

Challenge Rating: 2

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +1

The hyena-headed humanoid has a dark brownish-green pelt covered in dark leathers. He slinks forward with a wicked grin as he draws back his shortbow.

Description

Gnoll assassins are generally smaller than other gnolls, reaching only around 6 1/2 feet tall. They tend to have darker fur colors and wear black and dark brown leather.

Combat

Gnoll assassins are the tacticians of gnoll society. They prefer to fight from the rear, acting as support troops. They use poisons on their arrow tips, favoring that of spiders.

Poison (Ex): A gnoll assassin coats his arrow tips in Medium spider venom. Injury, Fortitude DC 12, initial and secondary damage 1d4 Str. Some assassins favor different poison types (see "Poison" in Chapter 8: Dictionary of Special Abilities and Conditions of the DMG).

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Gnoll Brute

Large Humanoid (Gnoll)	
Hit Dice:	5d8+10 (32 hp)
Initiative:	+0
Speed:	20 ft. in scale mail (4 squares); base speed 30 ft.
Armor Class:	16 (-1 size, +1 natural, +4 scale mail, +2 large shield), touch 7, flat-footed 16
Base Att/Grapple:	+3/+10
Attack:	Flail +6 melee (1d8+3)
Full Attack:	Flail +6 melee (1d8+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., fear immunity
Saves:	Fort +8, Ref +1, Will +0
Abilities:	Str 16, Dex 10, Con 14, Int 7, Wis 9, Cha 10
Skills:	Intimidate +4, Listen +3
Feats:	Great Fortitude, Weapon Focus (flail)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+2

The humanoid is tall — standing almost 8 feet high — and has a lean but powerful build. Its hyena-like head has a blunt snout and large yellow teeth. Scraps of armor cover its thick yellow-green fur, and a wicked looking flail is held in one large fist.

Description

Gnoll brutes are the cream of gnoll society, usually reaching just under 8 feet in height. They wear the best armor and use shields plucked from the bodies of their victims. Gnoll brutes expect deference from those around them and have no concept of fear. They take the pick of the food and loot and leave the rest behind for others to fight over.

Combat

The idea of subtlety is lost on a gnoll brute. A brute will charge into combat with the nearest opponent and pound away until it falls down. Gnoll brutes do not hold to notions of single combat or honor and will generally team up and surround a single foe until it is dead.

Fear Immunity (Ex): Gnoll brutes are incapable of understanding fear and as such are immune to fear effects. Their unwavering courage often inspires the gnolls around them, giving all gnolls within a 20-foot radius a +2 morale bonus to saves against fear effects.

Gnoll Poacher

Medium Humanoid (Gnoll)	
Hit Dice:	2d8+2 (11 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	16 (+3 Dex, +1 natural, +2 leather), touch 13, flat-footed 13
Base Att/Grapple:	+1/+3
Attack:	Flail +3 melee (1d8+2) or light crossbow +4 ranged (1d8/19–20)
Full Attack:	Flail +3 melee (1d8+3) or light crossbow +4 ranged (1d8/19–20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +1, Ref +6, Will +0
Abilities:	Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 10
Skills:	Hide +4, Move Silently +4, Listen +4, Survival +4
Feats:	Track
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+1

The hyena-headed humanoid is very wiry. Its dappled green-brown pelt helps it blend in with the foliage as it creeps forward with a light crossbow held at the ready.

Description

Gnoll poachers are the light scouts of gnoll society and are responsible for finding appropriate targets for raids. They tend to be thin, small, and picked on by the other gnolls. This treatment makes them some of the meanest gnolls, and they are most prone to playing with their victims. They will always defer to other gnolls, but are known to get revenge if wronged.

Combat

Gnoll poachers like to strike from cover and ambush and will flee a stand-up fight. They prefer to leave hand-to-hand combat to the brutes when possible. Poachers are very practiced at singling out a target on which to combine their fire, usually the unarmed one in the back trying to cast a spell.

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Gnoll Warden

Medium Humanoid (Gnoll)

Hit Dice:	4d8+8 (26 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Att/Grapple:	+3/+3
Attack:	Flail +3 melee (1d8)
Full Attack:	Flail +3 melee (1d8)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Darkvision 60 ft., fear aura
Saves:	Fort +3, Ref +2, Will +5
Abilities:	Str 10, Dex 12, Con 14, Int 13, Wis 12, Cha 11
Skills:	Concentration +5, Knowledge (nature) +9, Listen +7, Survival +9
Feats:	Brew Potion, Combat Casting
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+2

The hyena-faced humanoid has a gleam of wicked intelligence in its close-set eyes. Its whitish-gray fur pokes out through the many holes of the old leather robe it wears.

Description

Gnoll wardens are the mystics of gnoll society, born attuned with the power of nature and able to tap into

it for magical effects. They are both feared and envied in gnoll society. They exist outside the normal power structure and can operate with a kind of immunity — though they remain subject to the influence of gnoll brutes. Wardens tend to be marked as different by the shade of their fur, which is often a strange color such as white or purple.

Combat

Gnoll wardens rely on their mystic abilities in combat to give them an edge. They avoid melee when possible, but are not afraid to mix it up and break bones if necessary. The nature of their magical connection makes wearing armor impossible, but also allows the gnoll warden to perform a number of magical effects.

Spell-Like Abilities: 1/1d4 rounds — lightning sphere (as flaming sphere, only electricity based); 3/day — dispel magic, lightning blade (as flame blade, only electricity based), and slow. A gnoll warden casts spells as a 5th-level sorcerer.

Fear Aura (Ex): A gnoll warden has a disturbing aura of magic about it, giving it a +5 circumstance bonus on Intimidate checks. Also, those not immune to fear effects must make a DC 14 Will save or suffer a -1 morale penalty to attack the gnoll warden.



Gryphon

Large Magical Beast

Hit Dice:	8d10+16 (60 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), fly 80 ft. (average)
Armor Class:	18 (–1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
Base Att/Grapple:	+8/+16
Attack:	Bite +12 melee (2d6+4)
Full Attack:	Bite +12/+7 melee (2d6+4) and 2 claws +9 melee (1d4+2) 10 ft./5 ft.
Space/Reach:	10 ft./5 ft.
Special Attacks:	Swoop, rake 1d6+2
Special Qualities:	Darkvision 60 ft., low-light vision, scent, resistance to electricity 10
Saves:	Fort +8, Ref +9, Will +3
Abilities:	Str 18, Dex 17, Con 15, Int 8, Wis 13, Cha 10
Skills:	Jump +8, Listen +7, Spot +10*
Feats:	Alertness, Multiattack, Weapon Focus (bite)
Environment:	Temperate and cold hill and mountains
Organization:	Solitary or pair
Challenge Rating:	5
Treasure:	—
Alignment:	Usually lawful good
Advancement:	9–10 HD (Large); 11–24 HD (Huge)
Level Adjustment:	—

This mighty beast's *forequarters* — including head, forelegs, and tremendous wings — resemble a great eagle, while its *hindquarters* are that of a mighty lion.

Description

The gryphon is the symbol of resolve and fortitude among the wild dwarves of the Aerie Peaks. From the tip of its powerful beak to the back of its swishing tail, a gryphon reaches lengths of 9 feet. Its wings can span up to 30 feet and are powerful enough to launch the beast into flight.

Gryphons are intelligent and loyal, suppressing their natural aggression and territorial behavior to assist the wild dwarves who share their mountain homes. They are, however, partial to horse flesh and unless closely watched will indulge their taste to the detriment of nearby cavalry.

Combat

A gryphon will attempt to swoop down on its prey, attacking from above if at all possible. Gryphons are intelli-

gent enough to avoid fighting in situations in which they cannot make their attack at an advantage.

Swoop (Ex): In the first round of combat, a gryphon can perform a move action, either a dive or leap, and still make a full attack.

Rake (Ex): When making a swoop attack, a gryphon can make two rake attacks, using its lion-body claws. Attack bonus +12 melee, damage 1d6+2.

Skills: Gryphons receive a +4 racial bonus to Jump checks. *They also receive a +4 racial bonus to Spot checks made in daylight.

Gryphon Mounts

The wild dwarves of Aerie Peak have made a specialty of training gryphons as mounts. This training requires a successful Handle Animal check (DC 22 for a young gryphon, DC 29 for an adult) and that the gryphon in training be a willing subject. The dwarves can complete this training in about eight months; for any others, the process takes about two years.

The sale of gryphon eggs is considered a crime in most human and dwarf holdings, but illegal eggs can be had for prices at around 4,000 gp.

To ride a gryphon will require a specially made exotic saddle. While ridden, a gryphon can still attack, but its rider must make a Ride check (see Chapter 4: Skills in the PHB).

Carrying Capacity: A light load for a gryphon is 350 pounds, a medium load 351–700 pounds, and a heavy load, 701–1,400 pounds.



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Harpy

Medium Monstrous Humanoid

Hit Dice:	2d8 (9 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), fly 60 ft. (average)
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Att/Grapple:	+2/+1
Attack:	Stone sickle +1 meleee (1d6-1) or sling +4 ranged (1d4-1)
Full Attack:	Stone sickle +1 meleee (1d6-1) or 2 claws +1 meleee (1d3-1) or sling +4 ranged (1d4-1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Nightsoil poison
Special Qualities:	Darkvision 60 ft., immunity to filth
Saves:	Fort +0, Ref +5, Will +4
Abilities:	Str 9, Dex 14, Con 10, Int 10, Wis 13, Cha 12
Skills:	Bluff +4, Intimidate +4, Perform (riddles) +5
Feats:	Flyby Attack
Environment:	Temperate forests and mountains
Organization:	Solitary, pair, wing (3-6), flight (7-12), or roost (13-48)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	By character class
Level Adjustment:	+1

The fetid creature has the head, arms, and torso of a humanoid woman and the legs and wings of a large vulture. Instead of hair, it has shucks of black feathers. Cold eyes glare from a face covered in filth.

Description

Harpies believe that they are descended from female elves who betrayed Azshara, Sorceress-Queen of Kalimdor, and were transformed into hideous bird-creatures as punishment. They are content to be the scourge and despilers of all that cross their path, taking dark pleasure in spreading disease and misery, whether by attacking travelers or fouling water sources and food supplies.

Harpies are filthy creatures, matted with their own excrement. They are well used to the ways of divine magic and treachery, and they are highly territorial, killing anything that moves through their lands. With nests up in the tallest trees or on canyon sides, harpies can keep an eye on a vast area.

There are no male harpies. They capture males of other humanoid races and force them to mate. These unfortunate are often hobbled to keep from escaping — given the circumstances, seduction is out of the question. Harpies resort to magic and potions to

ensure cooperation, and employ their captives until they succumb to disease and malnutrition... at which point, the males become food for the roost. In lean times, harpies can lay unfertilized eggs that become female copies of the mother.

Harpy nests rarely interact with one another except at the boundaries of their territories. Mock fights go on for days, when one group encroaches on another. Once or twice a year, harpies gather in great flocks, discussing matters that affect the entire race. During these times, harpies allow their sisters to pass through their territory, if reluctantly.

Harpies delight in games and riddles. A clever adventurer who impresses harpies with riddles may avoid combat; however, a male humanoid doing so risks being seen as a desirable mate.

Harpy Society

Daily activities center around hunting and rivalries with other nest-mates, who are all closely related. Patrols look for food, foraging for meat and fruit — leftovers, whenever possible, as they are scavengers. Harpies attack creatures close to their nests, but avoid the biggest, most dangerous animals. When food is short, they travel long distances to raid humanoid settlements or to hunt down large beasts. Mushrooms growing in the muck of their nests supplement their diet.

Beyond food, harpies are obsessed with killing intruders and getting mates. These two tasks are often linked, since males who show themselves to be strong and competent adversaries are most desirable. Harpies also capture other beasts, particularly flying creatures such as wyverns, which are trained to slay intruders.

While harpies do not have a formal government, the elders of the largest roosts have the backing of much of the race. They have a need for limited trade, finding tools and lore interesting, though occasionally necessary. The only group that has proved willing to treat with them are kobolds. Trade and border agreements between kobolds and harpies are maintained with caution and suspicion.

Combat

Harpies delight in attacking animals and humanoid alike. Humanoid races are occasionally kept as mates, but they are more frequently eaten. Victims with shiny valuables are the most prized. Harpies collect and trade equipment in elaborate exchanges of favor and power. So long as their chances seem good, harpies will attack any that wander through their territory, with the exception of kobolds.

Harpies fling nightsoil bags as a distraction, although a lucky hit might incapacitate a victim for a moment while other harpies attack. Other distrac-



tions include rapid flight and wheeling through the air, screaming in shrill voices. Harpies prefer the power and speed of magic, so once an enemy is distracted the group will attempt a massive simultaneous casting of spells. More powerful enemies will be tested carefully. Traps and other obstacles are used, with scouts observing how the enemy responds. In the face of poor odds, harpies will back off and try to rouse a larger host to deal with the intrusion.

Immunity to Filth (Ex): Harpies are an extremely unclean race. Their nests are obvious by the stench on the wind. They are immune to infection and other diseases that stem from rot or contamination. This immunity does not extend to the toxins of plants, animals, or any magical effects.

Nightsoil Poison (Ex): Harpies carry bags of prepared nightsoil that can cause nausea. Contact, Fortitude DC 12, initial and secondary damage 1d3 Con.

Harpy Characters

Harpies are rare candidates for characters. They do not lend themselves to the affairs of heroes. The most likely harpy characters are those exiled from nests — due to population pressure, strife, or some sort of crime. Another possibility may be a young harpy finding romance with a male of another species who is willing to overlook the violence and filth common to the species.

Harpies that leave their people face no special stigma from other harpies, besides being seen as crazed. Members of the Horde and night elves are more willing to accept the wild nature of harpies than are humans. Harpies who take the extreme effort to remain clean and well mannered find matters easier with members of the Alliance.

Harpies have difficulty wielding weapons or other equipment while on the ground, although they can wear rings on their claws. They also have trouble wearing armor; it must be tailored (add 20% to cost) and the armor check penalty is multiplied by 10 and applied to flight speed. Harpies cannot wear boots or gloves. The favored class for harpies is sorcerer.

Hippogryph

Large Magical Beast

Hit Dice:	4d10+8 (30 hp)
Initiative:	+2
Speed:	50 ft. (10 squares), fly 80 ft. (average)
Armor Class:	15 (—1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Att/Grapple:	+4/+12
Attack:	Gore +7 melee (1d8+4)
Full Attack:	Gore +7 melee (1d8+4) and 2 claws +2 melee (1d4+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +6, Ref +6, Will +3
Abilities:	Str 18, Dex 15, Con 15, Int 10, Wis 14, Cha 10
Skills:	Listen +9, Spot +9*
Feats:	Dodge, Flyby Attack
Environment:	Any forest, hill, mountains, and plains
Organization:	Solitary, pair, or flight (7-12)
Challenge Rating:	3
Treasure:	—
Alignment:	Usually chaotic good
Advancement:	5-8 HD (Large); 9-12 HD (Huge)
Level Adjustment:	—

The beast has the hindquarters of a mighty black stag and the head, wings and forelegs of a large raven.



Description

Contrary to common belief, hippogriffs are not simply beasts that act as night elf mounts. They are no less intelligent than humanoid races, in fact, though they are wary of non-elf races — kobolds and humans have both attempted to enslave hippogriffs. Most hippogriffs dwell in Ashenvale and other regions commonly inhabited by night elves. They have been the staunch partners of the night elves from time immemorial. Indeed, some say that hippogriffs were experiments by the night elves or gifts of Cenarius. While kind and generous among the night elves, they are hardened to the demands of fighting demonic forces.

Night elf sentinels watch over hippogryph eggs, and the night elves are seen as part of the hippogryph families. Likewise, hippogriffs care for the children of the night elves. Though most prefer to stay and protect communities, young hippogriffs taken with the urge to explore and see the forest beyond their nest often serve as willing mounts for night elf windriders (as detailed in the *Alliance & Horde Compendium*).

Hippogriffs speak Darnassian, but are capable of learning Common and other languages.

Combat

Hippogriffs have a keen awareness of aerial tactics. Without riders, they attack in quick dives, striking with their talons followed by swipes with their talons. Female hippogriffs avoid direct combat. If trapped on the ground, the hippogryph will charge, trying to get space to regain the air. Carrying night elf archers, hippogriffs make careful circling attacks, darting within range long enough for a shot before

wheeling away.

Hippogriffs with riders act on their own initiative. The mount can aid the archer in the attack, possibly providing a +2 bonus to the archer's attack roll.

Skills: *Hippogriffs receive a +4 racial bonus to Spot checks during daylight hours.

Kobold

Small Humanoid (Kobold)	
Hit Dice:	1d8 (4 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	16 (+1 size, +1 Dex, +2 natural, +2 leather), touch 12, flat-footed 15
Base Att/Grapple:	+0/–5
Attack:	Dagger +0 melee (1d4–1/19–20) or bite +0 melee (1d4–1)
Full Attack:	Dagger +0 melee (1d4–1/19–20) or bite +0 melee (1d4–1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., light sensitivity, fearful, scent
Saves:	Fort +2, Ref +1, Will +1
Abilities:	Str 8, Dex 12, Con 10, Int 8, Wis 12, Cha 6
Skills:	Craft (trapping) +6, Hide +4, Listen +6, Move Silently +4, Profession (miner) +4, Spot +5
Feats:	Alertness
Environment:	Underground
Organization:	Solitary, pair, brood (2–5), nest (10–100 plus 100% noncombatants plus 1 3rd-level rogue per 20 adults and 1 leader of 4th–6th level), or warren (30–300 plus 1 3rd-level rogue per 20 adults, 1 or 2 elders of 4th or 5th level, 1 leader of 6th–8th level)
Challenge Rating:	1/4
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+0

The wiry creature bears as much of a resemblance to a rat as it does to a humanoid. It stands short of 4 feet tall and moves with a rapid, hunched gait. Its nervousness is evident in its large, rodent-like eyes.

Description

Kobolds are rat-like humanoids that dwell in tunnels going deep into the Alterac and Redridge Mountains. Standing between 3 and 4 feet in height and weighing between 70 to 100 pounds, kobolds are at home in the dark underground. Bright light causes them discomfort. Kobolds are cowardly, cringing folk, striving to stay out of the way of other races. Kobolds will take over abandoned mines and scavenge equipment whenever they can do so safely.

Kobold Society

Kobolds form loose clan lineages based on bloodline. There is nothing like marriage. Young individuals migrate between nests or between larger warrens. Kobolds of all ages prefer to sleep in large groups. While there is no overt

structure of government, kobolds organize in loose groups to plan out digs and scavenging.

While not particularly bright, kobolds have keen senses and a good ability to read situations. One of their significant accomplishments is their alliance with the harpies. Kobolds offer equipment they scavenge in return for information. The two races protect one another by proximity.

Combat

Kobolds first try to avoid combat if at all possible. Traps are used to gather small food animals and protect their warrens. When pressed, kobolds will flood over a target, looking to bite at vulnerable points. When facing a significant threat, they will abandon their nests and young.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Fearful (Ex): Kobolds are generally fearful of other races and danger. When intimidated or subjected to fear effects, kobolds receive a –4 penalty to saves.

Skills: Kobolds receive a +3 racial bonus to Craft (trapping), Hide, Listen, Move Silently, and Profession (miner).

Kobold Characters

A friendly kobold could possibly be raised by a night elf or some other race. Though ruled by fear, a heroic kobold may emerge from time to time. The race's knack with stealth and comfort in underground environments makes it well-suited to the rogue and scout classes. Kobold characters possess the following racial traits.

— +2 Dexterity, +2 Wisdom, –2 Strength, –2 Intelligence, –4 Charisma.

— Small size, +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

— A kobold's base land speed is 30 feet.

— Darkvision out to 60 feet.

— Racial Skills: A kobold character has a +3 racial bonus on Craft (trapping), Hide, Listen, Move Silently, and Profession (miner) checks.

— Racial Feats: A kobold character gains feats according to its character class.

— +2 natural armor bonus.

— Special Qualities (see above): Light sensitivity, fearful, scent.

— Automatic Languages: Common, Low Common.

— Favored Class: Rogue.

— Level Adjustment: +0.



Kodo Beast

Huge Animal
Hit Dice: 6d8+36 (63 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 16 (–2 size, +8 natural), touch 8, flat-footed 16
Base Att/Grapple: +4/+21
Attack: Bite +12 melee (2d8+9)
Full Attack: Bite +12 melee (2d8+9) and 2 stomp +6 melee (2d6+4)
Space/Reach: 15 ft./10 ft.
Special Attacks: Improved grab, swallow whole
Special Qualities: Low-light vision
Saves: Fort +11, Ref +5, Will +3
Abilities: Str 28, Dex 11, Con 22, Int 3, Wis 12, Cha 5
Skills: Listen +7, Spot +8
Feats: Alertness, Endurance, Weapon Focus (bite)
Environment: Temperate and warm plains
Organization: Solitary, pair, or herd (5–50 plus 50% young plus 1 Gargantuan beast per 10 adults)
Challenge Rating: 4
Treasure: —
Alignment: Always neutral
Advancement: 7–10 HD (Huge); 11–20 HD (Gargantuan)
Level Adjustment: —

The ground trembles with each step that the massive reptilian beast takes. Its gray hide is covered in the dust that it kicks up as it grazes across the plains.

Description

Giant gray reptilian quadrupeds, the kodo beasts wander the plains in thunderous herds. They graze primarily on quick-growing grasses, but will eat the leaves of shrubs and trees they encounter. Kodo beasts will occasionally eat insects, small mammals, and eggs, but these items are a limited part of their diet.

Kodo beasts are key to tauren culture. Tauren hunt and use every part of kodos for their equipment, clothing, and food. Kodo beasts can be trained and are used as beasts of burden by the tauren and as mounts for orcs. Kodos are a symbol of vigor and power among the tauren, and hunting them is an important rite of passage for young warriors. The warriors' bravery, strength,



and ability to work together are tested. Some fail, lining kodo bellies for future tauren.

Like many herding animals, kodo beast groups are composed of mothers and young, led by a single male. A few younger males may be present, but they are eventually driven out to establish their own herds. During mating season, typically in early spring, kodos make loud bellowing sounds to guard their territories. Kodo beasts are dangerous at this time, as males are on the watch for rivals and become territorial. Mothers become dangerous later, protecting their nests.

Combat

Though terrifyingly large and powerful, kodo beasts are by nature quiet, lumbering animals. They are content simply to wander away from potential threats. One notable exception is when they are protecting eggs or yearlings, small enough to be threatened by most predators. Kodo beasts will form around the young, barring attack with simple mass. Sufficiently annoying opponents are charged and swallowed whole. More significant threats, particularly those too large to swallow, are charged down. Kodos are too slow to trample opponents, but they can crush or bash with their forelegs. During mating or nesting seasons, kodos are more aggressive, particularly if startled or surprised. They will leave small annoyances alone, though make mock charges.

Improved Grab (Ex): To use this ability, a kodo beast must hit with its bite. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to use its swallow whole ability.

Swallow Whole (Ex): On a successful grapple check, a kodo can distend its jaw to swallow a grabbed opponent of up to Large size. Once inside, the opponent suffers crushing damage equal to 2d8 + the kodo beast's Strength modifier plus 1d8+6 points of acid damage per round from the creature's digestive juices. A swallowed victim can cut its way out by inflicting 25 points of damage with a natural or small slashing weapon to the kodo beast's digestive tract (AC 16). Once the victim exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The kodo beast's gullet can hold 2 Large, 4 Small, 8 Tiny, 16 Diminutive, or 32 Fine opponents. Gargantuan kodo beasts can swallow Huge or smaller opponents and can hold double the listed capacity for Huge kodo beasts.

Magnataur

	Huge Giant
Hit Dice:	12d8+108 (162 hp)
Initiative:	+0
Speed:	50 ft. (10 squares)
Armor Class:	17 (-2 size, +9 natural), touch 8, flat-footed 17
Base Att/Grapple:	+9/+28
Attack:	Huge club +18 melee (2d6+11)
Full Attack:	Huge club +18/+13 melee (2d6+11) 15 ft./15 ft.
Space/Reach:	
Special Attacks:	Frightful presence, trample 1d8+16
Special Qualities:	Low-light vision, damage resistance 15/+5 magic, resistance to cold 5
Saves:	Fort +19, Ref +4, Will +5
Abilities:	Str 32, Dex 10, Con 28, Int 10, Wis 12, Cha 10
Skills:	Craft (weaponsmith) +5, Hide +7, Listen +6, Move Silently +9, Spot +6, Survival +6
Feats:	Cleave, Great Cleave, Great Fortitude, Power Attack, Track
Environment:	Cold mountains
Organization:	Solitary
Challenge Rating:	16
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	13–17 HD (Huge); 18–20 HD (Gargantuan)
Level Adjustment:	—

This creature has the upper torso, head, and arms of a giant and the body of a great wooly mammoth. It is fearsome to behold as it strides forward, its mighty hooves making the ground quake with each step.

Description

These terrifying monsters resemble centaur on a massive scale. They weigh 15–20 tons and stand 20–30 feet tall. The origins of magnataur are a mystery, though speculation abounds. What is clear is that their numbers are few. This fact is somewhat of a blessing, given the pleasure these creatures take in destruction and torment. Survivors of caravans speak of wagons and horses smashed into the snow. Some paused in their flight long enough to see a massive figure carefully placing screaming people into a huge sack, destined certainly for unknown horrors.

Such a creature requires a great deal of food to feed, so magnataur eat people and animals once they have their fun. In several places, they have set up crude kingdoms, sparing people from terror so long as food is provided.

Eventually, either the populace fails to provide or the magnataur gets bored and another rampage begins. Others have some skill at fishing for whales and may take to the water.

Magnataur do not trust or like one another any more than they like other creatures. There is no mating season. Magnataur breed when food is plentiful and chance brings a potential mate into close proximity. Once the act is complete, the pair separates. Mothers teach hunting, basic language, and how to craft needed tools. Humans and other animals are brought back to the lair for the child to play with. When young are old enough, they accompany the mother on raids. Once reaching adolescence, children are abandoned and fend for themselves.



SHANISE

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Magnataur will occasionally fight one another, but typically avoid these situations. Mating, however, can pit males against each other. These fights are usually all display. The two shout and smash the ground until one loses his nerve and flees.

Combat

Magnataur employ two basic strategies. The first is simply to charge a victim or settlement and start laying waste with his club. Fleeing victims are trampled. The other approach is to lie in wait or behind cover for passing caravans. Magnataur sometimes follow caravans, looking for an opportunity to surprise them. This desire for surprise is not out of caution or fear, but rather to limit the chance that any victims escape the encounter.

Given the lack of any appropriate weapons for their size, magnataur have some skill at shaping trees into serviceable clubs. These huge clubs weigh between 200 and 600 pounds and can be wielded one-handed by a magnataur. Gargantuan magnataur have even larger clubs capable of dealing out 2d8 points of damage.

Frightful Presence (Ex): The sight of a magnataur charging and shouting with terrible joy is enough to give even the most hardened hero pause. Anyone within 60 feet must make a DC 16 Will save. Failure means the character is frightened for 5d6 rounds (see "Fear" in Chapter 8: Dictionary of Special Abilities and Conditions of the PHB).

Trample (Ex): Reflex DC 27 half. The save DC is Strength-based.

Resistance to Cold (Ex): Magnataur ignore the first 5 points of cold damage per round. The freezing winds and ice of the north do not bother a magnataur, and some use storms as cover for attacks.

Skills: Despite their massive size, these monsters are skilled at stepping softly and concealing themselves. Magnataur gain a +4 racial bonus to Hide and Move Silently checks.

Mana Surge

Small Ooze

Hit Dice:	4d10+8 (30 hp)
Initiative:	-5
Speed:	0 (see text)
Armor Class:	6 (+1 size, -5 Dex), touch 6, flat-footed 6
Base Att/Grapple:	+3/-6
Attack:	Slam -1 melee (1d3-5)
Full Attack:	Slam -1 melee (1d3-5)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell burst
Special Qualities:	Damage resistance 15/magic, spellblight, spell resistance 15, ooze traits
Saves:	Fort +3, Ref -4, Will -4
Abilities:	Str 1, Dex 1, Con 15, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	14
Treasure:	Varies (see text)
Alignment:	Always neutral
Advancement:	5-7 HD (Small); 8-9 HD (Medium); 10-11 HD (Large)
Level Adjustment:	—

A scintillating, opalescent shape floats a few inches from the ground. Its slick, shining surface is in constant motion, with small tendrils and angular forms darting outward at irregular intervals.

Description

Mana surges are an aberration in the natural flow of magic. If ley lines and moon wells are the arteries and organs of the magical world, mana surges are its cancer. Some believe that these creatures are the side effects of powerful summoning spells or a violent disruption of ley lines. A few wizards research these creatures, hoping for some dramatic insight into the nature of magic. More experienced scholars warn all to stay clear.

A mana surge is rather like an ooze in many ways, though its substance is incredibly concentrated magic rather than protoplasm.

Mana surges can move 3 feet per minute, but since this movement is random, location is considered fixed except when a transportation spell effect happens (see below). If a mana surge is far below or far above the ground, it moves steadily toward its preferred "rest" state.

Mana surges are sometimes found with treasures. Random magical forces can transmute its surroundings into valuable metals or even enchant objects. Whether the mana surge wanders away before de-

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stroying such items is a matter of chance. A mana surge has $1d3-1 \times$ normal treasure (the GM may set the treasure to a different value as he or she sees fit). A mana surge that has moved recently has no treasure nearby, while a mana surge trapped in one location for a time likely has double standard.

Combat

A mana surge does not hunt or attack like other creatures. One could theoretically just walk up and poke it. Though a surge appears like liquid or a gaseous coalescence of energy, its consistency is rubbery to the touch.

The danger is that magic spells pour from the creature, and those spells that require a target are aimed at the nearest target. Still, for someone to net a surge and drag it somewhere is theoretically possible, assuming the person could withstand the effects of being that close.

The greatest danger a mana surge typically faces is its own spells. *Fireballs* and similar spells going off nearby can damage the surge itself, if it does not happen to have a resistance up. Spell resistance applies to inimical spells it casts on itself, but is waived for harmless or protective spells.

Spell Burst (Sp): A mana surge creates $1d4$ spell effects each round, cast as if by a 20th-level wizard — except that the spells need no components and take free actions to cast. Any focus required for a given spell is shaped out of surrounding materials. Spells are random, as noted on the chart below.



Spell Blight (Su): The area around a mana surge is torn with magical energies that interfere with the normal functioning of magic. All magic — even divine magic — within 1,200 feet has a percentage chance of failure equal to the mana surge's Hit Dice. So, spells have a 4% chance of failure when within range of a 4 HD mana surge. This percentage chance adds to any other spell failure chance a character may have. The mana surge is not affected by the blight.

Mana Surge Spell Burst Effects

dl0	Result (roll $1d4$ for specific result)
1	<i>Dancing lights, light, open/close, ray of frost</i>
2	<i>Burning hands, hypnotism, magic weapon, shield</i>
3	<i>Arcane lock, protection from arrows, resist elements (fire), spectral hand</i>
4	<i>Explosive runes *, gentle repose, lightning bolt, magic circle against chaos</i>
5	<i>Charm monster, dimensional anchor, dimension door **, locate creature</i>
6	<i>Feeblemind, prying eyes, summon monster V, wall of force</i>
7	<i>Geas (does nothing), globe of invulnerability, legend lore, mass suggestion (does nothing)</i>
8	<i>Delayed blast fireball, finger of death, insanity, mass invisibility</i>
9	<i>Discern location, mind blank, power word blind, trap the soul</i>
10	<i>Binding, power word kill (area effect), shapechange (changes into nearest creatures), soul bind</i>

* Permanent/long-term effects: The mana surge has cast these spells many times. Explosive runes riddle the area immediately near it.

** Dimension door: Mana surges drift at an almost imperceptible rate. Transportation magic shifts them from time to time, however. Dimension door transports the mana surge and 1,000 pounds of nearby material to a point $1d12 \times 100$ feet away. This point is a few inches off the ground.

The GM is encouraged to come up with other random tables for specific mana surges. A mana surge with few damaging spells may have its CR lowered by 1. Alternately, a surge with a high number of combat spells may have a CR of +1. Depending on circumstances, the GM may want to roll 2 rounds of spells that manifested before the encounter to see what is in effect as the heroes arrive.

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Murloc

Medium Aberration

Hit Dice:	1d8+2 (6 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), swim 40 ft.
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Att/Grapple:	+0/+0
Attack:	Bite +0 melee (1d6) or shortspear +0 melee (1d6) or net +2 ranged (special)
Full Attack:	Bite +0 melee (1d6) and 2 claws –5 melee (1d4); or shortspear +0 melee (1d6) or net +2 ranged (special)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., amphibious
Saves:	Fort +2, Ref +2, Will +3
Abilities:	Str 10, Dex 15, Con 14, Int 10, Wis 12, Cha 10
Skills:	Craft (netmaking) +4, Listen +3, Spot +3, Swim +8
Feats:	Dodge
Environment:	Temperate and warm aquatic and marsh
Organization:	Solitary, band (3–4), or village (6–12 with one 2nd-level leader)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	By character class
Level Adjustment:	+0

The creature is some strange combination of human and fish. Its body is hunched over, with fins and webbed hands and feet. It has bulging eyes and a gaping mouth, with a mottled yellow and red coloring on its slimy skin.

Description

Murlocs are an ancient race born in the deep oceans. The sundering of the world allowed them to spread into the sea between Kalimdor and Lordaeron. Sea witches and other powers of the deep encouraged the murlocs to move into the islands and shores of the land, preparing for the coming of the Burning Legion. Land-dwelling races, unaware of the murlocs' ancient origins, consider them a new arrival to the world.

Murlocs can walk and breathe on land, though they seldom venture far from water. While hunched and somewhat gangly in appearance, murlocs can move with deceptive speed and agility. They have adapted even to the fresh water of marshes, rivers, and lakes. Any villages they establish on land are near large bodies of water or wetland.

Murloc eggs must be laid in the water, forming a sticky mass of fist-sized ovoids. In land villages, the eggs are stored in pools specially built for them.

Murlocs are only amphibious at the age of one, so hatchlings are carefully tended in these pools.

These creatures are organized into small tribes and larger clans. The clans trade information and goods, with leaders convening to discuss matters affecting all murlocs. Clans muster their tribes into a loose fighting force when faced with invasion or when the need for sacrificial victims is high. On rare occasions, several clans will coordinate large forces. Murlocs are competitive, and holding a large group together for any length of time is difficult.

Murlocs hate the surface world and all that dwell upon it. Humans and other races are captured for sacrifice to the sea witches and other beings of the deep. This race worships power and will serve any powerful aquatic force. Aquatic beings can use rivalries against them, but murlocs will not listen to nor treat with surface dwellers.

Combat

Murlocs are not particularly brave or foolhardy. They will take advantage of any situation in which they perceive a great tactical advantage. Lone human travelers are perfect prey. Murloc nets are used both for fishing and to entangle enemies in battle. Javelins are also used in spearing larger fish, seals, and in melee. Murlocs will prefer to use both weapons at a distance before closing in. If a battle goes badly for the murlocs, they will attempt to flee, preferably into the water.

Amphibious (Ex): Murlocs breathe in air and in water. A murloc suffers 1d6 points of nonlethal damage after each full day that it is out of water. After a week spent out of water, the murloc suffers 1d6 points of lethal damage per day. A murloc recovers nonlethal damage it suffers in this way only after being doused with a minimum of a gallon of water (salt or fresh). It recovers lethal damage it suffers in this way only after being submerged for a full period of rest. Magical healing works normally but does not prevent further losses.

Weapon Familiarity (Ex): Murlocs treat nets as martial weapons rather than exotic weapons.

Skills: A murloc has a +8 racial bonus on any Swim check to perform some special action or to 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, provided it swims in a straight line.

Mutant Murlocs

A new breed of murloc has appeared in recent times, originating from some unknown source beneath the Maelstrom. These creatures surpass their brethren in cruelty, hunting humans and others not for sacrifices but for the pure joy of torture. Mutant murlocs enjoy blood sport and their victims' agony.

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Many eat victims over a period of days, careful not to kill them too soon. More prosperous mutant murlocs use healing magic to sustain the entertainment even longer.

Murloc Characters

A murloc hero is very unlikely, but not unheard of. The race is not known for stealth, infiltration, or traveling far from shore. The difficulty with dry land requires some effort to circumvent, particularly if the murloc must travel a large distance through desert or dry plains.

A murloc character working with surface dwellers is reviled by all other murlocs. Such a character may seek to change the ways of her people or may hate the race from which she comes.

Murlocs only speak their racial language. A murloc's webbed hands and feet make it impossible for them to

wear rings, gloves, or boots. Murlocs favor the scout class. Murloc characters possess the following racial traits.

- +4 Dexterity, +4 Constitution, +2 Wisdom.
- Medium size.
- A murloc's base land speed is 30 feet and its base swim speed is 40 feet.
- Darkvision out to 60 feet.
- Racial Skills: A murloc character has a +8 racial bonus on Swim checks.
- Racial Feats: A murloc character gains feats according to its character class.
- +2 natural armor bonus.
- Special Qualities (see above): Amphibious.
- Automatic Language: Murloc.
- Favored Class: Scout.
- Level Adjustment: +0.



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Mur'gul

Hit Dice:	8d8+16 (52 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), swim 40 ft.
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Att/Grapple:	+6/+8
Attack:	Bite +8 melee (1d6+2) or net +8 ranged (special)
Full Attack:	Bite +8 melee (1d6+2) and 2 claws +6 melee (1d4+1) or net +8 ranged (special)
Space/Reach:	5 ft./5 ft.
Special Attacks:	
Special Qualities:	Darkvision 60 ft., amphibious, aquatic potency, damage resistance 10/magic (only while underwater), spell resistance 20
Saves:	Fort +4, Ref +4, Will +7
Abilities:	Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha 10
Skills:	Craft (netmaking) +3, Hide +7, Listen +6, Move Silently +5, Search +5, Spot +6, Swim +10
Feats:	Alertness, Dodge, Multiattack
Environment:	Temperate and warm aquatic and marsh
Organization:	Solitary, pair, or gang (3–6)
Challenge Rating:	8
Treasure:	10% goods, items
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+4

The humanoid has a thick, warty skin, webbed extremities ending in claws, and bulbous eyes that have a feral gleam. A row of needle-sharp teeth pokes from its frog-like mouth.

Description

These creatures were once murlocs, but have been cursed and twisted by the powers of the Burning Legion. The mur'gul delight in capturing both humans and murloc, torturing them and then eating their victims. They infest the sea, clambering aboard vessels and slaying everyone onboard.

Mur'gul are distinct from mutant murlocs, having originated earlier and being significantly stronger.

These beings form small groups, often but not always related. Such gangs steal from one another, and mur'gul will try to raid nests of rivals for eggs to eat. Mur'gul organize in a rather spontaneous way, primarily to raid murlocs or humans. If these raids go poorly, the mur'gul may very well turn on one another. Mur'gul wander, and many do not even have a fixed territory; lairs are temporary affairs, used to hold prisoners or for mating. They only keep equipment they can either use or carry easily, though a temporary lair may have treasures from past victims.

These savage creatures fear only one race: the naga of Nazjatar. Despite their own vicious nature, mur'gul are superstitious and fear the magical power of the naga.

Combat

Mur'gul will press any advantage, though they begin with nets to subdue victims. They swarm over their enemies, tearing them to pieces and feeding right on the battlefield. More powerful enemies are lured into water where the mur'gul have a greater advantage. Mur'gul quietly tear at the bottom of ships and break Rudders before attacking.

Amphibious (Ex): Mur'gul breathe in air and in water. A mur'gul suffers 1d6 points of nonlethal damage after each full day that it is out of water. After a week spent out of water, the mur'gul suffers 1d6 points of lethal damage per day. A mur'gul recovers nonlethal damage it suffers in this way only after being dosed with a minimum of a gallon of water (salt or fresh). It recovers lethal damage it suffers in this way only after being submerged for a full period of rest. Magical healing works normally but does not prevent further losses.

Aquatic Potence (Ex): Much more comfortable in and adapted to underwater life, a mur'gul's Strength receives a +4 bonus when in water.

Skills: A mur'gul has a +8 racial bonus on any Swim check to perform some special action or to 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, provided it swims in a straight line.



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Naga

Medium Monstrous Humanoid	
Hit Dice:	4d8 (18 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), swim 50 ft.
Armor Class:	16 (+3 Dex, +1 natural, +2 armor robes), touch 13, flat-footed 13
Base Att/Grapple:	+4/+5
Attack:	Masterwork scimitar +7 melee (1d6+1) or trident +6 melee (1d8+1) or trident +8 ranged (1d8+1)
Full Attack:	Masterwork scimitar +7 melee (1d6+1) or trident +6 melee (1d8+1) or trident +8 ranged (1d8+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., aquatic healing, bestial strength, mutation, water breathing
Saves:	Fort +1, Ref +7, Will +5
Abilities:	Str 12, Dex 17, Con 11, Int 12, Wis 12, Cha 10
Skills:	Concentration +4, Craft or Knowledge (any one) +5, Listen +5, Search +5, Spot +6*, Swim +9
Feats:	Weapon Focus (scimitar), Weapon Focus (trident)
Environment:	Any aquatic
Organization:	Solitary, pair, warband (1–10 male naga plus equal number of 1st-level male fighters, plus one 2nd–3rd level female), division (10–100 basic naga, plus equal number of 1st-level male fighters, plus one 2nd level male overseer per 10 basic naga, plus one 3rd–6th level female spellcaster per 20 basic naga, plus one 3rd–6th level female leader per 50 basic naga), or city (1–6 divisions plus 1,000 male naga per division)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+2

This creature has humanoid arms and torso merged with the powerful lower body of a serpent. Its head is draconic, with slitted gold eyes and sharp teeth. Its pale green flesh is covered with serpent scales, over which is worn a finely crafted robe worked with intricate designs. The creature wields a wicked-looking trident in one hand as it slithers forward.

Description

The high-borne elves enjoyed great power and comfort before the doom of the War of the Ancients. Many were cast far into the flooding depths of the great cataclysm that sundered the land and destroyed

the Well of Eternity. While many died, some were transformed by the cascading energies into the creatures now called naga.

For 10,000 years, these elves of the abyss dwelled in a dark and powerful empire. Pagodas and balconies line the deep trenches, glimmering lights picking out the shapes of cities in the cold black. Figures drift and twist along the passageways, their elven origins difficult to see.

Naga are now serpent-like humanoids. The men are thickly built, with humanoid torsos merging into a serpent hind section. Their scales are large and thick, and their heads are reminiscent of dragons, showing little sign of their elven ancestry. The women are tall and slender, with fine scales covering their angular features. Instead of hair, female naga have a nest of thin, twining snakes. These serpent strands have eyes and allow a naga to see in all directions.

Naga Society

While males greatly outnumber females, the females are considered the intellectual superiors, more refined and possessing great magical power. Men can rise to prominence and even lead communities, but there is a limit to what they are permitted to achieve.

The civilization of the naga has extensive codes, laws, and ceremonies. Factions, some millennia old, work continuously in bids for power. They seek the blessings of their queen, one familiar to history: Queen Azshara lives still, in the vast city of Nazjatar at the bottom of a deep ocean trench. She has embraced the power of the naga, grown in size, and possesses many tentacles bedecked in jewels and items of power. She plots her revenge on the treacherous night elves, biding her time until the growing might of the naga can be brought to bear.

Combat

Naga have finely worked robes that function as leather armor. They hunt large prey with tridents and scimitars. They are experienced in formation fighting, particularly in dealings with murlocs and mur'gul. A warband will deploy male infantry to engage at moderate range with tridents, while the females cast spells. The men are willing to sacrifice themselves if ordered. Leaders will avoid heavy losses, but are otherwise open to small risks.

Aquatic Healing (Ex): As one of the many changes wrought through ages living underwater, the naga heal at twice the normal rate when they are underwater.

Bestial Strength (Ex): Males are bred to be larger and stronger than females, who prefer to rely on magic and poison. Males have a +4 bonus to Strength compared to the racial norm and +2 natural armor.

Mutation (Ex): Naga have learned to spur strange mutations in their bodies, developing in monstrous ways. A naga may choose to gain another HD as a monstrous humanoid and gain one mutation (see Table 1-1: Naga Mutations). Some mutations may require multiple levels. These HD are treated as equal to character levels. There is a limit on how many times a mutation may be gained. Naga with extra arms may acquire the Multiweapon Fighting feat.

Uncanny Dodge (Ex): With their halo of serpent strands, female naga have a keen awareness of what goes on around them. They do not lose Dexterity bonus to AC when flanked and are able to dodge and move in response to attackers on both sides. This

defense denies rogues the ability to use sneak attack; however, rogues four levels higher than the naga neutralize this ability and can thus flank and sneak attack. This ability only works if the serpent strands are not bound or covered.

Water Breathing (Ex): Naga are amphibious, though do not suffer any significant discomfort while out of the water.

Skills: *Female naga have a +4 racial bonus to Spot checks, as the eyes on each serpent strand keep watch. A naga also has a +8 racial bonus on any Swim check to perform some special action or to 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, provided it swims in a straight line.

Naga Characters

Naga characters may be sent to the land on a mission, or they may be exiles who defy the naga queen. Few among the humanoid races are aware of the naga's history, so most encounters deal primarily with their strange countenance. Naga characters can use disguise or magic to avoid notice.

Naga heroes should be limited to a few mutations. Far from the power of Nazjatar, the powers of the flesh are less likely to be awakened in this way.

Most naga are equipped with armor robes (equivalent to leather armor) and either a scimitar or a trident. Male naga favor the fighter class, while females favor the sorcerer or wizard class. A female naga must choose which class she favors when first gaining a level of either and may not change it thereafter.

Naga characters possess the following racial traits.

- +2 Strength (+4 for males), +6 Dexterity, +2 Intelligence, +2 Wisdom.

- Medium size.

- A naga's base landspeed is 30 feet and base swim speed is 50 feet.

- Darkvision out to 60 feet.



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— Racial Hit Dice: A naga begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.

— Racial Skills: A naga's monstrous humanoid levels give it skill points equal to $7 \times (2 + \text{Int modifier})$. Its class skills are Concentration, Craft (any one), Knowledge (any one), Listen, Search, and Spot.

— Racial Feats: A naga's monstrous humanoid levels give it two feats.

— +1 natural armor bonus.

— Special Qualities (see above): Aquatic healing, bestial strength, mutation, water breathing.

— Automatic Languages: Nazja, Common.

— Favored Class: Fighter (male); sorcerer or wizard (female).

— Level Adjustment: +2.

Table 1-1: Naga Mutations

Mutation	Monstrous Humanoid Levels	Limit
Thick scales (+2 natural armor)	1	3
Regeneration 2/round	1	2
Size increase	2	2
Claw/bite (1d4 damage at Medium)	1/2	1 each
Talons/fangs* (1d6 damage at Medium)	1	1 each
Blindsight	1/2	1
Darkvision 120 ft.	1/2	1
Extra arm**	1	6
Constriction	1/2	2
Extra reach	1	1
Ink jet (underwater total concealment 50-ft. radius)	1/2	1
Poison spines/claws/bite	1 first, 1/2 for extra mode	1 each

* Only male naga.

** Only female naga.

Constriction: The naga's arms are extraordinarily supple, much like tentacles. One level allows the naga to deal 1d6 points of constriction damage while grappling. Two levels bestows the improved grab ability, adding suckers to the arms.

Extra Reach: Increases the length of a naga's arms. If a naga has constriction, the naga has tentacles that can stretch longer than usual.

Ink Jet: Usable only underwater, once every 1d10 rounds; effect is otherwise as the spell obscuring mist.

Poison Spines: Usable as melee weapons, dealing 1d4 + Str modifier damage plus poison. Injury, Fortitude DC 11, initial and secondary damage 1d3 Dex. Poison DC increases by 3 per size increase; damage increases as normal for size shifts, for both the spines and the poison. Female naga gain poisonous bite for their serpent strands. One "bite" is actually numerous smaller bites, but the effect is treated as a single bite of normal potency.

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Nerubian

	Large Aberration
Hit Dice:	4d8+8 (17 hp)
Initiative:	+7
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	14 (–1 size, +3 Dex, +2 natural), touch 12, flat-footed 11
Base Att/Grapple:	+3/+9
Attack:	Spear +4 melee (1d8+2) or bite +4 melee (1d8+2 and poison) or javelin +5 ranged (1d6+2)
Full Attack:	Spear +4 melee (1d8+2) and 2 claws –1 melee (1d4+1); or bite +4 melee (1d8+2 and poison) and 2 claws –1 melee (1d4+1); or javelin +5 ranged (1d6+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison, web
Special Qualities:	Darkvision 60 ft., resistance to cold 5, frozen mind
Saves:	Fort +3, Ref +4, Will +4
Abilities:	Str 15, Dex 17, Con 14, Int 12, Wis 10, Cha 10
Skills:	Climb +10, Craft or Knowledge (any one) +6, Hide +7, Jump +8, Listen +5, Spot +7
Feats:	Ability Focus (poison), Improved Initiative
Environment:	Cold and temperate forest, hills, plains, and underground
Organization:	Solitary, pair, squad (2–4), town (6–18 plus 50% young plus 1 warrior or webspinner per 5 adults), or city (20–200 plus 50% young plus 1 warrior and 1 webspinner per 10 adults, plus 1 seer per 20 adults, plus 1 spiderlord per 50 adults, plus 1 queen per 150 adults)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+2

The large creature has the lower body of a giant spider with a humanoid torso, arms and head. Its spider legs are long and thin, allowing it to top 10 feet when it rears up. It wields a simple, though wicked-looking, spear.

Description

Once, the vast subterranean civilization of Azjol-Nerub extended over much of Northrend. Underground terraced pits and occasional aboveground ziggurats held countless nerubians living, working, and researching. Azjol-Nerub contained huge libraries of literature, music, philosophy, and arcane lore. Occasionally, the kingdom would kidnap humans and elves for experimentation, but isolation kept the nerubians out of most surface affairs.

Then Ner'zhul came to Northrend. The nerubians soon discovered the Lich King's plans for domination. While the spiderfolk had little concern for the fate of the other races, the expansion of an undead empire was a clear threat to their existence. Elite warriors were sent and a massive battle began. Ultimately, Azjol-Nerub shattered under the weight of an easily replenished undead army. The libraries burned and the surviving nerubians fled. The Scourge raised up the spiderfolk's dead, paying a cold homage to the race through architecture and borrowing from their arcane arts.

Now, the nerubians exist only as scattered families in northern Kalimdor and in a few settlements throughout Ashenvale. In their quiet and passionless manner, nerubians despise the Scourge and will take any opportunity to do it harm. Though not a warm or pleasant race, they honor agreements and can work with other races. Some groups, particularly those in the far north, seek to rebuild their civilization. Others simply try to get by.

Nerubian Society

Though cold, distant, and even cruel by the standards of other races, nerubians are not impossible to understand. They are not affectionate or prone to emotional expression, but they do feel attachment, hatred, and understand honor. Honor is a simple matter, not like the human institution built up with literature, epic poems, and the like. Nerubians do not worship logic; their emotions are simply unfettered by warm-blooded ornamentation.

A nerubian community has one leader, a few advisors, some warriors, and then the body of workers. Different types of nerubians are referred to as castes, but without the sense of status or stigma that normally comes with the term. Caste is a life-long occupation and responsibility in society, organized as a meritocracy. Workers who show talent in a given area can join an appropriate caste. Mobility is highest at a young age, however, as diet and training will lock nerubians into a specific caste quickly.

Small groups rely on workers serving as militia when needed or doing double-duty. The leader is usually the eldest female, mother of much of the group. Large communities will have the elders elect one of their own to lead as queen. Groups formed for a specific purpose, such as a warband or aggregate of decimated families, will choose a leader with proven ability.

Nerubians speak Common and Nerubian. Nerubian is both a spoken and a sign language.

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Chitin Armor

Nerubians have a special kind of hide armor formed from their own molted exoskeletons. The discarded chitin is combined with wood pulp, lacquer, and a variety of alchemical preparations. Creating chitin armor requires a DC 15 Craft (alchemy) check to prepare the raw material, followed by the standard crafting procedure.

Chitin armors can be made as analogs of any existing armors. The cost is $x3$, instead of $x4$, for Large nonstandard armor, and the chitin armor weighs the same as regular armor for a Medium creature. Maximum Dex Bonus and Armor Check Penalty are increased by 1 and Arcane Spell Failure is reduced by 5%.

Combat

Average nerubians avoid combat if possible. When pressed into service or when faced with destruction, however, they are disciplined, particularly if a skilled leader is present. Quick charges and use of simple weapons like spears and javelins are their normal tactic. Some nerubians also use longswords, axes and other martial weapons. They can also deliver a poison bite, but prefer the distance that wielding weapons offers.

Poison (Ex): Nerubian poison attacks the victim's muscles and is delivered by bite. Injury, Fortitude DC 14, initial and secondary damage 1d6 Strength. The save DC is Constitution-based. (Huge nerubian: Fort DC = $10 + 1/2$ nerubian's HD + nerubian's Con modifier, initial and secondary damage 1d8 Str; Gargantuan: Fort DC = $10 + 1/2$ nerubian's HD + nerubian's Con modifier, initial and secondary damage 2d6 Str; Colossal: Fort DC = $10 + 1/2$ nerubian's HD + nerubian's Con modifier, initial and secondary damage 2d8 Str.)

Web (Ex): A nerubian can emit a web up to 6 times a day, which functions as per the web spell. A nerubian web, however, has damage reduction 5/—. In addition to using webbing as an attack, a nerubian can spin a single strand to descend at its climb speed. The strand can hold the weight of a nerubian and one creature of Medium or smaller size. Nerubians can move across their own webbing at their climb speed.

Frozen Mind (Ex): The minds of nerubians are different from most races, leaving them untouched by powers that affect the mind (for instance, any spell with the mind-affecting descriptor). They are also immune to fear effects. Those who have attempted telepathic communication with nerubians describe it as trying to bore through many feet of ice. This same quality makes them immune to Ner'zhul's undeath plague.

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

Nerubian Warrior

These warriors are essentially nerubians with fighting experience (1st-level fighters). They are also equipped with +2 chitin armor (equivalent to leather armor) and two masterwork short swords. Warriors often learn Two-Weapon Fighting and Weapon Finesse (short sword). With a long reach, the most elite fighters can use Great Cleave to excellent effect. Nerubian warriors are CR 4, plus any character levels. Warriors of 10 HD become Huge (CR +1).

Nerubian Webspinner

Webspinners practice from a young age in creating and shaping webs, raised on a special diet to encourage quick web production. Many webspinners practice like archers, perfecting the valuable technique of casting over distance, particularly at aerial targets.

Improved Web (Ex): Webspinners are more adept with their webs and can sense when and where a creature touches any of their strands on a successful Spot check. They can emit a web 8 times per day, and the area of effect is double that of a web spell. The web is otherwise the same as a standard nerubian web.

Skills: Webspinners gain a +8 competence bonus to Hide and Move Silently checks while on their webs.

Unspoken Word [Metamagic]

You can substitute verbal components for somatic components to cast a spell.

Benefit: A verbal component becomes a somatic component. If the spell already has a somatic component, the somatic component is significantly more elaborate. This more elaborate form doubles any arcane spell failure chance due to armor. In addition, every adjacent square must be empty floor space, unoccupied and with no obstacles, or the spell automatically fails. In either case, there is no adjustment of spell level.

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Nerubian Seer

Seers have a valued place in nerubian society. They are the counselors and mages of the spiderfolk. The Scourge destroyed Azjol-Nerub's libraries, leaving the nerubians with whatever few bits and pieces the scours could carry off. They are interested in returning to the ruins to recover all that they can. Once skilled in architecture, accounting, law, and other esoteric disciplines, the demands of life now require most seers to focus on magic to protect their communities.

Nerubian seers can gain the Unspoken Word feat (see the sidebar). A seer with at least 5 ranks in Craft (alchemy) can also use materials attached to its abdomen via bits of webbing for spell components. When spells are cast, the components in these packets are activated and drawn into the spell.

Nerubian Spiderlord

Spiderlords once made up the majority of the leadership of Azjol-Nerub. In the largest communities, they still serve as advisors to a local queen. Small communities are led by spiderlords. These

nerubians look somewhat different than their brethren: they have a carapace and dual sets of wings, making their lower bodies appear almost beetle-like. They also typically grow to a larger size (Huge after 2 character classes, CR +2) and train in some combination of aristocrat, fighter, and spellcaster classes. They favor aristocrat, fighter, or wizard and must choose which when gaining a level in any of the three. The choice may not be changed later. Spiderlords are the holders of law and dominate nerubian society, though the eldest members of other castes hold considerable sway.

Nerubian Queen

Queens are the mothers of the cities. Most combine tactical skill with arcane might. Queens may also get quite large. They can grow to Huge size after 2 levels in character classes, Gargantuan after 6 levels, and Colossal after 11 levels. CR is +2 for each shift, and these shifts are optional. Queens favor the aristocrat, healer, or wizard classes and must choose which when gaining a level in any of the three. The choice may not be changed later.

Ancestral Memory (Su): Queens have something akin to genetic memory, transferred through arcane memory from mother to daughter. All skills receive a +2 racial bonus due to this memory, and a Knowledge (history) check can be made to recall matters from past ages (DC 20 for the past few lives and dramatic, 25 for less dramatic or older memories, 30+ for quite obscure events.)



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Obsidian Destroyer

Large Magical Beast

Hit Dice:	13d10+65 (136 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), fly 70 ft. (poor)
Armor Class:	24 (–1 size, +2 Dex, +13 natural), touch 11, flat-footed 24
Base Att/Grapple:	+13/+25
Attack:	Morningstar +20 melee (1d8+8 plus 1d6 sonic) Morningstar +18/+13/+8 melee (1d8+8 plus 1d6 sonic) and morningstar +18 melee (1d8+4 plus 1d6 sonic); or 2 claws +21 melee (1d6+8)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, rake 1d6+4, thunder strike, spell-like abilities
Special Qualities:	Darkvision 60 ft., low-light vision, spell resistance 25
 Saves:	Fort +13, Ref +8, Will +7
 Abilities:	Str 26, Dex 15, Con 20, Int 11, Wis 17, Cha 15
 Skills:	Concentration +21, Listen +13, Spot +13
 Feats:	Alertness, Cleave, Flyby Attack, Power Attack, Two-Weapon Fighting
 Environment:	Any cold land
 Organization:	Solitary or pair
 Challenge Rating:	8
 Treasure:	Standard, including two obsidian morningstars
 Alignment:	Always neutral evil
 Advancement:	14–20 HD (Large); 21–39 HD (Huge)
 Level Adjustment:	—

The creature looks like it is made of obsidian. It has a lower body like a powerfully-built six-legged horse, with a pair of great black wings. Its upper body is humanoid, with a shriveled, lich-like face. It wields a pair of unusual ebon morningstars in its foremost limbs.

Description

The flesh of a destroyer has the appearance of obsidian. When an obsidian destroyer stands still, it fools people into believing it is nothing more than a large statue. An obsidian destroyer has the body of a six-legged, winged horse and wields specially made obsidian morningstars. An obsidian destroyer enjoys wearing crowns and other ostentatious headaddresses.

Combat

Obsidian destroyers cast *see invisibility* and *detect magic* at will, and one almost always has these spells active at the beginning of combat. They can see the auras of spells and magic items as their enemies approach.

Though not a precise flyer, an obsidian destroyer attacks from the air when possible. It usually attacks the weakest looking target first. It pounces on the foe and declares an automatic critical hit with its thunder strike

if possible. The destroyer then chooses as its primary target a victim that was stunned, hopefully the same one it pounced on. If a destroyer senses many magic auras on its chosen target, then it casts *greater dispelling*. It moves in for full attacks until the victim goes down.

If its enemies flee before it gets a kill, an obsidian destroyer pursues the slowest target until it succeeds in a kill. Once a destroyer has a kill, fleeing enemies are allowed to escape as it settles in for a meal.

Pounce (Ex): If an obsidian destroyer leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): An obsidian destroyer that pounces onto a creature can make two rake attacks with its hind legs. Attack bonus +20 melee, damage 1d6+4.

Thunder Strike (Su): Obsidian destroyers can channel magic energy through their specially made masterwork obsidian morningstars to create thunderous blows. These morning stars deal an additional 1d6 points of sonic damage on a successful hit.

A successful critical hit creates a cacophonous roar like thunder. All creatures within a 20-foot radius spread take 2d8 points of sonic damage and must succeed at a DC 18 Will saving throw to avoid being stunned for 1 round. Deafened creatures are not stunned but are still damaged. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain a +2 bonus to hit it.

In addition, the victim of a destroyer's critical hit must succeed at a DC 18 Fortitude saving throw or be deafened permanently.

Once per day, a destroyer can declare that a successful hit is in fact a critical hit. This ability cannot be used against creatures immune to critical hits.

Spell-Like Abilities: At will—*detect magic*, *greater dispel magic*, *read magic*; 1/day—*remove curse*, *see invisibility*. Caster level 20th; save DC 12 + spell level.



WARCRAFT

THE ROLEPLAYING GAME

Ogre

Hit Dice:	4d8+8 (26 hp)
Initiative:	+3
Speed:	30 ft. in hide armor (6 squares); base speed 40 ft.
Armor Class:	16 (–1 size, –1 Dex, +5 natural, +3 hide), touch 8, flat-footed 16
Base Att/Grapple:	+3/+13
Attack:	Greatclub +9 melee (1d10+6)
Full Attack:	Greatclub +9 melee (1d10+6) or spear +1 ranged (1d8+6/x3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +6, Ref +0, Will +2
Abilities:	Str 22, Dex 9, Con 15, Int 8, Wis 12, Cha 8
Skills:	Climb +5, Intimidate +4, Listen +5, Spot +5
Feats:	ImprovedInitiative, WeaponFocus(greatclub)
Environment:	Any land and underground
Organization:	Solitary, band (2–10 ogres plus one 1st–2nd level fighter leader), or tribe (10–60 ogres with 50% young plus one 2nd-level warrior per 10 plus one 3rd- to 5th-level chieftain)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+2

This massive humanoid looks vaguely orc-like. It wears simple clothing over its pinkish-tan skin and carries a tremendous war club.

Description

Ogres are massive humanoids. Like orcs, they came from Draenor with the Horde, though they went their own way after the Second War.

Many assume the ogres are insensate brutes, liking nothing more than destruction. Ogres have changed since the days of the Horde, however, possibly also due to their freedom from the influence of demons. More cunning than most give them credit for, ogre tribes keep somewhat of a distance from the other races as they have build a

civilization. Villages are established in foothills, allowing ogres access to plains and forested areas.

Ogre Society

The new civilization of ogres has somewhat of a patchwork quality to it. Tribes are experimenting with different approaches, observing the other races as they seek to find their own way. Some groups are nomadic, while others have started small agrarian communities. All hunt, either as a primary or supplementary source of food. While rivalries and conflicts occur, ogres place great stock in listening to elders and allowing moderation of disputes. There is a loyalty to the race and at least some respect for other races, though ogre interests are always addressed first and foremost.

Ogres value endurance and insight more than simple strength. As strong as they are, they know that something out there is always stronger. Rangers are common among ogres, combining skill with a knowledge of the land.



WARCRAFT

THE ROLEPLAYING GAME

Combat

Ogres test unfamiliar groups to determine their power and possible intentions. They try to avoid conflict, often by having ogre warriors make displays of aggression, smashing the ground and shouting at opponents, out of range of whatever weapons the opponents possess. As a last resort, ogres have some skill in formation fighting and will use a combination of charges and withdrawals to try to surround enemies. Ogres will throw spears at a distance in waves combined with the use of clubs, with possible magical support from ogre magi. When committed to a fight, these giants are completely dedicated, only breaking from an engagement if their leader commands it.

Skills: Ogres receive a +4 racial bonus to Listen and Spot checks.

Ogre Characters

Despite their size and ferocious appearance, ogres are curious about the wider world and often seek to spread a more positive understanding of ogre culture. At the very least, an ogre hero can gain resources and allies for her tribe. Ogres favor the barbarian class. Ogre characters possess the following racial traits.

- +12 Strength, +4 Constitution, +2 Wisdom, -2 Dexterity, -2 Intelligence, -2 Charisma.
- Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 ft./10 ft.
- An ogre's base land speed is 40 feet.
- Darkvision out to 60 feet; low-light vision.

- Racial Hit Dice: An ogre begins with four levels of giant, which provide 4d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +1, and Will +1.

- Racial Skills: An ogre's giant levels give it skill points equal to $7 \times (2 + \text{Int modifier})$. Its class skills are Climb, Intimidate, Listen, and Spot.

- Racial Feats: An ogre's giant levels give it two feats.

- +5 natural armor bonus.

- Automatic Languages: Common, Low Common, Orc.

- Favored Class: Barbarian.

- Level Adjustment: +2.

Ogre Magus

The warlock Gul'dan needed spellcasting champions in the Second War. He mutated certain ogres, creating two-headed beings with a natural affinity for magic. These ogre magi have since become the spiritual leaders of the ogre tribes. They provide spells and magical items to protect the tribes from more established civilizations. Magi are the healers, record-keepers, and advisors to the chieftains. Those who pursue the path of the warlock develop a blue tinge to their skin, a side-effect of wielding necromantic energies.



WARCRAFT

THE ROLEPLAYING GAME

Combat

A given tribe will have ogre magi with spellcaster levels totaling 1 per 10 individuals. That is, a 20-member tribe has either two 1st-level ogre magi or one 2nd-level ogre magus. Occasionally, a chieftain will also be an ogre magus, but this is rare.

Ogre magi have +4 Int and Cha, and +2 Wis. All have spellcaster levels. They favor the sorcerer class, though healers, shamans and warlocks are common. A few rare ogre magi become wizards, but the need for writing materials can limit their pursuit of magic.

Fire from the Bones [Metamagic]

Ogre magi may gain power from their very flesh and bones, granting them greater ability to cast and shape spells.

Prerequisite: Ogre magus.

Benefit: The character may gain bonus spells based on Constitution instead of the ability score normal for their spellcasting class. In the case of multiple spellcasting classes with different ability scores, Constitution may replace both.

Pyre of the Bones [Metamagic]

The power of flesh is woven into each spell, giving greater control over magic.

Prerequisite: Fire from the Bones.

Benefit: Constitution may replace the normal spellcasting ability score for the purposes of spell saves and the maximum spell level the character may cast. Any spell characteristic based on the spellcasting ability may use Constitution instead. If the character has multiple spellcasting classes that use different ability scores, Constitution may replace all of them.

Tattoos of Power [Item Creation]

The ogre magus can place powerful enchantments on individuals.

Prerequisite: Ogre magus, spellcaster level 3rd.

Benefit: The ogre magus can place item enchantments directly on himself or others. This process is treated exactly as other craft items in terms of cost, XP, and casting requirements. The ogre magus must also have whatever other item craft feat is appropriate, such as Craft Magic Arms and Armor to enchant a warrior's skin as armor.

A single individual is treated as a single item. Weapon enhancements apply only to natural weapons, though a ranged weapon enhancement can be given that applies to thrown weapons as missiles. Tattoos after the first type of enchantment have double the cost, but improving the first tattoo remains at the normal cost.

Other enchantments, such as a tattoo that functions like a wand, have a base double cost. That is, the cost is doubled because the tattoo is not being used in a normal slot.

Tattoos are not damaged even if the skin they are on is damaged. Removing the skin with a tattoo requires a DC 20 Heal check to avoid destroying the enchantment. A Spellcraft check (DC 25, 20 if the character has Tattoos of Power) allows a character to use the tattoo to pay toward the cost of enchanting another item. A failure means the tattoo is useless to that character.

A tattoo with a +2 weapon enhancement bonus could be used to make a +2 sword, paying the normal enchantment cost for the +2 bonus. Once used, that component of the tattoo is depleted. Any excess value, such as a wand tattoo used to enchant a wand, is lost in transferring. A wand tattoo used to enchant another wand would lose the doubled value. Using it to enchant another wand tattoo, however, would transfer the value entirely. Crafting the new item takes at least a day. Only one Spellcraft check is needed, even if multiple enchantments are being drawn into different items.

WARCRAFT

THE ROLEPLAYING GAME

Pandaren

Medium Humanoid (Pandaren)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+0
Speed:	20 ft. (4 squares), climb 10 ft.
Armor Class:	12 (+2 natural), touch 10, flat-footed 12
Base Att/Grapple:	+2/+4
Attack:	Claw +4 melee (1d4+2)
Full Attack:	2 claws +4 melee (1d4+2) and bite –1 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, quadrupedal movement
Saves:	Fort +4, Ref +3, Will +1
Abilities:	Str 15, Dex 11, Con 13, Int 7, Wis 11, Cha 9
Skills:	Climb +10, Heal +2, Listen +3, Spot +3, Survival +2
Feats:	Dodge ⁸ , Lightning Reflexes, Self-Sufficient
Environment:	Warm plains and hills
Organization:	Solitary, family group (2–5), patrol (6–11), clan (30–60)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	By character class
Level Adjustment:	+1

The humanoid looks vaguely similar to a bear, with a stocky build and blunt ursine face. Its short-furred pelt is white with black markings around its eyes. It wears a loose, embroidered silk robe.

Description

The Pandaren Empire was founded before the Great Sundering of the world. It shared resources and mystic knowledge with the haughty night elves of central Kalimdor. As the night elves' obsession with the forces of magic drove them to the brink of madness, the gentle pandaren severed ties and left the night elves behind forever. The pandaren clans, or shao'dins, traveled far across the seas and established crude but beautiful cities of stone and sturdy bamboo reed on an island they named Pandaria.

They lived in peace for many generations until the Sundering. Some, including pandaren wardancers, then ventured forth from Pandaria, wandering Kalimdor and other lands on journeys of discovery. Wielding thin, delicately balanced blades, the pandaren wardancers quickly established themselves as some of the deadliest swordsmen of the world.

Pandaren Society

Pandaren society has changed from its origins. Where once the pandaren were a mighty empire, standing proud beside their night elf allies, now they

are a simple people who want only peace and a safe home. Yet the world is a dangerous place, and only through an acceptance of the violence that comes with life can the pandaren continue to prosper.

Pandaren society is, in many ways, compartmentalized. At their core, the pandaren treasure peace and creativity. Most pandaren are poets and singers, and the craftsmen of their culture are truly revered. The danger of their lives, however, has necessitated the evolution of a class of warriors to defend those ideals — it is these warriors, from the simplest pikeman to the great shod-pans, who ensure that pandaren culture survives.

Combat

Even the lowliest pandaren is capable of defending himself, using the fangs and stubby but needle-like claws that are a natural part of his body. All pandaren can use these natural weapons to fight and hunt, as pandaren grow up playing rough and tumble games meant to hone their abilities while learning the admonishments of their elders that such things are a last resort. In general, pandaren prefer to use the weapons they craft, feeling that their natural weapons hearken back to a primal time.

Quadrupedal Movement (Ex): Pandaren are bipedal creatures, but their pseudo-ursine forms allow them to move at tremendous speed on four limbs. When a pandaren drops down to all fours, his speed increases by +10 feet. He must have nothing in his hands to use quadrupedal movement.

Weapon Familiarity: Pandaren treat pan-spears and shakhtani swords as martial weapons rather than exotic weapons.

Skills: Pandaren receive a +8 racial bonus to Climb checks.

Pandaren Characters

Most classed pandaren encountered are fighters and/or healers. Pandaren characters possess the following racial traits.

- +2 Dexterity, +2 Constitution.
- Medium size.
- A pandaren's base land speed is 20 feet (30 feet when quadrupedal) and base climb speed is 15 feet.
- Low-light vision.
- Racial Skills: A pandaren character has a +8 racial bonus on Climb checks.
- Racial Feats: A pandaren character gains feats according to its character class.
- +2 natural armor bonus.
- Special Qualities (see above): Quadrupedal movement, weapon familiarity (pan-spears and shakhtani swords).
- Automatic Language: Common.
- Favored Class: Fighter or healer.
- Level Adjustment: +1.

WARCRAFT

THE ROLEPLAYING GAME

Pandaren Pikeman and Wardancer

Pikeman	Wardancer
Medium Humanoid (Pandaren)	Medium Humanoid (Pandaren)
Hit Dice: 3d8+3 plus 1d10+1 (23 hp)	3d8+6 plus 5d10+10 (57 hp)
Initiative: +1	+3
Speed: 15 ft. (armor) (3 squares), climb 10 ft.	20 ft. (4 squares), climb 10 ft.
Armor Class: 17 (+1 Dex, +5 armor, +1 natural), touch 11, flat-footed 17	18 (+3 Dex, +4 armor, +1 natural), touch 13, flat-footed 15
Base Att/Grapple: +3/+6	+7/+12
Attack: Pan-spear +7 melee (1d8+6/x3) or pan-spear +4 ranged (1d8+6/x3)	Shaktani warblade +13 melee (1d10+9/19-20)
Full Attack: Pan-spear +7 melee (1d8+6/x3) and bite +2 melee (1d6+2)	Shaktani warblade +13/+8 melee (1d10+9/19-20) and bite +7 melee (1d6+2)
Space/Reach: 5 ft./5 ft.	5 ft./5 ft.
Special Attacks: —	—
Special Qualities: Low-light vision, quadrupedal movement	Low-light vision, quadrupedal movement
Saves: Fort +7, Ref +3, Will +1	Fort +10, Ref +5, Will +3
Abilities: Str 18, Dex 13, Con 13, Int 5, Wis 11, Cha 7	Str 20, Dex 16, Con 15, Int 7, Wis 13, Cha 7
Skills: Climb +5, Heal +2, Jump +3, Listen +3, Spot +3, Survival +2	Climb +7, Heal +3, Jump +8, Listen +4, Spot +4, Survival +3
Feats: Dodge, Lightning Reflexes, Self-Sufficient ⁸ , Exotic Weapon Proficiency (pan-spear)	Dodge, Exotic Weapon Proficiency (pan-spear), Exotic Weapon Proficiency (shaktani warblade), Lightning Reflexes, Self-Sufficient ⁸ , Weapon Focus (shaktani warblade), Weapon Specialization (shaktani warblade)
Environment: Warm plains and hills	Warm plains and hills
Organization: Solitary, pair, company (2-5), squad (6-13 plus 1 wardancer), platoon (20-40 plus 100% noncombatants plus 2-5 wardancers and 3-6 geomancers), or tribe (40-400 plus 8-48 wardancers and 8-48 geomancers and 1 shodo-pan)	Solitary, pair, or company (2-5)
Challenge Rating: 3	7
Treasure: Standard	Standard
Alignment: Usually chaotic neutral	Usually chaotic neutral
Advancement: By character class	By character class
Level Adjustment: +1	+1

Pandaren Pikeman

The pikemen of the pandaren clans are the dedicated defenders of their people. Masters of the pan-spear, many pikemen dream of becoming one of the elite defenders of their people, the wardancers. Indeed, a pikeman is said to still be "learning the dance." Troops of pikemen are trained by a wardancer superior, who watches his apprentices to determine who is prepared to engage in the Dance of War.

Combat

In combat, pikemen back up the lethal wardancer, peppering incoming enemies with a rain of pan-spears and then guarding the flanks of their champions. In game terms, pikemen are usually 1st to 4th level fighters. The statistic block above describes a 1st-level fighter.

Pandaren Wardancer

Resplendent in their elaborate bambus armor and dangerous with their shaktani warblades to hand, the wardancers are the very epitome of the pandaren outlook on the world. To the pandaren, each individual has an art, an art that he or she should spend his or her life perfecting. For the wardancers, this art is the art of violence and war.

Wardancers are not warlike, however; they are perhaps the world's only artists who regret every opportunity they are given to practice their art. Nevertheless, they save their regret for purifications undertaken after combat. In the midst of battle, few sights can equal that of a pandaren wardancer, performing a lethal dance of steel and blood, moving to the sacred song that all wardancers are taught to hear within the din of violence.

WARCRAFT

THE ROLEPLAYING GAME

Combat

Wardancers are at the forefront of any pandaren war effort, cutting a swathe through the enemy. Though they are trained to use effective group tactics during their careers as pikemen, wardancers do not operate together. Instead, each wardancer operates alone on

the battlefield, supported by those pikemen over whom he is both captain and mentor. He dances the shaktani dance alone and with grim determination. In game terms, wardancers are usually fighters of 5th level and higher. The statistic block above describes a 5th-level fighter.

Pandaren Equipment

The clever pandaren craftsmen have learned to make the most of the sparse building materials found in their environs. Steel is a rare commodity; in fact, most of what steel they have is left from bygone days in central Kalimdor, reforged and reshaped by craftsmen. The rest of what they have is usually taken from the weapons of enemies. As such, the pandaren have developed weapons and armors that rely on very little steel. In fact, only the shaktani warblades are made wholly of steel.

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Increment	Weight	Type
Pan-spear	10 gp	1d6	1d8	x3	15 ft.	—	5 lb.	Piercing
Shaktani warblade	400 gp	1d8	1d10	19–20/x2	—	—	8 lb.	Slashing

Though the statistics include Small-sized versions of these weapons, it is unheard of for the pandaren actually to create such weapons.

Pan-spear: These spears are constructed of light yet sturdy bambus and fitted with wickedly edged spearheads shaped to resemble the leaves of the bambus. Pan-spears are reach weapons and are in general treated as longspears (including requiring martial weapons proficiency in order to use them as such). If the warrior in question has an exotic weapon proficiency for pan-spears, however, he gains two benefits. First, he may throw the pan-spear with the range increment listed above. Secondly, the warrior may take advantage of the unique weighting of the weapon to overcome the normal limits that reach weapons have — he may, as a move action, shift his grip on the weapon to allow him to fight opponents who are less than 10 feet away.

Shaktani Warblade: Shaktani are considered masterwork weapons — it is simply not possible to create the elegant curving blades and precise balance of the weapon without extensive and painstaking craftsmanship. As such, all shaktani are treated as masterwork weapons. Like bastard swords, shaktani may be used one-handed as an exotic weapon or two-handed as a martial weapon.

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Spd, 30 ft.	Spd, 20 ft.	Weight
Pikeman armor	350 gp	+5	+3	-3	25%	20 ft.	15 ft.	25 lb.
Wardancer armor	200 gp	+4	+4	-2	20%	30 ft.	20 ft.	20 lb.

Pikeman Armor: Crafted of bambus backed with leather and woven with iron-beaded wire, the heavier pikeman armor is meant for front-line battle. It tends to be heavy, allowing for greater protection for the warrior. Pikeman armor is treated as medium armor.

Wardancer Armor: Likewise crafted of bambus, wardancer armor is similar to pikeman armor, although rare steel-silk replaces the wire and tiny hollow steel orbs replace the iron beads (the orbs make an echoing sound when struck). The armor itself is lighter, but it allows a greater freedom of movement, essential to the wardance. Wardancer armor is treated as light armor.

WARCRAFT

THE ROLEPLAYING GAME

Pandaren Geomancer and Shodo-Pan

Geomancer	Shodo-pan
Medium Humanoid (Pandaren)	Medium Humanoid (Pandaren)
Hit Dice: 8d8+16 (52 hp)	7d10+14 plus 5d10+10 (83 hp)
Initiative: +0	+2
Speed: 20 ft. (4 squares), climb 10 ft.	20 ft. (4 squares), climb 10 ft.
Armor Class: 14 (+3 studded leather, +1 natural), touch 10, flat-footed 13	17 (+2 Dex, +4 armor, +1 natural), touch 11, flat-footed 15
Base Att/Grapple: +5/+6	+9/+11
Attack: Claw +6 melee (1d4+1)	Shaktani warblade +12 melee (1d10+5/19-20)
Full Attack: 2 claws +6 melee (1d4+1) and bite +1 melee (1d6)	Shaktani warblade +12/+7 melee (1d10+5/19-20) and bite +6 melee (1d6+1)
Space/Reach: 5 ft./5 ft.	5 ft./5 ft.
Special Attacks: Spells	Spells
Special Qualities: Low-light vision, quadrupedal movement	Elemental companion, low-light vision, quadrupedal movement, weather sense +4
Saves: Fort +9, Ref +4, Will +7	Fort +14, Ref +7, Will +10
Abilities: Str 13, Dex 11, Con 15, Int 7, Wis 15, Cha 7	Str 14, Dex 15, Con 15, Int 9, Wis 17, Cha 9
Skills: Climb +5, Concentration +4, Heal +4, Knowledge (religion) +2, Listen +5, Spellcraft +1, Spot +5, Survival +4	Climb +6 Concentration +4, Heal +5, Knowledge (nature) +0, Knowledge (religion) +1, Listen +6, Spellcraft +2, Spot +6, Survival +5 (+7 on weather checks)
Feats: Brew Potion, Combat Casting, Craft Magic Arms and Armor, Dodge, Lightning Reflexes, Self-Sufficient ⁶	Brew Potion, Dodge, Exotic Weapon Proficiency (pan-spear), Exotic Weapon Proficiency (shaktani warblade), Lightning Reflexes, Mobility, Self-Sufficient ⁶ , Spring Attack, Weapon Focus (shaktani warblade), Weapon Specialization (shaktani warblade)
Environment: Warm plains and hills	Warm plains and hills
Organization: Solitary, pair, or company (2-5)	Solitary
Challenge Rating: 7	11
Treasure: Standard	Standard
Alignment: Usually chaotic neutral	Usually chaotic neutral
Advancement: By character class	By character class
Level Adjustment: +1	+1

Pandaren Geomancer

The spirits of the land are very real and sometimes very dangerous. The sacred duty of the pandaren geomancers is to understand the lay of the land, to study the natural terrain for clues as to the nature and disposition of the spirits within it. Yet the geomancers do more than simply examine the spirits of the lands; they also work to appease them. Through the use of rituals, songs, and sacrifices, the geomancers attempt to propitiate the spirits, lulling them into complacency with attention and honor.

Should this process fail, the geomancers are not above manipulating the very nature of the spirits. Geomancers teach that the land is a reflection of the spirits, but the spirits are also a reflection of the land. When the spirit changes, the land around it changes as well; but more importantly, when the land changes, the spirit may also. So, the geomancers guild their clans in reforming the land around them, remaking it into a suitable place not only to dwell, but to help make the spirit into a friendlier entity.

Combat

In combat, the normally peaceful geomancers can be fierce. The spirits of the land, beholden to the geomancers for their happiness, are only too willing to fight on their behalf. Those who run afoul of geomancers in battle find that the very land may rise up, taking the form of rock and stone elementals. The legends still speak of geomancers capable of calling up the earth to destroy the settlements of their enemies with devastating earthquakes.

In game terms, geomancers are healers who usually end up gaining levels in the shaman prestige class. The stat block above describes a 5th-level healer.

Typical Healer Spells Prepared (5/4/3/1, save DC 12 + spell level): 0—create water, detect magic, light, mending, purify food and drink; 1st—bane, bless, cause fear, shield of faith; 2nd—augury, delay poison, lesser restoration; 3rd—dispel magic.

WARCRAFT

THE ROLEPLAYING GAME

Pandaren Shodo-Pan

Once, there was only one shodo-pan at any one time. Hailed as the mightiest scion of the pandaren people and emperor of the empire, the shodo-pan was the blessed of the very spirits of the pandaren people. With the fall of the old empire, the term "shodo-pan" has come to reflect not a single ruler, but the heads of the various pandaren clans.

A shodo-pan is unique, in that he straddles the two worlds—the physical and the spiritual. Though he is a capable wardancer, the shodo-pan must also understand and practice the arts of the geomancers, for there are times when the two forms of practice must overlap. In the rare times when the spirits of a place cannot be appeased, the shodo-pan must dance war against them. And, just as the geomancers minister to the needs of the spirits of the land, the shodo-pan ministers to the needs of the spirit of the pandaren people.

The pandaren honor and revere their shodo-pans as the living embodiment of their people's spirit. Indeed, it is said that the ancestors of the pandaren whisper in the ears of the geomancers who will be a clan's next shodo-pan. There is no nobility among the pandaren, for any of the wardancers or geomancers might be chosen as the next shodo-pan.

When that happens, the prospective shodo-pan is taken away from his first discipline and taught the other. Geomancers are forbidden to use their spirit-arts until they have mastered the wardance; likewise, young wardancers must put away their armor and shaktani warblades to learn the Hundred Spirit Songs of the geomancers.

Combat

In combat, shodo-pan are capable of bringing great force to bear, for they dance war as well as any wardancer. Yet their power is augmented by their geomantic knowledge—instead of a troop of pikemen, the shodo-pan may be aided by a gathering of rock elementals and other spirits. He may summon spirits to possess his blade, so that it strikes faster, surer, and with more deadly accuracy. The centaur khans are right to fear the coming of the shodo-pan.

Brewmasters

A rare few pandaren walk outside of their culture's normal ways. Brewmasters are those pandaren given to a fondness for drink. Rather than being relegated to some outcast place in society, however, pandaren highly regard those who show such a propensity. These pandaren, like all their kind, master a craft: theirs is the creation of ales, wines, and other spirits.

Yet the term "spirits" is not used facetiously among these folk, for those who would become brewmasters learn which plants, berries, and fungi harbor the most powerful spirits. They harvest these spirits and awaken them, allowing the one fortunate enough to drink one of these Master Brews actually to see and commune with the spirit.

The brewmasters learn their strange, drunken wardance from these spirits. Brewmasters are the only pandaren who are exempt from the strictures regarding the ability to create and destroy—in all things, the brewmasters are too busy listening to the spirits that swirl about within their heads to care what their peers think.

In game terms, brewmasters are usually multiclassed fighter/healers, with feats such as Combat Expertise and Improved Unarmed Strike.

In game terms, shodo-pan are multiclassed fighter/healers who usually end up gaining levels in the shaman prestige class. The statistics above describe a 5th-level fighter/5th-level healer/3rd-level shaman.

Spells: As an 8th-level healer, with access to shaman spells.

Typical Healer Spells Prepared (5/4/3/2, save DC 13 + spell level): 0—*create water, detect magic, light, mending, purify food and drink, 1st—burning hands, cause fear, flame fear, shield of faith; 2nd—frost armor*, produce flame, soften earth and stone; 3rd—bloodlust*, stone shape.*

*Indicates a spell described in the *Warcraft* RPG.

Elemental Companion (Su): The shodo-pan can summon a Small elemental companion (choose from the Small elemental familiars described under "Familiars" in the DMG, Chapter 6: Characters). This summoned Small elemental cannot be turned, rebuked, or commanded by any third party.

Weather Sense (Su): The shodo-pan receives a +4 circumstance bonus to his DC 15 Survival check to know what the weather will be like for the next 24 hours.



Phoenix

	Large Elemental (Fire)
Hit Dice:	15d8+45 (112 hp)
Initiative:	+3
Speed:	Fly 60 ft. (perfect)
Armor Class:	24 (–1 size, +3 Dex, +12 natural), touch 12, flat-footed 21
Base Att/Grapple:	+11/+20
Attack:	Bite +16 melee (2d6+7 and 2d6 fire)
Full Attack:	Bite +16 melee (2d6+7 and 2d6 fire)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Flaming aura, burn, scorching death
Special Qualities:	Darkvision 60 ft., rise from the ashes, fire subtype, elemental traits
Saves:	Fort +8, Ref +12, Will +6
Abilities:	Str 20, Dex 17, Con 16, Int 11, Wis 13, Cha 12
Skills:	Escape Artist +12, Knowledge (Elemental Plane) +9, Listen +12, Spot +12
Feats:	Alertness, Combat Reflexes, Dodge, Flyby Attack, Power Attack, Weapon Focus (bite)
Environment:	Any land
Organization:	Solitary
Challenge Rating:	8
Treasure:	—
Alignment:	Usually neutral
Advancement:	16–24 HD (Huge); 25–32 HD (Gargantuan)
Level Adjustment:	—

The wondrous bird is about 18 feet long with a sleek, feathered body that dances with bright flames. Its colorful feathers range from yellow to orange to red. A crest of spiky feathers runs down the center of its back, and its wingspan stretches out to 30 feet.

Description

The phoenix is a natural predator of the Elemental Plane. From birth to death, it spends its life hunting through the air — in fact, it lacks any legs that might enable it to land. Even after death it often rises again from its own ashes to continue the hunt.

Combat

A phoenix is a fearless, aggressive predator of aerial prey. Its only direct form of attack is a vicious bite, but the secondary damage from its flaming aura and burn abilities help to bring down its prey quickly. A phoenix prefers to attack from above and behind with surprise, but follows up its initial attack by remaining close to burn its victims while continuing to strike with its beak.

Flaming Aura (Ex): A phoenix is always surrounded by a blazing aura of heat. Touching or being touched by a phoenix automatically deals 2d6 points of fire damage. Merely being within 5 feet of a phoenix deals 1d6 points of fire damage.

Burn (Ex): When a phoenix hits with its bite attack, the opponent must succeed at a DC 22 Reflex save or catch fire. The flame burns for 1d4 rounds if not extinguished sooner. The burning creature can use a full-round action to put out the flame.

Scorching Death (Ex): When a phoenix reaches zero or fewer hit points, it falls to the earth below in a pillar of viscous flame and ash instead of being disabled or slain. All those caught within the 10-foot radius cylinder take 15d6 points of fire damage (DC 22 Reflex half).

Rise from the Ashes (Ex): From the ashes of the scorching death of a downed phoenix appears an immolated egg. The egg hatches after 1d4 days, and the phoenix rises from the ashes fully healed.

This Medium egg has the flaming aura, fire subtype, and elemental traits abilities. The egg can be attacked. It has an AC of 19 (–5 Dex, +14 natural) and 60 hit points (8d8+24 HD). The phoenix within is destroyed and will never rise again if the egg is reduced to zero or fewer hit points before it hatches.



Quilboar

Medium Monstrous Humanoid

Hit Dice:	1d8+2 (6 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	12 (+1 Dex, +1 natural), touch 11, flat-footed 11
Base Att/Grapple:	+1/+2
Attack:	Slam +1 melee (1d4+1) or flail +1 melee (1d8+1)
Full Attack:	Slam +1 melee (1d4+1) or flail +1 melee (1d8+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 120 ft.
Saves:	Fort +2, Ref +3, Will +1
Abilities:	Str 13, Dex 13, Con 15, Int 9, Wis 8, Cha 8
Skills:	Listen +1, Spot +1
Feats:	Dodge
Environment:	Any land
Organization:	Gang (5–8) or band (10–100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+0

The humanoid creature has a thickset, hunched body and the pig-like face of a boar. A row of razor-sharp spines runs down its muscular back.

Description

Quilboar are primitive, resilient, fearless creatures who inhabit the central Barrens of Kalimdor in the labyrinthine maze of thorns called Razorfen Downs.

After the War of the Ancients and the subsequent Sundering of the world, the quilboars' surroundings became increasingly hostile. Forced to fight for food and precious land against both tauren and pandaren, they developed into aggressive and efficient warriors. Though well able to handle themselves in a one-on-one battle, they are not above striking from ambush or even sacrificing themselves to destroy even one of their many enemies.

Quilboar Society

The quilboar are a scattered people. After centuries of aggression against the tauren, the pandaren, and any other species that stood in their way, they no longer have a land to call their own. They are terror-

ists and thugs living on the fringes of other societies, claiming slivers of bloodstained territory from weaker settlers.

As a whole, the quilboar are a male-dominated species. Even though rarely seen by other species, their females must constantly keep their heads, faces, and quills covered. Otherwise, they are allowed no other ornamentation and can be killed on sight for touching a weapon. In quilboar society, strength is highly valued. Female children and sickly male children are often abandoned, left to fend for themselves or to die at the claws of beasts. Family is important, but only as a source of more warriors to drive against the enemies. Almost from birth, young quilboar are indoctrinated with teachings of hatred for other sapient species.

The quilboar hold no distinction between politics and religion. Their ultimate leaders are also their religious leaders. Bands are always led by a shaman. Smaller groups are led by the strongest warrior, often referred to as a brute. Only rarely will more than one quilboar warband be found in a single geographic area, unless under the leadership of a particularly charismatic shaman or other strong leader. There is no known quilboar king, though those few tribes large enough to claim distinct names do have shamans of great power and influence who act as tribal leaders.

The laws that govern the quilboar are simple. Women and children must defer to adult males. Adult males must defer to any quilboar they cannot defeat in personal combat. All must defer to a shaman. Punishment for failing to defer properly can be quite severe. The loss of a hand or an eye is common, though death is not unheard of, particularly for females or males who can no longer hold their own in combat. Quilboar punishments are intended purely to cull the weak. Rather than die on a sick bed or as the result of punishment, aging warriors will often hurl themselves against enemies they know they cannot defeat.

Quilboar shamans possess the abilities to combat or cause disease, to control nature, and to summon spirit boars. According to quilboar shamans, the existence of sickness is caused by the intrusion of other species on the rightful lands of the quilboar. They teach that until the invaders are driven out and the quilboar have returned to their promised lands, suffering can only be alleviated through a heroic death. The afterlife for quilboar martyrs is filled with wonders and pleasures beyond imagining, according to shamanistic teachings.

Razormanes

Razormanes are one of the two most prominent quilboar tribes. Native to the Barrens, they frequently raid and pillage nearby settlements.

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Bristlebacks

Bristlebacks tend to be larger and stronger than most quilboar. They typically have a minimum of 2 Hit Dice and a Strength of 15.

Combat

Quilboar warriors fight with a single-minded ferocity. Given a strong leader or an ancestral enemy, they will fight to the death, sacrificing themselves to destroy even one opponent. Quilboar warriors favor the flail, but they will make use of any weapon, even an impromptu weapon, that presents itself.

Quilboar Characters

The quilboar favored class is fighter. Some are rogues and a rare few become healers. As noted above,

small bands are typically led by fighters of the highest level, but such fighters always defer to a quilboar shaman when one is present. Quilboar characters possess the following racial traits.

— +2 Strength, +2 Dexterity, +4 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma.

— Medium size.

— A quilboar's base land speed is 30 feet.

— Darkvision out to 120 feet.

— +1 natural armor bonus.

— Automatic Language: Low Common.

— Favored Class: Fighter.

— Level Adjustment: +0.



Revenant

Revenants are minor elemental creatures who once served as foot soldiers for the malefic Old Gods when the world was young. When the titans defeated the Old Gods and chained them beneath the cold earth, the wicked revenants and their greater elemental cousins were banished to an alternate dimension. Locked away from the world they once ruled, the fire of the elementals' hatred for the titans and their creations burned with increasing intensity.

As the millennia passed, reckless mortal wizards began to summon elementals back into the physical world. Freed at last, many revenants struck out against the mortals that had summoned them and set out to

forge their own destiny among their native elements in the world. These evil beings exist only to inflict strife and sow elemental chaos. Though they have limited intelligence, their sheer hatred and will to destroy make them fearful opponents when encountered in the wilds of the world.

Revenant Traits: All revenants possess the following traits.

— **Energy Strike (Ex):** A revenant treats its natural weapons or any weapon it wields as an energy weapon. The type is specific to the revenant. For example, a revenant with energy strike [cold] deals +1d6 points of cold damage with every attack.

— **Levitation (Su):** A revenant can *levitate* at will as though affected by the spell. Its caster level equals its Hit Dice.



Death Revenant

	Medium Elemental (Earth)
Hit Dice:	6d8+18 (45 hp)
Initiative:	+3
Speed:	40 ft. in scale mail armor (8 squares), base speed 50 ft.; burrow 50 ft.
Armor Class:	23 (+3 Dex, +4 natural, +4 scale mail, +2 large metal shield), touch 13, flat-footed 20
Base Att/Grapple:	+4/+6
Attack:	Heavy mace +7 melee (1d8+2 plus 1d6 unholy and 1d6 acid) or slam +6 melee (1d6+3 plus 1d6 unholy and 1d6 acid)
Full Attack:	Heavy mace +7 melee (1d8+2 plus 1d6 unholy and 1d6 acid) or slam +6 melee (1d6+3 plus 1d6 unholy and 1d6 acid)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Energy strike [acid], greater death coil, animate dead, <i>create spawn</i> , unholy strike
Special Qualities:	Darkvision 60 ft., levitate, elemental traits
Saves:	Fort +7, Ref +4, Will +1
Abilities:	Str 15, Dex 16, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +6, Spot +7
Feats:	Alertness, Power Attack, Weapon Focus (heavy mace)
Environment:	Any land or underground
Organization:	Solitary or gang (1 plus 2-8 skeletons and 2-8 zombies)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral evil
Advancement:	7-12 HD (Medium); 13-18 HD (Large)
Level Adjustment:	—

The creature is seemingly humanoid, but rides on a ball of green-colored energy rather than walks on two feet. The creature wears flowing black robes under scale mail armor and carries a heavy mace and large metal shield emblazoned with a single green-colored image of an eyeball. Etched into the shield, radiating from the eye out to the shield's edges, are yellow beams. The eye sockets of the creature's metallic helm shine with a menacing green light. Only its arms are readily visible, and appear to be made of black dirt and rocks held together by green energy.

Description

Death revenants are the rarest of all the types and the most mysterious. Their vaguely humanoid appearance is almost an illusion created by the armor and flowing black robes they wear. Beneath, a death revenant is dark earth held together by elemental energy. The face of a death revenant appears brutalized and decaying, no doubt a result of their preference

for the dead and predilection to roam graveyards. They are eerie creatures, with echoing voices and strange, riddling replies to any questions posed to them. Although they do not prefer to fight, death revenants have their own ideas about when "too far" has been reached, and they are more than willing to visit the truth of the afterlife on any who bother them without good cause.

Combat

Since death revenants prefer to roam graveyards, it's common for them to have already exhumed a number of corpses, if for no other reason than to gaze upon the dead. A death revenant begins a battle by using *animate dead* to raise as many skeletons and zombies as it can. It then uses *death coil* until engaged in melee. Death revenants enjoy slaying creatures and seeing them rise as elementals. They try to focus their attacks on the weakest, the ones most likely not to survive melee. Death revenants fight to the end.

Unholy Strike (Ex): A death revenant is evil to its core. It deals an extra 1d6 hit points of unholy (evil) damage with its natural weapons and with any weapon it wields.

Animate Dead (Sp): A death revenant can cast *animate dead* once per day with a caster level equal to its HD.

Greater Death Coil (Sp): A death revenant can cast *greater death coil* once per day per 3 HD (maximum 5/day) as a sorcerer of a level equal to the creature's HD. So, the base death revenant casts *greater death coil* twice per day as a 6th-level sorcerer. (*Greater death coil* is described in Chapter Four: Magic of the Warcraft RPG.)

Create Spawn (Su): The basic earthly elements of a creature slain by a death revenant rise up from the corpse and take on a new shape 1d4 days after the victim is slain. Casting *protection from evil* on a body before the end of that time averts the transformation. The new death revenant also takes elements from the ground beneath the creature to complete its form, so the resulting revenant looks like a combination of the original creature and the type of earth the creature's corpse was laying on after death. In all cases, however, death revenants still appear as vaguely humanoid and have all the stats above. There is no trace of the slain creature's memories. Indeed, the new death revenant is not really the previous creature at all, and the two have no real connection. The victim can still be brought back from death with *resurrection* or *true resurrection* (but not *raise dead*), even if the new death revenant is still alive.

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Fire Revenant

Medium Elemental (Fire)	
Hit Dice:	4d8+8 (26 hp)
Initiative:	+7
Speed:	40 ft. in scale mail armor (8 squares); base speed 50 ft.
Armor Class:	22 (+3 Dex, +3 natural, +4 scale mail, +2 large metal shield), touch 13, flat-footed 19
Base Att/Grapple:	+3/+4
Attack:	Heavy mace +5 melee (1d8+1 plus 1d6 fire) or slam +6 melee (1d4+1 plus 1d6 fire)
Full Attack:	Heavy mace +5 melee (1d8+1 plus 1d6 fire) or slam +6 melee (1d4+1 plus 1d6 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Energy strike [fire], burn
Special Qualities:	Darkvision 60 ft., immolation, levitation, immunity to fire, vulnerability to cold, elemental traits
Saves:	Fort +3, Ref +7, Will +1
Abilities:	Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11
Skills:	Listen +3, Spot +4
Feats:	Dodge, Improved Initiative ⁶ , Mobility, Weapon Focus (heavy mace) ⁸
Environment:	Any land or underground
Organization:	Solitary or pack (2-8)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5-7 HD (Medium); 8-12 HD (Large)
Level Adjustment:	—

The creature is seemingly humanoid, but walks on legs of flame rather than flesh. The creature wears flowing red robes under scale mail armor and carries a heavy mace and large metal shield emblazoned with a single orange-colored image of an eyeball. Etched into the shield, radiating from the eye out to the shield's edges, are yellow beams. The eye sockets of the creature's metallic helm shine with menacing red flames. Its arms appear to be made of molten lava.

Description

The dark and morose fire revenants are brooding, quiet creatures. Their mournful cries can be maddening. They prefer warm locales, such as deserts or chambers beneath volcanoes. They are territorial, attacking intruders almost on sight with vicious determination.

Combat

Fire revenants like to burn anything and everything they can. They fight with simple tactics, usually preferring to wade into the center of the enemy in

hopes that their burning bodies will scorch their foes or even set them ablaze.

Burn (Ex): When a fire revenant hits with its slam attack, the opponent must succeed on a DC 14 Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 rounds if not extinguished sooner. A burning creature can use a full-round action to put out the flame.

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

Immolation (Ex): A fire revenant is permanently surrounded by flames. All creatures within 5 feet take 1d6 points of fire damage each round. The flames shed light up to 30 feet.

Frost Revenant

Medium Elemental (Air, Cold)	
Hit Dice:	4d8+8 (26 hp)
Initiative:	+9
Speed:	40 ft. in scale mail armor (8 squares); base speed 50 ft.
Armor Class:	22 (+3 Dex, +3 natural, +4 scale mail, +2 large metal shield), touch 13 flat-footed 19
Base Att/Grapple:	+3/+4
Attack:	Heavy mace +5 melee (1d8+1 plus 1d6 cold) or slam +8 melee (1d4+1 plus 1d6 cold)
Full Attack:	Heavy mace +5 melee (1d8+1 plus 1d6 cold) or slam +8 melee (1d4+1 plus 1d6 cold)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Energy strike [cold], blizzard
Special Qualities:	Darkvision 60 ft., levitation, immunity to cold, vulnerability to fire, elemental traits
Saves:	Fort +3, Ref +9, Will +1
Abilities:	Str 13, Dex 20, Con 15, Int 4, Wis 11, Cha 11
Skills:	Listen +3, Spot +4
Feats:	Improved Initiative, Weapon Focus (heavy mace)
Environment:	Any land or underground
Organization:	Solitary or pack (2-8)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5-7 HD (Medium); 8-12 HD (Large)
Level Adjustment:	—

The creature is seemingly humanoid, but rides on a ball of blue-colored energy rather than walks on two feet. The creature wears flowing dark blue robes under scale mail armor and carries a heavy mace and large metal shield emblazoned with a single white-colored image of an eyeball. Etched into the shield, radiating from the eye out to the shield's edges, are yellow beams. The eye sockets of

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the creature's metallic helm shine with a menacing, brilliant white light. Its arms to be ice crystals held together by blue energy.

Description

Frost revenants are the cold opposites of fire revenants. The two types do not get along, and the only thing they hate more than anything else is each other. Frost revenants are just as territorial, though they tolerate the presence of other cold-based creatures and even enjoy the presence of ice revenants. Otherwise, frost revenants attack all intruders on sight, though they are much more patient and calculating in their methods. They may not be very intelligent, but they know how to fight. It's pretty much the only thing they do know well.

Combat

Frost revenants work better in packs than any other type of revenant. They coordinate the use of their *blizzard* ability to maximize damage on the weakest, less agile foes. They prefer to retreat when confronted, and continue casting *blizzard* from range. Once solidly engaged in melee, a frost revenant is quick to begin hammering foes with its mace.

Blizzard (Sp): A frost revenant can cast the spell *blizzard* once every 1d4 rounds, with a caster level equal to its own HD. The base frost revenant is therefore treated as a 4th-level caster. (For *blizzard*, see Chapter Four: Magic in the Warcraft RPG.)

Ice Revenant

Medium Elemental (Cold, Water)

Hit Dice:	4d8+12 (30 hp)
Initiative:	+1
Speed:	40 ft. in scale mail armor (8 squares); base speed 50 ft.
Armor Class:	21 (+1 Dex, +4 natural, +4 scale mail, +2 large metal shield), touch 11, flat-footed 20
Base Att/Grapple:	+3/+6
Attack:	Heavy mace +7 melee (1d8+3 plus 1d6 cold) or slam +6 melee (1d6+4 plus 1d6 cold)
Full Attack:	Heavy mace +7 melee (1d8+3 plus 1d6 cold) or slam +6 melee (1d6+4 plus 1d6 cold)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Energy strike [cold], vampiric aura, <i>frost nova</i>
Special Qualities:	Darkvision 60 ft., levitation, immunity to cold, vulnerability to fire, elemental traits
Saves:	Fort +7, Ref +2, Will +1
Abilities:	Str 16, Dex 12, Con 17, Int 4, Wis 11, Cha 11
Skills:	Listen +3, Spot +4
Feats:	Power Attack, Weapon Focus (heavy mace)

Environment:	Any land or underground
Organization:	Solitary or pack (2-8)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5-7 HD (Medium); 8-12 HD (Large)
Level Adjustment:	-

The creature is seemingly humanoid, but walks on legs of ice rather than flesh. The creature wears flowing black robes under scale mail armor and carries a heavy mace and large metal shield emblazoned with a single light blue-colored image of an eyeball. Etched into the shield, radiating from the eye out to the shield's edges, are yellow beams. The eye socket of the creature's metallic helm shine with a menacing blue light, and its arms are of ice, much like the visible portions of its legs.

Description

Ice revenants are unpredictable creatures, following the winter snows and retiring to the cold plains of the north during the warmer southern months. They may arise anywhere, entering an area at a whim so long as there is snow on the ground or an intense chill in the air. They despise heat and will not enter warm areas or occupied houses. They are known for kidnapping children who wander into the woods on a snowy day.

Combat

Ice revenants use their *frost nova* ability as soon as possible, even choosing single targets if necessary. They then enter melee. In packs, they coordinate their strikes on a single target at a time.

Vampiric Aura (Su): An ice revenant has a vampiric aura that it can focus on itself or extend around itself up to a 30-foot radius (adjusting the aura's size is a free action). An ice revenant or an ally within this aura gains hit points each time it deals damage successfully to a creature. The hit points gained equal the damage inflicted, up to a total equal to the Hit Dice of the ice revenant or of the ally (whichever is lower). So, a 7 HD ally within a 4 HD ice revenant's aura can gain no more than 4 hit points per strike (or fewer if the damage rolled is less than that). A creature cannot gain more hit points than its normal maximum.

Frost Nova (Sp): An ice revenant casts the spell *frost nova* once per day per 3 HD (maximum 4/day) as a sorcerer of a level equal to the creature's HD. So, the base ice revenant casts *frost nova* once per day as a 4th-level sorcerer. (*Frost nova* is described in Chapter Four: Magic in the Warcraft RPG.)

Lightning Revenant

Hit Dice:	Medium Elemental (Air)
	4d8+8 (26 hp)
Initiative:	+9
Speed:	40 ft. in scale mail armor (8 squares); base speed 50 ft.
Armor Class:	22 (+3 Dex, +3 natural, +4 scale mail, +2 large steel shield), touch 13, flat-footed 19
Base Att/Grapple:	+3/+4
Attack:	Heavy mace +5 melee (1d8+1 plus 1d6 electricity) or slam +8 melee (1d4+1 plus 1d6 electricity)
Full Attack:	Heavy mace +5 melee (1d8+1 plus 1d6 electricity) or slam +8 melee (1d4+1 plus 1d6 electricity)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Energy strike [electricity], <i>lightning attack</i>
Special Qualities:	Darkvision 60 ft., levitation, immunity to electricity, elemental traits
Saves:	Fort +3, Ref +9, Will +1
Abilities:	Str 12, Dex 21, Con 14, Int 4, Wis 11, Cha 11
Skills:	Listen +3, Spot +4
Feats:	Dodge, Improved Initiative ^a , Mobility, Weapon Focus (heavy mace) ^b
Environment:	Any land or underground
Organization:	Solitary or pack (2-8)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5-7 HD (Medium); 8-12 HD (Large)
Level Adjustment:	—

The creature is seemingly humanoid, but rides on a ball of electricity rather than walks on two feet. The creature wears flowing black and yellow robes under scale mail armor and carries a heavy mace and large metal shield emblazoned with a single white-colored image of an eyeball. Etched into the shield, radiating from the eye out to the shield's edges, are yellow beams. The eye sockets of the creature's metallic helm shine with menacing a white light. Only its arms are readily visible, and appear to be crackling lightning bolts almost suspended in time.

Description

Lightning is a force of sudden strikes and distant rumbles, and so too are the lightning revenants prone to violent outbursts after long periods of sleep. Lightning revenants tend to roam places where towns or other civilized outposts once stood, but were destroyed or abandoned. They find small, safe hiding spots to sleep until their territories are disturbed. They attack intruders only to drive them short distances from their hiding places, then retire back into bitter sleep.

Combat

Lightning revenants are unpredictable in combat. They often switch targets for no good reason. They are equally likely to strike tenaciously at the same foe every round regardless of other circumstances. A lightning revenant that can use its lightning attack only once per day uses it on the second or third round of combat. Those that can use lightning attacks more often begin a battle with such an attack, and then repeat every other or every third round. This is not to say they could not use a lightning attack every round until their allotment was depleted, they simply choose not to.

Lightning Attack (Sp): Lightning revenants can cast *lightning bolt* once per day with a caster level equal to their HD. Lightning revenants with 8 or more HD can also cast *chain lightning* once per day with a caster level equal to their HD.



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Salamander

Gargantuan Magical Beast (Fire)

Hit Dice:	14d10+70 (147 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	17 (–4 size, +1 Dex, +10 natural), touch 7, flat-footed 16
Base Att/Grapple:	+14/+36
Attack:	Bite +20 melee (2d8+10) or claw +20 melee (2d6+10)
Full Attack:	Bite +20 melee (2d8+10) and 2 claws +18 melee (2d6+5)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Breath weapon
Special Qualities:	Darkvision 60 ft., low-light vision, fire immunity, scent
Saves:	Fort +14, Ref +10, Will +3
Abilities:	Str 30, Dex 13, Con 21, Int 5, Wis 9, Cha 8
Skills:	Spot +8, Listen +11
Feats:	Alertness, Cleave, Great Cleave, Multiattack, Power Attack
Environment:	Any underground
Organization:	Solitary or pair
Challenge Rating:	8
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	15–24 HD (Gargantuan); 25–30 HD (Colossal)
Level Adjustment:	—

This monstrous reptile is at least 20 feet long, with a dull red-colored hide and hard, band-like scales.

Description

The salamander is a monstrous reptilian quadruped with a fiery breath weapon, reaching about 40 feet long and weighing close to 4,000 pounds. Salamanders are found nearly exclusively underground, where they make their lairs in vast caverns littered with the charred remains of their victims. They are omnivorous, and while they will graze on mosses native to their caverns, they will also happily eat anything they can catch. They are only encountered in pairs during the mating season, when, if anything, they are even more voracious hunters.

These subterranean creatures share a common ancestry with the mighty kodo beasts, yet they have adapted to life beneath the earth by evolving a number of natural defenses and abilities. They are not the gentle beasts that the kodo are; instead, they are ferocious predators, hunting anything that enters their realm. Troggs and mites worship the massive reptiles. Mites hold annual hunts of the salamanders as a rite of passage. The goal of these hunts is not to slay the beasts, but instead to survive the encounter. Troggs will attempt to capture and train young salamanders as mounts. If these primitive humanoids slay or encounter a slain salamander, they will feast on its remains and make crude armor and weapons from its claws, teeth, and hide.

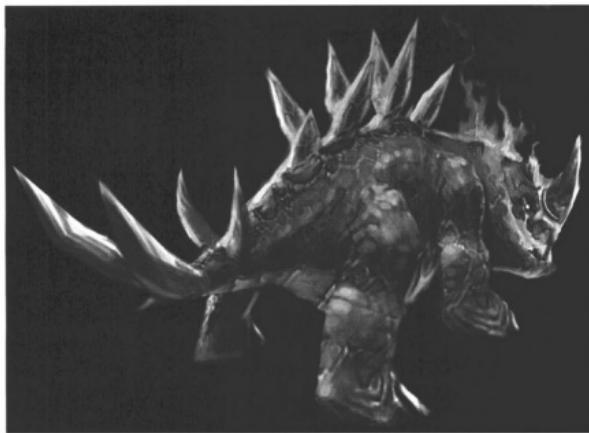
The apparent tie that salamanders have to elemental fire lends credence to the tales that there exist kodo lizards with supernatural powers tied to elemental storms. Some scholars claim instead that their fiery breath betrays an unholy link to the Burning Legion. Yet other tales claim that salamanders are the offspring of a kodo beast and the legendary red dragon Alexstrasza.

Combat

A salamander typically bites or claws its prey. If a salamander is beset with superior opposition, it will attempt to keep them at bay with its breath weapon. Since they are not fast enough to run down prey, salamanders will also use their breath weapon to cook fleeing prey. Such cooked prey lasts longer than fresh kills, and salamanders seem to know instinctively to save such pre-cooked meals for a time when they are hungry.

When not in combat, they tend to spend their time lying still in wait for prey.

Breath Weapon (Su): Line of flame 5 ft. wide, 5 ft. high, and 20 ft. long, 1/ minute; damage 7d6, DC 19 Reflex half.



WARCRAFT

THE ROLEPLAYING GAME

Satyr

Satyrs were once night elves who practiced arcane arts in the days before the War of the Ancients. They gave themselves over to the will of the Legion and were terribly cursed. They retained a portion of their arcane power, and their bodies were warped into those of beasts. Now, the satyrs harry their hated night elf cousins and obey the will of the Legion.

These twisted mockeries of night elves kill for pleasure; they think nothing of torturing victims and leaving bodies behind as grim evidence of their power. Those satyrs who do not die violent deaths live longer than their night elf cousins. The Kaldorei lost their immortality in the Battle of Mount Hyjal, but the satyrs gained longevity from the chaotic powers of the Burning Legion.

Satyrs are innately hostile and resent intruders. Rather than killing outright those who infringe on their territory, satyrs play cat-and-mouse, toying with trespassers for amusement until moving in for the kill at last.

Satyrs hold a particular hatred for druids of the wild. They see these defenders of nature as twisted mirrors of themselves, mockeries of the bestial satyrs. Satyrs target druids of the wild foremost whenever they are encountered, turning their attention to others only if they must defend themselves.



Some satyrs tend moon wells corrupted with demonic energy. It is said that these pools are the source of new satyrs, transforming night elves into the twisted minions of the Legion. No one knows if corrupted moon wells work similar transformations in other species.

Though high elf satyrs are rare, they do exist. Non-elves may not differentiate between high elf and night elf satyrs, but elves and satyrs claim the differences are as clear as night and day.

Satyrs dress in dark colors, showing particular preference for deep reds and blacks.

Sample Satyr

This example satyr uses a 2nd-level night elf scout as the base creature.

Night Elf Satyr, 2nd-Level Scout Medium Monstrous Humanoid (Augmented Humanoid)

Hit Dice:	2d8 (10 hp)
Initiative:	+3
Speed:	30 Ft. (6 squares)
Armor Class:	13 (+3 Dex), touch 13, flat-footed 10
Base Att/Grapple:	+1/+1
Attack:	Moonglaive +1 melee (1d6/x3)
Full Attack:	Moonglaive +1 melee (1d6/x3) or shortbow +4 ranged (1d6/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Bestial trait (tail), natural sense, wild healing, spell resistance 7, night elf traits
Saves:	Fort +3, Ref +6, Will +1
Abilities:	Str 11, Dex 17, Con 10, Int 10, Wis 12, Cha 13
Skills:	Balance +5, Heal +5, Hide +8*, Knowledge (nature) +9, Listen +6, Spot +6, Survival +10
Feats:	Dodge, Track ⁸
Environment:	Any
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Neutral evil
Advancement:	By character class
Level Adjustment:	+2

Combat

Satyr scouts are the antithesis of everything that night elf scouts stand for. While their hated night elf cousins fight with bows and use their abilities to tend the forests, satyr scouts prefer hand-to-hand combat, striking by surprise, and dominating nature for their demonic masters. Satyr scouts use wild healing selfishly, not bothering to aid another unless they get something out of it.

Bestial Trait (Ex): This satyr's bestial tail grants it a +2 racial bonus to Balance checks.

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Nature Sense (Ex): A scout receives a +2 bonus to Knowledge (nature) and Survival checks.

Wild Healing (Ex): The scout can use natural materials found in the wilderness to heal wounds. The scout makes a DC 15 Survival check to represent 1 hour spent searching for and preparing roots, rare leaves, berries, and other such materials used for a stew or poultice. Once the subject applies or ingests the concoction, the scout makes a DC 10 Heal check. The subject recovers 1 hit point for every point that the roll exceeds 10. Wild healing affects a single subject per attempt, and the same subject benefits from the concoction only once per day.

Night Elf Traits (Ex): Superior low-light vision; resistance to cold 1 and fire 1; shadowmeld; spell resistance 5 + character level; weapon familiarity (moonglaive); +2 racial bonus to Knowledge (nature) and Survival checks.

Skills: *Night elves have a +10 circumstance bonus to Hide checks when not moving at night or in low-light environments.

Creating a Satyr

"Satyr" is an acquired template that can be added to any elf (hereafter referred to as the base creature). A satyr uses all the base creature's statistics and special abilities except as noted here.

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

Hit Dice: All current and future Hit Dice become d8s.

Speed: Same as the base creature. This may change depending on the creature's bestial traits (see special qualities).

Armor Class: Same as the base creature. This may change depending on the creature's bestial traits (see special qualities).

Attack: Same as the base creature. This may change depending on the creature's bestial traits (see special qualities).

Full Attack: Same as the base creature. This may change depending on the creature's bestial traits (see special qualities).

Damage: Same as the base creature. This may change depending on the creature's bestial traits (see special qualities).

Special Attacks: Same as the base creature. This may change depending on the creature's bestial traits (see special qualities).

Special Qualities: A satyr retains all of the base creature's special qualities and gains the following.

Bestial Trait (Ex): In the process of becoming a satyr, the base creature gains one or more bestial traits

from the list below (roll 1d8). Other traits may be possible as the GM sees fit.

1d8 **Bestial Trait**
1 **Hide** — The satyr grows thick fur or feathers or a leathery hide. Regardless of its form, this toughened exterior grants a +1 natural armor bonus.

2 **Horns** — The satyr grows massive, twisted horns that resemble those of a ram or other beast. These horns are natural weapons that inflict 1d6 + Strength modifier bludgeoning damage.

3 **Growth** — The satyr grows in size from Medium to Large. In addition to the standard changes for Large size, the satyr has +6 Strength, +2 Constitution, and -2 Dexterity.

4 **Legs** — The satyr's legs become those of a goat or other leaping animal, providing +10 ft. to speed and a +2 racial bonus to Jump checks.

5 **Snout** — The satyr's nose becomes the snout of a boar, hound, or other beast known for its sense of smell. The satyr gains the scent ability.

6 **Talons or Fangs** — The satyr's hands or feet become talons or claws, or the satyr grows dangerous fangs. These natural weapons inflict 1d4 + Strength modifier piercing or slashing damage.

7 **Tail** — The satyr grows a simian, reptilian, or other bestial tail. This tail helps with equilibrium, granting a +2 racial bonus to Balance checks.

8 **Re-roll** two times. If the same result is rolled twice, ignore the second result and roll again.

Saves: Same as the base creature.

Abilities: Same as the base creature. This may change depending on the creature's bestial traits (see special qualities).

Skills: Same as the base creature. This may change depending on the creature's bestial traits (see special qualities).

Feats: Same as the base creature.

Environment: Any.

Organization: Solitary or company (2-4).

Challenge Rating: Same as the base creature +1.

Treasure: Standard.

Alignment: Always evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +1.

Satyr Characters

Satyr characters have the same character class options as night elves (see the *Warcraft RPG*). They have been corrupted by the Burning Legion, however, and will not serve the forces of good without an ulterior motive. Satyr characters may have prestige classes that resemble evil and twisted variations on night elf prestige classes. In addition, satyrs can become arcane spellcasters without suffering the change to high elf racial abilities.

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Sludge

Medium Ooze

Hit Dice:	3d10 (15 hp)
Initiative:	—5
Speed:	10 ft. (2 squares), climb 10 ft.
Armor Class:	5 (—5 Dex), touch 5, flat-footed 5
Base Att/Grapple:	+2/+3
Attack:	Slam +3 melee (1d4+1 and slow)
Full Attack:	Slam +3 melee (1d4+1 and slow) or fling —3 ranged (1d6+1 and slow)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Slow
Special Qualities:	Blindsight, ooze traits
Saves:	Fort +1, Ref —4, Will —4
Abilities:	Str 12, Dex 1, Con 11, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Any marsh and underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	—
Alignment:	Always chaotic neutral
Advancement:	SludgeMinion 4—6 HD (Medium); Sludge Flinger 7—9 HD (Large); Sludge Monstrosity 10—12 HD (Huge).
Level Adjustment:	—

The thing has no perceptible shape. It looks like nothing more than a gigantic pile of animated muck.



Description

Sludges originate from the deep places of Azeroth. These strange creatures share an elemental heritage, but have been corrupted by the powers of chaos. Now they exist as tortured masses of semi-sentient goo. No one knows what their motivations are or if there is any specific ecology behind their existence. They are most commonly found in Felwood.

Until recently, sludges were only encountered in uncivilized areas. Now, however, sightings of sludges are being reported in the cities of Kalimdor. They have been seen seeping up from the wet places of the cities, emerging from civilization's waste to strike unwary victims before sinking into the earth once more. Many strike from surprise anywhere that waste is allowed to gather or where stagnant water is allowed to loosen the earth. Whether this new aggression is part of some master plan of the Burning Legion or other force, the result of being driven from their traditional haunts by some more fearsome creature, a conscious decision on the part of the sludges, or an accident is unknown.

Sludge minions measure up to 8 feet in diameter, while flingers and monstrosities reach up to 16 and 32 feet in diameter, respectively.

Combat

Sludges attack any creatures they encounter. They lash out with seedpods, attempting to dispatch prey for later digestion.

Slow (Ex): A sludge secretes an enzyme that slows the reflexes of the target. Any melee or ranged hit deals the slow effect. The sludge's slow touch deals the equivalent of the slow spell as cast by a spellcaster of a level equal to the sludge's Hit Dice. The enzyme can be flung up to the range of the spell as a ranged touch attack. This effect is always active, though a hero can roll a DC 11 Will save to negate it.

Blindsight (Ex): A sludge's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.



Spirit of Vengeance, Greater

Large Undead

(Incorporeal, Independent)

Hit Dice:	14d12 (91 hp)
Initiative:	+7
Speed:	40 ft. (8 squares), fly 70 ft. (good)
Armor Class:	14 (-1 size, +3 Dex, +2 deflection), touch 14, flat-footed 11
Base Att/Grapple:	+7/+11
Attack:	Incorporeal touch +6 melee (1d8 and energy drain)
Full Attack:	Incorporeal touch +6 melee (1d8 and energy drain)
Space/Reach:	10 ft./15 ft.
Special Attacks:	Energy drain, create spawn
Special Qualities:	Darkvision 60 ft., +2 turn resistance, unnatural aura, incorporeal traits, undead traits
Saves:	Fort +4, Ref +7, Will +12
Abilities:	Str —, Dex 16, Con —, Int 12, Wis 17, Cha 15
Skills:	Hide +20, Intimidate +19, Listen +22, Search +19, Spot +22
Feats:	Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Always neutral
Advancement:	15–28 HD (Large)
Level Adjustment:	—

The creature has a vaguely humanoid form composed mostly of black wispy smoke. Its eyes glow bright red. In one hand, it carries a spectral whip that glows red with the same energy that burns in its eyes.

Description

A greater spirit of vengeance is the embodiment of revenge. When a powerful creature takes to the grave with intense feelings of hatred and business unfinished, she will occasionally rise again as a greater spirit of vengeance.

A greater spirit of vengeance seeks to slay all living creatures in an effort somehow to bring peace to itself. It bears no feelings of guilt or remorse or pity. It takes its task seri-

ously, treating all beings with equal disregard and sparing none that get in its way.

Combat

A greater spirit of vengeance attacks with a long barbed incorporeal whip that drains the life from its victims. It makes full use of its incorporeal nature, moving through walls, ceilings, and floors as it attacks. It takes every opportunity to use its create spawn ability.

Energy Drain (Su): Living creatures hit by a greater spirit of vengeance's incorporeal touch attack receive 2 negative levels. Removing a negative level requires a successful DC 19 Fortitude save.

Create Spawn (Su): Any humanoid slain by a greater spirit of vengeance becomes a lesser spirit of vengeance on the following round. Spawn are under the command of the greater spirit of vengeance that created them and remain enslaved until its destruction. They do not possess any of the abilities they had in life.

A greater spirit of vengeance can use its create spawn ability as a standard action on any corpse it did not itself slay. The corpse cannot have been dead more than 14 days. A lesser spirit of vengeance under the control of the greater spirit of vengeance immediately rises from the corpse.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a greater spirit of vengeance at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.



Spirit of Vengeance, Lesser

	Medium Undead
	(Incorporeal, Independent)
Hit Dice:	6d12 (39 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), fly 60 ft. (good)
Armor Class:	14 (+3 Dex, +1 deflection), touch 14, flat-footed 11
Base Att/Grapple:	+3/+3
Attack:	Incorporeal touch +6 ranged (1d6)
Full Attack:	Incorporeal touch +6 ranged (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., incorporeal traits, undead traits
Saves:	Fort +2, Ref +5, Will +7
Abilities:	Str —, Dex 16, Con —, Int 10, Wis 15, Cha 13
Skills:	Hide +12, Listen +13, Search +9, Spot +13
Feats:	Alertness, Blind-Fight, Dodge
Environment:	Any land and underground
Organization:	Solitary, gang (2–4), or swarm (6–11)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	7–13 HD (Medium)
Level Adjustment:	—

The creature appears to be a translucent female night elf dressed in plain clothes and wielding a glowing red shortbow.

Description

A lesser spirit of vengeance is the embodiment of the minor feelings of regret and unfinished tasks that so often plague humanoid creatures upon death. It does not have the single-minded sense of purpose of a greater spirit of vengeance, however. Unless controlled by a greater spirit of vengeance, a lesser spirit of vengeance wanders aimlessly. It is as likely to attack a creature as it is to pass it by without looking back. A lesser spirit of vengeance will, of course, defend itself when attacked.

Combat

A lesser spirit of vengeance attacks using a spectral shortbow that fires chilling incorporeal arrows. The arrows are formed from its own essence, and it can make an endless number of such ranged attacks. The arrows dissipate on impact whether they hit or not. A lesser spirit of vengeance does not engage in melee. It attempts to flee when threatened to find a better position from which to fire. It makes full use of its incorporeal nature, moving through walls, ceilings, and floors as it attacks.





Thunder Lizard

Hit Dice:	Huge Magical Beast
	10d10+70 (125 hp)
Initiative:	+4
Speed:	40 ft. (8 squares)
Armor Class:	16 (–2 size, +8 natural), touch 8, flat-footed 16
Base Att/Grapple:	+10/+26
Attack:	Bite +17 melee (2d8+8)
Full Attack:	Bite +17 melee (2d8+8) and 2 stomps +11 melee (2d6+4)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Breath weapon (lightning), improved grab, swallow whole
Special Qualities:	Darkvision 60 ft., low-light vision, immunity to electricity
 Saves:	Fort +14, Ref +7, Will +4
 Abilities:	Str 26, Dex 11, Con 24, Int 4, Wis 12, Cha 5
 Skills:	Listen +16, Spot +11
 Feats:	Alertness, Improved Initiative, Power Attack, Weapon Focus (bite)
 Environment:	Temperate and warm hills and plains
 Organization:	Solitary, pair, gang (3–6), or herd (3–6 plus 50% young plus 1 Huge or Gargantuan male)
 Challenge Rating:	11
 Treasure:	Standard
 Alignment:	Always neutral
 Advancement:	11–15 HD (Huge); 16–20 HD (Gargantuan)
 Level Adjustment:	—

The great reptile walks on all fours, the ground shaking with every step. It has a mottled green hide with a ridge running along its back.

Description

The tauren have tales of legendary kodo beasts, gifted by the spirits of the sky and bound to the power of the storm. These legendary beasts include the thunder lizards, lightning lizards, and powerful storm wyrms. Tauren consider it a significant life event to encounter one of these creatures — an omen, though for good or ill is not always apparent.

While similarities exist, the thunder lizard's relationship to kodo beasts is distant. These animals are aggressive, particularly while in herds. Keeping a healthy distance from a thunder lizard will likely allow one to avoid trouble.

Thunder lizards prefer to keep to a tight home range, with predictable movements. In rocky or hilly terrain, thunder lizards find grottos or vales to bed in for the night. Pairs or herds form a small number of these beds throughout their range, returning to which-ever one is closer as they graze. These nest sites may

have equipment and treasure left from would-be attackers.

Combat

A successful DC 14 Spot or Knowledge (nature) check notes the way plants flatten around a thunder lizard, as if a strong wind blew from the beast's feet. These magical animals have a deceptive calm about them. While content to graze even if aware they are under observation, a sudden movement or strange odor can cause dramatic changes in behavior. Some will let humanoids come quite close, even touch or ride them. At other times, they will charge down caravans or settlements.

Young male thunder lizards form gangs. These groups can be deadly, as the juveniles take almost a delight in smashing other animals in various games.

Deafen (Ex): As a standard action, a thunder lizard can emit a mighty bellow that deafens and stuns opponents in a 50-foot cone. Targets who fail a DC 17 Reflex save are stunned for 1d3 rounds and deafened for 2d6 minutes. Those who make the save are deafened for 2d6 rounds. (Deaf characters are unaffected.) While deafened, a character cannot be stunned again by this attack, but can be subject to an increased duration of deafening. A character hit by two full deafness results is deaf permanently until healed. Any magical healing is sufficient to recover hearing.

Roaring Wind (Su): As a standard action once every 1d4 rounds, a thunder lizard can blast a powerful burst of wind in a 50-foot cone. Targets who fail a DC 17 Reflex save are subject to hurricane-force winds until the thunder lizard's next action (see DMG, Table 3–24: Wind Effects).

Improved Grab (Ex): To use this ability, a thunder lizard must hit with its bite. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple, it establishes a hold and can try to use its swallow whole ability.

Swallow Whole (Ex): On a successful grapple check, a thunder lizard can distend its jaw to swallow a grabbed opponent of up to Large size. Once inside, the opponent suffers crushing damage equal to 2d8 + the thunder lizard's Strength modifier plus 1d8+6 points of acid damage per round from the creature's digestive juices. A swallowed victim can cut its way out by inflicting 25 points of damage with a natural or Small slashing weapon to the lightning lizard's digestive tract (AC 16). Once the victim exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The thunder lizard's gullet can hold 2 Large, 4 Small, 8 Tiny, 16 Diminutive, or 32 Fine opponents. Gargantuan thunder lizards can swallow Huge or smaller opponents and can hold double the listed capacity.

Skills: Thunder lizards receive a +8 racial bonus to Listen checks.

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Lightning Lizard	Storm Wurm
Huge Magical Beast	Huge Magical Beast
Hit Dice: 15d10+1200 (202 hp)	19d10+171 (275 hp)
Initiative: +4	+4
Speed: 40 ft. (8 squares)	40 ft. (8 squares)
Armor Class: 16 (-2 size, +8 natural), touch 8, flat-footed 16	18 (-2 size, +10 natural), touch 8, flat-footed 18
Base Att/Grapple: +15/+32	+19/+37
Attack: Bite +23 melee (2d6+9)	Bite +38 melee (3d6+10)
Full Attack: Bite +23 melee (2d6+9) and 2 stomps +17 melee (2d6+4)	Bite +38 melee (3d6+10) and 2 stomps +32 melee (2d6+5)
Space/Reach: 15 ft./10 ft.	15 ft./10 ft.
Special Attacks: Deafen, roaring wind, improved grab, swallow whole	Deafen, roaring wind, improved grab, swallow whole, spell-like abilities
Special Qualities: Darkvision 60 ft., low-light vision, immunity to electricity	Darkvision 60 ft., low-light vision, immunity to electricity
Saves: Fort +17, Ref +9, Will +6	Fort +20, Ref +11, Will +7
Abilities: Str 28, Dex 11, Con 26, Int 4, Wis 12, Cha 5	Str 31, Dex 11, Con 28, Int 8, Wis 12, Cha 5
Skills: Listen +12, Spot +12	Listen +22, Spot +14
Feats: Alertness, Awesome Blow, Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (bite)	Alertness, Awesome Blow, Improved Bull Rush, Improved Initiative, Improved Natural Attack (bite), Power Attack, Weapon Focus (bite)
Environment: Temperate and warm hills and plains	Temperate and warm hills and plains
Organization: Solitary, pair, gang (3–6), or herd (3–6 plus 50% young plus 1 Huge or Gargantuan male)	Solitary, pair, gang (3–6), or herd (3–6 plus 50% young plus 1 Huge or Gargantuan male)
Challenge Rating: 17	19
Treasure: Standard	Standard
Alignment: Always neutral	Always neutral
Advancement: 16–20 HD (Gargantuan)	20–24 HD (Gargantuan)
Level Adjustment: —	—

An occasional spark flares from the great reptile's eyes as it trundles its massive form along the plains. Its hide is mottled green and brown with splotches of blue, and a great ridge runs along its back.

Lightning Lizard Description

Lightning lizards look much like thunder lizards, although they are of superior size. They also possess abilities beyond what their smaller cousins enjoy. Sparks dance from the great lizard's eyes, and its bellow carries over tremendous distances.

Combat

Travelers have a hard time telling a lightning lizard apart from a thunder lizard, although the distinction becomes clear if they aggravate a lightning lizard into action. While lightning lizards can swallow opponents, they will not hesitate to use their lightning attack to kill enemies that appear dangerous. Humanoids are normally seen as a threat, as are large predators. Smaller and less threatening animals may be stomped, charged, or simply swallowed. Juveniles gang up, taking different limbs of an animal in each mouth and playing tug-of-war.

Breath Weapon (Su): Once every 1d4 rounds as a standard action, a lightning lizard can fire a line of

lightning from its head. The line is 100 feet long and deal 5d6 points of electricity damage. Targets may make a DC 15 Reflex save for half damage. Damage increases by 1d6 and the DC increases by 1 for every 2 HD the lightning lizard advances.

Improved Grab (Ex): To use this ability, a lightning lizard must hit with its bite. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple, it establishes a hold and can try to use its swallow whole ability.

Swallow Whole (Ex): On a successful grapple check, a lightning lizard can distend its jaw to swallow a grabbed opponent of up to Large size. Once inside, the opponent suffers crushing damage equal to 2d8 + the lightning lizard's Strength modifier plus 1d8+6 points of acid damage per round from the creature's digestive juices. A swallowed victim can cut its way out by inflicting 25 points of damage with a natural or Small slashing weapon to the lightning lizard's digestive tract (AC 16). Once the victim exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The lightning lizard's gullet can hold 2 Large, 4 Small, 8 Tiny, 16 Diminutive, or 32 Fine opponents. Gargantuan lightning lizards can swallow Huge or

smaller opponents and can hold double the listed capacity.

Immunity to Electricity (Su): Lightning lizards take no damage from electricity attacks, though such attacks do get the lizards' attention. This phenomenon is seen often when juveniles fire lightning at one another in scuffles.

Storm Wyrm Description

Storm wyrms are powerful cousins to thunder and lightning lizards. Some tauren believe that mighty sky spirits dwell in the most powerful of earthly creatures, the fusion of sky and earth taking the shape of storm wyrms. These beasts are clearly magical, as wind and mist play about them at all times.

Storm Wyrm Combat

Storm wyrms are more powerful and more intelligent than their brethren. They have the same special attacks and special qualities as lightning lizards, with the addition of the following spell-like abilities. These magical beasts may make use of some equipment, particularly magic rings.

Spell-like Abilities (Sp): 3/day—*control winds, obscuring mist*; 1/day—*control weather*. These abilities are all performed as a healer of a level equal to the storm wyrm's HD.



Trogg

Hit Dice:	Medium Humanoid (Trogg)
Initiative:	2d8+2 (11 hp)
Speed:	+0
Armor Class:	20 Ft. (4 squares)
Base Att/Grapple:	15 (+5 natural), touch 10, flat-footed 15
Attack:	+1/+1
Full Attack:	Club +1 melee (1d6)
Space/Reach:	Club +2 melee (1d6)
Special Attacks:	5 ft./5 ft.
Special Qualities:	Troll traits
Saves:	Darkvision 120 ft., troll traits
Abilities:	Fort +5*, Ref +0*, Will +0*
Skills:	Str 11, Dex 10, Con 13, Int 8, Wis 10, Cha 6
Feats:	Hide +1, Listen +4, Spot +4
Environment:	Alertness
Organization:	Any
	Gang (2-4), band (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or tribe (30-100 plus 30% non-combatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+1

The creature is barrel-chested and powerfully-built, with a thick forehead and jutting lower jaw. Malicious cunning is apparent in its deep-set eyes.

Description

Troggs are a barbaric, almost "caveman-like" race with very low intelligence but a great capacity for violence of all kinds. They were the titans' first attempt to create life from living stone, but the experiment was a failure. Dwarven scholars postulate that the experiment went wrong due to the interference of the Old Gods. (The successful second attempt gave rise to the dwarven race.) When the titans saw how brutal and misshapen the troggs were, they buried them in vaults all over the land that would become Khaz Modan. The main vault of troggs was the old Titan city of Uldaman in Khaz Modan. There they stayed for countless ages, until the dwarves began excavating Uldaman. The dwarves dug too deep and released the troggs from their ages-long slumber. Now the troggs have begun to spill out of every deep hole to spread terror across the dwarven kingdom.

The troggs have an unnatural hatred of their "pretty" cousins the dwarves. They may be dumb, but they are hell-bent on taking out their aggressions on the dwarves.

Combat

Troggs are brutal and cunning in battle (indeed, that is their approach to most things in life). Their flesh is living stone, offering them a useful natural armor bonus.

Troll Traits (Ex): Troggs possess the following racial traits.

— +2 Constitution, -2 Intelligence, -2 Wisdom, -4 Charisma.

— Medium size.

— A trogg's base land speed is 20 feet.

— Darkvision out to 120 feet.

— Stonecunning: Troggs receive a +2 racial bonus to checks to notice unusual stonework. Something that is not stone but is disguised as stone also counts as unusual stonework. A trogg who merely comes within 10 feet of unusual stonework can make a check as though actively searching and can use the Search skill to find stonework traps as a rogue can. A trogg can also intuit depth, sensing approximate distance underground as naturally as a human can sense which way is up.

— +2 racial bonus on saving throws against poison.

*Not reflected in the saving throw numbers giving here.

— +1 racial bonus on attack rolls against dwarves and giants.

— +4 dodge bonus to Armor Class against creatures of the giant type (such as mountain or sea giants).

— +5 natural armor bonus.

— Automatic Languages: Dwarven, Low Common.

— Favored Class: Barbarian.

— Level Adjustment: +1.





Troll

Dark Troll

	Large Monstrous Humanoid
Hit Dice:	4d8+20 (38 hp)
Initiative:	+2
Speed:	20 ft. in hide armor (4 squares); base speed 30 ft.
Armor Class:	18 (–1 size, +2 Dex, +4 natural, +3 hide), touch 11, flat-footed 16
Base Att/Grapple:	+4/+13
Attack:	Battleaxe +8 melee (1d8+5/x3) or claw +8 melee (1d6+5)
Full Attack:	Battleaxe +8 melee (1d8+5/x3) or 2 claws +8 melee (1d6+5) or spear +5 ranged (1d8+5/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., fast healing 4
Saves:	Fort +6, Ref +6, Will +4
Abilities:	Str 21, Dex 14, Con 21, Int 9, Wis 10, Cha 9
Skills:	Hide +1*, Move Silently +4
Feats:	Dodge, Stealthy
Environment:	Any land and underground
Organization:	Solitary, gang (3–4), troop (4–9 plus 1 leader of 2nd–5th level), or tribe (10–100 plus 5 3rd-level sergeants, 3 5th-level lieutenants, and 1 leader of 5th–9th level)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+4

The muscular, wiry humanoid stands almost 10 feet tall. It has a rich charcoal-colored skin and pointed features. Its pale yellow eyes glare as it slips out of the shadows.

Description

Dark trolls are the largest and rarest known species of trollkind. Though they can be found nearly anywhere, they prefer darkness to daylight. Their tribes dwell mostly underground, emerging in the night to hunt.

Dark trolls have a tribal structure, in which physical power and cunning are held in great esteem. Tribal shamans offer spiritual guidance and divine magic when necessary. This is similar—but far more primitive—in social structure to jungle trolls, the most civilized of trollkind (see the subsequent entry). They practice voodoo, ritual sacrifices, and even occasional cannibalism. Dark trolls are possibly the most violent of all troll species and are feared even among their own kind.

Combat

Dark trolls attack with battleaxe or spear in combat, but they are by no means limited to using weapons. Even disarmed, they can be lethal with their claws. They fight without fear, relying on their natural healing ability to keep them going.

Fast Healing (Ex): Dark trolls recover 4 hit points per round.

Skills: *Dark trolls receive a +4 racial bonus to Hide when in a dark or shadowed environment.

Dark Troll Characters

A dark troll's favored class is barbarian. Dark troll characters possess the same racial traits as jungle trolls (see subsequent entry), except as noted below.

— +10 Strength, +4 Dexterity, +10 Constitution.

— Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

— Space/Reach: 10 ft./10 ft.

— Racial Hit Dice: A dark troll begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and a base saving throw bonuses of Fort +1, Ref +4, and Will +4.

— Racial Skills: A dark troll's monstrous humanoid levels give it skill points equal to $7 \times (2 + \text{Int modifier})$. Its class skills are Hide and Move Silently. Dark trolls receive a +4 racial bonus to Hide checks when in dark or shadowed environments.

— Racial Feats: A dark troll's monstrous humanoid levels give it two feats.

— +4 natural armor bonus.

— Special Qualities (see above): Fast healing 4.

— Automatic Language: Low Common.

— Favored Class: Barbarian.

— Level adjustment: +4.

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Forest Troll

Hit Dice:	Large Monstrous Humanoid
	2d8+6 (15 hp)
Initiative:	+1
Speed:	20 ft. in hide armor (4 squares); base speed 30 ft.
Armor Class:	15 (-1 size, +1 Dex, +2 natural, +3 hide), touch 10, flat-footed 14
Base Att/Grapple:	+2/+9
Attack:	Battleaxe +4 melee (1d8+3/x3) or claw +4 melee (1d6+3)
Full Attack:	Battleaxe +4 melee (1d8+3/x3) or 2 claws +4 melee (1d6+3) or spear +2 ranged (1d8+3/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., fast healing 2
Saves:	Fort +3, Ref +4, Will +2
Abilities:	Str 17, Dex 12, Con 16, Int 8, Wis 9, Cha 7
Skills:	Hide -1*
Feats:	Track
Environment:	Any land and underground
Organization:	Solitary, gang (3–4), troop (4–9 plus 1 leader of 2nd–5th level), or tribe (10–100 plus 5 3rd-level sergeants, 3 5th-level lieutenants, and 1 leader of 5th–9th level)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+1

The humanoid is easily over 7 feet tall, with an impressive build and mottled, dark green skin covered with moss. Yellowed teeth grin under a large, hooked nose as it hefts its battleaxe.

Description

As their name suggests, these trolls are found in forests—least, forests not dominated by elves or other humanoid species. Forest trolls are jealous of their jungle and ice kin, as they have never known the glories of their own kingdom.

Forest troll hold all other races in contempt—especially high elves, whom they consider the despilers of their ancient homeland. (The civilization of the forest trolls of Lordaeron predates that of the high elves by several thousand years.) They will only work with others if it means the elimination of an even more hated enemy. They allied with the Horde during the Second War in this manner, abandoning the orcs after their defeat.

Forest troll culture is tribal and as primitive as their dark troll cousins. Though not as violent as dark trolls, forest trolls nonetheless have a fearsome reputation in battle.

Combat

Forest trolls are similar to other troll species in choice of weaponry and combat tactics.

Fast Healing (Ex): Forest trolls recover 2 hit points per round.

Skills: *Forest trolls receive a +4 racial bonus to Hide when in a forested environment.

Forest Troll Characters

A forest troll's favored class is barbarian. Forest troll characters possess the same racial traits as jungle trolls (see subsequent entry), except as noted below.

— +6 Strength, +2 Dexterity, +6 Constitution, -2 Wisdom, -4 Charisma.

— Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

— Space/Reach: 10 ft./10 ft.

— Racial Hit Dice: A forest troll begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.

— Racial Skills: A forest troll's monstrous humanoid levels give it skill points equal to $5 \times (2 + \text{Int modifier})$. Its class skill is Hide. Forest trolls receive a +4 racial bonus to Hide checks in forested environments.

— Racial Feats: A forest troll's monstrous humanoid levels give it one feat.

— Special Qualities (see above): Fast healing 2.

— Automatic Language: Low Common.

— Level adjustment: +1.



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Ice Troll

Hit Dice:	3d8+12 (25 hp)
Initiative:	+1
Speed:	20 ft. in hide armor (4 squares); base speed 30 ft.
Armor Class:	17 (-1 size, +2 Dex, +3 natural, +3 hide), touch 11, flat-footed 15
Base Att/Grapple:	+3/+11
Attack:	Battleaxe +7 melee (1d8+4/x3) or claw +6 melee (1d6+4)
Full Attack:	Battleaxe +7 melee (1d8+4/x3) or 2 claws +6 melee (1d6+4) or spear +3 ranged (1d8+4/3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 Ft., Fast healing 3, immunity to cold, vulnerability to fire
Saves:	Fort +5, Ref +4, Will +3
Abilities:	Str 19, Dex 13, Con 19, Int 9, Wis 10, Cha 9
Skills:	Hide +0*
Feats:	Dodge, Weapon Focus (battleaxe)
Environment:	Any land and underground
Organization:	Solitary, gang (3–4), troop (4–9 plus 1 leader of 2nd-5th level), or tribe (10–100 plus 5 3rd-level sergeants, 3 5th-level lieutenants, and 1 leader of 5th–9th level)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+2

The humanoid is powerfully built and stands easily 8 feet tall. Its skin is mottled gray-green covered in furry pelts. Its sharp features and bright blue eyes are alive with wickedness.

Description

The Frostmane trolls once ruled over the frigid lands of Dun Morogh, only to have their empire fall to dwarven armies. The ice trolls were driven to the hills in retreat, a shameful blow to their warlike nature. Now that dwarven forces are dispersed in exploration and focused on quelling the troll invasion, the Frostmane trolls have seen the opportunity to reclaim Dun Morogh and restore their long-lost kingdom.

Like their forest troll cousins, ice trolls revel in carnage and wickedness. They are cannibalistic by nature and are renowned for their love of eating their slain enemies raw. Their social structure is very similar to that of forest trolls.

Combat

Ice trolls are similar to other troll species in choice of weaponry and combat tactics.

Fast Healing (Ex): Ice trolls recover 3 hit points per round.

Skills: *Ice trolls receive a +4 racial bonus to Hide when in a snowy environment.

Ice Troll Characters

An ice troll's favored class is barbarian. Ice troll characters possess the same racial traits as jungle trolls (see subsequent entry), except as noted below.

— +8 Strength, +2 Dexterity, +8 Constitution.

— Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

— Space/Reach: 10 ft./10 ft.

— Racial Hit Dice: An ice troll begins with three levels of monstrous humanoid, which provide 3d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +1, Ref +3, and Will +3.

— Racial Skills: An ice troll's monstrous humanoid levels give it skill points equal to $6x(2 + \text{Int modifier})$. Its class skill is Hide. Ice trolls receive a +4 racial bonus to Hide checks in snowy environments.

— Racial Feats: An ice troll's monstrous humanoid levels give it two feats.

— +3 natural armor bonus.

— Special Qualities (see above): Cold subtype, fast healing 3.

— Automatic Language: Low Common.

— Level adjustment: +2.



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Jungle Troll

Medium Monstrous Humanoid

Hit Dice:	1d8+2 (6 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	14 (+2 natural, +2 leather), touch 12, flat-footed 12
Base Att/Grapple:	+1/+3
Attack:	Battleaxe +3 melee (1d8+2/x3) or claw +5 melee (1d4+2)
Full Attack:	Battleaxe +3 melee (1d8+2/x3) or 2 claws +3 melee (1d4+2) or spear +1 ranged (1d8+2/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., Fast healing 1
Saves:	Fort +4, Ref +2, Will +2
Abilities:	Str 15, Dex 11, Con 15, Int 9, Wis 10, Cha 9
Skills:	Hide +4*
Feats:	Great Fortitude
Environment:	Any land and underground
Organization:	Solitary, gang (3–4), troop (4–9 plus 1 leader of 2nd–5th level), or tribe (10–100 plus 5 3rd-level sergeants, 3 5th-level lieutenants, and 1 leader of 5th–9th level)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+1

The humanoid is tall, wiry, and muscular. Yellow eyes gleam in a sharp-featured face with pointed ears and a blade-like nose. The creature is hard to see amid the tropical foliage, for its green skin blends well with its surroundings.

Description

Jungle trolls are superstitious creatures who revel in the hunt and the rigors of personal combat. In ancient times, they reigned over the lands south of the Redridge Mountains of Stormwind. Though their glorious kingdoms fell to ruin long ago, they seek to reclaim their lost majesty. Equipped with voodoo magics and unparalleled combat skills, these trolls have been relentless in their efforts to regain their jungle homeland.

Jungle Troll Society

Jungle trolls are the most civilized of troll species. They are organized around tribes, with bloodlines led by the most powerful warriors. Family houses rise and fall with the battle honor of their members. Witch doctors and shadow hunters act as spiritual and legis-

lative leaders, judging matters of law and handling administrate duties. Most regulations focus on maintaining the honor of the individual, the family, the tribe, and the troll species as a whole. Punishment for breaking troll laws or causing dishonor to one's kin can range from ritual scarring or dismemberment to banishment or even death. Often, the actual punishment is secondary to the loss of honor, which jungle trolls prize above all.

Jungle troll leaders are witch doctors or honored warriors. The eldest member of a family is respected, but he is expected to step down should his combat ability falter. Jungle trolls lack a king at present; witch doctors claim that no jungle troll is worthy of such a title unless he can unite all the tribes and reclaim their rightful lands. Until then, pretenders are considered without honor.

Jungle trolls believe that the spirits of their ancestors guide the universe from beyond the veil of death. Witch doctors teach that worthy trolls receive dominion over various aspects of nature upon their death — whether plants, weather, beasts, or even disease. When witch doctors exhibit their supernatural powers to cure the sick, control nature, or assist in battle, it is said that ancestral spirits are riding them.

Jungle troll rituals can be very elaborate, including hours of dancing and chanting. Witch doctors paint themselves and other participants with sigils and wear finely embroidered costumes. There are rituals for all events: a change of season, a child's birth, an impending battle.

Troll youth do not receive public names until they have earned a name in battle. Until then, they are referred to by generic diminutives.

Combat

Jungle trolls attack with battleaxe or spear in combat, but they are by no means limited to using weapons. Even disarmed, they can be lethal with their claws. They fight without fear, relying on their natural healing ability to keep them going.

Fast Healing (Ex): Jungle trolls recover 1 hit point per round.

Skills: *Jungle trolls receive a +4 racial bonus to Hide when in a jungle environment.

Jungle Troll Characters

A jungle troll's favored class is barbarian. Most jungle troll characters are barbarians, healers, or scouts. Jungle troll characters possess the following racial traits.

— +4 Strength, +4 Constitution, -2 Intelligence, -2 Charisma.

— Medium size.

— A jungle troll's base land speed is 30 feet.

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- Darkvision out to 60 feet.
- Racial Skills: A jungle troll gains a +4 racial bonus to Hide when in a jungle environment.
- +2 natural armor bonus.
- Special Qualities (see above): Fast healing 1.
- Automatic Languages: Low Common.
- Favored Class: Barbarian.
- Level Adjustment: +1.



Tuskarr

Medium Monstrous Humanoid
Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: 20 ft. in hide armor (4 squares); base speed 30 ft.
Armor Class: 14 (+1 natural, +3 hide), touch 10, flat-footed 14
Base Att/Grapple: +1/+2
Attack: Spear +2 melee (1d8+1/x3) or net +1 ranged (special) or spear +1 ranged (1d8+1/x3)
Full Attack: Spear +2 melee (1d8+1/x3) or net +1 ranged (special) or spear +1 ranged (1d8+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft.
Saves: Fort +1, Ref +2, Will +3
Abilities: Str 13, Dex 10, Con 13, Int 10, Wis 13, Cha 10
Skills: Listen +3, Profession (Fishing) +5, Profession (whaling) +5, Spot +3, Swim +3
Feats: Alertness
Environment: Cold land
Organization: Company (2–4), squad (11–20, plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or band (30–100 plus 20% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually neutral good
Advancement: By character class
Level Adjustment: +0

The humanoid has a solid build with a thick torso and broad shoulders. He wears warm furs under an oilskin jacket. His head is blunt and almost hairless, with a pair of great tusks pointing down from his upper jaw. His brown eyes are friendly and expressive.

Description

The tuskarr are peerless fishermen and whalers. Their self-contained economy is based on the ocean's bounty. These stout-hearted creatures have a budding society along the frozen coasts of Northrend. Yet the tuskarr do not yet have an organized society, their villages lying scattered across the icy beaches and bustling with activity and commerce.

Communities are established to help with fishing, animal husbandry, and defense rather than through political interests. The family is the primary social structure, and tuskarr have no community figureheads aside from familial leadership roles. Kinship usually

involves three generations from both the mother and father's sides. Functionally, these extended families are treated as one, so the action of a member is the responsibility of the entire group. Marriage occurs as soon as a man can support a wife, and for females as soon as they reach puberty.

Tuskarr laws are simple. No tuskarr may avoid helping tend to the needs of the settlement — gathering food, making clothing and housing, patrolling in defense, and so on. The sea is communal property for fishing and whaling. Catches are divided among the community as feasible, with those who miss out on one catch getting first choice the next time. Tuskarr do have personal property, but possession is conditioned by actual use.

Tuskarr laws are not meant to punish criminals as much as they maintain community peace and prosperity. Punishment is mild, usually aimed at injuring one's social position (through gossip, ridicule, or ostracism). Still, some matters are taken seriously. Blood vengeance is always required in return for the taking of a life, which may result in an ongoing feud.



Tuskarr shamans have the power to influence events such as weather, food, and illnesses. Shaman magic is often quite a production, even something like curing the sick: the shaman may speak with ghosts of the patient's relatives and even battle other spirits into submission before forcing them to help heal the patient.

Fishing and whaling form the basis of everything from moral guidance to conversational slang. Boys strive to be good fishermen and girls dream of marrying a good whaler. Success in fishing is a sign of right living, and failure is a sign of moral disorder. The tuskarr afterlife is imagined as a paradise with choice catches and successful whaling without hard work.

Tuskarr have simple rituals relating to social rather than religious circumstances — birth, marriage, sickness, and death most prominently. Other rituals relate to celebrating a good catch and venerating those who are lost at sea or who fall in battle.

The tuskarr often war with the indigenous ice trolls and nerubian spiderfolk of Northrend. Though they have done well to evade the undead Scourge, the tuskarr know that it is only a matter of time before the legions of the dead come calling.

Combat

Tuskarr favor spear weapons and nets as their primary tools of war. Tuskarr warriors coordinate in combat, each working to ensure the well-being of the others. Typically, one member of a squad will attempt to snare an enemy in a net, while the others attempt to dispatch the trapped opposition with their spears.

Skills: Tuskarr have a +8 racial bonus on Swim checks.

Tuskarr Characters

Tuskarr characters may be healers, fighters, or scouts. A tuskarr's favored class is scout. Tuskarr characters possess the following racial traits.

- +2 Strength, +2 Constitution, +2 Wisdom.
- A tuskarr's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Skills: A tuskarr gains a +8 racial bonus to Swim checks.
- +1 natural armor bonus.
- Automatic Languages: Common, Tuskarr.
- Favored Class: Scout.
- Level Adjustment: +0.

Wendigo

Large Monstrous Humanoid

Hit Dice:	5d8+10 (32 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	15 (-1 size, +6 natural), touch 9, flat-footed 15
Base Att/Grapple:	+5/+13
Attack:	Claw +8 melee (1d6+6)
Full Attack:	2 claws +8 melee (1d6+6)
Space/Reach:	5 ft./10 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., immunity to cold
Saves:	Fort +3, Ref +4, Will +4
Abilities:	Str 19, Dex 11, Con 15, Int 6, Wis 10, Cha 5
Skills:	Hide +4*, Listen +6, Spot +6
Feats:	Alertness, Power Attack
Environment:	Any cold
Organization:	Solitary, Pack (3–6)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	6–8 HD (Large); 9–13 HD (Huge)
Level Adjustment:	—

The hulking humanoid stands 10 feet tall. It looks vaguely ogre-like, but is covered in a furry white pelt. Sharp claws extend from its large hand and its mouth stretches in a ravenous grin as it shambles forward.

Description

The indigenous wendigo of Northrend are voracious creatures. Cannibalistic and savage, these fur-covered humanoids are very territorial and do not take kindly to intruders stumbling into their hunting grounds. They take even less kindly to those who enter their lands intentionally.

Wendigo are fierce predators that are fond of human and orc flesh. Solitary by nature, they seldom live among others of their kind. The only exception is when offspring must be reared, which the parents do as a family. Wendigo typically give birth to two young per litter. The parents drive off the young once they reach maturity, then go their own separate ways as well. (A wendigo is considered fully mature when it reaches 9 HD.) Otherwise, an encounter between two wendigo always ends in the death of one, even during times of mating.

Each wendigo controls miles of territory. It is not unusual for one to spend weeks hunting a single meal.

Combat

Wendigo attack with their claws in combat. They are so adept with their natural weapons that they can

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fall several lesser creatures in a single round. Even young wendigo can be quite lethal in combat. They are not suicidal, however, and will break off combat with a superior foe. The wendigo will then stalk the prey, biding its time until the target offers the best time to be dispatched.

Skills: Wendigo receive a +4 racial bonus to Hide checks in snowy and/or icy terrain.

Sasquatch

Large Monstrous Humanoid

Hit Dice:	4d8+12 (30 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	14 (–1 size, +5 natural), touch 9, flat-footed 14
Base Att/Grapple:	+4/+12
Attack:	Claw +7 melee (1d6+6)
Full Attack:	2 claws +7 melee (1d6+6)
Space/Reach:	5 ft./10 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +4, Ref +4, Will +4
Abilities:	Str 18, Dex 10, Con 16, Int 5, Wis 10, Cha 4
Skills:	Climb +6, Listen +3, Spot +2
Feats:	Cleave, Power Attack
Environment:	Any temperate
Organization:	Solitary, pair, or band (3–5)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	5–7 HD (Large); 8–12HD (Huge)
Level Adjustment:	—

The massive humanoid stands 9 feet tall. It looks vaguely ogre-like, but is covered in a furry, sandy-colored pelt. It has long, sharp claws and a hungry gleam in its eye.

Description

The species of monstrous humanoid known as sasquatch is a cousin race to the wendigo of Northrend. They are huge beings of limited intelligence and even less personality. They roam singularly and prefer solitary hunting. Sasquatch are incredibly strong and fiercely territorial. They have sharp claws and are very fond of human and orc flesh. Though they will eagerly kill elves who encroach on their territory, it is well established that sasquatch will not eat elven flesh, instead, leaving their night elf victim's corpse where it falls, untouched. (Sasquatch seem able to distinguish between night and high elves, perhaps by smell, and have no problem devouring high elf flesh.)

Like ogres, sasquatch tend to solve problems by smashing them. Unlike ogres, they tend to avoid other creatures, unless it is to

smash or eat them. They prefer forests, but will occupy any convenient location that provides them with food, treasure, and things to smash.

Fortunately, sasquatch mate only rarely. In groups, their aggression can be devastating to unprepared heroes. Sasquatch are matriarchal, and as a result, bands of sasquatch typically represent a mother with her young, often only a single litter.

Combat

Sasquatch are non-discriminating in combat. They tend to use their claws and great strength in melee combat to rend their opponents.



Wildkin

Large Magical Beast

Hit Dice:	6d8+24 (51 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (–1 size, +1 Dex, +6 natural), touch 9, flat-footed 14
Base Att/Grapple:	+6/+15
Attack:	Bite +10 melee (1d8+5)
Full Attack:	Bite +10 melee (1d8+5) and 2 claws +8 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Berserk
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +7, Ref +6, Will +3
Abilities:	Str 21, Dex 13, Con 19, Int 5, Wis 12, Cha 10
Skills:	Listen +8, Spot +7
Feats:	Alertness, Dodge, Multiattack
Environment:	Temperate forest
Organization:	Solitary, pair, or pack (5–8)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually chaotic good
Advancement:	7–9 HD (Large); 10–12 HD (Huge)
Level Adjustment:	—



The mighty creature has a powerful, bear-like body with a large avian head. Its dark furry pelt blends with clusters of silver and gray feathers on its forelimbs and cresting at its head. Its strong claws and hooked beak suggest violence, but its large golden eyes show a gentle nature.

Description

Some night elf scholars claim that the lumbering, misshapen wildkin are the creation and favored pets of Elune, the moon goddess. Desiring a creature of might to claim as her own and disenchanted with the violence of wolves, Elune combined the traits of her beloved night birds with the brute force of benevolent bears. Other scholars claim that wildkin were the misguided creation of a sorcerer. Regardless of their origins, wildkin have been the beloved allies of night elf druids of the wild and ancients alike since the time of the War of the Ancients.

Full-grown wildkin exceed 10 feet in height and weigh over 3,000 pounds. They prefer the serenity of nature and stay away from populated areas, frequenting the Barrens or the glades of Mount Hyjal. They are known to assist night elves and ancients in guarding locations that those races deem important. Heroes who encounter wildkin either come away speaking of their incredible gentleness or their tremendous ferocity.

Combat

Wildkin are slow to anger, but they fight to the death when roused. They have a particular hatred of all undead and minions of the Burning Legion. The great beasts slash with their claws and stab with their beak in combat.

Berserk (Ex): A wildkin can trigger a battle rage as if it was a barbarian of a level equal to its Hit Dice (see Chapter 3: Classes in the PHB for details).

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Wisp

Small Fey

1d6 (3 hp)

+2

Speed: Fly 30 ft. (good) (6 squares)

Armor Class: 13 (+1 size, +2 Dex), touch 13, flat-footed 11

Base Att/Grapple: +0/-6

Attack: Slam —1 melee (1d3-2)

Full Attack: Slam —1 melee (1d3-2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Detonate

Special Qualities: Low-light vision, renew, seed ancient

Saves: Fort +0, Ref +4, Will +1

Abilities: Str 6, Dex 14, Con 10, Int 8, Wis 8, Cha 8

Skills: Hide +10, Listen +5, Move Silently +6, Search +3, Spot +5

Feats: Alertness

Environment: Any forest

Organization: Solitary or company (2-4)

Challenge Rating: 1

Treasure: —

Alignment: Always neutral good

Advancement: 2-3 HD (Small); 4-5 HD (Medium)

Level Adjustment: —

The glowing ball of light hovers a few feet off the ground. Within the eldritch glow, one can just make out the translucent features of an elfin face.

Description

Wisps are forest spirits that heal ancients and keep the forest clean and pure. They are dedicated to the

well-being of night elf forests. In addition to healing living wood with their mere touch, they can detonate themselves to banish or kill summoned monsters (such as any outsider, elemental, or several kinds of undead).

Wisps show little free will or self-interest. They appear to exist purely to serve the will of the night elves. Whether this is reality or whether they serve the night elf leadership out of some personal agenda or sense of duty is unclear at this time.

Some human scholars think that wisps are the souls of deceased night elves, but these claims are met with near mockery among the night elves.

Combat

Wisps avoid combat and will flee when attacked if they can. Instead, they act as support troops, healing ancients and repairing night elf structures. If pressed, they slam into mortal foes or detonate themselves to destroy or banish outsiders or undead.

Detonate (Su): A wisp can sacrifice itself to generate a number of simultaneous effects as per the spells banishment, dispel magic (in a 30-ft. radius burst), and holy smite. These effects are handled as if cast by a spellcaster of a level equal to the wisp's Hit Dice.

Renew (Su): Once per round, a wisp may heal ancients, plants, or wooden structures. The healing each round is equal to 1d8 per HD of the wisp.

Seed Ancient (Su): A wisp may sacrifice itself to seed an ancient. It takes decades for the ancient to grow to maturity and centuries before it reaches its full potential.



Wyvern

	Large Magical Beast
Hit Dice:	5d10+10 (37 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), fly 70 ft. (poor)
Armor Class:	16 (—1 size, +1 Dex, +6 natural), touch 10, flat-footed 15
Base Att/Grapple:	+5/+13
Attack:	Bite +8 melee (2d6+4) or claw +8 melee (1d6+4)
Full Attack:	Bite +8 melee (2d6+4) and 2 claws +6 melee (1d6+2) and tail slap +6 melee (1d8+2)
Space/Reach:	10 ft./5 ft. (10 ft. with bite)
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +6, Ref +5, Will +2
Abilities:	Str 18, Dex 13, Con 15, Int 8, Wis 13, Cha 9
Skills:	Listen +5, Move Silently +3, Spot +7*
Feats:	Alertness, Flyby Attack, Multiattack ⁸
Environment:	Any forest, hill, mountains, and plains
Organization:	Solitary, pair, or flight (5–7)
Challenge Rating:	3
Treasure:	—
Alignment:	Usually chaotic neutral
Advancement:	6–8 HD (Large); 9–11 HD (Huge)
Level Adjustment:	—

The creature looks much like a lion with great leathery wings that flare out from its forelimbs. It has strong hind legs and a scorpion-like tail.



Description

A flight of wyverns is an awe-inspiring sight. More than one adventurer has spun a thrilling tale of the mighty beasts flying across skies streaked with the reds and violets of sunset.

Wyverns live in the harsh cliff-terraces of Kalimdor's Barrens. They hold great enmity for harpies, as the vile creatures like to capture young wyverns for food and to subvert and train as guardians.

Wyverns are new allies to the Horde, though willing ones. The green-skinned orcs proved themselves to wyverns in battle against harpies. Since then, the two species have a growing respect for one another. Wyverns share respect for the tauren just as they do the orcs, though the former are simply too large to join forces with a flying wyvern. A wyvern may choose an orc with a willingness to take to the air, and the two establish a formidable aerial scouting and combat team. Such orcs are known as windriders (see *Alliance & Horde Compendium*).

Wyverns are encountered alone as often as they are found in the presence of orc riders. They speak Orc and Taur-ahe, but are capable of learning Common and other languages.

Combat

Wyverns have a keen awareness of aerial tactics. Without riders, they attack in quick dives, striking with their teeth or tail followed by swipes with their claws. If trapped on the ground, a wyvern will bite and slash to clear enough space to take to the air again. Carrying orcs, wyverns favor strafing runs that allow their riders to fire at short range before streaking off to a safe distance. Wyverns with riders act on their own initiative.

Poison (Ex): Injury, Fort DC 14, initial 1d4 Con/secondary 1d4 Con.

Skills: *Wyverns receive a +4 racial bonus to Spot checks during daylight hours.



CHAPTER TWO: THE BURNING LEGION



One can imagine the plane of reality known as the Twisting Nether as a thick web of magic woven around and above the material Plane. It is an astral dimension of pure magic which encases all known worlds in thick cocoons of arcane power. Beings with the power to breach the barriers of reality use the Twisting Nether as a means of travel, venturing through its constantly-fluctuating expanses to journey from one world to another. Demons are among the most notable in this. They have long sought places like Azeroth, and for some time have been eager to conquer the world and its peoples.

For ages, the titan Sargeras fought against them, battling back the demons with his immeasurable power. In time, however, he could no longer see his cause as realistic; virtue lost its glamour, and existence seemed unworthy of his efforts. Drowning in nihilism and madness, he turned against his own kind and everything he and they had built. He forged the Burning Legion: an army of demons, his weapon against the worlds of light.

The Structure of the Burning Legion

First among the demons of the Burning Legion are the eredar. In the Twisting Nether, only the titans have ever challenged them. Two eredar, exalted by Sargeras' power as well as their own, stood as the lords of their race: Archimonde the Defiler and Kil'jaeden the Deceiver. Each built a hierarchy of demons, jealously protected from the will of the other. These groups strove for dominance of Azeroth and even other worlds.

But now, at long last, Archimonde is dead, killed by the heroes of Azeroth. Individual eredar and a few hopeful heroes of the lesser races have decided that they are the best candidates to replace him. These prideful few have taken their first careful steps toward locating and eliminating the presumptuous competition that might seek to displace them.

Kil'jaeden's first and most important servants were the vampiric nathrezim, also named the dreadlords. They earned this grim title in many ways: their schemes have turned nations against one another; their terrible powers have supported the undead Scourge; and as individuals they have spread physical and spiritual torment to the limits of their reach.

It is within the power of the eredar to create whole races of demons. They corrupt mortal species to make their minions. The greatest representatives of these species can bind others to their cause, as the eredar can, by offering the gift of their blood. The mystic bonds this process creates connect the various races of the Burning Legion. To drink a powerful demon's blood risks the enslavement not only of oneself but also of one's kind. Races corrupted into the Burning Legion — or those who sign on, accepting the price of

this service — are at an eternal disadvantage compared to their patron, regardless of their strength. The only consolation is that once a race has joined the Legion, its greatest heroes may offer their blood to others, corrupting new species to serve their own.

The dominant demonic races in the Burning Legion — after the eredar, of course — are the pit lords, doomguards, and eminences that served under Archimonde and the dreadlords, and the risen terrors and shadow priests that follow Kil'jaeden. An endless host of monsters follows their rule, and that host is growing. In all corners of the universe, the followers of Kil'jaeden subvert the righteous to darkness and welcome ancient evils into their ranks.

Demonic Subtype

The evil outsiders in *Warcraft* that comprise the forces of the Burning Legion are generally called "demons." This breed of demon in the *Warcraft* RPG is distinct from the one noted in the MM and uses the "demonic" subtype. As such, references made throughout this book to "demons" refers to those particular to the *Warcraft* universe.

Demons were mortal once, but have been transformed by their conversion into demonic beings. This change includes a powerful command of arcane energy. They define and control this arcane power with the force of their will, much as sorcerers or wizards do.

In the *Warcraft* RPG, demons can be of any evil alignment. The Burning Legion favors lawful evil, but this is not a hard and fast rule.

Demonic Traits

The demonic subtype conveys the following traits (unless otherwise noted in a creature's entry).

— Immunity to death effects, fire, necromantic effects, and poison.

— Resistance to acid 10, cold 10, and electricity 10.

— *Frightful Presence* (Ex): Demons unsettle their foes with their mere presence. This ability takes effect automatically whenever the demon attacks, charges, or spends a move action on something deliberately intimidating. Creatures within 30 feet are subject to the effect if they have fewer HD than the demon.

A potentially affected creature that succeeds at a Will save (DC 10 + 1/2 demon's HD + the demon's Charisma modifier) remains immune to that demon's frightful presence for 1 day. On a failure, creatures with 4 or fewer HD become panicked for 3d6 rounds, and those with 5 or more HD become shaken for 2d6 rounds. Demons ignore the frightful presence of other demons.

— *Innate Magic* (Ex): Demons with levels in a spellcasting class add their outsider HD to their caster

level. This does not give them additional known spells or spells per day. If a demon has more than one spellcasting class, it must choose one class to which this bonus applies.

— **Name Vulnerability (Ex)**: A demon takes double damage from a weapon inscribed during its forging with that demon's name.

— **Blindsight (Su)**: Demons have an arcane awareness of the physical world that allows them to perceive objects and creatures within 60 feet.

— **Mortal Tongues (Su)**: Intelligent demons can speak with any creature that has a language, as though using *tongues* as cast by a 14th-level sorcerer. This ability is always active.

— **See in Darkness (Su)**: Demons can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

— **Spell-Like Abilities (Sp)**: Unless otherwise stated, demonic spell-like abilities are as cast by a sorcerer of a level equal to the demon's Hit Dice. Demons with the spell-like ability to *plane shift* or *gate* can use it only for travel to and from the Twisting Nether. They cannot enter other planes, summon monsters through a gate, or use *plane shift* to transport others against their will.

Common Burning Legion Abilities

All demonic creatures have the following abilities unless noted otherwise in their descriptions. See below for details on fel energy and fel damage.

Regeneration (Ex): Demons with regeneration take holy and fel damage normally. A demon also takes normal (doubled) damage from a weapon inscribed during its forging with that demon's name.

Fel Strike (Su): Some demons treat any weapon or natural weapon they wield as a fel weapon. All of their attacks do +1d6 points of fel damage. Fel weapons deal an additional +1d6 points of fel damage against all creatures of good alignment. Fel weapons penetrate the damage reduction of all outsiders.

Summon Infernal (Su): Once per day, certain demons can attempt to summon an infernal. Their chance of success equals their hit dice times 5%, to a maximum of 90% at 18 HD. An infernal summoned in this fashion remains for 10 rounds.

Fel Energy

Fel is a property unique to the *Warcraft* universe. Fel energy comes in many forms, but at its core is the essence of demonic evil.

When a weapon is forged in the blood of a demon, it can be made into a fel weapon that deals extra damage to good beings and penetrates the damage reduction of outsiders. Fel energy runs through the veins of all creatures with the Demonic subtype. In

some of these creatures it runs so strong that they treat all their natural attacks as though imbued with the fel weapon property. Some demons even have the ability to imbue weapons they wield with fel power.

Spells with the [Fel] descriptor are harder to resist. The caster gets a +10 fel bonus on caster level checks made to penetrate spell resistance, and the DC of saving throws increases by +2.

New Magic Weapon Special Ability Description

Fel: Upon command, a fel weapon is sheathed in greenish-yellow flames. The flames do not harm the hands that hold the weapon. A fel weapon deals +1d6 points of bonus fel damage and penetrates the damage reduction of all outsiders regardless of the material normally required to penetrate their DR. In addition, a fel weapon deals +1d6 points of bonus unholy (evil) damage against all of good alignment. A fel 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. Bows, crossbows, and slings so enchanted bestow the fel power upon their ammunition.

Moderate evocation [lawful and evil]; CL 8th; Craft Magic Arms and Armor, *unholy blight*, creator must be evil, must be forged in the blood of a creature with the Demonic subtype Price: +2 bonus.

New Spells

Included here are two new spells that some demons use as spell-like abilities. As noted above, spells with the [Fel] descriptor are harder to resist. The caster gets a +10 fel bonus on caster level checks made to penetrate spell resistance, and the DC of saving throws increases by +2.

Demonic Doom

Necromancy [Fel]

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: See text

Saving Throw: Will negates (see text)

Spell Resistance: Yes

Description

The caster weakens the resolve of one living creature, leaving the target susceptible to invasion by

demonic forces. The caster then calls forth the spirit of a doom guard, who attempts to dominate the subject and possess his body — arising as one of the doom guard!

Spell Effect

As part of the casting, the caster calls to him the spirit of a doom guard not yet inhabiting a physical form. The caster then touches a living humanoid target, connecting the subject's spirit to the doom guard's spirit and triggering a battle of wills between the two. The living subject is considered stunned during this mental contest and must make a Will save each round to fend off the doom guard's spirit.

A subject who gets a Will save result of 27 or higher wins the battle of wills. The spell is negated and the subject is no longer stunned. If the Will save result is below 23, the subject loses the battle of wills. On any save result in between, the battle of wills continues for another round.

Upon losing the battle of wills, the subject's body falls under the doom guard spirit's control. The subject becomes a doom guard (see listing below), with the only exception being that the subject body's Strength, Dexterity, Constitution and hit points remain the same. The subject remains trapped in his own body. He is aware of his surroundings and the actions that the doom guard takes, but he can take no actions of his own.

The caster of this spell is not involved in the battle of wills, and gains no special control over a creature possessed by a doom guard in this fashion. A doom guard can relinquish control of the subject at any time, but doing so returns the doom guard spirit to its home plane. Otherwise, only *wish* or *miracle* can drive out the doom guard and restore control back to the subject.

Withering Blight

Transmutation [Evil, Fel]

Level: Ncr 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Area: 30-ft. radius emanating from the point touched

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: No (see text)

Description

Normal plants in the area turn putrid shades of green and gray. They shrivel and darken as disease leaves the ground blighted and infectious.

Spell Effect

Normal vegetation within 30 feet becomes sickened and diseased. Living creatures that pass over the blighted ground are subject to the blight's infection. Affected plants cease production of seeds and fruit, if applicable. Living creatures in contact with blighted ground at any point during a turn must succeed at a Fortitude saving throw or contract blight plague. Spell resistance applies to this effect. All turning checks to turn undead on blighted ground suffer a -2 profane penalty and turning checks to rebuke undead gain a +2 profane bonus; spell resistance does not apply to this effect. Blight plague is a supernatural disease (damage 1d4 temporary Intelligence). Humanoids reduced to Intelligence 0 immediately turn into an appropriately-sized zombie (see the template in Chapter Three). Unlike normal diseases, blight plague continues until the victim reaches Intelligence 0 or receives a *remove disease* spell or similar magic.

Doomguard

	Large Outsider
	(Demonic, Evil, Extraplanar, Lawful)
Hit Dice:	16d8+76 (168 hp)
Initiative:	+5
Speed:	40 ft. (8 squares), Fly 70 ft. (poor)
Armor Class:	35 (-1 size, +1 Dex, +5 Large breastplate, +20 natural), touch 10, flat-footed 34
Base Att/Grapple:	+16/+29
Attack:	+1 Large <i>fel scimitar</i> +26 melee (1d8+10/15-20 plus 1d6 fel) or slam +24 melee (1d6+?)
Full Attack:	+1 Large <i>fel scimitar</i> +26/+21/+16/+11 melee (1d8-10/15-20 plus 1d6 fel) or 2 slams +24 melee (1d6+?)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spell-like abilities, doom stomp
Special Qualities:	Darkvision 60 ft., improved vision, damage reduction 15/good, spell resistance 30, demonic traits (frightful presence DC 22), outsider traits
Saves:	Fort +16, Ref +11, Will +15
Abilities:	Str 29, Dex 13, Con 22, Int 18, Wis 20, Cha 19
Skills:	Bluff +23, Climb +28, Concentration +25, Intimidate +23, Jump +29, Listen +24, Move Silently +20, Search +23, Sense Motive +24, Spellcraft +23, Spot +24, Survival +24.
Feats:	Cleave, Great Cleave, Improved Critical (scimitar), Improved Initiative, Power Attack, Weapon Focus (scimitar)
Environment:	Twisting Nether
Organization:	Solitary or gang (2-4)
Challenge Rating:	15
Treasure:	Standard goods and items, including +1 Large <i>fel scimitar</i> and large breastplate; double coins
Alignment:	Always lawful evil
Advancement:	17-24 HD (Large); 25-48 HD (Huge)
Level Adjustment:	—

The massive, muscular being stands over 12 feet tall and has red scaly flesh and small dark wings. It wears a breastplate emblazoned with a bizarre symbol and wields a mighty scimitar in one hand.

Description

The fearsome doomguard once served as Archimonde's personal escorts. Although they were often called upon to perform a number of duties for the Legion, their loyalties lay with him alone. The doomguard were left to their own devices after Archimonde's defeat at the World Tree on Mount Hyjal. They now roam the universe serving as mercenaries for whoever will have them. They enjoy wearing large breastplates emblazoned with the symbol of

Archimonde despite his defeat. They believe he will one day return to rule them once more.

Despite their appearance and disposition, doomguard are sought after for service. These monstrous, fiery warriors are nearly immune to magic and can defeat entire armies with their sheer strength alone.

Combat

Doomguard begin a battle by sizing up their foes. They cast *deeper darkness* if they believe their opponents will not be able to see through it, covering their actions while they cast additional spells. *Fire storm* is their first choice against seemingly powerful opponents who might not be ready with abjurations against fire. A doomguard will even cast *fire storm* with itself in the area, taking advantage of its immunity to fire. *Detect magic* determines if *greater dispel magic* would be useful against particular opponents. Doomguard will cast *immolation* as soon as possible when facing multiple opponents who may not be immune to the flames or if opponents may try to use cold attacks against them. When there is enough time to prepare even more spells, doomguard cast *unholy aura* and *dispel good* on themselves.

They follow these actions up by wading into melee. When two or more doomguard work together, one will engage in melee while the others cast *cripple* on potentially dangerous melee foes. After that, they prefer to split up and engage separate melee targets. They doom stomp when faced with two or more opponents in range who might be dazed and knocked prone by the effect. They almost always doom stomp when faced with four or more potential targets in range. (This tactic deals more overall damage than a full attack, but it is sometimes better to use a full attack against one particularly powerful opponent than to cause minor damage to all opponents in range.)

If the battle is going poorly, a doomguard will cast *demonic doom* on a remaining melee foe. Doomguard usually try to *teleport without error* to disengage once reduced to below 50 hit points. They cast spells from a distance while their allies continue the fight. Once all doomguard are reduced to below 50 hit points they all *teleport without error* to escape.

If the battle is going well, doomguard take their time finishing off opponents. They cast *unholy blight* to watch and be amused as their foes are sickened by the effect.

Spell-Like Abilities: At will—*blasphemy*, *cripple**, *deeper darkness*, *desecrate*, *detect chaos*, *detect good*, *detect magic*, *fear*, *greater dispel magic*, *immolation*, *rain of fire**, *read magic*, *telekinesis*, *teleport without error* (self plus maximum load of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of fire*; 3/day—*withering blight*; 1/day—*demonic doom*, *dis-*

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pel good, and fire storm. Caster level 16th; save DC 14 + spell level.

*Indicates a spell described in the Warcraft RPG.

Doom Stomp (Su): As an attack action, a doomguard can stomp a hoof on the ground to produce a shockwave that knocks back and dazes creatures. All Medium and smaller creatures within a 10-foot radius take 1d6+9 points of damage and must make a DC 27 Fortitude save or be knocked back 5 feet directly away from the doomguard. If that space is occupied, the creature automatically falls prone in its space. Creatures knocked back are dazed for 1 round and must make a DC 27 Reflex save or fall prone in their new space. A dazed creature can take no actions (but defends itself normally).

Improved Vision (Su): Doomguard continually see invisibility as the spell cast by a 20th-level sorcerer.

Doomguard and d20

If you are using the doomguard in a d20 campaign that is not set on the world of Azeroth, treat them as devils. They gain baatezu traits, and other baatezu are immune to the doom guard's frightful presence. Doomguard also gain the following special attack.

Summon Baatezu (Sp): Once per day, a doomguard can summon two barbazu, lemures, or osyluths or one cornugon, erinyes, or gelugon.



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Dreadlord (Nathrezim)

	Medium Outsider
Hit Dice:	(Demonic, Evil, Extraplanar, Lawful) 8d8+12 (52 hp)
Initiative:	+7
Speed:	30 ft. (6 squares), fly 50 ft. (good)
Armor Class:	27 (+3 Dex, +8 natural, +6 insight), touch 19, flat-footed 24
Base Att/Grapple:	+8/+11
Attack:	Claw +11 melee (1d4+6) or spell +11 melee touch or spell +11 ranged touch
Full Attack:	2 claws +11 melee (1d4+6) or spell +11 melee touch or spell +11 ranged touch
Space/Reach:	5 ft./5 ft.
Special Attacks:	Dominate, energy drain, summon infernal, spell-like abilities, spells, vampiric aura
Special Qualities:	Damage reduction 5/good or silver, darkvision 60 ft., fast healing 5, fiendish defense, spell resistance 14, demonic traits (frightful presence DC 22), outsider traits
Saves:	Fort +8, Ref +9, Will +14
Abilities:	Str 17, Dex 16, Con 14, Int 24, Wis 22, Cha 26
Skills:	Bluff +19, Concentration +13, Diplomacy +23, Disguise +19, Gather Information +19, Hide +14, Intimidate +23, Knowledge (arcana) +18, Knowledge (the planes) +18, Listen +17, Move Silently +14, Search +18, Sense Motive +17, Spellcraft +18, Spot +17.
Feats:	Improved Initiative, Iron Will, Persuasive
Environment:	Twisting Nether
Organization:	Solitary or troupe (1 dreadlord and 6–15 ghouls)
Challenge Rating:	11
Treasure:	Double Standard
Alignment:	Always lawful evil
Advancement:	9–16 (Medium)
Level Adjustment:	—

The humanoid's skin is pale as a corpse, while its claws and horns are displayed in wicked curves. Leathery bat-like wings flare out from his back.

Description

In the nathrezim's eyes, malice is the ultimate gift. To torment another creature with physical and moral agony offers something superior to happiness or contentment. Dreadlords prefer to turn their talents to psychic assault and manipulation, seeking to dissolve the bonds that unify individuals, groups, and nations and leave their mortal victims floundering amidst

chaos and decay. A nathrezim-occupied world eventually abandons higher morality as irrelevant to the context in which its inhabitants find themselves, joining the dreadlords in their callous worship of the malign.

Combat

Although fierce warriors, nathrezim prefer a leadership role, standing behind a wall of ghouls or other allies and retreating when their enemies press too close. This is particularly true of the weaker nathrezim, whose magical abilities cannot always prevent their swift, bloody execution by a determined fighter, wizard, or rogue.

Vampiric Aura (Su): Living creatures hit by a nathrezim's claw attack gain one negative level. The Fortitude DC to remove a negative level is 13 + 1 for every 2 character levels the dreadlord has. The save DC is Charisma-based. For each such negative level bestowed, the dreadlord gains 5 temporary hit points.

Once per day, a nathrezim may extend this aura to all undead and demons within a 15-foot radius for 1 round/character level.

Dominate (Su): A dreadlord can crush an opponent's will just by looking into his eyes. This is similar to a gaze attack, except that the dreadlord must use a standard action, and those merely looking at the dreadlord are not affected. Anyone the dreadlord targets must succeed on a DC 22 Will save or fall under the dreadlord's influence as though by a *dominate monster* spell (caster level 16th). The ability has a range of 30 feet.

Spell-Like Abilities: At will—*carriion swarm** (DC 23), *deep darkness*, *detect chaos*, *detect good*, *detect magic*, *greater teleport* (self plus 50 pounds of objects only), *hold monster* (DC 23), *read magic*, *sleep* (DC 19); 3/day—*plane shift*, *sending*, *summon swarm* (bats only); 1/day—*dream*, *nightmare* (DC 23). Caster level 12th. The save DC is Charisma-based.

Spells: A dreadlord knows and casts arcane spells as an 8th level sorcerer, gaining bonus spells for a high Charisma score.

Typical Sorcerer Known Spells (6/8/8/7/5, save DC 18 + spell level): 0—*acid splash*, *dancing lights*, *daze*, *ghost sound*, *open/close*, *mage hand*, *prestidigitation*, *touch of fatigue*; 1st—*cause fear*, *chill touch*, *disguise self*, *mage armor*, *shield*; 2nd—*cripple**, *detect thoughts*, *invisibility*; 3rd—*clairaudience/clairvoyance*, *dispel magic*; 4th—*phantasmal killer*.

*Indicates a spell described in Chapter Four: Magic of the Warcraft RPG.

Vampiric Aura (Su): A dreadlord has a vampiric aura that it can focus on itself or extend around itself up to a 30-foot radius (adjusting the aura's size is a free action). A dreadlord that strikes with its claw attack or an ally within this aura gains hit points each time

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it deals damage successfully to a creature. The hit points gained equal the damage inflicted, up to a total equal to the Hit Dice of the dreadlord or of the ally (whichever is lower). So, a 10 HD ally within an 8 HD dreadlord's aura can gain no more than 8 hit points per strike (or fewer if the damage rolled is less than that). A creature cannot gain more hit points than its normal maximum.

Fiendish Defense (Ex): Nathrezim receive an insight bonus to their armor class equal to their Wisdom bonus. This ability does not function in medium or heavy armor.

Dreadlord Characters

A dreadlord's favored class is rogue.



Eredar Warlock

Huge Outsider (Demonic, Extraplanar)

Hit Dice:	24d8+72 (180 hp)
Initiative:	+4
Speed:	50 ft. (10 squares), fly 90 ft. (good)
Armor Class:	26 (−2 size, +5 natural, +4 deflection, +1 luck, +4 profane, +4 <i>magic armor</i>), touch 21, flat-footed 26
Base Att/Grapple:	+24/+37
Attack:	Claw +27 melee (1d8+7 plus 1d6 fel and 1d6 fire)
Full Attack:	2 claws +27 melee (1d8+75 plus 1d6 fel and 1d6 fire)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Spells, Felstrike, summon infernal, spell-like abilities
Special Qualities:	Darkvision 60 ft., arcane mastery, chaotic casting, neither spells, warlock abilities, antimagic resistance, regeneration 10, damage reduction 15/good, spell resistance 30, demonic traits (frightful presence DC 26), outsider traits
Saves:	Fort +17, Ref +16, Will +16
Abilities:	Strength 21, Dex 10, Con 17, Int 22, Wis 14, Cha 19
Skills:	Appraise +33, Bluff +31, Concentration +30, Decipher Script +33, Diplomacy +35, Intimidate +33, Knowledge (arcana) +33 (+6 Int, 27 ranks), Knowledge (the planes) +33, Listen +29, Sense Motive +29, Spellcraft +35 (+37 to decipher scrolls), Spot +293, Survival +29 (+31 when following tracks), Use Magic Device +31 (+33 with scrolls)
Feats:	Combat Casting, Combat Expertise, Improved Initiative, Item Creation Feat (any one), Lightning Reflexes, Quicken Spell, Silent Spell, Spell Focus (any one), Still Spell
Environment:	Twisting Nether
Organization:	Solitary or troupe (1 advanced eredar, 2–5 eredar)
Challenge Rating:	23
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement:	25–48 (Huge); 49–72 (Gargantuan)
Level Adjustment:	—

The creature is of impressive size, far larger than any human or orc, with a bulky muscular body and a long tail. Long pointed ears sweep back from its bestial face and horns sprout from its wide brow.

Description

Eredar were supreme sorcerers at the dawn of the universe. Some believe that they devoured their own

world by using radical warlock magics. They consumed all life around them and set out to find more places of mystical power. The eredar were Sargeras's first recruits in the Burning Legion, serving as tactical advisors and intelligence officers. Eredar warlocks are now counted as some of the greatest sorcerers in the universe.

Preeminence in eredar warlock society depends almost entirely upon magical power. Those who command the greatest selection of paramount spells (see below) — and thus in theory the greatest magical arsenal — rise to higher ranks. Those whose arcane abilities top out at such pitiful cantrips as *wish* and *shapechange* are grunts and lackeys, scarcely worthy of notice.

Combat

Eredar warlocks are spellcasters first. They have been known to flick their fingers in an enemy's direction, causing flesh, bone, and even steel to flare with entropic fire. They avoid combat with even an innocuous foe until they can establish a collection of defensive and self-enhancement spells. Most maintain a *magic armor* or *frost armor* effect continuously.

If the enemy seems weak and not worth the expenditure of spells, eredar warlocks wade into combat with their claws. If the enemy is strong, an eredar warlock creates an advantage of numbers, summoning monsters, enchanting his opponents, and using spells that divide his enemies.

Spells (Sp): Eredar warlocks know and cast arcane spells as 20th-level sorcerers (save DC 14 + spell level). They can learn warlock spells and spells from the Death, Destruction, and Evil domains as sorcerer spells.

Spell-Like Abilities: At will—arcane eye, arcane lock, arcane mark, contingency, control undead, darkness, detect magic, detect scrying, dimension door, disguise self, geas/quest, greater dispel magic, hold monster, identify, knock, mage armor, major creation, nondetection, read magic, scrying, sequester, simulacrum, spell turning, suggestion, true seeing, unseen servant, water breathing 1/day—symbol of pain, gate. Caster level 24th; save DC 14 + spell level.

Chaotic Casting (Ex): Eredar warlocks can substitute fel damage for any elemental damage type when casting a damaging spell. Treat this ability as a metamagic effect that does not change the spell's level. Accordingly, it increases casting time for spells not already altered with metamagic feats.

Nether Spells (Ex): All eredar warlocks spells receive the benefits of Extend Spell at no cost. The eredar warlock can also apply Quicken Spell, Silent Spell, and Still Spell to any spell from the illusion school at no cost — it does not increase the casting

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time or require a higher spell slot. Eredar warlocks do not need spell components.

Eredar Warlock Abilities: Advanced eredar warlocks can choose any of the following abilities in place of a feat:

Craft Vessel (Ex): The eredar warlock can imbue an intelligent creature with magic. This ability functions as an Item Creation feat that can create use-activated or spell trigger items. Spell trigger vessels can contain spells up to 6th level. All vessels are intelligent magic items and obey the standard rules for such, including the development of intelligent item abilities and extraordinary powers. Generally, the eredar warlock removes the imbued creature's memory of her condition, charms her to use her new abilities in the warlock's service, or keeps her caged as a living tool and standard of the Burning Legion.

Paramount Spell (Ex): The eredar warlock has mastered a single spell transcending the normal limits of arcane accomplishment. Such spells are treated as 12th-level spells, and the warlock has one 12th-level slot for each paramount spell known. Examples include *chittering death*, whose slow march can devastate continents, and *consumption of the sun*, which would have made the demon Archimonde supreme (requiring simply a suitable power source). There is no paramount spell without at least one viable countermeasure. In some cases, this countermeasure is as simple as *greater dispel magic*; in others, it requires complex actions or components. An eredar warlock can take this ability multiple times.

Swallow Power (Su): Whenever the eredar warlock's spell resistance blocks an effect, he recovers a spell of the same level that he had prepared and then cast. For example, if his spell resistance protects him against a *lightning bolt*, he can recover one of the 3rd-level spells he previously cast.



Felguard

Medium Outsider
(Demonic, Evil, Extraplanar, Lawful)
Hit Dice: 3d8+9 (22 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 18 (+2 Dex, +6 natural), touch 12, flat-footed 16
Base Att/Grapple: +3/+6
Attack: Greatsword +7 melee (2d6+4/19-20 plus 1d6 fel) or slam +6 melee (1d4+4)
Full Attack: Greatsword +7 melee (2d6+4/19-20 plus 1d6 fel) or slam +6 melee (1d4+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Fel strike, spell-like abilities
Special Abilities: Damage reduction 5/good or silver, darkvision 60 ft., demonic traits (frightful presence DC 11), outsider traits
Saves: Fort +6, Ref +5, Will +3
Abilities: Str 16, Dex 14, Con 17, Int 8, Wis 10, Cha 11
Skills: Climb +9, Diplomacy +2, Intimidate +6, Jump +9, Knowledge (nature) +1, Listen +6, Sense Motive +6, Spot +6, Survival +6
Feats: Power Attack, Weapon Focus (greatsword)
Environment: Twisting Nether
Organization: Solitary, team (2-5), troop (6-11), or squad (12-21)
Challenge Rating: 3
Treasure: None
Alignment: Always lawful evil
Advancement: 4-6 HD (Medium)
Level Adjustment: —

The demonic being stands about 8 feet tall. It has well-defined muscles under red scaly flesh, and its legs end in cloven hooves. Three small horns protrude from its head, while two long horns sweep out from its back. It wields a strangely-shaped greatsword in both hands; the blade is formed of odd angular cuts, curves, sharp points and barbs.

Description

The felguard are the Legion's basic foot soldiers. They operate under the direction of doom guard, pit lords and other Legion commanders and generals. Felguard are treated like fodder, driving the Legion's hold on the universe forward like a relentless force of nature.

Combat

Felguard are trained only to fight, so that's about all they do. In combat they split up to take on as many foes as possible. At first glance this tactic might seem like a mistake since it divides their power, but this is just for the first round or two. The felguard use this tactic to locate weakness in the enemy lines. Once a weak opponent has been located, all nearby felguard retreat to this individual. Felguard are good at coordinating their attacks and flanking their opponents.

Spell-Like Abilities: At will—detect chaos, detect good, detect magic. Caster level 5th; save DC 10 + spell level.



Fel Stalker

Fel Stalker	Fel Hunter
Medium Outsider	Medium Outsider (Chaotic, Demonic, Evil, Extraplanar)
(Chaotic, Demonic, Evil, Extraplanar)	
Hit Dice: 6d8+18 (45 hp)	9d8+18 (45 hp)
Initiative: +6	+6
Speed: 50 ft. (10 squares)	50 ft. (10 squares)
Armor Class: 19 (+2 Dex, +7 natural), touch 17, flat-footed 17	19 (+2 Dex, +7 natural), touch 17, flat-footed 17
Base Att/Grapple: +6/+13	+9/+16
Attack: Claw +13 melee (1d6+7 plus 1d6 fel) or mana burn +8 ranged touch	Claw +16 melee (1d6+7 and 1d6 fel) or mana burn +11 ranged touch
Full Attack: 2 claws +13 melee (1d6+7 plus 1d6 fel) and bite +11 melee (1d8+3 plus 1d6 fel)	2 claws +16 melee (1d6+7 and 1d6 fel) and bite +14 melee (1d8+3 and 1d6 fel)
Space/Reach: 5 ft./5 ft.	5 ft./5 ft.
Special Attacks: Pounce, fel strike, mana burn	Pounce, fel strike, mana burn, spell-like abilities
Special Qualities: Darkvision 60 ft., sense magic, scent, improved scent, damage reduction 5/good, spell resistance 11, demonic traits (frightful presence DC 12), outsider traits	Darkvision 60 ft., sense magic, scent, improved scent, damage reduction 5/good, spell resistance 13, demonic traits (frightful presence DC 14), outsider traits
Saves: Fort +8, Ref +7, Will +7	Fort +9, Ref +8, Will +8
Abilities: Str 24, Dex 15, Con 17, Int 4, Wis 14, Cha 8	Str 24, Dex 15, Con 17, Int 8, Wis 14, Cha 10
Skills: Climb +10, Hide +11, Jump +10, Listen +11, Move Silently +11, Sense Motive +5, Spot +11, Survival +19, Swim +10	Climb +11, Concentration +11, Hide +14, Jump +11, Listen +20, Move Silently +14, Sense Motive +6, Spot +20, Survival +22, Swim +11
Feats: Alertness, Improved Initiative, Multiattack	Alertness, Improved Initiative, Multiattack, Spell Focus (transmutation)
Environment: Any land or underground	Any land or underground
Organization: Solitary or pack (2-8)	Solitary or pack (2-8)
Challenge Rating: 6	8
Treasure: None	Single gold band worth 100 gp
Alignment: Always chaotic evil	Always neutral evil
Advancement: 7-12 HD (Medium); 13-18 HD (Large)	10-12 HD (Medium); 13-18 HD (Large)
Level Adjustment: —	—

The creature looks vaguely like a hound — though one with a massive, toothy head that makes up nearly a third of its length. Great horns jut from above a single eye that glares furiously from the center of its forehead.

Description

Fel stalkers are the hunting hounds of the pit lords, starving both for blood and for arcane energy. The corner of the Twisting Nether that spawned them is a void, drained of magic and substance and filled with drifting corpses. Maggot fel stalkers embedded in the nearby planar substance mature, hunt, and often lay young before the pit lord rangers find them and train them.

Fel stalkers have been observed with 2, 4, or 6 legs, which indicates breed rather than power.

Combat

Fel stalkers treat spellcasters, particularly arcane spellcasters, as layered desserts with meat on the

outside and magic on the inside. Less magical characters are worth notice only if they have damaged the fel stalker in the past round. Fel stalkers generally use their arcane vortex ability whenever in combat, unless instructed otherwise by their pit lord.

Pounce (Ex): If a fel stalker leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Mana Burn (Su): Once every 1d4 rounds, the fel stalker's eye can emit a *mana burn* effect per the spell as a sorcerer of a level equal to its HD. (*Mana burn* is described in Chapter Four: Magic of the Warcraft RPG.)

Sense Magic (Su): The fel stalker senses magic as though continuously under the effects of a *detect magic* spell, except the fel stalker immediately receives all information that would normally take 3 rounds to receive, and automatically succeeds at all Spellcraft skill checks to determine the school of magic involved



in each aura. The fel stalker can also track the "scent" of magic as easily as any normal odor.

Improved Scent (Ex): The fel stalker makes a Survival check rather than a Wisdom check when tracking by scent.

Skills: Fel stalkers receive a +4 racial bonus on all Listen and Spot checks, and a +8 racial bonus on all Survival checks.

Fel Hunter

The most intelligent of fel stalkers are selected and trained specially to hunt spellcasters. They look much like a normal fel stalker, except for a golden band placed around one of their horns marking them as hunters.

Combat

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

A fel hunter has the same abilities as a fel stalker, as noted above. It also manifests demonic spell-like abilities—brought out due to its higher intelligence, coupled with the intense training it undergoes to become an elite spellcaster killing machine.

Spell-Like Abilities: At will—*detect good, detect law, dispel magic, and read magic*; 1/day—*cause fear and darkness*. Caster level 12th; save DC 12 + spell level.

Infernal

Large Construct (Extraplanar)	
Hit Dice:	16d10+30 (118 hp)
Initiative:	—1
Speed:	20 ft. (4 squares) (can't run)
Armor Class:	28 (—1 size, —1 Dex, +20 natural), touch 8, flat-footed 28
Base Att/Grapple:	+12/+25
Attack:	Slam +20 melee (2d10+9 plus 2d6 fire)
Full Attack:	2 slams +20 melee (2d10+9 plus 2d6 fire)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Fire aura, heat, burn, meteoric impact
Special Qualities:	Darkvision 60 ft., magic immunity, damage reduction 15/adamantine, construct traits
Saves:	Fort +5, Ref +4, Will +5
Abilities:	Str 28, Dex 9, Con —, Int —, Wis II, Cha I
Skills:	—
Feats:	—
Environment:	Any land or underground
Organization:	Solitary or pack (2-8)
Challenge Rating:	12
Treasure:	None
Alignment:	Always neutral
Advancement:	17-32 (Large); 33-48 (Huge)
Level Adjustment:	—

The creature is of tremendous size, its roughly humanoid and brutish form engulfed in sulfurous flames.

Description

Infernals are hulking brutes engulfed in arcane fire, entropic manifestations that warlocks conjure forth from the Nether. Infernals burst through the planar veil to strike like entropic meteorites, devastating everything in their impact radius. The infernals then rise to smash any and all targets in the area. Ripped from the void and cut off from the sustaining energies of the Twisting Nether, infernals endure for hours, perhaps days at most. Still, they can wreak tremendous havoc in that time, acting as engines of pure destruction.

Combat

An infernal always appears in the air when summoned and falls to earth with meteoric impact (see below). It then stands and attacks as directed by its summoner. An infernal is not terrifically bright, however, and can obey only the simplest of tactical orders. Even then, it often resorts to the mindless tactic of attacking the nearest enemy (as defined by its orders) each round.

An infernal endures on the Material Plane as long as the *summon* spell that brought it, for a number of hours equal to its Hit Dice, or until destroyed (which ever is shortest).

Meteoric Impact (Ex): A summoned infernal appears in the air and slams to the ground with devastating force. This is handled as per the *rain of fire* spell (see Chapter Four: Magic in the Warcraft RPG). The infernal takes no falling damage from this impact.

Fire Aura (Ex): Infernals burn with intense heat. All creatures within a 10-foot radius of an infernal take 1d6 points of fire damage each round.

Heat (Ex): Merely touching or being touched by an infernal automatically deals 2d6 points of fire damage.

Burn (Ex): Those hit by an infernal's slam attack must succeed at a DC 18 Reflex save or catch fire. The flames burns for 1d4 rounds. A burning creature can take a move action to put out the flames. Creatures hitting an infernal with natural weapons or unarmed attacks take fire damage as though hit by the infernal's attack and also catch fire unless they succeed at a Reflex save.

Magic Immunity (Ex): The infernal is immune to all spells, spell-like abilities, and supernatural effects, except as follows. Spells and effects with the cold descriptor slow an infernal (as the spell) for 1 round per spell level of the spell cast, with no saving throw. Summoned infernals do not wink out in a magically created antimagic field.



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Pit Lord

Huge Outsider

(Chaotic, Demonic, Evil, Extraplanar)

Hit Dice:	20d8+160 (250 hp)
Initiative:	+1
Speed:	50 ft. (10 squares), fly 40 ft. (poor)
Armor Class:	36 (–2 size, +1 Dex, +5 Huge breast plate, +22 natural), touch 10, flat-footed 35
Base Atk/Grapple:	+20/+41
Attack:	+1 <i>Gargantuan unholy two-bladed sword</i> of acid and frost +33 melee (3d6+20/+17–20 plus 1d6 fel and 1d6 cold or 1d6 acid), or bite +32 melee (2d8+19 plus 1d6 fel)
Full Attack:	+1 <i>Gargantuan unholy two-bladed sword</i> of acid and frost +31/+26/+21/+16 and +31 melee (3d6+14/3d6+7/17–20 plus 1d6 fel and 1d6 cold or 1d6 acid) or bite +32 melee (2d8+19 plus 1d6 fel)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Spell-like abilities, fel strike, sweeping cleave, tail sweep, doom stomp, summon demons, death throes
Special Qualities:	Darkvision 60 ft., see invisibility, detect magic, rebirth, divination sensitivity, regeneration 10, damage reduction 15/good, spell resistance 33, demonic traits (frightful presence DC 23), outsider traits
Saves:	Fort +20, Ref +13, Will +16
Abilities:	Str 37, Dex 13, Con 26, Int 14, Wis 18, Cha 16
Skills:	Bluff +12, Concentration +32, Diplomacy +12, Gather Information +12, Intimidate +31, Knowledge (arcana) +26, Knowledge (the planes) +26, Listen +32, Sense Motive +28, Spellcraft +26, Spot +32, Survival +16
Feats:	Blind-fight, Cleave, Exotic Weapon Proficiency (two-bladed sword), Improved Critical (two-bladed sword), Power Attack, Two-Weapon Fighting, Weapon Focus (two-bladed sword)
Environment:	Any land or underground
Organization:	Solitary or pack (2–8)
Challenge Rating:	21
Treasure:	Standard goods and items, including +1 <i>Gargantuan unholy two-bladed sword</i> of acid and frost and huge breastplate; double coins
Alignment:	Always chaotic evil
Advancement:	21–30 (Huge); 31–60 (Gargantuan)
Level Adjustment:	—

The hulking creature has a massive humanoid torso that joins to a tremendous equine body with a flexible carapace. Monstrous tusks jut out from his fanged mouth, and a long thick tail thunders behind his huge frame. A mane of living fire runs down his spine between sinewy, leathery

wings. He carries a massive warblade in his hands and wears light plate armor on his scaled torso.

Description

The pit lords are usually nothing more than butchers: brutal killers, occasional torturers, and hunters that prefer intelligent prey. They are engines of hate and flame, bred for only one purpose: to destroy everything in their path. Occasionally, one rises above all others and becomes a leader of the Legion's armies. When reproached by mortal paladins or hacked at by heroes defending their towns, the pit lords smile ever more widely. Gore, screams, and suffering prove to them their victory, and the horror and anger of those mortals capable of opposing them serve as the applause.

Pit lords have a humanoid head, arms, and torso, although the head has far too many teeth. (More grow continuously, forming a forest of ivory needles in the pit lord's mouth.) Their waist attaches seamlessly to a headless equine body plated with a flexible, multi-part carapace.

Combat

Pit lords like melee combat. As long as they stay alive and give as good as they get, they think having their guts spilled on the ground and their eyes gouged out is bracing. It's more fun to do it to someone else, of course.

Pit lords wade right into battle; the more opponents the better. If the pit lord has a chance to prepare, or if facing a great many opponents, it casts *haste* on itself. Against large numbers of enemies to all sides a pit lord uses its doom stomp, sweeping cleave, and tail sweep abilities to thin them out. Once the pit lord can focus things down to just a few melee opponents, the pit lord begins full attack actions.

Only after being slain and rising again with its rebirth ability does a pit lord really summon other demons and use its spell-like abilities. Pit lords usually summon one infernal, but when facing many weaker opponents the pit lord summons several fel stalkers instead. Pit lords favor their *demonic doom*, *carriion swarm*, *shockwave*, and *earthquake* spell-like abilities.

Ultimately, a pit lord is no fool. When facing defeat, a pit lord uses *teleport without error* to escape the fight. If retreat is not possible, the pit lord goes out with full attack actions and centers himself as best he can for his death throes to hopefully take many of his enemies with him.

Spell-Like Abilities: At will—*bestow curse*, *blasphemy*, *carriion swarm**, *chaos hammer*, *charm monster*, *claradience/clairvoyance*, *cripple**, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *dimensional anchor*, *dispel good*, *fear*, *greater dispel magic*, *haste*, *immolation**, *magic circle against good* (self only), *produce flame*,

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pyrotechnics, rain of fire*, read magic, shockwave*, telekinesis, teleport without error (self plus maximum load of objects only), tongues (self only), unhallow, unholy aura, unholy blight, wall of fire, and withering blight; 3/day—demonic doom, earthquake, and gate. Caster level 20th; save DC 13 + spell level.

*Indicates a spell described in Chapter Four: Magic of the Warcraft RPG.

Sweeping Cleave (Su): As an attack action, a pit lord can swing his Gargantuan two-bladed sword in a tremendous 180-degree arc in front of himself. All creatures within 15 feet on that half of the battle field take $3d6+14$ points of damage (Reflex DC 33 half).

Tail Sweep (Su): A pit lord can sweep with his tail as an attack action. The sweep affects a half circle with a diameter of 15 feet, centered on his rear. Medium creatures and smaller within the swept area are affected. The sweep automatically deals $2d8+6$ points of damage. Affected creatures can attempt DC 33 Reflex saves to take half damage.

Doom Stomp (Su): As a full attack action, a pit lord can stomp on the ground to produce a shockwave that knocks back, stuns, and dazes creatures. All Large and smaller creatures within a 10-foot radius take $1d8+13$ points of damage and must make a DC 33 Fortitude save or be knocked back 5 feet directly away from the pit lord. If that space is occupied, the creature automatically falls prone in its space. Creatures knocked back are stunned for 1 round and then dazed for 1 round, and must make a DC 33 Reflex save or fall prone in their new space. A stunned creature loses its Dexterity bonus to AC (if any) and can take no actions. Foes gain a +2 bonus to hit stunned characters. A dazed creature can take no actions (but defends itself normally).

Summon Demons (Su): Once per day, a pit lord can automatically summon 1 infernal or $2d4$ fel stalkers. Demons summoned remain for 20 rounds.

Death Throes (Su): When a pit lord is slain for good (within the time limit of his rebirth ability), he



explodes in a blinding flash of light that deals 50 points of damage to all creatures within 100 feet (Reflex DC 23 half).

See Invisibility (Su): Pit lords continuously see as though under the effects of a *see invisibility* spell.

Detect Magic (Su): Pit lords continuously see magic auras as though under the effects of a *detect magic* spell.

Rebirth (Su): When a pit lord is slain, it immediately rises again as though the target of a *touch of life* spell (see Chapter Four: Magic in the *Warcraft RPG*), but the effect permanent. This ability cannot be used again for 20 rounds, so if the pit lord is slain again in that time period then he remains dead.

Divination Sensitivity (Su): A pit lord is automatically aware of anyone observing it through a magical sensor. In turn, it can see and hear the caster. If it so desires, a pit lord may step through the sensor into the presence of the caster, accompanied by any willing allies within 30 feet.

Skills: Pit lords gain a +4 racial bonus to Intimidate, Listen, and Spot checks.

Pit Lord Characters

Pit lords favor the barbarian class. Pit lord barbarians have equipment appropriate to an NPC barbarian of their ECL.

Pit Lords and d20

If you are using pit lords in a d20 campaign that is not set on the world of Azeroth, treat them as demons. They gain tanar'i qualities, and other tanar'i are immune to the pit lord's frightful presence. Pit lords also gain the following special attack.

Summon Tanar'i (Sp): Once per day, a pit lord can automatically summon 4d10 dretches, 1d4 hezrous, or one nalfeshnee, glabrezu, marilith, or balor.

Tainted

Strong demons — the heroes of their kind — can corrupt individuals, tribes, or even whole species. The victims must drink of the demon's blood. This act begins a transformation, taking anywhere from years to generations to millennia, that converts the creatures and their descendants into demons. Those who have begun but not completed this process are tainted creatures.

Sample Tainted Creature

This example uses an orc as the base creature, adding a monstrous form.

Tainted, Orc

Large Monstrous Humanoid (Augmented Orc)

Hit Dice: 6d8+24 (51 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 13 (−1 size, −1 Dex, +2 natural, +3 stud ded leather armor), touch 8, flat-footed 13

Base Att/Grapple: +4/+14

Attack:

Falchion +11 melee (2d4+9/18−20) or javelin +0 ranged (1d6+9) or bite +6 melee (1d8+9)

Full Attack:

Falchion +11 melee (2d4+9/18−20) or javelin +0 ranged (1d6+9) or bite +6 melee (1d8+9)

Space/Reach: 10 ft./10 ft.

Special Attacks: Monstrous form, battle rage, human foe

Special Qualities: Darkvision 60 ft., low-light vision, resistance to acid 10, cold 10, and electricity 10, unnatural fury, weapon familiarity (orcish claws of attack).

Saves: Fort +9, Ref +1, Will +1

Abilities: Str 24, Dex 9, Con 18, Int 8, Wis 9, Cha 8

Skills: Handle Animal (wolf) +1, Hide −4, Intimidate +3, Jump +7, Listen +1, Move Silently +0, Spot +2, Swim +6

Feats: Alertness, Power Attack, Martial Weapon Proficiency (battleaxe)^b, Weapon Focus (falchion)

Temperate hills

Solitary

Challenge Rating: 7

Standard

Treasure: Always chaotic evil

7−12 HD (Large)

Advancement: +9

The creature looks much like an orc but of massive size, standing perhaps 8 feet tall. Its green skin is mottled with gray and its dark hair hangs in thick tangles. Its eyes shine with a crazed, savage light.

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Description

Orcs once cultivated a shamanistic society upon the dying world of Draenor. Then the dark magics of the Burning Legion corrupted them. Lured to the world of Azeroth through a dimensional gateway, they were manipulated into waging war against human nations. Recently, most orcs threw off the shackles of demonic influence and now strive to recover their lost heritage. Some orcs remain under the thrall of the Burning Legion, however, to the point where they are twisted into mockeries of their former selves.

Combat

Orcs appear to other races as a barbaric and brutal people, but they are proud and noble in their way. Those subject to demon taint give vent to their brutish ways, however.

Battle Rage (Ex): A tainted orc can channel his warrior fury to become truly fearsome in combat. This is considered a racial ability and works almost exactly like the barbarian's rage (PHB, Chapter 3: Classes). The only distinction is that the orc can normally fly into a rage once each day. If the tainted orc is of a class that provides a similar rage ability (such as the barbarian class), the orc's racial battle rage allows him to rage one additional time that day. Regardless, a tainted orc may rage only once per encounter.

Human Foe (Ex): A tainted orc gains a +1 racial bonus on attack rolls against humans.

Monstrous Form (Ex): The tainted orc has swelled in size due to the Burning Legion's corruption. He is now considered a Large creature.

Unnatural Fury (Ex): Anger rules the tainted orc's heart. Attempts to use Diplomacy or Intimidation to influence his attitude suffer a -5 circumstance penalty, and he gains a +1 morale bonus on saves against fear and charm effects.

Skills: A tainted orc has a +2 racial bonus on Handle Animal (wolf) and Intimidate checks.

Creating A Tainted Creature

"Tainted" is an inherited template that can be added to any humanoid, monstrous humanoid, fey, or giant (hereafter referred to as the base creature). A tainted creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to monstrous humanoid. Do not recalculate the creature's Hit Dice, base attack bonus, or saves. Size is unchanged.

Speed: Same as the base creature.

Special Attacks: A tainted creature retains all the special attacks of the base creature and may also gain one of the following abilities. All tainted creatures deriving from the same pact gain the same ability. GMs can create alternate abilities, adjusting the CR accordingly.

Spell-Like Abilities: 3/day—a specific arcane spell of 1st level, cast as a sorcerer of the tainted creature's HD.

Monstrous Form (Ex): The creature's size increases one category, using the rules in Chapter 4: Advancing Monsters in the MM. This size increase changes the creature's abilities and natural armor. It adds one attack (claw, bite, or gore) to its natural weapon sequence.

In addition, tainted creatures who have recently consumed the blood of a very strong demon gain the following special attack.

Fel Damage (Su): All of a tainted creature's attacks do fel damage, including attacks made with weapons. Fel damage bypasses damage resistance.

Special Qualities: A tainted creature retains all the special qualities of the base creature. It also gains darkvision out to 60 feet and resistance to acid 10, cold 10, and electricity 10. Finally, it may gain one of the following qualities. All tainted creatures deriving from the same pact gain the same quality. GMs can create alternate qualities, adjusting the CR accordingly.

Arcane Defense (Ex): The tainted creature has spell resistance equal to 6 + its Hit Dice.

Unnatural Fury (Ex): Anger rules the creature's heart. Attempts to use Diplomacy or Intimidation to influence its attitude suffer a -5 circumstance penalty, and the creature gains a +1 morale bonus on saves against fear and charm effects.

Damage Reduction (Ex): The tainted creature has damage reduction 5/magic. If the base creature already has damage reduction, choose the better of the two values.

Blindsight (Ex): The tainted creature has a demonic awareness of the physical world, giving it blindsight out to 60 feet.

Immunities (Ex): The tainted creature is immune to fire and poison.

Additional Movement (Ex): The tainted creature gains either a flight speed equal to its normal speed (average maneuverability), a swim or land speed equal to its normal speed, or a burrow speed of 10 feet.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +4, Con +2.

Skills: Same as the base creature.

Feats: Same as the base creature.

Environment: Same as the base creature.

Organization: Same as the base creature, or a troupe serving an appropriate demon.

Challenge Rating: Same as the base creature +1. With fel damage, same as the base creature +2.

Treasure: Same as the base creature.

Alignment: Always evil (any).

Advancement: Same as base creature.

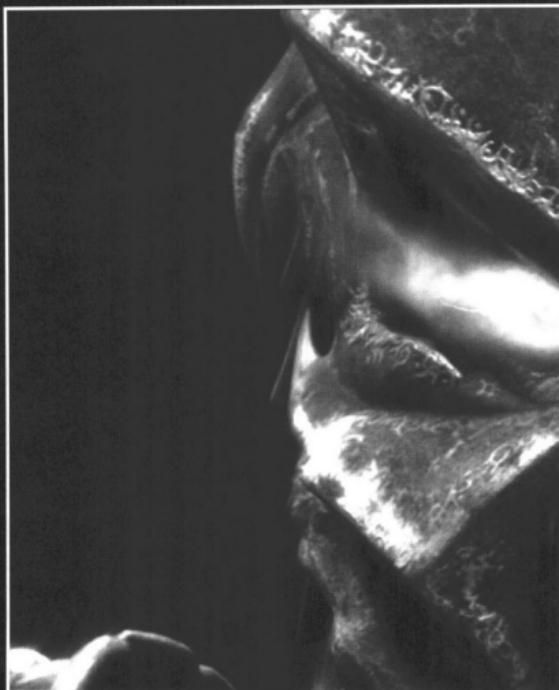
Level Adjustment: Same as the base creature +3.

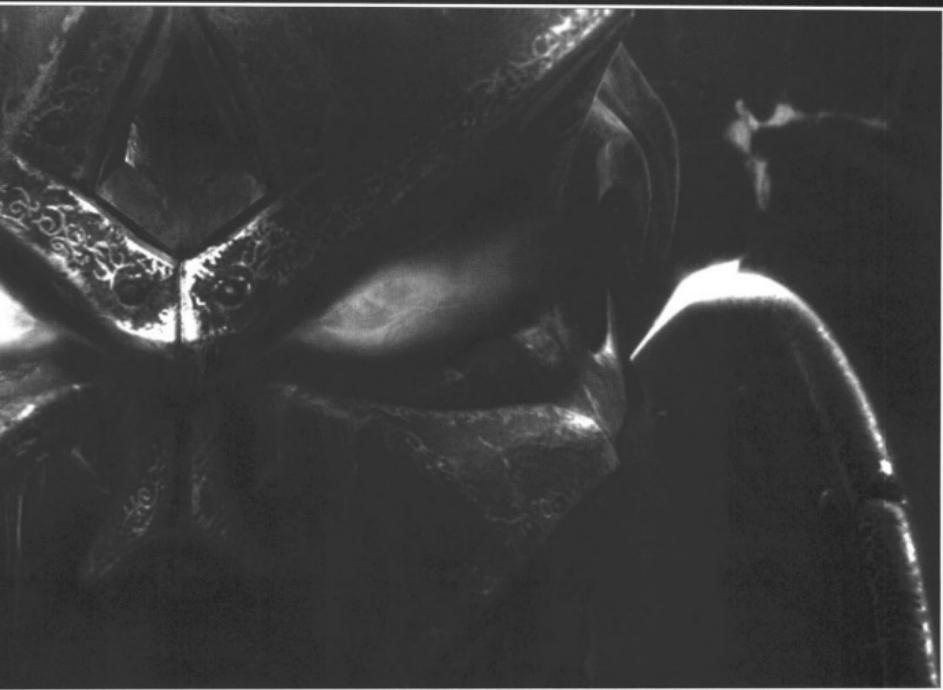
Tainted Creature Characters

Tainted creatures typically serve the Burning Legion in one fashion or another. Tribes, nations, and

species that accept a demon's pact become tools. Individuals worthy of personal recruitment often become the lieutenants to powerful demons, class levels compensating for their innate inferiority.







CHAPTER THREE: THE UNDEAD SCOURGE

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Undead in the world of Azeroth are very different from the undead of other worlds. They are intelligent, able to communicate and prepare for battle with tactics, and they are created not by magic but through the invasion of a metamagical plague that affects the body and the soul. In effect, the plague is both magical and natural, affecting the living and the dead both with equal malice. It is not a necessary component in the rising of all undead, as any competent necromancer can still magically create undead. Furthermore, the blight is primarily a thing of the Scourge and is not found among the common workings of other necromancers. Undead not of the Scourge do not necessarily come from it, and undead can rise completely without any assistance from the blight.

This plague, however, works on corpses as well as living beings, reanimating the biological functions and restoring a crude "life" to uninhabited bodies. These animate corpses and plague-ridden life forms can be controlled and dominated by more powerful undead and form rudimentary social structures on their own.

Shunned by the races they once lived among, the undead join together out of solidarity and unity caused by their unhappy state. Where no one else will take them in or give them succor, other undead are willing to work with them and create a new society for undead alone. Yet as this plague rots the body it also rots the mind, instilling a lack of morality and a defiance of ordinary social customs. In short, the longer one is undead, the more evil one becomes until no trace of the original personality is left within the fallen individual.

While the plague initially turns the living into zombie-like caricatures of themselves, necromancers are quite capable of using spell-like effects to control and manipulate the disease, shifting the afflicted into a far more powerful state. This shifting results in ghouls, crypt fiends, and other such beasts. Through manipulation, the necromancers engineer powerful undead minions, and new forms of mutated undead can arise at any time.

One side effect of the plague is that it blights plants, local wildlife, and other vegetative life as well as contaminates animal matter; with but a little exposure, the plague turns verdant pastures into blackened chaff. The plague is spread through such vegetable matter, communicating itself into an animal's blood system when it ingests the contaminated foodstuffs. In this manner, the plague swept through Lordaeron via infected wheat, devastating several main population centers and blackening the entire landscape.

The plague spreads easily and with devastating results. The Lich King placed a great amount of energy into artifacts known as plague cauldrons, designed to contain the energies of the plague and distribute the

infection among the living. The members of the Cult of the Damned protected the cauldrons, and the plot was highly successful. Within a few months, the plague seeped across Lordaeron and contaminated the land. This effect was known as the Scourge: the sweeping of the dead into the Lich King's hand. Soon, it will continue throughout all the lands of Azeroth, and the Scourge would represent only the beginning.

Undead Types

The world at large knows little about the distinctions among undead, but differences do exist. Following are the different categories of undead encountered on Azeroth: Damned, Independent, Monstrous Scourge, and Scourge. Each is both a category of reference and a creature type. Templates for Damned, Independent, and Scourge undead are provided below in the Templates section of this chapter.

Damned

Because of the means through which the undead plague is spread, some individuals have begun to form death cults, using the plague as a weapon and as a holy ritual. They worship and idolize the state of being undead, granting it only to their most trusted and valued members after long initiation. They see undead as immortality, and they call themselves the Cult of the Damned. Led by a powerful archmage named Kel'Thuzad, of the magical nation Dalaran, the Cult of the Damned has achieved great prominence and power.

Acolytes of the Cult of the Damned — who are also called simply "the Damned" — are promised eternal life and complete equality beneath the iron fist of Kel'Thuzad and the Lich King. In exchange, they serve the temple and proffer their magic and their souls to the power of the Cult. Their faith in the Light is perverted into an utter belief in Darkness, and they offer fanatic loyalty to their leaders and to their temple.

Independent Undead

Not all undead on Azeroth fall under the auspices of the Scourge. Some undead resisted the command of the Lich King or his minions, while others arose through individual circumstances. Although they have no direct ties to the Scourge, such monsters are no less dangerous.

Monstrous Scourge

Some creatures of the Scourge are not technically undead, but instead are monstrous constructions created by the science and magical experimentation of the acolytes and necromancers following Ner'zhul. These are constructed creatures fashioned by the

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perverse experimentation of the Lich King's followers and do not occur in any natural fashion.

Monstrous members of the Scourge are not particularly intelligent, having been created from the leftover pieces of enemies and friends alike. They are, however, very loyal and almost fanatically devoted to whatever task is appointed to them. These creatures are not truly individuals, having little will of their own other than that given to them on creation or through the current descriptions given in their orders.

Scourge

The horrifying undead army called the Scourge consists of thousands of walking corpses, disembodied spirits, damned mortal humanoids, and insidious extra-dimensional entities. These undead are gathered together both through like-mindedness and through a singular lack of mind—as well as a drive created and implanted by the Lich King's loyal servitors. The Scourge is loosely held together, a strange conglomerate between the ravening beasts and the purposeful necromancer tacticians. They are an army, yes, but they are also a horde.

The Burning Legion created the Scourge for the sole purpose of sowing terror across the world in anticipation of the Legion's inevitable invasion. Ner'zhul, the Lich King, who rules over the icy realm of Northrend from the Frozen Throne, commands the undead. His legions are kept beneath the iron control of lesser necromancers and undead kings, guarding their territory and leading the armies to conquer more land. With the plague cauldrons, they have an almost inexhaustible supply of fresh recruits, gathered one by one from the fallen enemies upon the battlefields. With each death, the Scourge grows more powerful even as its enemies are weakened and exhausted.

At the ultimate apex of command, the Lich King Ner'zhul rules over the terrible plague of undeath, which he sends ever southward into the human lands. As the plague encroaches on the southlands, more and more humans fall prey to Ner'zhul's mental control and life-draining sickness every day. In this way, Ner'zhul has swelled the ranks of the already considerable Scourge. Though Ner'zhul and his Undead Scourge are bound to the will of the Burning Legion, the Lich King constantly strives to free himself and gain vengeance upon the demons for damning him so completely.

The undead are a dangerous enemy, led by clever necromancers and capable of employing incredible strength and unyielding stamina against their living opponents. Although small groups of undead are not particularly difficult to deal with, their true strength lies in the overwhelming numbers they can reach when left to their own devices—that, and their complete resistance to sleep and pain. The leaders of

the Scourge employ necromantic magics and also use the elemental powers of the cold north against their enemies. Spellcasters among the Cult of the Damned possess a variety of powerful magics, including the ability to raise fallen allies and foes alike into an army of walking dead.

Templates

"Scourge" is a template that can be added to any creature (referred to hereafter as the base creature). The creature's type changes to undead, and it gains the additional creature subtype of Scourge. The Scourge have all the base creature's statistics and special abilities except as noted here.

There are several varieties of Scourge undead, as noted in each template covered below. These templates are simply the most common undead; because of mutations within the plague and actual alterations manipulated by the Lich King's necromancers, many different types of Scourge members are possible—the boundaries are limitless, although not all of these experimental creatures can be successfully replicated.

Like undead, members of the Scourge are no longer "alive," but unlike most undead, they are fully sentient, aware, and cannot be controlled by magic that would usually dominate an undead creature's actions. Spells such as *raise dead* will not affect them. Members of the Scourge who were plague ridden while living (as opposed to those created after death) gain an additional +3 bonus to all turn resistance checks.

Members of the Scourge are considered undead creatures and are immune to cold, disease, poison, and sleep. They are not mindless creatures, however, and may still be vulnerable to mind-affecting effects, emotion-based effects, and stunning. They are not subject to critical hits, ability damage, energy drain, or death from massive damage.

Not all of the creatures in this chapter are templated Scourge members; some undead are constructs, such as the abomination. While these creatures may once have been sentient life, they no longer retain any semblance of their previous selves. They are little more than animals, independent beings with no recollection or understanding of the society they came from or the individual they once were. Those creatures are detailed below in the Other Monsters of the Scourge section so that they can be easily identified.

Banshee (Scourge)

Banshees were once beautiful female night elves who were brutally murdered by demons during the fall of Kalimdor. Their restless spirits were left to wander the world for many ages in silent, tortured lamentation. Over the years, they became jealous of the living

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and seeded a deep hatred for all life. Yet when Ner'zhul the Lich King became aware of them, he gathered them together and promised them vengeance upon the living. Ner'zhul gave them terrible voices so that the living would finally hear their timeless anguish.

Thus, the banshees have pledged themselves to the undead cause and serve as valuable warriors in the Scourge. The spectral banshees can fly and are fond of hammering their enemies with blasts of sonic force. Their unnerving, unholy screams can be heard from miles away. Today, females of many races have become banshees (and a few males, as well, though they are exceptionally rare).

Banshees are living embodiments of dark emotions: hatred, loneliness, agony, and despair. They parade their emotions upon their very spirits, decorating themselves with the eternal embellishments of each of these dark vices. With their voices, they call out similar feelings in their prey, dividing the prey's soul and bringing out the darkest aspects of its personality. They drown their victim in these evil recollections, perverting their memories and twisting their spirits until they cause an intense mental agony.

Banshees are relatively rare and difficult to produce; even the Lich King does not truly know what causes a banshee to be produced among his minions. It is some supernatural perversion or imbalance of the soul that sheds its mortal shell and walks forth as one of these spectral beings. They are enigmatic, speaking in riddles and refusing to answer direct questions, but their loyalty to Ner'zhul seems unquestionable.

Creating a Banshee

"Banshee" is an acquired template that can be added to any humanoid creature (referred to hereafter as the base creature). A banshee uses all the base creature's statistics and special abilities except as noted here.

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

Warcraft and the Ethereal Plane

There is no Ethereal Plane in the Warcraft universe. As such, any creature described in standard d20 terms as existing on or otherwise interacting with the Ethereal Plane is treated in Warcraft simply as being incorporeal. An incorporeal creature has no physical body, but is visible as a translucent, ghostlike form. See Chapter 7: Glossary in the MM for specifics on the incorporeal subtype.

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

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

Armor Class: Natural armor is the same as the base creature, but applies only to ethereal encounters. When a banshee loses its invisibility (see Special Qualities, below), its natural armor value is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

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

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

Damage: Against incorporeal creatures, a banshee uses the base creature's damage values. Against nonincorporeal creatures, the banshee usually cannot deal physical damage at all but can use its special attacks, if any, when it loses its invisibility (see Special Qualities, below).

Special Attacks: A banshee of the Scourge is similar to the standard ghost as detailed in the MM. A banshee retains all the special attacks of the base creature, although those relying on physical contact do not affect nonincorporeal creatures. Since the Warcraft universe has no Ethereal Plane, the banshee does not gain the manifestation ability; it can, though, choose two of the special attacks described in the MM ghost template (see Chapter 1: Monsters A to Z of the MM), with the exception of the malevolence ability. They also gain the following abilities:

Banshee's Curse (Su): This ability is similar to dispel magic, removing all spells affecting a banshee's enemies. This ability includes spells that are instantaneous positive effects, as well as those that provide a protective aura on the individual. It does not alter healing spells, but will remove other instantaneous alterations. When the banshee targets an individual with this ability with a melee touch attack, the target must make a Will save versus a DC of $10 + 1/2$ the banshee's HD + the banshee's Charisma modifier to negate the attack's effects.

Wither (Su): When a banshee makes a successful melee touch attack on an opponent, its touch withers and draws the life out of its victim. The victim must succeed at a DC 15 Fortitude save or suffer 1d3 points of permanent Constitution drain. Further, if a banshee maintains this contact for 3 uninterrupted rounds, it begins to siphon away its opponent's memories and replace them with horrifying and twisted versions of the original events. These memories will be as real as if they had been lived and will haunt the recipient

with the "knowledge" of his actions. They are brutal and cruel, twisting actual events through a distorted view of agony, hatred, or other negative emotions. A man might remember the first time meeting his wife as though the event had scarred him or as though he had done something awful to her. Large tracts of memory can be effectively "rewritten," forcing the target to remember life as if he were the banshee. This distortion of memory and emotion can alter a subject permanently and even change his loyalties, personality, or alignment to match those of the banshee.

Unholy Blessing (Su): As a standard action, a banshee can activate this ability, which grants its allies within a 15-foot-radius +2 turn resistance, which stacks with any other turn resistance modifiers. The effects last for a number of rounds equal to the banshee's Hit Dice.

Hideous Possession (Su): This most powerful ability not only gives the banshee greater control of her enemies, but also provides the banshee a final respite from her disembodied form. A banshee may attempt to dominate an individual she is touching, actually displacing the soul of her target. This domination permanently places the banshee's spirit within the individual thus affected. At this point, the banshee is no longer a banshee, but instead becomes a corporeal form of undead (exact type to be determined at the GM's discretion), with the Hit Dice and abilities of her new body. The banshee must make a successful melee touch attack on an opponent, and the opponent then makes a Will save versus a DC of $10 + 1/2$ the banshee's HD + the banshee's Charisma modifier. Whether this attack is successful or not, the banshee is destroyed; if it is successful, the banshee is transmitted into the target body, which becomes the permanent home of the banshee's spirit.

Special Qualities: If the base creature had the wild empathy ability, it loses it upon becoming a banshee (animals instinctively hate the undead). It otherwise retains all the special qualities of the base creature, the special qualities of the MM ghost, and gains the following.

Invisibility (Su): A banshee can become invisible at will. Doing so requires a move action and there is no

limit to the duration. The banshee must concentrate to remain invisible, applying a -2 circumstance penalty to skill checks while invisible. Otherwise, this ability functions as per the spell — for instance, the invisibility ends when the banshee attacks.

Abilities: Increase from the base creature as follows: Wis +4, Cha +2. As an undead creature, a banshee has no Constitution score; as an incorporeal creature, it has no Strength score.

Skills: The banshee receives a +8 racial bonus to Hide, Listen, Search, and Spot checks. It loses all ranks in Handle Animal and Ride when dealing with normal animals, since such beasts instinctively hate undead.

Feats: Banshees gain the Alertness feat.

Environment: Any, often as base creature.

Organization: Single, pair, or gang (3-5).

Challenge Rating: Same as the base creature +2.

Treasure: None.

Alignment: Always evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +5.

Sample Banshee

This creature appears to be a half-elf clad in leathers. However, her body is translucent and floats upon the air with no regard for the ground below her feet.

lelephia, female half-elf banshee Rog7; CR 9; Medium undead (augmented humanoid, incorporeal, Scourge) (5 ft., 1 in. tall); HD 7d12; hp 45; Init +6; Spd 30 ft., fly 30 ft. (perfect); AC 13, touch 13, flat-footed 11; Base Atk +5; Grp +5; Atk incorporeal touch +7 melee (1d4 plus 1d3 Con drain); Full Atk incorporeal touch +7 melee (1d4 plus 1d3 Con drain); SA corrupting touch, frightful moan, banshee's curse, wither, unholy blessing, hideous possession; SQ rejuvenation, +4 turn resistance, invisibility, incorporeal traits, Scourge traits, undead traits; AL LE; SV Fort +4, Ref +7, Will +4; Str —, Dex 15, Con —, Int 16, Wis 15, Cha 12.

Languages Spoken: Common, Elven, Gnome, Ignan.

Skills: Appraise +13, Balance +12, Climb +5, Craft (alchemy) +5, Craft (fletching) +10, Decipher Script +12, Disable Device +13, Hide +20, Listen +11, Move Silently +2, Profession (hunter) +11, Search +12, Sense Motive +12, Spot +8, Tumble +12, Use Rope +12.

Feats: Alertness, Dodge, Expertise, Improved Initiative.



Crypt Fiend (Scourge)

Crypt fiends are large, mummified creatures who appear to be a cross between humans and insects. Four spindly arachnid limbs support their lower bodies, with two upper limbs acting as arms. Their heavily bandaged torsos are human in form. Some races call them "spider crawlers," others refer to them as "terrors," but the crypt fiends care little what names they have.

The original crypt fiends, the first to navigate successfully the difficult and dangerous transmutation, were ancient lords of the spider kingdom of Azjol-Nerub. This powerful nation spanned the entirety of Northrend. In its time, it enslaved many other kingdoms and dominated with an iron fist. The crypt fiend lords ruled over their spider-like race, called nerubians. When the original undead Scourge appeared, the nerubians turned their armies against Ner'zhul. Although the spider creatures were powerful and unrelenting, the undead host had the advantage of a limitless army created from the corpses of the dead. With this strength, Ner'zhul's minions conquered Azjol-Nerub and subjugated its last living inhabitants.

As the nerubian empire was dismantled, the remnants were scattered and the dead were raised as

minions of Ner'zhul. The Lich King destroyed the power base of the crypt fiend lords, and he and his undead Scourge took control of the frozen continent. Even then, the surviving nerubians rebelled, immune as they were to the Lich King's psychic influence. In doing so, the crypt fiends became the very thing they struggled against. Now the crypt fiends command their reanimated spider-like underlings in the name of the Lich King's dark kingdom. Should the psychic bonds holding the animated bodies to his will be broken, the crypt fiends will assuredly rebel.

Crypt fiends prefer not to engage in direct combat if at all possible. They will summon hordes of spiders to do their bidding for them, using these arachnids to swarm over the enemies. If there is an opponent that their spiders cannot reach, they will use their webbing to bring it to the ground and finish it off.

The base creature for a crypt fiend is always a nerubian (See Chapter One: Creatures of Azeroth). No other races should take this template without the GM's permission.

Creating a Crypt Fiend

"Crypt fiend" is an acquired template that can be added to any nerubian (referred to hereafter as the base creature). A crypt fiend uses all the base creature's statistics and special abilities except as noted here.



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

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

Speed: Crypt fiends gain an additional climb speed of 30 feet.

Armor Class: The base creature's natural armor bonus increases by +3.

Attack: A crypt fiend retains all the attacks of the base creature.

Full Attack: A crypt fiend retains all the attacks of the base creature.

Special Attacks: A crypt fiend retains all the special attacks of the base creature (see nerubian in Chapter One) and also gains the following.

Spider Summons (Sp): Five times a day, a crypt fiend can summon a small horde of poisonous spiders to attack its enemies. This ability acts much as though casting a *summon monster* spell, but it will automatically call up 10–100 (1d10 x 10) small spiders. These spiders attack in packs of 10, and for the purposes of mechanics, a single pack of 10 summoned spiders is equal to one Small monstrous spider (see Chapter 3: Vermin in the MM). Summoning the small spiders requires a full-round action, and the effect last for a number of rounds equal to the crypt fiend's Hit Dice.

Special Qualities: If the base creature had the wild empathy ability, it loses it upon becoming a crypt fiend (animals instinctively hate the undead). It otherwise retains the special qualities of the base creature, except for frozen mind.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +2, Dex +4, Cha –2. Being undead, a crypt fiend has no Constitution score.

Skills: Crypt fiends receive a +4 racial bonus to Bluff, Move Silently, and Sense Motive checks. The crypt fiend loses all ranks in Handle Animal and Ride when dealing with normal animals, since such beasts instinctively hate the undead.

Feats: Crypt fiends gain the Alertness and Dodge feats, assuming the base creature meets the prerequisites and doesn't already have these feats.

Environment: Any cold or cold underground.

Organization: Solitary, pair, or gang (2–4).

Challenge Rating: Same as the base creature +1.

Treasure: Standard.

Alignment: Always evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +2.

Sample Crypt Fiend

The gruesome creature has a spider-like face, a humanoid torso, and an arachnid abdomen. Its form is bound with complex layers of bandages and wrappings.

Vasili, male nerubian crypt fiend Ftr9/Sor5: CR 19; Large undead (augmented aberration, Scourge); HD 14d12, hp 91; Init +8; Spd 40 ft., climb 30 ft.; AC 18, touch 13, flat-footed 14; Base Atk +14; Grp +23; Atk +1 Medium greatsword+20 melee (2d6+6/17–20) or masterwork short bow +18 ranged (1d8+3) or bite +18 melee (1d8+7 plus poison); Full Atk +1 Medium greatsword +20/+15/+10 melee (2d6+6/17–20) or masterwork short bow +18/+13/+8 ranged (1d6/x3) or bite +18 melee (1d8+7 plus poison); SA poison, web, spider summons, spells; SQ darkvision 60 ft., resistance to cold 5, Scourge traits, undead traits; AL CE; SV Fort +8, Ref +9, Will +11; Str 20, Dex 18, Con —, Int 13, Wis 10, Cha 17.

Languages Spoken: Common, Orc.

Skills: Bluff +7, Climb +22, Concentration +5, Craft (weaponsmithing) +6, Hide +8, Intimidate +12, Jump +20, Knowledge (arcana) +6, Listen +7, Move Silently +8, Sense Motive +4, Spellcraft +8, Spot +11.

Feats: Ability Focus (poison), Alertness, Combat Casting, Combat Reflexes, Dodge, Improved Critical (greatsword), Improved Initiative, Leadership, Quick Draw, Silent Spell, Weapon Focus (greatsword).

Sorcerer Spells Known (6/7/4; save DC 13 + spell level): 0—dancing lights, daze, light, mage hand, prestidigitation, read magic; 1st—chill touch, shield, sleep; 2nd—blindness/deafness.

Forsaken (Independent)

The forsaken are humans transformed into the undead, with all the powers associated with the Scourge. They serve the Banshee Queen, Sylvanas, looking to her as their savior for delivering them from the Lich King's mental dominance. The forsaken dwell within the bowels of the ruins of Lordaeron's capital city, which they have taken to calling the Undercity. Dedicated to seek vengeance upon the Scourge for damning them to their condition, they strive to undermine the Scourge's control of Lordaeron.

The forsaken are limited in their ability to reinforce their numbers, having no necromancers among their kind. Instead, these fearless undead warriors are composed mostly of fighters and warlocks dedicated to building a culture of their own amidst a world that hates and fears them.

Creating a Forsaken

"Forsaken" is a template that can be added to any human character (referred to hereafter as the base creature). A forsaken uses all the base creature's statistics and special abilities except as noted here.

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

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

Speed: Same as the base creature.

Armor Class: The base creature's natural armor bonus improves by +1.

Attack: Same as the base creature.

Full Attack: Same as the base creature.

Special Attacks: A forsaken retains all the special attacks of the base creature, and gains the following.

Frenzy (Ex): The forsaken can fly into a blood frenzy that increases its combat potential significantly. When it does this, it gains phenomenal strength and speed, but becomes reckless. The forsaken temporarily gains an additional attack per round equal to 1/4 of his highest attack modifier (round up), as well as a +2 bonus to Strength. Yet the forsaken also suffers a -4 penalty to its Armor Class, as it is no longer using any type of strategy. This effect lasts for 10 rounds.

Special Qualities: A forsaken retains all the special qualities of the base creature and also gains the following.

Immunities (Ex): Immune to disease, mind-affecting attacks, paralysis, and sleep. The forsaken may also manifest other temporary immunities, such as to cold, energy drain, or nonlethal damage.

Fearless (Ex): A forsaken gains a +4 morale bonus on saving throws against fear effects.

Turn Resistance (Ex): A forsaken has +4 turn resistance.

Saves: Same as the base creature.

Abilities: Forsaken gain a +2 bonus to Strength and a -2 bonus to Dexterity. If these changes drop an ability score below the minimum needed for a feat or other feature, the forsaken loses the use of those features. As an undead creature, a forsaken has no Constitution score.

Skills: Normal animals instinctively and violently hate forsaken, so forsaken lose all ranks in Handle Animal.

Environment: Any.

Organization: Solitary, pair, troupe (2-5), or camp (6-10).

Challenge Rating: Same as the base creature +1.

Treasure: Standard.

Alignment: Usually evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +1.

Sample Forsaken

The woman's body is twisted and deformed, as if by some crippling ailment. There is no hiding the sores that

riddle her rotting skin.

Hermitia, female human Ftr3: CR 4; Medium undead (augmented humanoid, Scourge) (5 ft., 5 in. tall); HD 3d12, hp 19; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Base Atk +3; Grp +5; Atk masterwork longsword +7 melee (1d8+2/19-20) or dagger +5 melee (1d4-2/19-20); Full Atk masterwork longsword +7 melee (1d8-2/19-20) or dagger +5 melee (1d4+2/19-20) or longbow +3 ranged (1d8/x3); SQ darkvision 60 ft., immunity to disease, mind-affecting attacks, paralysis, and sleep, undead traits, fearless, turn resistance 4; AL NE; SV Fort +5, Ref +1, Will +0; Str 15, Dex 10, Con —, Int 9, Wis 9, Cha 13.

Languages Spoken: Common.

Skills: Jump +8, Ride +6.

Feats: Cleave, Great Fortitude, Improved Sunder, Power Attack, Weapon Focus (longsword).

Possessions: Masterwork longsword, studded leather armor.



Ghost (Independent Undead)

Ghosts are the spectral impressions of individuals who died due to the plague or due to some incredibly traumatic incident. Often, those who contract the plague attempt to end their own lives rather than join Ner'zhul's armies; this attempt is not always completely successful and often results in the creation of a spirit — independent of Ner'zhul's influence, but not completely dead.

Ghosts are angry spirits, robbed of their lives through circumstance or will. They resemble their corporeal shape, but are completely intangible. These creatures haunt the site of their death or some other location integral to their past and are often violent and dangerous. They hate life, and the feeling of having warmth and hope near them is enough to drive a ghost into a murderous frenzy.

Because most ghosts are completely insane, it has not proven worth Ner'zhul's time to capture and enslave them for his own uses. Ner'zhul no doubt has some ghosts in his employ — singular creatures that are powerful enough to be useful but not powerful enough to cause Ner'zhul's followers any trouble keeping them dominated. These creatures are extremely vengeful, expending their rage upon any opponent they can find and using their ghostly powers to shred any opposition and break any unfortunate soul that crosses their path.

Creating a Ghost

Use the ghost template in Chapter 1: Monsters A to Z of the MM. The details below indicate only where a Warcraft ghost has additions to or differs from the ghost template as presented in the MM.

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

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

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

Special Attacks: A ghost retains all the special attacks of the base creature, although those relying on physical contact do not affect nonincorporeal creatures. The ghost gains one to three special attacks as described in the MM, as well as the special attacks described below. It does not gain the manifestation



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

Corrupting Touch (Su): When a ghost passes its hand through the flesh of a physical creature, it has the ability to freeze and corrupt that flesh. In order to use this power, the ghost must first make a normal melee touch attack against the creature in order to pass incorporeally through the flesh. This attack deals 2d6 points of cold damage and 1d3 points of Constitution damage. This Constitution loss can be recovered normally at the rate of 1 point per day.

Stunning Attack (Su): Six times per day (but no more than once per round), the ghost can pass fully through another creature. This power will stun a

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creature and counts as an unarmed attack. Resisting the stun effect requires a Fortitude save. The stun lasts for 3 rounds.

Special Qualities: A ghost retains all the special qualities of the base creature and gains those described in the MM as well as those described below. Remember that the Warcraft universe has no Ethereal Plane, so a ghost does not gain the manifestation ability. Instead, it is considered incorporeal (see the sidebar, "Warcraft and the Ethereal Plane").

Invisibility (Su): A ghost can become invisible at will. Doing so requires a move action and there is no limit to the duration. The ghost must concentrate to remain invisible, applying a -2 circumstance penalty to skill checks while invisible. Otherwise, this ability functions as per the spell — for instance, the invisibility ends when the ghost attacks.

Necromancy Resistance (Ex): A ghost is an independent, completely non-physical creature, and therefore its mind is less easily controlled by necromantic spells from the Material Plane. The ghost gains an additional +4 bonus to saves when resisting undead-specific spells such as *control undead*.

Saves: Same as the base creature.

Skills: Ghosts receive a +8 racial bonus to Hide, Listen, Search, and Spot Checks. Normal animals instinctively and violently hate them, so ghosts lose all ranks in Handle Animal.

Challenge Rating: Same as base creature +3.

Sample Ghost

The being is clad in simple garments, though her translucent form makes it difficult to see details of what she wears and carries.

Marjiah, female human ghost Sc5: CR 8; Medium undead (augmented humanoid, incorporeal) (5 ft., 4 in. tall); HD 5d12, hp 32; Init +1; Spd 30 ft.; AC 14, touch 14, flat-footed 13; Base Atk +3; Grp +5; Atk incorporeal touch +4 melees or +5 against incorporeal foes (1d6 or 1d6+2 against incorporeal foes), or masterwork short sword +6 melees (1d6+2/19-20) or masterwork shortbow +5 ranged (1d6/x3); Full Atk incorporeal touch +4 melees or +5 against incorporeal foes (1d6 or 1d6+2 against incorporeal foes), or masterwork short sword +6 melees (1d6+2/19-20) or masterwork shortbow +5 ranged (1d6/x3); SA frightful moan, corrupting touch, stunning attack; SQ Track, nature sense, wild healing, woodland stride, trackless step, uncanny dodge, trap sense +1, rejuvenation, +4 turn resistance, invisibility, necromancy resistance; AL CN; SV Fort +4, Ref +5, Will +2; Str 14, Dex 12, Con —, Int 14, Wis 12, Cha 17.

Languages Spoken: Common, Dwarven, Giant.

Skills: Climb +10 (+12 with ropes), Hide +17, Jump +10, Knowledge (nature) +12, Listen +19, Search +18, Spot +19, Survival +11 (+13 following tracks), Use Rope +9.

Feats: Alertness, Endurance, Track^b.

Possessions: Masterwork short sword, masterwork short bow, 20 arrows.

Ghoul of the Scourge (Scourge)

Ghouls are the main forces of the undead Scourge. They are vicious creatures, retaining little of their humanity. The plague has torn away most of their memories, leaving only hunger and basic survival instincts in their place. Ghouls are feral and animalistic and are often considered to be the lowest form of undead.

While generally humanoid in appearance, a ghoul is easy to recognize on the battlefield by its pallor, hunched-over posture, and feral face. Even those who were close to the individual in life have difficulty recognizing their loved one; the transformation removes most vestiges of humanity as well as identifying features of voice and body structure.

Ghouls of the Scourge are strong fighters, but they are not particularly tough. Their ability to regenerate, coupled with cannibalizing the dead, makes them far tougher opponents than they may seem. Because of their limited intelligence, their greatest tactical insight is to hit something until it's dead. Thus, more intelligent beings often direct ghouls of the Scourge or send them into suicide situations where no tactics are needed.

Ghoulish tenacity and fearlessness make them feared and loathed opponents (as does their habit of eating slain foes). They have some animalistic cunning when it comes to ambushes and other primitive attack strategies. They do not use weapons (having little brains with which to understand the concept) and fight with their bare hands or with a club or other found item.

Creating a Ghoul of the Scourge

"Ghoul of the Scourge" is an acquired template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature). A ghoul of the Scourge uses all the base creature's statistics and special abilities except as noted here.

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

Hit Dice: Increase all current and future Hit Dice to d12s. Medium ghouls can have no more than 6 Hit Dice. Large-sized and larger ghouls may have an additional 1 HD per size category above Medium.

Speed: Same as the base creature.

Armor Class: Natural armor increases by +2 (this stacks with any natural armor bonus the base creature has).

Attack: A ghoul of the Scourge retains all the attacks of the base creature. A ghoul also gains slam and bite attacks.

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Full Attack: A ghoul of the Scourge retains all the attacks of the base creature. A ghoul also gains claw and bite attacks.

Special Attacks: A ghoul of the Scourge retains all the special attacks of the base creature and also gains the following.

Paralyzing Touch (Su): Those hit by a ghoul of the Scourge's bite or claw attack must succeed at a DC 14 Fortitude save or be paralyzed for 1d2+2 minutes.

Ghoul Frenzy (Ex): Three times a day, a ghoul of the Scourge can fly into a blood frenzy that increases its combat potential significantly. When it does this, it gains phenomenal strength and speed, but becomes reckless. The ghoul temporarily gains an additional melee attack per round at 1/2 its highest melee attack modifier, as well as a +4 bonus to Strength. Yet the ghoul also suffers a -2 penalty to its armor class, as it is no longer using any type of strategy.

Special Qualities: If the base creature had the wild empathy ability, it loses it upon becoming a ghoul of the Scourge (animals instinctively hate the undead). It otherwise retains all the special qualities of the base creature and also gains the following.

Cannibalize (Ex): A ghoul of the Scourge can regain 1 hit point per point of damage inflicted with its bite attack, up to its normal maximum. Furthermore, each time a ghoul of the Scourge devours a victim the same size as itself, it regains all of its hit points and its maximum hit points increase by 1 per Hit Die. This bonus decreases at a rate of 1 hit point per HD per month. The ghoul does not need to have killed the victim, but must eat the victim within 20 minutes of death. Only humanoids, monstrous humanoids, giants, and magical beasts can empower a ghoul of the Scourge in this way.

Scent (Ex): The ghoul can 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.

Saves: Same as the base creature.

Abilities: Adjust from the base creature as follows: Str +4, Dex +2, Int -4, Cha -4. As an undead creature, a ghoul of the Scourge has no Constitution score.

Skills: Ghouls of the Scourge receive a +4 racial bonus to Balance, Climb, Jump, Listen, Move Silently, and Spot checks. The ghoul of the Scourge loses all ranks in Handle Animal and Ride when dealing with normal animals, since such beasts instinctively hate the undead.

Feats: Ghouls of the Scourge gain the Alertness feat.

Environment: Any.

Organization: Single, pair, gang (3-5), mob (5-20), or army (20-100).

Challenge Rating: Same as the base creature +1.

Treasure: None.

Alignment: Always evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +2.

Sample Ghoul of the Scourge

The creature is generally humanoid, with a hunched posture and leering face. Mad eyes glare from its pallid skin and its lips part hungrily to reveal yellowed teeth flecked with gore.

Zoblam, male orc ghoul **Ftr4:** CR 5; Medium undead (augmented humanoid, Scourge) (5 ft., 8 in. tall); HD 4d12, hp 26; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +4; Grp +9; Atk heavy mace +10 melee (1d8+7) or slam +9 melee (1d4+5 plus paralysis); Full Atk heavy mace +10 melee (1d8+7) or slam +9 melee (1d4+5 plus paralysis) or slam +9 melee (1d4+5 plus paralysis) and bite +4 melee (1d6+2 plus paralysis); SA ghoul frenzy; SQ cannibalize, scent, Scourge traits, undead traits; AL CE; SV Fort +5, Ref +2, Will -2; Str 21, Dex 12, Con —, Int 6, Wis 4, Cha 3.

Languages Spoken: Orc.

Skills: Balance +5, Climb +9, Intimidate +3, Jump +16, Listen +3, Move Silently +5, Spot +3.

Feats: Alertness^B, Blind-Fight, Dodge, Great Fortitude, Improved Initiative, Weapon Focus (heavy mace), Weapon Specialization (heavy mace).



Lich (Independent Undead)

During his mortal life as the Warchief of the Horde of Draenor, Ner'zhul commanded a number of orc warlocks and shamans. Yet when Kil'jaeden and the Legion captured these wicked sorcerers after the destruction of Draenor, they were transformed into twisted aberrations of their former selves. These liches possessed tremendous magical powers, though their immortal, undead bodies were bound to Ner'zhul's iron will. Since the liches showed unswerving loyalty to their master, Ner'zhul granted them control over the furious elements of the cold north.

Liches are among the most powerful sorcerers and allies of Ner'zhul's armies and serve their master with evil intent and great power. Often, they command entire armies as generals and surrogates for Ner'zhul when the great Master cannot be troubled to deal with

situations himself. Liches are deeply entwined with the cold power of the dark side of the grave and wield potent frost and ice magics along with their own considerable necromancy spells.

Liches are undead spellcasters of significant power who have forsaken the frailties of mortal life in order to embrace the uncompromising shell of undeath. As a rule, these creatures are power-hungry, devious, and vicious. They utilize their powers not only to obey and follow Ner'zhul, but also to defeat each other in subtle political manners and gain strength from each opponent's death.

These creatures are fond of pageantry and deception; they will often dress in the robes of a king or priest and expect their followers to call them by powerful-sounding names. Sometimes, they claim extraordinary powers granted directly from Ner'zhul himself, acting as though Ner'zhul were a god and they were his chosen priest or prophet.

Creating a Lich

Use the lich template in Chapter 1: Monsters A to Z of the MM. The details below indicate only where a Warcraft lich has additions to or differs from the lich template as presented in the MM.

Special Attacks: A lich retains all the special attacks of the base creature, has all the special attacks of the MM lich, and also gains the following.

Rebuke Living (Su): A lich may channel negative energy to rebuke (awe) creatures of non-evil alignment. The lich makes the equivalent of a turn check. Living creatures of the appropriate level are rebuked and must cower as if in awe (attack rolls against that creature are at a +2 bonus). The effect last 10 rounds.

Drain Mana (Su): A lich can drain spell levels or spell slots from a target as per the *mana burn* spell a number of times per day equal to its Wisdom bonus (see Chapter Four: Magic in the Warcraft RPG).

Special Qualities: A lich retains all the special qualities of the base creature, has all the special qualities of the MM lich, and also gains the following.



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Darkvision (Ex): Darkvision out to 80 feet.

Immunities (Ex): Liches also have immunity to fire.

Fast Healing (Ex): A lich heals 4 points of damage each round so long as it has at least 1 hit point.

Animate Minions (Su): The lich can control 5 HD worth of undead creatures per caster level. If the lich exceeds this amount, any excess undead become uncontrolled, but may not attack or impede the lich or its minions.

Abilities: Increase from the base creature as follows: Dex +2, Int +4, Cha +2. As undead creatures, liches do not have Constitution scores.

Skills: Liches have a +8 racial bonus on Listen, Search, Sense Motive, and Spot checks. Otherwise, same as base creature. Normal animals instinctively and violently hate liches, so liches lose all ranks in Handle Animal.

Feats: Liches automatically gain the Alertness feat.

Environment: Temperate and cold plains.

Organization: Solitary or troupe (1 lich, plus 2-5 skeletal warriors).

Challenge Rating: Same as the base creature +3.

Level Adjustment: Same as base creature +5.

The Lich's Phylactery

The requirements for the lich's phylactery are the same as described in the MM, only that the character must have at least one level in the necromancer (Ncr) prestige class (detailed in the upcoming supplement *Alliance & Horde Compendium*).

Sample Lich

This skeletal being has bluish-white skin stretched tightly over a bony frame. Heavy clothing embroidered with arcane markings drapes over its slight frame. Its eye sockets glow red with malevolence.

Abrakkar the Wretched, male orc Sor11/Ncr1: CR 15; Medium undead (augmented humanoid); HD 12d12, hp 78; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 19; Base Atk +5; Grp +5; Atk touch +5 (melee (1d8+5 negative energy plus paralysis) or battleaxe +6 (melee (1d8/x3) or dagger +5 (melee (1d4/19-20); Full Atk touch +5 (melee (1d8+5 negative energy plus paralysis) or battleaxe +6 (melee (1d8/x3) or dagger +5 (melee (1d4/19-20); Space/Reach 5 ft./5 ft.; SA orc traits, fear aura (Will DC 21), paralyzing touch (Fort DC 21), rebuke living, drain mana (2/day), death touch (1/day), spells; SQ low-light vision, darkvision 80 ft., +4 turn resistance, damage reduction 15/bludgeoning and magic, immunity to cold, electricity, fire, polymorph, and mind-affecting attacks, fast healing 4, animate minions (60 HD); AL NE; SV Fort +4, Ref +3, Will +14; Str 11, Dex 8, Con —, Int 14, Wis 15, Cha 20.

Languages Spoken: Common, Orc.

Skills: Concentration +15, Decipher Script +7, Intimidate +18, Knowledge (arcana) +13, Listen +10, Search +10, Sense Motive +10, Spellcraft +12, Spot +10.

Feats: Combat Casting, Improved Initiative, Iron Will, Great Fortitude, Magic Energy Control*. *Indicates a feat described in Chapter Two: Heroes of the Warcraft RPG.

Death Touch (Sp): The death touch is a spell-like ability that is a death effect. Abrakkar must succeed at a melee touch attack against a living creature (using the rules for touch spells). When Abrakkar touches, roll 1d6. If the total at least equals the creature's current hit points, it dies. Abrakkar may use this effect once per day.

Sorcerer Spells Known (6/8/7/7/7/6/3; save DC 15 + spell level): 0—daze, detect magic, ghost sound, mage hand, open/close, ray of frost, read magic, resistance, touch of fatigue; 1st—cause fear, chill touch, protection from good, shield, sleep; 2nd—command undead, cripple*, darkness, detect thoughts, scare; 3rd—dispel magic, lightning bolt, magic circle against good, vampiric touch; 4th—animate dead, dimension door, greater death coil*; 5th—carrion swarm*, symbol of pain; 6th—create undead. *Indicates a spell described in Chapter Four: Magic of the Warcraft RPG.

Possessions: Bracers of armor +3, cloak of resistance +1, ring of protection +2, masterwork battleaxe.

Shade (Scourge)

Shades are among the most powerful undead creatures created by the plague, second only to those massive powers formed through divine intervention or heroic activity. These creatures are fanatically loyal to Ner'zhul and are created from his most devout and capable followers. Only the truest patriots of the Cult of the Damned are worthy of this great honor. Even after death, their loyalty is absolute. They are unquestioned in their realm, and they are the greatest spy force Azeroth has ever seen. Together with their abilities of fighting and sorcery, shades are a potent force in Ner'zhul's legions of the Scourge.

Shades are created by a formal ritual of sacrifice, in which a single acolyte who has completely proven himself to Ner'zhul is brought over to the far side of death. The plague is allowed to enter his body, and powerful necromancers spend several days transforming the acolyte's pitiful shell into a devastating creature of undeath. This ritual occurs in a place known as the Sacrificial Pit, where the focused energies of the Lich King and his necromancers are at their most powerful.

Creating a Shade

"Shade" is an acquired template that can be added to any humanoid creature. A shade uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate the creature's base attack



bonus, saves, or skill points. It gains the incorporeal subtype. Size is unchanged.

Hit Dice: Convert the base creature's Hit Dice to d12s and double the Hit Dice total. The shade's Hit Dice do not advance thereafter.

Speed: Same as the base creature, plus the shade gains a fly speed of 60 feet, with perfect maneuverability.

Armor Class: Natural armor is the same as the base creature but applies only to incorporeal encounters. Otherwise, it has a deflection bonus equal to its Charisma bonus (always at least +1, even if the shade's Charisma score does not normally provide a bonus).

Attack: A shade retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not incorporeal. A shade can make a successful melee touch attack on a physical target (represented by the shade passing through the target) to use its energy drain.

Full Attack: A shade retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not incorporeal. A shade can make a successful melee touch attack on a physical target (represented by the shade passing through the target) to use its energy drain.

Damage: Against incorporeal creatures, a shade uses the base creature's damage values. Against nonincorporeal creatures, the shade usually cannot deal physical damage; it can, however, use certain special attacks (see below).

Special Attacks: A shade retains all the special attacks of the base creature and also gains those described below. Saves against these abilities have a DC of $10 + 1/2$ the shade's HD + the shade's Wisdom modifier, unless noted otherwise.

Dominate (Su): A shade can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the shade must use a standard action, and those merely looking at it are not affected. Anyone the shade targets must succeed at a Will save or fall instantly under the shade's influence as though by a *dominate person* spell (caster level equals the shade's HD). The ability has a range of 30 feet.

Energy Drain (Su): Living creatures hit by a shade's melee touch attack gain 2 negative levels. For each negative level bestowed, the shade gains 5 temporary hit points. A shade can use its energy drain ability once per round.

Shade Minions (Su): Shades command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 timber wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power). These creatures arrive in 2d6 rounds and serve the shade for up to 1 hour.

Special Qualities: If the base creature had the wild empathy ability, it loses it upon becoming a shade (animals instinctively hate the undead). Remember that the Warcraft universe has no Ethereal Plane, so a shade does not gain the manifestation ability. Instead, it is considered incorporeal (see the sidebar, "Warcraft and the Ethereal Plane"). It otherwise retains all the special qualities of the base creature and also gains the following.

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Invisibility (Su): A shade can become invisible at will. Doing so requires a move action and there is no limit to the duration. The shade must concentrate to remain invisible, applying a -2 circumstance penalty to skill checks while invisible. Otherwise, this ability functions as per the spell—for instance, the invisibility ends when the shade attacks.

Damage Reduction (Su): A shade has damage reduction 10/silver and magic.

Turn Resistance (Ex): A shade has +4 turn resistance.

Resistances (Ex): A shade has resistance to cold 10 and electricity 10.

Fast Healing (Ex): A shade heals 5 points of damage each round so long as it has at least 1 hit point.

True Seeing (Su): Shades gain the ability to see invisible and hidden creatures as per the spell of the same name. This ability is considered to be always active; it requires no concentration or cost.

Walk Unseen (Su): Shades can move completely unnoticed. While operating under this ability, the shade is not noticed or thought of as unusual; it appears to be someone familiar and accepted to all those around it. Even the most unusual actions will seem "reasonable," and the individuals around the shade rationalize away unusual actions or strange conversations. This ability lasts for a number of minutes equal to the shade's Charisma score. If a character is actively attempting to disbelieve a shade's walk unseen ability, it can make a Will save (DC 10 + 1/2 the shade's HD + the shade's Cha modifier) to see the shade for what it really is. Moreover, effects such as *true seeing* will pierce through the shade's illusion.

Telepathy (Su): A shade may communicate telepathically with any other shade in line-of-sight. This telepathy is difficult and requires concentration: the shade may not take any strenuous actions while performing this ability, though it may perform simple tasks or attempt to appear to be doing something other than speaking silently in its mind. Shades use this ability to keep contact with their fellows while on a spy mission; also, they use it to coordinate attacks against a more difficult opponent or to prepare ambushes against those unprepared for the assault.

Shade Weaknesses (Ex): A shade can be made unreasonably angry when faced with its own reflection (something not easy to produce) or when reminded of its time spent as a mortal. A shade considers itself to be reborn and attempts to forget its past existence—constant or poignant reminders of the past will infuriate a shade and cause it to attack without regard for its own safety.

Saves: Shades receive a +4 profane bonus to all saves.

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Wis +2. As an undead creature, a shade has no Constitution score.

Skills: Shades receive a +8 racial bonus to Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. The shade loses all ranks in Handle Animal and Ride when dealing with normal animals, since such beasts instinctively hate the undead.

Feats: Shades gain Alertness, Combat Casting, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites and does not already have these feats.

Environment: Any.

Organization: Single, pair, or gang (3-5).

Challenge Rating: Same as the base creature +2.

Treasure: Double standard.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +7.

Sample Shade

The creature has skin of deepest black. Its head has no distinct features other than a pair of eyes that glow with an unnerving white light. Simple black velvet apparel with a vague resemblance to monastic robes shrouds its frame.

Tourrill, male human shade Hirlo: CR 8; Medium undead (augmented humanoid, Scourge) (5 ft., 8 in. tall); HD 6d12, hp 39; Int +4; Spd 30 ft.; AC 15, touch 15, flat-footed 11; Base Atk +4; Grp +8; Atk incorporeal touch +8 melee (1d4 plus energy drain); Full Atk incorporeal touch +8 melee (1d4 plus energy drain); SA dominate, energy drain, shade minions, spells, evil domain spells (+1 caster level); SQ darkvision 60 ft., invisibility, damage reduction 10/silver and magic, +4 turn resistance, resistance to cold 10 and electricity 10, fast healing 5, true seeing, walk unseen, telepathy, shade weaknesses, incorporeal traits, undead traits; AL LE; SV Fort +5, Ref +6, Will +11; Str —, Dex 18, Con —, Int 15, Wis 19, Cha 12.

Languages Spoken: Abyssal, Common, Orc.

Skills: Bluff +10, Concentration +10, Diplomacy +14, Knowledge (religion) +11, Sense Motive +13, Spellcraft +11, Spot +13.

Feats: Brew Potion^b, Combat Casting, Dodge, Extend Spell, Iron Will, Scribe Scroll.

Typical Healer Spells Prepared (5/4/4/3; save DC 14 + spell level): 0—detect magic (x2), guidance, inflict minor wounds, resistance; 1st—bane, command, doom, inflict minor wounds; 2nd—darkness, enthrall, hold person, lesser death coil^b; 3rd—dispel magic, entangling roots^b, inflict serious wounds. *Indicates a spell described in Chapter Four: Magic of the Warcraft RPG.

Evil Domain Spells (caster level 7th): 1st—protection from good; 2nd—desecrate; 3rd—magic circle against good.

Skeletal Mage (Independent Undead)

These powerful skeletal sorcerers are extremely dangerous undead, usually created independently through force of unrequited will. They are never commanded by necromancers, but occasionally ally with them — or use necromancers as slaves to their will. These sorcerers were often once necromancers themselves and have now ascended a single step further into the undead realm, aligning their bodies and souls with the evil forces beyond. When they have truly mastered these forces, they may ascend into lichdom, but for now they content themselves with physical power and cruel ascendancy.

Skeletal magi retain just enough of their skin to cover their bone form in a tight-fitting, leathery sheath that both accentuates their skeletal condition and forms a gruesome shield for their bones against natural weaponry. Their skin is silvery, translucent in some places, and they may appear from a distance to be glistening skeletons warriors. They are usually surrounded by a small group of necromancer acolytes who perform a skeletal mage's bidding and serve as apprentices to this powerful mage.

Skeletal magi not only retain all of their intelligence and memories from before their undead transformation, but they also have an intimate connection with the minds and senses of all undead under their command. Therefore, they often know things that their undead minions have discovered, even if that minion was not intelligent enough to make sense of its findings.

Creating a skeletal mage

"Skeletal mage" is an acquired template that can be added to any humanoid creature (referred to hereafter as the base creature). A skeletal mage uses all the base creature's statistics and special abilities except as noted here.

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



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

Speed: Same as the base creature.

Armor Class: A skeletal mage has a +4 natural armor bonus, caused by the strengthening of its bones and its thin layer of toughened flesh.

Attack: Same as the base creature.

Full Attack: Same as the base creature.

Special Attacks: A skeletal mage retains all the special attacks of the base creature and also gains the following.

Command Legion (Ex): A skeletal mage may turn, command, and control an additional number of undead equal to its Hit Dice.

Bone Shards (Su): A skeletal mage may deal 5 points of damage to itself, ripping away a bone shard. This bone shard contains the ability to cast one spell (any spell

the skeletal magi chooses at the time of creating the shard). It may then be given to anyone for later use. When used, the bone shard counts as a one-shot wand with the particular spell being cast at the skeletal magi's level. Until the shard is used, the skeletal mage may neither heal the damage nor utilize the spell slot "stored" within the shard.

Special Qualities: A skeletal mage retains all the special qualities of the base creature and also gains the following.

Damage Reduction (Su): A skeletal mage's tough undead body and lack of flesh or internal organs give the creature damage reduction 10/bludgeoning. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): Skeletal magi have immunity to cold and fire.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +2, Dex +2, Cha +2. As undead creatures, skeletal magi do not have Constitution scores.

Skills: Normal animals instinctively and violently hate skeletal magi, so these creatures lose all ranks in Handle Animal.

Feats: Skeletal magi automatically gain the Alertness feat.

Environment: Any.

Organization: Solitary, gang (2–4), or mob (7–12).

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Challenge Rating: Same as the base creature +2.

Treasure: Standard; double goods; double items.

Alignment: Always evil.

Advancement: Same as base creature.

Level Adjustment: Same as base creature +3.

Sample Skeletal Mage

The creature might once have been an orc, though now it is barely more than a skeleton. Silvery, translucent skin stretches tight over its form, accentuating its skeletal frame.

Chauch-eta, Female half-orc Sor: CR: 9; Medium undead (augmented humanoid, Scourge) (4 ft., 6 in. tall); HD 7d12, hp 45; Init +1; Spd 30 ft.; AC 16 (+2 dex, +4 natural), touch 10, flat-footed 14; Base Atk +3; Grp +5; Atk dagger +5 melee (1d4+2/19-20); SA command legion, bone shards, spells; SQ low-light vision, damage reduction 10/bludgeoning, immunity to cold and fire, half-orc traits; AL NE; SV Fort +4, Ref +3, Will +6; Str 14, Dex 15, Con —, Int 16, Wis 12, Cha 16.

Languages Spoken: Abyssal, Common, Gnoll, Orc, Undercommon.

Skills: Concentration +13, Craft (alchemy) +13, Intimidate +5, Knowledge (arcana) +13, Listen +3, Profession (herbalist) +11, Sense Motive +3, Spellcraft +13, Spot +3.

Feats: Alertness, Brew Potion, Combat Casting, Still Spell.

Sorcerer Spells Known (6/7/5; save DC 11 + spell level): 0—dancing lights, detect magic, ghost sound, light, mage hand, read magic, resistance; 1st—chill touch, feather fall, identify, mage armor, magic missile; 2nd—alter self, mirror image, web; 3rd—dispel magic, fly.

Skeletal Warrior

(Independent Undead)

Skeletal warriors are extremely dangerous undead minions, usually created independently through the force of unrequited will. Necromancers rarely command them, but occasionally ally with them if a skeletal warrior so chooses. These creatures are intelligent and vicious both on and off the battlefield.

Skeletal warriors are created from the fallen bones of dead opponents. Skeletons can be created even without the assistance of necromancers, and thus skeletal warriors can be found even in parts of the world not controlled or challenged by Ner'zhul. They are cold, bloodthirsty creatures with a feral instinct for strategy and a cunning memory of their past that often gives them an advantage. These creatures understand and can follow orders, but are also capable of performing small tasks on their own — and are occasionally found far from their creator, carving out their own niche within a dungeon, tomb, or graveyard.

Skeletal warriors are tall, well-formed skeletons whose bones have a slightly silver sheen marking their unusual state. They are harder than most others of their type and are far more capable in combat than normal skeletons. Wielding deadly weapons and equipped with heavy armor, they are a fairly difficult opponent for the inexperienced and are respected even among more mature troops. When many of them group together, they can be very dangerous and tenacious enemies—but this is not their natural condition and only occurs when a potent necromancer commands them.

Skeletal warriors retain all of their intelligence and memories from before their undead nature, but those qualities are now only a source of rage and violence, with all traces of love or gentle emotions eradicated from the skeletal warrior's mind. They are savage, cunning, and delight in destruction and chaos. Death comes later — for now, there is only revenge.

Creating a Skeletal Warrior

"Skeletal warrior" is an acquired template that can be added to any humanoid or monstrous humanoid creature. A skeletal warrior uses all the base creature's statistics and special abilities except as noted here.

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

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

Armor Class: The base creature's natural armor bonus improves by +6.

Attack: Same as the base creature. The skeletal warrior gains a claw attack if it did not have one already.

Full Attack: Same as the base creature. The skeletal warrior gains a claw attack if it did not have one already.

Special Attacks: A skeletal warrior retains all the special attacks of the base creature and also gains the following.

Rot (Ex): All those hit by a skeletal warrior's claw or melee weapon attack are afflicted with a unique form of maggot-infested rot that eats away at their skin and tissue. The creature must succeed at a DC 14 Fortitude save or lose 2 points of Strength for 1d6+2 minutes. This power is cumulative.

Special Qualities: A skeletal warrior retains all the special qualities of the base creature and also gains the following.

Damage reduction 5/bludgeoning: A skeletal warrior has damage reduction 5/bludgeoning. A skeletal warrior's natural weapons are treated as magical weapons for the purpose of overcoming damage reduction.

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Immunities (Ex): Skeletal warriors have immunity to cold and fire.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +2, Dex +2. As an undead creature, a skeletal warrior does not have a Constitution score.

Skills: Normal animals instinctively and violently hate skeletal warriors, so these creatures lose all ranks in Handle Animal.

Feats: Skeletal warriors automatically gain Cleave as a bonus feat.

Environment: Any, usually same as the base creature.

Organization: Solitary, pair, or troupe (2–5, plus 1 necromancer).

Challenge Rating: Same as the base creature +1.

Treasure: None.

Alignment: Always evil.

Advancement: Same as base creature (or — if the base creature advances by character class).

Level Adjustment: Same as the base creature +2.

Sample Skeletal Warrior

The bones of this skeletal creature have a faint silver sheen. Heavy armor scales covers most of the thing's bones, and it wields a wicked flail in one skeletal hand.

Kovech, male human skeletal warrior Ftr8: CR 9; Medium undead (augmented humanoid) (5 ft, 7 in. tall); HD 8d12, hp 52; Init +5; Spd 30 ft; AC 21, touch 11, flat-footed 20; Base Atk +8; Grp +13; Atk +1 **heavy flail** +15 melee (1d10+10/19–20 plus rot) or claw +13 melee (1d4+5 plus rot) or masterwork longbow +10 ranged (1d8/x3); Full Atk +1 **heavy flail** +15/+10 melee (1d10+10/19–20) or 2 claws +13 melee (1d4+5 and rot) or masterwork longbow +10/+5 ranged (1d8/x3); SA rot; SQ darkvision 60 ft, damage reduction 5/bludgeoning, immunity to cold and fire, undead traits; AL CE; SV Fort +6, Ref +3, Will +3; Str 20, Dex 13, Con —, Int 13, Wis 12, Cha 13.

Languages Spoken: Common, Orc.

Skills: Climb +12, Jump

+12, Intimidate +12, Listen +3, Spot +3, Swim +8.

Feats: Alertness, Blind-Fight, Cleave, Dodge, Expertise, Improved Initiative, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Possessions: Scale mail, +1 **heavy flail**, masterwork longbow, arrows.

Withered (Scourge)

This template can be applied to any dead creature through the use of necromancy or to any creature brought close to death by a member of the Scourge. This possibility reflects the plague's effects on non-humanoid beings. The plague is not only effective on humanoids; it also infects plants and animals. In theory, there could be some withered shambling mounds or other vegetative creatures in existence using this template.

Becoming a member of the withered allows the creature to keep its extraordinary, supernatural, and spell-like abilities along with its intellect, although the guiding intellect of that creature is now malevo-

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lent and loses all of its ties with any past life. Even if the animal was once benevolent and with good intentions, it loses all thoughts of morality and ethics once it has been revived with the plague. Sometimes these creatures are fleshly zombies; other times, they are animate without flesh, becoming skeletal creatures with magical abilities to maintain their own bodies despite the plague's physical ravages. This template is applied to blue dragons to make frost wyrms, for example.

Creating a Withered

"Withered" is a template that can be added to any aberration, animal, dragon, fey, magical beast, plant, or other monstrous creature (referred to hereafter as the base creature). A withered uses all the base creature's statistics and special abilities except as noted here. The creature's type changes to undead. It retains most subtype modifiers (such as fire or aquatic), but loses alignment subtype modifiers (such as good) and subtype modifiers that indicate kind (such as goblinoid or reptilian). Withered keep air, aquatic, cold, earth, electricity, fire, and water subtypes. They lose chaotic, evil, good, lawful, and reptilian subtypes.

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

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

Speed: Same as the base creature, although if the creature could fly, its maneuverability is decreased by one rating. The movements of the withered are slow and jerky and easily identified as different from other (living) creatures of their type.

Armor Class: A withered's natural armor bonus increases by +5, owing to mutations from the plague.

Attack: A withered creature retains all the attacks of the base creature.

Full Attack: A withered creature retains all the attacks of the base creature.

Special Attacks: A withered creature retains all the special attacks of the base creature and also gains the following.



Paralysis (Ex): If the base creature had a poison attack in life, it loses this ability. Any withered over 2 Hit Dice gains a paralysis attack. Those hit by a withered creature's bite, sting, or claw attack must succeed at a DC 14 Fortitude save or be paralyzed for 1d6+2 minutes.

Special Qualities: If the base creature had the wild empathy ability, it loses it upon becoming undead (animals instinctively hate the undead). It otherwise retains all the special qualities of the base creature and also gains the following.

Spell Resistance (Ex): A withered creature has spell resistance 15, or as the base creature, whichever is higher.

Damage Reduction (Su): A withered's plague-ridden body gives it damage reduction 5/-, or as the base creature, whichever is better.

Immunities (Ex): The withered have immunity to cold and fire.

Saves: Same as the base creature.

Abilities: Adjust the base creature's abilities as follows: Str +8, Dex -2, Int -4, Cha -4. As an undead creature, a withered has no Constitution score.

Skills: The withered creature loses all ranks in Handle Animal and Ride when dealing with normal animals, since such beasts instinctively hate the undead.

Feats: A withered creature gains the Alertness feat.

Environment: Any.

Organization: Solitary, pair, gang (3-5), or mob (6-20).

Challenge Rating: Same as the base creature +1.

Treasure: None.

Alignment: Always evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +3.

Sample Withered

The creature has the skeletal form of a great dragon. Wicked intelligence gleams in its eyes.

Frost Wyrm (Base: Mature Blue Dragon): CR 18; Huge undead (cold, earth, Scourge); HD 24d12, 156 hp; Init +3; Spd 40 ft., fly 150

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ft. (clumsy), swim 60 ft.; AC 35, touch 7, flat-footed 35; Base Atk +24; Grp +45; Atk +35 melee (2d8+13/19-20 plus paralysis, bite); Full Atk +35 melee (1d8+13/19-20 plus paralysis, bite), +33 melee (2d6+6 plus paralysis, 2 claws), +33 melee (1d8+6 plus paralysis, 2 wings), +33 melee (2d6+6 plus paralysis, tail slap); Space/Reach 15 ft./10 ft. (bite 15 ft.); SA breath weapon, crush, frightful presence, paralysis, spell-like abilities, spells; SQ darkvision 120 ft., low-light vision, blindsense 60 ft., damage reduction 10/magic, immunity to cold, fire, sleep, and paralysis, water breathing, spell resistance 25; AL LN; SV Fort +19, Ref +14, Will +19; Str 37, Dex 8, Con —, Int 16, Wis 21, Cha 16.

Skills: Appraise +22, Concentration +22, Craft (alchemy) +22, Decipher Script +22, Gather Information +22, Heal +22, Intimidate +26, Jump +32, Knowledge (arcana) +22, Listen +34, Search +30, Spellcraft +24, Spot +34, Swim +40.

Feats: Alertness, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, Silent Spell, Wingover.

Breath Weapon (Su): 50-ft. cone, damage 14d6 cold, Reflex DC 22 half; secondary effect: *mana burn* as 12th-level caster.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+19 points of bludgeoning damage, and must succeed on a DC 22 Reflex save or be pinned.

Frightful Presence: 240-ft. radius, HD 23 or less, Will DC 25 negates.

Spell-Like Abilities: 3/day—control water, create water, detect thoughts, obscuring mist, wall of ice; 2/day—fog cloud, speak with dead; 1/day—control weather. Caster level 12th; save DC 13 + spell level.

Spells: As a 12th-level sorcerer.

Typical Sorcerer Spells Known (6/8/7/7/7/6/3; save DC 13 + spell level): 0—daze, detect magic, detect poison, light, mage hand, message, open/close, ray of frost, read magic; 1st—endure elements, expeditious retreat, shield, shocking grasp, sleep; 2nd—frost armor*, gust of wind, invisibility, *mana burn**, resist energy; 3rd—blizzard*, dispel magic, frost nova*, slow; 4th—lesser globe of invulnerability, scrying, wall of ice; 5th—hold monster, telekinesis; 6th—greater dispel magic. *Indicates a spell described in Chapter Four: Magic of the Warcraft RPG.

In ages past, the ancient dragons who were near death flew to the land of Northrend to die. To this day there are entire dragon graveyards that are littered with massive petrified bones and skulls. When Ner'zhul the Lich King took control of Northrend, he used his powerful magics to raise these ancient dragon skeletons from the dead. Now, these once-noble beasts serve Ner'zhul and seek to expand the Lich King's rapidly growing empire. They have no memories of their previous lives nor of the world beyond death. They are intelligent beings, quite capable of strategy, tactics, and deception, but they have no understanding of their past dragon heritage.

Wraith (Independent Undead)

Wraiths in the lands of Azeroth are not so different from wraiths in other worlds, save for the fact that they retain their individuality and intelligence. These creatures are self-motivated and cunning and have all the memories of their past lives before undeath. Those memories no longer move the wraith nor provide any sense of morality other than a strict adherence to the wraith's own code of honor and law.

Wraiths are lawful creatures, willing to make deals and hold to them. They respect the same tendency in both living and unliving creatures and will respond to honorable opponents with honorable actions. It is not unusual for a wraith to accept a creature's surrender; however, those surrenders will always be unconditional. Further, those foolish enough to surrender to a wraith are simply placing themselves into a position where they will almost certainly be turned into wraiths themselves.

Wraiths fight well in units under the command of a necromancer, but if not so commanded, they prefer to fight alone. They are intelligent and cunning and will use the extent of their abilities to capture and destroy their opponents. In some cases, they will keep extraordinary enemies alive, preferring to turn them into wights and spread the plague to other "capable" individuals.

Creating a Wraith

"Wraith" is an acquired template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature). A wraith uses all the base creature's statistics and special abilities except as noted here.

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

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

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

Armor Class: Natural armor is the same as the base creature, but applies only to incorporeal encounters. When a wraith chooses to become visible (which occurs whenever the wraith attempts to touch or interact with the physical world), its natural armor value is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

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

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

Damage: Against incorporeal creatures, a wraith uses the base creature's damage values. Against nonincorporeal creatures, the wraith usually cannot deal physical damage; it can, however, use its wither attack (see below).

Special Attacks: A wraith retains all the special attacks of the base creature and also gains the following.

Wither (Su): When a wraith successfully makes a melee touch attack against an opponent, its touch withers and draws the life out of its victim. The victim must succeed at a DC 15 Fortitude save or suffer 1d3 points of permanent Constitution drain.

Special Qualities: If the base creature had the wild empathy ability, it loses it upon becoming undead (animals instinctively hate the undead). It otherwise retains all the special qualities of the base creature and also gains those described below. Remember that the Warcraft universe has no Ethereal Plane, so the wraith does not gain the manifestation ability; instead, it is considered incorporeal (see the sidebar, "Warcraft and the Ethereal Plane").

Invisibility (Su): A wraith can become invisible at will. Doing so requires a move action and there is no limit to the duration. The wraith must concentrate to remain invisible, applying a -2 circumstance penalty to skill checks while invisible. Otherwise, this ability functions as per the spell—for instance, the invisibility ends when the wraith attacks.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly

approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +2, Wis +2. As an undead creature, a wraith has no Constitution score; as an incorporeal creature, it has no Strength score.

Skills: Normal animals instinctively and violently hate wraiths, so they lose all ranks in Handle Animal.

Feats: Wraiths gain the Alertness feat.

Environment: Any.

Organization: Solitary, gang (2-5), or pack (6-11).

Challenge Rating: Same as the base creature +1.

Treasure: None.

Alignment: Always lawful evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +3.

Sample Wraith

This sinister, spectral figure is robed in tatters of darkness. It has no discernable features or appendages, but for the glowing red coals that are its eyes.

Borivar, male half-elf wraith Rog2: CR 3; Medium undead (augmented humanoid, incorporeal) (5 ft., 7 in. tall); HD 2d12, hp 13; Init +2; Spd fly 30 ft. (perfect); AC 12, touch 12, flat-footed 11; Base Atk +1; Grp +1; Atk incorporeal touch +2 melee (1d4 plus 1d3 Con drain); Full Atk incorporeal touch +2 melee (1d4 plus 1d3 Con drain); SA sneak attack (1d6), wither; SQ darkvision 60 ft., low-light vision, trapfinding, evasion, invisibility, unnatural aura, half-elf traits, incorporeal traits, undead traits; AL LE; SV Fort +0, Ref +5, Will +2; Str —, Dex 14, Con —, Int 11, Wis 14, Cha 12.

Languages Spoken: Common, Thalassian.

Skills: Diplomacy +6, Forgery +5, Gather Information +3, Hide +7, Jump +5, Listen +7, Move Silently +7, Search +5, Sense Motive +4, Sleight of Hand +7.

Feats: Alertness^B, Dodge.



Zombie (Independent Undead)

Zombies are the lowest form of existence in the undead food chain and are often overlooked because of their simplicity and lack of ambition. These undead are created from plague-infected individuals, but their bodies are not as riddled with the disease as those of more powerful undead. In fact, zombies not only retain their mortal memories, but also are occasionally capable of retaining the original personality and morality of their mortal life. This does not often aid them, however, and usually is a torment to the zombie trapped within Ner'zhul's vicious armies.

Zombies are despicable, degraded creatures with little purpose other than to serve as cannon fodder for Ner'zhul's massive forces. They are sorrowful creatures, capable of great strength but holding little hope for salvation other than their own deaths. Occasionally, one breaks free of the necromantic control imposed by Ner'zhul's forces and escapes — but he is not accepted into society nor offered a chance for peace through proving that he is more than a ravening undead creature. Truly, these are beings to be pitied.

Creating a Zombie

"Zombie" is an acquired template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature). A zombie uses all the base creature's statistics and special abilities except as noted here.

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

Hit Dice: Drop any Hit Dice gained from class levels (to a minimum of 1), double the number of Hit Dice left, and raise them to d12s. If the base creature has more than 10 Hit Dice (not counting those gained with experience), it can't be made into a zombie with the *animate dead* spell.

Speed: A zombie has a base land speed of 20 feet (4 squares).

Armor Class: Zombies gain a +2 natural armor bonus to their AC, based on the zombie's putrefaction and decayed skin, as well as on a natural toughness provided by the plague's effects.

Attack: A zombie retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. A zombie also gains a slam attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack for a Medium zombie deals 1d6 damage and for a Large zombie 1d8 damage.

Special Attacks: A zombie retains all the special attacks of the base creature, and also gains the following:

Parasitic Infestation (Ex): All zombies are infected with various bugs of all sorts. Maggots, leeches, lice, or other small infestations crawl all over the zombie. With a successful melee attack, the zombie may spew these small creatures all over its opponent, creating a disgusting cloud of infestation. Those who do not make a DC 14 Fortitude save will become infected with a lingering disease. This disease deals 2 points of Charisma damage until it is effectively cured with a *cure minor wounds* (or better) spell.

Special Qualities: If the base creature had the wild empathy ability, it loses it upon becoming undead (animals instinctively hate the undead). It otherwise loses most of the special qualities of the base creature, though it retains any extraordinary special qualities that improve its melee or ranged attacks. A zombie also gains the following special quality.

Single Actions Only (Ex): Zombies have poor reflexes and may only perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Saves: Same as the base creature.

Abilities: Adjust from the base creature as follows: Str +4, Dex -2, Cha -4. As an undead creature, a zombie has no Constitution score.

Skills: Normal animals instinctively and violently hate all zombies, so they lose all ranks in Animal Empathy and Handle Animal. Those zombies who retain their memories retain their skills; those who have no ability to remember their past lives or past abilities will quickly lose all ranks in skills, becoming nothing more than living "cannon fodder," untrained and unspecialized.

Environment: Any land and underground.

Organization: Any.

Challenge Rating: Depends on Hit Dice, as follows:

Hit Dice	Challenge Rating
1/2	1/8
1	1/4
2	1/2
4	1
6	2
8-10	3
12-14	4
15-16	5
18-20	6

Treasure: None.

Alignment: Always neutral evil.

Advancement: As base creature, but double Hit Dice (maximum 20), or — if the base creature advances by character class.

Level Adjustment: —.

Sample Zombie

The thing might once have been human. Now it is little more than a decaying corpse animated with the dark energies of unlife.

Gehennis, female human zombie Bdn4: CR 1/2; Medium undead (augmented humanoid) (6 ft., 0 in. tall); HD 2d12, hp 13; Init +1; Spd 20 ft.; AC 13, touch 11, flat-footed 12; Base Atk +4; Grp +7; Atk greatclub +8 melee (1d10+4 plus infestation) or slam +7 melee (1d6+3 plus infestation); Full Atk greatclub +8 melee (1d10+4 plus infestation) or slam +7 melee (1d6+3 plus infestation); SA rage (2/day, 3 rounds), parasitic infestation; SQ darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +6, Ref +2, Will -1; Str 16, Dex 12, Con —, Int 12, Wis 6, Cha 6.

Languages Spoken: Common, Orc.

Skills: Climb +10, Intimidate +5, Jump +10, Listen +5, Survival +5, Swim +10.

Feats: Dodge, Great Fortitude, Weapon Focus (greatclub).



Other Monsters of the Scourge

Abomination

Large Construct

(Undead, Monstrous Scourge)

Hit Dice:	10d10+30 (85 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	19 (—1 size, +10 natural), touch 9, flat-footed 19
Base At/Grapple:	+7/+17
Attack:	Slam +12 melee (2d6+6) or bite +12 melee (1d8+6)
Full Attack:	Slam +12 melee (2d6+9) or bite +12 melee (1d8+6)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Plague cloud
Special Qualities:	Darkvision 60 ft., low-light vision, cannibalize, spell resistance 12, construct traits, undead traits
Saves:	Fort +3, Ref +3, Will +3
Abilities:	Str 23, Dex 10, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any land
Organization:	Solitary or gang (2-6)
Challenge Rating:	8
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	11-20 HD (Large); 21-30 HD (Huge)
Level Adjustment:	—

Mutilated bodies and limbs from many creatures combine into a single twisted, hideous form. A viscous trail of blood leaks from it with each laborious step, and the ripe decay of the slaughterhouse wafts from its body.

Description

Abominations are large created creatures, similar to flesh golems. These magically created automatons are incredibly powerful, possessing (literally) the strength of ten human men. Constructing one requires a great understanding of necromancy and science and the capacity to both animate undead and cause magical healing to living flesh. They are difficult to create, but once made they are fanatically loyal servants and tremendously powerful warriors.

The twisted, mutilated bodies of abominations are comprised of multiple dead limbs and body parts from various corpses. These enormous warriors love to carve flesh and tear apart their enemies. They carry

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large cleavers into combat and wield various sickle-bladed hooks on their disproportionate limbs.

The animating force of an abomination is a blasphemous conglomeration of the souls incorporated into the corpses that make up the abomination's unliving flesh. This creature is a singular entity with a united soul and, because of this unique makeup, is considered both an undead creature and a construct. It is certain that the abomination remembers nothing concrete of its previous lives, although snatches of memory occasionally plague the beast at times of great stress or unusual pressure.

Combat

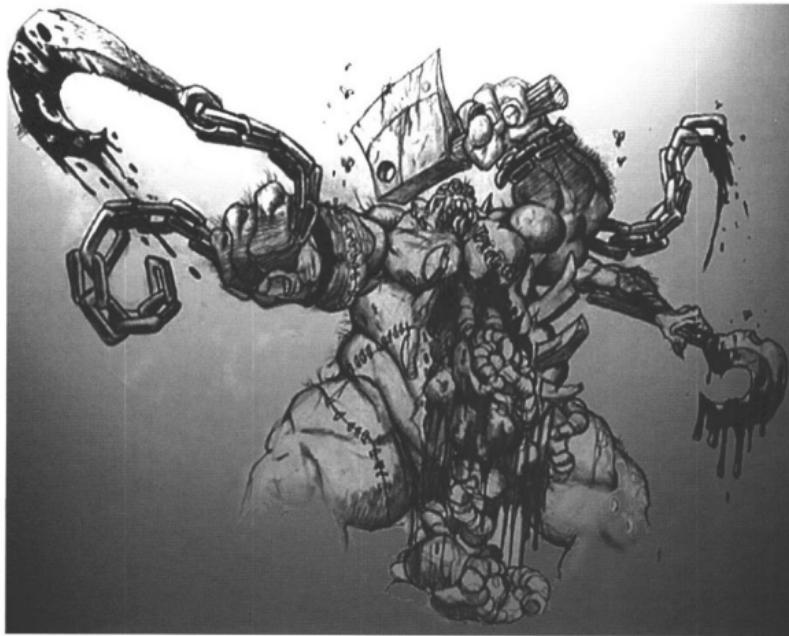
Abominations are fearless, tenacious, and resilient, capable of pressing their advantage in combat for hours at a time without growing weary or weak. Their strength and ability are based on their unusual construction — they truly are more powerful than ten ordinary human men. Although mostly mindless creatures, they do occasionally show a flash of insight, modifying their orders to be more advantageous (such as attacking the most powerful opponent first when

commanded into a battle). They are not particularly intelligent in most cases, however, and relying on an abomination's sense of tactics is an exceptionally poor idea.

A golem's creator, any necromancer of Ner'zhul, or any death knight can command an abomination if it is within 60 feet and can hear and see its creator. If left to its own devices, the abomination will make the best of its situation, carrying out its last order to the letter until it is no longer capable of following that directive. The creator can also give the abomination a simple directive to govern its actions while the creator is not in the area, such as: "Attack all who enter here" or "Remain here, and do not allow the chest or its contents to leave this room."

Because abominations do not need to breathe and are immune to most attack forms, they can continue to fight even when the terrain is exceptionally dangerous (underwater, for example) or difficult.

Plague Cloud: Those within 10 feet of an abomination are in range of its disease aura, and the stench and viciousness of that disease can be very harmful to all those affected. All those within 10 feet of an abomi-



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nation must make a DC 19 Fortitude save each round or contract the abomination's undead rot disease. Treat this disease as a contact poison with an initial effect of 1 point of Constitution damage and 1d6 points of parasite damage per round spent within the abomination's affected area. The secondary effect of this disease manifests after the individual has escaped the abomination's immediate area of effect and will reach full potency 1d4 hours later. The secondary effects of the disease reduce the affected creature's Strength by 2, and the affected creature will suffer an additional 2d8 points of parasite damage. The disease will cease to have any further effect after 24 hours; the lost Strength points return at a rate of 1 per day once the infection has run its course.

Cannibalize (Ex): An abomination can regain 1 hit point per point of damage inflicted with its bite attacks, up to its normal maximum. Further, each time an abomination devours a victim the same size as itself, it regains the entirety of its hit points, and its maximum hit points temporarily increase by 1 per Hit Die. The abomination does not need to have killed the victim, but the victim must be eaten within 20 minutes of death. Only humanoids, monstrous humanoids, giants, and magical beasts can empower an abomination in this way. These bonuses decrease at a rate of 1 hp/HD per month.

Construction

An abomination is created from the mutilated and disease-ridden corpses brought from the battlefield. It stands over 8 feet tall and weighs well over 500 pounds. The skin of an abomination is a sickly green and yellow, obviously covered with disease and twisted with horrible magics. It has no possessions and carries only the items given to it by its creator.

This creature costs 40,000 gp to create, which includes the cost of collection and dissection of more than 10 bodies to be used as the abomination's flesh and organs. Each of these bodies must be infected with the Lich King's plague, so that they will properly mutate when affected with the rituals to create the abomination proper. Assembling the body requires a successful DC 12 Craft (leatherworking) or Heal check.

The creator must be at least 14th level and be able to cast divine spells. Completing the ritual drains 400 XP from the creator and requires *animate dead*, *animate objects*, *bless*, *bull's strength*, *regenerate*, and *spell resistance*.

Dire Gargoyle

Medium Aberration
(Cold, Monstrous Scourge)

Hit Dice:	6d8+24 (51 hp)
Initiative:	+6
Speed:	40 ft. (8 squares), fly 60 ft. (average)
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Atk/Grapple:	+4/+6
Attack:	Claw +6 melee (1d6+2) or bite +6 melee (1d6+2)
Full Attack:	2 claws +6 melee (1d6+2) and bite +4 melee (1d6+1) and tail slap +4 melee (1d3+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., stone form, carapace, damage reduction 5/magic
Saves:	Fort +6, Ref +4, Will +3
Abilities:	Str 14, Dex 14, Con 19, Int 5, Wis 6, Cha 15
Skills:	Hide +5*, Listen +3, Spot +3
Feats:	Alertness, Improved Initiative, Multiattack
Environment:	Temperate land
Organization:	Solitary
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	7–12 HD (Medium); 13–18 HD (Large)
Level Adjustment:	—

The creature is slightly smaller than a human, with wiry muscles and sharp, rending claws. Ice-cold blue eyes glow from its angular face. Its bat-like wings are pale, the membrane lined with bluish veins. Its flesh is white, nearly translucent, and looks much like quartz or marble.

Description

Although dire gargoyles are not actually undead creatures, they are staunch allies of the Lich King's forces and can often be seen circling the battlefields like hungry crows. These ice-skinned predators enjoy pain and torment, and their laughter sounds like shattering ice. They thrill to the excitement of the chase and the glory of a kill.

The dreaded dire gargoyles of Northrend are voracious flying creatures that revel in slaughter and mayhem. Brought from the frozen north by the armies of the Lich King, these strange, wiry flyers have rough, crystalline hides that protect them from all manner of attacks. In times of great peril, gargoyles can land and condense their hides into a stone-like surface. Though they cannot attack in this state, gargoyles can take time to regenerate their wounds and replenish their energies.

Combat

Dire gargoyles are not particularly bright creatures, and likening them to crows is no mistake. They will attack at a whim, swooping from above to tear into the enemy's ranks with little thought for their own protection. These vicious creatures enjoy chaos and disintegration and revel in sprays of blood and torn flesh. They are not interested in combat strategy or grand army tactics, preferring simply to take advantage of the enemy wherever they see weakness.

Because dire gargoyles are not particularly intelligent, this strategy serves them well. They hover above the enemy while it is being attacked by a greater foe and then swoop down and carry off those too weak to struggle effectively. They enjoy such sadistic measures, and creatures carried away in this fashion can expect to live for a while — just long enough to regret their situation.

Stone Form (Ex): A dire gargoyle can hold itself so still that it appears to be a statue made of ice or marble. An observer must succeed at a DC 20 Spot check to notice the gargoyle is really alive. Furthermore, in this form, dire gargoyles heal at double the normal rate for recovering hit points and ability damage.

Carapace (Su): This ability is identical to the stoneskin spell, and the gargoyle can activate it as an act of will 3 times per day. Once activated, the ability adds an additional damage reduction of 10/adamantine, with a maximum of 150 points of prevention.

Skills: *Dire gargoyles receive a +8 racial bonus to Hide checks when concealed against ice walls or sheets of snow.



Salient Powers

The templates described in this chapter allow for a good variety of foes that heroes may face in Warcraft. GMs and players who like even more variety in their campaigns can customize undead further through the application of salient powers. As established in *Van Richten's Guide to the Walking Dead* for the Ravenloft campaign setting (published by Sword and Sorcery; licensed by Wizards of the Coast), salient powers are different abilities, each with its own Challenge Rating adjustment, that you can use to create different "sub-species" of undead.

The following list presents a selection of salient powers, divided into Scourge and independent categories. Undead of the Scourge may draw from all available salient powers, but independent undead may not choose any Scourge salient powers.

Undead typically have one salient power per HD. For each half-century of existence, an undead creature gains one additional HD and another salient power. The GM may adjust this scale as he sees fit; just remember to apply the CR adjustment so that the finished monster is a suitable challenge to the heroes.

Scourge Salient Powers

Bone Tyrant (Ex)

CR Adjustment: +1/2.

This type of undead is adept at bullying and controlling other undead creatures in the area, forcing them to do its bidding. This undead, whether sentient or not, can lead other undead — and they follow instinctively. When in the presence of other undead of a similar type, this undead gains the ability to rebuke or command undead (see "Cleric" in Chapter 3: Classes

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of the PHB). They may control a number of other undead equal to their Hit Dice. Non-sentient or unintelligent undead will fight, serve, and die for their leader without question; more intelligent undead may resent the pressure of another's will and may struggle to resist.

Corruptive Touch (Su)

CR Adjustment: +1/4.

Creatures with this ability add 1d6 points acid damage to their normal melee attacks. These creatures often leave steaming, foul smelling foot prints and charred places wherever they grasp.

Dead Zone (Su)

CR Adjustment: +1/2.

The presence of this creature sucks the very life from plants, animals, and even the soil. Those within the 60-foot radius of this aura's effect must make a Fortitude save each round (DC of $10 + 1/2$ undead's HD + undead's Con modifier). Those who fail suffer 1 point of temporary Constitution damage, and those who fall to 0 Constitution or less are killed. The creature with this power drinks the life from the land, leaving large tracts of shriveled and ashen ground in its wake.

This ability may be taken twice. If it is taken a second time, the creature gains life from whatever it drains. It gains fast healing 3 when in the presence of plants of healthy soil. For each point of Constitution it drains from a creature, it gains 2 additional temporary hit points. It may gain up to double its maximum hit points, but loses them after 24 hours. Damage is taken from these extra hit points first, unlike the hit points gained for rage. Adjust the CR of the creature an additional +1 if this power is taken a second time.

Disease (Ex)

CR Adjustment: +1.

Any injury or contact disease can be spread by this undead's natural attacks. If the disease is tied to the undead's animating force, the DC of the Fortitude save to resist the disease increases by +1 or by the undead's Charisma modifier, whichever is greater. If the disease is incidental, the DC increases by only +1.

Undead made by the Scourge may create spawn by use of this power, inflicting others with the plague-bound affliction. This does not, however, assure that the victim will take the undead form of its creator. In fact, most victims seem to evolve into random — and occasionally new — forms of undead. To ensure that the individual afflicted always turns into the same type of undead as its disease-creator, the creator undead must also have the create spawn salient power (see Independent Salient Powers, below).

Divine Curse (Su)

CR Adjustment: +1.

This creature is a bastion of dark power, to the extent that healer spells, turning, and other divine effects have less of an effect on this undead. This undead gains a +2 bonus to all saves versus such magic and is considered to be 2 HD higher on the turn rating scale. The creature may take this salient power twice, increasing both bonuses to +4; if so, increase the creature's CR adjustment by an additional +1.

Everdark (Su)

CR Adjustment: +1/2.

This creature is so hideous that nature itself attempts to hide its presence from the world. Wherever this creature goes, it is surrounded by a shadowy, unnatural darkness that protects it from the sun. All individuals trying to fight this beast have a -2 circumstance penalty to their attack rolls due to the thick, choking cloud of darkness that surrounds this undead. Further, ranged attacks into the cloud always miss.

Fearsome Speed (Ex)

CR Adjustment: +1/2.

This power adds +10 feet to a creature's base land speed and one extra move action per round. It does not stack with benefits from other feats or spells (such as *haste*) designed to increase speed or the number of actions per round.

Just Won't Die (Su)

CR Adjustment: +1.

This creature cannot be completely destroyed unless each of its body parts is severed from the main torso and burned in separate fires. Even burning the creature in a single fire allows the beast to reform from the ash-pile within just a few days. No matter how many hit points of damage this creature takes, it can always regenerate back to full potency if given time. Creatures who take this salient power automatically gain the extra ability regeneration 1.

Rubber Limbs (Ex)

CR Adjustment: +1/2.

The limbs of this undead are rubbery and almost like tentacles. This feature gives the undead creature a better chance to grip and constrict its opponents, and the limbs also have an amazing propensity for regrowth. The undead's space/reach rating increases by +5 ft./+5 ft. On any attack in which the undead hits its opponent by more than 5 above the opponent's Armor Class, the undead creature can make a grapple check without provoking an attack of opportunity, and if successful, it deals an addition 1d6 points of

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constriction damage. The victim must succeed at an opposed grapple check to get free of the undead's hold.

Further, this creature regrows limbs that are severed or injured in a single day. This ability does not affect the creature's overall hit point total, nor does it grant the regeneration of hit points beyond what the creature is normally capable of achieving.

Self-Destruct (Su)

CR Adjustment: +1/2.

A creature with this power that reaches 0 hit points explodes, inflicting 1d4 points of force damage per HD. The explosion has a 5-foot radius. Those within the blast radius can make a Reflex save (DC 10 + the undead's HD + the undead's Charisma modifier) for half damage. The type of damage varies from undead to undead. Other undead possessing this power can be affected by the damage; thus, when one creature explodes, it may cause a chain reaction with others of its kind.

A creature with this power may cause itself to self-destruct spontaneously. Doing so requires a full-round action in which the creature shakes, quivers, and boils with magical energy.

Unerring Hunter (Su)

CR Adjustment: +0.

This creature possesses an uncanny ability to track its prey. The creature always knows the direction it must go to find its enemy, but it does not know how far it must travel. Some creatures that possess this power may switch targets at will. For instance, a restless serial killer might choose from a number of different targets.

Independent Salient Powers

Berserk (Ex)

CR Adjustment: +1/2.

When in combat, this creature may go into a maddened rage. This ability is different from rage, since it affects a creature that has no Constitution score. Going berserk is a free action. While berserk, the creature gains a +4 bonus to Strength, a -2 penalty to AC, and remains standing even after reduced to 0 hit points. Should the creature fall to -10 hit points, it is destroyed. The creature's berserk state lasts 4 rounds. When the berserk state ends, the creature becomes listless and slow. It no longer has enhanced Strength, but retains its penalty to AC. It suffers a -2 penalty to all attack and damage rolls, and these penalties last for the next 4 rounds. A creature with this ability can use it only a limited number of times

a day. Thus, a zombie with the power "berserk 3/day" could go berserk only 3 times a day.

Bone Spurs (Ex)

CR Adjustment: +1/2.

This undead is constantly shattering, its bones eternally rotting and dropping hard, calcified bits of matter across the ground where it lairs. Those entering the undead's haven must make a DC 16 Reflex saving throw. If they fail, they take 1d6 points of damage from walking across these hard, bony caltrops-like droppings. If they succeed, they take half damage. If anyone falls into the area where the bone spurs lie, they must make a second DC 19 Reflex save or suffer 2d6 points of damage (a successful save indicates half damage). In addition, horses, mules, oxen, and other beasts of burden will not cross such an area, refusing to step on ground that could permanently lame them.

Create Spawn (Su)

CR Adjustment: +1/2.

This salient power gives the undead access to the "create spawn" power presented in the *Monster Manual*. Any creature slain by an undead with this power rises as an undead with the same HD and capabilities as the slaying undead within one night. This rising may be prevented with a blessed burial. This ability may be chosen more than once. The second time it is chosen, it means that creatures slain by the undead rise as spawn 1d4 rounds after their death. Only a *hallow* spell will stop the spontaneous creation of spawn.

Exhumation (Ex)

CR Adjustment: +1/4.

This power allows a creature to set up an ambush or trap by burying itself in the earth. The creature can then exhume itself instantly from the ground as a move action. When it bursts from the ground, the earth around the creature explodes into the air.

This power gives undead a +12 competence bonus to all Hide checks. A successful tracking check (Survival DC 20) allows one to notice the freshly upturned earth.

Flaying Touch (Su)

CR Adjustment: +1.

If an undead creature with this power deals 4 or more points of damage in a single attack, it tears a piece of its victim's skin away and plasters the skin to its own body. The victim loses 1 hit point per round due to bleeding for 1d3 rounds or until the wound is bound (Heal DC 15). The undead heals a number of hit points equal to half the amount (rounded down) suffered by its victim in the original attack.

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Rend (Ex)

CR Adjustment: +1.

If the undead latches onto a victim with both claws (or whatever secondary natural attacks it possesses), it automatically inflicts bite damage with a bonus equal to 1 times its Strength bonus (rounded down). The victim is considered automatically grappled, and every round that the hold is maintained, the undead automatically hits with all of its natural melee attacks. Undead with this ability receive Improved Grapple as a bonus feat (see Chapter 5: Feats in the PHB).

Stench (Ex)

CR Adjustment: +1/4.

The smell of the grave is a stench that haunts even the hardiest of adventurers, and this undead has it in spades. Wherever the undead has passed within the last 3 days, there is a rotting, moldy smell left behind. This smell cannot be dissipated with any non-magical effect, nor can it be reduced with natural means. All those touched by the undead gain this stench attached to their clothing, their weapons—or, at worst, their own flesh. This hideous smell reduces the affected individual's Charisma by 1 for a maximum of 3 days.

Suffering (Su)

CR Adjustment: +1/4.

This undead was born of suffering and has the ability to spread that horrible feeling to all those in a 10-foot radius. All saves within that area suffer a -2 morale penalty for all creatures combating the undead.

Undead Call (Su)

CR Adjustment: +1/2.

This undead has the ability to summon others in the area simply by exercising its will. All other undead within 100 yards will hear the summons and immediately attempt to come to the aid of undead brothers, risking themselves in the process if necessary.

Waking Nightmares (Su)

CR Adjustment: +1/2.

Creatures injured by this undead must make a DC 19 Will save or have their soul poisoned by the very touch of the undead's flesh. Afterwards, for a number of days equal to the undead's Hit Dice, the afflicted creature will receive hideous nightmares, bloody apocalyptic visions, and terrible, scream-inducing panic. The victim will awaken 1d4 times per night due to these nightmares; due to lack of sleep, the victim receives a -2 penalty on all Will saves for an equal number of days and cannot prepare spells as normal.

Wrack the Earth (Ex)

CR Adjustment: +1/2.

The undead's feet are muddy and covered with roots, allowing this creature to sink its feet into the ground—whether earth or stone—and have better leverage when fighting against opponents. The undead gains a +2 stability bonus to Armor Class, as well as a +1 bonus to Strength when thus rooted. It takes the undead a full-round action to root itself in normal earth, while 2 full-round actions are required in order to root into solid stone. Further, the undead gains an additional +2 bonus to Armor Class against bull rush, charge, or trip attacks, as it is nearly impossible to move it from its stance.





APPENDIX ONE: ANIMALS AND VERMIN

APPENDIX TWO: VILLAINS OF WARCRAFT

APPENDIX THREE: OTHER MONSTERS IN WARCRAFT

Bear, Dire

	Large Animal
Hit Dice:	12d8+48 (102 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	17 (–1 size, +1 Dex, +7 natural), touch 10, flat-footed 16
Base Att/Grapple:	+9/+23
Attack:	Claw +19 melee (1d8+10) or bite +18 (1d8+10)
Full Attack:	2 claws +19 melee (1d8+10) and bite +13 melee (1d8+5)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Low-light vision, scent
Saves:	Fort +12, Ref +7, Will +9
Abilities:	Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10
Skills:	Listen +9, Spot +9, Swim +13
Feats:	Alertness, Endurance, Improved Natural Attack (claw), Run, Weapon Focus (claw)
Environment:	Any forest, hill, mountains, plains, and underground
Organization:	Solitary or pair
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	13–16 HD (Large); 17–36 HD (Huge)
Level Adjustment:	—

This bear is gigantic, perhaps 20 feet tall when it rears on its hind legs. Its fur is a rich brown.

Description

Dire bears grow to 18–20 feet and 6,000 lb., with a dark brown coat and a powerful build. Some have been spotted in Mulgore and in Ashenvale. They avoid humans but show no fear if provoked. Occasionally, a dire bear will eat livestock or even attack lone travelers for food, but such action is rare. They are good swimmers and may attack from the water; others hunt seals.

Combat

A dire bear will attempt to get a good hold on its victim and then bite until the victim is dead.

Improved Grab (Ex): To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.



Carrion Beetle

Small Vermin

Hit Dice:	1d8 (4 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), burrow 10 ft.
Armor Class:	17 (+1 size, +6 natural), touch 11, flat-footed 17
Base Att/Grapple:	+0/-4
Attack:	Bite +0 melee (1d4)
Full Attack:	Bite +0 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +2, Ref +0, Will +0
Abilities:	Str 11, Dex 10, Con 11, Int —, Wis 10, Cha 6
Skills:	Climb +4, Listen +4, Spot +4
Feats:	—
Climate/Terrain:	Temperate and warm land, and underground
Organization:	Cluster (2-5) or swarm (6-11)
Challenge Rating:	1/3
Treasure:	—
Alignment:	Always neutral
Advancement:	2-3 HD (Small)
Level Adjustment:	—

The beetle is sizable, almost 4 feet long in total. Nasty, three-pronged mandibles make up at least a third of that length. The mandibles and underside are grayish-blue, and its hard carapace is bright red.

Description

These insects prefer to make their homes near rich sources of carrion, thriving especially near graveyards. They feed only on the flesh of the dead.

Carrion beetles bury the body of a slain victim and leave it there for several days before burrowing back down to begin eating. Several more days may pass for a fully grown carrion beetle to consume a corpse completely, and nothing remains when it's done.

A carrion beetle will occasionally lay its larvae within a buried corpse instead of consuming it. The larvae later hatch and eat their way out of the body and then consume whatever remains. They then eat each other until only the strongest carrion beetle remains. The winner burrows its way to the surface and begins its own endless quest for dead flesh.

Combat

Carrion beetles attack in a simple, mindless assault whether alone or in a swarm.

Skills: A carrion beetle has a +4 racial bonus on Climb, Listen, and Spot checks.



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Elk

	Large Animal
Hit Dice:	3d8+9 (22 hp)
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Att/Grapple:	+2/+12
Attack:	Hoof +7 melee (1d6+6) or bite +7 melee (1d8+6) or gore +7 melee (1d8+6) 2 hooves +7 melee (1d6+6) and bite +2 melee (1d8+3) or gore +2 melee (1d8+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Charge
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +4, Will +2
Abilities:	Str 22, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Skills:	Listen +6, Spot +6
Feats:	Alertness, Endurance
Environment:	Cold and temperate forest, hill, and mountains
Organization:	Solitary, bull, bachelor group (2–8 bulls), or herd (4–400 cows plus 100% young)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	4–10 HD (Large)
Level Adjustment:	—

This animal has four legs, a light brown hide with white markings, and an impressive set of branched antlers.

Description

Elk and other hoofed herbivores are prominent throughout Kalimdor. From mountain deer to mighty northern alpine moose, they are the primary prey of wolves and other predators. These food animals are not simple targets, however. The males and (in some cases) the females have antlers capable of devastating attacks. In herds, even mighty wolf packs and great cats may be hard pressed to down their target. Humans typically hunt the smaller deer, while orcs prefer the challenge of an elk or a moose.

Combat

Elk cows are primarily aggressive when protecting young. Larger herds will huddle, forming a circle of mothers with children in the middle. The mother will attack, though if seriously injured she will attempt to flee. Bulls are likely to avoid conflict, but they can be aggressive in larger groups and when startled. They are quite aggressive during mating season in the fall, and only at this time are they commonly associated with females.

Antlers are present almost exclusively in males. They are shed in late winter or early spring and grown anew. Damage from a gore attack is 1d6 in the spring and 1d8 during the summer, with antlers reaching decent a size by fall.

Charge (Ex): A charging stag deals double damage on a gore attack with his antlers.

Deer

There are a wide variety of deer, some of which have horns year round. Deer are typically Medium and faster than elk. Some varieties, such as impala, live in tropical regions. Mountain deer may have the ability to spring, effectively traversing rocky terrain at 3/4 normal speed.

Moose

These animals are much larger relatives of elks. They are still Large, but have +4 Str, +2 Con, and +7 natural armor. Moose lack the charge special attack and have a base land speed of 40 feet.



Spider

Forest Spider

Small Vermin	
Hit Dice:	1d8 (4 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Att/Grapple:	+0/-6
Attack:	Bite +4 melee (1d4-2 and poison)
Full Attack:	Bite +4 melee (1d4-2 and poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison, web
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +2, Ref +3, Will +0
Abilities:	Str 7, Dex 17, Con 10, Int —, Wis 10, Cha 2
Skills:	Climb +11, Hide +7, Jump -2, Move Silently +3*, Spot +4
Feats:	Weapon Finesse (bite)*
Environment:	Temperate and warm forest
Organization:	Colony (2-5) or swarm (6-11)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	2-3 HD (Small); 4-6 HD (Medium)
Level Adjustment:	—

This spider is easily as large as a dog, with striking greenish patterns upon its dark exoskeleton.

Description

These large spiders are quite common in Ashenvale. There are several types, each 3 feet in diameter with dark amber or greenish coloration. In some places, several swarms weave masses of webs throughout the forest, catching birds and deer. While forest spiders will avoid mobile humans, they will attack any helpless animals as prey. Forest spiders are accompanied by a variety of scavengers and carnivorous plants. Corpses are covered in silk to disguise them and keep the area clean.

Combat

Unlike their tiny brethren, forest spiders are social creatures. They hunt together, dropping down on large prey. Several poisonous bites will usually fell even large animals. Prey are wrapped in silk, another effort often done as a group, to keep digested flesh from leaking into the soil before the spiders can feed.

Poison (Ex): Poison glands make the bite of forest spiders rather deadly. Injury, Fortitude DC 11, initial

and secondary damage 1d3 Str. The save DC is Constitution-based. (Medium spiders: injury, Fortitude DC 14, initial and secondary damage 1d4 Str).

Web (Ex): Forest spiders can drop and ascend on a single strand. It will hold the spider and another creature of equal size. Forest spiders may also cast a web 8 times per day. This attack is treated like a thrown net, with a range increment of 10 feet and maximum range of 50 feet. It can be used on any creature up to one size larger than the forest spider. Once entangled, a creature can attempt a DC 18 Escape Artist check (DC 20 if Medium spider) or burst the web open with a DC 24 Strength check (DC 26 if Medium) as a standard action.

A forest spider may spin a sheet of webbing 15 feet square instead of casting a web. This sheet is stretched between surfaces. Approaching creatures make a DC 20 Spot check to notice the web. Failure is treated as if struck by a cast web. Each 5-foot section has 4 hit points and damage reduction of 5/—.

Forest spiders move across their own webs at climb speed and know the location of any creature touching the web.

Skills: Forest spiders receive a +4 racial bonus to Hide and Spot checks and a +8 racial bonus to Climb checks. They also receive a +8 competence bonus to Hide and Move Silently checks while on their webs. A forest spider can always choose to take 10 on Climb checks, even if rushed or threatened. Forest spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

Spitting Spider

These brown, fuzzy spiders spend most of their time on the ground, though they can climb. Their webs are used only to create egg cases and to wrap dying victims before feeding. Their base land speed is 40 feet, with a +4 racial bonus to Jump checks and +8 racial bonus to Spot checks (on top of normal forest spider bonuses). Spitting spiders construct "blinds" with webbing, waiting to ambush animals. Several will pop out at once, spray the target, then retreat and wait for the prey to succumb to poison.

Spit Attack (Ex): Eight times a day, spitting spiders may spray poison in a 40-foot line or 20-foot cone. This is a paralytic, requiring a DC 11 Fortitude save to avoid nausea, with a secondary result of paralysis. Both effects last 1d3 minutes, usually enough for the spitting spiders to close on the potential victim. Medium spitting spiders can spray poison in a 60-foot line or 30-foot cone, and their poison requires a DC 15 Fortitude save to negate its effects.

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Giant Spider

	Huge Vermin
Hit Dice:	10d8+10 (55 hp)
Initiative:	+3
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	16 (-2 size, +3 Dex, +5 natural), touch 11, flat-footed 13
Base Att/Grapple:	+7/+19
Attack:	Bite +9 melee (2d6+6 and poison)
Full Attack:	Bite +9 melee (2d6+6 and poison)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +8, Ref +6, Will +3
Abilities:	Str 19, Dex 17, Con 12, Int —, Wis 10, Cha 2
Skills:	Climb +12, Hide —, Jump +12, Spot +12
Feats:	—
Environment:	Temperate and warm forest
Organization:	Solitary
Challenge Rating:	4
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	11–17 HD (Huge); 18–21 HD (Gargantuan); 22–23 HD (Colossal)
Level Adjustment:	—

This spider is of staggering size — perhaps 15 feet around — with a great furred body.

Description

Many horror stories in Mulgore begin and end with one of these terrifying beasts. Giant spiders 15 feet in diameter, these huge relatives of the brown wolf spider roam large territories, feeding on livestock and herds before moving on to fresh hunting grounds. A giant spider will establish a large nest, sleeping and digesting meals there, then abandon it when the local area becomes unfavorable.

Combat

Giant spiders lie in wait, sometimes building piles of loose materials to cover them. Once a victim comes within reach, they pounce, biting several times and then backing off. Unlike other large spiders, giant spiders will rip bits of flesh free, storing them in something like cheek pouches for digestion. Prey is wrapped in a thin sheet of webbing mainly to make it easier to transport them back to the spider's lair.

Poison (Ex): Giant spiders have a powerful poisonous bite that they will attempt to use numerous times, depending on the size of the target. Injury, Fortitude DC 22 (31 for Gargantuan, 35 for Colossal), initial and secondary damage 1d8 Str (2d6 for Gargantuan, 2d8 for Colossal).

Skills: Giant spiders receive a +4 racial bonus to Hide checks, a +8 racial bonus to Climb and Jump checks, and a +12 racial bonus to Spot checks. A giant spider can always choose to take 10 on Climb checks, even if rushed or threatened. Giant spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

Venom Spider

	Medium Vermin
Hit Dice:	2d8+2 (11 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	14 (-3 Dex, +1 natural), touch 13, flat-footed 11
Base Att/Grapple:	+1/+1
Attack:	Bite +4 melee (1d6 and 1d6 acid)
Full Attack:	Bite +4 melee (1d6 and 1d6 acid)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Acid, web
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +4, Ref +3, Will +0
Abilities:	Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 4
Skills:	Climb +11, Hide +7, Spot +4
Feats:	Weapon Finesse (bite) ¹⁰
Environment:	Temperate and warm forest
Organization:	Solitary or colony (2–5)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	3 HD (Medium); 4–9 HD (Large)
Level Adjustment:	—

This spider is the size of a human. Its multiple eyes glitter with cunning, and a viscous fluid coats its mandibles.

Description

Long ago, Elwynn Forest was populated with a group of spiders that lived peacefully amid the woods. Yet when the curse fell over Duskwood and turned the once peaceful woodland into a realm of terror, the spiders began to mutate and grow to monstrous proportions. Now, the lurking venom spiders hunt their hapless prey in all of the shadowed corners of the land. Possessing both deadly acidic venom and powerful webbing, these cruel beasts stalk any foolish wanderers who stray too far into the haunted woods.

Venom spiders appear to have a crude cunning, betraying their potential relations to ancient kingdom of Azjol-Nerub. Heroes who have encountered them have reported a bestial hatred gleaming from their multi-faceted eyes. These arachnids show an uncanny understanding of tactics. For instance, a

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colony of venom spiders will work together to drive potential prey into web traps.

Combat

Venom spiders will instinctively use their webs to trap or detain potential prey. They will then drop down out of the trees in which they dwell and use their acidic bite to subdue and kill their victims.

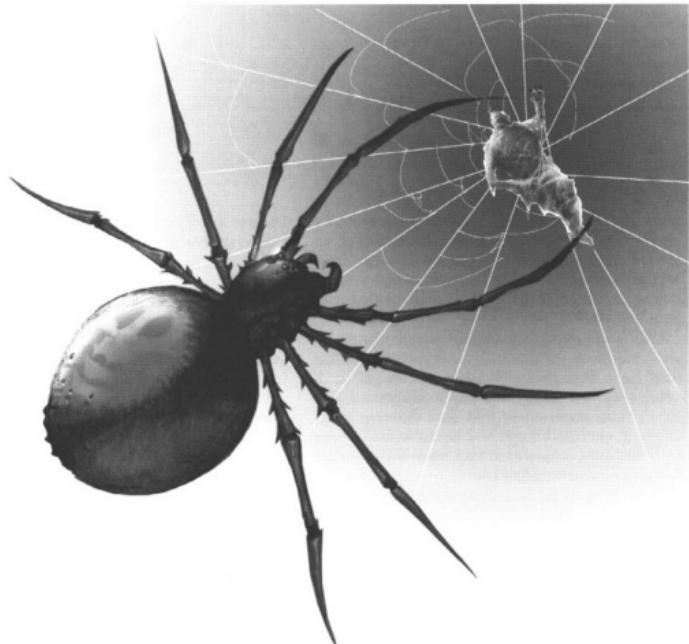
Acid (Ex): A venom spider secretes a digestive acid that quickly dissolves organic material and metal. Any successful bite attack deals an additional 1d6 points of acid damage.

The venom spider's acidic bite deals 20 points of damage per round to wood or metal objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a DC 18 Reflex save. The acid cannot harm stone.

Web (Ex): Venom spiders often wait in their webs or in trees, then lower themselves silently on silk

strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Venom spiders can throw a web 8 times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the venom spider. An entangled creature can escape with a successful DC 12 Escape Artist check or burst the web with a DC 16 Strength check. Venom spiders also often create sheets of sticky webbing 15 feet square. Approaching creatures must succeed at a DC 20 Spot check to notice the web. Each 5-foot section has 6 hit points, and sheet webs have damage reduction 5/—.

Skills: Venom spiders receive a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A venom spider can always choose to take 10 on Climb checks, even if rushed or threatened. Venom spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher.



Storm Crow

	Medium Animal
Hit Dice:	4d8+4 (22 hp)
Initiative:	+3
Speed:	10 ft., fly 60 ft. (average)
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Att/Grapple:	+3/+3
Attack:	Bite +6 melee (1d6)
Full Attack:	Bite +6 melee (1d6) and 2 claws +1 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +5, Ref +7, Will +2
Abilities:	Str 10, Dex 17, Con 12, Int 2, Wis 12, Cha 6
Skills:	Listen +4, Sense Motive +4, Spot +10
Feats:	Weapon Finesse (bite, claws)
Environment:	Any land
Organization:	Solitary or murder (2-8)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5-12 HD (Medium)
Level Adjustment:	—

The bird looks much like a raven, although it is far larger, standing almost as tall as a dwarf.

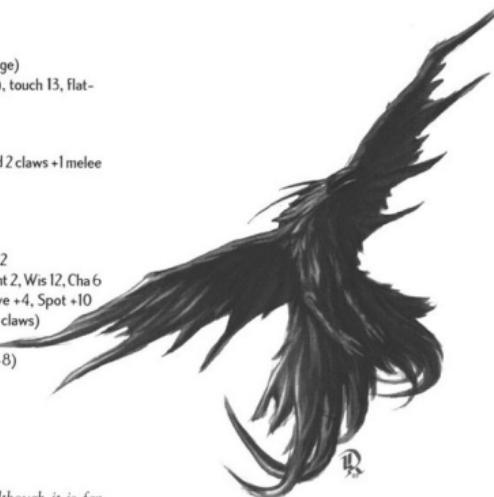
Description

Storm crows are twice as large as ravens, the next biggest member of the crow family. They stand about 4 feet tall and have a wingspan of 10 feet. Their appearance has the rounded look of a common crow, however, and their call sounds more like a loud crow than a raven.

Like most crows, they are omnivorous, eating insects, grain, fruit, carrion, and even occasionally killing small game. Eggs, preferably large ones, are preferred. While they have many of the same food habits of their smaller kin, storm crows feed on a different scale. Crows in temperate zones and ravens in cold climes are under some competition with storm crows, but are not completely shouldered out.

Storm crows hunt by sending one or two members to inspect the situation, who attempt to grab the food while the others wait. If all is safe, the entire group descends. In Mulgore, kodo beast nests are particular targets. Much of the murder will caw and raise a commotion above the kodo beasts' heads while one or two storm crows try to grab eggs and fly away.

As with most birds, storm crows have a very limited sense of smell. Those dwelling in Ashenvale often hunt other birds to tide them over until they can spot



a large kill. Then they will cry loudly and sometimes many dozens of storm crow will gather to eat.

Combat

Storm crows will occasionally nest near settlements, eager for opportunities. Scraps of food, young livestock, eggs, and sometimes young children may become targets. Several storm crows will fly around a target, pecking and clawing before wheeling away. They are not brave, and any serious injury to their members will cause them to break off.

Skills: A storm crow has a +8 racial bonus on Spot checks.

Storm Crow Society

A murder of storm crows controls a rough territory and will kill any other storm crows that wander in. They also have no problem eating their own dead. In the winter, several groups will assemble into a large roost of 30-40. Storm crows, however, are more likely to be solitary than other crows; these solitary birds may wander great distances.

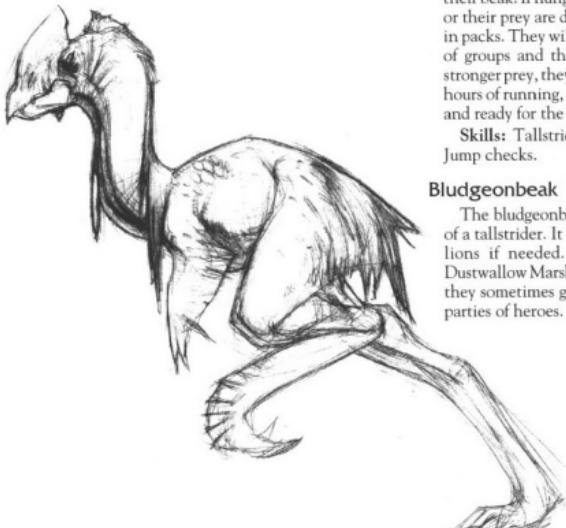
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Tallstrider

Medium Animal

Hit Dice:	3d8+6 (19 hp)
Initiative:	+2
Speed:	60 ft.
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Att/Grapple:	+2/+4
Attack:	Beak +4 melee (1d8+2) or claw +4 melee (1d4+2)
Full Attack:	Beak +4 melee (1d8+2) and 2 claws — 1 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +5, Ref +5, Will +1
Abilities:	Str 14, Dex 14, Con 14, Int 3, Wis 10, Cha 8
Skills:	Jump +6, Listen +5, Spot +5
Feats:	Alertness, Run
Environment:	Temperate and warm forest and plains
Organization:	Flock (2-8)
Challenge Rating:	2
Treasure:	—
Alignment:	Always neutral
Advancement:	4-5 HD (Medium); 6-7 HD (Large)
Level Adjustment:	—



The bird stands almost 6 feet tall upon a pair of muscular legs; its vestigial wings flutter as it walks. Its thick hairless neck swings about a head ending in a heavy, sharp beak as it hunts for prey.

Description

Tallstriders are large, flightless birds of prey that look to kill anything that they can outrun or overpower. Renowned for their speed, tallstriders are difficult to shake if you are trying to flee them. A tallstrider's main mode of attack is with its slashing talons and heavy, sharp beak. It will smash its beak down upon a victim with ruthless efficiency. Tallstriders are common in Mulgore, the Barrens, and Durotar. Young heroes in these regions occasionally hunt these beasts as a test of honor and valor.

Tallstriders resemble 6-foot tall ostriches with strong thick necks and heavy sharp beaks. Tales tell of heroes who have attempted to tame tallstriders as mounts or beasts of burden, but these tales are typically humorous ones. If it is possible to domesticate the flightless birds, no one has claimed success at the task.

Combat

Tallstriders will attack prey — which includes anything larger than a field mouse — on sight, always fighting to the death. They leap at their opponents while slashing with their claws and stabbing with their beak. If hungry, tallstriders will attack until they or their prey are dead. Tallstriders hunt instinctively in packs. They will attempt to isolate single members of groups and then run them down. When facing stronger prey, they will harry the chosen victim. After hours of running, nearly any quarry will be exhausted and ready for the kill.

Skills: Tallstriders receive a +4 racial bonus on Jump checks.

Bludgeonbeak

The bludgeonbeak is simply a much larger version of a tallstrider. It is capable of killing prey the size of lions if needed. Bludgeonbeaks are common in Dustwall Marsh and the Thousand Needles, where they sometimes gang up in larger numbers to attack parties of heroes.

Wolf

Dire Wolf

Large Animal	
Hit Dice:	6d8+18 (45 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (–1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Att/Grapple:	+4/+15
Attack:	Bite +11 melee (1d8+10)
Full Attack:	Bite +11 melee (1d8+10)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +7, Will +6
Abilities:	Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills:	Hide +0, Listen +8, Move Silently +7, Spot +8, Survival +1*
Feats:	Alertness, Run, Track ² , Weapon Focus (bite)
Environment:	Any forest, hill, mountains, plains, and underground
Organization:	Solitary, pair, or pack (5–8)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	7–18 HD (Large)
Level Adjustment:	—

Though it looks much like a normal wolf, this creature is almost twice the size.

Description

These powerful beasts, 8 feet long and weighing 600 lb., are most well-known as orc mounts. Dire wolves thrive in the northern regions of Kalimdor and in Mulgore. Though they can be trained as vicious combatants, most will avoid humans and other races, preferring to hunt down game.

Combat

Untrained dire wolves hunt and fight much like their smaller brethren. Any substantial opposition will cause a pack to break off, looking for easier prey. Trained dire wolves will attempt to bite at vulnerable tendons in the legs or try to pierce the necks of opposing mounts.

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

Skills: A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *It also has a +4 racial bonus to Survival checks when tracking by scent.

Giant Wolf

Huge Animal	
Hit Dice:	9d8+54 (74 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	14 (–2 size, +1 Dex, +5 natural), touch 9, flat-footed 13
Base Att/Grapple:	+6/+23
Attack:	Bite +14 melee (2d6+13)
Full Attack:	Bite +13 melee (2d6+13)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent
Saves:	Fort +12, Ref +7, Will +4
Abilities:	Str 29, Dex 13, Con 23, Int 2, Wis 12, Cha 10
Skills:	Hide –5, Listen +9, Move Silently +7, Spot +9, Survival +1
Feats:	Alertness, Endurance, Track, Weapon Focus (bite)
Environment:	Any forest, hill, plains, and mountains
Organization:	Solitary, pair, or pack (3–6)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	10–16 HD (Huge); 17–30 HD (Gargantuan)
Level Adjustment:	—

This beast might be mistaken for any wolf at a distance. As it draws closer, it becomes clear that the thing is huge — perhaps as long as 20 feet from its thick snout to its curled tail.

Description

Also referred to as bear wolves, these terrifying animals roam upper Mulgore and Ashenvale Forest, often hunting kodo beasts. They are close to 20 feet long and weigh 5,000 lb., with dark gray and black fur. They do not share the shyness of humans of their smaller kin, which makes them naturally dangerous. Some giant wolves are used by orcs as mounts, though they are often difficult to train. Giant wolf packs will track prey at a distance during the day, resting frequently, and then close in just after twilight. They howl much like their brethren, but the deep, almost bass rumbling of giant wolves is clearly different.

Combat

Much like timber wolves, giant wolves are skilled pack hunters. They do not have the same speed and

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maneuverability, however, and often hunt more like great cats. Two members will startle prey, howling and pressing it into the rest of the pack. Giant wolves are crafty and will avoid armed humans. They are less apt to break and run than wolves, but serious injury will turn them.

Trip (Ex): A giant wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the giant wolf.

Skills: A giant wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. *Giant wolves receive a +4 racial bonus to Survival checks when tracking by scent.

Timber Wolf

Medium Animal

Hit Dice:	2d8+4 (13 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Att/Grapple:	+1/+2
Attack:	Bite +3 melee (1d6+1)
Full Attack:	Bite +3 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Trips
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +5, Will +1
Abilities:	Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills:	Hide +3, Listen +3, Move Silently +3, Spot +2, Survival +1*
Feats:	Track ⁵ , Weapon Focus (bite)
Environment:	Cold or temperate forest, hill, plains, and mountains
Organization:	Solitary, pair, or pack (7-16)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	3 HD (Medium); 4-5 HD (Large)
Level Adjustment:	—

This wolf has a shaggy pelt of brownish-gray.

Description

Common throughout Azeroth, timber or gray wolves are pack hunters excelling in the persistent chase of their prey. While many humans fear timber wolves as

servants of darkness and associate them with orcs, night elves embrace the rightful place timber wolves have in the natural order. Timber wolves move and hunt primarily at night.

Combat

Timber wolves excel at hunting as a pack. Individuals will harry prey while others circle behind to attack en masse. Packs will send members to assess unfamiliar situations. Timber wolves avoid humans and their settlements, though hunger and harsh winters will drive them to eat livestock.

Trip (Ex): A timber wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Timber wolves receive a +4 racial bonus to Survival checks when tracking by scent.



Appendix Two: Villains of Warcraft

This appendix presents some of the most malevolent beings known to the denizens of Azeroth. Each character is translated from the *Warcraft* RTS games into d20 terms for use in your campaign. Note that these characters possess tremendous power and are not to be encountered on a whim. Many are of epic level also (see "Epic Characters" in Chapter 6 of the DMG).

A note on spell lists: Spells marked with an asterisk (*) are described in Chapter Four: Magic of the Warcraft RPG. Spells marked with a double asterisk (**) indicate a bonus necromancy spell from specialization. For the spells *demonic doom* and *withering blight*, see the New Spells sidebar in Chapter Two: The Burning Legion.

Magic Items and Artifacts

Not surprisingly, the beings on the following pages have a number of noteworthy magic items at their disposal. They are all listed here for ease of reference. Check each individual description for the items that particular character has.

Magic Items

Belt of Might

Description: This well-crafted belt is simple in appearance but offers the wearer great strength and quickness in combat.

Powers: A belt of might grants the wearer a +6 enhancement bonus to Strength and Constitution.

Moderate transmutation; CL 10th; Craft Wondrous Item, *bull's strength*, *cat's grace*; Price 108,000 gp; Weight 4 lb.

Blades of Azzinoth

Description: Azzinoth was a doom guard commander whom Illidan slew 10,000 years go. Illidan looted Azzinoth's twin warglaives and trained to use them himself. He has become exceedingly efficient with the weapons.

Powers: These twin +5 *fel keen* warglaives of speed are usually connected, but can be disconnected as a free action to form separate weapons. They can be reconnected as a free action to form a single weapon once more, but they can only be detached or reattached once per round.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *circle of death*, *haste*, *keen edge*, creator must be evil; Price 275,000 gp; Weight 3 lb.

Cloak of Writhing Shadows

Description: This voluminous cloak dances with moving shadows.

Powers: The cloak of writhing shadows allows the wearer to hide in plain sight as the shadowdancer class ability and provides a +10 circumstance bonus on Hide checks. The wearer may move at full speed and Hide at no penalty (normally one must move at half speed to hide).

The cloak also gives the wearer the shadow jump ability, allowing him to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. The wearer can jump up to 200 feet each day in this way. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment. If the wearer already has shadow jump, this cloak adds another 200 feet to the wearer's daily allotment.

Moderate conjuration; CL 10th; Craft Wondrous Item, *darkness*, *dimension door*, *shadow meld**; Price 26,000 gp; Weight 1 lb.

Flamestrike

Description: Flamestrike is now Kael's signature sword, but this ancient high elf blade is rumored to have once been the favored weapon of Dath'Remar Sunstrider, the first high elf king of Quel'Thalas.

Powers: This +5 *keen flaming burst* bastard sword also gives the wielder the ability to cast *flame strike* 5 times per day as a 15th-level caster (Reflex DC 17 half).

Moderate evocation and transmutation; CL 15th; Craft Magic Arms and Armor, *flame strike*, *keen edge*; Price 416,000 gp.

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Frostfathom

Description: Frostfathom is a venerable night elf weapon crafted by the legendary Moonguard, an elite fighting force in ancient times. Queen Azshara herself imbued it with its icy burst quality, making it even deadlier for her favored agent to wield.

Powers: This singular magical bow is a +5 icy burst composite longbow (+6 Str bonus) of speed.

Moderate evocation and transmutation; CL 10th; Craft Magic Arms and Armor, *chill metal* or *ice storm*, *haste*; Price 201,000 gp.

Gauntlets of Might

Description: These finely crafted gauntlets are simple in appearance but offer the wearer great strength and quickness in combat.

Powers: *Gauntlets of might* grant their wearer a +6 enhancement bonus to his Strength and Dexterity scores. Both gauntlets must be worn for the magic to be effective.

Moderate transmutation; CL 8th; Craft Wondrous Item, *bull's strength*, *cat's grace*; Price 108,000 gp; Weight 4 lb.

Girdle of the Betrayer

Description: This wide belt is crafted from the hide of a bear and clasps by linking two bear claws together where the buckle would be.

Powers: This powerful belt provides the wearer with a +10 armor bonus to AC, a +5 deflection bonus to AC, a +5 resistance bonus to saving throws, and a +6 enhancement bonus to Constitution.

Moderate transmutation; CL 20th; Craft Wondrous Item, *bear's endurance*, *mage armor*, *resistance*, *shield of faith*, creator must be at least 20th level; Price 322,000 gp; Weight 4 lb.

Nature's Ring

Description: *Nature's ring* is a powerful druidic ring Illidan acquired as a gift from his brother Malfurion long ago, before their rivalry.

Powers: This ring provides a +5 natural armor bonus, grants the wearer the trackless step ability as a scout, and allows the wearer to cast the *entangle* spell once per day.

Faint transmutation; CL 5th; Craft Wondrous Item, *entangle*, *pass without trace*; Price 54,720 gp.

Robes of Elven Kings

Description: These flowing robes were crafted specifically for the Ranger Generals of Quel'Thalas eons ago. Only one set is known still to exist from that time: those worn by Sylvanas Windrunner, who was the last of the Ranger Generals.

Powers: These master-crafted robes grant the wearer a +6 enhancement bonus to Intelligence, Wisdom and Charisma, and a +5 resistance bonus to saving throws. The wearer may cast *mass charm* once per day as a 20th-level sorcerer.

Strong transmutation; CL 20th; Craft Wondrous Item, *eagle's splendor*, *fox's cunning*, *owl's wisdom*, *mass charm*, *resistance*; Price 309,200 gp; Weight 3 lb.

Rod of Undead Mastery

Description: This golden rod is topped with a skull carved from ivory. The first of its kind was given to Sylvanas Windrunner by the lich Kel'Thuzad to aid her in her duties when she was part of the Scourge. The Forsaken, whom she leads, have no innate necromantic abilities or powers. She treasures the item as a means of replenishing her wanling ranks.

Powers: This rod can be used as a +1 light mace, but its main purpose is the ultimate control of undead. The wielder may use the following spells: *At will*—*animate dead*, *detect undead*, *speak with dead*, *invisibility to undead*; *5/day*—*create undead*, *desecrate*; *1/day*—*control undead*, *create greater undead*, *unhallow*.

Strong transmutation; CL 15th; Craft Rod, *animate dead*, *control undead*, *create undead*, *create greater undead*, *desecrate*, *detect undead*, *hide from undead*, *speak with dead*, *unhallow*; Price 212,000 gp.

Superior Boots of Elvenkind

Description: These soft boots are made of a light and supple leather.

Powers: These boots enable the wearer to move quietly in virtually any surroundings, granting a +20 circumstance bonus to Move Silently checks. The wearer also receives a +6 enhancement bonus to Dexterity.

Moderate transmutation; CL 10th; Craft Wondrous Item, creator must be an elf, *cat's grace*, *silence*; Price 112,000 gp; Weight 1 lb.

Witch's Circlet

Description: A *witch's circlet* is a simple string of bead-sized bones worn around the head that grants its wearer heightened awareness.

Powers: A *witch's circlet* grants the wearer a +6 enhancement bonus to Wisdom and Charisma.

Moderate transmutation; CL 8th; Craft Wondrous Item, *eagle's splendor*, *owl's wisdom*; Price 45,000 gp; Weight 1 lb.

Artifacts

Black Plate of Kael

Description: This dark suit of full plate was given to Kael by Illidan. Blessed with demonic properties, it

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guards its wearer well. It is definitely of demonic design — intended for a mortal champion such as Kael. Though massive in form and covered with layers of arcane etchings, this imposing armor rests lightly upon the wearer.

Powers: This masterfully crafted +5 shadow full plate armor of silent moves and spell resistance (27) allows the wearer to cast *emotion* once per day. It does not have a maximum Dexterity bonus; it has no chance of arcane spell failure. The armor still weighs 50 pounds and may encumber the wearer if he lacks the strength to sustain the total load.

Chains of Kel'Thuzad

Description: The *chains of Kel'Thuzad* are a specially crafted set of seven magical spiked chains, given to him by Ner'zhul. The owner must wrap this artifact around his body to activate it, at which point the chains animate and move lazily to and fro in the air when not being commanded.

Powers: Each chain has a slightly different power. The chains only function as a set; a chain separated from the set causes all chains to cease functioning until restored. Controlling the chains requires a standard action, though up to all seven chains can be controlled in the same action. The chains that can attack each act on their own, so all chains can still attack even if Kel'Thuzad is not taking a full attack action.

Three of the chains are the equivalent of +5 icy burst spiked chains, but have a 15-foot reach and are animated to attack on their own using the wearer's attack bonus, but their own of Strength score of 33. Once a chain has been commanded to attack a target, it continues to attack that target whenever possible. If the target is not in reach, then the chain attacks a random creature within reach each round. The wearer can command one or both of these chains to stop attacking as a free action. Once directed, the wearer is free to perform other actions while the chains continue attacking.

Two more chains are animated to grapple foes, but otherwise act as the previous chains. These chains have a strength score of 33 but use the wearer's attack bonus. On a successful grapple, the chains deal 2d4+11 points of constriction damage plus 1d6 points cold damage and continue to deal this damage each round until the victim breaks free. The wearer is most likely unable to move far from the position at which a subject becomes grappled, but the wearer is not considered grappled himself. The chains do all the work.

One chain wraps itself around the vital parts of the wearer, as appropriate, and acts as a +5 *defending spiked chain*, thus granting a +5 armor bonus. It also provides a +5 deflection bonus to AC and +5 resistance bonus to saving throws.

One chain wraps around the wearer's waist and drags on the ground. The chain grants *levitation*, as long as it remains in contact with the ground, and *feather fall* at will at all times. It is ultimately 20 feet long, but only drags a few feet of chain unless commanded otherwise. This means the wearer continually hovers a foot or so above the ground, but upon command can levitate as high as 20 feet. The wearer does not suffer the standard attack penalties associated with levitation. Maintaining a levitated height requires concentration. The effect can be canceled as a free action, which causes the wearer to lower slowly to the ground over the course of that round.

When the wearer is forced to make a Reflex saving throw that involves moving the wearer, such as falling into a pit, the chains automatically reach out to grab on to anything they can and help prevent the wearer from being moved. This grants a +4 stability bonus to all such Reflex saves. Likewise, the wearer receives a +4 stability bonus to resist bull rush attempts.

Frostmourne

Description: *Frostmourne* is an artifact of great evil and tremendous might, forged by demons to hold the Lich King's powers. Ner'zhul thrust the blade out of the Frozen Throne and masterminded it finding its way into Arthas' hands. Desperate for any power that might defeat the Scourge, the arrogant prince Arthas took possession of the runeblade and in doing so sealed his doom as Ner'zhul had planned.

Powers: *Frostmourne* is a +5 keen unholy ghost touch bastard sword of wounding and speed with the ability to drain life from its victims — and to drain the soul of anyone who wields it other than the Lich King.

Frostmourne deals an additional 2d6 points of negative energy damage to all living creatures struck. Undead do not take this damage (and therefore are not healed when struck). The wielder regains an equal number of hit points that *Frostmourne* deals in damage to a victim regardless of whether the wielder is alive or undead. The wielder does not go above his normal maximum hit points in this way.

As an unholy weapon, *Frostmourne* deals +1d6 points of unholy damage to good-aligned creatures struck. As a wounding weapon, *Frostmourne* inflicts a bleeding wound to any creature it damages.

The Lich King is capable of seeing through the eyes and hearing through the ears of anyone who wields *Frostmourne*. This ability cannot be stopped by any mortal means, including a *non-detection* spell or even a *miracle* or *wish*. The Lich King can communicate with the wielder at will telepathically, on any plane and at any distance. The Lich King uses this ability to try and corrupt the wielder over time. This has several effects.

An individual who wields *Frostmourne* will not part with it willingly. A wielder must make a Will save

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(DC 10 + 1 per day owned) each day or suffer a series of debilitating effects as the Lich King slowly corrupts his mind. After a failed save, a non-evil creature moves one step closer to evil. (Good becomes neutral, and neutral becomes evil.) A non-undead evil creature who fails his saving throw becomes undead (Hit Dice become d12s; natural armor bonus increases by +2; the creature loses its Constitution score and gains undead traits as described in Chapter 7: Glossary of the MM. All other statistics, including attack bonus, saving throws, skills, and so on all remain as they were before the change.) An evil undead that fails its saving throw has its soul sucked into the sword. *Frostmourne* becomes essentially an intelligent weapon with the Intelligence, Wisdom, and Charisma scores of the wielder. *Frostmourne* retains all skills and features, such as spellcasting, that the creature had before. In fact, as long as the wielder's original body remains within 1 mile of *Frostmourne*, the sword maintains control of his body, and he may not be completely aware that his consciousness has shifted to the weapon. Beyond 1 mile, the sword cannot control the wielder's body, and the wielder of course finally becomes quite aware of his current state (if he is not already).

The Lich King can take possession of a soulless body that comes in contact with him and *Frostmourne* at the same time. The soul within *Frostmourne* is destroyed unless it willingly merges with the Lich King's, becoming lost as a separate entity for all eternity. The Lich King gains the Strength and Dexterity scores of the host body, but retains his own Intelligence, Wisdom, and Charisma scores. If a soul merges with the Lich King, he gains all class levels, skills, feats, and other features of that soul, including all of the original creature's memories. He has only done this one time, with Prince Arthas Menethil.

Helm of Domination

Description: This helm was crafted by demons both to hold the spirit of Ner'zhul and grant him his Lich King powers. The helm, which helps command undead and others, and the *Plate of the Damned*, which makes the wearer nearly invulnerable, were bonded to Ner'zhul's spirit and locked within the Frozen Throne. The runebblade *Frostmourne* was also locked inside the Frozen Throne, but Ner'zhul punched it out so that it would eventually find its way to Arthas. Now Arthas carries the whole set, thus inheriting the Lich King's powers. As long as the Lich King survives, no one can wear the helm but him.

Powers: This helm grants the wearer a +6 enhancement bonus to Intelligence, Wisdom, and Charisma scores. In addition, the wearer may cast the spell dominate monster 5 times per day. If the wearer has the ability to control undead, the normal number of Hit Dice of undead that can be controlled is multiplied by

a factor of 10. The wearer gains the ability to cast at will *animate dead*, *create undead*, and *create greater undead* as a divine spellcaster of the wearer's Hit Dice. In addition, he casts these spells as quickened spells rather than their normal casting times; a creature is still only allowed one quickened spell per round. At will, as a standard action, the wearer can unleash a massive psionic attack in a cone 60 feet long. Anyone caught in this cone must succeed at a Will save (DC 10 + 1/2 the wearer's Hit Dice + the wearer's Charisma modifier) or suffer 2d8 points of Charisma damage. As long as the Lich King survives, however, any creature donning the helm is slain immediately by a surging overflow of power, with no saving throw. Only divine beings are not slain, but they still cannot command its powers if the Lich King is alive.

Plate of the Damned

Description: Though massive in form and covered with layers of arcane etchings, this imposing armor rests lightly upon the wearer. It was crafted by demons along with the *Helm of Domination* and given to Ner'zhul to make him nearly invulnerable, along with the *Helm*, the armor was bonded to Ner'zhul's spirit and locked within the Frozen Throne.

Powers: This suit of +5 *ghost touch full plate of spell resistance* (27) armor allows the wearer to move as though wearing only normal clothing. It does not have a maximum Dexterity bonus; it has no chance of arcane spell failure. The armor still weighs 50 pounds and may encumber the wearer if he lacks the strength to sustain the total load.

Spite

Description: *Spite* was crafted by Mannoroth, a pit lord general of tremendous power, and given to Agalar as a perfect tool for destruction. It was forged with the spirit of a lesser demon trapped within and is now an intelligent weapon (barely).

Powers: This potent weapon is a +5 *Gargantuan keen unholy wounding two-bladed sword of acid and frost*. Each round, the weapon itself automatically casts blight as a 9th-level caster, centered on its wielder. *Spite* has an Intelligence of 5, Wisdom of 13, Charisma of 6, and an Ego of 13. *Spite* cannot communicate with its wielder, though the wielder always feels a slight urge to spread blight and destruction. If *spite* wins an ego battle, the possessor's sole goal becomes the spread of blight and destruction.

Sunstrider's Longbow

Description: Dath'Remar Sunstrider, the ancestor of Kael'thas Sunstrider, owned this bow in ages past. It was passed down through the generations until finally given to Sylvanas Windrunner, Ranger General of Quel'Thalas.

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Powers: This ancient elven artifact is a +5 flaming ghost touch outsider bane composite longbow (+8 Str bonus) of speed. The arrows it shoots are automatically imbued as though they were flaming unholy outsider bane ghost touch ammunition. They deal double normal damage. On a critical hit, the victim receives one negative level (Fortitude DC 23 negates). Once per day on command, the wielder can loose a slaying arrow that matches itself to the type of its intended target. If it strikes, the target must make a DC 23 Fortitude saving throw or die (or, in the case of unliving targets, be destroyed) instantly. When keyed to a living target, this ability is a death effect.

Verdant Sphere

Description: This powerful arcane artifact appears to be a sphere of green magical fire that hovers around the owner in much the same way an ioun stone orbits its owner's head. Legend has it the orb siphons a portion of the essence of every evil outsider slain by its owner. The orb draws on the essence of these demons for its own powers, the spirits writhing in torment within it for all eternity.

Powers: The *Verdant Sphere* grants the owner a +6 enhancement bonus to Intelligence and Charisma, a +5 resistance bonus to saving throws, a +5 deflection bonus to AC, and a +5 natural armor bonus to AC. The reason it is most sought after by arcane casters, however, is its ability to enhance spells. All spells with the fire descriptor cast by the owner are treated as though affected by the *Widen Spell* feat, but without requiring the use of a higher level spell slot.

Villains

Azgalor

Pit Lord General

	Huge Outsider (Chaotic, Demonic, Evil, Extraplanar) 28d8+252 (378 hp)
Hit Dice:	+1
Initiative:	50 ft. (10 squares), fly 40 ft. (poor)
Speed:	36 (–2 size, +1 Dex, +10 +5 <i>Huge breastplate</i> , +22 natural), touch 10, flat-footed 35
Armor Class:	+20/+47
Base Att/Grapple:	<i>Spite</i> +43 melee (3d6+27/17–20 plus 1d6 fel and 1d6 cold or 1d6 acid), or bite +37 melee (2d8+22 plus 1d6 fel), or spell +37 melee touch, or spell +23 ranged touch
Attack:	<i>Spite</i> +41/+36/+31/+26 and +41 melee (3d6+20/3d6+12/17–20 plus 1d6 fel and 1d6 cold or 1d6 acid) or bite +37 melee (2d8+22 plus 1d6 fel)
Full Attack:	15 ft./10 ft.
Space/Reach:	Spell-like abilities, fel strike, howl of terror, sweeping cleave, tail sweep, doom stomp, summon demons, death throes
Special Attacks:	Darkvision 60 ft., improved vision, see invisibility, detect magic, immunity to fire and poison, resistance to acid 20 and cold resistance 20, telepathy 100 ft., rebirth, divination sensitivity, regeneration 10, damage reduction 15/good, spell resistance 38, demon traits (frightful presence DC 28), outsider traits
Special Qualities:	Fort +25, Ref +17, Will +21
Saves:	Str 41, Dex 12, Con 28, Int 12, Wis 20, Cha 19
Abilities:	Bluff +13, Concentration +39, Diplomacy +13, Gather Information +13, Intimidate +38, Knowledge (arcana) +31, Knowledge (the planes) +31, Listen +39, Sense Motive +35, Spellcraft +31, Spot +39, Survival +17
Skills:	Blind-Fight, Cleave, Exotic Weapon Proficiency (two-bladed sword), Great Cleave, Improved Critical (two-bladed sword), Improved Sunder, Leadership, Power Attack, Two-Weapon Fighting, Weapon Focus (two-bladed sword)
Feats:	Any land or underground
Environment:	Unique
Organization:	25
Challenge Rating:	<i>Spite</i> , +5 <i>Huge breastplate</i>
Treasure:	Always chaotic evil
Alignment:	—
Advancement:	—
Level Adjustment:	—

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The hulking creature stands on four mammoth legs, but has a massive humanoid torso. He has monstrous tusks that jut out from his fanged mouth and a long thick tail that thunders behind his huge frame. A mane of living fire runs down his spine between his sinewy, leathery wings. He carries a giant warblade in his hands and wears light plate armor on his scaled torso.

Description

Azgalor was once the lieutenant to the mighty demon-king Mannoroth. Following Mannoroth's death at the hands of the orc Crom Hellscream, Azgalor took it upon himself to direct the Burning Legion's ground forces at the Battle of Mount Hyjal. Though the Legion was defeated that day, Azgalor escaped into the Twisting Nether to plot his revenge against the mortal armies of the world. Azgalor seeks to destroy all life on Azeroth, employing whatever forces he can utilize. Though he isn't as clever as his former master, he has an aptitude for chaos and violence that is legendary even among demonkind.

Combat

Azgalor relishes melee and is loathe using any spells or effects that allow him to attack from range. This is not to say he won't use his spells; he just does it from melee range. Azgalor uses his howl of terror ability every round, but otherwise his combat tactics are consistent with other others of his kind (see Pit Lord entry).

Spell-Like Abilities: At will—bestow curse, blasphemy, carrion swarm*, chaos hammer, charm monster, clairaudience/clairvoyance, cripple*, deeper darkness, desecrate, detect good, detect law, dimensional anchor, dispel good, fear, greater dispel magic, haste, immolation*, magic circle against good (self only), produce flame, pyrotechnics, rain of fire*, read magic, shockwave*, telekinesis, teleport without error (self plus maximum load of objects only), tongues (self only), unhallow, unholy aura, unholy blight, wall of fire, and withering blight; 3/day—demonic doom, earthquake, and gate. Caster level 28th; save DC 14 + spell level.



Fel Strike (Su): Azgalor channels pure fel energy. His bite attack and any melee weapons he wields are treated as though they have the fel weapon property. Fel weapons deal +1d6 points of fel damage to creatures struck and another +1d6 points of fel damage to good creatures. Fel weapons penetrate the damage resistance of all outsiders.

Howl of Terror (Su): As a free action, Azgalor can let loose a terrifying howl that sends his enemies fleeing. All enemies within 60 feet that hear the howl must make a DC 28 Will save or be frightened. A creature that makes its saving throw is immune to this ability for one day.

A creature that is frightened flees as well as it can. If unable to flee, the creature may fight. It suffers a -2 morale penalty on attack rolls, checks, and saving throws. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Sweeping Cleave (Ex): As an attack action, Azgalor can swing his gargantuan two-bladed sword in a tremendous 180-degree arc in front of himself. All creatures within 15 feet on that half of the battlefield take 3d6+20 points of damage (Reflex DC 39 half).

Tail Sweep (Ex): Azgalor can sweep with his tail as an attack action. The sweep affects a half circle with a diameter of 15 feet, centered on his rear. Medium creatures and smaller within the swept area are affected. The sweep automatically deals 2d8+7 points of damage. Affected creatures can attempt DC 39 Reflex saves to take half damage.

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Doom Stomp (Su): As an attack action, Azgalor can stomp on the ground to produce a shockwave that knocks back, stuns, and dazes creatures. All creatures within a 20-foot radius take 1d8+15 points of damage and must make a DC 39 Fortitude save or be knocked back 5 feet directly away from Azgalor. If that space is occupied, the creature automatically falls prone in its space. Creatures knocked back are stunned for 1 round and then dazed for 1 round, and must make a DC 39 Reflex save or fall prone in their new space. A stunned creature loses its Dexterity bonus to AC (if any) and can take no actions. Foes gain a +2 bonus to hit stunned characters. A dazed creature can take no actions (but defends itself normally).

Summon Demons (Su): 3/day—Azgalor can automatically summon 1 infernal or 2d4 fel stalkers. Demons summoned remain for 20 rounds.

Death Throes (Su): When Azgalor is slain for good (within the time limit of his rebirth ability) he explodes in a blinding flash of light that deals 70 points of damage to all creatures within 140 feet (Reflex DC 28 half).

Improved Vision (Su): Azgalor can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

See Invisibility (Su): Azgalor continuously sees as though under the effects of a *see invisibility* spell.

Detect Magic (Su): Azgalor continuously sees magic auras as though under the effects of a *detect magic* spell.

Rebirth (Su): When Azgalor is slain, he immediately rises again as though the target of a *touch of life* spell (see Chapter Four: Magic in the Warcraft RPG), but the effect is permanent. This ability cannot be used again for 28 rounds, so if Azgalor is slain again in that time period, then he remains dead.

Divination Sensitivity (Su): Azgalor is automatically aware of anyone observing him through a magical sensor. In turn, he can see and hear the caster. If he so desires, Azgalor may step through the sensor into the presence of the caster, accompanied by any willing allies within 30 feet.

Illidan Stormrage, 20th-Level Sorcerer/8th-Level Rogue/7th-Level Fighter

The Betrayer, Lord of Outland

	Medium Outsider (Demonic, Evil)
Hit Dice:	28d8+7d10+319 (477 hp)
Initiative:	+14
Speed:	30 ft. (6 squares), Fly 50 Ft. (average)
Armor Class:	45 (+10 Dex, +10 natural, +10 armor, +5 deflection), touch 25, flat-footed 45
Base Att/Grapple:	+13/+24
Attack:	<i>Blades of Azzinoth</i> +38 (2d4+23/19–20/x3), or spell +32 melee touch, or spell +31 ranged touch
Full Attack:	<i>Blades of Azzinoth</i> +36/+36/+31/+26 and +36 (2d4+18 or 2d4+12/19–20/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Sneak attack 4d6, demon form, felblast, spells
Special Qualities:	Keen senses, immunity to fire, death effects, and poison, resistance to acid 20 and cold 20, spell resistance 30, damage reduction 10/good, evasion, shadowmeld, trapfinding, trap sense +2, improved uncanny dodge, demonic traits (frightful presence DR 42), outsider traits
Saves:	Fort +30, Ref +31, Will +30
Abilities:	Str 32, Dex 31, Con 29, Int 18, Wis 26, Cha 41
Skills:	Balance +20, Bluff +20, Climb +18, Concentration +28, Escape Artist +18, Gather Information +20, Hide +18, Intimidate +22, Jump +20, Knowledge (arcana) +11, Knowledge (history) +14, Knowledge (nature) +6, Knowledge (the planes) +14, Listen +15, Move Silently +19, Search +9, Sense Motive +13, Spellcraft +46, Spot +19, Survival +10, Swim +17, Tumble +17, Use Magic Device +23, Use Rope +15
Feats:	Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Dodge, Great Cleave, Improved Critical (warglave), Improved Initiative, Mobility, Power Attack, Quick Draw, Spell Penetration, Spring Attack, Track, Two-Weapon Fighting, Weapon Focus (warglave), Weapon Specialization (warglave)
Environment:	Any land or underground
Organization:	Unique
Challenge Rating:	37
Treasure:	<i>Amulet of Charisma +6, blades of Azzinoth, gauntlets of might, Girdle of the Betrayer, nature's ring</i>
Alignment:	Neutral evil
Advancement:	—
Level Adjustment:	—

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Great demonic wings fan out behind the horned, malefic figure. Standing nearly 7 1/2 feet tall, the creature's night elf heritage is evident in its violet skin, long ears, and flowing blue hair. It wears tattered cloth pants that do little to conceal its cloven hooves. Jagged tattoos cover its bare chest and arms. It wears a ragged bandage around its head that covers its eyes. It carries two massive warglaves—each etched with demonic runes of power.

Description

Illidan Stormrage was one of the heroes who stood against the Burning Legion during the War of the Ancients nearly 10,000 years ago. As an immortal night elf, his passion for magic and lust for power drove him to the brink of madness. Fearing that he would become an even greater threat than the Legion, his twin brother Malfurion imprisoned Illidan beneath the earth for centuries. During the Legion's most recent invasion, Illidan was released to aid his countrymen once again. During the battle, however, he selfishly consumed a powerful demonic artifact known as the *Skull of Gul'dan*. With the artifact's power flowing through him, Illidan became a hybrid creature with demonic powers all his own.

Recently, Illidan entered into a pact with the demon Kil'jaeden and swore to destroy the Frozen Throne of Icecrown for the Burning Legion. Illidan gathered the insidious naga and wayward blood elves to his cause and set out to fulfill his charge. Yet Illidan was defeated by the Death Knight Arthas and forced into exile in the extradimensional wastes of Outland.

Combat

Illidan relies on spellcasting to hammer his opponents. He is fond of summoning various demons to whittle down a party. His strong combat abilities are a secondary strategy to throw off his enemies as he buys time to cast bigger and better spells of destruction. If it's one-to-one, he goes hand-to-hand. Against larger groups, he tries to take them apart tactically rather than through sheer brawn.

Demon Form (Su): Once per day, as a standard action, Illidan can tap the fel demonic energies running through his veins to transform himself into the towering form an immensely powerful demon. His size becomes Large (-1 size penalty to AC and attacks). He gains +8 Strength (+4 attack, +4 one-handed damage, +6 two-handed damage) and +4 Constitution (+70 hit points). He gains the fel blast ability. This transformation lasts 25 rounds.

Fel Blast (Ex): At will, in demon form only, Illidan gains the ability to launch explosive balls of pure fel energy at his enemies. This effect is the same as being able to cast *fireball* at will as a 20th-level sorcerer, but causes fel damage instead of fire damage (Reflex DC

30 half). As with all fel spells, this effect receives a +10 bonus on caster level checks to penetrate spell resistance.

Spells: As a 20th-level sorcerer.

Arcane Spells Known (6/10/10/10/9/9/9/8/8; save DC 22 + spell level): 0—acid splash, detect magic, detect poison, ghost sound, light, mage hand, mending, read magic, touch of fatigue; 1st—disguise self, feather fall, moonglaive*, shadowmeld*, true strike; 2nd—arcane lock, cripple*, detect thoughts, invisibility, mana burn*; 3rd—fly, nondetection, protection from elements, tongues; 4th—dimension door, dimensional anchor, immolation*, lightning shield*; 5th—cone of cold, passwall, sending, telekinesis; 6th—greater dispel magic, legend lore, mislead; 7th—delayed blast fireball, plane shift, teleport without error; 8th—discern location, greater planar ally, iron body; 9th—gate, starfall*, wish.

Keen Senses (Ex): Illidan has blindsight 60 ft. and tremorsense 120 ft. Despite a lack of eyes, his other senses are so keen that he is aware of magic auras as though under the effects of a *detect magic* spell. Likewise, he can see invisible and ethereal creatures as though under the effects of a *see invisibility* spell. These abilities work all the time, even in magical darkness, areas of a *silence* spell's effect, and antimagic zones. Illidan is not subject to gaze attacks.

Shadowmeld (Ex): Illidan can blend into surrounding darkness. At night or in low-light environments, this extraordinary ability grants him a +10 circumstance bonus to Hide checks when not moving.



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Prince Kael'thas Sunstrider, 15th-Level Wizard/14th- Level Fighter

Blood Mage Lord of the Blood Elves

	Medium Humanoid (High Elf)
Hit Dice:	15d4+14d10+182 (318 hp)
Initiative:	+12
Speed:	30 ft. (6 squares)
Armor Class:	41 (+8 Dex, +5 natural, +13 armor, +5 deflection), touch 23, flat-footed 33
Base Att/Grapple:	+15/+25
Attack:	Flamestrike +36 melee (1d10+20/15-20/x2 and 1d6 fire), or spell +30 melee touch, or spell +28 ranged touch
Full Attack:	Flamestrike +36/+31/+26 melee (1d10+20/15-20/x2 and 1d6 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spells
Special Qualities:	Low-light vision, high elf traits
Saves:	Fort +25, Reflex +25, Will +26
Abilities:	Str 30, Dex 27, Con 24, Int 34, Wis 24, Cha 23
Skills:	Climb +24, Concentration +27, Craft (alchemy) +30, Diplomacy +11, Gather Information +11, Hide +26, Intimidate +20, Jump +24, Knowledge (arcana) +32, Knowledge (history) +22, Knowledge (nature) +17, Knowledge (nobility and royalty) +22, Knowledge (religion) +17, Knowledge (the planes) +23, Listen +23, Move Silently +26, Ride +22, Search +12, Sense Motive +12, Spellcraft +32, Spot +23, Swim +24
Feats:	Alertness, Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Expertise, Improved Critical (bastard sword), Improved Disarm, Improved Initiative, Leadership, Lightning Reflexes, Mobility, Power Attack, Quick Draw, Scribe Scroll, Silent Spell, Spring Attack, Still Spell, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)
Environment:	Any land or underground
Organization:	Unique
Challenge Rating:	31
Treasure:	Flamestrike, Black Plate of Kael, The Verdant Sphere, Gauntlets of Might, bracers of health +6, periapt of wisdom +6, ring of major fire resistance, ring of fire elemental command
Alignment:	Chaotic neutral
Advancement:	—
Level Adjustment:	—

Covered in scarlet robes and ornate black armor, the figure carries himself with the weight of a seasoned warrior. His shining blond hair and chiseled features mark him as a high elf, but his dark, piercing eyes and wicked poise brand him as something more. A sphere of green magical fire levitates around him — reacting to his movements and mood. In his hands, he holds a large double-edged warblade, etched with elven runes of power.

Description

Prince Kael'thas was once a respected member of the Kirin Tor of Dalaran. He was an accomplished wizard and a hero of the high elf kingdom of Quel'Thalas. Yet when the elven kingdom was destroyed and the high elves pushed to the edge of extinction, Kael'thas and his surviving brethren grew dark and brooding. Renaming his followers the blood elves, Kael'thas led them to abandon the Alliance and join forces with Illidan the Betrayer. In exchange for their loyalty, Illidan taught the blood elves how to siphon demonic energies from their enemies in exchange for magical power. Now Kael'thas and his blood elves exist only to hunt demons and strip them of their powers. Though his principles and honor have been cast to the winds, the former elven hero finds his new pursuit more than adequate revenge for the loss of his beloved homeland.

Combat

Kael enjoys beginning a fight by summoning a phoenix or two before laying down a few flame-based attacks and then wading into melee.

Spells: As a 15th-level wizard.

Typical Arcane Spells Prepared (4/7/7/7/7/6/5/4/3; save DC 22 + spell level; caster level 16th): 0—detect magic, light, prestidigitation, read magic; 1st—burning hands, charm person, expeditious retreat, feather fall, jump, true strike, unseen servant; 2nd—darkness, darkvision, daylight, flaming sphere, invisibility, mana burn* (x2); 3rd—dispel magic, explosive runes, fireball, flame arrow, fly, protection from energy, tongues; 4th—dimension door, fire shield, fire trap, rain of fire*, remove curse, scrying, wall of fire; 5th—dispel magic (silent, still), major creation, sending, stone shape, telekinesis, wall of iron; 6th—disintegrate, summon phoenix† (x3), true seeing; 7th—banishment, delayed blast fireball, plane shift, teleport without error; 8th—banish* (x2), mind blank.

† This is a unique spell that Kael developed to summon fire elementals. Treat as a summon monster VI spell, except it can only summon fire elementals. Kael invariably uses it to summon phoenixes, hence its name.

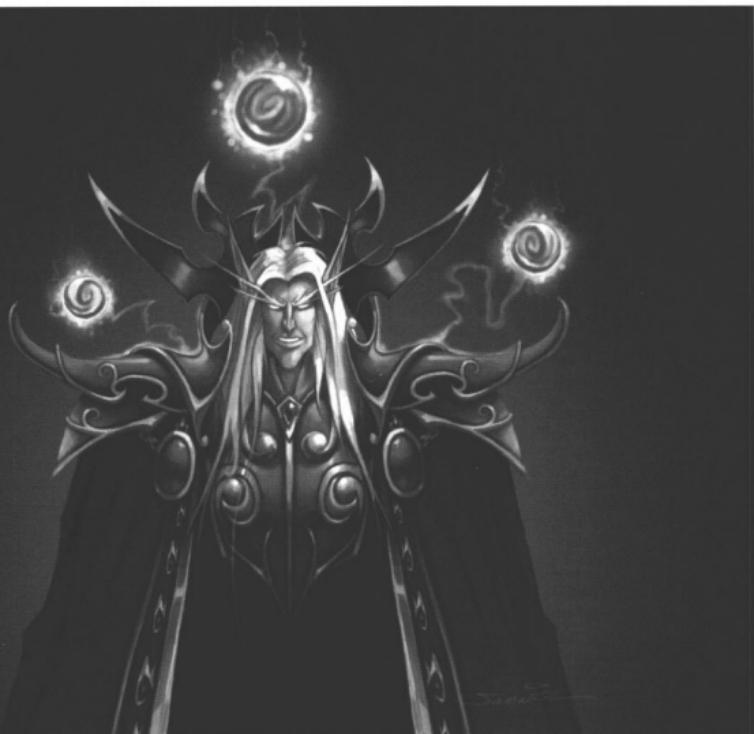
High Elf Traits (Ex): Can cast four 0-level spells (cantrips) per day, chosen from the sorcerer and wizard spell lists, as a 1st-level caster; has an effective

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+1 caster level in all arcane spellcasting classes; once per day, can apply the Empower Spell feat to any spell as it is being cast, without the normal spell slot

penalty; magic addiction (see the high elf in the Warcraft RPG or the blood elf in the Alliance & Horde Compendium).



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Kel'Thuzad

Lich Lord of the Plaguelands

Medium Undead (Independent)

Hit Dice:	25d12 (133 hp)
Initiative:	+8
Speed:	30 ft. (6 squares)
Armor Class:	33 (+8 Dex, +5 natural, +5 armor, +5 deflection), touch 23, flat-footed 25
Base Att/Grapple:	+10/+12
Attack:	<i>Chains of Kel'Thuzad</i> +29/+29/+29 meleee and +29/+29 grapple (2d4+16 plus 1d6 cold), or spell +15 melee touch, or spell +21 ranged touch
Full Attack:	<i>Chains of Kel'Thuzad</i> +29/+29/+29 meleee and +29/+29 grapple (2d4+16 plus 1d6 cold)
Space/Reach:	5 ft./15 ft.
Special Attacks:	Rebuke living, drain mana, cold aura, undead mastery, spells
Special Qualities:	Darkvision 80 ft., fast healing 4, immunity to cold and fire, DR 15/bludgeoning, animate minions, undead traits
Saves:	Fort +13, Reflex +21, Will +27
Abilities:	Str 15, Dex 27, Con —, Int 39, Wis 26, Cha 27
Skills:	Bluff +13, Concentration +28, Craft (alchemy) +42, Diplomacy +15, Gather Information +15, Hide +13, Intimidate +13, Knowledge (arcana) +42, Knowledge (history) +24, Knowledge (nature) +19, Knowledge (nobility & royalty) +21, Knowledge (religion) +24, Knowledge (the planes) +27, Listen +18, Move Silently +13, Search +24, Sense Motive +18, Spellcraft +42, Spot +18
Feats:	Alertness, Combat Casting, Craft Wondrous Item, Dodge, Improved Spell Capacity (x2), Lightning Reflexes, Maximize Spell, Mobility, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (necromancy), Spell Penetration, Still Spell, Toughness, Weapon Finesse
Environment:	Any land or underground
Organization:	Unique
Challenge Rating:	28
Treasure:	<i>Chains of Kel'Thuzad</i> , crown of intellect, gloves of Dexterity +6
Alignment:	Lawful evil
Advancement:	—
Level Adjustment:	—

The imposing skeletal figure is wreathed in frost-fire and malice. Blue light shines out from his eye sockets and hollow mouth. He is draped in black, rune encrusted robes — with his ice-covered ribcage exposed. He wears a ceremonial headdress on his skull reminiscent of the

ancient nerubian spider-crowns of Northrend. His 7-foot frame levitates ominously above the ground, trailing a freezing cloud of frost behind him. He is wrapped in frozen chains that drag across the ground as he moves.

Description

Kel'Thuzad was one of the greatest Archmagi of Dalaran. His lust to delve into the dark arts of necromancy, however, made him an outcast among his fellow wizards. Heeding the call of the god-like Lich King, Kel'Thuzad traveled to Northrend and offered his soul to Ner'zhul. The Lich King commanded the dark wizard to help him unleash the undead Scourge upon humanity. Though Kel'Thuzad was killed by the hero Arthas, he was ultimately resurrected as a lich after Arthas was corrupted by the Lich King. Kel'Thuzad served as Arthas' most trusted advisor as the Scourge annihilated the last traces of humanity in Lordaeron. When Arthas was called to Northrend to defend the Frozen Throne, Kel'Thuzad was left to oversee the Lich King's army and the newly formed Plaguelands of the Scourge. Kel'Thuzad is perhaps the second most powerful undead entity in the world.

Combat

Kel'Thuzad attempts to confuse and harass his enemies by first summoning mass undead. He blasts away with frost-based attacks from afar, letting his minions feast on the living. He raises slain enemies to fight for his side whenever the opportunity presents itself.

Rebuke Living (Su): Kel'Thuzad may channel negative energy to rebuke (awe) creatures of non-evil alignment as a 20th-level cleric rebukes undead (see the PHB). Kel'Thuzad makes the equivalent of a turn check. Living creatures of the appropriate level are rebuked and must cower as if in awe (attack rolls against such creatures are at a +2 bonus). The effect lasts 10 rounds.

Drain Mana (Su): Kel'Thuzad can drain spell levels or spell slots from a target as per the *mana burn* spell 8 times per day (caster level 25th).

Cold Aura (Su): Kel'Thuzad is surrounded by an aura of cold that deals 2d6 points of cold damage each round to all creatures within 10 feet.

Undead Mastery (Sp): Kel'Thuzad has the ability spontaneously to convert spell slots to *animate dead*, *create undead*, and *create greater undead* spells just as a cleric converts spell slots to *cure/inflict wounds* spells. In addition, he casts these spells as quickened spells rather than their normal casting times. He can still only cast one quickened spell per round.

Spells: As a 25th-level wizard.

Typical Arcane Spells Prepared (5/9/9/8/8/8/7/7/7/4/3; save DC 24 + spell level): 0—detect magic (x2), disrupt undead ***, light, read magic; 1st—cause fear, chill

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touch (x2), endure elements, hold portal, ray of enfeeblement** (x2), magic missile (x2); 2nd—arcane lock, cripple** (x3), detect thoughts, frost armor*, resist elements, see invisibility, unholy frenzy*; 3rd—fly, frost nova*, protection from elements (x2), nondetection, slow (x2), vampire touch**; 4th—detect scrying, dimensional anchor, dimension door (x2), enervation**, ice storm, greater death coil*, scrying; 5th—carnivore swarm*, cause fear (quickened)**, cone of cold, magic missile (quickened) (x2), prying eyes, true strike (quickened) (x2); 6th—blizzard (maximized)*, circle of death, disintegrate, freezing sphere, frost nova (maximized)*, legend lore, spectral hand (quickened), true seeing; 7th—finger of death**, greater scrying, ice storm (maximized), limited wish, plane shift, teleport without error (x2); 8th—cone of cold (maximized), dimension door (quickened), ener-

vation (quickened), greater dispel magic (silent, still), horrid wilting**, ice storm (quickened), wall of ice (quickened); 9th—circle of death (maximized), energy drain**, soul bind, time stop, wail of the banshee, wish (x2); 10th—circle of death (quickened)*, delayed blast fireball (maximized), disintegrate (quickened), greater dispel magic (quickened); 11th—finger of death (quickened)**, horrid wilting (maximized), teleport without error (quickened).

Animate Minions (Su): Kel'Thuzad's ability to control undead is even greater than a normal lich's due to an infusion of power from Ner'zhul. Kel'Thuzad can control 250 HD worth of undead creatures. If he exceeds this amount, any excess undead become uncontrolled, but may not attack or impede him or his minions.



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The Lich King

Lord of the Undead Scourge

	Medium Undead (Independent)
Hit Dice:	42d12 (504 hp)
Initiative:	+13
Speed:	60 ft. (12 squares)
Armor Class:	49 (+9 Dex, +9 natural, +13 armor, +8 deflection), touch 27, flat-footed 40
Base Atk/Grapple:	+13/+24
Attack:	<i>Frostmourne</i> +41 melee (1d10+21/17–20 and wound), or spell +35 melee touch, or +33 ranged touch
Full Attack:	<i>Frostmourne</i> +41/+41/+36/+31 melee (1d10+21/17–20 and wound), or spell +35 melee touch, or +33 ranged touch
Space/Reach:	5 ft. / 5 ft.
Special Attacks:	Elemental mastery, undead mastery, rebuke living, harm touch, aura of despair, mind blast, frightful presence (DC 39), spell-like abilities, spells
Special Qualities:	Darkvision 120 ft., +1 attack versus humans, spontaneous casting (<i>inflict wounds</i> spells), evil touch, immunity to cold, fire, and transmutation, resistance to acid 20 and electricity 20, DR 15/ bludgeoning, fast healing 5, animate minors, detect undead/outsiders, rebuke undead/outsiders, spell resistance 32, telepathy 100 ft., undead traits
Saves:	Fort +38, Ref +40, Will +50
Abilities:	Str 32, Dex 28, Con —, Int 30, Wis 32, Cha 27
Skills:	Climb +19, Concentration +29, Craft (alchemy) +37, Diplomacy +22, Heal +15, Hide +13, Intimidate +18, Jump +19, Knowledge (arcana) +22, Knowledge (history) +20, Knowledge (military tactics) +20, Knowledge (the planes) +25, Knowledge (religion) +27, Knowledge (undead) +30, Listen +17, Move Silently +13, Ride +29, Search +14, Sense Motive +15, Spellcraft +48, Spot +17, Survival +11, Swim +17
Feats:	Bash, Battle Cry, Brew Potion, Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item, Devoted Leadership, Dodge, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Leadership, Lightning Reflexes, Maximize Spell, Mounted Combat, Power Attack, Quick Spell, Scribe Scroll, Silent Spell, Spell Focus (necromancy), Spell Penetration, Still Spell, Trample, Weapon Focus (bastard sword, battleaxe, warhammer), Weapon Specialization (warhammer)
Environment:	Any land or underground
Organization:	Unique

Challenge Rating: 50

Treasure: *Frostmourne*, plate of the damned, helm of domination, gauntlets of might, cloak of resistance +5

Alignment: Chaotic evil

Advancement: —

Level Adjustment: —

The armored figure moves with a dark grace and confidence. Fiery blue eyes glare out from the depths of a heavy black iron helm. Tufts of long white hair stream out from beneath the helm as well. The armored figure wears a royal blue cloak trimmed with white fur and carries a massive runebane etched with glowing sigils of unholy frost. His crooked grin implies untold power and endless hatred for the living.

Description

Kil'jaeden, one of the lords of the Burning Legion, first created the Lich King to wreak havoc and terror across Azeroth. To this end, the orc Ner'zhul was transformed into a wraith-like being of unlimited psionic and necromantic power. Though his spirit was trapped inside the Frozen Throne of Icecrown, Ner'zhul sent out a plague of undeath that nearly scoured humanity from the world.

Mighty as he was, Ner'zhul searched for a pawn that could free his spirit from the Frozen Throne and act as a host body for his unbridled power. By masterminding the downfall of shining Lordaeron, Ner'zhul succeeded in corrupting the kingdom's arrogant young prince, Arthas Menethil. Ultimately, Arthas was lured to the Frozen Throne and used the cursed runebane *Frostmourne* to shatter it forever. Ner'zhul's vile spirit took possession of the evil prince's body. Now they exist as a singular all-powerful entity: the Lich King.

Combat

The Lich King leads off with a mind blast and quickened sound burst, then another mind blast and a quickened telekinesis literally to throw his enemies into disarray. While they struggle with the effects of these attacks, the Lich King summons various forms of undead to send at them. Once the undead separate the group sufficiently, the Lich King unleashes all manner of violent frost-based spells. Anyone left standing must contend with the Lich King himself as he wields *Frostmourne* into melee combat.

Elemental Mastery (Su): The Lich King rebukes and controls elementals the same as a 20th-level evil cleric rebukes or commands undead (see the *PHB*). He may also bolster elementals he controls in the same way that an evil cleric bolsters undead (see the *PHB*). The Lich King may attempt to control elementals 11 times per day.

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Undead Mastery (Su): At will—*animate dead, create undead, and create greater undead* spells cast as a 42nd-level cleric. In addition, he casts these spells as quickened spells rather than their normal casting times. He can still only cast one quickened spell per round.

Rebuke Living (Su): The Lich King may channel negative energy to rebuke (awe) creatures of non-evil alignment as a 20th-level cleric rebukes undead (see the PHB). The Lich King makes the equivalent of a turn check. Living creatures of the appropriate level are rebuked and must cower as if in awe (attack rolls against that creature are at a +2 bonus). The effect lasts 10 rounds.

Harm Touch (Sp): Each day, the Lich King can inflict up to 80 points of negative energy damage by making a melee touch attack (+35 attack modifier). The Lich King doesn't have to use all the negative energy damage at once. He can use some and save some for a later attack. Undead are instead cured an equal amount.

Aura of Despair (Su): The Lich King radiates a malign aura that causes enemies within 10 feet of him to suffer a –2 morale penalty on all saving throws.

Mind Blast (Su): At will, as a standard action, the Lich King can unleash a massive psionic attack in a cone 60 feet long. Anyone caught in this cone must succeed at a DC 39 Will save or suffer 2d8 points of Charisma damage.

Spell-Like Abilities: At will—*cause fear, death knell, death ward, destruction, mana drain, slay living, sound burst (quickened), telekinesis (quickened), teleport without error (self and gear only), wail of the banshee*. These abilities are psionic in origin, but are otherwise as the spells cast by a 42nd-level sorcerer (save DC 18 + spell level). The Lich King can still only use one quickened spell per round.

Spells: As a 14th-level healer, with access to the shaman spell list, and as a 20th-level wizard.

Typical Divine Spells Prepared (6/8/8/8/6/6/5/4/2; save DC 21 + spell level): 0—*detect magic* (x2), *mending* (x2), *read magic* (x2); 1st—*bane, curse, water, divine favor, doom, entropic shield, obscuring mist* (x2), *stasis trap**; 2nd—*augury, frost armor**, *hold person* (x2), *lesser death coil** (x2), *silence, sound burst*; 3rd—*bestow curse, blindness/deafness, bloodlet**, *death coil**, *deeper darkness, dispel magic, entangling roots**, *serpent ward**; 4th—*divination, divine power, greater death coil**, *poison, sending* (x2); 5th—*dispel magic (silent, still), ice storm* (x2), *obscuring mist (quickened), righteous might, true seeing, unhallow*; 6th—*chain lightning, cone of cold, harm, stoneskin, word of recall*; 7th—*dispel magic (quickened)* (x2), *earthquake, repulsion*; 8th—*antimagic field, unholy aura*.

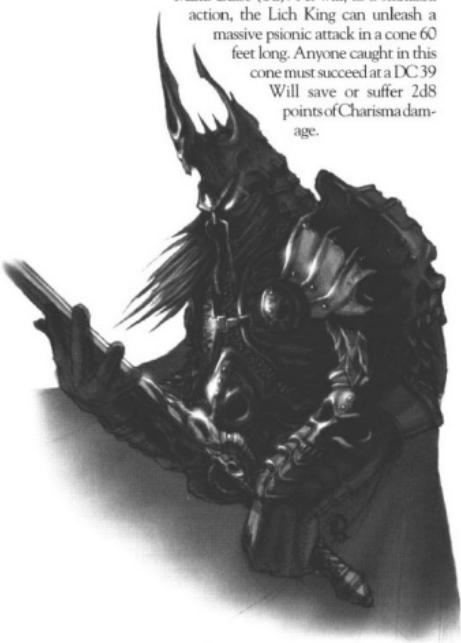
Typical Arcane Spells Prepared (5/8/8/7/7/7/7/6/6/6; save DC 20 + spell level): 0—*daze* (x2), *disrupt undead***, *light* (x2); 1st—*alarm, chill touch, endure elements, hold portal, magic missile* (x3), *ray of enfeeblement***; 2nd—*cripple***, *detect thoughts, frost armor***, *resist elements, see invisibility, spectral hand*** (x2), *unholy frenzy**; 3rd—*fly, frost nova**, *protection from elements, nondetection, slow* (x2), *vampiric touch***; 4th—*dimensional anchor, enervation***, *ice storm, greater death coil**, *detect scrying, dimension door* (x2), *scrying, 5th—carrion swarm**, *cause fear (quickened)**, cone of cold, dominate person, hold monster, prying eyes, true strike (quickened)*; 6th—*circle of death***, *disintegrate, forceful hand, freezing sphere, geas quest, legend lore, true seeing*; 7th—*finger of death***, *forcecage, greater scrying, limited wish, plane shift* (x2); 8th—*dimension door (quickened), greater dispel magic (silent, still), horrid wilting***, *ice storm* (quickened), *mass charm, wall of ice (quickened)*; 9th—*energy drain*** (x2), *soul bind, teleport (quickened), wish* (x2).

Evil Touch (Ex): The Lich King casts all spells with the evil descriptor at +1 caster level.

Animate Minions (Su): The Lich King's ability to control undead is far greater than a normal lich's due to his supreme mastery of undeath. He can control 2,100 HD worth of undead creatures. If he exceeds this amount, any excess undead become uncontrolled, but may not attack or impede him or his minions.

Detect Undead/Outsiders (Su): The Lich King continually detects undead as though under the effects of a *detect undead* spell. He detects outsiders in the same way.

Rebuke Undead/Outsiders (Su): The Lich King has the ability to command/rebuke undead and outsiders as a 30th-level cleric (see the PHB).



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Sylvanas Windrunner

The Dark Lady, Banshee Queen of the Forsaken

Medium Undead (Independent)

Hit Dice: 30d12 (195 hp)
Initiative: +17
Speed: 40 ft. (6 squares), fly 40 ft. (perfect)
Armor Class: 40 (+13 Dex, +8 +5 studded leather armor, +9 deflection), touch 32, flat-footed 27
Base Att/Grapple: +20/+26

Attack: Sunstrider's Longbow +44 ranged (2d8+13/18-20/x3 plus 1d6 fire), or bow strike +36 melee (1d0+11), or spell +31 melee touch, or spell +38 ranged touch
Full Attack: Sunstrider's Longbow +42/+42/+37/+32/+27 and +42 ranged (2d8+13/18-20/x3 plus 1d6 fire), or bow strike +36/+31/+26/+21 melee (1d6+11)
Space/Reach: 5 ft./5 ft.

Special Attacks: Horrific appearance, banshee scream, banshee curse, antimagic shell, extended range, favored enemies, keen arrows, bow strike, arrow cleave, spells
Special Qualities: Darkvision 60 ft., fast movement, rejuvenation, +4 turn resistance, woodland stride, swift tracker, anticipation, high elf traits

Saves: Fort +20, Reflex +28, Will +21
Abilities: Str 22, Dex 37, Con —, Int 25, Wis 31, Cha 29
Skills: Bluff +9, Climb +21, Concentration +17, Diplomacy +9, Gather Information +9, Heal +10, Hide +43, Intimidate +19, Jump +21, Knowledge (arcana) +19, Knowledge (nature) +18, Knowledge (religion) +7, Listen +37, Move Silently +47, Search +19, Sense Motive +10, Spellcraft +19, Spot +33, Survival +21, Swim +16

Feats: Blind-Fight, Close Shot, Combat Casting, Dodge, Expertise, Far Shot, Improved Critical (longbow), Improved Precise Shot, Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Track, Trick Shot, Weapon Focus (longbow), Weapon Specialization (longbow)
Environment: Any land or underground
Organization: Unique
Challenge Rating: 33
Treasure:

Sunstrider's Longbow, silver arrows (30) and cold iron arrows (30) and adamantine arrows (30) in a bottomless quiver, +5 studded leather rod of undead mastery, robes of elvenkind, superior boots of elvenkind, cloak of writhing shadows, girdle of giant strength +6

Alignment: Lawful evil
Advancement: —
Level Adjustment: —

Draped in dark, elaborate robes of the finest spider-silk, the lithe feminine figure exudes death and shadow. Though hooded, her perfect features and almond shaped eyes suggest an elven heritage. Yet her cold alabaster skin and wicked, mournful stare betray the fact that she is an undead creature of immense power. She carries an ornately carved elven bow in her right hand and wears a sheathed magical rod on her belt. Though her fine garments show that she is royalty of some sort, her muddy boots and travel-worn leather pants suggest that she is a traveled adventurer as well.

Description

Sylvanas was once the Ranger General of Silvermoon and the leader of the high elf armies of Quel'Thalas. During the undead Scourge's invasion of Quel'Thalas, Sylvanas was transformed into an undead banshee and forced to serve the Death Knight Arthas. Though she hated Arthas above all others, she was forced to obey the commands of the insidious Lich King. Sylvanas won her freedom from the Scourge when the Lich King's control was disrupted during the Frozen Throne Affair. She regained her physical form, but is still cursed with undeath and unable to go back to her former life. Sylvanas decided to free as many undead from the Lich King's yoke as she could. Creating a renegade army known as the Forsaken, Sylvanas succeeded in liberating western Lordaeron from the Scourge's control. Based within the ruins beneath Lordaeron's former capital city, Sylvanas continues to lead the Forsaken in their eternal war against the "mindless" undead Scourge.

Combat

Sylvanas rarely uses her magic in direct combat. She is a master archer. She favors her magical longbow and employs hit-and-run tactics with her enemies — just as she did in life as an elven ranger. She is a master of woodland camouflage and uses this to her advantage in the wilds.

Horrific Appearance (Su): Any living creature within 60 feet that views Sylvanas must succeed at a DC 34 Fortitude save or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent Dexterity, and 1d4 points of permanent Constitution drain. A creature that successfully saves against this mind-affecting attack cannot be affected by her horrific appearance for one day.

Banshee Scream (Su): Sylvanas can blast living beings with a scream, at a range of up to 30 feet. Creatures that hear the scream must succeed at a DC 34 Fortitude save or suffer 2d10 points of sonic damage and 1d4 points of permanent Charisma drain.

Banshee Curse (Su): Sylvanas can shout a curse at a target creature within 30 feet. The victim must make a DC 34 Will save or be permanently affected by a

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curse that causes the target to miss 50% of all attacks made. This is not a concealment or incorporeal penalty, so the Blind-Fight feat and ghost touch weapons do not mitigate this curse. The curse cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. This ability can be used to counter *remove curse*.

Antimagic Shell (Sp): At will, Sylvanas can use this spell-like ability to target one creature within 30 feet with an *antimagic shell*. The effect lasts 30 rounds. A faintly shimmering magical sphere surrounds the target and excludes all spell effects of up to 4th level, and grants the target a +8 resistance bonus to saves against all spells of 5th level and higher. The area of effect of any such spells does not include the area of the *antimagic shell*. Such spells fail to affect any target located within the *antimagic shell*, including spell-like abilities and spells or spell-like effects from devices. Any type of spell can be cast through or out of the *antimagic shell*, however. The *antimagic shell* can be brought down by a targeted *dispel magic*, but not by an area *dispel magic*. The *antimagic shell* moves with the target. Note that spell effects are not disrupted unless their effects enter the *antimagic shell*, and even then they are merely suppressed, not dispelled. If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether the *antimagic shell* stops it.

Extended Range (Ex): Sylvanas can add 100 feet to the range increment of any bow she wields. Her composite longbow, with her Far Shot feat, therefore has a range increment of 265 feet.

Favored Enemies (Ex): Sylvanas gains a bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against her favored enemies. Likewise, she gets a bonus to weapon damage rolls against such creatures. This damage bonus with ranged weapons applies only against targets within 30 feet (the elven ranger cannot strike with deadly accuracy beyond that range). The bonus does not apply to damage against creatures that are immune to critical hits. Her favored enemies and bonuses against them are aberrations (+4), animals (+2), giants (+2), monstrous humanoids (+4), and outsiders (+6).

Keen Arrows (Ex): All arrows or bolts Sylvanas fires are considered keen in addition to any other properties they might have.

Bow Strike (Ex): Sylvanas may use her bow in melee combat like a quarterstaff in a manner that does not damage the bow.

Arrow Cleave (Ex): When Sylvanas deals a creature enough damage with an arrow or bolt to drop it (typically by dropping it to below 0 hit points, killing it, and so forth), she receives a second attack with that projectile against another creature directly in the path of the arrow. The creature must be in the same range increment as the

original target, and the second attack is at the same bonus as the original attack that dropped the previous creature.

Spells: As a 10th-level elven ranger and a 10th-level sorcerer.

Typical Divine Spells Prepared (5/5/4/3; save DC 20 + spell level): 1st—*alarm*, *detect magic*, *detect undead*, *entangle*, *resist energy*; 2nd—*hold animal*, *produce fire*,



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protection from energy (x2), speak with plants, wood shape; 3rd—diminish plants, invisibility, plant growth, see invisibility; 4th—invisibility sphere, nondetection, tree stride.

Arcane Spells Known (6/9/8/8/7/5; save DC 19 + spell level): 0—dancing lights, daze, detect magic, disrupt undead, ghost sound, light, prestidigitation, read magic, resistance; 1st—mage armor, mage missile, obscuring mist, shadow meld*, true strike; 2nd—cripple*, darkness, scare, whispering wind; 3rd—dispel magic, halt undead, thorn shield*; 4th—charm monster, scrying; 5th—teleport.

Rejuvenation (Su): As long as the Lich King survives, it is impossible to destroy Sylvanas' spirit completely. Her "destroyed" spirit restores itself in 2d4 days. The only way to get rid of her for sure is first to destroy the Lich King and then destroy her. Her existence became linked to his during her initial creation as a banshee.

Woodland Stride (Ex): Sylvanas can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas enchanted or magically manipulated to impede motion still affect her, however.

Swift Tracker (Ex): Sylvanas can move at her normal speed while following tracks without taking the standard –5 penalty. She takes only a –10 penalty (instead of the normal –20) when moving at up to twice her normal speed while tracking.

Anticipation (Ex): Sylvanas may select one target to observe each round; for the remainder of that round, this target cannot make attacks of opportunity against her when she leaves or enters that opponent's threat area. Finally, this opponent cannot flank Sylvanas, although she may still be flanked by other enemies.

High Elf Traits (Ex): Can cast four 0-level spells (cantrips) per day, chosen from the sorcerer and wizard spell lists, as a 1st-level caster; has an effective +1 caster level in all arcane spellcasting classes; once per day, can apply the Empower Spell feat to any spell as it is being cast, without the normal spell slot penalty; magic addiction (see the high elf in the Warcraft RPG or the blood elf in the Alliance & Horde Compendium).

Lady Vashj, 17th-Level Healer/9th-Level Sorcerer

Naga Sea Witch

	Medium Monstrous Humanoid
Hit Dice:	17d8+9d4+182 (281 hp)
Initiative:	+8
Speed:	20 ft. (4 squares), swim 50 ft.
Armor Class:	36 (+8 Dex, +5 amulet of natural armor +5, +8 bracers of armor +8, +5 ring of protection +5), touch 23, flat-footed 28
Base Att/Grapple:	+12/+22
Attack:	<i>Frostfathom</i> +29 ranged (1d8+11/19–20/x3 plus 1d6 cold), or +5 <i>keen icy burst scimitar</i> +26 melee (1d8+11/15–20 plus 1d6 cold), or spell +21 melee touch, or spell +23 ranged touch
Full Attack:	<i>Frostfathom</i> +27/+27/+22/+17 and +27 ranged (1d8+11/19–20/x3 plus 1d6 cold), or +5 <i>keen icy burst scimitars</i> +24/19/+14 and +24 melee (1d8+11 or 1d8+8/15–20 plus 1d6 cold)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spells
Special Qualities:	Darkvision 60 ft., spontaneous casting (<i>inflict wounds</i> spells), evil touch, water breathing
Saves:	Fort +25, Reflex +22, Will +34
Abilities:	Str 23, Dex 27, Con 24, Int 12, Wis 36, Cha 27
Skills:	Bluff +13, Concentration +28, Diplomacy +13, Gather Information +13, Heal +18, Knowledge (arcana) +6, Knowledge (religion) +6, Listen +18, Sense Motive +18, Spellcraft +22, Spot +18, Swim +14.
Feats:	Brew Potion, Close Shot, Craft Wand, Dodge, Far Shot, Maximize Spell, Multiweapon Fighting, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Spell Focus (evocation), Trick Shot, Weapon Focus (longbow).
Environment:	Any land or underground
Organization:	Unique
Challenge Rating:	26
Treasure:	2+5 <i>keen icy burst scimitars</i> , <i>Frostfathom</i> (+5 <i>icy burst composite longbow</i> [+6 Str bonus] of speed), +1 keen arrows (30), bracers of armor +8, witch's circlet, belt of might, amulet of natural armor +5, ring of protection +5, gloves of dexterity +6, cloak of resistance +5, wand of earthquake (25 charges), wand of control weather (25 charges), wand of control water (25 charges), wand of chain lightning (25 charges)
Alignment:	Always lawful evil
Advancement:	—
Level Adjustment:	—

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The shadowy serpentine figure rears up on its massive coiled tail. She carries an ornate bow in two of her arms and brandishes gracefully curved scimitars in the remaining two hands. Her slanted eyes glow with a malefic orange fire, and the snake-tendrils coiled around her head hiss and writhe with hatred. Her blue-scaled skin glistens with moisture and heat. Her lithe body tenses like a serpent preparing to strike.

Description

Lady Vashj is an ancient naga priestess dedicated to the service of her race's queen, Azshara. Wicked and brilliant, Vashj served as one of Azshara's favored agents for many centuries—quietly planning the naga's return to the hated surface world. When Queen Azshara finally decided to make the naga's existence known, she sent Lady Vashj to establish contact with the surface dwellers. Lady Vashj met the demon-cursed Illidan and they struck a pact to aid each other against their night elf enemies. To this day, Lady Vashj still serves her master Illidan in the wastes of Outland. Though her heart and loyalties lie with her Queen and her race, Vashj enjoys working with Illidan and sowing discord and terror wherever she can.

Combat

Vashj leans on her combat abilities more than her sorcery, but she is still a formidable sorceress. She is peerless with her magic bow (Sylvanas was the only archer who's better). She favors wind and water elemental powers when casting offensively — torna-



does, whirlwinds, tsunamis, tidal waves, and so on. A retinue of naga myrmidon bodyguards always accompanies her.

Spells: As a 9th-level sorcerer and a 19th-level healer.

Arcane Spells Known (6/8/8/8/6; save DC 18 + spell level): 0—daze, detect magic, light, mage hand, mending, open/close, prestidigitation, read magic; 1st—jump, message, obscuring mist, true strike, unseen servant; 2nd—darkness, daylight, fog cloud, resist elements; 3rd—blizzard, gust of wind, sleet storm; 4th—dimension door, ice storm.

Typical Divine Spells Prepared (6/9/8/8/7/6/5/4/3; save DC 23 + spell level): 0—create water (x3), purify food and drink (x2), virtue; 1st—bane, bless, cause fear, cure light wounds (x2), curse water, entropic shield, sanctuary, shield of faith; 2nd—augury, hold person, lesser restoration, make whole, silence, sound burst, spiritual weapon, zone of truth; 3rd—bestow curse, create food and water, cure serious wounds (x2), dispel magic, entangling roots*, invisibility purge, prayer; 4th—control water (x2), death ward, dimensional anchor, divination, freedom of movement, sending, tongues; 5th—control winds, flame strike, rejuvenation*, righteous might, scrying, slay living, true seeing; 6th—greater dispel magic, harm, heal, mass bear's endurance, mass bull's strength, word of recall; 7th—control weather (x2), greater scrying, regenerate, resurrection; 8th—greater spell immunity, unholy aura, whirlwind (x2); 9th—elemental swarm, mass heal, miracle.

Evil Touch (Ex): Lady Vashj may prepare spells from the evil domain as divine spells and casts evil spells at +1 caster level.

Appendix Three: Other Monsters in Warcraft

Creatures from other d20 sources can add an exciting new element to a *Warcraft* campaign. This appendix details monsters from the MM v3.5, *Creature Collection Revised*, *Creature Collection II: Dark Menagerie*, and *The Tome of Horrors*.

MM (Core Rulebook III)

Animated Object: Uncontrolled magic often resides in physical objects, occasionally lending them animate ability. These items are often possessions of necromancers, occasionally animated specifically to assist the spellcaster in his work. When necromancers die, these objects usually lose their locomotion—but not always. Some tales describe ancient guardians, flying swords, and other items that still defend the abandoned laboratories of dead necromancers.

Animated objects are never encountered "wandering" Azeroth, but they are always created with purpose. They can be found in cities, private residences, and wizards' laboratories. These creatures have no emotions, no "desires," and no need to leave their homes for hunting or other purposes. When not being used by a necromancer, they do nothing except sit on their proverbial "shelf."

Ankheg: These monstrous, ant-like creatures bear some distant resemblance to the Nerubian race. Ankhegs now monopolize the Nerubian wastes, building their cave-like homes beneath the ruins of the Nerubian cities. They prey on those foolish enough to travel to the Nerubian lands in search of lost treasure or ancient knowledge. These desert-loving creatures are extremely dangerous and have in the past been incorrectly identified by the uneducated as giant crypt fiends.

These creatures have existed since the days of the Nerubian cities. Murals on the walls of those ancient cities imply that ankhegs were once captured for gladiatorial matches. One ankheg would face five or more Nerubian warriors, and it was considered a sign

of favor from the gods if the Ankheg fought well or was difficult to destroy.

Bugbear: Formed by the tests and experiments of the necromancers, these horrible, twisted creatures are often used as guardians by more scientific necromancers. Some few were also released into the wilds around mountainous regions, allowed to breed and propagate their twisted mutated race. They are little more than primitive beasts, attacking out of hunger or need—but they also have certain commands imprinted upon their very natures. They will occasionally respond to directives given in a certain dark language, unable to resist the imprinted need to fulfill a necromancer's will.

These creatures are, in many ways, to be pitied. They are not completely unintelligent and can understand as well as a dog or other domestic animal. Some scholars of Azeroth claim that bugbears could be taught to read and understand language with time. Few are willing to attempt this experiment, however, and most of those who did try found themselves forced to destroy the frustrated and enraged bugbear long before the experiment could be termed a "success."

Centaur: Centaurs on Azeroth are not the gentle, peaceful beasts of Greek myth. Meat-eaters and occasionally cannibalistic, these ferocious creatures are the bane of other forest dwellers. They claim a territory with bloody sacrifice, making it their own through their martial prowess and dark ritual. Raising a centaur as a member of the undead is impossible. Necromancers claim that this is because the horse-beasts sold their souls to a darker power long ago and so cannot be claimed by another.

These creatures live in the deep forests near human settlements, occasionally proving their prowess by raiding human villages and carrying away women and children for their feasts. Some human settlements make war on centaur tribes, driving back the cruel horsemen with fierce determination. If it were not for centaur pride, they may have joined with the Scourge

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when the plague struck the human settlements to the north of the forests.

Celestials: Few tales discuss Celestials in Azeroth, no person has openly claimed to see one in nearly 1,000 years. It is said that angels and kind spirits once roamed the orc and human lands, teaching peace and cooperation and offering gifts to those who chose to follow that path. Now, they are merely legend; some even say they have been destroyed or subjugated by evil spirits and so exist no more. Yet secret cults throughout most nations still worship these beings — some say, in vain.

Celestials are said to take many faces, depending on which race is telling the story. Usually, they resemble the individual with whom they are speaking, idealized into perfect feature and form. They do not "live" within the lands of Azeroth per se, but instead exist on some higher plane, called into being only when necessity demands it.

Demons: Demons, devils, and other infernal creatures most certainly take an active interest in the workings of Azeroth. Sorcerers often claim that their power comes directly from such dark sources and occasionally have a patron beast of the Dark Below to foster their magic. These creatures rarely walk the land alone, but they have many worshippers on Azeroth to do their work for them. These priests are often indistinguishable from the Lich King's necromancers, though the two factions hate one another with a vengeance born of jealousy and professional rivalry.

Demons are said to take many faces, depending on which race is telling the story. Usually, they resemble the individual with whom they are speaking, idealized into hideous, wretched form — a creature of pain and horror, capable of viciousness beyond mortal ken. They do not "live" within the lands of Azeroth per se, but instead exist on some higher plane, called into being only when necessity demands it.

Dryad: Dryads are earth-loving tree spirits that live within the forests and glens. They are extremely shy, as their race has been driven nearly to extinction, and are almost never seen even by those mortals who dwell in their territories. These spirits live in mortal fear of their tree being destroyed by the eager lumber mills of the orcs and humans and will occasionally resort to violence in order to lead those workers astray.

These creatures were once frivolous and fun-loving, but the wars and the invasion of the Scourge has driven those qualities from the dryad race. They are now paranoid, suspicious, and willing to kill in order to defend the last few dryad trees left in the world. Anyone entering their territory is suspect; anyone cutting live wood is an enemy.

Elementals: Air, earth, fire, and water elementals exist in the primitive places of Azeroth, enjoying those sites where their elements can shine through.

These creatures are powerful — and make for even more powerful allies and servants. Therefore, necromancers and wizards hunt them for their magic and their abilities. Most elementals will kill mortal creatures on sight, either to defend their territories or out of pure spite and amusement. Very few elementals are peaceful in any way.

Ettin: Ettins are two-headed giants who tower over normal humans. These creatures were the necromancers' first attempt at creating the feared abominations (see Chapter One), but they proved too stupid and dangerous to be used even as shock troops for the Lich King's soldiers. Some of them escaped annihilation and have created a few villages. Their mud-and-dung hovels clump together against ravines and in other barren places, and ettins spend their time trying to figure out the nature of fire. Because it seems so difficult, they often prefer to eat their orc raw.

Ettins live in the mountains and valleys of Azeroth, preferring to keep far from civilization. In order to do so, they often inhabit the most desolate and barren territories — literally, the land no one else wants. Still, ettins make their living not only from hunting but also from primitive agrarian efforts.

Gargoyle: Formed of stone and earth, these proto-golems guard many of the Lich King's cities. They are most often used by his priests as fierce guardians of sacred places, but can occasionally be found defending cities against invasion or expanding the territory of a powerful priest.

These creatures are semi-sentient, linking their intellect to the priest controlling their actions. If directed by the priest, they act with the intelligence that priest. If acting alone, their actions will be more simplistic and straight-forward.

Giant Eagle: These magnificent birds roam the wide plains of the human lands, feasting on the occasional horse or cow as their natural food supply diminishes. Many human animal trainers offer bounties on giant eagle chicks, hoping to train them as steeds or beasts of burden. Although no such "hatcheries" exist, there have been a few successful attempts — which only makes the trainers more eager to capture the young beasts. Giant eagles do not breed in captivity, so capturing the hatchlings is the only way to get these creatures for training.

Gorgon: Legend says that the Gorgon are an escaped breed of creature from the Abyssal plane, possibly the last remnants of a demon's shattered soul. These beasts are rare, living deep beneath the rugged mountain peaks of the far north and never venturing out from their lairs except to eat and to breed.

Gorgons appear to be formed from stone, but they are living creatures. They live in the coldest places in Azeroth, enjoying the polar chill of high mountains and distant snow-covered plains. Few of the races of

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Azeroth can count many experiences with these beasts, leaving them mainly shrouded in mystery.

Manticore: Hideous, mal-formed beasts, manticores are creatures native to the wastelands. They hunt anything that moves and are always hungry. They are not particularly afraid of human cities and will occasionally venture over these locations if they sense easy prey. Those who wander the street at night alone, or those horses left outside in the darkness might vanish away mysteriously — prey to the watchful manticores.

The agents of the Scourge have captured some of these beasts, but they are not reliable. Manticores cannot be trained and do not accept any system of punishment or reward. They are vicious to a fault, unintelligent, and eager to amuse themselves with the pain of others.

Nightshade: These undead creatures fit well into the Azeroth milieu, though they duplicate some of the beasts already working for the servants of the Lich King. It is possible that nightshades are a primitive variant of the true shade or that they are creatures formed through some unusual and unduplicated experiment. Whatever their origin, they are a rare addition to the armies of the Scourge.

The process by which nightshades are created is unknown even to the most powerful necromancers. Only the liches have the ability to create nightshades, keeping the secret of their creation privy only to themselves.

Nymph: Unlike the dryads, nymphs and other migratory spirits of nature are prospering in Azeroth. They retire to distant places, avoiding the encroaching Scourge and ignoring the danger it represents. These shallow, flighty creatures simply move on when the land they enjoy is tainted by the plague or visited by war — and they have little concept that there will not always be another land, with greener pastures, just over the next horizon.

Owlbear: A freak of nature, the owlbear has existed for as long as Azeroth. Although some misguided necromancers claim that the owlbears, like the bugbears, are the product of genetic and magical tampering, it is not likely. Owlbears are more probably the result of unusual natural selection. They roam all terrain, feeding on anything they can catch, but prefer to live near a settlement where they can steal goats, chickens, and other livestock to supplement their hunting.

Owlbears are nomadic creatures, keeping their homes in fallen trees or shallow caves only long enough to raise their chicks to the age when they can keep up during the owlbears' frequent moves. They can be found all over Azeroth, occasionally in family units but more often in groups of only one or two. Most farmers in Azeroth call them a blight and will gladly pay parties of adventurers to remove them.

Salamander: Flame-loving cousins of fire elementals, salamanders are more intelligent and less aggressive than their distant relatives. Although they do not appreciate visitors to their fiery nests, they do enjoy the company of dragons and will often make their homes within the territory of black or bronze dragons.

Often work for dragons, lending their services to a dragon's greater purpose, salamanders can be a powerful ally — or a dangerous enemy. Most dragons with salamanders in their employ use their retainers to protect and guard their lairs, keeping the salamanders close by in case enemies attack their most sacred places. Salamanders are quite loyal and often maintain their relationship with a dragon for many generations. Even when the dragon leaves, the salamanders will maintain their loyalty to the ideal, keeping the dragon's memory alive in their territories.

Shambling Mound: In the marshes of Azeroth, these swampland creatures are responsible for thousands of innocent lives lost to the bitter waves. They live in the darkest places, hiding beneath the murky waters or sleeping within rotted logs. They are vicious, though slow-moving, and have thus far protected their territories from the Scourge and its minions. Despite the plague's effect on most plant life, the shambling mounds seem immune to its incursion. It is unknown if the shambling mounds on Azeroth have any kind of internal structure or society; no other race has ever been able to communicate with them.

Troglodyte: Primarily underwater creatures, troglodytes disdain contact with the "lesser beings" of the land. They have watched the war evolve on land, hating these bloodthirsty creatures from a distance. Troglodytes are vegetarian, scholarly creatures who live in the deep waters of the oceans and refuse to come onto land unless the situation is dire. Although troglodytes are known to trade occasionally with seaport cities, such occasions are rare. Troglodytes use pearls for currency and employ few weapons other than their water magic.

Umber Hulk: Created to be underground burrowers, umber hulks are dangerous and vicious in the extreme. Troll tribes first tamed the umber hulks and used them to circumvent the walls around elven and human cities. Although the umber hulks were a success, they are also extremely difficult to train and care for and often escape if not constantly maintained.

Some tribes of trolls still keep umber hulks to help build and maintain underground tunnels the trolls use for escape or construction.

Wyvern: The wyvern is a beast resembling the dragon, but in reality the two creatures could not be farther apart. Where the dragon is intelligent and wise, a wyvern thinks of nothing beyond feeding its belly. A wyvern will even eat its own young if the

season is bare of other prey, caring nothing for the parental instinct. These creatures are voracious and possess only enough intelligence to realize when their prey is experiencing pain — in which the wyvern takes pleasure. In the lands of Azeroth, wyverns are hunted by every sentient race except the Scourge — which uses the fearsome beasts as aerial mounts to harry and destroy their opponents.

Creature Collection Revised

Albidian Battle Dog: This animal can be found in the cold northlands of Azeroth. With its loose folds of flesh, it shrugs off most damage during combat (the skin pulling away before it can be pierced), and once it bites down on an opponent, its powerful jaws start to bring its opponent down.

Alley Reaper: At night, these undead roam the cities from which they were killed, thirsting for revenge. In Azeroth, these creatures serve the Burning Legion under the Lich King and will go to any lengths to destroy those who killed them in their former life.

Amalthean Goat: High on the mountain peaks of Azeroth roam the Amalthean goats. Coveted for their healing abilities, they are protected by the orcs and are hunted by the Lich King and his masters in the Burning Legion.

Asaath: This ancient race of warrior-wizards fell before the might of the Burning Legion and seek nothing more than to destroy the demons. If the humans, orcs, and night elves should fall during this struggle... well, to the reptilians go the spoils.

Barrow Worm: Deep in the caverns of Azeroth lie the barrow worms, huge vermin that lurk in caves and crypts, waiting for the unwary to enter their lairs.

Bat Devil: These humanoids are sometime allies of the orcs, as their ability to fly makes them excellent scouts.

Belsamaug: Creatures that hunt by the light of the moon, these goblinoids were corrupted by the infernal powers of the Burning Legion and now seek to pursue the weak, ill, and the elderly as their prey.

Blight Wolf: Another creature corrupted by the demonic energies of the Burning Legion, blight wolves roam the wastelands — areas consumed by the demons during their battles in Azeroth.

The Carnival of Shadows: Allied to neither the Burning Legion nor the Alliance or the Horde, the Jack of Tears and his Krewe arrived on Azeroth after the Burning Legion. Feeding on the suffering left by the demons, the Jack of Tears is ready to offer his services to those who desire it... at a price.

Celestian: Cursed by the gods into a incorporeal form, the giantkin known as the celestian made a bargain with the Burning Legion: in servitude to the demons, they were granted the power of the storms of Azeroth.

Chardun-Slain: Warriors in service to the Lich King find themselves unable to stay dead, rising from their graves as undead soldiers with the purpose of fulfilling their tasks, whether it is to carry on a battle or to guard a fortress.

Coal Goblin: A race of goblins with a knack for stealth, these creatures ply their trade of murder to get by. Some have even made their way into the cities, ready to waylay the citizens for their goods and fulfill their own evil needs.

Dragon, Firewrack: Creations of the Burning Legion, these dragons are the elite warriors of the Burning Legion. Composed of smoldering timbers and burnt flesh, it is a blessing that very few remain on Azeroth.

Dragon, Mock: A creation of a dragon to better fool the dragon hunters, this creature roams the hills of Azeroth freely, and for every one slain, more time is bought for the real dragons.

Dragon, Seawrack: Creations of the Burning Legion, these dragons roam the lakes, bayous, and inland waters far from the settled lands of Azeroth. Of all the wrack dragons, they are the most common sort found.

Dragon, Tar: A dragon with tarry skin (and thus how it received its name), the tar dragon is usually encountered while hunting and thus presents a danger to those who can fill its belly easily.

Dragon, Woodwrack: Creations of the Burning Legion, these dragons were the assassins of the Burning Legion. Now lurking in the woodlands and marshes of Azeroth, they pursue their own goals, as well as possibly the goals of their demonic creators.

Fatling: Once human, these priests of the Burning Legion were transformed into grotesque masses of flesh. While they look helpless, they are servants of the Burning Legion and thus should not be underestimated.

Feral: The Burning Legion, if anything, is inventive. By rendering one soul to create many, the demons have created an army under their command. And their command to the ferals is nothing more than utter destruction of anything that gets in their way.

Firedrake: These wingless lizards lie near lava flows and geysers — anywhere that is a source of geothermal heat. Extremely territorial, they attack anyone who gets near their terrain.

Fleshcrawler: Minions of the Lich King and his undead forces, these undead were taken by the Burning Legion and transformed to serve as bounty hunters for the demons.

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Golem, Bone: Created by the Lich King's necromancers, these golems are the necromancers' bodyguards.

Golem, Wood: Constructed by the druids of the Moonglade, these golems are protectors of the night elves' homeland.

Gorgon, High: It is unknown whether the high gorgon is a creation of the Burning Legion or simply an aberration from some long-forgotten race. In any case, these creatures often lurk in the cities, gathered in small cabals for their own sinister reasons.

Gorgon, Low: Like their humanoid cousins, it is unknown whether the low gorgon is a creation of the Burning Legion or simply an aberration from some long-forgotten race. They tend to stay in the forests or underground unless taken to the cities by high gorgons.

Hag, Brine: Corrupted by the demonic powers of the Burning Legion, the brine hag dwells in Azeroth's deep oceans, lurking in wait to catch the innocent sailors who pass above their lairs.

Hag, Cavern: Corrupted by the demonic energies of the Burning Legion, the cavern hag lurks in the deep underground of Azeroth, plying her skills at alchemy and capturing humans to torture and devour from time to time.

Hag, Ice: Corrupted by the demonic energies of the Burning Legion, ice hags haunt the northern lands of Azeroth, feeling it is their duty to guard the wastelands left behind by the demons and preying on the human settlements.

Hag, Moon: Corrupted by the demonic energies of the Burning Legion, moon hags are the most powerful of all hags and are dedicated to spreading the corruption left by their demonic creators.

Hag, Storm: Corrupted by the demonic energies of the Burning Legion, these hags have thrown off the shackles of gravity and stalk the air above the lands of Azeroth, hunting their land-bound prey.

Hag, Swamp: Corrupted by the demonic energies of the Burning Legion, swamp hags lurk in the swamplands of Azeroth and can be found as allies of the Scourge and the high gorgons.

Hornsaw Unicorn: While the Burning Legion is not directly responsible for the terrible change done to these formerly peaceful unicorns, it is quite possible the taint they left behind altered these savage creatures.

Ice Basilisk: Descended from the basilisks of Azeroth, these creatures live on Azeroth's tundra, waiting to lock its gaze on its prey and feast on the frozen victim.

Ice Haunt: Travelers who starved to death in the northern blizzards of Azeroth and raised by the Scourge, the ice haunt roams the frozen wastelands under the full moon, searching for warm flesh on which to feed.

Manticora: Demonic creations of the Burning Legion, these leonine humanoids roam the savannas of Azeroth, taking delight in the pain they cause their victims.

Marrow Knights: Created from the bones of humans and horses, these centaur-like undead serve the Lich King and his Scourge in various tasks, from unholy steeds to simple patrols.

Mistwalker: While some mistwalkers are cruel, wishing nothing more than to lure the unwary to their doom, most are a result of being slain by the Scourge, and their desire to fulfill their tasks brings them back from the grave.

Murdersprite: Tiny fey corrupted by the demonic energies of the Burning Legion, these vicious creatures roam both the forests and urban areas of Azeroth, breeding rapidly and spreading terror to the places they inhabit.

Narleth: A creation of the Burning Legion, the narleth is a combination of human and spider and plagues the Moonglade where the night elves dwell.

Orafaun: Granted the power to interpret dreams by Cenarius, orafauns live in the hills of Mount Hyjal, ready to interpret the meaning of dreams for those who come to the temple and pay homage to the demigod.

The Proud: Nomadic cat-centaurs, these spawn of the Burning Legion are ruthless savages who roam the plains of Azeroth.

Ratman (Slitheren): When the rats fed on the remains of demons in the Burning Legion, they found themselves forever changed. Ratmen lurk in the dark corners of Azeroth, waiting to ambush the unsuspecting.

Ratman, Brown Gorger: Raiders and pillagers, these ratmen enslave entire villages to serve as cattle for the Gorgers. And yet, they are always hungry.

Ratman, The Diseased: These ratmen lurk under the cities of Azeroth, though some have formed communities on the surface of the world.

Ratman, Foamer: These ratmen are semi-aquatic by nature, but rely on slaves to propel their boats. They are by far the most vicious of the ratmen, living on the blood and slaughter of their foes.

Ratman, Red Witch: The most powerful of the ratmen and thankfully the fewest in number, the red witches can be found as allies of the Scourge.

Savant Hydra: Creations of the Burning Legion, these hydrae roam the land of Azeroth for the single purpose of destroying the enemies of their masters, which is everyone who does not serve the demons.

Skin Devil: Creatures of the Burning Legion, these skinless terrors wander the land of Azeroth for new skin to take from their victims.

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Skyquill: Allies of the night elves, the skyquills can commonly be found in the Moonglade of Mount Hyjal, cultivating the clouds in the area.

Sleet Devil: In the icy northlands of Azeroth lurks a creature of the Burning Legion: the sleet devil. These hateful creatures search for warm prey to kill for sport.

Spider-Eye Goblin: Deep in the jungles and dark caves of Azeroth dwell one of the first goblinoid races: the spider-eye goblins. These goblinoids have more in common with arachnids, lurking in the canopy of the jungles or in the caverns for their prey.

Steppe Troll: Steppe trolls can be found in the steppes and grasslands of Azeroth and can be found as allies of the Horde for their strength and regenerative abilities.

Trogodon: These crossbreeds of reptile and human live in the swamps of Azeroth and can be frequently found as guards for the asaathhi for their remaining cities.

Vengaurak: Mutated by the demonic energies of the Burning Legion, these vermin have a taste for the night elves and those associated with the demigod Cenarius.

Willow Tree Warrior: Created by the demigod Cenarius to defend the Moonglade of Mount Hyjal against the Burning Legion, these creatures are stalwart defenders of the night elves and their allies.

Creature Collection 2: Dark Menagerie

Abyssal Lamprey: Not all of the residents of the Twisting Nether are powerful demons. Many minor entities swarm between the worlds, seeking holes and cracks into their brightness. These creatures are encountered primarily near the Maelstrom.

Acid Shambler: Though rare, these undead came into use near the end of the Second War. They require a bit less effort to make than other undead, though they are short-lived. Acid shamblers are useful in attacking buildings, armor, and other nonliving things. They are found near old ruins where bane clouds lair.

Arcane Devourer: Attracted to the Well of Eternity, the first of these beings appeared early in history. Elves were able to destroy them, but still, one by one, arcane devourers have found gateways into the world. Their origins are unknown, though some suspect that they are agents of the Burning Legion.

Arcane Worm (Slarecian Worm): According to demon lore, these arcane worms are actually parasites of titans and other vast beings. Only a minor nuisance for such entities, they are considerably more deadly on Azeroth. The first such worms dropped free of sum-

moned demons. Wizards have been able to wipe them out when infestations occur, but there are rumors of large nests in Northrend.

Bane Cloud: These corrupting elementals were first encountered as creations of the Scourge. Roiling forth under cover of darkness, their deadly vapors are part of the process that creates acid shamblers. While rare, they are rumored to lair in old wells and ruins, waiting for new victims.

Demon Spider (Belsameth Spider, template): Demon spiders are created to serve the Scourge, though many have spread on their own. Nests of demon spiders are rumored to exist in southern Ashenvale. Some also serve black spider broods.

Bitter Tree: The corruption of the Scourge and the powerful curses of the Burning Legion afflicted many forests. While the night elves have helped bring vitality back to them, several of the powers of the forest have become deadly, evil beings. Harpies and other evil races often serve bitter trees.

Blade Beast: The night elves say these beasts were crafted by Azshara to prove a point regarding magic and weapons. A few have been spotted south of the Barrens and in several northern ruins.

Blood Barnacles: Ships passing through the sea near the Maelstrom take many risks. Animals and plants have been altered by dark powers. Blood barnacles often attach themselves to the hulls of ships traveling through the central sea, bringing madness and death.

Blood Crone: Blood crones are typically spellcasters who devoted themselves to the Burning Legion with blood sacrifices. Now, after the Second War, they plot revenge from the wilds and wastes, gathering dominated followers.

Blood Maiden: These horrific creatures are high-borne elves created in the same way as the naga. While there are far fewer blood maidens than naga, they are more likely to be encountered, as they primarily inhabit coastal regions.

Blood Moth: Also called "the Legion's Joke," these demonic vermin are primarily found in Mulgore and Ashenvale. It is believed that they were brought from another world by the Legion.

Blood Reaper: Used as shock troops by the Burning Legion, the blood reapers' combination of armor and deadly attacks struck terror into human armies. A few remain in Ashenvale, slowly dwindling due to night elf attacks.

Blood Sea Jellyfish: These jellyfish are one of many examples of seemingly normal creatures twisted by unknown powers of the Maelstrom. Some seafarers claim that they are under the control of mur'gul, but it is more likely that mur'gul simply congregate near these jellyfish, waiting for victims.

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Blood Sea Mutant (template): Maelstrom-touched monsters abound in the central sea. It is unknown whether this is one dark power or many. More disturbing, diverse bands of these creatures have been spotted working together, attacking ships as a coordinated, intelligent group.

Blood Sprite: These fey were cursed by the Burning Legion and sent to harass the night elves. While no match one-on-one, packs of blood sprites will prey on lone travelers and scouts.

Blood Zombie: The product of blood barnacles, these swollen mockeries of the living drift along the sea lanes. Some are used as a distraction by mur'gul, terrorizing the crew while the mur'gul drag victims below.

Bonewing: The Scourge made some use of these undead. While not as powerful as gargoyles, these skeletal creatures were employed in the Second War as scouts and messengers. Now, they are dangerously intelligent predators, occasionally serving undead masters but often simply hunting for living flesh.

Burned Ones: These undead draw on the undying flame of the Burning Legion. Holy men and women who fought the Burning Legion were twisted by their power, crafted into these abominations. Hordes of burning ones followed in the wake of the infernals, spreading destruction. Some remain, haunting temples and looking to embrace others into their suffering.

Carnivorous Tree: The corrupting power of the Burning Legion transformed many spirits of the forests into nightmarish mockeries. While carnivorous trees lack the mobility of some demonic creations, dark fey and other agents will occasionally assist in their feeding.

Chaos Globe: First crafted by the high-borne, chaos globes are still manufactured by wizards interested in guarding towns or lairs. A few protect guilds in Theramore Isle.

Demon Worms (Chern's Children): These squirming monstrosities were brought by the Legion to terrorize and clear out human settlements. Swarms are still spotted from time to time in Dustwall Marsh and Mulgore. Tauren make a point of exterminating these creatures whenever possible.

Cloudsting: Strange and enigmatic, scattered stories of these creatures suggest they came into being sometime after the great Sundering. Dwarves have constructed elaborate "sting scopes" to track these beings, hoping to find their stash of gold.

Corpse Whisperer: Some mortal followers of the Scourge were shaped into these beings. Not as powerful as death knights, a whisperer has the ability to rouse an undead host. Since they are still mortal, they do not share the limitations of the other members of the Scourge. Whisperers hide their time in the wastelands, seeking to rule on their own.

Daemon, Gristly Minstrel: Singing tormented paens before the host of the Burning Legion, these creatures were terrible foes in their own right. Now they are rare, though they are occasionally summoned back into the world.

Daemon, Plague Angel: Other agents of the Burning Legion, plague angels wandered all over Azeroth. While not as focused as the Scourge, they helped weaken resolve in the Alliance. Some still exist, occasionally laying waste to villages.

Dananshee: Not all fey are benign or merely capricious; some delight in torment and suffering. These fey are found in Ashenvale Forest, but also many other regions. A few live in Mulgore, sometimes ensnaring kodo beasts.

Dark Womb: Created from high-borne elves on land, dark wombs were the subject of rare tales of horror until the Second War. These monsters helped the Scourge, creating agents to infiltrate cities, and were encouraged to multiply. Dark wombs can be found in Ashenvale and the Barrens.

Demon, Abyssal Larva: These creatures essentially snuck into Azeroth. The gateways and long plots of the Burning Legion left varying holes into the world, allowing entry for a host of minor creatures of the Great Dark. Abyssal larvae are found near settlements. They have no great discrimination in terms of food, as likely to attack murlocs as night elves.

Demon, Blade: Flying, burning metallic demons, these are scouts and low ranking tacticians in the Burning Legion. A pack of blade demons could mount a quick aerial strike, possibly luring an armed force into an ambush. Blade demons are most often seen in the service of powerful cults.

Demon, Blood Horror: Mortal servants of the Burning Legion often suffer, as often from showing competence as the converse. Rather than simply discarded, mortals are cursed, twisted into new agents of the Legion. Blood horrors are made from promising mortals, sent out to disrupt the defenses of the mortal races. They are often found near holy places, seeking to bring ruin.

Demon, Leonine: These warriors are used by the Legion in large numbers, sweeping over other armies. They are disciplined and fervent, though not particularly bright — a valuable combination for demonic troops. Some are found in Mulgore and Barrens, having apparently reverted to a nomadic lifestyle.

Demon, Locust: These creatures are gifts from the Burning Legion to the Scourge, enabling them to spread blight quickly across an area. Though the Scourge has other means, demon locusts also serve as powerful agents in their own right. Despite the efforts of the night elves, many wander Azeroth, spreading corruption.

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Despair: First created by the Scourge, these creatures are a fusion of the corrupting power of undeath and human flesh. They are not undead, but are fueled by the power of the Great Dark. Despairs are sent out alone to spread disease and suffering, waiting along roads and isolated communities for victims.

Devil, Heartclutch: Used by the Legion as messengers and scouts, these tiny creatures are often left behind to spread trouble. Loyal to their dark masters, heartclutch devils stay near settlements, looking to kill any leaders or holy men.

Elder Larva: Units of the Legion, these creatures often serve as mounts. In some cases, they become living explosives, wading into villages or armies and, when finally slain, spraying destruction. Cults still summon these creatures from time to time, bringing ruin on enemies.

Face Stealer: Brought to Azeroth as infiltrators from some far-off world, many face stealers avoided their demonic masters. These creatures were more interested in their own affairs. Though their use for reconnaissance turned out to be limited, the disruption they spread with glee has proven useful.

Flailing Dreadnought: These unearthly creatures are the results of ancient experiments with summoning. Their numbers have not spread significantly, suggesting Azeroth is not entirely to their liking. As dreadnoughts prefer to live in mines, dwarves have developed special weapons to deal with them.

Forest Walker: Related to the ancients and treants, forest walkers defend Ashenvale and other forests from those who would do them harm. They often work with the night elves in keeping the land secure, but also take it upon themselves to defend their territory.

Gallows Eye: Likely the result of summoning gone awry, these aberrations can be found in ruins and other isolated areas. They seek lore of ancient times and sometimes try to steal moon wells from night elves. Though powerful in the arts of necromancy, gallows eyes did not noticeably assist in the Scourge.

Gallows Vine: Night elves use these deadly plants as a living trap, carefully arranging them into borders. The vines are tended to avoid rapid growth and feeding, with calls and scents laid to discourage animals from blundering into them too often.

Gauntling: Found primarily in the Barrens, these are ogres cursed by the power of the Burning Legion. They hunger eternally, wandering the world looking for victims.

Golem, Crystal: Encountered mostly in Northrend, these constructs were likely created by Ner'zhul, the Lich King. They protect ruins and are occasionally mobilized to attack enemy forces. Rumors suggest some of the other liches can also create these golems.

Hope: Emissaries of the light, hopes prefer to guide the paladin warriors and priests of Azeroth covertly. It is not their way to lead or reveal any divine will, but rather to aid followers of the light. When pressed, they will combat evil, but it is not their purpose.

Howling Abomination: Minor entities of the Great Dark, these abominations slide through the lesser gates into the world. They will attack heroes, but their true motives are unknown. They do not serve the Burning Legion.

Leeching Willow: Another type of tree corrupted by demonic energies, leeching willows are found primarily in northern Ashenvale. Night elves use these trees as protective borders, and a few have understandings with the somewhat intelligent trees.

Lurker Below: Some believe these creatures to have been corrupted by the Burning Legion or by the power of the Maelstrom. Whatever their origins, murlocs use them as guardians around their coastal communities.

Maelstrom Leviathan (Kadum's Leviathan): Frightening mutations of whales, leviathans have been spotted numerous times near the Maelstrom. Most seafarers are thankfully unaware that these creatures are undead. Priests are aware that on at least one occasion a leviathan beached itself, spewing out dozens of undead. They fear that leviathans may be under the control of a dark power and beach en masse at some future point.

Pilfer Sprite: These voracious fey gained a taste for arcane power in ancient times, with the experiments of the high-born. Demonic power likely accentuated this hunger, and to this day pilfer sprites seek out wizards to slake it.

Sand Mummy: Necromancers discovered that the dry sand of the deserts had a powerful resonance with undeath. Sand mummies were created long ago, fusing the dark cold of undeath and the burning bright of the desert into a terrible force. Nomads of the dry plains and desert know that not all desiccated corpses are natural occurrences.

Sand Wyvern: These large creatures beset desert regions. The harpies of Kalimdor are known to treat with these creatures, hunting with them and training them as instruments of terror.

Seeker's Bane: Unlike many undead, these ghosts are not associated with the Scourge. They are instead somewhat natural occurrences, most frequent in ruins near magical phenomena. Ancient temples, magic fortresses, and others give power and shape to the bitter spirits of the dead.

Siege Undead: The Scourge is adept at weaving the dead into varied shapes, knitting many bodies into one or into completely new designs. One constant problem is the availability of good materials. Siege

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undead provide a useful way to ration corpses, crafting three undead from each body.

Skull King: These undead served as tacticians and officers in the Scourge. Their ability to cast multiple spells proved useful in large conflicts. A skull king considers combat beneath its abilities, however. Many now seek to expand a power base through manipulation and politics.

Skullworm: Ancient cults of the Burning Legion were given these creatures to help destroy Azeroth's defenses. Many breed freely in the marshes, infesting murlocs and humans.

Sundered Woman: Embodying the horror of the Burning Legion, these fey are despairing ruins of what they once were. Many wander the Barrens and Ashenvale. Night elves attempt comfort, destroying with great regret those who pose a significant danger.

Surged Giant: These creatures were once human, warriors who sought power from the Burning Legion. They received power, bodies bulging and hugely muscled, tearing apart with distorted strength. Each was driven mad with pain, becoming nothing more than chaotic brutes. Surged giants are rare, but encountered in a wide variety of locations.

Swamp Fisher: An occasional threat, these creatures are sometimes cultivated by murlocs as food and protection. Orcs savor the taste of swamp fishers, and some evidence suggests that these animals originate from Draenor.

Swamp Tyrant: These beasts are thought to have come from Draenor with the orcs. Thankfully rare, murlocs are known to flee settlements due to the encroachment of these horrors. Disturbing reports speak of tyrants spotted near Theramore Isle, in the Dustwall Marsh.

Thought Drinker: Often mistaken for a demon of some kind, these gaseous creatures are the creations of the high-born. The elves had experimented with constructs and living forces, some seeking to transform themselves into powerful spirits. These nasty parasites were an unforeseen result.

Touch Corrupter: Imbued with powers of disease and undeath, these mortals proved valuable agents of the Scourge. They could render down corpses quickly for skeletal material or serve as agents of plague. A few remain, hiding near cities or in graveyards, waiting patiently for more sustenance.

Troll Abomination: The failures of trolls and orcs to serve the Burning Legion resulted in many curses. If they would not work properly, they would be made into something that would. These giant trolls lack the intelligence and civilization of proper trolls, serving only to rampage through the land. Most trolls despise these aberrations.

World Stalker (Ukrudan Stalker): The night elves believe that the world stalkers were originally created as defenders by the titans, crafted from stone much as dwarves were. The Great Sundering drove them mad, deciding that all races were a corruption on the land. Since then, these powerful giants hunt elves, humans, orcs, and any that wander through their territory. Thankfully, they prefer desert regions and are few in number.

Vermi Host: Originating from the powerful curses of the Burning Legion, these hosts serve to spread plague and corruption throughout Azeroth. The Scourge has been known to work with vermin hosts.

Wickerman: These necromantic constructs are created by cults of the Burning Legion, drawing on demonic power and the life of those sacrificed. Wickermen are given a single task, often to destroy a village or military force. Often, however, the wickermen turn on their creators once their task is complete.

Tome of Horrors

The Faerie Court (Other Beasts & Fey)

The Kaldorei count many more allies than have been documented so far. Among these allies are several species from **The Tome of Horrors** by Necromancer Games. Some are ancient allies, others newly recruited (or reclaimed) allies, befriended by the night elves in the wake of their lost immortality.

Al-mi'raj: These aggressive lepus are in many ways better suited for the war-torn world of Azeroth than many others. Their combat and supernatural abilities may have sprung from exposure to moon wells and would have ensured their survival even in regions where soldiers are stripping the land for food. Al-mi'raj on Kalimdar have no chance to be psionic.

Atomie, Sprite: These smallest of the elven likely share the lands once dominated by jungle trolls. Even there, however, their numbers are limited, perhaps only a few dozen trees across Kalimdor hosting sprite or atomie clans. In other parts of Azeroth, they may be more common. Prior to the destruction of the World Tree, the night elves considered them no better than lesser cousins. Though this slight has not been forgotten, atomies ally themselves with the Kaldorei... for now.

Blood Hawk: The aggression of these raptors, like the al-mi'raj, has enabled blood hawks to survive where other species have not. Their desire for human flesh makes them ideal hunting birds for other humanoid species. On Azeroth, blood hawks are bred and trained to disdain night elf flesh, so are often found in their company.

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Brownie, Buckdawn: On Azeroth, buckdawn and brownies are different clans of the same species. Like atomies, brownies and buckdawn have not been previously encountered on Kalimdor for any other reason than their rarity. During the great wars, they retreated even further from civilized lands. In times of relative peace, adventurous individual brownies may begin to creep out into the lands controlled by other species. When this occurs, buckdawn are likely to be the first ones encountered.

Cooshie: These elven dogs are rare, previously bred and trained by a single clan of high elves. Since the great wars, they are becoming more common as the clan begins trading with other groups of elves. So far, none have been encountered in the company of any type of humanoids other than high elves and their kin.

Forlaren: Forlaren are the result of night elf and Burning Legion couplings, typically unwilling. Their demonic parents raised most of them, either because they were kidnapped at birth or because their elven parents were themselves kidnap victims. Forlaren raised in elven lands are treated with suspicion, but are taught to suppress their evil tendencies. Forlaren raised by the Burning Legion have their evil encouraged.

Hamster, Giant: Though potentially dangerous to low-level heroes, giant hamsters might make valuable comic relief in otherwise grim stories in elven lands.

Killmoulis: These small elfish have only recently started to be encountered on Kalimdor, and if the high or night elves understand their origins, they are not speaking. So far, they have only been encountered in human residences.

Korred, Leprechaun: Leprechauns and korred have only recently arrived on the continent of Kalimdor. They claim to come from a small island on the western horizon, though no one has verified this assertion. They arrived separately and appear to hold enmity for one another.

The Undead Scourge (Other Undead & Aberrations)

The Lich King's creations are far more numerous than could have been predicted. The *Tome of Horrors* describes types of undead not previously encountered. In addition, there have been side effects that not even Ner'zhul could predict. Lordaeron hosts a vast variety of undead, so while many of the types covered below may be uncommon on Kalimdor, nearly any sort of undead may be discovered streaming out of the north.

Barrow Wight, Blood Bones, Bog Mummy, Demiurge, Shadow, Lesser Shadow, Zombie, Juju Zombie: These undead are a direct result of the Scourge, merely a variation of the undead previously unknown on Kalimdor.

Bone Cobbler: The original bone cobblers were thought to be humans who had somehow survived the Scourge but who were driven mad. Scholars postulate that Ner'zhul was so amused by their efforts that he turned his attention to actively creating additional bone cobblers to demoralize the living.

Coffer Corpse: Coffer corpses are independent undead, with no connections to the Scourge. Tuskar legends tell many stories ofcoffercorpse, though modern tuskar death practices have made these occurrences rare.

Draug and Brine Zombie: Draug and brine zombies spring up both as independents and as a result of Scourge infection. They are found only on the seas of Azeroth.

Gargoyles, all — Four-Armed Gargoyle, Green Gargoyle, Margargoyle: Though significantly less common than the gargoyles encountered thus far in the Lich King's employ, these variations also do Ner'zhul's bidding.

Haunt: Haunts most often spring up as the result of the Scourge, but they are independent undead, not under control of the Lich King or his minions.

Huecova: Good healers who turn to the service of the lich king will almost always rise after death as huecova.

Wolf — Ghoul Wolf, Shadow Wolf: The elves have their hounds in the cooshie, the Burning Legion have death dogs, the titans have moon dogs, and the undead Scourge have ghoul wolves and shadow wolves to run down their prey.

The Burning Legion (Other Fiends)

The minions of the Burning Legion are countless, yet below is a list of shock troops, animal cohorts, and generals alike. Cerberus is presented as an example of how to adjust the backgrounds of unique individuals to fit the meta-story of the *Warcraft* universe.

Cerberus: In the *Warcraft* universe, Cerberus does not guard the gates of Hades. Instead, he herds the spirits of those killed and promised to the Burning Legion across the void of the universe. The three-headed hound is unlikely to be encountered on Azeroth, unless he is pursuing an escaped soul of particular value to the Legion.

Daemons, all — Cacodaemon, Charon, Charonadaemon, Derghodaemon, Hydrodaemon, the Oinodaemon, Piscodaemon; Demodand, all — Shaggy, Slime, Tarry; Demon, all — Aeshma, Alu-Demon, Baphomet, Beliuri, Cambion, Demons of Corruption (Azizou, Barizou, Geruzou), Dagon, Darka, Fraz-Urb'Luu, The "Faceless Lord," Gharros, Kostchtchie, Mephistal, Nabasu, Nerizor, Orcus, Pazuzu, Shadow Demon, Sonechard, Stigre Demon, Tsathogg; and Devil, all — Amon, Baaphel, Bael, Geryon, Ghaddar, Gorson, Hutzin, Lucifer,

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Moloch, Nupperibo, Titivilus, Tormentor of Souls: These fiends are all possible minions of the Burning Legion. The unique individuals are likely to be in leadership positions, while the rest act as shock troops of various power levels. Unique individuals will almost definitely have personal agendas that they are pursuing on Kalimdor. Members of the Burning Legion of different types are unlikely to associate with one another. That is, heroes are unlikely to encounter daemons or devils working with one another or with demons or demodands, unless they are all under the direct guidance of an extremely powerful leader. Even then, there is likely to be strife between the subgroups.

Death Dog: Death dogs are literally the hounds of hell. Scholars describe them as the ancestral enemies of moon dogs, and storytellers speak of the legendary battles when hounds of the two species meet.

Demonic Knight, Shadow Demons: Demonic knights are just one example of officers in the Burning Legion that define description by common terms. They are most likely to be encountered on a mission by some more highly placed member of the Legion hierarchy.

Screaming Devilkin: Though not true members of the Burning Legion, they have been linked irrevocably with their namesakes by ignorant townsfolk. It is only a matter of time before some Legion general takes advantage of this perceived link and turns a swarm of devilkin to his will.

The Lost Tribes (Other Humanoid Species)

In addition to quibboar, tauren, elves, and orcs, other sentient species populate the world of Azeroth. Three of them are described in *Tome of Horrors*.

Crabman: The crabmen of Kalimdor are primarily represented by a single small tribe living in cliff caves on one of the temperate coasts of the continent. They are smaller and slightly less combat worthy than those listed in *Tome of Horrors*. They are human-sized, with a +3 natural bonus to AC, and a +2 bonus to Strength and Constitution. They have a Level Adjustment of +1.

Grippli: This species of frogmen ekes out a living on the edges of the formerly powerful jungle troll kingdom. Their numbers have increased in recent years, but they are still incredibly rare, to the point of being described as legendary, even by troll scholars.

Mongrelmen: Mongrelmen on Kalimdor hide from the other sapient species for fear that they will be mistaken for members of the Burning Legion, or worse. They also tend to be weaker than those described in the *Tome of Horrors*. Kalim dor mongrelmen characters have +2 Str, +1 Dex, +1 Con, +1 Wis, and -4 Cha, and they have a Level Adjustment of +1. Use the following random table to determine the appearance of Kalimdor mongrelmen:

1d10	Type
1	Ironforge Dwarf
2	High elf or night elf (50% chance of each)
3	Troll
4	Goblin
5	Human
6	Orc
7	Tauren
8	Crabman
9	Grippli
10	Missing body part

Other Goblinoids

Orcs and goblins are not the only goblinoids on Azeroth. Some of the previously unknown species are crossbreeds, while others seem to be races unto themselves. Three of these species are discussed briefly below.

Mite: Mites appear to be a species of goblinoid native to Kalimdor — or at least they claim to be. They have recently been stirred from their underground realms by the excavations of the dwarves. Mites hold salamanders in high esteem. Whether they will ally themselves with the Horde or with one of the other political forces on Kalimdor is unclear.

Ogre, Half-Ogre: These half-breeds tend to roam Kalimdor as solitary warriors. They do not have a society as such on Azeroth, but as a general rule seem to be seeking honor for themselves individually and recognition as a true species as a whole.

Ogrillon: These half-breeds are almost exclusively found in orc war camps. Originally bred as violent shock troops for a war that ended too soon, now the Horde seeks merely to control ogrillons until a worthy opponent presents itself.

Animals

The diversity of animal life on Azeroth is limitless. In addition to the creatures described elsewhere in this book, several species described in the *Tome of Horrors* can also be found on Kalimdor and throughout Azeroth.

Axe Beak, Clubnek: Both of these species are clearly subspecies of tallstriders. They are much rarer than tallstriders or bludgeonbeaks on Kalimdor, but may be more common in other regions of Azeroth.

The Dwellers Underneath (Aquatics)

In addition to the diversity of life on the surface of Kalimdor, the seas of Azeroth are also teeming with life. Much of this life is mundane, if monstrously large, though the sea has her secrets — and threats. The following aquatic creatures listed in the *Tome of Horrors* can be found in the rivers, lakes and oceans in and around Kalimdor.

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Barracuda; Bunyip; Caribe, Giant; Clam, Giant; Crab, Monstrous; Crayfish, Monstrous; Dragonfish; Eel, Electric; Floating Eye; Jellyfish, Monstrous; Quipper; Tiger Barb, Giant.

Turtle, Giant Snapping: Having been largely ignored during the wars of Azeroth, these aquatic dwellers tend to be larger and more aggressive than those of other worlds. Then show little fear of ships and heroes.

The Others

Some creatures, some entities, are beyond classification; however, they are still possible encounters on Kalimdor and beyond.

Clockworks: The clockworks of Azeroth are the creations of an inspired, possibly demented, and likely now deceased gnome tinker. The gnome designed and built himself mechanical allies and the first brain gear to control them. Now, they are rare, but their numbers may be increasing — if they are clever enough to gather parts and reproduce through construction. Clockworks encountered on Kalimdor are possibly a scouting force from another section of the world.

Dragonnel: Incredibly rare on Kalimdor, they are sought out by unaffiliated species as possible aerial mounts. Believed to be the equivalent of or even superior to griffins, hippogriffs, and wyverns in aerial combat, dragonnel young are in great demand on black markets.

Gorilla Bear: Gorilla bears and other aberrations (as per the template in the *Tome of Horrors*) are rare, but they can be found in uncivilized lands. Possibly early experiments of Elune or other deities, possibly the playthings of titans or worse, they do exist throughout Kalimdor and Azeroth.

Midnight Peddler: Possibly akin to the titans or the Burning Legion, or possibly a completely different type of outsider, the midnight peddler can be found on nearly any world, including Azeroth.

Moon Dog: Moon dogs are thought to be the hounds of the titans. They run ahead of their masters throughout the realities and stay behind on the worlds their masters have visited. Moon dogs are the ancestral enemies of the Burning Legion's death dogs.

Templates

In addition to the aberration template mentioned above (see gorilla bear), three other templates from the *Tome of Horrors* are applicable to the world of Azeroth.

Dire Creature: Dire creature is an animal template that can be applied to any natural species on Azeroth.

Skeleton Warrior: Skeleton warriors are combatants in service to the Scourge.

Spectral Troll: Spectral troll is a template that can be applied to the trolls of Kalimdor and Azeroth. They serve the Scourge in the same way as the undead of the human and orc races.

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Monsters Ranked by Challenge Ratings

Monster	CR	Monster	CR	Monster	CR
Kobold	1/4	Withered, half-elf Rog 2	3	Fel hunter	8
Carriion beetle	1/3	Wyrmkin (dragonspawn)	3	Ghost, human Sct 5	8
Draenei	1/2	Wyvern	3	Mur'gul	8
Forest spider	1/2	Bog beast	4	Obsidian destroyer	8
Murloc	1/2	Corrupted furbolg	4	Phoenix	8
Quilboar	1/2	Dark troll	4	Salamander	8
Tuskarr	1/2	Dire frost wolf	4	Shade, human Hlr 6	8
Zombie, human Bbn 4	1/2	Dryad	4	Tainted, nymph	8
Bane spider	1	Fire revenant	4	Banshee, half-elf Rog 7	9
Elk	1	Forsaken, human Ftr 3	4	Skeletal mage, half-orc Sor 7	9
Gnoll	1	Frost revenant	4	Corrupted Ancient	9
Gnoll poacher	1	Frostsaber cat	4	Skeletal warrior, human Ftr 8	9
Harpy	1	Giant spider	4	Dreadlord (nathrezim)	11
Jungle troll	1	Ice revenant	4	Keeper of the grove	11
Timber wolf	1	Kodo beast	4	Thunder lizard	11
Trogg	1	Lesser spirit of vengeance	4	Pandaren shodo-pan	11
Venom spider	1	Lightning revenant	4	Greater spirit of vengeance	12
Wisp	1	Nerubian	4	Infernal	12
Forest troll	2	Sludge	4	Sea giant	13
Gnoll assassin	2	Wendigo	4	Mana surge	14
Gnoll warden	2	Death revenant	5	Doom guard (tarshesite)	15
Pandaren	2	Dire gargoyle	5	Lich, orc Sor 11/Ncr 1	15
Storm crow	2	Flametongue (dragonspawn)	5	Magnataur	16
Tallstrider	2	Ghoul of the Scourge, orc Ftr 4	5	Mountain giant	16
Centaur	3	Giant wolf	5	Lightning lizard	17
Dire wolf	3	Gryphon	5	Withered, frost wyrm	18
Felguard	3	Wildkin	5	Crypt fiend, nerubian	
Furbolg	3	Basilisk	6	Ftr 9/Sor 5	19
Gnoll brute	3	Fel stalker	6	Storm wyrm	19
Hippogryph	3	Giant frost wolf	6	Pit lord	21
Ice troll	3	Dire bear	7	Eredar warlock	23
Naga	3	Pandaren geomancer	7	Azgalor	25
Nightsaber cat	3	Pandaren wardancer	7	Lady Vashj	26
Ogre	3	Scalebane (dragonspawn)	7	Kel'Thuzad	28
Pandaren pikeman	3	Abomination	8	Prince Kael'thas Sunstrider	31
Sasquatch	3	Ancient	8	Sylvanas Windrunner	33
Satyr, half-elf Sct 2	3	Chimaera	8	Illidan Stormrage	37
				Lich King	50

Azeroth Dragon CRs by Age and Color

Age	Black	Blue	Bronze	Green	Red
Drake	5	6	5	5	5
Mature	15	17	15	15	15
Wyrm	22	25	23	23	23

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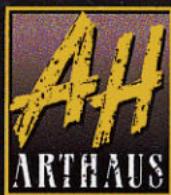
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