Welcome to **World of Warcraft: The Roleplaying Game**! "Bones of Ironforge" is an introductory scenario meant to introduce new players to the game and give experienced players a bit of simple, monster-bashing fun. If you've never even heard of a roleplaying game before, this adventure is the best place to start. All the information you need to play is included in here, so you don't even have to spend money to have fun!

What is World of Warcraft: The Roleplaying Game?

You've clicked those units and completed those quests online. Now is your chance to make Azeroth and the stories of its heroes and epic battles truly come alive. With **World of Warcraft: The Roleplaying Game** (or just **WoW RPG**), you can explore the world of **Warcraft** at your tabletop, in sagas of your own making.

The **WoW RPG** is a tabletop roleplaying game, also called a pen-and-paper roleplaying game. Imagine you and a bunch of your friends, sitting around a table, eating pizza, drinking sodas, and inventing stories set in the **Warcraft** world. That's what the **WoW RPG** is all about. Each player creates a character that represents his alter ego on Azeroth, much like in the *World of Warcraft* computer game, except for one player: the Game Master. The Game Master (or GM) controls everything except the other players' characters.

The Open Gaming License

World of Warcraft: The Roleplaying Game uses the Open Gaming License (OGL), created by Wizards of the Coast. The **WoW RPG**, therefore, is fully compatible with the world's most popular tabletop roleplaying game — and with just about any other game that makes heavy use of a funny-sided die called a d20.

Unlike the *World of Warcraft* computer game, in the **WoW RPG** there are no limits to the feats you can accomplish, the maneuvers you can attempt, and the lands you can explore. That is the power of tabletop roleplaying games: If you can imagine it, you can create it. And the imagination is a more powerful video card than anything Silicon Valley can create.

To play **World of Warcraft: The Roleplaying Game**, one player in your group needs the **WoW RPG** core book. That's it. The **WoW RPG** book is a complete game, containing everything you need to create epic characters and forge your own legends in the **Warcraft** world. The other books provide additional options: more character types to play, more loot to discover, more foes to overcome, and more lands to explore.

Azeroth will never be the same!

Players and GMs

Two types of players exist in **WoW RPG:** players and Game Masters. A player controls a hero, his alter ego in the game world. This hero can be anything the player envisions, from a potion-brewing troll witch doctor to a goblin in a giant suit of steam armor. The player roleplays his hero and decides his actions.

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The Game Master has a much larger job. The players control the heroes (also called player characters, or PCs); the GM controls everything else. He controls the heroes' opponents, the townsfolk, and all the other people with whom the heroes interact (called nonplayer characters, or NPCs). He also controls the world, including the weather, the seasons, and the adventures that are available. He is the driving force behind the game.

When you get together to play "Bones of Ironforge," have one player volunteer to be the GM. The other players control heroes.

Dice

The **WoW RPG** uses a variety of funny-sided dice, available in any hobby game store. A "d20" is a twenty-sided die. Similarly, a d4 is a four-sided die, a d6 is a six-sided die, and so on.

"2d4" means roll two d4s and add the results together. "2d6+5" means roll two six-sided dice, add the results together, and then add 5.

The Heroes

Included in this adventure (starting on page 8) are six heroes who take part in "Bones of Ironforge." Each player (besides the GM) selects one of these heroes to play. The heroes are members of the Alliance and are:

- Botrek Pahno, human warrior.
- Cerise Moonrain, night elf druid.
- Maith'hal, high elf mage.
- Jarlath Brewbelly, Bronzebeard dwarf paladin.
- Widge Whistlevalve, gnome tinker.
- Yinny, human rogue.

Once you select a hero, take that hero's character sheet. The character sheets provide important statistics as well as descriptions of the heroes' special abilities and spells. On pages 6 and 7 of this document is an explanation of the game's basic rules, which you need to know in order to play. It's a good idea to print out a copy of the basic rules for each player.

The Adventure

If you are not the GM, you should stop reading here. Pages 2 through 5 of this document contain information for the GM's eyes only, and reading it would spoil the surprise.

If you *are* the GM, this section is for you. Read it thoroughly and be familiar with it before you run your players through "Bones of Ironforge."

You should also read the information on pages 6 and 7 to familiarize yourself with the game's basic rules.

Adventure Background

Two years ago, Molus, an ambitious and cruel individual, began making efforts to serve the Burning Legion. He hoped the demons would be pleased and reward him with greater power. To that end, he now seeks to establish a secret base near Ironforge to further the Legion's goals. He used magic to disguise himself as a Bronzebeard dwarf and headed to Khaz Modan to search for an appropriate spot. After a few days, he discovered a cave that was perfect for his purposes. Natural geography hid it from the eyes of travelers and explorers, and it was large enough to comfortably house a small army of nascent warlocks and to carry out his experiments.

However, a problem presented itself: The cave was already in use. A necromancer, Toren Snapjoint, was in the cave. Toren had two acolytes with him as well. Molus kept tabs on Toren for a couple of weeks, and saw him raid the local graveyards and animate the dead as skeletons. Toren also slew some traveling dwarves, but Molus managed to hide the bodies before anyone discovered them.

Molus seethed. Toren was a direct rival for his favored location. Not only that, he was sloppy; Molus knew that, if Toren wasn't careful, Ironforge would soon discover his dealings and would be on high alert for other dark magic. Plus, Toren was a servant of the Scourge — which betrayed Molus's masters in the Burning Legion.

Molus had one option: Destroy Toren, quickly and quietly, and take the necromancer's cave as his base. Molus didn't relish the idea of facing Toren alone, though. He needed a bunch of willing dupes to go in and take care of the problem for him.

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Getting a Player In On It

If you would like to inject a bit more roleplaying, intrigue, and betrayal into this adventure, perhaps one of the heroes is working for Molus. The hero is an ally or friend of Molus, or maybe Molus just paid her a large sum of money to betray her comrades.

If you would like to go this route, talk to one of the players in private before beginning the adventure. You might ask for a volunteer ("Do any of you feel like doing some extra roleplaying?") or you might select the player who is most likely to be amenable to this course of action.

Explain the circumstances to your player. The player's hero is a traitor, and while she fights alongside the other heroes in the adventure's first encounter, when Molus and his cronies appear, the traitorous character turns on her allies.

Be aware that this situation makes the final encounter more deadly, because the heroes lose an ally and gain an enemy at the same time. Consider reducing the number of Molus's lackeys or eliminating them entirely.

Adventure Synopsis

"Bones of Ironforge" proceeds as follows:

- The disguised Molus Blackborn asks the heroes to break into a necromancer's secret lair and destroy him.
- The heroes enter the cave and, in a pitched battle, defeat Toren, his acolytes, and his undead servants.
- Molus enters the cave, no longer disguised, with some hired muscle. He attacks the heroes, who are weakened from their previous encounter.
- The heroes manage to defeat Molus, but it's a tough fight.

Enter the Heroes

The adventure begins when Molus, disguised as a Bronzebeard dwarf, approaches the heroes in Ironforge with a mission. When you are ready to begin, read or paraphrase the following:

You are wandering around Ironforge when a blond dwarf approaches you.

"Greetings," says the dwarf. "I am Lugni Scopewol." He looks nervous. "You look like a group of people who can take of yourselves. Listen." He steps closer and lowers his voice. "I believe that a necromancer lurks close to Ironforge. In a cave not far from here. I was looking for ore in the mountains, and I saw a couple walking skeletons and a figure in a dark robe with a staff. Someone needs to go in there and kill him! I would tell the authorities, but…." He looks abashed. "Well, to tell you the truth, I've reported similar findings to the guards in the past few months, and they turned out to be nothing. So now I don't think anyone would believe me. This time, though, I'm positive I saw undead! Please, won't you be heroes and defeat this menace before it threatens Ironforge?"

If the heroes ask for gold, "Lugni" promises them 100 gold pieces each if they defeat the necromancer.

From Ironforge, it is a few hours' hike to the cave.

The Cave

The cave is large, with several levels to it. Feel free to use whatever map, grid, or battlemat you like for the cave; its exact appearance doesn't matter. (Ideally, use a map with inch-wide squares that count as 5 feet each.) The more terrain features it has (pillars of stone, multiple levels, slopes, and the like), the more interesting the encounter is likely to be.

Within the cave are Toren Snapjoint, two apprentice necromancer acolytes, and a number of skeletal warriors. (The exact number of skeletons depends on the number of heroes; 1–2 skeletons per hero is about right.) When the heroes enter the cave, have everyone roll for initiative. (An initiative roll is a d20 plus your Agility modifier; see the basic rules for more information.) The heroes and villains then act in order of initiative (highest to lowest) until everyone has a turn; then a new round begins. Characters keep the same initiative score from round to round.

On a character or creature's turn, he gets to take one standard action and one move action, as described in the basic rules.

Use the following statistics for the villains:

Toren Snapjoint: human; hp 20; AC 13, touch 11, flat-footed 12; initiative +1; speed 30 ft.; Atk +1 melee (1d6–1, quarterstaff) or +2 melee (touch); Str 8, Agy 12, Sta 11, Int 16, Spt 13, Cha 14; Fort +1, Ref +2, Will +5.

Spells (4/4/3/2; save DC 13 + spell level): Toren can cast four 0-level, four 1st-level, three 2nd-level, and two 3rd-level spells. He can choose from the spells below, and can cast them in any combination he wishes.

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0—*touch of fatigue* (touch; target makes a Will save or takes –1 to hit, damage, and AC for 5 rounds).

1st—*lesser shadow bolt* (150-ft. range; 2d4 damage; half on a Reflex save).

2nd—*summon undead II* (35-ft. range; turns a corpse or destroyed skeleton into a skeleton).

3rd—*death coil* (35-ft. range; 2d8+5 damage or heals a skeleton for 2d8+5; half damage on a Will save).

Special Ability—Death Touch: One time, as a standard action, Toren can deliver a death touch. If he touches his opponent, roll 5d6. If the total is equal to or greater than the target's current hit points, it dies.

Feats and Skills: Craft Wondrous Item, Scribe Scroll, Toughness, Weapon Focus (touch).

Gear: Quarterstaff, *bracers of armor +2, potion of cure light wounds* (standard action to drink; restores 1d8+1 hp).

Acolytes (2): human; hp 10; AC 11, touch 11, flat-footed 10; initiative +1; speed 30 ft.; Atk +0 melee (1d6–1, quarterstaff) or +0 melee (touch); Str 8, Agy 12, Sta 11, Int 16, Spt 13, Cha 14; Fort +0, Ref +1, Will +4.

Spells (4/3; save DC 13 + spell level): Each acolyte can cast four 0-level and three 1st-level spells. She can choose from the spells below, and can cast them in any combination she wishes.

0—*touch of fatigue* (touch; target makes a Will save or takes –1 to hit, damage, and AC for 5 rounds).

1st—*lesser shadow bolt* (150-ft. range; 2d4 damage; half on a Reflex save).

Special Ability—Death Touch: One time, as a standard action, each acolyte can deliver a death touch. If she touches her opponent, roll 2d6. If the total is equal to or greater than the target's current hit points, it dies.

Feats and Skills: Scribe Scroll, Toughness.

Gear: Quarterstaff, *potion of cure light wounds* standard action to drink; restores 1d8+1 hp).

Skeletal Warriors: hp 6; AC 21, touch 12, flat-footed 19; initiative +6; speed 30 ft.; Atk +1 melee (1d8+1/19–20, longsword); Str 12, Agy 14, Sta —, Int —, Spt 10, Cha 1; Fort +0, Ref +2, Will +2.

Special Ability—Damage Reduction: Bludgeoning weapons (like Maith'hal's quarterstaff, Jarlath's hammer, and Widge's club) deal full damage to skeletal warriors. Piercing and slashing weapons (like the rest of the heroes' weapons) deal their normal damage –5, to a minimum of 0.

Feats and Skills: Improved Initiative.

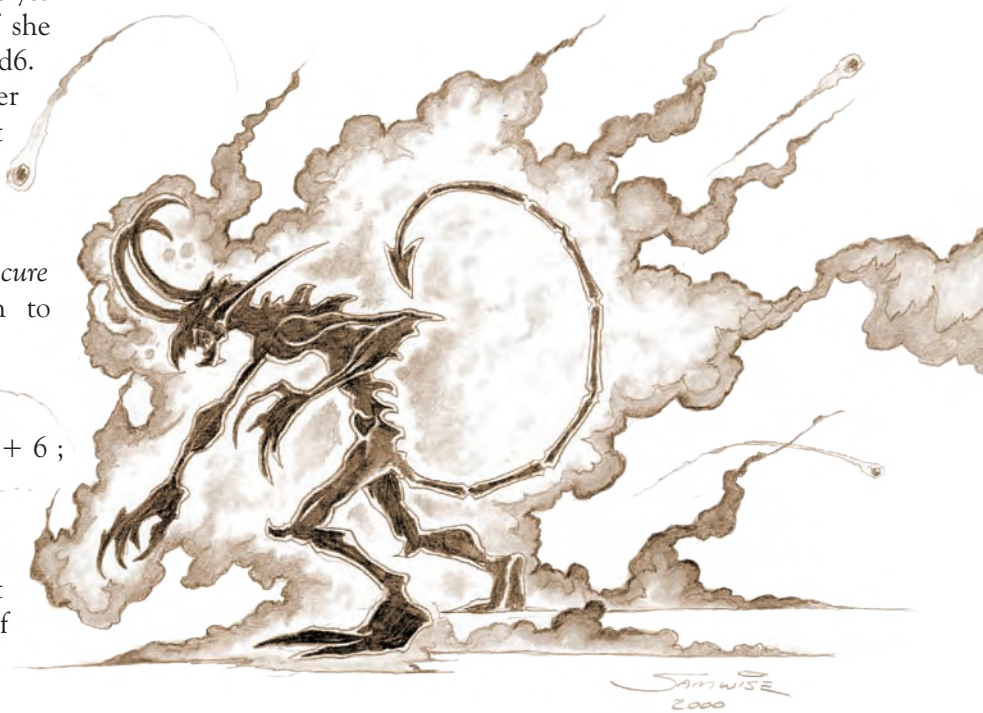
Gear: Longsword, breastplate, heavy steel shield.

The Warlock Arrives

After the battle, give the heroes a few rounds to heal themselves and search the bodies. (If the players don't seem like they want to heal each other, mention that the heroes hear footsteps coming from somewhere.) Toren's *bracers of armor* grant +2 AC to an unarmored hero. Each necromancer's *potion of cure light wounds* allows a hero to recover 1d8+1 hit points.

Soon, Molus arrives. Read or paraphrase the following.

> *You hear the sound of boots, loud, on the stone floor. Entering the cavern are several orcs, of all things, in the midst of whom is Lugni Scopewol, the dwarf who asked you to come here to slay the necromancer. Lugni surveys the scene.*
>
> *"Well done, heroes," he booms. "That necromancer was far too sloppy to be allowed free*



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rein. Thank you for serving me, but I'm afraid I can't let you leave." He throws his arms wide, and his face melts away, as does his simple clothing; in a moment, Lugni Scopewol is gone, replaced by a pale figure with an orange beard and sparking eyes — a Dark Iron dwarf. From behind him scampers an imp trailing green fire.

Molus, his imp minion, and his servants attempt to destroy the heroes. Roll for initiative, then get to it!

Molus Blackborn: hp 17; AC 13, touch 11, flat-footed 12; initiative +1; speed 20 ft.; Atk +1 melee (1d6–1, quarterstaff) or +3 ranged (touch); Str 8, Agy 12, Sta 11, Int 16, Spt 13, Cha 14; Fort +1, Ref +2, Will +5.

Spells (4/4/3; save DC 13 + spell level): Molus can cast four 0-level, four 1st-level, and three 2nd-level spells. He can choose from the spells below, and can cast them in any combination he wishes.

0—*acid splash* (35-ft. range, touch attack; 1d3 damage).

1st—*lesser demon skin* (Molus gains +1 AC and +6 hp).

2nd—*orb of annihilation* (35-ft. range, touch attack; 4d8 damage, those within 5 ft. of target take 1d8 but half on a Reflex save).

Feats and Skills: Augment Summoning, Craft Wondrous Item, Scribe Scroll, Toughness, Weapon Focus (touch).

Gear: Quarterstaff, *bracers of armor +2*.

Imp: hp 7; AC 17, touch 14, flat-footed 15; initiative +6; speed 20 ft.; Atk +2 melee (1d3–1, claw); Str 8, Agy 14, Sta 11, Int 8, Spt 7, Cha 15; Fort +2, Ref +4, Will +0.

Special Ability—Lesser Firebolt: Five times, as a standard action, the imp can hurl a *lesser firebolt* at any character within 110 feet. The *firebolt* hits automatically and deals 1d4 points of damage (half on a DC 13 Reflex save). If the target fails the save, it takes 1 point of damage each round for the next 4 rounds.

Feats and Skills: Improved Initiative, Toughness.

Orc Thugs: hp 17; AC 13, touch 7, flat-footed 13; initiative –1; speed 30 ft.; Atk +5 melee (1d8+3/x3, battleaxe); Str 16, Agy 8, Sta 18, Int 9, Spt 13, Cha 11; Fort +7, Ref –1, Will +3.

Special Ability—Rage: Orcs have the ability to rage once per day. These orcs are assumed to enter the battle raging. If the battle lasts more than 7 rounds, the orcs' rage ends; they take a –3 penalty on attack and damage rolls, a –1 penalty on Reflex saves, a –2 penalty on Fortitude and Will saves, and lose 4 hit points, though they gain a +1 bonus to AC. After the orcs' rage ends, they cannot charge.

Special Ability—Animosity: Orcs have a +1 bonus on attack rolls to hit humans (Botrek and Yinny).

Gear: Battleaxe, chain shirt, heavy wooden shield.

Ending the Adventure

After the heroes defeat Molus, they triumph, and the adventure ends. In a real **World of Warcraft RPG** campaign, the heroes would then move on to a new adventure, spending their careers battling foul creatures, engaged in political machinations, uncovering ancient secrets, and doing anything else you can think of. As long as you and your friends wish to play, the adventures never end!

Let's Get to Fightin'!

If you enjoyed "Bones of Ironforge," maybe you'd like to play the real thing. Get it, and more information, at www.warcraftrpg.com.

About the Author

Luke Johnson is the developer for the **World of Warcraft the Roleplaying Game** line. He is a freelance writer and game designer, and his work appears in products from Wizards of the Coast, Goodman Games, and many others. Please feel free to check out his website at www.lukejohnson.com.

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Basic Rules

Welcome to the **World of Warcraft Roleplaying Game!** The game's entire rules occupy many books, so this section is necessarily brief.

Determining Success and Failure

The core of the rules' system is a twenty-sided die (a d20). To determine if an action succeeds, you roll a d20 and add some number. If your total equals or exceeds a certain number (the number — often called the Difficulty Class, or DC — depends on the action), you succeed.

Combat

In combat, the first thing each player does is roll for initiative (d20 + your initiative bonus). This determines the order in which you act.

Each round, each character takes a turn. On your turn, you can perform one move action and one standard action. If you like, you can perform a second move action instead of a standard action. You can take any number of free actions on your turn.

Free Action: Some characters have special abilities that are free actions, such as shouting (Botrek the warrior) or activating an aura (Jarlath the paladin).

Move Action: You move up to your speed. One inch is 5 feet. A standard battlegrid has 1-inch squares.

Standard Action: You attack or cast a spell.

Full-Round Action: A couple of characters (Yinny the rogue and Widge the tinker) have special abilities that take full-round actions. Any character can charge (see below), which is also a full-round action. A full-round action uses both your move and standard actions, but you can still move 5 feet.

Attacking

To make an attack, roll a d20 and add your attack bonus. If your roll is equal to or better than your target's AC (Armor Class), you hit and deal damage as appropriate for your weapon (listed on your character sheet or in a bad guy's description). The target loses that many hit points. If you drop to 0 hit points, you fall unconscious (and lose 1 hit point each round until you die at –10).

Critical Hits: If your attack roll is a natural 20 (or, for some weapons, a 19 or 20), you threaten a critical hit. Make another attack roll. If that roll is also equal to or better than your opponent's AC, you score a critical hit. Roll damage twice (or three times, for some weapons).

Flanking: If you and an ally are on exactly opposite sides of an opponent, you flank that opponent. Each of you gets a +2 bonus to hit that opponent.

Charging: As a full-round action, you can charge an opponent. You must move at least 10 feet in a straight line to the closest square adjacent to the opponent, and you cannot pass through obstacles or other characters. You can move up to twice your speed on a charge. You gain a +2 bonus to hit, but take a –2 penalty to AC for 1 round. (You can't take a 5-foot step in the same round you make a charge.)

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Ranged Attacks: Ranged attacks work the same way as melee attacks, save that intervening obstacles and creatures make your target harder to hit. Also, if your target is engaged in melee combat, you take a –4 penalty to hit him.

Attacks of Opportunity

If you are armed with a melee weapon, you *threaten* all squares adjacent to you. An opponent who moves *out of* one of these squares provokes an attack of opportunity — you get a free attack against him. Each character can make only one attack of opportunity per round.

If you move only 5 feet in a round, you do not provoke attacks.

If you cast a spell in a threatened square, you provoke an attack. You can avoid provoking this attack by making a Concentration check (d20 + your Concentration skill modifier) (the DC equals 15 + the spell's level).

Hero Points

Each character has a single hero point. You can spend this hero point in one of the following ways:

- To add +20 to any d20 roll. You must spend the hero point before rolling the die. If you spend a hero point on an attack roll, and the attack would have hit without the hero point, you deal double damage.
- You can take a turn when it isn't your turn. This is a bonus turn; you get a move and a standard action.
- You can add +20 to a spell's save DC as you cast it.
- You can add +20 to your AC against a single attack.
- Certain characters (Botrek the warrior and Jarlath the paladin) have other uses for hero points.

Saving Throws

You make a saving throw to avoid some unpleasant effect, like a hostile spell. Three types of saving throw exist: Fortitude, Reflex, and Will. To make a saving throw, roll a d20 and add your saving throw bonus of the appropriate type (listed on your character sheet or in a bad guy's description). When an effect allows a saving throw, it specifies which type (Fort, Ref, or Will) you use and the saving throw's DC. Saving throws against spells have a DC of some number plus the spell's level. For example, Toren Snapjoint's *lesser shadow bolt* spell deals only half damage if you make a Reflex save against it. The DC is 13 + spell level, or, in this case, 14.

Feats and Skills

In **World of Warcraft: The Roleplaying Game,** everyone has feats and skills that describe interesting things they can do. Most of these feats and skills do not come into play in "Bones of Ironforge," but they are included on the character sheets and in the bad guys' descriptions for completeness. (And so players familiar with the game don't get confused.)

The Environment

You can interact with the environment. You can try to jump across gaps, shove boulders onto opponents, and the like. The specifics are up to the Game Master.

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Botrek Pahno

Male Human Warrior

Hit Points: 29
AC: 17, touch 10, flat-footed 17
Initiative: +2
Speed: 20 ft.
Hero Point: 1
Atk: +9 melee (2d6+6/19–20, greatsword)
Abilities: Str 18, Agy 14, Sta 13, Int 12, Spt 12, Cha 10
Saves: Fort +4, Ref +3, Will +2

Special Abilities

Shouts: Three times, as a free action, you can issue a shout. Each time, you can choose one of the following shouts. A shout affects the 30-foot radius around you and lasts for 1 round.

You can spend a hero point to shout one additional time. If you do, the shout's range and duration double.

Battle Shout: Allies gain a +2 bonus on damage rolls.

Challenging Shout: Living enemies must make DC 11 Will saves or they can make melee attacks against only you. They can still make ranged attacks and cast spells at your allies.

Demoralizing Shout: Living enemies take a –2 penalty on damage rolls.

Furious Charge: In addition to the normal effects of charging (see pg. 6), you also gain a +2 bonus to damage and can use a shout for free (it does not count against your shout limit) when you reach the enemy.

You can spend a hero point when you charge. If you do, you gain a +4 bonus to hit and damage (instead of +2) and take no penalty to your AC.

Feats, Skills, and Gear

Feats: Battle Shout, Challenging Shout, Demoralizing Shout, Furious Charge, and Weapon Focus (greatsword).

Skills: Climb +5, Diplomacy +2, Gather Information +2, Intimidate +6, Jump +5, Knowledge (nobility and royalty) +3, Listen +4.

Gear: *+1 greatsword*, masterwork half-plate.

Cerise Moonrain

Female Night Elf Druid

Hit Points: 20
AC: 15, touch 11, flat-footed 14
Initiative: +1
Speed: 30 ft.
Hero Point: 1
Atk: +6 melee (1d8+1/19–20, longsword)
Abilities: Str 14, Agy 13, Sta 10, Int 12, Spt 20, Cha 10
Saves: Fort +3, Ref +2, Will +8

Spells

You can cast four 0-level, four 1st-level, and two 2nd-level spells. You can choose from the spells below, and can cast them in any combination you wish.

0-LEVEL

- **Cure Minor Wounds** (touch; heals 1 hp)
- **Detect Magic** (detect magic auras in an area)

1st-LEVEL

- **Cure Light Wounds** (touch; heals 1d8+3 hp)
- **Lesser Mark of the Wild** (30-ft. range; target gains +4 AC)
- **Roar** (allies within 50 ft. gain +1 to hit and damage for 3 rounds)

2nd-LEVEL

- **Cure Moderate Wounds** (touch; heals 2d8+3 hp)
- **Moonfire** (90-ft. range; 1d8+3 damage, plus 2/round for 3 rounds on a failed DC 15 Fort save).

Special Abilities

Wild Domain: You can cast *roar* once, in addition to the spells you can already cast.

Potion of Cure Moderate Wounds: As a standard action, a character can drink this potion to regain 2d8+3 hit points.

Feats, Skills, and Gear

Feats: Brew Potion, Martial Weapon Proficiency (longsword), and Spell Penetration.

Skills: Concentration +6, Listen +13, Knowledge (nature) +11, Spellcraft +7, Survival +15.

Gear: Masterwork longsword, *+2 leather armor, potion of cure moderate wounds*, spell component pouch.

Note: Cerise is a lone druid (a variant class from the forthcoming **Alliance Player's Guide**), which is why she doesn't have an animal companion. Instead, she has the prowess of stinging rain ability, which improves her attack bonus.

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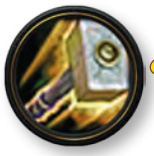

Jarlath Brewbelly

Male Bronzebeard Dwarf Paladin

Hit Points: 41

AC: 23, touch 11, flat-footed 22

Initiative: +1

Speed: 20 ft.

Hero Point: 1

Atk: +6 melee (1d10+1/x3, dwarven battle hammer)

Abilities: Str 12, Agy 12, Sta 18, Int 10, Spt 13, Cha 14

Saves: Fort +9, Ref +4, Will +4

Special Abilities

Aura of Might: One time, as a free action, you can activate an aura of might. The aura extends 10 feet around you. Allies within the aura gain a +1 bonus on damage rolls. The aura lasts for 3 rounds.

You can spend a hero point to activate the aura a second time.

Holy Strike: One time, you can make a holy strike. You must declare that you are doing so before you roll to hit. If your holy strike hits, you deal an extra 1d6+3 points of holy damage.

Feats, Skills, and Gear

Feats: Toughness and Weapon Focus (dwarven battle hammer).

Skills: Climb +1, Jump +1.

Gear: Masterwork dwarven battle hammer, *+1 plate mail, +1 heavy steel shield.*

Maith'hal

Male High Elf Mage

Hit Points: 15

AC: 12, touch 12, flat-footed 10

Initiative: +2

Speed: 30 ft.

Hero Point: 1

Atk: +1 melee (1d6, staff)

Abilities: Str 10, Agy 14, Sta 10, Int 20, Spt 13, Cha 12

Saves: Fort +1, Ref +3, Will +4

Spells

You can cast four 0-level, four 1st-level, and three 2nd-level spells. You can choose from the spells below, and can cast them in any combination you wish.

0-LEVEL

- **Detect Magic** (detect magic auras in an area)
- **Light** (object sheds light in 20-ft. radius)

1st-LEVEL

- **Burning Hands** (15-ft. cone; 3d4 damage)
- **Protection From Evil** (touch; against evil creatures subject gains +2 AC and +2 on saves)

2nd-LEVEL

- **Frost Armor** (touch; unarmored subject gains +4 AC and attackers can take only a single standard or move action next turn)
- **Mana Burn** (30-ft. range, touch attack (ignores armor); target makes a DC 17 Will save or loses 1d4+1 spell levels, takes 1d4 damage per level lost).

Special Abilities

Staff of Arcane Missiles: As a standard action, you can fire an *arcane missile* from your staff. The *arcane missile* strikes any target within 25 feet and deals 1d4+2 damage.

Feats, Skills, and Gear

Feats: Scribe Scroll, Spell Penetration, and Wand Specialization.

Skills: Concentration +8, Decipher Script +11, Diplomacy +7, Knowledge (arcana) +13, Knowledge (the planes) +11, Sense Motive +7, Spellcraft +15.

Gear: *Staff of arcane missiles* (50 charges).

Note: Maith'hal is a focused mage (a variant class from the forthcoming **Alliance Player's Guide**), which is why he doesn't have a familiar. Instead, he has an extra 2nd-level spell slot.

Also, Maith'hal's *staff of arcane missiles* is simply a quarterstaff combined with a *wand of arcane missile.*

Widge Whistelvalve

Male Gnome Tinker

Hit Points: 18

AC: 17, touch 13, flat-footed 15

Initiative: +2

Speed: 20 ft.

Hero Point: 1

Atk: +3 melee (1d6, club), or +6 ranged (2d6, gnomish orczapper; range 30 feet, touch attack)

Abilities: Str 10, Agy 14, Sta 13, Int 20, Spt 10, Cha 12

Saves: Fort +3, Ref +6, Will +4

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Special Abilities

Gnomish Mind Remote: As a full-round action, you can use your remote on any creature within 30 feet. Make a Use Technological Device check (d20+13). You take a –5 penalty on this check (so it's really d20+8). The target must attempt a Will save (DC = your Use Tech Device check). If it fails, you control the creature's next action.

If you roll a 1 on the Use Tech Device check, the remote malfunctions, and the target controls *your* next action!

Gnomish Orczapper: When you attack with your gnomish orczapper, the target does not get to add his armor bonus to AC (the attack is a ranged touch attack). If you roll a 1 on your attack roll, the device explodes, dealing 1d6 points of damage to you.

Repair: If your gnomish orczapper explodes, you can repair it by spending two full-round actions (one to pick up the pieces, the other to put them together) and making a DC 20 Craft (Technological Device) check (d20+13). After such a quick and jury-rigged repair, the device isn't perfect, and it explodes on a 1 or 2.

Feats, Skills, and Gear

Feats: Exotic Weapon Proficiency (gnomish orczapper), Skilled (Craft (tech device) and Use Tech Device), Small Device Knack, and Weapon Focus (gnomish orczapper).

Skills: Appraise +11, Concentration +7, Craft (technological device) +13, Decipher Script +11, Disable Device +11, Knowledge (dungeoneering) +11, Listen +5, Open Lock +8, Search +11, Spot +4, Stealth +8, Use Magic Device +7, Use Technological Device +13.

Gear: Gnomish orczapper, club, *+2 leather armor,* gnomish mind remote.

Yinny
Female Human Rogue

Hit Points: 15

AC: 18, touch 14, flat-footed 14

Initiative: +4

Speed: 30 ft.

Hero Point: 1

Atk: +7 melee (1d4+2/19–20, dagger), or +6 ranged (1d6/x3, shortbow)

Abilities: Str 13, Agy 18, Sta 10, Int 14, Spt 12, Cha 12

Saves: Fort +2, Ref +7, Will +2

Special Abilities

Backstab: When you attack a living opponent that is denied his Agility bonus to AC, or when you flank an opponent, you deal an extra 2d6 points of damage.

Combat Expertise: When you attack, you can subtract from 1 to 5 on your attack roll to gain the same number as a bonus to AC for 1 round. You must declare that you are using Combat Expertise before you attack.

Evasion: If you make a Reflex save against an attack that normally allows a Reflex save for half damage, you take no damage.

Finishing Strike: One time, as a full-round action, you may use a finishing strike. Make a normal melee attack; if the attack hits and deals damage, you get a second melee attack against the same foe. If this second attack hits, you deal backstab damage as well (+2d6).

Improved Feint: As a move action, you can feint against a melee opponent. Make a DC 14 Bluff check (d20+7). If you succeed, the opponent loses his Agility bonus to AC on your next melee attack against him. You take a –8 penalty on this check against mindless creatures (like undead).

Tumble: When you move past an opponent and move no more than 15 feet, you may make a DC 15 Tumble check (d20+10). If you succeed, you do not provoke attacks of opportunity (see pg. 7) The DC is 25 if you move through an opponent's space.

Feats, Skills, and Gear

Feats: Combat Expertise, Improved Feint, and Weapon Finesse.

Skills: Bluff +7, Climb +7, Diplomacy +5, Disable Device +8, Jump +7, Listen +7, Open Lock +10, Search +8, Spot +8, Stealth +10, Tumble +10, Use Magic Device +7.

Gear: *+1 dagger,* shortbow, *+2 leather armor.*

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CHARACTER NAME | AFFILIATION

CLASS AND LEVEL | RACE | ALIGNMENT | FAITH

SIZE | AGE | GENDER | HEIGHT | WEIGHT | EYES | HAIR | SKIN

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
AGY AGILITY				
STA STAMINA				
INT INTELLECT				
SPT SPIRIT				
CHA CHARISMA				

HP HIT POINTS — TOTAL | WOUNDS/CURRENT HP | NONLETHAL DAMAGE

SPEED

AC ARMOR CLASS — TOTAL = 10 + ARMOR BONUS + SHIELD BONUS + AGY MOD. + SIZE MOD. + NATURAL ARMOR + DEFLECT. MOD. + MISC. MOD.

DAMAGE RED.

TOUCH ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

INITIATIVE MODIFIER — TOTAL = AGY MOD. + MISC. MOD.

	TOTAL	= BASE SAVE	+ ABILITY MOD.	+ MAGIC MOD.	+ MISC. MOD.	+ TEMP. MOD.
FORTITUDE STAMINA						
REFLEX AGILITY						
WILL SPIRIT						

CONDITIONAL MODIFIERS

BASE ATTACK BONUS

SPELL RESISTANCE

GRAPPLE MODIFIER — TOTAL = BASE ATTACK BONUS + STR. MOD. + SIZE MOD. + MISC. MOD.

ATTACK

ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE

NOTES

AMMUNITION

ATTACK

ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE

NOTES

AMMUNITION

ATTACK

ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE

NOTES

AMMUNITION

SKILLS

MAX RANKS (CLASS/CROSS-CLASS)

CLASS SKILLS	SKILL NAME	KEY ABILITY	SKILL MOD.	= ABILITY MOD.	+ RANKS	+ MISC. MOD.
❑	APPRAISE•	INT				
❑	BALANCE•	AGY				
❑	BLUFF•	CHA				
❑	CLIMB•	STR*				
❑	CONCENTRATION•	STA				
❑	CRAFT• (_____)	INT				
❑	CRAFT• (_____)	INT				
❑	CRAFT• (_____)	INT				
❑	DECIPHER SCRIPT	INT				
❑	DIPLOMACY•	CHA				
❑	DISABLE DEVICE	INT				
❑	DISGUISE•	CHA				
❑	ESCAPE ARTIST•	AGY				
❑	FORGERY•	INT				
❑	GATHER INFORMATION•	CHA				
❑	HANDLE ANIMAL	CHA				
❑	HEAL•	SPT				
❑	INTIMIDATE•	CHA				
❑	JUMP•	STR*				
❑	KNOWLEDGE (_____)	INT				
❑	KNOWLEDGE (_____)	INT				
❑	KNOWLEDGE (_____)	INT				
❑	KNOWLEDGE (_____)	INT				
❑	KNOWLEDGE (_____)	INT				
❑	LISTEN*	SPT				
❑	OPEN LOCK	AGY				
❑	PERFORM (_____)	CHA				
❑	PERFORM (_____)	CHA				
❑	PERFORM (_____)	CHA				
❑	PROFESSION (_____)	SPT				
❑	PROFESSION (_____)	SPT				
❑	RIDE•	AGY				
❑	SEARCH•	INT				
❑	SENSE MOTIVE•	SPT				
❑	SLEIGHT OF HAND	AGY				
❑	SPELLCRAFT	INT				
❑	SPOT•	SPT				
❑	STEALTH•	AGY*				
❑	SURVIVAL•	SPT				
❑	SWIM•	STR*				
❑	TUMBLE	AGY				
❑	USE MAGIC DEVICE	CHA				
❑	USE ROPE•	AGY				
❑	_____					
❑	_____					
❑	_____					

❑ Mark this box with an X if the skill is a class skill for the character. • Denotes a skill that can be used untrained.
* Armor check penalty, if any, applies. (double pennalty for Swim)

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CAMPAIGN

EXPERIENCE

GEAR

ARMOR/PROTECTIVE ITEM

TYPE	AC BONUS	MAX DEX	CHECK PENALTY
SPELL FAILURE	**SPEED**	**WEIGHT**	**SPECIAL PROPERTIES**

SHIELD/PROTECTIVE ITEM

AC BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE	SPECIAL PROP.

PROTECTIVE ITEM

AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
			TOTAL WEIGHT CARRIED		

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD (MAX LOAD)	LIFT OFF GROUND (2x MAX LOAD)	PUSH OR DRAG (5x MAX LOAD)

MONEY

GOLD PIECES	SILVER PIECES	COPPER PIECES

FEATS

PG.

SPECIAL ABILITIES

PG.

LANGUAGES

INITIAL LANGUAGES = COMMON + RACIAL LANGUAGES + ONE PER POINT OF INT BONUS

SPELLS

DOMAINS / CURRENT PATH

0:

1ST:

2ND:

3RD:

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

%

CONDITIONAL MODIFIERS

SPELL SAVE DC	LEVEL	BONUS SPELL SLOTS	SPELL SLOTS PER DAY	SPELL SLOTS USED
	0	0		
	1			
	2			
	3			
	4			
	5			
	6			
	7			
	8			
	9			

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