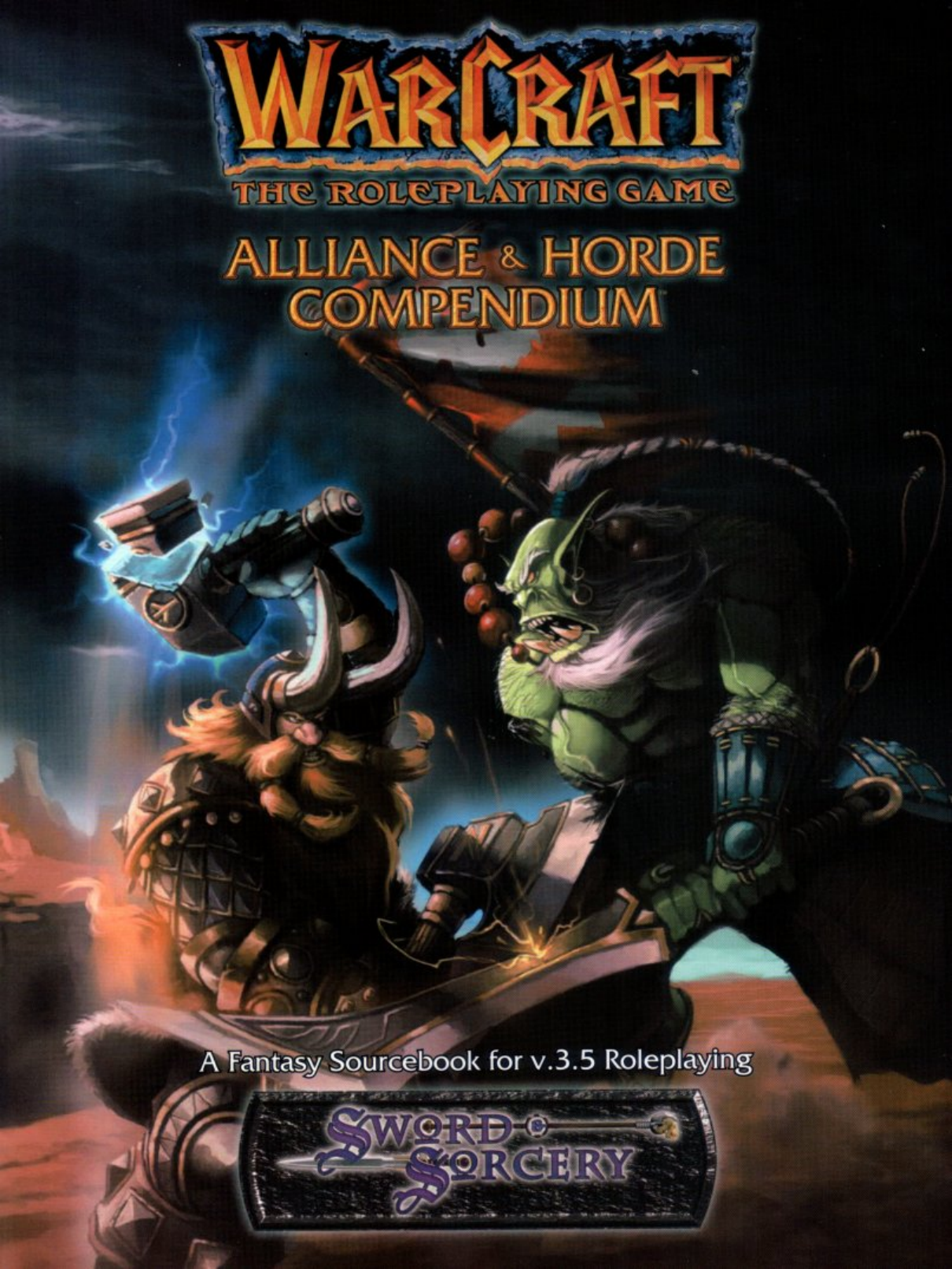
WARCRAFT

THE ROLEPLAYING GAME

ALLIANCE & HORDE COMPENDIUM



A Fantasy Sourcebook for v.3.5 Roleplaying

SWORD & SORCERY

WARCRAFT
THE ROLEPLAYING GAME

ALLIANCE & HORDE COMPENDIUM™



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Var'thal slumped against the massive head of a statue, its moss- and vine-covered bulk fallen to the forest floor centuries before. Sated and exhausted, he calmed his breathing and for the first time took in his immediate surroundings.

The trunk of a once-mighty tree arched over the small clearing, one end emerging from a dark mound and the other resting upon the statue head. The sun slid toward the west, casting a soft red-orange glow upon the treetops that soared high above. The sustained rumble of a waterfall echoed from some distance to Var'thal's left. With the clamor of violence ended, birdsongs and the rustle of forest creatures started filling the air again.

The fel stalker lay lifeless upon the lush grass in the statue's shadow, Var'thal's warglaive embedded in the single eye that had glowered at him mere minutes ago. The creature's long mouth, filled with rows of jagged teeth, remained open wide as evidence of its startled, piercing death scream. As Var'thal studied the beast, he saw that its skin — no, its entire form — appeared drained of color, sunken and even shriveled to the point where he could make out the shape of its ribs.

What a chase!

Images of their last, desperate struggle replayed in Var'thal's mind. The pursuit through the dense forest. The fel stalker crashing into the clearing and howling in anticipation of a kill. The stalker leaping straight for Var'thal, crouched in the darkness beneath the fallen tree trunk. Var'thal rolling to his left, springing to his feet, sprinting to the clearing's far side. The stalker landing, surprised, then turning to face its prey. It crouched, ready for another leap, then lunged in explosive motion. It bounded once, twice — and Var'thal's warglaive materialized in a flash of metal, burying itself in the stalker's eye. The force of the blow flung the beast back in a twisted somersault, to crash still upon the forest turf.

Pushing away from the statue head, Var'thal stood straight and proud. Every part of him burned with dark promise. He felt the demonic energy coursing through his veins, a searing song of magical power — power transferred to him when he put his hands upon

the fel stalker while its life ebbed away. Never had Var'thal known such intensity, such raw force.

"Bless the Betrayer and this gift," Var'thal whispered.

If a mere fel stalker could provide so much power, what about a dreadlord or a doom guard? What about one of the eredar? Or even one of those petty human mages — Jaina Proudmoore herself, perhaps? What about the Lich King?

Var'thal knelt before the fel stalker's open maw and drew his warglaive from the death wound. A wicked smile spread across his face as he stared at the blood trickling from the blade responsible for the beast's death.

"Your kind feeds us now, demon," he said. "You will make the blood elves strong so that we might repay those who abandoned us.

"Have no fear, though: I will tell the Prince our tale. You shall be… remembered."

INTRODUCTION



You pitted your orc blademaster against all foes who would threaten Durotar, gathering scars and gaining fame. You sent your human paladin warrior out to find and destroy any lingering remnants of the Burning Legion and the Scourge, defeating fel stalkers and skeletal warriors alike.

Now, it's time to try something different.

Welcome to the **Alliance & Horde Compendium**, a volume that broadens your **Warcraft** game with a wealth of new options, rules and items.

Adventure in a world in which zealous blood elf sorcerers seek out new and darker sources of arcane energy, in which pandaren warriors bring their distinct combination of deadly martial prowess and calm reflection to Kalimdor's conflicts, in which dwarven windriders command the skies on the backs of majestic gryphons, and in which human and orc necromancers yet serve the Scourge in its drive to crush all of Azeroth under its bony heels.

Or send units of human knights, elven archers and dwarven rifle troops against the forces of demons, undead and other threats such as forest trolls and harpies. Do so with massive siege weapons that hurl bombs over great distances to crush the enemy in devastating numbers.

Enter a world straining to find peace and hope while a brooding, undying menace waits to sweep down from the north!

The Current State of Affairs

In **Dungeons & Dragons Warcraft the Roleplaying Game**, we met a Kalimdor fresh from the Third War and the defeat of Grand Admiral Daelin Proudmoore's attempt to destroy the orcs in Durotar. Of course, events on Kalimdor — and Azeroth — have not stood still while the Alliance and Horde strive to establish their new lands, maintain an uneasy if crumbling truce, and seek out any remnants of the Burning Legion and the Scourge. No, it was not yet time for true rest and peace. The Lich King Ner'zhul called out from Icecrown glacier for a champion to rule with him on the Frozen Throne, and two of Azeroth's darkest heroes responded: Illidan Stormrage and Arthas Menethil.

Illidan was urged by the demon Kil'jaeden the Deceiver to destroy the Frozen Throne. Despite bringing the long-hidden naga and the newly formed blood elves to his cause, Illidan met with defeat and banishment. He faced pursuit from those forever concerned with his actions: his brother, Archdruid Malfurion Stormrage; the priestess Tyrande Whisperwind; and Warden Maiev Shadowsong. They foiled his initial attempt upon the Frozen Throne, costing Maiev's life, and he tasted defeat again at the hands of Arthas. Fleeing to the extradimensional realm known as Outland, Illidan Stormrage now plots in exile with those blood elves and naga loyal to him.

With Illidan out of the way, Arthas attained the Frozen Throne... and merged with Ner'zhul's spirit to become the new Lich King, the most powerful being ever to walk upon Azeroth. He now builds an immense stronghold in Northrend, desiring only to spread his might across the entire world.

On Kalimdor, races of the Alliance, Horde and other affiliations yet seek to adjust to each other. The Alliance faces growing inner tension as many humans grow increasingly dissatisfied with the truce and their lives in Theramore. Some even consider Jaina Proudmoore a traitor, given her actions to counter the attack upon Durotar launched by her father, Grand Admiral Proudmoore. Meanwhile, the Horde enjoys a relative peace under the combined leadership of the tauren Cairne Bloodhoof and the orc Thrall. Orcs continue to settle Durotar and reconnect with their shamanistic roots while tauren look to rebuild their population. In addition, groups of jungle trolls take guidance from the orcs and seek to change their savage ways. Other races also now play a role in events, as blood elves hunt demons and try to sway high elves to their cause, furbolgs warily assess how to deal with the newcomers, pandaren venture to Kalimdor after generations apart, and naga emerge to assume a greater presence in world affairs.

As always, peace on the world of Azeroth remains tenuous. The threat of the Lich King and the Scourge looms from the north over every

race... and old enmities may boil over again, igniting yet another war.

What's in this Book?

The three chapters and first appendix in the **Alliance & Horde Compendium** supplement and expand upon the material covered in the **Warcraft RPG**, giving you more options for your heroes, providing rules for mass combat and detailing several new weapons. Here is what you will find in each chapter:

Chapter One: The New Blood describes seven new player character (PC) races and eight new prestige classes (PrCs). It also presents a new skill for use with the mass combat rules explained in Chapter Three, as well as a plethora of new feats.

Chapter Two: Choosing Sides takes you on an in-depth tour through the Alliance, Horde and independent affiliations. It discusses the role of the affiliations in general and takes an extensive look at each specific race, exploring a race's history, its role within its affiliation, its relationships with and attitudes toward other races, and its current situation following Illidan Stormrage's attempts to seize the Frozen Throne. Moreover, information for those races that appeared in the **Warcraft RPG** is updated to account for recent events on Azeroth.

Chapter Three: The Craft of War outlines mass combat rules from Skip Williams's *Cry Havoc*, an event book from Malhavoc Press. These rules focus on unit- or skirmish-level combat, much as you know it in the *Warcraft* computer game. Learn how to build units, control them on the battlefield, and send them screaming into war — no clicking required! You will also find rules in this chapter for the use of magic in mass combat.

Appendix One: Weapons of War provides the descriptions of and the statistics for several siege weapons, such as the whirlwind trebuchet or the triple siege crossbow, perfect for wiping out enemy units in mass combats.

Warcraft and d20

The material presented in the **Alliance & Horde Compendium** further defines the **Warcraft** world through elements such as races, prestige classes and feats. Yet the rules are also designed for compatibility and balance with version 3.5 rules as delineated by the d20 System. We encourage you to explore the many great d20 products out there to enhance your **Warcraft** experience. Even if you don't run a **Warcraft** campaign, you can certainly make available to your players the races, prestige classes, feats and items described here!

Some elements in this book bear names similar to those you might find in the *Player's Handbook* or MM — such as the **Warcraft** versions of gnomes and naga. The versions in **Alliance & Horde** take precedence for a **Warcraft** game (though you may, of course, choose other versions if desired).



CHAPTER ONE: THE NEW BLOOD

Many races inhabit Azeroth, and heroes may choose from among numerous career paths in the course of their adventuring lives. **Dungeons & Dragons Warcraft the Roleplaying Game** details many of the most significant races, classes and prestige classes — as well as skills and feats common to the world of **Warcraft**. Events on Azeroth since the release of the **Warcraft RPG**, however, necessitate that we detail here the races, prestige classes and feats that previously lay hidden to the rest of the world or that demanded treatment in material supplementary to the core book.

This chapter contains all the races, prestige classes and feats that either were not included in the **Warcraft RPG** core book or that cover information revealed in *The Frozen Throne* expansion set for the *Warcraft III* computer game. So, if you have waited to play a Wildhammer dwarf windrider or a blood elf necromancer, now is your chance!

New Races of Warcraft

This chapter introduces several new races for your **Warcraft** game. Some of the races listed here — such as the blood elves and the naga — are new to the **Warcraft** world, having been created or discovered only recently. Others have been around for a long time but took a support role in recent conflicts. Now, these races seize their chance to make a name for themselves in the dynamic post-war climate.

The player character (PC) races described here are as follows: Wildhammer dwarves, blood elves, furbolgs, gnomes, naga, pandaren and jungle trolls. While there are general similarities between some races in the *Player's Handbook* or MM and this book, the descriptions for races in the **Warcraft** campaign setting take precedence.

Race Descriptions

Each race receives a brief account of how it exists in the **Warcraft RPG**:

Description: General details on the race as a whole, focusing on the race's society and culture.

Appearance: Details of size, build, complexion and other features common to the race.

Region: The general types of areas in which the race is found, geographically speaking.

Affiliation: Whether the majority of that race is affiliated with the Alliance or Horde, or is independent. This section also includes some notes on how the race gets along (or not) with other races.

Racial Traits: Abilities specific to the race. These abilities may differ from what you might find in the *Player's Handbook*, MM or the **Manual of Monsters**. Versions of **Warcraft** races already detailed in **Manual of Monsters** (i.e., furbolgs, naga, pandaren and jungle trolls) should serve primarily as NPC and/or monster encounters.

Starting Characters and Level Adjustment

As described in Chapter Two: Heroes of the **Warcraft RPG**, newly created heroes begin at 2nd level, with all of the skills, feats, equipment and other benefits that come with advancement from 1st level.

Some races are inherently more powerful than others, however. To maintain balance between races, the **Warcraft RPG** applies a level adjustment of +1 (or more) to the more powerful character races. PCs of such races begin play with greater natural power but gain levels more slowly than races that have no level adjustment.

A hero from a race with a +1 level adjustment starts at 1st level for the purposes of skills, feat, Hit Dice and class abilities. The PC, however, has an effective character level (ECL) of 2 for the purposes of advancement and starting equipment. A hero's ECL is determined as follows:

ECL = level adjustment + character level

Thus, a jungle troll character (level adjustment +1) with 5 levels in scout (Sct5) and 2 in beastmaster (Bst2) has ECL 8.

Dwarf, Wildhammer

Description: Wildhammer dwarves are feral and untamed, prone to revelry, shamanism and daring acts of bravery. They eschew technological gadgets in favor of nature-focused divine magic and simple (though brutally effective) weapons, including their famous stormhammers. Wildhammer dwarves are renowned across Azeroth for their unique relation-

ship with gryphons. They treat the noble creatures as equals, rather than as mounts or pets, and the gryphons are steadfast and resolute companions in turn. This close relationship allows for the special class of Wildhammer dwarf warriors known as gryphon riders.

Wildhammer dwarves are fearless warriors and unswerving opponents of evil. They take to the skies astride gryphons to combat vile creatures such as harpies, drakes and even goblin zeppelins. Slightly xenophobic, they are content to deal almost exclusively with gryphons and nature spirits. They are distant, even distrustful, toward members of most other races. Despite their insular nature, Wildhammer dwarves do not hesitate to come to the aid of their human allies when the need arises.

The fanatical archaeological fervor that has seized Ironforge dwarves has not fallen upon the Wildhammers. Perhaps they are descended from mysterious titans — but what does that matter? Wildhammer dwarves do not dwell in the past, focusing their energy upon the present. Their rejection of their titan ancestry denies them the power that their Ironforge brethren discover even now, but the Wildhammers make up for it with bravery, determination and a wild spirit.

Appearance: The stature of Wildhammer dwarves is equivalent to that described for dwarves in the *Player's Handbook*. Wildhammers string beads into their hair and beards as good luck charms, and tattoo their bodies in homage to the spirits they honor. Exposure to sun and high-velocity wind has darkened and toughened the skin of those who ride gryphons.

Region: The Wildhammer clan hails from Aerie Peak in Lordaeron, a region as yet untouched by the undead Scourge or the Burning Legion's remnants. Though



cool to other races, some Wildhammer dwarves traveled to Kalimdor with the Alliance forces. Wildhammer dwarves have no particular home region in Kalimdor — they are wanderers and explorers, preferring mountain tops and other remote wilderness areas.

Affiliation: Alliance. Wildhammer dwarves are distant with humans and Ironforge dwarves, but have a loose kinship with the high elves. The emergence of blood elves (see below) appalled the Wildhammer dwarves, who now view their high elf allies with new eyes. Wildhammers have not yet formed an opinion on the night elves, but suspect that they might get along well with this nature-worshipping, feral race.

Ironically, the Wildhammers may have more in common with the Horde than the Alliance, but longtime rivalry and natural distrust prevent meaningful contact. Like other members of the Alliance, the Wildhammers fought the orcs over two generations of warfare and cannot let old rivalries die. They respect the orcs' fighting prowess but remain suspicious of them. The Wildhammers see potential in the tauren — this race bears a great reverence of nature (as do the Wildhammers), practices elemental magic, and possesses great martial prowess. Wildhammer dwarves are wilder than tauren, but the possibility exists that the two races could become great friends.

Wildhammer dwarves do not like goblins. The little creatures are materialistic, technology-driven and clear-cut entire forests.

Wildhammer Dwarf Racial Traits

- +2 Constitution, –2 Charisma. Like their cousins, Wildhammer dwarves are a tough bunch, but are blunt and cold to others.
- *Medium:* As Medium creatures, Wildhammer dwarves have no special bonuses or penalties due to their size.
- Wildhammer dwarf base land speed is 20 feet.
- *Low-Light Vision:* Wildhammer dwarves can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- *Stability:* Like their Ironforge brethren, Wildhammer dwarves are exceptionally stable on their feet, gaining a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding or otherwise not standing firmly on the ground).
- *Weapon Familiarity:* Wildhammer dwarves may treat dwarven urgroshes and dwarven waraxes as martial weapons rather than exotic weapons.
- +2 racial bonus on saving throws against poison. Wildhammer dwarves are hardy and resistant to toxins.
- +1 racial bonus on attack rolls with hammers of all types.
- +2 racial bonus on all Ride checks and on Handle Animal checks related to gryphons. Ride and Handle Animal are considered class skills for all Wildhammer dwarf characters.
- +4 racial saving throw bonus against fear-related spells or effects. Wildhammer dwarves are known for almost foolhardy fearlessness.
- *Automatic Languages:* Common and Dwarven.
- *Bonus Languages:* Gnome, Orc and Thalassian.
- *Favored Class:* Barbarian. A multiclass Wildhammer dwarf's barbarian class does not count when determining whether he suffers an XP penalty (see *Player's Handbook*, Chapter 3: Classes, "Multiclass Characters," *XP for Multiclass Characters*).

Elf, Blood

Description: A small group of high elves survived Arthas' razing of Quel'Thalas and the Sunwell's destruction. Caught in the midst of the Scourge, the elves struggled to survive, bereft of their homes, their allies and their families. One band of survivors, led by the wizard Kael'thas, so deeply grieved for the fallen that they named themselves "blood elves" to honor the dead. Desperate and devoid of magical foundation, the blood elves soon turned to other sources for power. They joined Illidan Stormrage to seek new strength and take vengeance.

The blood elves are a manic race, utterly focused on arcane power. They exist only to garner

arcane energy and crush all who stand in their way. Their drive for magical power and sustenance fuels all they do, and they do not care how or from what they get that power. They have become so adept in their craft that they actively hunt demons and drain their infernal energies. Blood elves roam Azeroth, searching for magical artifacts and powerful wizards that they can bleed for power.

Blood elves are not a kind race. Their only aim is to further themselves and their quest for arcane energy. They are united by this common goal and pursue it ruthlessly.

Appearance: Blood elves are physically identical to high elves, save that they dress primarily in blacks and reds to remind themselves of their terrible losses. Many paint runes or mysterious tattoos on their faces, arms and shoulders for warding off demons or celebrating significant kills or simply to look intimidating — something high elves would never do. As well, they adopt hair styles that go against the norms of high elf society.

Region: Blood elves have no permanent settlement on Azeroth; the only blood elf communities are located in Outland, the extradimensional wasteland of Illidan's exile. Many blood elves have insinuated their way back into the world and seek out places rich in magical power — such as Ashenvale Forest. Some blood elves, steeped so thick in pain and anger, have joined the Shadow Council in Felwood (see **Warcraft RPG,** Chapter Three: Adventuring, "Faiths," *Burning Legion* and Chapter Six: Campaigning, "The Enemy," *Demon Cults*).

Affiliation: Independent. Blood elves feel betrayed by the Alliance and are enemies of both humanity and the night elves. The blood elves try to draw the remaining high elves into their fold — a concept the goodly high elves view with horror and revulsion. Indeed, the existence of the blood elves demonstrates the depth of the corruption possible for this once mighty race, and the high elves see them as a dire warning. Many high elves seek to make amends for evils wrought by their demented kin.

Blood elves get along well with the naga — with whom they share Highborne ancestry — and other independent factions. They are not welcome in Alliance lands, and the Horde also recognizes the blood elves as dangerous, volatile and ultimately destructive.

Blood Elf Racial Traits

- +2 Dexterity, +2 Intelligence, –2 Constitution. Like the high elves, blood elves are a magically adept race, but their slight frames make them frail.
- *Medium:* As Medium creatures, blood elves have no special bonuses or penalties due to their size.
- Blood elf base land speed is 30 feet.
- +2 racial bonus on saving throws against all mind-affecting spells or effects.
- *Low-Light Vision:* Blood elves can see twice as far as humans in starlight, moonlight, torchlight and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- *Arcane Ability:* Blood elves with Intelligence scores of 10 or higher have the racial ability to cast four 0-level spells (cantrips) each day, chosen from the sorcerer and wizard spell lists (see *Player's Handbook*, Chapter 11: Spells, "Sorcerer/Wizard Spells"). They cast these spells as a 1st-level sorcerer in all respects: they need not prepare these spells in advance, they may cast them in any combination up to their spell limit and they are subject to any chances of arcane spell failure.

When casting these spells, a blood elf functions as a 1st-level caster for all spell effects dependent on level. This racial ability is handled separately from any spellcasting the blood elf performs as part of any class ability.

- *Increased Caster Level:* Owing to their long and intimate study of arcane magic, blood elves are considered to have an effective +1 caster level in all their arcane spellcasting classes. Blood elves do not receive spells earlier or obtain any other benefits for gaining a level in an arcane spellcasting class (such as bonus metamagic or item creation feats, class abilities and so on). Rather, the spells that they normally cast are considered 1 level higher in terms of effects such as range, duration, damage and so forth.
- *Fel Magics:* Blood elves who have levels in sorcerer or wizard have access to the warlock

spell list, even if they lack levels in that prestige class. Blood elves who take levels in the warlock prestige class may, once per day, apply the Extend Spell or Empower Spell feat to a casting of any warlock-specific spell as it is being cast without incurring the normal spell slot penalty. This use must be declared before casting the spell, and it is lost if the spell cannot be completed (such as if the blood elf fails a Concentration check).

• *Magic Addiction:* Blood elves are addicted to arcane energy. A blood elf must spend time each morning resisting the distractions of addiction or suffer a –1 penalty to caster level for all spells and a –2 penalty on all saving throws against spells. Thus, a blood elf can effectively be prevented from casting any spells at all while in the addiction's grip (i.e., reduced to caster level 0). This time is spent the same as if the blood elf was preparing divine or arcane spells, although it is independent of any time actually spent in spell preparation. (This effectively doubles the time a blood elf spellcaster must devote to spell preparation, although the two time periods need not be done in sequence.) Penalties from magic addiction are not cumulative from one day to the next; a blood elf simply must struggle anew each morning to overcome the addiction's penalties.

Devoting time to resisting the addiction is unnecessary if the blood elf is in the Twisting Nether. In fact, even after leaving the Twisting Nether, its lingering energies are sufficient to stave off the addiction for a number of days equal to the blood elf's Wisdom modifier. Unlike their high elf cousins, blood elves have given themselves over to arcane magics so fully that even moon wells are insufficient to sate their craving.

Night elves and tauren can sense the blood elves' addiction on some mystical level. As such, blood elves suffer a –2 circumstance penalty on all Charisma-based skill checks relating to night elves and tauren.

• *Weapon Proficiency:* Blood elves receive the Martial Weapon Proficiency feat for the longbow, composite longbow, and either the short sword or the rapier (choose at character creation).

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

• *Automatic Languages:* Common and Thalassian.

• *Bonus Languages:* Darnassian, Dwarven, Eredun, Goblin, Kalimag, Kalimdoran and Orc.

• *Favored Class:* Sorcerer or wizard. A multiclass blood elf's sorcerer or wizard class does not count when determining whether she suffers an XP penalty for multiclassing (see *Player's Handbook*, Chapter 3: Classes, "Multiclass Characters," *XP for Multiclass Characters*). Blood elves are known for their heritage as masters of arcane spellcasting; some train their talent (becoming wizards) while others tap into their natural affinity (becoming sorcerers). The choice of sorcerer or wizard as a character's favored class must be selected as soon as the character acquires a level in either the sorcerer or wizard class, and it cannot be changed thereafter.

• *Level Adjustment:* +1. Due to their arcane power, blood elves are somewhat more powerful yet gain character levels more slowly than most of the other races common to Azeroth. See Starting Characters and Level Adjustment, above, for more details.

Furbolg

Description: A shamanistic race of humanoid bears, furbolgs have lived peacefully on Kalimdor for millennia. They make their homes in secluded glades and wilderness idylls; many live in Ashenvale Forest and are friends of the night elves. Furbolgs are physically powerful but somewhat lacking in mental prowess.

The center of every furbolg tribe is the shaman. Shamans act as leaders both in spiritual matters and in war, and are often the most powerful combatants in the tribe. Furbolgs venerate their shamans and have a very intimate relationship with nature. Unlike many other intelligent races, furbolgs feel that they are a part of nature — it is not some outside force to tame, exploit or revere.

The Burning Legion's arrival profoundly impacted furbolg society. The demons' invasion drove many furbolgs to madness and rage. These corrupted and dangerous furbolgs roam the wilderness, destroying and killing in a haze of burning

fury. The uncorrupted furbolgs look sadly at their altered brethren, but know that they must slay them if they happen upon them.

Furbolgs have a peaceful society and avoid combat rather than seek it out. A furbolg who must fight is terrifying to behold, and most intelligent creatures take steps to make sure any furbolgs in the area remain happy and content.

Furbolgs rarely venture from their secluded villages, though a few of them do seek the companionship of other races and thrill to the prospect of adventure and travel. They desire to see the world beyond their tiny forest home.

Appearance: Furbolgs resemble bears with a few humanoid characteristics — bipedal gait, dexterous hands and the ability to speak. They dress in loose loincloths or togas when they choose to wear anything at all. Fur color ranges from light brown to black. Furbolgs are big and strong, averaging 8 feet in height and 3 feet in width.

Region: Most furbolg tribes live in isolated villages in Ashenvale forest. A few live in other wilderness areas on Kalimdor.

Affiliation: Independent. Furbolgs have long been friends of the night elves and regard the tauren with esteem. They are wary of all other races.

Furbolg Racial Traits

- +2 Strength, +2 Constitution. Furbolgs are muscular and sturdy thanks to their ursine nature.
- *Large (tall):* As Large (tall) creatures, furbolgs have a –1 size penalty to Armor Class, a –1 size penalty on attack rolls, a –4 size penalty on Hide checks, and a +4 size bonus on grapple checks. Furbolgs have lifting and carrying limits equal to twice those of a Medium character, occupy a 10-foot space, and have a natural reach of 10 feet.
- Furbolg base land speed is 30 feet.
- *Furbolg Claws:* Furbolgs have natural claws and fangs that are well-suited to mangling. Their claws inflict 1d6 points of damage, and their bite inflicts 1d8 points of damage. Furbolgs can take the Improved Natural Attack feat (see MM, Chapter 6: Monster Skills and Feats). Unarmed furbolgs can also use a slam attack that deals 1d6 points of damage and does not provoke an attack of opportunity.
- +2 racial bonus on Knowledge (nature) checks and Survival checks. These are also considered class skills for all furbolg characters.
- +2 natural armor bonus.
- *Automatic Languages:* Common and Low Common.
- *Bonus Languages:* Darnassian and Taur-ahe.
- *Favored Class:* Fighter. A multiclass furbolg's fighter class does not count when determining whether he suffers an XP penalty (see *Player's Handbook*, Chapter 3: Classes, "Multiclass Characters," *XP for Multiclass Characters*).
- *Level Adjustment:* +1. Due to their physical might, furbolgs are somewhat more powerful yet gain character levels more slowly than most of the other races common to Azeroth. See Starting Characters and Level Adjustment, above, for more details.

Gnome

Description: Gnomes are a diminutive, wiry race of tinkers who live underground. In the Second War, they built vehicles and gadgets for the Alliance — submarines and flying machines — to combat the Horde. They are great mechanics and inventors, and are renowned for their knowledge and eccentric nature. The gnomes had a city, Gnomeregan, built into Ironforge Mountain, but invading troggs destroyed it and slaughtered its citizens. Many survivors moved into Khaz Modan and live with the Ironforge dwarves, and a very few traveled with their dwarven friends to Kalimdor. The gnomes are still reeling from the destruction of their home city and are loath to leave the safety of the dwarven tunnels. Most gnomes on Kalimdor remain secluded in Bael Modan. They have yet truly to declare their presence on Kalimdor, and a traveling gnome is a rare sight indeed.

Even after the decimation of their race and the destruction of their city, gnomes are an amiable and kindhearted lot. They make and keep friends easily. Other beings find it difficult to dislike a gnome. Gnomes are long-lived and take a fatherly approach to other races, particularly humans.

Gnome society is loosely organized. Most live in Khaz Modan and mix freely with the dwarves,

sending representatives to speak to the dwarven king on their behalf. Those few gnomes who traveled to Kalimdor live in a similar fashion in Bael Modan.

Appearance: The stature and appearance of gnomes in the **Warcraft** world are equivalent to those described in the *Player's Handbook*.

Region: Khaz Modan. Most gnomes still live in Lordaeron in the dwarven kingdom, safe from the Scourge. Those who traveled to Kalimdor live in Bael Modan. One or two live in Theramore and are undoubtedly recognized on sight.

Affiliation: Alliance. Gnomes are great friends of the Ironforge dwarves and have fought and died alongside human soldiers. They are wary of the high elves, but so is everyone else, so they don't feel too bad about that. They battled the Horde in the Second War and have a bit of a grudge against orcs, but gnomes are a kindly and forgiving lot and are willing to give the orcs a second chance. Gnomes and goblins have always been rivals — though whether this rivalry is friendly or brutal depends on the individuals involved.

Gnomes have not been on Kalimdor long enough to form proper opinions about its denizens. Tauren and night elves both seem rather rustic for gnome sensibilities — but they can make friends with anyone.

Gnome Racial Traits

- +2 Intelligence, +2 Charisma, –2 Strength. Gnomes are clever and keen of wit, but their small size impairs their strength.
- *Small:* As a Small creature, a gnome gains a +1 size bonus to Armor Class, a +1 size bonus on



attack rolls, a +4 size bonus on Hide checks, and –4 penalty on grapple checks. She must use smaller weapons than humans use, and her lifting and carrying limits are three-quarters those of a Medium character.

- Gnome base land speed is 20 feet.
- *Low-Light Vision:* Gnomes can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- *Weapon Familiarity:* Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- +2 racial bonus on all Craft checks. Gnomes are skilled artisans and dabble in many different sciences.
- +2 racial bonus on Listen checks. Gnomes have keen ears.
- +1 racial bonus on all saving throws. Gnomes are surprisingly capable of avoiding harm.
- *Technological Feat:* Gnomes begin play with one bonus feat chosen from the list of tinker bonus feats (see **Warcraft RPG,** Chapter Two: Heroes). The gnome hero must meet any prerequisites associated with that feat.
- *Automatic Languages:* Common and Gnome.
- *Bonus Languages:* Dwarven, Goblin and Thalassian.
- *Favored Class:* Tinker. A multiclass gnome's tinker class does not count when determining whether she suffers an XP penalty (see *Player's Handbook*, Chapter 3: Classes, "Multiclass Characters," *XP for Multiclass Characters*).

Naga

Description: The naga are cursed Highborne Kaldorei who were smashed to the bottom of the sea during the War of the Ancients. The Highborne survived this calamity, dwelling magically on the ocean floor. The Highborne suffered a terrible curse for their transgressions, and this mutated and intensified over the years until they became the dread naga.

Naga only marginally resemble the noble race they once were. Their proud Kaldorei visages are warped and twisted. The naga are part night elf, part serpent, and some have evolved weird oceanic mutations. In this way, the race has developed an array of genetic variations and defenses, such as ink jets, tentacles, razor fins, venomous fangs, hardened barnacle carapaces and spined fists.

Naga serve their dark empress Azshara (yes, the same Azshara who summoned the Legion in the War of the Ancients) without question. Naga society is matriarchal, and the sexes have diverged radically, both mentally and physically, in the millennia of their estrangement. Women are dominant and often train as spellcasters, while men form the brute labor force and serve their women as physical warriors.

Naga are avaricious and sadistic, and their millennia of aquatic banishment have only intensified their evil, power-hungry nature. Illidan Stormrage summoned some naga to aid him in his quest to destroy the Frozen Throne, but for the most part the aquatic race has yet to play its hand in the world. Yet the time is soon when the naga will arise once more.

Appearance: Naga men are bestial and considered less intelligent than females, but are remarkably strong and tough, able to withstand a great deal of bodily injury. Naga women more resemble the Kaldorei from whom they came, their faces fair, even beautiful. This unearthly splendor is ruined by their monstrous deformities — they often have multiple limbs (four to six arms) and medusalike hair (snakes). Naga average 6 1/2 feet tall, and naga men are much bulkier than women.

Region: Most naga live in Nazjatar, their capital city. This city is built into a massive abyssal sea trench in the ocean floor, and houses Empress Azshara's imperial palace. The naga also have coastal encampments along eastern Kalimdor. One great outpost is Azshara, on the eastern coast of Ashenvale, in the ruins of the ancient Kaldorei capital. A handful of naga live in the extradimensional realm of Outland with Illidan Stormrage and the blood elves.

Affiliation: Independent. Naga are dangerous and avaricious, and most races are unaware of their existence. Naga play well with blood elves,

trolls and other dark, independent powers, but only the rarest naga joins the Alliance or Horde.

Naga Racial Traits

• +2 Strength (males only), +2 Dexterity, +2 Intelligence (females only). Naga are physically powerful, mentally superior and very agile. Naga men are generally stronger than naga women, while naga women tend to be more cunning.

• *Medium:* As Medium creatures, naga have no special bonuses or penalties due to their size.

• Naga base land speed is 30 feet.

• Naga base swim speed is 50 feet. A naga has a +8 racial bonus on Swim checks and can always choose to take 10 on a Swim check, even if rushed or otherwise distracted. A naga character can take a run action while swimming as long as she swims in a straight line.

• *Darkvision:* Naga can see up to 60 feet in the dark.

• +4 racial bonus on Spot checks for naga females, owing to the eyes on each serpent strand of their hair.

• +1 natural armor bonus (+2 for males). Naga can take the Improved Natural Armor feat to improve their inherent defenses (see MM, Chapter 6: Monster Skills and Feats).

• *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.

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

• *Uncanny Dodge (Ex):* Only female naga receive this ability. Female naga have a nest of writhing serpents in lieu of hair. They can see out of these serpents' eyes just as easily as their own, granting them a keen awareness of their surroundings. They do not lose their Dexterity bonus to AC when flanked and can dodge and move in response to attackers on both sides. This defense denies rogues the ability to sneak attack the hero; however, rogues 4 levels higher than the naga neutralize this ability and can thus flank and sneak attack her. This ability only works if the serpent strands are not bound or covered.

• *Mutation (Ex):* Naga heroes begin play with a single mutation, chosen from the "Standard Mutations" list below. This mutation grants the character a bonus or special ability she would not otherwise have. Alternately, you may choose to grant your naga character a mutation from the "Greater Mutations" list. Doing so, however, adds +1 to the naga hero's level adjustment (for a total of +2). Note that this system is somewhat different than that used by naga as presented in *Manual of Monsters*, and NPC naga are commonly more mutated than PC naga.

Standard Mutations

Bite: The naga hero gains a bite attack that inflicts 1d6 points of damage.

Claws: The naga hero gains two claw attacks, each of which inflicts 1d4 points of damage.

Extended Darkvision: The naga hero's darkvision extends to 120 feet.

Ink Jet: Three times per day, the naga hero can expel an obscuring cloud of black ink while underwater. This ability is otherwise similar to the *obscuring mist* spell as cast by a sorcerer of the naga's character level.

Tentacles: The naga hero has two extra limbs — long, writhing tentacles. These tentacles are incapable of fine manipulation and cannot be used to attack, wield weapons, open doors or pretty much anything else. They can, however, be used to wrap around opponents and crush them. This allows the naga hero a constriction attack, which inflicts 1d6 + Strength modifier points of damage on a successful grapple check.

Thick Scales: The naga gains an additional +2 natural armor bonus.

Greater Mutations

Choosing one of these mutations adds +1 to the naga hero's level adjustment.

Blindsight: The naga hero can discern the location of characters and objects within 60 feet through fine hearing, vibration detection and subtle temperature cues. The naga has also learned to react quickly to minor changes and gains a +4 bonus on initiative checks.

Heavy Scales: The naga hero gains an additional +4 natural armor bonus. The naga is also just plain tougher than normal and gains a +2 racial bonus on all Fortitude saves.

Extra Arms: The naga hero has two additional arms, which can be used to do anything arms can do — wield weapons, perform arcane movements or make rude gestures, for instance. A naga with extra arms may take the Multiattack feat (see MM, Chapter 6: Monster Skills and Feats). Only female naga may select this mutation.

Fast Healing: The naga hero gains fast healing 1. This improves to fast healing 2 when the naga is underwater (see MM, Chapter 7: Glossary).

Improved Tentacles: As the tentacles mutation, above, but the tentacles are thicker, stronger and lined with powerful suckers. The tentacles inflict 1d10 points of damage on a successful grapple check and grant the naga the Improved Grapple feat.

Natural Weaponry: The naga hero gains two claw attacks, each of which inflicts 1d6 points of damage, and one bite attack which inflicts 1d8 points of damage. Only male naga may take this mutation.

Size Increase: The naga hero's size increases to Large (tall). It gains a +8 bonus to Strength, a –2 penalty to Dexterity, a +4 bonus to Constitution, and a +2 bonus to natural armor. The naga takes a –1 size penalty to AC and a –1 size penalty on all attack rolls. The naga occupies a 10-foot space and has a natural reach of 10 feet. Large naga have lifting and carrying limits equal to twice those of a Medium character; they suffer a –4 size penalty on Hide checks but gain a +4 bonus on grapple checks.

- *Automatic Languages:* Common and Nazja.
- *Bonus Languages:* Darnassian, Draconic and Eredun.
- *Favored Class:* Fighter (male); sorcerer or wizard (female). Neither a multiclass male naga's fighter class nor a multiclass female naga's sorcerer or wizard class counts when determining whether he or she suffers an XP penalty (see *Player's Handbook*, Chapter 3: Classes, "Multiclass Characters," *XP for Multiclass Characters*). For naga women, the choice of sorcerer or wizard as a character's favored class must be selected as soon as she acquires a level in either the sorcerer or wizard class, and it cannot be changed thereafter.
- *Level Adjustment:* +1 (or +2 for a naga with a greater mutation). Due to their mutations and aquatic nature, naga are generally more powerful yet gain character levels more slowly than most of the other races common to Azeroth. See Starting Characters and Level Adjustment, above, for more details.

Pandaren

Description: Hailing from their own secret empire, the pandaren are a race of humanoids resembling panda bears. This appearance leads some to underestimate these noble creatures, thinking them harmless and "cute." They may be cute, but they are not harmless. Pandaren have a long tradition of mystic warfare and are exceedingly strong and agile. The traditional pandaren fighting style focuses upon mobility, speed and precision, as well as stunning acrobatic tricks. Many pandaren are skilled at fighting bare-handed.

Only the pandaren know the intricacies of their society, but alcohol is a central feature. All pandaren are connoisseurs of ale and stronger drink, leading to a unique kinship with Ironforge dwarves. A caste of wandering pandaren warriors called Brewmasters is highly respected in their culture. A few Brewmasters have been spotted in Kalimdor, searching for new beverages to sample and ingredients to add to their own brews.

Pandaren are affable and noble, trained in battle but always seeking peace. Pandaren philosophy centers on a harmony of opposites — male and female, calm and chaos, existence and non-existence. Pandaren feel a strong link to the natural world and seek to maintain a peace between all races and nature.

Appearance: Pandaren resemble a cross between panda bears and humans; they are not dissimilar in appearance to furbolgs, though they are less feral. Pandaren average 5 1/2 feet in height, and make assured and precise movements. Pandaren smile often.

Region: Pandaren hail from the distant island nation of Pandaria, which no non-pandaren has ever seen. A splinter group of pandaren arrived on Kalimdor in the aftermath of the Third War and has established itself in the Stonetalon region of the Barrens.

Affiliation: Independent. Pandaren encountered outside the Barrens are wanderers and

travelers, belonging to no affiliation. Their outlook meshes well with the Alliance, and most pandaren in Kalimdor are found in the company of Alliance races, particularly Ironforge dwarves. Pandaren are eccentric, however, and some feel more at home around the Horde. In any case, they rarely stay in one place for long.

Pandaren friendliness and combat prowess make them good allies and honorable enemies. Pandaren are on good terms with all non-evil races.

Pandaren Racial Traits

- +2 Dexterity, +2 Constitution. Pandaren are agile and physically tough.
- *Medium:* As Medium creatures, pandaren have no special bonuses or penalties due to their size.
- Pandaren base land speed is 20 feet.
- Pandaren base climb speed is 15 feet. A pandaren character gains a +8 racial bonus on Climb checks and can always take 10 on a Climb check, even in combat or if he is otherwise distracted. Pandaren retain their Dexterity bonus (if any) to AC while climbing, and opponents get no special bonus to attack climbing pandaren. Climb is a class skill for all pandaren characters.
- +2 natural armor bonus. Pandaren can take the Improved Natural Armor feat (see MM, Chapter 6: Monster Skills and Feats) to enhance this natural defense.
- *Low-Light Vision:* Pandaren can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- *Quadrupedal Movement:* 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. The pandaren must have nothing in his hands to use this ability.
- *Weapon Familiarity:* Pandaren may treat panspears and shaktani swords (see *Manual of Monsters*, Chapter One: Creatures of Azeroth, "Pandaren") as martial weapons rather than exotic weapons.
- *Natural Weapons:* Pandaren can fight effectively with their teeth and claws. A pandaren's bite inflicts 1d6 points of damage, while the claws inflict 1d4 points of damage each. Pandaren can take the Multiattack and Improved Natural Attack feats to improve their effectiveness with these natural weapons (see MM, Chapter 6: Monster Skills and Feats).
- *Automatic Language:* Common.
- *Bonus Languages:* Darnassian, Dwarven, Taurahe and Thalassian.
- *Favored Class:* Fighter or healer. A multiclass pandaren's fighter or healer class does not count when determining whether he suffers an XP penalty (see PHB, Chapter 3: Classes, "Multiclass Characters," *XP for Multiclass Characters*). The choice of fighter or healer as a character's favored class must be selected as soon as he acquires a level in either the fighter or healer class, and it cannot be changed thereafter.

Troll, Jungle

Description: Jungle trolls are wily humanoids that live in Azeroth's wilderness. During Thrall's exodus from Lordaeron, the Horde rescued the Darkspear tribe from the mysterious Sea Witch. The Darkspear trolls owe Thrall and the orcs a great debt and allied themselves with the Horde in gratitude. Their relationship with the noble orcs and tauren has begun to change the savage nature of the Darkspear trolls. Most PC trolls are jungle trolls of the Darkspear tribe (though you can create a troll PC of one of the other troll subraces: dark, forest or ice — see *Manual of Monsters*, Chapter One: Creatures of Azeroth, "Troll" for statistics, descriptions and racial traits of troll subraces).

Jungle troll society is tribal and highly regimented. Males control everything; female trolls exist only to make more trolls. Trolls are sly and cunning individuals. Each tribe includes a chieftain, who is either the most powerful warrior in the tribe or the most accomplished witch doctor; he leads his soldiers in raids against other creatures. The wily voodoo warriors known as shadow hunters stand as second-in-command to the chieftain, and a tribe also includes one or more (lesser) witch doctors, who assist the chieftain with advice and spells. Trolls are adept hunters and daring adversaries.

Most trolls are vicious, brutal and evil. They wage constant war against civilization, particularly high elves, and attempt to reclaim their past glories. Trolls are a lurking menace in any wilderness area and willingly ally themselves with other dark powers to achieve their goals.

Trolls are famous for their ability to heal their wounds rapidly.

Appearance: Trolls are monstrous in appearance. Skin color varies greatly based on subspecies, and jungle troll hides tend to be light blue to dark gray. They have pointed, almost elflike ears, long noses, and elongated, sharp faces. Troll teeth are myriad and pointed. They are lean and wiry, averaging at least 6 feet tall and 160 pounds; some jungle trolls can reach over 7 feet tall, they simply squat or slouch most of the time, even as they run or fight. There is no excess fat on a troll's body.

Region: Most jungle trolls come from Stranglethorn Vale in southern Azeroth, but the Darkspear tribe now lives in its new home of Sen'jin Village, along the southern coast of Durotar. Thrall invited the Darkspears to remain in Durotar, and Vol'jin, their acting chieftain, accepted the offer. Darkspear jungle trolls now roam throughout Durotar and help the orcs defend the land. Some Darkspears also inhabit the jungles of the Echo Isles, off the coast of Durotar.

Affiliation: Horde. Jungle trolls of the Darkspear tribe are steadfastly loyal to the orcs. Though they practice voodoo and many retain their savage nature, Thrall lets them live within his borders and generally do what they want. They feel a great debt to the orcs, and their time fighting alongside the tauren has made them friends of these creatures as well.

The Darkspear tribe doesn't really hate the Alliance races, but their loyalty to the Horde and their bloodthirstiness make the Alliance a great target. However, their respect for Thrall has so far prevented them from waging their own private war against the Alliance. The Allied races do not trust the trolls at all, especially after suffering greatly at the hands of forest trolls in the Second War.

With the exception of the Darkspear tribe, trolls are evil and dangerous creatures. They are a threat to all intelligent races. Darkspears have no qualms about slaying their vile brethren.

Jungle Troll Racial Traits

- +4 Strength, +4 Constitution, –2 Intelligence, –2 Charisma. Jungle trolls are a strong and hardy race, but are suspicious of outsiders.
- *Medium:* As Medium creatures, jungle trolls have no special bonuses or penalties due to their size.
- Jungle troll base land speed is 30 feet.
- *Darkvision:* Jungle trolls can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and jungle trolls can function just fine with no light at all.
- *Fast Healing (Ex):* Jungle trolls recover 1 hit point per round (see MM, Chapter 7: Glossary).
- +4 racial bonus on Hide checks when in jungle environments. Hide, Survival and Swim are considered class skills for all jungle troll characters.
- *Automatic Languages:* Common and Low Common.
- *Bonus Languages:* Goblin, Orc and Taur-ahe.
- *Favored Class:* Barbarian. A multiclass jungle troll's barbarian class does not count when determining whether he suffers an XP penalty for multiclassing (see *Player's Handbook*, Chapter 3: Classes, "Multiclass Characters," *XP for Multiclass Characters*).
- *Level Adjustment:* +1. Due to their physical might, trolls are somewhat more powerful yet gain character levels more slowly than most of the other races common to Azeroth. See Starting Characters and Level Adjustment, above, for more details.

Prestige Classes

This section details eight new prestige classes, increasing the options available to your character and accounting for the events and discoveries of the *Warcraft III: The Frozen Throne* expansion set. Please see Chapter Two: Heroes in the **Warcraft RPG** for information on which core classes and prestige classes from the *Player's Handbook* and *DMG* are available in or excluded from a **Warcraft** campaign.

Death Knight

When Prince Arthas gave himself over to *Frostmourne*, he became Ner'zhul's first death knight, sworn to the Scourge and invested with dark powers to carry out its will. Since then, paladin warriors who accede to the call of the Scourge and make a pact to serve the Lich King receive a vampiric runeblade specially crafted for them and are anointed by Ner'zhul as one of his death knights. Thus the Lich King fashions his corrupted paladins: his greatest champions — living or undead — in his campaign to conquer all of Azeroth.

Hit Die: d10.

Requirements

Alignment: Any evil.

Affiliation: Any.

Base Attack Bonus: +6.

Feats: Endurance.

Special: To become a death knight, a hero must vow before Ner'zhul (or one of his designates) to serve the Scourge, be accepted, and then receive a vampiric runeblade forged specifically for him.

Class Skills

The death knight's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex) and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the death knight prestige class.

Weapon and Armor Proficiency: Death knights are proficient with all simple and martial weapons, all types of armor, and with shields.

Runeblade: To become a death knight, the hero is given one of the empathic weapons known as *vampiric runeblades* (see **Warcraft RPG,** Chapter Three: Adventuring, "Magic Items," *Weapons*) by Ner'zhul or one of his designates. Once the runeblade is used to turn a hero into a death knight, it becomes that knight's personal weapon and is slowly charged with the life energies of those it injures and slays thereafter. At 4th level, a death knight's runeblade becomes a +2 weapon and may cast *darkness* as per the spell at will. At 7th level, the runeblade becomes a +3 weapon. At 10th level, the runeblade becomes a +4 weapon and may blind (as per the *blindness* spell) any target it successfully hits. Only the death knight and the runeblade itself may call upon the weapon's bonuses and special abilities.

True Evil (Ex): Death knights are immune to attempts to alter their alignment magically. Holy weapons and spells that specifically target those of evil alignment (such as *holy smite*), however, do 1.5 times their normal damage to death knights.

Contagion (Sp): At 2nd level, the death knight gains the ability to inflict disease upon a touched target, as per the spell *contagion*. This ability may be used a number of times per day equal to the death knight's class levels divided by two. The death knight casts *contagion* as a sorcerer of the death knight's class level.

Death Pact (Sp): Once per day, the death knight may use this spell-like ability, which functions like the spell of the same name (see **Warcraft RPG,** Chapter Four: Magic, "Spells"). The death knight casts *death pact* as a sorcerer of the death knight's class level.

Death Coil (Sp): As per the *death coil* spell (see **Warcraft RPG,** Chapter Four: Magic, "Spells"), the death knight may project a beam of necromantic energy that unerringly strikes its target. Living creatures struck by the death coil suffer 2d8 points of damage + 1 point for each death knight level (although only half damage is taken if the target makes a successful Will save); similarly, undead creatures are healed of a like amount of damage when struck by the *death coil*. At 3rd



level, the death knight may use this ability once per day, at 6th level twice per day, and at 9th level three times per day. The death knight casts *death coil* as a sorcerer of the death knight's class level.

Undead Minions (Su): At 3rd level, the death knight may summon the dead to fight alongside him in combat. This ability is similar to the *animate dead* spell (see **Warcraft RPG,** Chapter Four: Magic, "Spells"), cast as if the death knight were a sorcerer of his death knight class level. A death knight may use this ability a number of times per day equal to his class level divided by three. (The skeleton template is detailed in the MM, Chapter 1: Monsters A to Z; the zombie template is detailed in **Manual of Monsters,** Chapter Three: The Undead Scourge.)

Crumbling Vessel (Ex): As he continues to embrace the darkness, the life force of the death knight ebbs as it is focused into strengthening and maintaining his physical form. Upon achieving 5th level, a death knight no longer receives any additional Constitution bonuses to his Hit Dice when gaining a new level. Instead, his Constitution modifier is now added as a profane bonus to his Armor Class; this ability begins at 5th level and is not cumulative when the death knight gains a new level.

Life Stealing (Su): Upon reaching 6th level, a death knight discovers how to leech the life force of those he slays in combat. For each living creature he kills, the death knight recovers hit points equal to one of the slain creature's Hit Dice (i.e., if a death knight slays an ogre, he receives 8 hit points). These hit points cannot raise the death knight's total hit points above his normal maximum.

Greater Death Coil (Sp): This ability is similar to the *greater death coil* spell (see **Warcraft RPG,** Chapter Four: Magic, "Spells"); at 7th level, the death knight may once per day project a beam of necromantic energy that unerringly strikes its target. Living creatures struck by the *death coil* suffer 3d8 points of damage + 1 point for each

Table 1–1: The Death Knight (Dkn)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Runeblade, true evil
2nd	+2	+3	+0	+0	*Contagion, death pact*
3rd	+3	+3	+1	+1	Undead minions, *death coil* 1/day
4th	+4	+4	+1	+1	Runeblade (+2, *darkness*)
5th	+5	+4	+1	+1	Vessel
6th	+6	+5	+2	+2	Life stealing, *death coil* 2/day
7th	+7	+5	+2	+2	Runeblade (+3), *greater death coil*
8th	+8	+6	+2	+2	Undying, unholy aura
9th	+9	+6	+3	+3	*Death coil* 3/day
10th	+10	+7	+3	+3	Runeblade (+4, *blindness*)

death knight level (although only half damage is taken if the target makes a successful Will save); similarly, undead creatures are healed of a similar amount of damage when struck by the *death coil*.

Undying (Ex): At 7th level, the death knight becomes immune to all death spells and magical death effects. This immunity does not protect the death knight from other sorts of attacks such as hit point loss, poison, petrification or other effects even if they might be lethal.

Unholy Aura (Su): Three times per day after reaching 8th level, a death knight may project an aura in a 10-foot radius that will heal 3d8 points of damage to any undead controlled by the death knight and/or to those of evil alignment allied to the death knight, divided among those in the area of the aura's effect as chosen by the death knight. The death knight can also heal himself. Those of good alignment take damage instead, unless succeeding at a Will save (DC 10 + 1/2 death knight's class level + death knight's Charisma modifier); this damage is allocated from the same pool of dice used for healing undead or those of evil alignment.

Demon Hunter

Demon hunters are skilled warriors who have pledged their lives to fighting evil by using its own powers against it. Though many among the night elves and the Alliance fear the demon hunters and their pact with darkness, all know that the demon hunters and their demonically-charged warblades have played an important part in combating what remains of the Burning Legion.

Hit Die: d8.

Requirements

Alignment: Any good.
Affiliation: Any.
Base Save: Fortitude +5.
Feats: Blind-Fight.
Race: Blood elf, night elf or human.
Spellcasting: The ability to cast arcane spells.

Special: To become a demon hunter, a hero must find a demon hunter who is willing to lead her through a series of complex rituals. These rituals involve capturing a demon and sacrificing it in order to bind a portion of its spirit inside the hero. The ritual also requires that the hero burn out her eyes with a magically-heated blade in order to contain the demon spirit.

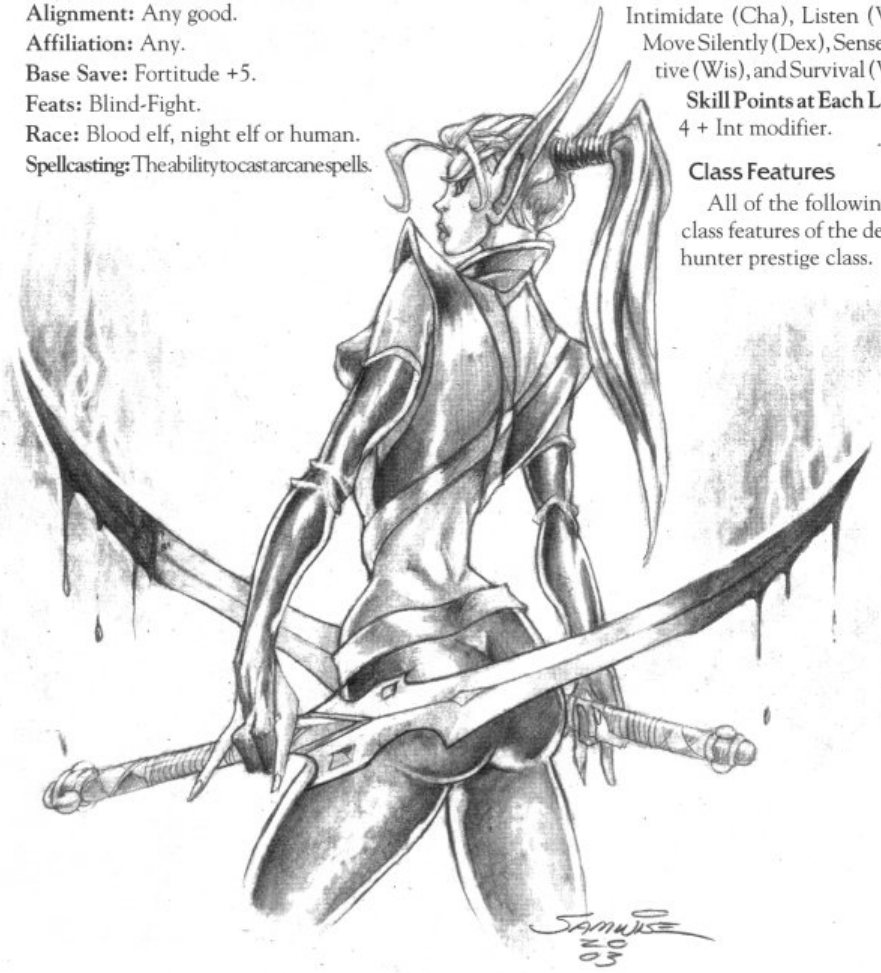
Class Skills

The demon hunter's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Int), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the demon hunter prestige class.



Weapon and Armor Proficiency: Demon hunters are proficient with all melee weapons and all light and medium armor. Armor of any type interferes with the demon hunter's arcane gestures, which can cause her spells to fail (if those spells have somatic components).

Spells: A demon hunter continues to advance in spellcasting ability. For each two demon hunter levels gained, the hero gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. A demon hunter's effective caster level affects the advancement of her familiar (if any); she does not, however, gain any other benefit a character of that class would have gained (such as metamagic or item creation feats). Put another way, she adds half her demon hunter level to the level of another spellcasting class she possesses, then determines spells per day and caster level accordingly.

If a character had more than one spellcasting class before she became a demon hunter, she must decide to which class she adds each two levels of demon hunter for purposes of determining spells per day.

Enlightenment (Su): At 1st level, the demon hunter learns to reach out with the energies inside her to perceive the world around her. This ability is similar to the *blindsight* monster quality (see MM, Chapter 7: Glossary), but with the following limitations: the demon hunter sees the world in black and white and cannot perceive colors, and she must make Listen and/or Spot checks to notice creatures within range of her blindsight. Demon hunters have a 360-degree field of vision, however. The range of their blindsight increases with experience, expanding an additional 15 feet for each level of demon hunter.

At 3rd level, the demon hunter can *detect evil* as per the spell at will. This ability lasts only as long as the demon hunter concentrates upon it. At 8th level, the demon hunter can detect outsiders at will, which functions like *detect evil*, except that it detects the auras of outsiders; the duration of concentration remains the same. Finally, at 10th level, the demon hunter can *detect magic* at will, as per the spell and for as long she maintains concentration.

Warblade: As the hero binds part of a demon spirit within her to become a demon hunter, another part of the spirit imbues the melee weapon used to sacrifice the demon. This weapon becomes the demon hunter's personal warblade (see **Warcraft RPG,** Chapter Three: Adventuring, "Equipment," *Weapons*). At 1st level, the demon hunter's warblade gains a +1 enhancement bonus and can become a *flaming* weapon upon command. Activating and deactivating the *flaming* ability takes a standard action.

Transformation (Su): Upon becoming a demon hunter, the hero's skin becomes pale and drained of color. Regardless of her alignment, a demon hunter can be detected by spells and abilities that detect chaotic energy. As she progresses, the demon hunter's skin takes on a blue tinge. At 5th level, her skin becomes hard and leathery, and grants her a +1 natural armor bonus to her Armor Class. As her skin continues to harden and darken to a deep purple, the demon hunter at 7th level gains 10 points of resistance to a single type of energy (acid, cold, electricity, fire or sonic) chosen by the demon hunter. At 10th level, the demon hunter becomes an outsider and takes on a clearly demonic appearance as she merges with the demon energies within her. Upon becoming an outsider, the demon hunter also gains a +3 profane bonus on all ranged touch attacks for spellcasting.

Mana Burn (Sp): A demon hunter soon discovers how to reach out with the power of chaos to interfere with the magical energies drawn upon by spellcasters, as per the spell *mana burn* (see **Warcraft RPG,** Chapter Four: Magic, "Spells"). At 2nd level, she may use this ability once per day, twice per day at 6th level, and three times per day at 9th level. She casts *mana burn* as a sorcerer equal to her demon hunter level.

Evasion (Ex): At 3rd level the demon hunter gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as a *fireball* or a *serpent ward*), she takes no damage with a successful saving throw. Evasion can only be used if the demon hunter is wearing light armor or no armor.

Improved Warblade: As the demon hunter continues to bond with her warblade and focus

Table 1–2: The Demon Hunter (Dmh)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Enlightenment (blindsight), warblade	—
2nd	+1	+3	+0	+3	*Mana burn* 1/day	+1 spellcaster level
3rd	+2	+3	+1	+3	Evasion	—
4th	+3	+4	+1	+4	Enlightenment (*detect evil*), improved warblade	+1 spellcaster level
5th	+3	+4	+1	+4	Immolation 1/day, transformation (+1 AC)	—
6th	+4	+5	+2	+5	*Mana burn* 2/day	+1 spellcaster level
7th	+5	+5	+2	+5	Transformation (resistance to energy)	—
8th	+6	+6	+2	+6	Enlightenment (detect outsiders), improved warblade	+1 spellcaster level
9th	+6	+6	+3	+6	*Mana burn* 3/day	—
10th	+7	+7	+3	+7	Enlightenment (*detect magic*), transformation (+3 ranged touch attack)	+1 spellcaster level

the energies of chaos through the weapon, she can cause it to manifest special qualities. Upon reaching 4th level and again at 8th level, the demon hunter's warblade gains an additional +1 enhancement bonus and a special weapon ability selected from the following list: *defending*, *frost*, *ghost touch*, *keen*, *mighty cleaving*, *shock*, *spell storing* or *throwing* (see DMG, Chapter 7: Magic Items, "Magic Item Descriptions, *Weapons*).

Immolation (Su): At 5th level, the demon hunter learns to release the chaotic energy inside her in a burst of flame that surrounds her in a 10-foot radius. This flame deals damage equal to 2d6 plus the demon hunter's Wisdom ability modifier, and is considered both fire and fel damage for purposes of energy and damage resistance. A successful Reflex save (DC 10 + 1/2 demon hunter's level + demon hunter's Charisma modifier) allows those affected by the flame to take half damage. This ability may be used once per day. (On fel damage, see **Manual of Monsters,** Chapter Two: The Burning Legion, "Fel Energy.")

Dwarven Avatar

The discovery of their titan heritage changed the Ironforge dwarves forever. The dwarves have embraced this new knowledge and delved deep inside themselves in search of hidden power left there by their creators. Most have discovered the ability to turn their flesh to stone for limited periods, but a few have persisted to unlock further secrets — though none have yet discovered what the titans intended them to do with their abilities.

Hit Die: d10.

Requirements

Race: Ironforge dwarf.

Affiliation: Alliance only.

Feats: Iron Will, Toughness.

Skills: Knowledge (history: titans) 8 ranks or Knowledge (religion: titans) 8 ranks.

Special: To become a dwarven avatar, an Ironforge dwarf must make a pilgrimage to a shrine to the titans (found in Bael Modan, and at most major dwarven excavations where titan artifacts have been discovered) and meditate undisturbed for three days without food or water.

Class Skills

The dwarven avatar's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Concentration (Wis), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (Int) and Profession (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the dwarven avatar prestige class.

Weapon and Armor Proficiency: Dwarven avatars are proficient with all melee weapons and all types of armor and shields.

Stone Tell (Su): As he connects with the essence of the titans, the dwarven avatar learns to speak to the earth itself. This ability is like the *stone tell* spell described in the *Player's Handbook*, with a duration of 3 minutes. The dwarven avatar may use this ability a num-



ber of times per day equal to half his class levels; he casts *stone tell* as a healer equal to his dwarven avatar level.

Unarmed Attack: With fists of stone and incredible strength, dwarven avatars make unarmed attacks with greater and greater force. As the dwarven avatar progresses, he makes these attacks with greater bonuses to his base attack and higher damage as indicated in the following table:

Level	Unarmed Attack Bonus	Unarmed Bonus Damage
1st	+0	1d4
2nd	+1	1d4
3rd	+1	1d6
4th	+2	1d6
5th	+3	1d6
6th	+3	1d6
7th	+4	1d8
8th	+5	1d8
9th	+5	1d8
10th	+6	1d10

Improved Stonecunning (Ex): At 2nd level, a dwarven avatar's enhanced connection to earth and stone hones the stonecunning possessed by all Ironforge dwarves. Improved stonecunning grants the dwarven avatar a +4 bonus on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. This bonus granted by improved stonecunning is cumulative with the bonus granted by Ironforge dwarves' stonecunning ability.

Earthstance (Ex): At 3rd level, the dwarven avatar can become nearly immovable. He gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding or otherwise not standing firmly on the ground). This bonus is in addition to the stability bonus granted to all Ironforge dwarves.

Strength of the Titans (Ex): Dwarven avatars learn to draw upon the metaphysical power of the titans and channel it into greater physical strength. At 4th level, the dwarven avatar gains a +2 inherent bonus to Strength. At 7th level, this becomes a +4 bonus, and at 10th level a +6 bonus.

Stoneskin (Su): Though all Ironforge dwarves can learn to turn their bodies to living stone, dwarven avatars learn to focus this ability to even greater effect. Upon reaching 5th level, a dwarven avatar can harden his skin as with the *stoneskin* spell. The duration of this ability is 10 minutes per dwarven avatar level. The dwarven avatar can call upon this ability once per day at 5th level, twice per day at 7th level, and three times per day at 9th level.

Unarmed Bash (Ex): By 6th level, dwarven avatars have become powerful living weapons and can make unarmed Bash attempts as per the Bash feat described in the **Warcraft RPG** (see Chapter Two: Heroes, "Feats").

Table 1–3: The Dwarven Avatar (Dav)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Stone tell, unarmed attack
2nd	+2	+3	+0	+0	Improved stonecunning
3rd	+3	+3	+1	+1	Earthstance
4th	+4	+4	+1	+1	Strength of the titans +2
5th	+5	+4	+1	+1	Stoneskin 1/day
6th	+6	+5	+2	+2	Unarmed Bash
7th	+7	+5	+2	+2	Strength of the titans +4, stoneskin 2/day
8th	+8	+6	+2	+2	Stoneshaping
9th	+9	+6	+3	+3	Stoneskin 3/day
10th	+10	+7	+3	+3	Iron body, strength of the titans +6

Stoneshaping (Su): At 9th level, the dwarven avatar learns to project his own energies into the earth to shift and shape it to his will. This ability is like the *stone shape* spell and can affect up to 20 cubic feet of stone. Stoneshaping can be used three times per day and is cast as a healer equal to the dwarven avatar's class level.

Iron Body (Su): At 10th level, dwarven avatars unlock the greatest power of their titan heritage, acquiring the ability to transform their bodies into living iron as with the *iron body* spell. This ability lasts 1 minute per dwarven avatar level and can be used once per day.

Marksman

While some warriors still argue in favor of the elegance of the sword or the flexibility of the longbow, there are others who have embraced firearms as their weapon of choice. Studying the techniques of the dwarves, these soldiers craft their own weapons and hone their aim until they are capable of incredible feats of speed and accuracy.

Hit Die: d6.

Requirements

Affiliation: Any.

Feats: Point Blank Shot, Weapon Focus (any firearm).

Skills: Craft (technological device) 8 ranks.

Class Skills

The marksman's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Hide (Dex), Listen (Wis) and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the marksman prestige class.



Weapon and Armor Proficiency: Marksmen are proficient with all simple melee weapons, all types of simple and martial ranged weapons, and the following exotic weapons: blunderbuss, long rifle and flintlock pistol. Marksmen are also proficient with all light and medium armor, but not with heavy armor or shields.

Bonus Feat: At 1st level and every other level thereafter, the marksman gains additional feats as he hones his skills. These feats must be selected from the following list: Build Firearms, Close Shot, Far Shot, Lightning Reload, Mounted Sharpshooter, Pistol Whip, Precise Shot, Rapid Shot and Shot on the Run.

True Shot (Ex): Marksmen learn to trust their instinctive ability with firearms to make incredibly skilled shots. At 2nd level, they can make an attack once per day with a +20 insight bonus (as per the *true strike* spell). At 5th level, they can draw on this ability twice per day, and at 8th level three times per day. Attacks with the true shot ability ignore the AC bonus granted to targets by anything less than total cover and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against a true shot attack.

Sharpshooter (Ex): Constant training with firearms give marksmen a +1 bonus on their ranged attack rolls at 3rd level. At 6th level, this becomes a +2 bonus, and at 9th level a +3 bonus.

Ranged Disarm: At 4th level, the marksman gains the Ranged Disarm feat. The marksman may use this feat even if he does not possess the prerequisites for the feat, though the Ranged Disarm feat may not itself be used as prerequisite for other feats until all of its own prerequisites are satisfied.

Ranged Sunder: At 6th level, the marksman gains the Ranged Sunder feat. The marksman may use this feat even if he does not possess the prerequisites for the feat, though the Ranged Sunder feat may not itself be used as prerequisite for other feats until all of its own prerequisites are satisfied.

Ranged Cleave: At 8th level, the marksman gains the Ranged Cleave feat. The marksman may use this feat even if he does not possess the prerequisites for the feat, though the Ranged Cleave feat may not itself be used as prerequisite for other feats until all of its own prerequisites are satisfied.

Penetrating Shot (Ex): At 10th level, the marksman can make shots with preternatural accuracy. Once per day, a marksman with the penetrating shot ability may use a firearm to make a ranged attack that ignores any damage resistance possessed by the target. This ability may be combined with the marksman's true shot ability to devastating effect.

Table 1–4: The Marksman (Mkm)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Bonus feat
2nd	+2	+0	+3	+0	True shot 1/day
3rd	+3	+1	+3	+1	Bonus feat, sharpshooter +1
4th	+4	+1	+4	+1	Ranged Disarm
5th	+5	+1	+4	+1	Bonus feat, true shot 2/day
6th	+6	+2	+5	+2	Ranged Sunder, sharpshooter +2
7th	+7	+2	+5	+2	Bonus feat
8th	+8	+2	+6	+2	Ranged Cleave, true shot 3/day
9th	+9	+3	+6	+3	Bonus feat, sharpshooter +3
10th	+10	+3	+7	+3	Penetrating shot

Necromancer

Necromancers are spellcasters whose magics manipulate the power of death. In calling upon this power, necromancers risk being consumed by it — until eventually they join the ranks of the undead.

Hit Die: d4.

Requirements

Alignment: Any evil.

Affiliation: Any.

Skills: Knowledge (arcana) 8 ranks, Knowledge (undead) 8 ranks.

Spellcasting: Ability to cast 3rd-level arcane spells.

Class Skills

The necromancer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Wis), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis) and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the necromancer prestige class.

Weapon and Armor Proficiency: Necromancers are proficient with simple melee and ranged weapons, and light armor. Armor



of any type interferes with the necromancer's arcane gestures, which can cause his spells to fail (if those spells have somatic components).

Spells per Day: When a new necromancer level is gained, the character gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a necromancer, he must decide to which class he adds the new level for purposes of determining spells per day.

Death Touch (Sp): The necromancer's death touch is a death effect. The necromancer must succeed at a melee touch attack against a living creature (using the rules for touch spells; see *Player's Handbook*, Chapter 8: Combat, "Actions in Combat," *Standard Actions*, Cast a Spell; and Chapter 10: Magic, "Spell Descriptions, *Duration*). When the necromancer touches, roll 1d6 per necromancer level. If the total is greater than or equal to the creature's current hit points, it dies. The necromancer may use this effect once per day at 1st level, two times per day at 4th level, and three times per day at 7th level.

Animate Dead (Sp): This is a spell-like ability that functions like the spell of the same name. The necromancer may use this ability a number of times per day equal to his necromancer levels divided by two. He casts *animate dead* as a sorcerer equal to his necromancer class level. (For the use of *animate dead* in **Warcraft**, see **Warcraft RPG,** Chapter Four: Magic, "Spells.")

Death Pact (Sp): This ability functions like the spell of the same name (see **Warcraft RPG,** Chapter Four: Magic, "Spells"). The necromancer may use *death pact* a number of times per day equal to his class levels divided by three. He casts *death pact* as a sorcerer equal to his necromancer levels.

Death Resistance (Ex): At 5th level, the necromancer becomes immune to all death spells and magical death effects. This immunity does not protect the necromancer from other sorts of attacks such as hit point loss, poison, petrification or other effects even if they might be lethal

Create Undead (Sp): At 6th level, the necromancer can create more powerful undead minions. This ability functions like the spell of the same name (for the use of *create undead* in **Warcraft**, see **Warcraft RPG,** Chapter Four: Magic, "Spells"), and is cast as a sorcerer equal to the necromancer's class level. At 6th level, a necromancer can use this ability once per day, and upon reaching 9th level he may use it twice per day.

Undying (Ex): At 8th level, the necromancer gains the traits of the undead creature type. He no longer ages or needs to sleep (though he must spend time meditating to regain spells, heal lost hit points and so forth). He also gains immunity to poison, sleep, paralysis, stunning, disease, death effects and necromantic effects; and he ignores mind-affecting effects. He is not subject to critical hits, subdual damage, ability damage, ability drain or energy drain. He has no Constitution score and is therefore immune to any effect that requires a Fortitude save (unless it affects objects). From that point forward, he uses his Charisma modifier when making Concentration checks. He is not at risk of death from massive damage, but when reduced to 0 hit points or less, he is immediately destroyed. Finally, once becoming undead, the necromancer cannot be affected by raise dead or *reincarnate* spells or abilities, though *resurrection* and *true resurrection* can affect him.

Create Greater Undead (Sp): Upon reaching 10th level, the necromancer can create truly powerful undead such as crypt fiends or ghosts. This ability functions like the spell of the same name (for the use of *create greater undead* in **Warcraft**, see **Warcraft RPG,** Chapter Four: Magic, "Spells") and is cast as a sorcerer equal to the necromancer's class level. It can be used once per day.

Table 1–5: The Necromancer (Ncr)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Death touch 1/day	+1 spellcaster level
2nd	+1	+0	+0	+3	*Animate dead*	+1 spellcaster level
3rd	+1	+1	+1	+3	*Death pact*	+1 spellcaster level
4th	+2	+1	+1	+4	Death touch 2/day	+1 spellcaster level
5th	+2	+1	+1	+4	Death resistance	+1 spellcaster level
6th	+3	+2	+2	+5	*Create undead* 1/day	+1 spellcaster level
7th	+3	+2	+2	+5	Death touch 3/day	+1 spellcaster level
8th	+4	+2	+2	+6	Undying	+1 spellcaster level
9th	+4	+3	+3	+6	*Create undead* 2/day	+1 spellcaster level
10th	+5	+3	+3	+7	*Create greater undead*	+1 spellcaster level

Necromancer Spell List

Necromancer spells build upon the sorcerer/wizard spell list, but focus upon death and the undead. The spells listed below are exclusive to the necromancer prestige class, but are also in addition to the sorcerer/wizard spell list.

1st Level — *chill touch, death knell.*

2nd Level — *cannibalize*, command undead, deathwatch, ghoul touch, lesser death coil*, unholy frenzy*.*

3rd Level — *death coil*.*

4th Level — *animate dead, enervation, greater death coil*.*

5th Level — *death pact*.*

6th Level — *circle of death, create undead.*

7th Level — *control undead.*

8th Level — *create greater undead.*

9th Level — *energy drain, soul bind.*

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

Primal

In battle, some warriors fight as though possessed... while others truly are. Primals are those warriors who revel in their bestial rage and give in to it completely. As they slowly take on an increasingly beast-like appearance, they also gain powerful and violent new abilities.

Hit Die: d12.

Requirements

Alignment: Any chaotic.

Affiliation: Any.

Base Attack Bonus: +6.

Base Save: Fortitude +5.

Feats: Cleave.

Class Skills

The primal's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Spot (Wis), Survival (Wis) and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the primal prestige class.

Weapon and Armor Proficiency: Primals are proficient with all simple melee weapons, light armor, and shields.

Pounce (Ex): Starting at 1st level, if a primal charges a foe, she can make a full attack even if she has taken a move action.

Wildspeak (Su): As the primal begins to connect with the animal spirit within her, she comes to understand the animals around her. Once per day, a primal may *speak with animals* (as per the spell) for a number of minutes equal to her class level.



Feral Claws (Ex): At 2nd level, the primal grows sharp claws that can be used in combat. These claws are a natural weapon and deal 1d6 + the character's Strength modifier + 1/2 the character's primal level points of piercing and slashing damage.

Burning Rage (Ex): At 2nd level, the primal gains the ability to enter a feral rage. The primal temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but she takes a –2 penalty to Armor Class. A primal can enter a rage twice per day and only once per encounter; if the primal has the ability to rage from another class, the number of uses per day stacks. For further details on rage, see *Player's Handbook*, Chapter 3: Classes, "Barbarian."

Bestial Strength (Ex): At 3rd level, the primal gains a +1 bonus to Strength. This bonus increases to +2 at 6th level and +3 at 9th level.

Toughened Hide (Ex): By the time she reaches 4th level, the primal's skin has grown thick and leathery, providing her with a +1 natural armor bonus. Her natural armor bonus increases to +2 at 7th level, and +3 at 10th level.

Feral (Ex): Primals begin to shake off weaker attacks as they become more beast-like. Upon reaching 5th level, nonlethal damage dealt to the primal is divided in half. At 10th level, the primal ignores nonlethal damage entirely and her creature type changes to magical beast (granting her darkvision out to 60 feet and low-light vision, if she did not already have these abilities).

Fangs (Ex): At 5th level, the primal grows fangs that inflict 2d6 points of damage and grant her the improved grab and rake special abilities (see MM, Chapter 7: Glossary).

Stand at Death's Door: At 8th level, a primal gains Stand at Death's Door as a bonus feat (see Feats, below), even if she does not have the prerequisites. She may not take any feats that require this feat as a prerequisite until she fulfills the prerequisites of Stand at Death's Door.

Table 1–6: The Primal (Pml)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Pounce, wildspeak
2nd	+2	+3	+0	+0	Feral claws, burning rage
3rd	+3	+3	+1	+1	Bestial strength +1
4th	+4	+4	+1	+1	Toughened hide +1
5th	+5	+4	+1	+1	Feral (nonlethal damage halved), fangs
6th	+6	+5	+2	+2	Bestial strength +2
7th	+7	+5	+2	+2	Toughened hide +2
8th	+8	+6	+2	+2	Stand at Death's Door
9th	+9	+6	+3	+3	Bestial strength +3
10th	+10	+7	+3	+3	Toughened hide +3, feral (nonlethal damage ignored)

Warmage

Warmages are arcane spellcasters who accompany soldiers into the heart of battle. The generations of warfare on Azeroth have given the warmages time to hone useful spells into simple and secret rituals, called "battlemagics," which are passed from one warmage to another.

Hit Die: d6.

Requirements

Affiliation: Any, but usually Alliance.

Base Attack Bonus: +3.

Feats: Maximize Spell.

Skills: Spellcraft 8 ranks.

Spellcasting: Ability to cast five different arcane evocation spells that cause damage to a target, one of which must be at least 3rd level.

Class Skills

The warmage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (any) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int) and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the warmage prestige class.

Weapon and Armor Proficiency: Warmages are proficient with all simple melee and ranged weapons, and light armor. Armor of any type interferes with the warmage's arcane gestures, which can cause her spells to fail (if those spells have somatic components).

Spells per Day: When a new warmage level is gained, the character gains new spells per day as if she had also gained a level in an arcane spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (im-



proved chance of controlling or rebuking undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a warmage, she must decide to which class she adds the new level for purposes of determining spells per day. Levels in this class do stack for the purposes of familiar advancement.

Battlemagic (Sp): At 1st level and every other level thereafter, the warmage selects a form of battlemagic from Table 1–8. The warmage's level plus her Intelligence modifier determine the highest level of battlemagic that may be chosen. A warmage may not select the same battlemagic twice.

The effects of individual battlemagics are as follows:

Awe: Once per day, the warmage may make an impressive display of magic that causes all enemies in a 100-foot radius to suffer a –1 morale penalty on all attack rolls for 1 minute per caster level.

Deep Shadows: The warmage can cast *darkness* once per day at her caster level, but the radius of the darkness is equal to 10 feet per caster level.

Electrical Strike: Once per day, the warmage can cast a maximized version of *lightning bolt* at her caster level.

Eye in the Sky: Once per day, the warmage may spy upon distant locations as if casting *clairaudience/clairvoyance* at her caster level.

Fog of War: Once per day, the warmage may cast *hallucinatory terrain* at her caster level.

Healing: Once per day, the warmage can cast *cure serious wounds* at her caster level.

Plague: The warmage may cast *contagion* a number of times per day equal to her caster level.

Quagmire: Once per day, the warmage can halve the movement speed of all enemies in a 100-foot radius for 1 minute per caster level.

Storm: The warmage may cast *control weather* once per day at her caster level.

Unfailing Blade: The warmage may cast *true strike* a number of times per day equal to her warmage level.

Awareness (Ex): As warmages accompany warriors into the chaos of battle, they become better at defending themselves than other wiz-

Table 1–7: The Warmage (Wmg)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Awareness +1	+1 level of existing class
2nd	+1	+0	+3	+3	Battlemagic	+1 level of existing class
3rd	+1	+1	+3	+3	Bonus weapon proficiency	+1 level of existing class
4th	+2	+1	+4	+4	Battlemagic	+1 level of existing class
5th	+2	+1	+4	+4	Awareness +2, Improved Maximize Spell	+1 level of existing class
6th	+3	+2	+5	+5	Battlemagic	+1 level of existing class
7th	+3	+2	+5	+5	Bonus weapon proficiency	+1 level of existing class
8th	+4	+2	+6	+6	Battlemagic	+1 level of existing class
9th	+4	+3	+6	+6	Awareness +3	+1 level of existing class
10th	+5	+3	+7	+7	Battlemagic	+1 level of existing class

ards. At 1st level, warmages get a +1 dodge bonus to their Armor Class. This dodge bonus increases to +2 at 5th level and +3 at 9th level.

Bonus Weapon Proficiency: Developing greater martial skill in the crucible of battle, at 3rd and 7th level warmages can select a bonus weapon or exotic weapon proficiency feat.

Improved Maximize Spell: At 5th level, a warmage's maximized spells use up spell slots two levels higher than the spell's actual level, instead of three as normal (see *Player's Handbook*, Chapter 5: Feats).

Table 1–8: Warmage Battlemagic

Level + Int Modifier	Battlemagic
1	Awe
2	Unfailing Blade
3	Healing
4	Eye in the Sky
5	Plague
6	Fog of War
7	Deep Shadows
8	Electrical Strike
9	Quagmire
10	Storm

Windrider

Windriders are the knights of the sky, riding their flying mounts into combat. With time and experience, rider and mount move in a graceful unison that makes them increasingly formidable opponents.

Hit Die: d8.

Requirements

Affiliation: Any.

Base Attack Bonus: +5.

Feats: Mounted Combat.

Skills: Handle Animal 8 ranks, Ride 8 ranks.

Special: When entering the prestige class, the hero must select a flying creature that will be her mount, as the prestige class belongs to the mount as much as to the rider. If a windrider's mount is killed, the character must obtain a new mount. She does not lose levels in the class, but acquired level abilities return at the rate of 1 level per week as she becomes accustomed to a new mount.

Class Skills

The windrider's class skills (and the key ability for each skill) are Balance (Dex), Handle Animal (Cha), Heal (Wis), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis) and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the windrider prestige class.

Weapon and Armor Proficiency: Windriders are proficient with all simple weapons and light and medium armor. In addition, upon enter-



ing the class they may select proficiency with any three of the following martial weapons: glaive, guisarme, halberd, heavy lance, light lance, longbow, longspear, shortbow and trident.

Trained Mount (Ex): The mount of a windrider is well disciplined and trained for combat. Windriders are not required to make Ride checks to take their mounts into combat.

Bond with Mount (Su): A windrider has a close relationship with her mount similar to the relationship between a spellcaster and his familiar. At 1st level, a windrider can intuitively sense the emotional mood of her mount from a distance of up to 1 mile. At 5th level, the windrider and her mount can communicate as effectively as though they shared a common language, though other creatures cannot understand the communication without magical help. Further, mounts with low Intelligence scores may be limited in what they can communicate or even understand. At 9th level, the bond between the windrider and the mount becomes telepathic—each can see through the other's eyes at distances up to 1 mile.

Skill Bonus (Ex): Beginning at 2nd level, windriders get a bonus on Handle Animal and Ride checks equal to half their windrider level (to a maximum of +5 at 10th level).

Defensive Flying (Ex): As they ride in combat, windriders and their mounts learn to watch for one another's safety in combat. At 2nd level, when a windrider is upon her mount, both gain a +1 competence bonus to their Armor Class. At every other level following (4th, 6th, 8th and 10th), they gain an additional +1 competence bonus, to a maximum bonus of +5 at 10th level.

Bonus Feat: At 2nd, 5th and 8th levels, the windrider may select a bonus feat from the following list: Alertness, Dodge, Drop Cut*, Evasive Maneuvers*, Expert Flyer*, Expert Rider†, Expertise, Improved Bull Rush, Improved Disarm, Improved Mounted Archery*, Mounted Archery, Mounted Sharpshooter†, Plummet Attack* and Trample. The hero must possess all of the prerequisites of a feat in order to select it as a bonus feat. A feat marked with an asterisk (*) is detailed in Feats, below; a feat marked with a dagger (†) appears in Chapter Two: Heroes of the **Warcraft RPG**.

Ride-By Attack: At 3rd level, a windrider gains the Ride-By Attack feat.

Weather Sense (Ex): After reaching 3rd level, a windrider gains a +5 competence bonus on Survival checks to notice changes in the weather, including but not limited to changes in temperature and wind speed. This ability works with magically-altered weather, though it gives the windrider no special bonus against weather-like but instantaneous magical effects such as the spell *lightning bolt*.

Shield Proficiency: At 4th level, a windrider automatically gains proficiency with shields.

Spirited Charge: At 6th level, windriders gain the Spirited Charge feat.

Table 1–9: The Windrider (Wdr)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Trained mount, bond with mount (rapport)
2nd	+2	+3	+3	+0	Skill bonus, defensive flying +1, bonus feat
3rd	+3	+3	+3	+1	Ride-By Attack, weather sense
4th	+4	+4	+4	+1	Shield proficiency, defensive flying +2
5th	+5	+4	+4	+1	Bond with mount (speak with mount), bonus feat
6th	+6	+5	+5	+2	Defensive flying +3
7th	+7	+5	+5	+2	Weather sense, Spirited Charge
8th	+8	+6	+6	+2	Defensive flying +4, bonus feat
9th	+9	+6	+6	+3	Bond with mount (telepathic)
10th	+10	+7	+7	+3	Defensive flying +5

New Skill

This section describes the new Profession (military commander) skill, for use primarily with the mass combat rules covered in Chapter Three: The Craft of War. (See also *Cry Havoc*, by Skip Williams, for more information.)

Profession (military commander) (Wis; trained only)

This skill provides the basic knowledge and training needed to command troops both on and off the battlefield. You know how to train troops to fight as a unit and how give orders that they understand in the midst of battle.

Check: In a unit battle, you can use your Profession (military commander) skill to issue orders to units.

Action: In a unit battle, you can normally issue only one order each battle round as a free action; each additional order that you issue during the same battle round counts as a move action. For every 10 ranks you have in this skill, however, you can issue one additional order per battle round as a free action.

Try Again: If you fail to issue an order to a unit in a battle, you can try again in the same battle round. The task, though, becomes more difficult each time you try (see Chapter Three: The Craft of War, "Commanders and Orders," *Giving Orders*).

Synergy: If you have 5 ranks in Diplomacy or Intimidate, you gain a +2 bonus on Profession (military commander) checks made to give orders to a unit. For every 10 ranks you have in Diplomacy or Intimidate, this bonus increases by +2. If you have 5 or more ranks in Knowledge (military tactics), you gain a +2 bonus on Profession (military commander) checks; 5 or more ranks in Profession (military commander) gives you a +2 bonus on Knowledge (military tactics) checks. (The Knowledge [military tactics] skill is detailed in **Warcraft RPG,** Chapter Two: Heroes.)

Untrained: While you cannot use this skill untrained, an untrained individual can still attempt to issue orders.

Feats

In this section, prerequisite feats marked with an asterisk (*) appear in **Dungeons & Dragons Warcraft the Roleplaying Game**.

Commander Feats

This book introduces a new set of feats — commander feats. These feats provide a bonus to your allies as long as they recognize you as a commander. In game terms, this means the following:

- The character actively acknowledges you as a leader (at least in terms of combat). She follows your orders and looks to you for inspiration. If a character stops following your orders she loses all benefits of your commander feats.
- No character may accept more than one commander at any given time.
- You do not gain the benefits of your own commander feats.
- If you fall or are incapacitated (e.g., by being reduced to 0 hit points or fewer, being paralyzed, *held*, swallowed whole, panicked and so forth), your allies lose all benefits from your commander feats until you return to combat. The exception to this rule is the Beloved Commander feat (see below).
- Note that there is no minimum Charisma requirement for commander feats. Your troops do not have to like you for you to lead them (though it helps).

Balanced Command [General]

Your troops take inspiration from the way you hold your body, ready to duck and dodge at an instant's provocation.

Prerequisites: Base Reflex save +3.

Benefit: Allies within 10 feet gain a +1 morale bonus on all Reflex saves.

Beloved Commander [Commander]

You are so well-loved by your troops that your fall ignites them into a savage fury.

Benefit: If you fall or are incapacitated in combat (e.g., by being reduced to 0 hit points or fewer, being paralyzed, swallowed whole and so forth), all allies within 30 feet gain a +1 morale bonus on attack rolls, a +2 morale bonus on damage rolls and a +2 morale bonus on Will saves. These bonuses last for a number of rounds equal to 1 + your Charisma modifier. (Particularly devious commanders have been known to play dead to spur their troops to greater efforts.)

Bull's-Eye [General]

You are trained to take advantage of unsuspecting foes using your chosen ranged weapon.

Prerequisites: Proficient with weapon, base attack bonus +4.

Benefit: Select a type of ranged weapon with which you are proficient, such as the longbow. You inflict +1d6 points of damage with that weapon as long as the target is within 30 feet and is denied his Dexterity bonus to AC. If you score a critical hit, this extra damage is not multiplied.

Special: The extra damage stacks with that caused by a rogue's sneak attack. You can take this feat multiple times; each time it applies to a different weapon. A fighter may select Bull's-Eye as one of his fighter bonus feats.

Control Magic [Metamagic]

You can take control of others' summoned creatures.

Prerequisites: Ability to cast *dispel magic* and/or *greater dispel magic*.

Benefit: When you use *dispel magic* or *greater dispel magic* to counter a spell that summons creatures (such as any of the *summon monster* or *summon nature's ally* spells) or to dispel a summoned creature, you may instead usurp control of those creatures. You now control them, just as if you had cast the spell that originally summoned them. All other factors, such as remaining duration, are unchanged.

Special: This feat does not work in conjunction with *dispel magic* or *greater dispel magic* cast from items such as scrolls or wands — only those spells that you cast yourself.

Courageous Command [Commander]

You inspire your allies to feats of bravery.

Benefit: Allies within 20 feet gain a +4 morale bonus on saving throws against fear effects.

Determined Command [Commander]

Your steel-hard will is an inspiration to your troops.

Prerequisites: Base Will save +3.

Benefit: Allies within 10 feet gain a +1 morale bonus on all Will saves.

Devour Magic [Metamagic]

You consume the power of spells that you dispel.

Prerequisites: Ability to cast *dispel magic* and/or *greater dispel magic*.

Benefit: Whenever you successfully dispel a spell with *dispel magic* or *greater dispel magic*, you gain 1d4 temporary hit points per spell level of the dispelled spell. These hit points last for 1 hour.

Special: This feat does not work in conjunction with *dispel magic* or *greater dispel magic* cast from items such as scrolls or wands — only those that you cast yourself.

Drop Cut [General]

You can drop onto your opponents, dealing massive damage.

Prerequisites: Tumble 8 ranks, base attack bonus +3.

Benefit: If you drop onto a square within melee range of an opponent (i.e., by jumping extremely high, plummeting from the ceiling or a ledge, or leaping from the back of a flying mount), you may make an attack against that opponent in the same round. This attack inflicts double damage automatically, plus an additional 1d6 points of damage for every 10 feet fallen beyond the first 10 feet (i.e., +1d6 for a 20-foot drop, +2d6 for a 30-foot drop, etc.). This extra damage is not doubled.

Note that you take normal falling damage as well; you strike your opponent before you hit the

ground. If you use this feat you cannot use your Tumble skill to lessen the damage from the fall.

You may only use this ability if you drop at least 10 feet, but not more than 100 feet (beyond this, it takes too long to reach the ground!).

This feat cannot be used by anyone enchanted with *feather fall*.

Special: A fighter may select Drop Cut as one of his fighter bonus feats.

Evasive Maneuvers [General]

You are adept at twisting and turning your mount to avoid being hit.

Prerequisites: Ride 8 ranks, Mounted Combat.

Benefit: You may use this feat while riding a flying mount. If you and your mount do nothing but move, you and your mount each gain a dodge bonus to your AC for one round. The amount of this bonus depends upon your mount's maneuverability, as shown on the table below.

Mount's Maneuverability	Dodge Bonus
Clumsy	+4
Poor	+6
Average	+8
Good	+10
Perfect	+12

You may not use Evasive Maneuvers while performing a run action or without moving; it can therefore be used only on a single or double move. This feat stacks with the effects of Expert Flyer, detailed below.

Normal: You may fight defensively as a standard or full-round action. Doing so grants you a +2 dodge bonus to your AC and a –4 penalty on attack rolls.

Special: A fighter may select Evasive Maneuvers as one of his fighter bonus feats.

Exotic Weapon Proficiency: Siege Weapons [General]

You understand the intricacies of aiming, firing and overseeing siege engines.

Prerequisites: Base attack bonus +2.

Benefit: You make attack rolls with siege weapons normally. See Appendix One: Weapons of War for more information on siege weapons.

Normal: Characters without this proficiency receive a –4 penalty to hit when using siege weapons.

Special: A fighter may select Exotic Weapon Proficiency (siege weapons) as one of his fighter bonus feats.

Expert Flyer [General]

You are skilled at spurring your mount to amazing feats of agility.

Prerequisites: Ride 10 ranks, Mounted Combat.

Benefit: You may spend a standard action to improve your mount's maneuverability rating by one class for the round. This feat has no effect if your mount already has a maneuverability rating of good or better.

Special: A fighter may select Expert Flyer as one of his fighter bonus feats.

Fan of Knives [General]

You can fling forth a maelstrom of weapons at nearby opponents.

Prerequisites: Dex 17, Point Blank Shot, Quick Draw, Rapid Shot, base attack bonus +6.

Benefit: As a full-round action, you may throw one throwing weapon with which you are proficient at each enemy within one range increment. All weapons thrown in this way must be of the same type (i.e., javelins, daggers, and so on). You receive a –2 penalty on your attack rolls with each of these attacks.

Use of this feat provokes attacks of opportunity.

Special: A fighter may select Fan of Knives as one of his fighter bonus feats.

Feedback [General]

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

Prerequisites: Spellbreaker, base attack bonus +8, unable to cast arcane or divine spells.

Benefit: When you destroy an enemy's spell or spell slot with the Spellbreaker feat, the spell is

converted into raw magical energy that damages the opponent. The opponent suffers 1d4 points of damage per spell level destroyed. This is in addition to the damage caused by your attack.

Spell resistance does not protect against this damage.

Special: You lose access to this feat if you ever gain the ability to cast arcane or divine spells. You regain the use of this feat if you somehow lose your spellcasting ability.

Find Weak Point [General]

You are adept at aiming for the weak points in defensive structures.

Benefit: When operating a siege weapon, you may ignore up to 10 points of the target's hardness.

Special: A fighter may select Find Weak Point as one of his fighter bonus feats.

Improved Mounted Archery [General]

You are a master of using ranged weapons from the backs of mounts.

Prerequisites: Mounted Archery, Mounted Combat.

Benefit: The penalty you receive from using ranged weapons while mounted is further reduced: –0 instead of –4 when your mount takes a double move, and –2 instead of –8 when your mount is running.

Special: A fighter may select Improved Mounted Archery as one of his fighter bonus feats.

Great Siege Cleave [General]

You can use siege weapons to cut swaths through enemy troops.

Prerequisites: Exotic Weapon Proficiency (siege weapons), Siege Cleave, base attack bonus +5.

Benefit: As Siege Cleave, except you can use it an unlimited number of times per round.

Special: A fighter may select Great Siege Cleave as one of his fighter bonus feats.

Howl of Terror [General]

You channel all your anger and frustration into one terrifying cry. This makes your enemies' knees knock, sword arms weaken, and bladders empty.

Prerequisites: Base attack bonus +4.

Benefit: You may utter a howl of terror as a move action. Opponents within 30 feet who can hear you must attempt a Will save (DC 15 + your Charisma modifier) or become shaken. This penalty persists for a number of rounds equal to 1 + your Charisma modifier. You may use howl of terror once per day for every four character levels you have attained, and no more than once per round. Creatures that are currently shaken or suffering from a more severe fear effect are unaffected by Howl of Terror.

How of Terror is a mind-affecting, sonic, fear effect. It is an extraordinary ability.

Initiate Self-Destruct Sequence [Technology]

You can cause pretty much any vehicle to explode.

Prerequisites: Craft (technological device) 6 ranks, Disable Device 6 ranks.

Benefit: If you have full, uninterrupted access to a vehicle's engine (or equivalent), you can rig it to explode. It takes 1d6 minutes to make this attempt. To do so, make a Disable Device check. The DC is equal to 30 minus the vehicle's Malfunction Rating. If you succeed, the vehicle explodes horrendously after a length of time depending on the degree by which you succeeded at the skill check, as shown on the table below.

Check Succeeded By	Time to Detonation
0–5	Right now!
6–10	1d6 rounds
11–15	1d6 minutes
16–20	1d6 x 10 minutes
20+	Your choice (Anywhere between now and 1 hour from now.)

The exact effects of the explosion are up to the GM; generally, exploding vehicles deal 5d6 points of damage (half fire, half slashing) to anything within 30 feet (Reflex DC 20 half). This damages increases by 2d6 for every size category the vehicle is above Large (7d6 for Huge, 9d6 for Gargantuan, 11d6 for Colossal).

The GM may rule that some vehicles simply cannot be rigged to explode (wooden handcarts, for instance).

Special: A tinker may select Initiate Self-Destruct Sequence as one of her tinker bonus feats.

Plummet Attack [General]

You are trained at making truly ruinous dives with your mount.

Prerequisites: Ride 10 ranks, Mounted Combat, Ride-By Attack, Spirited Charge.

Benefit: When riding a flying mount and using the charge action against a target at least 45 degrees below you, you deal triple damage with a melee weapon (or quadruple damage with a lance).

Special: This multiplied damage does not stack with that provided by the Spirited Charge feat. A fighter may select Plummet Attack as one of his fighter bonus feats.

Ranged Cleave [General]

You can use ranged weapons to take immediate follow-ups to successful attacks.

Prerequisites: Rapid Shot.

Benefit: If you deal enough damage with a ranged weapon to make a creature drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra ranged attack against another creature in the same range increment that was in your line of sight at the time of the first attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You may use this ability once per round.

Special: A fighter may select Ranged Cleave as one of his fighter bonus feats.

Ranged Disarm [General]

You may use ranged weapons to attempt to disarm opponents.

Prerequisites: Dex 13, Point Blank Shot, Precise Shot.

Benefit: You can make a disarm attempt as a ranged attack. To do so, you and your target make opposed attack rolls with your respective weapons. Projectiles from most ranged weapons are considered Tiny, and the target gets a +4 bonus per difference in size category depending on the size of its weapon. If the target is using a weapon in two hands, it receives an additional +4 bonus. If you beat the target, the target is disarmed as its weapon falls to the ground at its feet.

Special: A fighter may select Ranged Disarm as one of his fighter bonus feats.

Ranged Sunder [General]

You are skilled at using ranged weapons to attack objects.

Prerequisites: Str 13, Far Shot.

Benefit: Objects take full damage from heroes with this feat.

Normal: Objects take half damage from ranged weapons.

Special: A fighter may select Ranged Sunder as one of his fighter bonus feats.

Ricochet Shot [General]

You can bounce a thrown weapon into two separate opponents.

Prerequisites: Dex 13, Trick Shot*, base attack bonus +4.

Benefit: If you hit a target with a thrown slashing or bludgeoning weapon, you may elect to ricochet that weapon into another target within 5 feet of the original target. Roll to hit the second target as normal; you suffer a –4 penalty on this attack. If the weapon strikes the second target, it inflicts half its normal damage.

Special: If you throw a moonglaive and are proficient in its use, you may ricochet the weapon into a third target within 5 feet of the second, provided you hit the second target. As with the second target, you suffer a –4 penalty on the attack roll to hit the third target and the attack inflicts half damage. The third target must be a different target; you cannot strike the first target a second time.

A fighter may select Ricochet Shot as one of his fighter bonus feats.

Ricochet Whirlwind [General]

You can bounce thrown weapons across many different opponents.

Prerequisites: Dex 13, Trick Shot*, Ricochet Shot, base attack bonus +8.

Benefit: As Ricochet Shot, except you can strike a number of additional targets equal to 1 + your Dexterity modifier. Attack rolls against all targets beyond the first are made with a –4 penalty (not cumulative); targets suffer half damage from a successful attack. In addition, you may strike the same target more than once, provided you hit another target in between the two attacks.

The ricochet attacks end if you miss a target or strike a number of additional times equal to 1 + your Dexterity modifier.

Special: If you throw a moonglaive and are proficient in its use, you may bounce the weapon off a number of additional targets equal to 2 + your Dexterity modifier. A fighter may select Ricochet Whirlwind as one of her fighter bonus feats.

Ruthless Command [Commander]

You do not allow your allies to grant quarter or mercy.

Prerequisites: Cha 13.

Benefit: Allies within 5 feet gain a +1 morale bonus on damage rolls with melee weapons.

Siege Cleave [General]

You are adept at using siege weapons to plow through two different targets.

Prerequisites: Exotic Weapon Proficiency (siege weapons), base attack bonus +3.

Benefit: When using a siege weapon against creatures (not fortifications, buildings or other structures), you can send the missile careening through enemy ranks. If you deal enough damage with the weapon to drop a creature (usually by reducing it to fewer than 0 hit points), the missile continues in a straight line and targets the next creature in its path if it is within the same range increment as the original target. Make separate rolls to hit and damage the second target.

Missiles that explode (e.g., orbs of acid, mortar shells, and the like) cannot be used to make siege cleaves.

You can use this ability once per round.

Special: A fighter may select Siege Cleave as one of his fighter bonus feats.

Spellbreaker [General]

You can smash the spells out of your opponents' minds.

Prerequisites: Base attack bonus +8, unable to cast arcane or divine spells.

Benefit: You may attempt to spellbreak an opponent as a full-round action. To do this, you strike your opponent with a melee weapon; roll to hit and damage as normal. If you inflict enough damage, you may blast a prepared spell or spell slot out of the target's mind. You destroy one spell or spell slot for every 10 points of damage, its level determined by the amount of damage you deal (i.e., if you deal 0–9 points of damage, you destroy no spell levels; 10–19 points of damage, one spell level; 20–29 points of damage, two spell levels, and so forth). If your opponent does not have any spells or spell slots of that level, you destroy one spell or spell slot of the highest level lower than the spell or slot that would have been destroyed.

For example, if you spellbreak an enemy wizard and inflict 36 points of damage, that wizard loses a 3rd-level spell. If he has already cast all his 3rd-level spells that day, he loses a 2nd-level spell instead.

The opponent chooses which spell of the specified level you destroy.

Special: You lose access to this feat if you ever gain the ability to cast arcane or divine spells. You regain the use of this feat if you somehow lose your spellcasting ability.

Stand at Death's Door

As the hero approaches the edge of death, he inflicts a greater amount of damage.

Prerequisites: Con 15, Cleave, Toughness, base attack bonus +7, more than 20 maximum hit points.

Benefit: Whenever the hero drops below 20 hit points in combat, any melee attacks he makes do additional damage equal to 20 minus his current number of hit points.

Steadfast Command [General]

You hold your troops firm in the face of danger. They grit their teeth and weather all threats.



Prerequisites: Base Fortitude save +3.

Benefit: Allies within 10 feet gain a +1 morale bonus on all Fortitude saves.

Steal Magic [Metamagic]

You can steal the beneficial spells of others and transfer them to yourself.

Prerequisites: Ability to cast *dispel magic* and/or *greater dispel magic*, any two other metamagic feats.

Benefit: When you successfully dispel a spell with *dispel magic* or *greater dispel magic*, you may attempt to transfer that spell to yourself instead of simply eliminating it. You must be a legal target for the spell. To attempt the transfer, make a second caster level check (DC 15 + the level of the spell). If you fail the second caster level check, the spell is not dispelled (even if the first caster level check was successful). If you are successful, the spell now affects you instead of its original target. All other features of the spell remain the same, such as area of effect, remaining duration, etc.

This feat only works against dispelled spells; it does not work against spells countered with *dispel magic* or *greater dispel magic*.

For example, Alastair Bentstaff, a human sorcerer, has cast *fly* and *bull's strength* on himself. Leanine Starborn, a 7th-level high elf wizard with the Rob Magic feat, casts a targeted *dispel magic* on Alastair. She succeeds both caster level checks to dispel those spells, and attempts to transfer them to herself. She makes a caster level check to transfer *bull's strength* and scores 23 — since this is over 17 (15 + 2), she succeeds and is now the subject of Alastair's previously cast *bull's strength*. Then, she makes a caster level check to transfer *fly*. She rolls a 12. Since this is less than 18 (15 + 3), Alastair retains his *fly* spell.

Taunt [General]

You can goad your opponents to rash action.

Benefit: You may taunt one opponent as a full-round action. The target must be able to hear and see you, be within 30 feet, have an Intelligence score of at least 6, and be able to understand your language. To make a successful taunt, you can have no more than half concealment and/or one-half cover. You and the target make opposed Charisma checks. If you win, during the target's next turn he does everything in his power to kill you (by attacking, casting hostile spells, moving into a more favorable position to target you and so on). If you lose the opposed check the target is immune to your taunts for one day.

Taunt is a mind-affecting, language-dependant effect.

Transfer Magic [Metamagic]

You can steal the spell of another and transfer it to a new target.

Prerequisites: Steal Magic, ability to cast *dispel magic* and/or *greater dispel magic*, any two other metamagic feats.

Benefit: As Steal Magic, except that if you succeed at your caster level check you may transfer the spell to any legal target within a number of feet equal to 5 times your caster level (e.g., a 10th-level caster could transfer a stolen spell to any legal target within 50 feet of himself).

Vehicle Weapons Expert [Technology]

You have a special knack with vehicle weapons.

Prerequisites: Vehicle Proficiency*.

Benefit: When firing a weapon mounted on a vehicle with which you have the Vehicle Proficiency feat (land, air or water), you gain a +1 bonus on attack rolls and a +2 bonus on damage rolls.

Special: A tinker may select Vehicle Weapons Expert as one of her tinker bonus feats.

Weaken Structure [General]

You blow out support beams, crack keystones and otherwise cripple enemy structures.

Benefit: When firing a siege weapon, every 10 points of damage you deal to a structure (or similar object) over its hardness rating permanently reduces the target's hardness by 1.

Special: A tinker may select Weaken Structure as one of her tinker bonus feats.

CHAPTER TWO: CHOOSING SIDES



After the recent war with the Burning Legion and its Scourge, the Alliance and the Horde relaxed to lick their wounds. There were forests to heal, grudges to bury and homelands to settle. The war had wounded each race, and they banded together to attempt a new beginning, starting with a new and uneasy truce between the Alliance and Horde.

No one was more surprised than Jaina Proudmoore, the Alliance leader of Theramore, when her father Grand Admiral Daelin Proudmoore arrived and claimed leadership. The Grand Admiral forced his daughter to make a terrible decision: support her father in battle as she had been trained, or fight for the tenuous peace that the Alliance and the Horde had finally attained. After much soul-searching, Jaina chose the latter and helped Thrall defeat her father. Unfortunately, her father died in battle before she could impress upon him the value of the peace between the Alliance and the Horde. The orcs allowed Jaina's forces to return home safely, and so the truce survives, however fragile it may be.

Other Alliance members had their hands full with the matter of the night elf traitor Illidan Stormrage and his demonic allegiance. Illidan's attempts to destroy the Lich King's Frozen Throne put events in motion that gave him the powerful magic of the Burning Legion, encouraged the cursed naga and the powerful blood elves to join his forces, and caused the death of Warden Maiev Shadowsong. These actions also inadvertently caused Arthas to be crowned as the new Lich King, the most powerful being the world has ever known. Malfurion Stormrage and Tyrande Whisperwind set out to stop Illidan from destroying what they'd paid so dearly to save only months previously. Unfortunately, they failed to see that Arthas was the true threat. The stolid night elves refuse to admit failure, and Illidan is safely disgraced in the Outland.

The other races are busy going about their business. Most continue to colonize new settlements and deal with the trials of defending their new holdings from the centaur and quilboar tribes; some put grudging effort toward maintaining the strained diplomatic relations between the Alliance and the Horde. Meanwhile the Scourge has established a stranglehold on the continent of Lordaeron. Arthas himself builds a stronghold in Northrend to dwarf the Frozen Throne. Whether one is concerned with the large picture of the undead still rampaging across the land or the small picture of racial diplomacy and the establishment of settlements, life on Kalimdor these days is certainly not dull.

The Alliance's make-up includes the humans, high elves, night elves, half-elves and Ironforge dwarves. The Wildhammer dwarves, the humans' old allies from the mountains of Lordaeron, and the gnomes, old allies from previous wars, have also come to Kalimdor to make their fortunes away from the Scourge's expanding influence. These allies, like all others, attempt to establish their own limited role in the Alliance.

The Horde's numbers include the Darkspear tribe of jungle trolls, a tribe that nearly suffered extinction at the naga Sea Witch's hands. Fortunately, the Horde welcomed them into their ranks to travel alongside the orcs and seek their new fortunes in Kalimdor.

Several races have not yet chosen sides and may never do so. The pandaren, old allies of the night elves, refuse to commit to the Alliance despite ancient connections. The furbolgs have concerns of their own, given the number of their race driven to madness by the Burning Legion. Neither the Alliance nor the Horde is willing to grant the naga shelter or succor — not that the accursed aquatic elves would seek such boons. While the night elves tolerate their high elven cousins, the blood elves are too far gone (as far as the night elves are concerned) to be welcomed into the Alliance.

For rules and more details on affiliation, see Chapter Three: Adventuring in the **Warcraft RPG**.

The Alliance

The Alliance consists of the humans, high elves, night elves, half-elves, Ironforge dwarves, Wildhammer dwarves and gnomes. While these races are concentrated mostly on Theramore, the humans' island fortress, many individuals have now chosen to leave for the Kalimdor

mainland to explore their new home. The Ironforge dwarves and the gnomes live in Bael Modan ("Red Mountain"); most of the night elves reside in their forests in the north and on top of holy Mount Hyjal; and the Wildhammer dwarves live in the mountains south of the night elves' sacred peak.

The Alliance suffered some internal tension after the recent war. It's difficult to uproot and move to a new homeland, as most of the races did. In the case of the night elves, it is difficult to accept so many new races in what was once primarily your home. The races had to deal with the post-war issues of rebuilding and taking care of dead and wounded, as well as the diplomatic issues involved in housing many races on one small island. The unexpected truce with the Horde added its own stresses to the overall situation.

The tensions only got worse after the humans' unexpected attack on Durotar, the new orcish homeland. Many member races thought Grand Admiral Proudmoore had the right idea in ridding the new world of the orcs, but others wanted an end to the constant struggle with the Horde. Talk of politics within Theramore's taverns usually was the quickest way to start a fight, barring an orc bellying up to the bar and asking for a drink.

Popular opinion about what to do with the Horde continues to be a hot topic among Alliance citizens. The Alliance's political and military leadership is split on whether maintaining the truce is a good plan.

Humans

Besides the constant diplomatic — and sometimes military — struggle with the Horde, the humans are having troubles within. Even the eldest humans can't remember when their people suffered this much unrest.

Grand Admiral Proudmoore's arrival brought cheers from the many humans who believed he would soon lead them to a new golden age. These people saw the Horde's destruction as a means to that end, since the orcs were responsible for so many troubles over the past two generations. Admiral Proudmoore's defeat brought the truth of their situation crashing down: Lordaeron was lost to them for the immediate future, and they had to share Theramore and Kalimdor with several other races, *including* the hated orcs. Further, Jaina Proudmoore, their leader, wants this situation to remain.

Jaina has her personal demons as well. She was forced to make a difficult decision to fight her own father to maintain the unstable peace with the Horde. More than once she has heard the word "betrayer" drifting to her ears from underneath her window, and she sometimes wonders if the word fits her.

Just because Grand Admiral Proudmoore died and his forces were defeated in the recent brief skirmish with the Horde doesn't mean his supporters are gone as well. Although the brave and foolhardy Proudmoore and the men and women who followed him are gone, many of Theramore's citizens agreed with their actions. Why should humans be forced to live on a tiny, rocky island while the Horde holds vast reaches of land on the continent? Many citizens secretly chafe against Jaina's rule and her insistence on peace. A smaller number of brave citizens openly question her policies, but she has yet to be moved to change her mind.

The strife over how to deal with the Horde and Jaina Proudmoore's relations with Thrall continues to escalate. Many citizens and soldiers believe that Jaina has another reason for dealing lightly with the Horde — rumors of Jaina's relations with Thrall have taken a salacious turn. Some of her more militant and outspoken political opponents are on the verge of accusing Jaina of miscegenation. It's only a matter of time before these new rumors reach Jaina's ears.

Jaina's problems aside (as Theramore's ruler, daughter to Daelin Proudmoore, and friend to Thrall, son of Durotan), few humans find themselves split along decisive lines of "pro-Jaina" or "pro-Daelin." They live out their existences trying to make Theramore into a comfortable home. Individuals from many different races call the small island home, and although the humans are the rulers, there are enough elves and dwarves living there to require some broadening of horizons.

Humans had a reduced role to play in the recent conflict with Illidan — a position to

which they are not accustomed. They had to follow the night elves' lead as they traveled north to attack Illidan's army of blood elves and naga to stop him from stealing the Lich King's power. Some human mages warned against taking such actions, claiming that Illidan's defeat would make Arthas even stronger, but the night elves (rightly) did not heed the warning, so intent were they on defeating the traitorous demon hunter. They succeeded in the short run, but failed in the long: Illidan was defeated, but returned to Northrend to meet Arthas' army of undead, where he suffered defeat once more. Arthas crowned himself the new Lich King.

The humans are more concerned with King Arthas than the exiled Illidan. They know their forces are too weak to move against Arthas at this time, and some suspect that only the Alliance's and the Horde's combined strength can defeat him. All agree that convincing the Alliance and the Horde to fight side by side in these volatile times is an impossible task. Too much bad blood remains between both sides.

The humans still consider themselves to be the glue that holds the Alliance together. They led the Alliance during the war with the Horde and the rebuilding afterwards. Now they are stuck in a new home and must follow the night elves' lead. Humans still lead the Alliance, but now realize that the other races do not merely aid their cause; they must support and defend the other races as needed.

Most humans distrust — if not openly hate — the Horde. Old grudges die hard, and they resent the Horde for Grand Admiral Proudmoore's defeat. Jaina Proudmoore's government has firmly insisted upon a truce with the Horde, and she maintains a respectful acquaintanceship with Thrall. Horde races were once tolerated in Theramore after the Scourge's defeat, but since the attack on Durotar, Thrall and Jaina have agreed that keeping their races separate is wisest for now.

Ironforge Dwarves

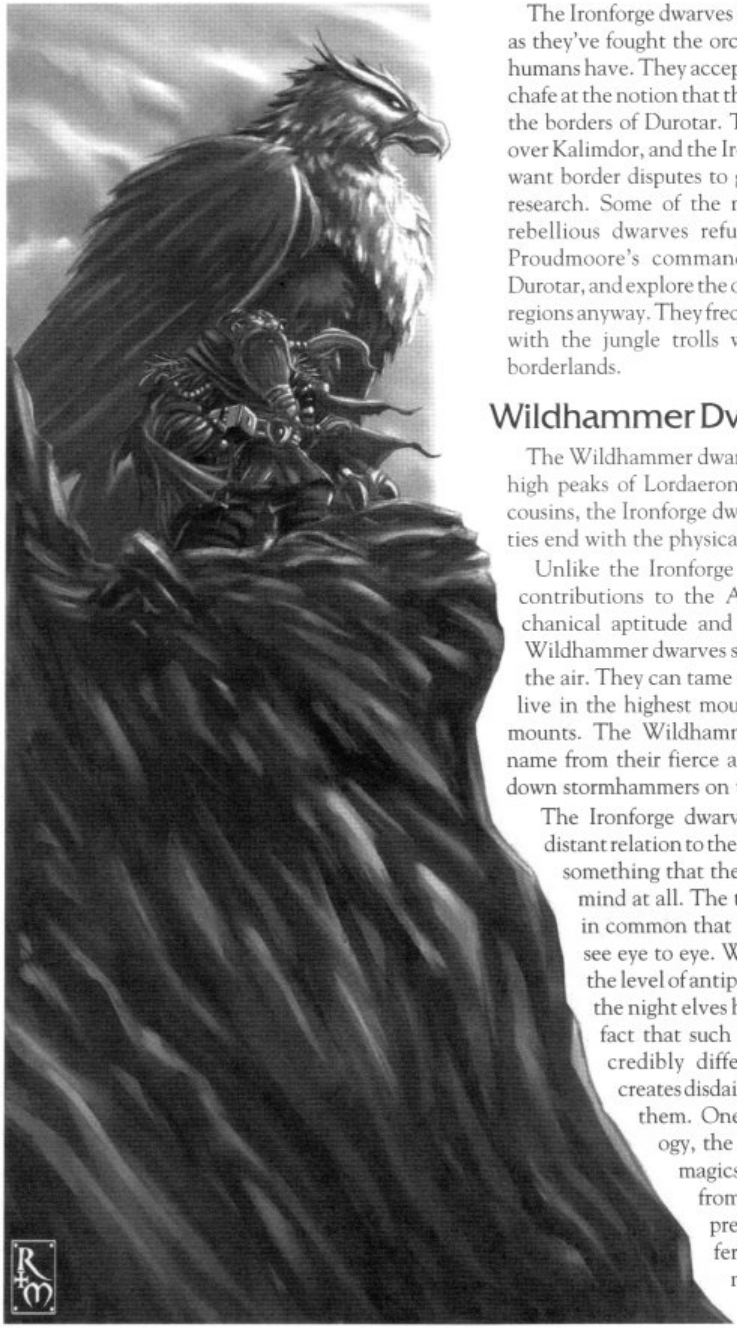
The Ironforge dwarves who left Lordaeron with Jaina Proudmoore have experienced a renaissance. While the other races struggle with the diplomatic issues of settling a new homeland, the dwarves have discovered more evidence of their heritage within Kalimdor's mountains.

The ancient titans, long departed from Azeroth, created the dwarves with their own hands, giving them unique skills and powers. Besides their innate gifts for building and mining, the dwarves have discovered the ability to turn their skin to stone. Many Ironforge dwarves have abandoned their past occupations as inventors and warriors to become archaeologists, seeking out titan ruins in the mountains and piecing together more about their origins.

Not all Ironforge dwarves have abandoned their duties and thrown aside their livelihoods to dig for relics and artifacts. The dwarven community is strong, with inventors, miners, architects and builders. But even among those who remain within the bounds of civilization, an attitude has changed: the dwarves have a purpose unique to their race. Even though the humans may rule the Alliance, the orcs may have the great land of Durotar, and the night elves may have the heritage of the continent, the Ironforge dwarves are those who have the link to the titans, and that has made all the difference.

With a renewed interest in their own history, the Ironforge dwarves see their role as Alliance tinkers as being more important than ever before. They have yet to discover their full purpose as the titans' creations, but they feel that their natural skills of mining, crafting and inventing should be used in the best way possible. They continue to supply the Alliance with firearms and machinery, and continue to improve their skills to make more impressive tools and vehicles.

The Ironforge dwarves were delighted to take up firearms once again against the Alliance's enemies — this time, Illidan's army. Since the dwarves never thought highly of elves anyway, they had few compunctions against fighting these power-mad elves. They aren't pleased that Tyrande Whisperwind and Malfurion Stormrage allowed Illidan to live and plot further attacks in Outland, but they figure that Illidan is the night elves' enemy, and they chose his fate.



The Ironforge dwarves do not trust the Horde, as they've fought the orcs almost as long as the humans have. They accept the current truce, but chafe at the notion that they must stay away from the borders of Durotar. The titans left clues all over Kalimdor, and the Ironforge dwarves do not want border disputes to get in the way of their research. Some of the more adventurous and rebellious dwarves refuse to abide by Jaina Proudmoore's command to stay away from Durotar, and explore the orcish homeland's outer regions anyway. They frequently have skirmishes with the jungle trolls who inhabit Durotar's borderlands.

Wildhammer Dwarves

The Wildhammer dwarves hail from the cold, high peaks of Lordaeron. They resemble their cousins, the Ironforge dwarves, but the similarities end with the physical.

Unlike the Ironforge dwarves, whose main contributions to the Alliance are their mechanical aptitude and firearms prowess, the Wildhammer dwarves serve the Alliance from the air. They can tame the wild gryphons that live in the highest mountains to serve as war mounts. The Wildhammer dwarves get their name from their fierce aerial assaults that rain down stormhammers on their enemies.

The Ironforge dwarves claim nothing but distant relation to the Wildhammer dwarves, something that the Wildhammers do not mind at all. The two races have so little in common that they find it difficult to see eye to eye. While they do not have the level of antipathy the high elves and the night elves hold for each other, the fact that such similar races have incredibly different passions in life creates disdain and mistrust between them. One race values technology, the other practices divine magics. One attacks mightily from the ground, the other prefers the sky. One prefers working inside the mountains, the other

perches on top of them. The Wildhammer dwarves spend their time caring for their gryphons and studying the earth's divine power. The Ironforge dwarves mine for gems and research their titan heritage.

The Wildhammer dwarves prefer their solitude, but they will answer the Alliance's call if necessary. The Scourge didn't touch the dwarves' high mountain home in the Aerie Peak region of Lordaeron, but Jaina Proudmoore asked for their help when the high elf and human cities began to fall. A faction of gryphon riders went with the Alliance when they left for the last fight on Kalimdor, and settled there when the fight was over. The cold-loving dwarves took a brief stay on Theramore before departing for higher ground.

They settled upon the mountains south of Mount Hyjal, respecting the night elves' desire that outsiders not intrude upon the sacred mountain. Only a few gryphons were brought to Kalimdor, and in trying to establish a new home in the forests surrounding Mount Hyjal, they came into conflict with the indigenous hippogryphs and wyverns. In order to survive, the gryphons must keep a low profile because of their small numbers compared to the region's other flying species. Reports are uncertain, but the night elves may be teaching the Wildhammer dwarves how to ride the noble hippogryphs as well, which could be generating some jealousy among the gryphons.

The Wildhammer dwarves lead much more spiritual lives than the Ironforge dwarves. They are dedicated to elemental earth and storm magic, drawing their power from the mountains. Magically, they are more powerful than their cousins; they have mastered the art of divine elemental magic and use this power to supplement their already mighty aerial fighting force.

Most of the Wildhammer dwarves have no interest in the archaeological findings that connect dwarves to titan origins. When the Ironforge dwarves informed the Alliance of their findings, they offered to share the information with the Wildhammer dwarves, who cared not in the least. Although they are related to their Ironforge cousins, and therefore possibly created by the titans as well, the Wildhammer dwarves do not particularly care to discover all they can about their heritage. They have a close bond with nature and do not take time to worry about "dead gods."

The Wildhammer dwarves respect the Alliance and take their part in it seriously. They do not care to be called upon too often, however, unless the Alliance is in dire need. The gryphon riders resented the call to join Grand Admiral Daelin Proudmoore's attack on Durotar and sent only a token force to the attack. The insult was obvious to Proudmoore, who promised punishment after the brief war was over. He did not live to carry out this reprimand. Because his daughter Jaina leads the Alliance, the promised reprisals have not come. Followers of the Grand Admiral still harbor anger at the Wildhammer dwarves, and the aerial fighters are aware of this. They will not back down from a fight, however, and will answer insult with force.

High Elves

The high elves suffer from self-centered tunnel vision. Since the Scourge's defeat, they've been adrift. They have strained relations with the night elves, and the humans rule Theramore. Further, the high elves desire a new homeland where they can rebuild their society. Lacking a means to create a new Sunwell, this is unlikely for the foreseeable future.

When the high elves heard what Arthas had done to Quel'Thalas, they assumed that their friends, relatives and lovers had died in the carnage. They hoped for survivors, but lacked the means to send aid. When the blood elves made their appearance, the high elves had great reason for concern.

The blood elves nurse bitterness toward the humans for leading the Alliance to Kalimdor and not returning for allies left behind. They hold no hard feelings toward the high elves and see them as mere cogs in the evil machine that is the Alliance. "Join us," they say, "and you will attain the power of which you have always dreamed." Many remaining high elves see how hatred and intense magic has warped the blood elves' minds, and are horrified at the changes they see in their

former friends. Other high elves see the blood elves as a new hope, and have left to join them.

Many high elves were further horrified at the gathering of the naga and blood elves under the demonically transfigured Illidan. The high elves fought alongside the Alliance against his army and pushed them back to Outland. They have no desire to allow the blood elves or the naga to regain a foothold anywhere on Azeroth.

One would think that seeing what magical addiction did to the blood elves and the naga would give the high elves a reality check, but they continue with their quest for more and greater arcane power. Some simply do not see the correlation between themselves and the blood elves, and assume that some demonic influence has maddened them from their time in Lordaeron with the Scourge. They do not believe that they could also fall under the influence of such hatred and desperation for power. Others do see the correlation, but are unable to stop. Their drive to attain power is an addiction, not a whim, and it will take more than an example — even such a horrible example as the blood elves — to convince them to change their ways.

The high elves are still an important part of the Alliance. Whether their allies are happy about it or not, the high elves are among the most formidable mages in the Alliance, a useful resource when troops are called to battle. The high elves resent the fact that others are wary of them and their magic, but call for it when in need. They feel used; this spurs some to leave the Alliance for the blood elves, and others to simply leave Theramore and travel Kalimdor to search for their own destinies.

The Horde matters little to the high elves. Some followed Admiral Proudmoore's call to attack Durotar, but only out of duty. They have little quarrel with the spiritual Horde, and see their shamans as weaker spellcasters with nothing to teach the high elves.

Night Elves

The reclusive night elves remain on their mountaintop home of Mount Hyjal, dedicated to healing the forests. The night elves' leaders, the druid of the wild Malfurion Stormrage and the priestess Tyrande Whisperwind, remained neutral in the Alliance's recent skirmish with the Horde, having bigger problems to consider. Malfurion's brother Illidan disappeared after aiding the night elves in their fight against the Scourge, and Malfurion worried that Illidan was up to no good. Tyrande insisted otherwise, maintaining he had helped them and deserved reward, not persecution.

Malfurion was right — to an extent. Illidan set out to destroy the Lich King's power, gathering an army of blood elves and naga to attack Icecrown. Malfurion and Tyrande traveled north to keep the rogue demon hunter from what they wrongly assumed was his attempt to claim the Frozen Throne, successfully halting his advances. While Illidan in fact aimed to destroy Ner'zhul, his methods caused havoc and strife, and thus Malfurion and Tyrande opposed him. Unfortunately, they considered their job done and did not expect Illidan to marshal his forces and try again. Illidan failed, but his efforts made it possible for Arthas to crown himself, becoming the new Lich King.

Although they don't speak of it, Malfurion and Tyrande are both aware that if she had not freed Illidan from his imprisonment, he would not have been able to embrace the demonic influence and supposedly challenge Arthas for the Lich King's power. If she had not freed him, however, they would not likely have defeated the Scourge in the first place. The night elves, having lived for thousands of years, know it is better not to wonder what might have been.

Most night elves do not ponder where fault for recent events lies, as many are not aware of the intimate details. These night elves are still dedicated to cleansing and healing the forests of the damage the Burning Legion inflicted.

Although they are now part of the Alliance, the night elves still view the newcomers to their continent with trepidation; but many are still interested in learning more about the other races. They are eager to travel abroad to trade and study with the other races. The night elves are welcomed in Theramore, despite the tensions with

the high elves. Malfurion and Tyrande often travel to meet with Jaina Proudmoore.

The night elves view the Horde in the same way they view the Alliance: it must be watched, but they have less trust for the orcs, despite the Horde's reliance upon divine magics and respect for nature. After all, it was orcs who slew the demigod Cenarius.

Gnomes

The gnomes have served the Alliance for years, supplying them with war technology such as submarines and flying machines. Their skills as artisans are matched only by their close friends, the Ironforge dwarves.

The gnomes used to live in a city called Gnomeregan in the Ironforge Mountains of Lordaeron. They received guidance and inspiration from their dwarven neighbors and developed many useful gadgets to help the Alliance. Their zealous dedication to tinkering has allowed the Alliance to turn the tide of many a battle: the gnomes' crafty piloting of the flying machines or stealthy navigation of their submarines has given the Alliance priceless information about enemy movement or showed ships safe passage through hostile waters.

The Alliance values the gnomes not only for their skills as tinkers but also as impeccable pilots and captains of their stealth vehicles. Few can maneuver a flying machine like a gnome, as their skill borders on the suicidal. The gnomes have also shown talent in demolitions, using their petards to destroy critical enemy fortifications, occasionally at the expense of their own lives (hoist by their own petards, as it were). Most Alliance races do not understand this kind of thinking, but during dark times of war they will accept any help they can. The gnomes do not think of these engagements as suicide missions; they are entering military service just like any warrior or mage, only their job is a little more dangerous.

The Scourge's devastation of Lordaeron did not affect the gnomes, who were safe in the mountains, but they had problems of their own. They decided to move west and follow the Ironforge dwarves when troggs invaded Khaz Modan and destroyed Gnomeregan. When the Ironforge dwarves learned of their old friends' arrival in Theramore, they informed the gnomes of their discovery: the ancient titans created the dwarves. The Ironforge dwarves invited the gnomes to settle in their new home, Bael Modan, and take up their inventing and tinkering where they left off. The gnomes found Theramore too crowded and politically charged, and gladly took the dwarves up on their invitation.

The gnomes left a very small delegation to represent them in Theramore. Although they do not like politics (they feel such scheming distracts the creative mind), they understand the need for it. If they are to form even a limited part of the Alliance, they feel they must have representation in Theramore. The gnomes appointed to this spot are, interestingly enough, frightfully good at their job.

The gnomes see their role in the Alliance as small but important. They value highly their friendships with the Ironforge dwarves, which tends to color their opinions. They, too, are chilly toward the Wildhammer dwarves and dedicated to Jaina Proudmoore. They are proud of their skills as tinkers and demolitions experts, and are glad to help when called upon. They relate to the other races easily, as they also lost their homeland to an invading force.

Half-Elves

Still barely accepted in the Alliance, the half-elves remain dedicated to their allies' causes. The half-elf warriors joined the humans in the attack on Durotar, as Grand Admiral Proudmoore had always been more polite to the discounted race than any other Alliance official, save maybe his daughter.

Half-elves are as dedicated to the Alliance as ever. Once they saw the naga crawl out of the sea and the magic-crazed blood elves join the night elf Illidan in his quest, the half-elves were convinced that remaining part of a greater establishment is the best way to advance safely in the world.

Finnall Goldensword

Quiet rumors have existed for years about Grand Admiral Daelin Proudmoore's half-elf daughter, Finnall Goldensword. However, unlike the recent gossip about Jaina Proudmoore's love for the orc Thrall, these rumors are true.

In his youth, during military movements in Lordaeron, Proudmoore had several polite encounters with the high elf sorceress Kilnar Goldensword. Those polite encounters led to a handful of discreet liaisons that inevitably brought Finnall into the world. Proudmoore had married by that time, and Kilnar had agreed to keep the father of her baby a secret.

Kilnar was a well-respected high elf, and because of this Finnall received better treatment than most of her kind. Her mother, raised among the high elves in the wizard city of Dalaran, told her of her father's identity when she became fully grown. Having met Proudmoore several times and greatly admiring him, she decided to follow the path of her father instead of her mother and become a warrior.

When the Scourge came to Dalaran, Finnall was unable to stop their destruction of her home or the murder of her mother by Arthas himself. She resolved to remain in Lordaeron and rid the continent of the Scourge, a mighty task indeed. Most of the high elves who remained after the battle embraced their magical Highborne ancestry and became the blood elves; they would not stoop to follow a half-elf. The humans who remained on the continent would not believe her when she claimed Proudmoore as her father.

Proudmoore attempted to convince Finnall to travel with him to Theramore to attack Durotar, but she refused, claiming his place was with her to free Lordaeron from the Scourge. He tried to convince her that the continent was lost to the undead, but she rejected his reasoning and considered him a traitor to his homeland.

With her mother dead and father departed for easier battles (in her opinion), Finnall remains with her small band of humans and those high elves who rejected the path of the blood elves. Using guerilla tactics, she picks off a Scourge encampment here, a caravan there. She is a strong warrior, and thinks of nothing but her goal of freeing her homeland.

Any half-elf who encounters Finnall may wish to join with her. Fighting alongside a member of their race with such strength of body and character — who doesn't have any hang-ups concerning where she came from — is a dream come true for some half-elves.

This does not mean that the half-elves have abandoned their dream of a nation of their own. They hope to find and settle a land for half-elves, a place where they will not suffer due to an accident of birth. Some half-elves seek to play politics within Theramore, asking for meetings with politicians to find out where they stand on the issue of a half-elven nation. Few higher-ups agree to meet with them, and even fewer listen to their pleas. But the half-elves have the patience of their longer-lived elven heritage; they will continue until they get what they want or find another way to approach the problem. Even so, quite a few half-elves have given up on seeking aid from the Alliance and set out to establish settlements with or without support from their erstwhile allies.

Most half-elves see the Alliance as either an oppressive association of races that refuses to respect them as equals, or as a means to an end to get what they want. Some want out because of the prejudice they encounter on a regular basis, and some wish to remain with the Alliance for the safety in numbers.

The Horde

While the Alliance struggles with internal conflicts, the Horde enjoys peace within its ranks. The Horde names the jungle trolls as allies since the trip from Lordaeron to Kalimdor; the jungle trolls' Darkspear tribe joined the Horde during its exodus from Stranglethorn Vale in Azeroth, adding strong warriors and holy men to their mix.

The Horde's collective morale depends on Thrall's charisma. Under his guidance, the orcs helped save the noble tauren from countless centaur attacks, and the tauren have given the orcs spiritual guidance in rediscovering their shamanic culture. On the way to Kalimdor from Lordaeron, Thrall saved the jungle trolls from the Sea Witch, guaranteeing their loyalty. Thrall was also instrumental in establishing the unprecedented truce with the Alliance. Make no mistake, Thrall holds the Horde together.

The truce isn't holding well these days, through no fault of Thrall's or the Horde's. When Grand Admiral Proudmoore led a surprise attack against Durotar, Thrall commanded his forces with ease. With Jaina Proudmoore's help, he turned back the tide of the Alliance attack. Although Thrall believes Jaina's desire for peace is sincere and accepts her apology on behalf of her deceased father and the Alliance, he has decided that it might be a good idea for the time being for the Alliance to avoid the borders of Durotar. Tensions between the armies are too high for a chance meeting between an orc and a human to turn out well. The dangerous circumstances that arose with the fight over the Frozen Throne only served to cement Thrall's decision.

The Horde remains strongly united behind Thrall's political leadership and Cairne Bloodhoof's spiritual leadership.



Orcs

The orcs consider their current state to be the best they have experienced in a while. They are finally free of the Burning Legion's influence; they have a new homeland and strong allies who will guide them through their spiritual journey. While prosperity (both physical and spiritual) is their key focus these days, their spiritual lives do not put them above defending themselves.

Durotar is well defended, with all roads and main thoroughfares routinely patrolled. Jaina Proudmoore has informed all Alliance members to keep their distance from Durotar's borders, but some of Durotar's roads are convenient for travel through Kalimdor. The orcs feel the need for defense and keep their eyes on merchants, explorers and heroes. They refuse to be caught off guard again.

The orcs follow Thrall with an almost zealous dedication. Thrall led them from a bloodthirsty existence, battling the humans time and again, to a life of spiritual awakening and (relative) peace. They certainly do not discount the roles of warriors in their society; indeed, they consider warriors as important as ever, as their new homeland is still rife with struggles with centaurs, harpies and even stray Alliance soldiers bent on stirring up trouble. Orc warriors are no longer as blinded by bloodlust or conquest; they understand what they are fighting for and why, and accept the reasons.

The orcs are the foundation of the Horde and see it as almost an extension of their race. They are very pleased with how the Horde has grown to include the tauren and the jungle trolls, and with the strides their people have taken. They could no more betray the Horde than betray their own race.

The Horde had been the aggressor against the Alliance for years. Even so, after forming the unlikely truce to defeat the Burning Legion, the Horde kept up their end of the deal. The orcs were surprised by the Alliance's attack on their borders, but soundly defeated the attackers with Jaina's assistance. Much of the orcs' old animosity has returned, but they reluctantly follow Thrall's command to respect the new truce. Thrall trusts Jaina to keep the Alliance in check now that Admiral Proudmoore has been defeated. The orcs beneath Thrall are not so trusting. While they are not necessarily readying themselves for battle, orcs rarely react kindly to Alliance members they encounter. Some of the more spiritual orcs find it amusing that the Alliance views them as barbaric and uncivilized when the Horde is fashioned of races that trust and admire each other, while rumor maintains that the Alliance is rotting from the inside out.

Orcs, Humans, and the New Lich King

The orcs are very concerned about Arthas' elevation as the new Lich King. They understand that the former Lich King, Ner'zhul, was one of their own many years ago. While the undead are not as strong as they once were, they still show an astounding capacity to influence and corrupt living beings who already possess considerable power. Ner'zhul was a strong orc who fell to the lure of power, and now Arthas proved himself to be a strong human who did the same.

Thrall and Jaina Proudmoore have held conferences to discuss what to do about Arthas, and have agreed that there are no steps they can take at this time. Someone of the Lich King's power could be brought down only by the combined efforts of the Horde and the Alliance, something that cannot happen for several years. There is too much distrust on both sides to fight side by side again.

There is also the question of Illidan and his army of naga and blood elves. The night elves have informed the Alliance that Illidan still lurks in Outland, waiting to make another move. The Horde and the Alliance are not so sure that "the enemy of my enemy is my friend," as they do not feel comfortable fighting alongside one made powerful by demonic influence.

Then again, perhaps Arthas makes a strong foil for Illidan, as one cannot become too powerful if the other is known to be watching and waiting.

Tauren

The tauren used to roam Kalimdor in great numbers. The constant skirmishes with the centaur tribes have whittled away at their numbers. The war with the Burning Legion diminished their population even more. Their alliance with the orcs and their spiritual strength are what saved them from extinction. Currently, they are rebuilding their country of Mulgore, aiding the orcs with their spiritual quest and learning more about what it is to be part of the Horde with the Alliance breathing down their collective throats.

Domestic life in the tauren tribes has not changed much. The tauren are fiercely dedicated to family life, since they cannot afford to neglect the family unit. Their populations are too low; one of their main goals — now that they are not looking over their shoulders every instant for a centaur attack — is to build their population back up. Each family unit is encouraged to raise as many children as it can. Obviously, this limits the number of female tauren in the warriors' ranks, but many females choose a spiritual path, as they see themselves connected to the Earth Mother.

The tauren warriors patrol their lands to scout for attacking centaur herds, purge any harpy nests or spot any quilboar encampments, but their lives are peaceful overall. There are many orcs stationed within Mulgore to lend a hand if an encounter with the enemy gets out of hand. The tauren consider their lives much more stable with the orcs at their back. They can focus on pushing the hated centaur tribes from their lands.

Like most races, the tauren are concerned with the crowning of the new Lich King in Northrend. They fear the taint of arcane magic. The new Lich King will create more of the Scourge, and the thought of that is an abomination. The tauren are dedicated to ridding their land of any undead or demons they find, and Cairne Bloodhoof has informed Thrall that he will be ready with priests and warriors when they are needed for a strike on Arthas in Northrend.

After years of fighting alone and living a nomadic lifestyle with only their faith to sustain them, the tauren welcomed the opportunity to join the Horde. They are now part of something larger, able to provide spiritual guidance to their allies, the orcs and the jungle trolls, as well as benefit from those allies' physical might when it comes to skirmishes with the centaurs. Finally, they are part of a large, mighty force that keeps their lands in relative peace.

The tauren have mixed feelings about the Alliance. While they had no real quarrel with them, they resent Admiral Proudmoore's unprovoked attack. Many of the Alliance races strike the tauren as shallow beings who do not attempt to connect to the earth's primal magic and instead dabble with dangerous arcane magic; the nature-loving ways of the night elves and Wildhammer dwarves mitigate this opinion somewhat. Out of all the races of the Alliance, the tauren prefer the company of the Wildhammer dwarves and the night elves, as they have a connection with the divine magic of the earth, or at least respect it. Their reluctance to attack the new orc homeland also colors the tauren's opinion of these races. Tauren do not, however, bear much affection for the Ironforge dwarves: the digging up of titan ruins appalls the tauren, an act that they see as a desecration of holy ground. Thus, they in fact attempt to destroy Ironforge dwarf dig sites at every opportunity, hassling dwarven archaeologists any way they can and stopping just short of open warfare.

Jungle Trolls

Most jungle trolls are evil savages and practitioners of terrible, bloody magics. They occupied several islands east of Kalimdor, just miles from the swirling madness of the Maelstrom. They are a powerful, rough race, nearly as old as the night elves. Their warriors are fearsome in battle, often preferring to remain camouflaged in the trees and throw axes at invaders rather than engage them in head-to-head melee. They rely on their shamans' potent magic to aid them in battle and use their magic to speed the warriors' already quick regeneration times.

The Darkspear tribe is different from their peers. While these trolls retain all of the skills and war prowess of their kin, they have turned from the violent existence of the other jungle

trolls to join with the Horde and embrace the shamanistic ways of the orcs and tauren. During Thrall's trip from Lordaeron to Kalimdor during the war with the Scourge, the orcs stopped on the Darkspear trolls' island to wait out a strong storm. They found the trolls under attack by the hated Alliance forces on one side and bizarre sea creatures warped by the magic of the Maelstrom on the other. Thrall and the orcs beat back the attackers and saved the Darkspear clan from certain annihilation, and the tribe's shaman leader pledged their loyalty to the Horde forever.

The clan joined with the orcs and traveled with them to Kalimdor, where they aided the orcs in their war with the Scourge. After the war, the jungle trolls helped the orcs form Durotar, where they now reside primarily in Sen'jin Village on the south coast of Durotar. The climate is quite different from the humid jungles of their home, but they know that they would be dead without the Horde and so struggle to adapt to their new home as best they can. They have an almost zealous loyalty to the Horde overall, and the orcs in particular. They will hear no one — not even orcs — speak ill of Thrall. Their current chieftain, the mighty Vol'jin, spends much time in Orgrimmar as one of Thrall's advisors.

Although the Darkspear tribe joined the Horde and turned its back on its previous lives and other jungle trolls, embracing the Horde's developing way of life is a difficult aspiration for some. They know they owe their lives and loyalty to Thrall and his noble pursuits, but before the orcs came, they were accustomed to brutal and evil lives. Change does not come overnight, and there are many things to relearn. The first change was not eating the flesh of their fallen enemies in battle. This was an easy change to make at first, as even trolls won't eat the flesh of the undead. Yet when the Alliance forces attacked, the orcs and tauren had to remind the jungle trolls that the Horde does not feast on the bodies of their foes.

Another, more difficult, change the jungle trolls have to make is in their own social climate. The trolls live in a society permeated with rituals and rites of passage, some rather vicious. Traditionally, the shamans forced initiations of all troll children into the tribe. When a troll child turned six years old, she was taken into a remote area of the woods and left there. If she made it back, she was considered one of the tribe. Other rites of passage included suitors battling to the death for the object of their affection (either gender would do this), fights with blunt weapons during a marriage ceremony to establish dominance in the marriage, and having a young troll battle an older warrior to give the older troll an honorable death in battle. The practice of culling the weak gave the trolls very strong warriors, of course, but left no room for compassion within the society. The orcs and tauren have been working with the shamans of the Darkspear tribe to rectify these barbaric practices, to some success. Some traditions remain, however, even if the trolls claim to the Horde that they do not.

A few jungle trolls choose to live within the orc cities. These trolls have completely turned their backs on their previous, brutal lives and are eager to learn from the orcs and tauren. They sometimes don't understand how one can be a strong warrior and be honorable and good at the same time, but Thrall epitomizes the noble warrior to them, and they strive to learn what they can. Some trolls revert to their old ways out of misunderstanding, and some refuse to adapt, but most accept the Horde's ways as their own.

The jungle trolls are dedicated to the Horde and their new allies. They are willing students in shamanism and learning a more moral way of life than they previously lived. They admire the orcs and respect the tauren. Being a part of something greater than simply a bunch of warring troll tribes has changed the Darkspear clan.

The jungle trolls are possibly the only Horde race that hates the Alliance completely and without exception — especially humans. It was Alliance forces that almost destroyed the Darkspear clan before Thrall and his orcs intervened, and for this the trolls will never forgive the Alliance. They respect Thrall's request for a truce, but when Grand Admiral Proudmoore attacked Durotar, the trolls were there on the front lines, claiming that they were not the least bit surprised and ready to defend their new home to the death. The trolls will grudgingly acknowledge the other Alliance races that were not directly involved with the attack on their island, but they trust no one who allies with the humans.

The jungle trolls deal with many other independent races on Kalimdor, especially those that pass through Durotar. They usually follow the orcs' lead on who to accept and who to distrust. Yet they have their own opinions concerning the other troll races of the continent. Having turned their backs on their evil and savage past, they look with disdain on the other troll races that have yet to become more civilized.

True To Their Heritage

Not all jungle trolls joined the Horde and renounced their evil ways. The orcs only saved the Darkspear clan, not the entire race. The Darkspear clan went on to Kalimdor with the orcs and left the majority of their race behind to inhabit the islands.

It is possible to play a jungle troll who does not come from the Darkspear clan. Some jungle trolls journeyed to Kalimdor for a simple reason: that's where the action is nowadays. In the eyes of the jungle trolls, Kalimdor was a boring place inhabited by night elves and furbolgs; now it houses several different races, including the members of their own race who have betrayed jungle troll ideals for the weakling orcs.

The other jungle trolls share much with the independent troll races: a penchant for evil, dishonorable acts; striking at the weak; dark magic using the bodies, heads and blood of fallen foes; and so forth. The tribes an unrepentant jungle troll might come from include Bloodscalp, Gurubashi and Skullsplitter.

The different jungle troll tribes war frequently among themselves. This explains why no jungle trolls came to the rescue of the Darkspear tribe when the Alliance attacked. Fewer tribes means more land for the remaining tribes.

Jungle trolls who do not belong to the Horde will find little camaraderie on Kalimdor. They could find companionship with independent trolls, of course, but trolls know that no one can trust them, and therefore know not to trust other trolls.

Independent Factions

While the Alliance and the Horde form their political allegiances and fight their internal battles, the independent races of Azeroth blissfully ignore all of that. Remaining independent can be a beneficial state when your allies cause more harm than good.

It would, some of these races admit, be advantageous at times to have your neighbor's army at your back in times of need, but they all agree that it is also nice to not have allies calling for the help of your army when *they* are in need. Remaining independent on Azeroth can allow one to travel almost anywhere without fear of Alliance or Horde prejudice (for the most part; others have the uncomfortable position of having both factions as enemies). The furbolgs, half-orcs, goblins and pandaren enjoy a free passport to travel to the island of Theramore, the plains of Durotar or the forests of Ashenvale with little or no questioning. The blood elves and naga, both cursed descendents of the night elves and both users of arcane magic, are not as welcome.

The blood elves and naga have tarnished their already spotty reputations as power-mad magic users by uniting behind the demon-influenced night elf Illidan. Illidan drove his army to attack the Lich King in Northrend and was beaten back twice, first by the night elves and the Alliance, then by Arthas and his Scourge army. These actions brought about the crowning of Arthas as the new Lich King; Illidan's army had no chance against his immense power. They retreated in disgrace. Now the blood elves and the naga either remain exiled with Illidan in the Outland, or try to make their homes on Kalimdor amid enemy races.

Most of the independent races lean toward either the Alliance or the Horde in preference, but are unlikely to join either faction, favoring their neutrality in most situations. The non-aligned stance allows many members of these races to make a comfortable living as merchants or mercenaries for the Alliance or Horde. Some choose to simply make their way as adventurers.



Blood Elves

Not all high elves who survived Arthas' purge of Quel'Thalas went with the Alliance to settle in Theramore. Many stayed behind in hopes of driving the Scourge from the area, to no avail. They became very bitter when the Alliance went to Kalimdor to fight the undead and never returned to help them defeat Arthas and his army. They hate the Alliance for deserting them.

These high elves have renamed themselves "blood elves" in memory of their fallen companions. As they struggled to stay alive amid the Scourge, the effect of being away from their Sunwell began to take its toll on the elves, and many became brooding and dark. To give his people hope, Prince Kael'thas, a high elf noble, embraced their Highborne ancestry. They decided that because their already formidable arcane magic talents failed them in defending their homeland, they needed to find a course that would grant them even more power. Although they hate the demons that destroyed their homeland and caused the Alliance to abandon them, they see the demons as resources of raw power and magical knowledge and are obsessive about hunting them down. Their common method of going about things is to hunt down the demon, get whatever knowledge from it that they can — using whatever means necessary — and then dispose of it.

It quickly became clear that the blood elves' numbers would only diminish; they had no homeland, and they were constantly fighting powerful enemies. Hope arrived in the form of Illidan Stormrage. He proposed to defeat the Scourge by killing the source, the Lich King in Northrend. The blood elves didn't care that he was also searching for more power for himself in this quest; indeed, they identified with this goal. In Illidan they saw a true leader, an elf dedicated to both the removal of the Scourge and the accumulation of as much power as possible. They joined with the naga in Illidan's army and aided

him in their former city of Dalaran and later in Northrend. When the conflicts were over, they returned with him to his exile in Outland. Their actions have caused the Alliance to cast them out as traitors, which neither disappoints nor surprises the blood elves.

Illidan failed, but the blood elves have remained in his army, and most reside with him in Outland. They befriended the naga, whom they saw as brothers, a race with whom they share their Highborne ancestry and the goal of gathering power. Once the Scourge is gone, they plan on taking over Kalimdor and driving out all the hated races. Since the more recent events in Lordaeron and Northrend, the blood elves have discovered many things they'd not had before: leadership, in the form of Illidan; companionship, in the form of the naga; and a homeland of sorts, in the form of Illidan's exile in Outland.

The blood elves are small in number. Because of their dangerous, nomadic lifestyles, creating families to increase their population is a difficult ambition now. One of their main goals is to get more high elves to join their cause. This quest has brought many blood elves to Kalimdor to search for high elves ready to cast aside their fealty to the Alliance and become blood elves. This is unlikely, as the high elves are horrified at what has happened to their former allies. However, the blood elves do not lose hope, and continue with their missions.

Physically, the blood elves still resemble high elves. Since renaming themselves and dedicating themselves to a new purpose, they don mostly red and black. In order to distance themselves from their estranged kin, they are fond of inscribing red and black tattoos on their faces, arms, and shoulders and of assuming radical hair styles. The high elves, upon seeing this, threw aside all red and black clothing for fear of being mistaken for a blood elf. The blood elves do not wish to be mistaken for a "weaker" high elf, but they will dress like the high elves when the need arises. The blood elves are so disliked in the Alliance that they sometimes need to disguise themselves for safety when nearing Alliance lands. This still can prove difficult, because the blood elves have difficulty masking their hatred for Alliance members.

The blood elves consider the naga their allies and friends. The other neutral races that interest them are the goblins, dark trolls and forest trolls. The goblins are the only merchants who will sell to the blood elves without prejudice; if an Alliance or Horde merchant would even allow a blood elf to look at her goods, she would most certainly raise the prices astronomically. The troll tribes often have items or information of use to the blood elves, and they hate the night elves with almost the same passion. The blood elves have few opinions on the other independent races — those that worship a divine power are weaklings, and those that remain neutral are of little consequence.

The Alliance represents all that the blood elves hate in the world. The humans led the exodus from Lordaeron, abandoning the blood elves to the Scourge, taking many high elves with them. The high elves are weak; they have potential to reach blood elf status, but they will not embrace the power and therefore are of little use. The night elves are remembered as the elves who banished them from their homes so very long ago, and those grudges still run deep. The other races are disliked merely for their representation in the Alliance — the friend of my enemy is my enemy, so to speak. The Alliance prefers that blood elves stay neutral, as they do view them as dangerous (and mad, in some cases). The arcane spellcasters in the Alliance agree that the blood elves have gone too far in their quest for power — even the high elves are sickened and frightened by their former allies' loss of compassion and self-control. The blood elves have little use for the Alliance, and the downfall of this faction is next on their list after they have purged the Scourge from Lordaeron.

The Horde distrusts the blood elves, as their addiction to magic makes the high elves look like amateurs. The blood elves are dangerous, and the Horde races can smell the rotten magic on them. In particular, the orcs revile the blood elves because they see them as descending down the same path toward damnation that so corrupted the orcish people — the orcs can smell the demon taint on the blood elves and know how badly it will twist them. The blood elves disdain

the Horde as barbarians who refuse to grasp power in front of them. They especially dislike the orcs, who should have been strong enough to control the power the demons gave them instead of falling under their command.

Furbolgs

Furbolgs are a race of huge, humanoid bears living in Ashenvale Forest. These creatures, more humanoid than bear, have cultivated a shamanistic society on Kalimdor for thousands of years. They have enjoyed a peaceful existence in their forests, concerned with the everyday trials of tribal life, shamanistic culture and cultivating the forests. This all changed when the Scourge ravaged the land in the last war. When their peaceful life was shattered, the furbolgs' great size was suddenly used for more than channeling earth magic; the gentle giants discovered hate and rage, and used their bulk to fight the Scourge.

Furbolgs have long been friends with the night elves of the Alliance and the tauren of the Horde. The night elves have shared their forests with the furbolgs for generations, and appreciate their gentle respect for the flora. The tauren identify with the furbolgs' dedication to the Earth Mother and practice of divine magic. Their friendship with these two races makes them a unique, neutral bridge between the Alliance and the Horde. As they trust and admire both races, they cannot decide which group to join, so they choose neither, for now. Being neutral has its advantages, however, as they understand the night elves and the tauren well. This understanding has allowed some of the more ambitious (and intelligent) furbolgs to travel to Theramore or the Horde lands with a night elf delegation to mediate talks with Horde representatives, usually tauren.

There are few furbolgs who can aid with diplomacy, however, because the furbolgs' most obvious weakness is their lower than normal intelligence. Concerned more with communing with the Earth Mother and protecting their settlements, few furbolgs pursue the more intellectual paths, although some have been known to attempt them. Their lack of intelligence caused many to be driven mad by the invading Scourge in the last war: Some lost their minds after drinking from polluted wells, and some went insane when exposed to the extended use of dark arcane magic.

Luckily for the furbolgs, one does not need intelligence to commune with the earth and have a strong shamanistic society. Their grip on divine magic is strong, and the furbolg shamans are great priests indeed. Most furbolgs have little taste for intrigue or diplomacy, and these furbolgs are content to stay in their secluded forests where they will only encounter perhaps one night elf traveling party per month. There are some who thirst for adventure and want to learn about the newcomers to their continent — these furbolgs will be found traveling around Kalimdor, visiting the cities of the other races and enjoying the new cultures. Their neutral stance benefits them in this exploration, in that they have no real enemies apart from the Scourge, and furbolgs are allowed in any city without prejudice.

After generations of peaceful existence on Kalimdor, the furbolgs have found an almost warlike passion concerning the Scourge. Formerly slow to anger, they now consider the Scourge to be their ultimate racial enemy and will attack any Scourge they see on sight. The Scourge was behind the destruction of much of their race, and the furbolgs vow revenge. They mourn their maddened brethren, and they are sickened by the fact that the sick furbolgs still haunt the forests. Some warriors charge themselves with the tragic task of finding and destroying the feral furbolgs, lest they damage the forest or any travelers. These mad ones are no longer considered part of the furbolg clan, and the warriors feel great sorrow at the task of freeing them from their prisons of their maddened minds. Often a shaman will travel with the warriors to give a final, spiritual passage to the feral furbolgs.

The furbolgs are pretty chilly toward the other independent races. They don't appreciate the goblins' capitalistic attitudes or their deforestation attempts. They simply don't encounter the half-orcs very frequently. The pandaren probably identify with the furbolgs the most, being spiritual beast-men themselves, but they are newcomers to the continent and the furbolgs are not sure of their reasons for being here. Furbolgs have

outright hatred for the blood elves and naga, as those arcane magic users are perversions of the night elves and threw their lot in with Illidan, an enemy of their allies. The troll races pervert the furbolgs' forests and attack their allies, the night elves, so they are not trusted either.

Regardless of their close affiliation with the night elves, the furbolgs are slightly uneasy around the other Alliance races. They worry about the introduction of so many new races to the continent of Kalimdor, especially since many of those new races are strong arcane magic users. They don't understand a lot of what happened during the war with the Scourge, but they do understand that it was arcane magic that brought them. With the Scourge thriving on Lordaeron and gathering forces in the north, the furbolgs are of the opinion that the less arcane magic used at this time, the better.

If pressed, the furbolgs would admit to feeling closer to the races of the Horde than the Alliance. The races of the Horde are closer to the earth than the arcane magic practitioners of many Alliance races. Their close friendship with the tauren allows the furbolgs to encounter orcs and trolls frequently on their visits to the tauren lands. They have exchanged shamanistic ideas and philosophies regarding the Earth Mother and her gifts, and the furbolgs genuinely enjoy the company of the Horde races. However, they still prefer their independent state.

Goblins

Life for the merchant-minded goblins has changed little with the recent events on Kalimdor. The goblins care little for the Alliance and Horde conflicts; what concerns them, as usual, is the effect these events have on their cash flow. The goblins do not, as a rule, like the Scourge, as the undead threatened to wipe out the entire populations of the Alliance and Horde, leaving the goblins with no customers. War is profitable for the goblins; annihilation is not.

Once they served as suicide mercenaries for the Horde; now the goblins have made their place as the strongest merchant race on Kalimdor. If you want to purchase something, whether it is supplies, equipment, weapons, magic items or even slaves, the goblins either have it or know where to get it. All that matters is the price, in their eyes.

Most goblins are not necessarily evil, but they are usually not concerned with where or how an object was procured. Crafty investigators looking for stolen or looted items often go to the goblins first. If they find anything of interest there, the goblins will be delighted to turn it over to the rightful owners — for the right price, of course.

The goblins' skills certainly don't stop at trade. Although not as talented at the invention of firearms as the Ironforge dwarves, the goblins have refined their inventing talents to create a handful of very useful tools that are, of course, for sale. Since the latest conflicts, the goblins have modified their marketing tactics to focus on pushing their deforestation operations to the night elves, of all races, to help clear out the cursed Felwood Forest. They also sell their zeppelins to the night elves, so that these customers can spot and put and end to deforestation. They made a great deal of money selling items to help the Alliance fight Illidan and his army of blood elves and naga, and constantly remind the Alliance members who travel through Ratchet that Illidan is still out there and supplies are always needed. Some merchants are able to mask the tone of glee in their voices while saying this, but most don't bother.

The goblins like a balance of power. Military conflicts make money for the goblins as the combatants purchase supplies, and if the two sides are evenly matched, conflicts could go on for generations. This promises fat purse bags for the goblins for years to come. The goblins helped out the Horde for years because of this, but now they feel the Horde has come to match the Alliance in power, and they rest in the neutral middle, satisfied to play mercenary and merchant to either side.

The goblins are probably the only race that views the blood elves and the naga with anything other than revulsion. These powerful, unpopular races are nothing more than customers to the goblins. As long as they have the money to pay, then they are "sir" and "ma'am" instead of "filthy

perversions of elves," as the other races commonly refer to them. The other neutral races are also potential customers, but the goblins are uncomfortable around the pandaren; these beings have very little need for the material things in life (besides brewing supplies). The goblins are becoming fast friends with the dark trolls, as they enjoy the stolen loot the pirates obtain. They avoid the forest trolls as a rule, as their former slaves will often attack before asking questions.

The goblins understand the Alliance better than they understand the neutral races, as they have a long history of dealings with the Alliance. As merchants, they are frequently found in Theramore, and as mercenaries, they may even be found among the Alliance armies. True business entrepreneurs, goblins understand their customers very well and almost always know what they want. Their favorite Alliance customers are the high elves, who jump at the chance to buy magical items.

The Horde and the goblins get along fairly well, as the orcs remember the (well-paid) sacrifice of the goblins for their cause in earlier wars. They still purchase zeppelins and other goblin services. The goblins often enjoy the company of the orcs, and the war veterans from both races will get together and drink if offered the opportunity.

Perhaps the only remaining goblin scruple is that they will not betray a customer. While they understand each side of the war very well, if the Alliance is paying them for services, merchant or mercenaries, they will not act as double agents for the Horde. This is as close to honor as the goblins usually get.

Half-Orcs

Half-orcs, because of their mixed-breed nature, have an outsider's perspective on events; it seems unlikely that they will see things from the inside any time soon. Their unfortunate status as human-orc crossbreeds leaves them truly belonging to neither race, and forces them to find their own places in (usually) the Horde or (more rarely) the Alliance.

The recent conflicts have distressed the half-orcs further. When the orcs were freed from the internment camps and the humans and orcs joined forces to fight the Scourge, half-orcs saw a promising future. If their parental races could get along, then perhaps acceptance of their half-breed children would not be far behind. However, Grand Admiral Proudmoore dashed their hopes when he brought the Alliance knocking on Durotar's door. Now the Horde doesn't trust the Alliance, and the Alliance still obviously holds a grudge against the Horde. Even though they have a truce again, half-orcs know that it is a tenuous one at best.

This fragile truce makes life very difficult for the half-orcs. Once allowed, if not welcomed, to freely roam the streets of Theramore and the plains of Durotar, now the half-orcs are met with suspicion anywhere in the lands of their heritage. No matter how much the half-orc strives to represent her human side, for instance, humans will always see the orc side of her and what barbaric characteristics she has of that race. Similarly, no matter how strong, wise or spiritual she shows herself to be to the orcs, they will see her weak human side.

Half-orcs have very few opinions on Illidan and his attempts to destroy the Lich King. They feel the battle doesn't concern them; the Scourge is safely contained on Lordaeron, so they don't need to worry about it. If someone points out to them that Arthas is gaining power in Northrend, which is considerably closer than Lordaeron, they merely shake their heads and say they don't worry about it. Expecting bleak futures has become a half-orc way of life, and they make a practice of not worrying about the details of things to come. If the Scourge comes to threaten the half-orcs, they will fight them, simple as that. Worrying about it does no good.

Half-orcs and half-elves have more than a parental race in common — half-orcs are just as single-minded in gaining acceptance. It is the half-orcs' size and strength that makes their dedication, if zealous enough, much more frightening than the half-elves'. A dedicated half-orc can be deadly, if he feels he has so little to lose that he can do anything to get what he wants. Understandably, this mindset often contributes to the half-orcs' unpopularity, especially with humans, who see them as possessing an unrestrained, barbaric mindset.



In the half-orcs' eyes, the other independent races fall into one of two categories: those who see them as humans and those who see them as orcs. They had hoped they could find camaraderie with those who don't fall into the ranks of the Alliance or the Horde, but because their parents fall into both camps, they are viewed as being one or the other. (It is, of course, possible that the half-orcs are being paranoid, but this is how *they* see things.)

Half-orcs view the Alliance and the Horde as two sides of a coin. The Alliance is more civilized and intellectual, but still practices barbaric treatment of their own children, the half-orcs and half-elves. The Horde claims an earthier, wiser approach to life, but also doesn't care for its less-than-perfect young. The half-orcs would prefer to choose a side and leave their neutral days behind them, but they say the decision is up to the factions. They refuse to lend support where they're not wanted.

Naga

When the power-hungry Highborne broke the world by recklessly expending the energies of the Well of Eternity, their city of Azshara fell into the ocean. Queen Azshara and many of her high elves fell with it. Their bodies were so infused with magic, however, that the fall into the stormy seas did not kill them. Their bodies were cursed with arcane magic and they became the snake-like, water-dwelling naga.

The naga are not a uniform race. Their 10,000-year exile below the sea has caused their bodies to mutate into several different forms. They are all part-snake and part-high elf, but there the resemblances end. Some have developed sea creature's defenses and weapons like ink jets, tentacles, razor spines and venomous fangs.

The females, perhaps because they are the same sex as the powerful Queen Azshara, retained much of their magic and intelligence when they mutated so long ago. All naga have long tails and scaly skin, but the females retained more of their elven facial features, and have a tendency to sport four or more arms. The males did not fare so well in retaining their intelli-

gence; during the many years they've devolved into beasts. They do not have the extra limbs that the females do, but they have developed a much greater resilience and stamina than naga females or any of their high elf kin.

The mighty Queen Azshara still lives and rules the naga. Once she awoke at the bottom of the sea, she ordered a palace built to rival her home in Azshara. The naga settled in the abyssal trench on the sea floor built by the sundering of the first Well of Eternity. The capital city built in the great scar is Nazjatar. The Maelstrom spins above the naga's city; anything that falls into the swirling waters — riches or trash — will eventually drift down into the naga's waiting arms. The queen's palace is an exquisite home, but she still resents that the night elves are living the life she lost. She has plans to retake her former lands, but she has not moved yet.

As they are able to live as easily above the water as below, some naga have established outposts in the wilder beaches of eastern Kalimdor. They miss their old life on the land, and jealously guard any outpost they can establish. Their largest landside holding is the ruined city of Azshara, but there is little remaining to remind them of their glory days. Although they do want to return to the land, after 10,000 years they are more comfortable at the bottom of the sea in their city of Nazjatar.

Although the queen is content to sit, plot and wait for the right time to return to the land, other naga are not so patient. Several of this cursed race joined Illidan on his quest to reach the Tomb of Sargeras. They helped him find the Broken Isles and the Tomb and elected to join him in his attack on Northrend from the former wizard city of Dalaran. When the Alliance defeated Illidan, these naga fled with him to Outland.

Thrilled to follow a more aggressive (if defeated) leader than their queen, those naga fought with their allies the blood elves to defend Illidan. They defeated his pursuer, the Warden Maiev Shadowsong, and went with him on a quest to destroy the Lich King at Northrend. Arthas defeated them at the site of the Lich King's home, the citadel of Icecrown, and anointed himself the new Lich King, a being of unimaginable power. Although the naga have experienced nothing but defeat while fighting under Illidan, they have also experienced more excitement with him than in thousands of years with Queen Azshara. The naga who survived the battles returned willingly with Illidan to Outland.

The naga traveling with Illidan have a more educated view of Kalimdor's races than the naga who remain at the bottom of the sea or in one of the eastern outposts. These travelers hold the blood elves in high regard, as they are also evolved children of the Highborne, and they too fought with Illidan. The time spent together in battle made the two races respect and admire each other's skills. They are united against all others, as they are currently the two most unpopular races on the continent. The naga can either take or leave the goblins and trolls, creatures who care nothing for their own pasts. The half-orcs, furbolgs and pandaren do not trust the naga, and the naga feel the same way in return. They feel that divine magic practitioners are weak and without ambition.

The naga are a neutral race for a very good reason: neither the Alliance nor the Horde will welcome them. The Alliance elicits nothing but rage in the minds of the naga. Their former brethren, the night elves, still thrive on the continent, and have not forgotten their grudges with the naga. Their blatant hatred of the night elves is only rivaled by the night elves' feelings for them. As night elf leaders Tyrande Whisperwind and Malfurion Stormrage are highly respected within the Alliance, their hatred and distrust of the naga has spread to the other races.

The races of the Horde are met with derisiveness from the naga; they would have no part of the Horde even if invited to join. The spiritual natures of these races are similar to the pandaren and furbolgs, and therefore worthy of similar disrespect. The naga consider the Horde to be nothing more than barbaric, weak-minded fools. They would sooner accept the night elves as masters than join the Horde.

Pandaren

All of the races that reside on Kalimdor view the pandaren with interest. Claiming to come



from an island named Pandaria, which no one has ever visited, these gentle beings bring their love for beer, their quiet contemplations and their formidable fighting techniques to Kalimdor to experience life on the continent.

The pandaren are the smallest of the bestial races and seem positively tiny next to the hulking bulk of the furbolgs. However, they seem much less like beasts than their apparent cousins. They value honor, discipline and friendship above all else. Gain the companionship and trust of a pandaren, they say, and you have a friend and protector for life.

Like the furbolgs, tauren and Wildhammer dwarves, the pandaren follow a shamanistic faith, worshipping the Earth Mother and giving passage to their dead. They are true geomancers, drawing their holy power directly from the Earth Mother. They also follow a new philosophy (new to the other residents of Kalimdor, of course); they are a society that reacts, instead of acting first. They claim to be the water that flows around a rock: The water does not push the rock out of the way, it merely goes around it. They use this uncomplicated way of thinking in their everyday life. If they set their minds to a task, and they fail, then they believe they went about it the wrong way and try again. They do not mourn for failures, believing that they simply have mapped out improper ways to do things and they will know better next time. This philosophy seems simple, but the pandaren apply it to every aspect of their lives, from brewing beer to adventuring. They are calm, affable types who will extend the hand of friendship to a stranger on the road — but if the stranger is hostile, the hand of friendship can quickly turn into an excruciating joint lock.

They take the same stance regarding their martial arts as they do every other part of their

lives. They use what works, perfecting it with terrifying results, and they don't use what doesn't work. If an injured leg won't allow the pandaren to kick very high, he gives up that kind of kick and perfects another. If up against a massive opponent, the pandaren will not waste time trying to match strength with strength, as the opponent represents the rock in the river to them. They find a clever way to best their opponent while expending the least strength necessary. They are formidable monks, following their philosophies to the letter and perfecting their martial arts as they see fit.

What may surprise those who encounter the pandaren most, however, is their unabashed love for beer. Most religious and meditative people on Kalimdor consider alcohol a drink for the masses, a drink whose properties cloud the mind and block contemplation of the gods. The pandaren laugh at this notion. The ideal day for a pandaren begins with meditation and ends with a good drink with a better friend. They love encountering folk who live life to the fullest; they enjoy adventuring; and they are happiest in a tavern swapping stories and buying rounds for the house. Those lucky enough to meet a pandaren and share in his ale will undoubtedly find it to be the best beer they have ever tasted. The down side to this, of course, is that they will no longer enjoy Kalimdor-brewed beer as much.

Although they have been on Kalimdor a short time, the pandaren have already developed a special bond with the Ironforge dwarves. The dwarves are a race that appreciates good ale and a good story, and they have many to tell of their own. The pandaren have enjoyed their stops at Bael Modan and the things they have learned of the Alliance, the Horde and the Scourge there. Being a race that honors their ancestors as well, they aid the dwarves in their search for titan artifacts when they can. They believe knowing where one comes from is an important aspect to living a full life. They have also made friends in the half-elves they have encountered, as the half-elves are beginning to adopt the same life-accepting philosophies as the pandaren, and they find them to be ideal traveling partners.

Most pandaren have recently arrived on Kalimdor, but there are some that fought in the recent conflicts surrounding Illidan. They were visiting with the Ironforge dwarves on Bael Modan when the call came to the Alliance to stop the blood elf and naga army traveling to Northrend. To honor their hosts, the pandaren joined the fight. It was during this battle that they formed most of their opinions regarding the other races.

The pandaren have liked most of the other independent races they have met. Deciding to remain neutral themselves, they appreciate the other races' reasons for standing safely in the middle. They, understandably, identify more with the races that they have philosophies in common with. Some pandaren spent many months recently with the furbolgs, learning of their simple life in Ashenvale Forest. They sympathize with the half-orcs they have met, and simply do not understand the goblins. They, like the other races of the continent, do not care for the blood elves and naga. The trolls are puzzling, as they practice divine magic, but for evil purposes, which doesn't coincide with the pandaren philosophy.

Their fondness for the Ironforge dwarves doesn't put the pandaren in a likely position to join the Alliance any time soon. They feel the Alliance gives too much weight too politics, treaties and arcane magic when, really, all one needs to do is step outside one's door, taste the air, feel the earth and take one's cues from there. Overall, the Alliance is unnecessarily complicated for the pandaren, and although they do enjoy visiting Theramore (especially for the pubs), they don't plan on setting up homes there any time soon.

They have much in common with the Horde when it comes to spirituality, but they are unlikely to join their forces either. The Horde is formed of races in the midst of healing, the pandaren believe, and they need to find themselves before they can allow anyone else to join their fold.

Besides, the pandaren are just visiting.



CHAPTER THREE: THE CRAFT OF WAR

You've spent countless hours clicking on those units in the **Warcraft** computer game. Now it's time to take the battle to the tabletop and carve out your own place in the grand history of Azeroth's wars!

This chapter provides the tools for running mass combats in a **Warcraft RPG** game. It focuses on unit combat, which works much like combat between individuals, though it uses a more abstract approach to encourage smooth and quick battles. For the entire spread of mass-combat rules suitable for use with **Dungeons & Dragons Warcraft the Roleplaying Game**, please see Skip Williams's **Cry Havoc, available from Malhavoc Press**.

The Basics

Certain basic assumptions lie behind the rules in this chapter:

- A unit has all the statistics that a character has, such as an attack bonus, Armor Class, speed, saving throws and so forth. Each of a unit's statistics represents the average of a particular statistic over all the creatures in the unit.

- A unit in combat acts much like an individual character would. A unit can take almost all of the same actions as a character; the resolution of its actions occurs in essentially the same way.

- Because a unit cannot always assess the battle as a whole, it focuses primarily on what happens immediately around it.

What is a Unit?

Any collection of creatures moving and fighting together can be considered a unit. Most units consist of at least 10 to 50 creatures, all with identical armor and weapons (called a *homogenous unit*); some units, however, may consist of different creatures with different armor and weapons (called a *mixed unit*).

Unit Combat Sequence

Like combat between individuals, unit combat is cyclical: The order in which units act does not change from battle round to battle round. Generally, unit combat runs as follows:

1. Unless there is an ambush or other circumstance that makes the troops and commanders on one side of a battle unaware of their enemies, creatures in a battle involving units begin the battle ready to fight and are not flat-footed as creatures in individual combat are.

2. The commander-in-chief for each division involved in a battle makes a command check (see Commanders and Orders, "Giving Orders," below) to determine initiative for the battle.

3. The commander-in-chief for each division directs the units under her command to act. The commander-in-chief with the highest initiative result acts first, followed by the commander-in-chief with the next highest, and so on. Units on each side make morale checks as necessary when they or their foes act.

4. When all the commanders-in-chief have acted, steps 2 and 3 repeat until the battle ends.

Unit Combat Statistics

Several fundamental statistics determine how well a unit does in combat. This section summarizes these statistics, and the following sections explain how to use them.

Unit Attack Bonus

A unit's melee attack bonus is:

Average base attack bonus + average Strength modifier + size modifier + weapon damage modifier + miscellaneous modifiers.

A unit's ranged attack bonus is:

Average base attack bonus + average Dexterity modifier + size modifier + range modifier + weapon damage modifier + miscellaneous modifiers.

Average Base Attack Bonus: A unit's base attack bonus is equal to the average base attack bonus of all the creatures in it.

To determine the average base attack bonus for the unit, multiply each base attack bonus by the number of creatures in the unit that have that base attack bonus, add up the results, divide by the total number of creatures in the unit, and round down. For example, a unit of 10 dark trolls has a unit base attack bonus of +4, as each dark troll has a base attack bonus of +4 and so this value is the same for all creatures in the unit. With a unit of 5 dark trolls and 5 gnoll brutes, the unit base attack bonus is +3: each dark troll has



a base attack bonus of +4 and each gnoll brute a base attack bonus of +3; multiplying +4 by 5 gives a result of 20, and multiplying +3 by 5 gives a result of 15; dividing the total of those values (20 + 15 = 35) by 10 (the number of creatures) gives a final result of +3 (35 / 10 = 3.5).

A base attack bonus of +6 or more allows a unit to attack more than once when it uses the unit attack action, just as it allows an individual to attack more than once when using the full attack action (see *Player's Handbook*, Chapter 3: Classes, Table 3–1).

Average Strength Modifier: This modifier is calculated in the same manner as average base attack bonus. For example, a unit of 10 dark trolls has an average Strength modifier of +5, as each dark troll has a Strength modifier of +5 and so the value is the same for all creatures in the unit. In a unit of 5 dark trolls and 5 gnoll brutes, the average Strength modifier is +4: each dark troll has a Strength modifier of +5 and each gnoll brute a Strength modifier of +3; multiplying +5 by 5 gives a result of 25, and multiplying +3 by 5 gives a result of 15; dividing the total of those values (25 + 15 = 40) by 10 (the number of creatures) gives a final result of +4 (40 / 10 = 4).

Size Modifier: This modifier works exactly like the size modifier for individuals. In a mixed unit, use the size modifier of the majority of creatures. If there is no majority, use the size modifier for the largest creature.

Range Modifier: This modifier works exactly like the range modifier for individuals.

Weapon Damage Modifier: A unit of murlocs armed with knives should expect worse results in battle than a unit of human knights armed with greatswords. A unit receives a bonus on its attack rolls based on the average damage of its creatures' weapons. To calculate average damage for a weapon, first refer to the following table, which shows the average result from each damage die.

Table 3–1: Average Weapon Damage

Die Type	Average Damage
1	1
1d2	1.5
1d3	2
1d4	2.5
1d6	3.5
1d8	4.5
1d10	5.5
1d12	6.5

If a weapon deals more than one die of damage, multiply the value from the table by the number of damage dice that weapon deals. Add to this figure the wielder's damage modifier, and remember to include modifiers for two-handed or off-hand weapons (one-and-a-half times Strength bonus for a two-handed weapon, and half Strength bonus for an off-hand weapon), plus any enhancement bonuses from magical weapons and weapons made from special materials. Then find the number on the following table to determine the unit's weapon damage modifier.

Table 3–2: Weapon Damage Modifiers

Average Damage*	Modifier
1 or below	–3
2	–2
3	–1
4–5	+0
5 or more	1/5 average damage**

*If a number falls between two entries on the table, use the lower value. For example, if the average damage is 3.5, the modifier is –1; if the average damage is 5.5, the modifier is +0.

**Round down. For example, if the average damage is 11.5, the modifier is +2 (11.5 / 5 = 2.3, rounded down).

In units armed with mixed weapons, calculate the weapon damage modifier as though all creatures in the unit are using the weapon that the majority of them wield. If there is no majority weapon, use the weapon that deals the highest average damage.

For example, a unit of 10 dark trolls using battleaxes (1d8) has a weapon damage modifier of +1. According to Table 3–1, the average damage for 1d8 is 4.5. A dark troll has a +5 Strength bonus on damage rolls when using this weapon. No enhancement bonuses or other modifiers apply. The average damage for this weapon is 4.5 + 5 = 9.5. Table 3–2 gives the weapon damage modifier as 1/5 of the average damage, or +1 (9.5 / 5 = 1.9, rounded down).

Miscellaneous Modifiers: These modifiers include all the different modifiers that can apply to attack rolls in a d20 game, such as weapon enhancements, racial combat bonuses, and so forth. In a mixed unit, add the miscellaneous modifier that the majority of its creatures have; if the majority of creatures do not share a single miscellaneous modifier, use the highest one.

Multiple Unit Attack Bonuses: A unit can have several different attack bonuses, depending on its weaponry. For example, a unit of 10 dark trolls with battleaxes and spears has a unit base attack bonus of +9 when striking with battleaxes (+4 average base attack bonus, +5 average Strength bonus, –1 size penalty, +1 weapon damage modifier). The same unit has a base attack of bonus of +6 when throwing spears (+4 average base attack bonus, +2 average Dexterity bonus, –1 size penalty, +1 weapon damage modifier).

Unit Damage

To determine how much damage a unit deals, compare the unit's attack result (1d20 plus the unit's attack bonus) with the defender's Armor Class on Table 3–3: Unit Combat. This table shows the number of hits a unit deals in combat. Each hit removes one damage factor from the defending unit.

Unit Armor Class

A unit's Armor Class is equal to the average Armor Class of all the creatures in it. Calculate this average as you would the average base attack bonus (see above). For example, a unit of 10 dark trolls has a unit Armor Class of 18, as each dark troll has an Armor Class of 18 and so the value is the same for all creatures in the unit. A unit of 5 dark trolls and 5 gnoll brutes has a unit Armor Class of 17: Each dark troll has an Armor Class of 18, and each gnoll brute an Armor Class of 16; multiplying 18 by 5

gives a result of 90, and multiplying 16 by 5 gives a result of 80; dividing the total of those values (90 + 80 = 170) by 10 (the number of creatures) gives a final result of 17 (170 / 10 = 17).

Unit Hit Points

A unit has no hit points of its own, but its ability to withstand damage is roughly equal to the total hit points of all the creatures in the unit. Successful attacks against a unit deal *damage factors*, which damage the creatures in it, and these creatures die or drop out due to injury.

To determine when creatures are eliminated from the unit, first divide each creature's hit points by 5 and round down to determine how many damage factors it can withstand. A creature always has at least 1 damage factor. In units made up of creatures with more than one damage factor each, all damage factors from a given attack apply to a single creature until it dies (area spells and some terrain effects are an exception); excess damage factors then apply to the next creature until it dies, and so forth. If an attack does not deal enough damage to slay a creature, it merely remains wounded. Damage from future attacks affects wounded creatures first.

In mixed units, allocate hits alternately between all the kinds of creatures in the unit, starting with wounded creatures or with the creatures with the lowest Hit Dice if there are no wounded creatures.

For example, in a unit of 10 dark trolls (each with 38 hit points), each dark troll has 7 damage factors (38 / 5 = 7.6, rounded down). In a unit of 5 dark trolls (each with 38 hit points) and 5 gnoll brutes (each with 32 hit points), each dark troll has 7 damage factors (as noted already), and each gnoll brute has 6 damage factors (32 / 5 = 6.4, rounded down). The first damage factors inflicted on the unit will be applied to one unlucky gnoll brute; any damage factors in excess of the gnoll brute's 6 will be applied to a dark troll.

Unit Speed

A creature's speed in unit combat is 10 times its normal speed rating (in keeping with the 1 minute battle round used for unit combat), rounded down to the nearest multiple of 50 feet (in keeping with the unit ground scale). No matter what the creature's normal speed rating, it always has a speed of at least 50 feet in unit combat.

A unit's speed is the same as the slowest creature in it. A unit can run, but only when ordered to do so (see Commanders and Orders, "Kinds of Orders," below).

Unit Space and Reach

A unit's space depends on the size of the creatures in it. Multiply the space entry for the creatures in the unit by the number of creatures to determine the unit's space. For example, a unit of 10 high elves has a space of 50 feet (5 feet x 10). For a mixed unit, use the space rating of the majority of creatures to determine the unit's space. If the majority of creatures do not share a space rating, use the largest space; see Table 3–8: Unit Space and Reach.

A unit's reach is the same as the reach of the creatures in it. When a unit contains mixed creatures, use the most prevalent reach in the group to determine the unit's reach. If there is no single reach shared by the majority of creatures, use the largest reach.

Special Attacks

Units have whatever special attacks the creatures in them have.

Special Qualities

Units have whatever special qualities the creatures in them have.

Unit Saving Throws

A unit's save bonuses equal the average save bonuses of all the creatures in it. When a unit suffers an attack that allows a saving throw, the unit makes one saving throw for all the creatures affected by the attack, and all the creatures succeed or fail the saving throw together.

For example, a unit of 10 dark trolls has average save bonuses of Fortitude +6, Reflex +6, and Will +4, and since these values are the same for all creatures in the unit, the averages equal the save bonuses for a single dark troll.

A unit of 5 dark trolls and 5 gnoll brutes has average save bonuses of Fortitude +7, Reflex +3, and Will +2.

As noted above, each dark troll has save bonuses of Fortitude +6, Reflex +6, and Will +4, while each gnoll brute has save bonuses of Fortitude +8, Reflex +1, and Will +0. For the unit's Fortitude save, multiplying +6 by 5 gives a result of 30, and multiplying +8 by 5 gives a result of 40; dividing the total of those values (30 + 40 = 70) gives a final result of +7. Repeating the process for Reflex and Will saves gives final results of +3 and +2, respectively.

Abilities and Skills

A unit's ability scores and skill modifiers are equal to the average ability scores and skill modifiers of all the creatures in it. For a homogeneous unit, these values are the same as those for a single creature; for a mixed unit, calculate the averages. If a skill requires training, a unit cannot use it unless the majority of the creatures in the unit have ranks in that skill; count only creatures with ranks in that skill toward the average.

When a unit must make an ability or skill check, the unit as a whole makes a single check and the result applies to the whole unit. Units make ability and skill checks with a +2 circumstance bonus.

Feats

Units have whatever feats the creatures in them have.

Unit Morale Bonus

A unit's morale bonus is:

Hit Dice + average Wisdom modifier.

Hit Dice: Use the Hit Dice of the individual creatures in the unit. In mixed units, use the most prevalent Hit Dice value in the unit. If there is no majority Hit Dice value, use the highest Hit Dice value of any creature in the unit.

Average Wisdom modifier: Calculate a unit's average Wisdom modifier in the same manner as the unit's average Strength modifier (see Unit Attack Bonus, above).

For example, a unit of 10 dark trolls has a unit morale bonus of +4. Each dark troll has 4 Hit Dice and a Wisdom modifier of +0 (for an average Wisdom modifier of +0). Adding the Hit Dice to the average Wisdom modifier gives a result of +4 (4 + 0).

A unit of 5 dark trolls and 5 gnoll brutes has a unit morale bonus of +5. Each dark troll has 4 Hit Dice and each gnoll brute 5 Hit Dice; since there is no most prevalent Hit Dice value, use the larger value (5). Each dark troll has a Wisdom modifier of +0 and each gnoll brute a Wisdom modifier of –1. Multiplying +0 by 5 gives a result of 0, and multiplying –1 by 5 gives a result of –5; dividing the total of those values (0 + [–5] = –5) by 10 gives a result of +0 (negative numbers round "up" toward zero). Adding the Hit Dice (5) to the average Wisdom modifier (+0) gives a unit morale bonus of +5.

Base Line and Rendezvous Point

Each division treats one edge of the battlefield as its base line (usually the edge from which the division enters the battlefield). Before the battle commences, units in the division are deployed within a move or a double move of their division's base line. Allied divisions usually have the same base line, but not always. During a battle, units can be ordered to retreat toward their base line, or may flee toward their base line if their morale fails.

Each division involved in a battle also has rendezvous point, which is a prearranged place on the battlefield where its troops are instructed to go when they don't know what else to do. Troops that find themselves without orders and without nearby enemies to attack can move toward their rendezvous point.

A division's rendezvous point is usually either the center of the battlefield or the center of an enemy's base line. Other rendezvous points are possible, at the GM's option.

Initiative

In a unit battle, each division checks initiative once at the beginning of the battle, and each division involved in the battle acts in initiative order each battle round.

Initiative Checks

At the start of the battle, each commander-in-chief makes a command check (see Giving Orders,

below) that functions as the initiative check for his division. The commander-in-chief can choose to make the check one of two different ways:

- Roll 1d20 + base attack bonus + Charisma modifier.
- Make a Profession (military commander) skill check.

Once each commander-in-chief has an initiative result, the commanders-in-chief direct their troops in initiative order each battle round, counting down from highest initiative result to lowest. If there are more than two commanders-in-chief involved in the battle, it is best to write down the initiative order.

If two or more two commanders-in-chief have the same initiative check result, the commanders-in-chief who are tied go in order of the total initiative modifiers they used, with the highest modifier going first. If there is still a tie, the tied commanders-in-chief should roll again to determine which one of them goes before the other.

Flat-Footed: Most battles take considerable time to get started, which gives the participating troops plenty of time to prepare themselves. Unlike individual combat, in which characters might find themselves in danger fairly abruptly, units are not considered flat-footed at the beginning of a battle, except when ambushed or surprised.

The Battle Round

Each battle round represents about 1 minute of fighting in the game world.

Each battle round begins with the commander-in-chief with the highest initiative result and then proceeds, in order, from there. Each battle round uses the same initiative order. When a commander's turn comes up in the initiative sequence, that commander performs and entire battle round's worth of actions, including directing all her troops to act.

As with individual combat, a battle round usually refers to a span of time from one initiative number in one battle round to the same initiative number in the next battle round. Effects that last a certain number of rounds end just before the same initiative count on which they began.

Directing Troops

During his turn, each player directs the units he controls, one at a time: this is called activating the unit. A player can activate each unit under his control once each battle round, and all of a player's units must be activated each battle round, even if he decides they do nothing.

Each unit's actions are resolved before moving on to the next unit's turn. Certain events, however, such as readied actions and orders issued to formations, can interrupt a unit's action.

What an Activated Unit Can Do: Once activated, a unit can act for 1 battle round (see Unit Actions). Most units simply attack the nearest enemy when activated; however, a commander can order units to attempt more intricate actions (see Orders). While a player can activate any unit on the battlefield, commanders must be fairly close to their units, or at least in line of sight, to issue orders.

Melee Contact

A unit can attack any enemy adjacent to it (i.e., within 50 feet) with a melee attack, regardless of its reach, as long as it has line of effect to that enemy. When one unit makes a melee attack against another, the two units are in melee contact with each other. They remain so until one unit breaks melee contact, usually by moving away, which usually provokes an attack of opportunity.

Unit Actions

When activated, a unit can take a small number of actions. In a normal battle round, a unit can perform either a standard action and a move action, or a double action. A unit can also perform as many free actions as the circumstances will allow. The abilities of the unit's commander often limit how many free actions the unit can accomplish (see Commanders and Orders, "Giving Orders," below).

The four types of unit actions are standard actions, move actions, double actions, and free actions.

Standard Actions: A standard action allows a unit to attempt something significant on the battlefield and still have time to move, either before or



after the standard action. The most common type of standard action is the attack action, which allows a unit to make one melee or ranged attack, or a series of melee or ranged attacks if its base attack is sufficiently high. Other common standard actions include casting a standard-action spell, concentrating on an active spell, activating a magic item and using a special ability.

A unit that takes a standard action and does not actually move any distance on the battlefield can adjust position (see Adjust Position, below).

Move Actions: A move action allows a unit to move its speed or perform a similar action, such as climbing or getting up from a prone position. A unit can move twice as a double action.

Certain activities that require a move action in individual combat — such as picking up an item, putting away a weapon or pulling an item out of a backpack — are free actions for units because a battle round is much longer than a regular round.

A unit that takes a move action that does not actually cause it to move any distance on the battlefield can adjust position (see Adjust Position, below).

Double Actions: A double action consumes almost all a unit's effort during a round, leaving it no time to do much else. A unit that takes a double action cannot also take a standard action the same round, and vice versa.

A unit that takes a double action and does not actually move any distance on the battlefield can adjust position (see Adjust Position, below).

Free Actions: Free actions consume only a very small amount of time and effort, so that performing them doesn't affect what the unit can accomplish over the course of a whole battle round. A unit can perform one or more free actions while taking another action normally. The GM puts reasonable limits on what a unit can really do for free, however. Some free actions, such as falling prone, require an order from

a commander, and a unit that does not receive such a command cannot perform the action even though it takes a negligible amount of time.

Not an Action: Sometimes a unit activity is not an action at all because it is part of some other action, such as if a unit fights defensively as part of an attack action or a double attack action.

Restricted Activity: In some situations, a unit may not be able to take a full battle round's worth of actions in a round. In such cases, a unit can take only a single standard action or a single move action in each battle round.

Line of Sight and Line of Effect

Line of sight refers to the ability to see something. When a unit doesn't have line of sight to something, the unit cannot see that thing, but might still be able to attack it.

Anything that blocks vision can block line of sight, including solid walls, tall trees, darkness and smoke.

Line of effect refers to the ability to send a projectile, melee attack or magical effect between two points.

Combatants with blocked line of sight experience certain limitations and penalties.

Combatants with blocked line of effect cannot attack.

Attacks and Damage in Unit Combat

A unit's attack roll represents how effectively the creatures in that unit fight as a whole.

To determine the number of hits scored with a given attack roll, find the attack roll result in the first column of Table 3–3: Unit Combat, then read across to the column whose header matches the target unit's Armor Class. The resulting value is the number of hits the attacking unit scored per 10 creatures it contains.

Each hit against a unit deals 1 damage factor.

Unit Actions Without Orders

Units left to act on their own in a battle spend most of their time moving around or attacking each other. Some units can also use magic without orders. The following sections discuss in detail the actions a unit can perform without receiving an order from a commander.

Standard Unit Attack

This is a standard action for a unit. In 1 battle round, a unit can move its speed (or take a different move action) and then attack, or make an attack and then move (or perform some other move action).

Number of Attacks: If the creatures in the attacking unit are entitled to more than one attack per action because of a high base attack bonus, because they have multiple weapons (or double weapons), or for some special reason (such as a feat or a magic item), the unit makes multiple attacks — just as though the creatures in the attacking unit were using the full attack action from the *Player's Handbook*.

Melee Attacks and Melee Contact: A unit can strike any adjacent enemy (any enemy within 50 feet is considered adjacent to the unit) with a melee attack, no matter what the unit's reach is. When one unit makes a melee attack against another, the two units are said to be in melee contact with each other. The units remain in melee contact until one unit breaks contact, usually by moving away.

Enemy units can be adjacent to each other without being in melee contact. Melee contact begins only when one of the adjacent units makes a melee attack against the other.

Ranged Attacks: A unit armed with ranged weapons can shoot or throw at any target that is within its ranged weapons' maximum range and in line of sight (see sidebar). When shooting or throwing without orders, the unit aims for the nearest enemy.

To determine how far any ranged attack (or spell) can carry across the battlefield, simply count the squares between the attacker and the target. Do not count the attacker's square, but count the target's square.

Table 3–3: Unit Combat

Attack Result*	Number of Hits vs. Armor Class																											
	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
7	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
8	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
9	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0
10	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0
11	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0
12	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0
13	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0
14	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0
15	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0
16	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0
17	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0
18	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0
19	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0
20	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0
21	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0
22	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
23	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1
24	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2
25	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2
26	15	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3
27	16	15	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	6	5	4	4	3
28	16	16	15	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4
29	17	16	16	15	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	7	6	5	5	4
30	17	17	16	16	15	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	6	5

* 1d20 roll plus the unit's attack or save bonus.

Thrown Weapons: Due to the ground scale used for unit combat, most thrown weapons are useful only against targets in adjacent squares or in melee contact with the throwers. These thrown weapons do not suffer range penalties in unit combat.

If a thrown weapon has a range of 100 feet or more (that is, if all the weapons' range increments add up to at least 100 feet), it can be used to make a ranged attack against targets within range, and the attacking unit suffers range penalties accordingly.

Choosing an Enemy To Attack: When a unit acting without orders begins its turn in melee contact with a single enemy unit or enemy individual, it attacks that unit or individual. The unit can make a melee or ranged attack against the enemy, or it can cast a spell if it is able.

If a unit acting without orders begins its turn in melee contact with multiple enemy units or individuals, it can attack any one of them (with a melee attack, ranged attack, or spell if the unit is able), but must attack one of them.

Likewise, when a unit begins its turn adjacent to one or more enemy units or individuals, it must attack one of those enemies if it is able.

If a unit acting without orders can make a ranged attack and it does not begin its turn in melee contact with or adjacent to any enemy unit or individual, it attacks (or casts a spell at) the closest enemy unit or individual it can see, provided that an enemy is in range.

For purposes of ranged attacks, the closest enemy is the enemy unit or individual that is in line of sight and the shortest distance away along a straight line drawn between any part of the unit making the ranged attack and any part of the target unit. If the closest enemy is an individual, draw a straight line between any part of the acting unit and any corner of the square containing that individual.

When a unit moves, the "closest" enemy might be different than the closest enemy for purposes of ranged attacks; see Moving Toward the Closest Enemy Unit.

A unit making a ranged attack at the closest enemy can first move toward that enemy to decrease the range, it can stand and fire, or it can move to get in melee contact with the enemy if it is close enough to do so.

If a unit cannot make a ranged attack and it does not begin its turn in melee contact with or adjacent to any enemy unit or individual, it usually either moves toward the closest enemy or stands its ground (but it can cast a spell if it is able). See the section on movement for details.

Attack Rolls: A unit's attack roll represents how effectively the creatures in the unit fought as a whole. Compare the unit's attack result with the defender's Armor Class on Table 3–3: Unit Combat. The table shows the number of hits the unit scores per 10 creatures in the unit.

When a unit attacks a single creature, the number of hits is usually reduced somewhat, depending on the creature's size (see Individuals on the Battlefield).

Automatic Misses and Hits: There are no automatic hits or misses in unit combat.

Critical Hits: There are no critical hits in unit combat.

Shooting or Throwing into a Melee: If unit shoots or throws a ranged weapon at a target that is in melee contact with an ally, the unit suffers a –4 penalty on its attack roll.

If the target or any part of the target is at least 100 feet away from the nearest ally, the attacking unit can avoid the –4 penalty by aiming at the part that is 100 feet away from the ally. The range for the attack must be measured accordingly, however.

Double Unit Attack

This is a double action for a unit. A unit can make a double melee attack only if it does not move (except to adjust position) before or after attacking.

A double attack works just like a standard attack, except that the unit makes two attacks, or two series of attacks if it is normally entitled to attack more than once during a standard attack. In the latter case, the unit makes its entire first series of attacks before resolving its second series of attacks.

Standard Charge

As a standard action, a unit can move up to its speed and make a melee attack against the closest enemy unit (see Moving Toward the Closest Enemy Unit) provided that the charging unit can end its move in melee contact with an enemy. If a single move does not place the charging unit in melee contact with the enemy, the unit must attempt a double move charge instead. If the unit is unable to make a double move charge, it merely makes a double move toward the enemy.

As in individual combat, a charging unit must move before the attack, not after. The unit must move along the shortest path to the nearest square from which it can attack the target. Once it enters that square, it makes a single melee attack at its highest melee attack bonus. The charging unit gains +2 bonus on its attack roll, but suffers a –2 penalty to Armor Class for 1 round.

Unlike melee combat, a charging unit must move in a fairly straight line. During the movement portion of a charge, a unit can turn only 45° left or right for each square it moves forward.

A unit cannot charge if it begins its turn in melee contact with an enemy unit. A unit also cannot charge if its path of movement takes it through another unit or through any terrain feature that slows its movement.

A unit subjected to a charge attack might be required to make a morale check.

Mounted units armed with lances deal double damage when they charge (use Table 3–3: Unit Combat normally, but double the unit's weapon damage modifier).

If an enemy unit subjected to a charge attack has weapons that can be set to receive a charge and has been ordered to guard the area around it, it also deals double damage to the charging unit.

After making a standard charge, a unit can immediately make a standard melee attack against the enemy unit it has just charged.

Double Move Charge

As a double action, a unit can move up to twice its speed and make a melee attack against an enemy unit, provided that the charging unit can end its move in melee contact with an enemy. If a double move does not place the charging unit in melee contact with the enemy, the unit simply makes a double move toward the enemy instead.

A double move charge follows all the rules for a standard charge, except that the unit does not get to make a standard attack after the charge attack.

Move Actions

Most move actions involve moving a unit from once place on the battlefield to another. Some move actions involve manipulating a unit's equipment or making movements too small to change a unit's location on the battlefield. The rules consider the latter move actions as a matter of convenience because a unit can perform them and still perform a standard action in the same battle round. Such actions allow a unit to adjust its position because they don't actually move the unit anywhere, provided that the unit does not otherwise move.

Move

The simplest move action for a unit is moving its land speed. A unit that uses this action can't adjust position the same round.

A unit that moves without orders moves directly toward the nearest enemy. See Moving Toward the Closest Enemy for a definition of the nearest enemy unit.

Breaking Melee Contact: When a unit is in melee contact with an enemy unit, it cannot move away unless it ordered to do so, or unless the result of a morale check forces it to do so.

Nonstandard Modes of Movement: Many nonstandard modes of movement are also covered under this category, including climbing, jumping and flying. In most cases, a unit cannot use one of these modes of movement without orders unless it has a speed rating for that mode of movement. Of course, many units cannot use these modes of movement at all.

Moving Toward the Closest Enemy

A unit that moves or charges without orders moves its speed toward the nearest enemy unit or individual.

Moving Directly Toward the Closest Enemy: A unit moving without orders must move along the shortest path to the nearest square from which it can attack the closest enemy. Once it enters that square, it stops moving and attacks. If the unit's speed is insufficient to allow it to attack the enemy, it must move a second time toward the same enemy. If, after the unit's first move, however, a different enemy unit is now in line of sight and closer than the original enemy, the unit moves toward that enemy instead.

Units with Ranged Attacks: When a unit is capable of making a ranged attack it can attack the nearest enemy without receiving an order, or it can move toward that enemy and then throw or shoot; see Choosing an Enemy to Attack.

Nonstandard Modes of Movement: When tracing the shortest path to an enemy unit, a unit ignores paths that require it to use a mode of movement it cannot use at all or cannot use without an order.

Multiple Modes of Movement: When a unit has more than one speed rating, it traces the path to the nearest enemy unit using the fastest available speed; however, if a slower mode of movement would bring it into melee contact more quickly, it uses that mode of movement instead.

To determine how quickly a unit can reach an enemy, divide the unit's higher speed by its slower speed, and use the result to determine the relative speed.

Rally

A unit that has been forced to rout can attempt to rally by making a successful morale check. A successful rally is a move action for the unit. If a rally attempt fails, the unit must rout a double move.

Stand Up

A unit that has dropped prone can stand up as a move action. A unit that has knelt or sat down can stand up as a free action.

Free Actions

Adjust Position

A unit that otherwise moves no actual distance on the battlefield in a round (usually because it has swapped a move for one or more equivalent actions, such as standing up), can adjust its position a distance equal to no more than its space as a free action either before or after its action for the round.

Adjusting position is similar to a 5-foot step for an individual, except that the unit moves much farther. Anything that would prevent an individual from making a 5-foot step (such as climbing or swimming) also prevents a unit from adjusting position.

A unit that adjusts position without orders must follow the rules for moving without orders, and must adjust toward the nearest enemy. Among other things, this means a unit adjacent to or in melee contact with an enemy unit cannot adjust position without an order.

Please see Table 3–4: Common Unit Actions and Table 3–5: Miscellaneous Unit Actions for other possible free actions.

Commanders and Orders

Units function most effectively when commanders guide them. Commanders can help a unit attack more efficiently, choose targets carefully, perform special maneuvers on the battlefield, and perform other actions not available to units acting on their own.

Kinds of Commanders

Each division involved in a battle has a commander-in-chief who directs the entire force and determines its place in the initiative order. Any group of allies fighting together in a battle has at least one division. A force can only have two or more divisions if each contains at least 50 creatures; there is no upper limit to the size of a division.

In addition to its commander-in-chief, each division also can have one subcommander for every 100 creatures in it; a division can have additional hero commanders, but creatures must meet certain qualifications to serve as hero commanders.

Table 3–4: Common Unit Actions

Standard Actions	Order Required?
Attack (melee)	No
Attack (ranged)	Varies*
Attack (unarmed)	Yes
Activate a magic item	Varies*
Cast spell (standard action casting time)	Varies*
Cast counterspell	Yes**
Charge	Varies*
Concentrate to maintain an active spell	No
Dismiss a spell	Yes
Drink a potion	No
Guard	Yes
Read a scroll	No
Ready (triggers a standard action)	Yes
Total defense	Yes
Use supernatural ability†	No*
Withdraw from melee contact	Yes

Move Actions	Order Required?
Move	Varies‡
Stand up from prone	No
Load a heavy crossbow	No
Load a repeating crossbow	No
Withdraw from melee contact	Yes

Double Actions	Order Required?
Double-move charge	No*
Deliver coup de grace	Yes
Double attack	No
Run	Yes

Free Actions	Order Required?
Adjust position	No‡
Draw a weapon	No
Drop prone	Yes
Pick up an item	No
Sheathe a weapon	No
Stand up from kneeling or sitting	No
Retrieve a stored item	No
Drop an item	No
Kneel or sit	Yes
Load a light or hand crossbow§	No

No Action	Order Required?
Fight defensively	Yes

* No order is required if the unit's target is the closest enemy unit or closest allied unit (in the case of beneficial effects).
** A counterspell must first be readied; a Spellcraft check is required to identify the spell the enemy is casting, which is a free action.
† Some spell-like or supernatural abilities may take longer to activate, and some may take less, as noted in the ability's description.
‡ No orders required if the unit moves toward the closest enemy unit.
§ If the unit does not reload on the round it fires, it must use a move action to reload later.

Serving As A Commander-in-Chief or Subcommander: Any creature with an Intelligence score of 3 or higher can serve as a commander-in-chief or subcommander in a division, provided they train with the units under their command for a minimum of 60 days sometime before the battle. Once formed, a division can periodically absorb additional creatures at intervals of less than 60 days.

A commander-in-chief cannot command more than one division, nor can a single creature serve as both a commander-in-chief and a subcommander. Likewise, a subcommander can have only one subcommand.

A commander-in-chief or subcommander also can serve as a hero commander if the character qualifies to do so. Hero commanders have less authority on the battlefield than commanders-in-chief or subcommanders do, but they have more flexibility.

Serving As A Hero Commander: Hero commanders represent extra command know-how added to a division as circumstances permit. Any creature can serve as a hero commander in a

division, provided it has an Intelligence or Charisma score of at least 11 and meets one of the following additional criteria:

- A base attack bonus of +4 or higher.
- Five or more ranks in the Bluff, Intimidate, Diplomacy, Knowledge (military tactics) or Profession (military commander) skills. For the Knowledge (military tactics) skill, see **Warcraft RPG,** Chapter Two: Heroes; for the Profession (military commander) skill, refer to the New Skill section in Chapter One of this book.
- The Leadership feat.

A hero commander can serve with a division after training with it for at least 10 days; at the end of that period, the hero commander is assigned to a single unit.

Unlike a commander-in-chief or subcommander, a hero commander can be assigned to more than one unit, but each extra unit requires an extra 10 days of training.

A hero commander also can take command of units during a battle with successful command checks, or assume the position of subcommander or commander-in-chief during a battle.

Giving Orders

Commanders can give orders only to units that have been activated. In addition, a commander's ability to issue orders also depends on the commander's place in the command hierarchy, the distance between the commander and the unit receiving the order, and other factors.

Commander-in-Chief: A division's commander-in-chief can give orders to any activated unit in the division within 300 feet when both the commander–in-chief and the unit receiving the order have line of sight to each other. When a commander-in-chief and a unit do not have line of sight to each other, the commander-in-chief must be within 100 feet to give orders to the unit.

A commander-in-chief can issue orders to any activated unit in his division, even if those troops also have a subcommander or hero commander assigned to them. A commander-in-chief cannot give orders to troops that are not part of his division, even if those troops are his allies.

Table 3–5: Miscellaneous Unit Actions

Free Actions	Order Required?
Draw a hidden weapon	No
Feint	No
Light a torch with a tindertwig	Yes
Lock or unlock weapon in a locked gauntlet	No
Mount or dismount	No
Pick up casualties	Yes
Prepare to throw oil	Yes
Stabilize a dying ally (1 attempt)	Yes
Treat caltrop wound, disease or poison (1 ally)	Yes
Standard Actions	**Order Required?**
Climb (one-quarter unit speed)	Varies*
Climb (one-half unit speed)	Varies*
Extinguish flames	Yes
Move a heavy object	Yes**
Open a door	Yes
Stabilize a dying ally (5 attempts)	Yes
Sunder a weapon	Yes
Sunder an object	Yes
Swim	Varies*
Treat caltrop wound, disease or poison (5 allies)	Yes
Move Actions	**Order Required?**
Escape from entanglement	No
Double Actions	**Order Required?**
Stabilize a dying ally (10 attempts)	Yes
Treat caltrop wound, disease, or poison (10 allies)	Yes

* Units without climb or swim speeds must receive the March order to move by climbing or swimming. Units with Climb or Swim can sometimes climb or swim without orders, depending on where the nearest enemy is on the battlefield.
** Units serving as crew for siege engines or vehicles can push their equipment as part of their normal movement.

Subcommander: A subcommander can give orders to activated units in his subcommand. A subcommander can have only one subcommand at a time.

A subcommander cannot issue orders to units in another subcommand, even within the subcommander's own division, or to units in a different division, even when it is allied with the subcommander's division.

Subcommanders can give orders at half the range a commander-in-chief can — 150 feet when in line of sight, or 50 feet when not in line of sight.

Hero Commanders: Hero commanders must be in the same square with the units they command unless they have successfully assumed a command position within the division. If a unit occupies more than 1 square, a hero can issue orders to the unit from any square the unit occupies.

Orders With Range Limits: Some orders have their own range limits; see next section.

Unintelligent Creatures: Creatures with no Intelligence scores or Intelligence scores of 1 or 2 can receive only a few kinds of orders, and then only if they have been trained for war or created for war.

Unintelligent creatures can receive orders of any kind from commanders who have some way to communicate with them, such as *speak with animals* spells. In this case, command range is limited to the range of the mode of communication, or the range of the command or commander, whichever is less.

Command Checks: Giving order to a unit requires a successful command check. A command check can be made one of two ways:

- Roll 1d20 + base attack bonus + Charisma modifier.
- Make a Profession (military commander) skill check.
- Make a Diplomacy or Intimidate skill check (–5 on the check).

The DC for a command check depends on the order and what unit receives it, as noted in the sections that follow. In addition, certain conditional modifiers to command checks apply.

Two or more commanders can cooperate to give an order, provided they are all within command range of each other and of the unit receiving the order. One commander gives the order and the others assist with their own DC 10 command checks, each successful check by an assistant giving the commander a +2 bonus on her command check.

A commander cannot take 10 or take 20 on a command check.

Failed Orders: When a commander fails a command check to give a unit an order, the player controlling the unit or the commander has several options:

- The unit can be left to act without orders.
- The commander who failed the check can try to give the same order (or another order) to the unit again. This counts as another order given by the commander (and as another order received by the unit); the extra order uses up one of the orders the commander can give during the round and the new order is slightly more difficult to give (see Number of Orders Given and Table 3–7: Conditional Command Check and DC Modifiers).
- Another commander can try to give the same order (or another order) to the unit. This counts as an order given by the second commander, as another order received by the unit, and as another commander giving the unit orders (see Number of Orders Given and Table 3–7: Conditional Command Check and DC Modifiers).

Number of Orders Given: A commander can issue one order each battle round as a free action. The commander can issue additional orders each round as move actions.

A commander with the Leadership feat can issue an extra order each round as a free action.

A commander also can issue an extra order each round as a free action for every 10 ranks in Profession (military commander) the character has.

When Orders Can Be Given: A commander can give an order whenever a unit under his command takes an action that the order can affect. Resolve the attempt to give the order before the unit takes the action.

A commander cannot give orders when allied units act (except for hero commanders giving certain kinds of orders, see below) or when the enemy acts.

Orders To Formations: Usually a commander gives an order to a single unit. A commander can give an order to several units simultaneously if they are in a formation.

A formation is any contiguous grouping of units in which every unit in the group is adjacent

to at least one other unit in the same group. The formation can be in almost any configuration, so long as there are no gaps between the units.

Units that cannot receive orders from the commander giving an order to a formation are not considered part of the formation, and therefore constitute gaps in the formation.

When a formation receives an order, all the units in the formation are activated and they all must perform the same action or actions (see Acting With Orders, below).

When measuring the distance between a commander and a formation, trace a straight line from the commander to any unit in the formation.

Units beyond a commander's own command range cannot benefit from a formation order. Units that are out of range are not considered part of the formation. Among other things, this means that hero commanders cannot issue formation orders unless they also are subcommanders or commanders in chief.

Kinds of Orders

The various orders available to commanders are described in the following sections. Table 3–6: Summary of Orders summarizes the options.

Effects and Duration Of Orders: Some orders enable a unit to take certain actions that a unit acting without orders cannot perform. These orders last until the unit finishes the action. Some actions may last for part of the unit's battle round, some last until the end of the battle round, and some last a full battle round (until the beginning of the unit's next turn).

Some orders affect a unit's dice rolls. These orders are active for a full battle round, but only affect rolls made after the order has been given.

Order Descriptions: The description for an order begins with its name, followed by an explanation of how the order works.

The order's range is given after the descriptive text. An order's range limit applies equally to all commanders (unless a particular commander has a shorter command range). If the range entry is "normal" the kind of commander giving the order (see Kinds of Commanders) determines the order's range. An order with a range of 0 feet can be given only to a unit in the same space with the commander, no matter what the commander's normal command range is. Any commander can issue an order with a range of "sight," provided that the commander and the unit receiving the order have line of sight to each other (or the unit and the commander share the same space), no matter what the commander's command range.

An order description ends with the base DC for the order.

Advance to Rendezvous Point

A unit receiving this order makes a single or double move toward its rally point, at the commander's option. The unit moves toward the rally point along the shortest available path, just as if moving directly toward the nearest enemy.

Range: Sight; **Base DC:** 10

Aid Ally

The unit receiving this order can use the aid another action, which works as described in the *Player's Handbook*, except where noted.

A unit can aid another allied unit or an allied individual. To successfully aid another unit in melee combat, the unit receiving the aid must already be in melee contact with an enemy unit. The aiding unit also must be in melee contact with the enemy unit the ally is fighting or move into melee contact with that enemy unit.

The aiding unit uses a standard action, and must make an attack roll on Table 3–3: Unit Combat against Armor Class 10 and score at least 5 hits (these "hits" do not affect the enemy unit).

If the attack roll succeeds, the allied unit gains either a +2 Armor Class bonus or a +2 attack bonus against the selected enemy unit for 1 round.

To aid another unit in combat against an individual, the aiding unit must be melee contact with the individual as noted above and must roll on Table 3–3: Unit Combat against Armor Class 10 and score at least 1 hit.

To aid another unit or individual on a skill or ability check, the aiding unit must be adjacent to the allied unit, and must make a check of its own and get a result of 10 or better. If the check succeeds, the allied unit gains a +2 bonus on the same kind of check the aiding unit made for 1 round.

Any number of units can aid one unit, and the bonuses from all successes stack.

A unit can aid an allied individual in the same manner as it aids an allied unit.

Range: Normal; **Base DC:** 5

Assume Unit Command (Hero Commanders Only)

This order is available only to hero commanders. The hero commander joins an allied unit and attempts to become its commander. If the order succeeds, the unit will accept orders from the hero commander for the rest of the battle, even if the hero commander has not previously trained with the unit. The new unit commander, however, suffers a –5 command check penalty when giving orders to any unit with which she has not trained.

A hero commander can take command of any number of allied units in this fashion, though she can only issue orders to units in the same space with her.

Range: 0 ft.; **Base DC:** 20

Attack Any Enemy

The commander directs the unit to attack (including making a single move followed by a standard unit attack), charge, or cast a spell at any enemy, rather than the closest enemy to the unit. The unit also can attack a point on the battlefield to which it has line of effect. (A commander might issue such an order to get a unit to attack a foe that the commander can see, but the unit cannot, or to attack a location where the commander expects an enemy might lurk). A miss chance applies if the unit does not have line of sight to its target; see Concealment.

Add +2 to the DC of this check if enemy attacked is an individual. Add +4 to the DC if unit must attack a point on the battlefield.

The unit receiving this order also can attempt to climb or swim when moving toward the enemy if it doesn't have a climb or swim speed, or make a jump if it doesn't have a fly speed. If the order succeeds, the unit still must make the appropriate Climb, Jump or Swim check.

Range: Normal; **Base DC:** 15

Attack Exposed Enemy

When determining the closest target for an attack, charge or spell, the unit ignores enemies that have the benefit of any visible condition that helps thwart the attack, such as cover, melee contact with another unit or concealment.

Range: Normal; **Base DC:** 5

Bolster Attack

The commander helps coordinate the unit's attacks so that the unit fights more effectively. The unit gains a +2 on all attack rolls until the beginning of its next turn.

Range: 50 ft; **Base DC:** 10

Fight Defensively

This is the equivalent of the individual's fight defensively option; the unit takes a –4 penalty on all attacks for a full battle round and gains a +2 dodge bonus to AC for the same round.

A unit can fight defensively when using the attack or double attack action. A unit also can fight defensively when using the charge action, but the attack penalty and Armor Class bonus do not begin until after the unit makes its initial melee attack in the charge.

A unit cannot fight defensively when using the double move charge action.

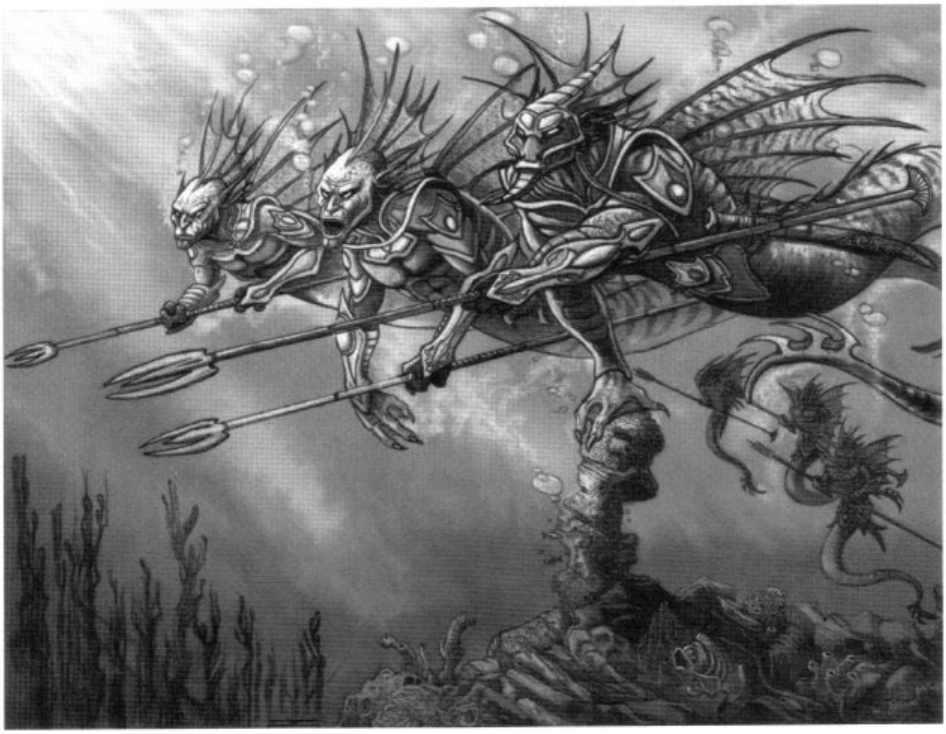
Range: Normal; **Base DC:** 5

Guard

This variant of the Ready Action order allows a unit to exert some control over the squares adjacent to it.

The unit uses a standard action to go on guard. Whenever an enemy leaves a square adjacent to the unit the guarding unit can attempt to make a single melee attack against the moving unit. To make the attack, the guarding unit makes an opposed Dexterity check with the enemy. Any unit with greater reach than its enemy gains a +5 bonus on the opposed check. If the guarding unit wins the opposed check, it makes a free melee attack against the enemy, which is resolved immediately before the unit moves. If the guarding unit loses the opposed check, the enemy manages to stay out of the guarding unit's reach.

A guarding unit automatically makes a melee attack against any enemy that makes melee contact with it. If the enemy making melee contact used the charge action, the guarding unit inflicts



double damage if it is equipped with weapons that can be set to receive a charge.

The guarding unit can make only one attack per round when on guard, unless the creatures in the unit have the Combat Reflexes feat. Failed attempts to attack foes moving near the unit don't count as attacks.

This order otherwise works just like the ready action order.

Range: Normal; **Base DC:** 10

March

The unit receiving this order can move any way the controlling player likes, provided it does not attack an enemy this round or cross terrain impassible to it.

The unit receiving the order can make a single move or a double move.

The unit receiving this order also can attempt to climb or swim if it doesn't have a climb or swim speed, or make a jump if it doesn't have a fly speed. If the order succeeds, the unit still must make the appropriate Climb, Jump, or Swim check.

Range: Normal; **Base DC:** 15

New Rendezvous

The unit gains a new rendezvous point for the rest of the battle. The unit loses its old rendezvous point.

The commander can designate any point on the battlefield as a new rendezvous point, but add +5 to the DC of the command check if the point designated is not in the unit's line of sight.

Range: Normal; **Base DC:** 10

Perform Miscellaneous Action

Units can perform most miscellaneous actions mentioned in the *Player's Handbook* but not specifically mentioned in this section if ordered to do so. Some miscellaneous actions require no orders.

Range: Normal; **Base DC:** 10

Retreat

A unit receiving this order makes a single or double move toward its baseline, at the commander's option. The unit moves toward the nearest point on the base line along the shortest available path, just as if moving directly toward the nearest enemy.

A commander in the same space as a unit of unintelligent creatures can issue this order to that unit, but the DC of the command check increases to 15.

Range: Sight; **Base DC:** 5

Run

The unit receiving this order can use the run action as described in the *Player's Handbook*, except where noted below.

Unlike an individual running, a unit has to move in a fairly straight line, and can turn no more than 45 degrees for each square it moves forward.

A unit ordered to run for 2 or more consecutive battle rounds must make a DC 15 Constitution check to continue running; the DC of this check increases by +1 for each Constitution check the unit has made. When the unit fails this check, it must stop running.

Running is a double action for the unit.

A commander in the same space with a unit of unintelligent creatures can issue this order to that unit, but the DC of the command check increases to 15.

A running unit moves toward the nearest enemy or toward its rally point, as appropriate. If a running unit is first given the march order, it can maneuver freely while running.

Range: Normal; **Base DC:** 10

Total Defense

As a standard action, the unit focuses on defending itself from attack. A unit on total defense does not attack or perform any other activity other than moving its speed.

The total defense action gives the unit a +4 dodge bonus to Armor Class for a full battle round.

Range: Normal; **Base DC:** 5

Withdraw From Melee Contact

The unit receiving this order can break melee contact with enemy units.

If the order is successful, the unit can move away from enemy units with which it is currently in melee contact. At the base DC of 10, the unit breaks melee contact, but remains adjacent to the enemy unit. At a DC of 15, the unit can adjust position to any space where the unit will fit.

The unit can break melee contact and make a single or double move, or even attack another unit, but must receive another order to do so (this is an exception to the rule that a unit cannot adjust position and move in the same round).

Upon breaking melee contact, the unit makes opposed Dexterity checks against all enemy units it was in melee contact with. Any unit with greater reach than its enemy gains a +5 bonus on the opposed check. If the unit breaking melee contact wins the opposed check, it breaks melee contact. If the unit loses the opposed check, it

Table 3–6: Summary of Orders

Order Name	Range	Base DC
Advance to Rendezvous Point	Sight	10
Aid Ally	Normal	5
Assume Unit Command	0 ft.	20
Attack Any Enemy	Normal	15
Attack Exposed Enemy	Normal	5
Fight Defensively	Normal	5
Guard	Normal	10
March	Normal	15
New Rendezvous	Normal	10
Perform Miscellaneous Action	Normal	10
Retreat	Sight	5
Run	Normal	10
Total Defense	Normal	5
Withdraw From Melee Contact	Normal	5

Table 3–7: Conditional Command Check and DC Modifiers

General Modifiers	Check Modifier
Blocked line of sight*	–5
Commander has not trained with the unit prior to the battle	–10**
Commander-in-chief giving order	+5
Commander is the same creature type as the unit receiving the order	+5
Multiple orders given this round	–5†
Multiple commanders coordinating orders	–5‡

Range	Check Modifier
Commander in same space with unit	+5
Commander within 50 feet of unit	+0
Commander more than 50 feet from unit	–5

Creatures In The Receiving Unit[§]	
Creature Type	**DC Modifier**
Aberration	+5
Animal	+10#
Construct	+5††
Dragon	+10
Giant	+5
Humanoid	+0
Magical Beast	+5
Monstrous Humanoid	+5
Ooze	+5††
Outsider	+10‡‡
Plant	+5
Shapechanger	+5
Undead	+10
Vermin	+10††

Formation[§§]	DC Modifier
Order given to a formation	+1##

* Refers to line of sight or range between the commander and the unit receiving the order. An order with a range of "sight" cannot be issued to a unit unless both the unit and the commander have line of sight to each other, or they share the same space. If the commander is invisible, line of sight between the unit and the commander is blocked unless the unit can see invisible things.

** The commander must have first given an order to assume command of the unit (the Assume Unit command, Become Commander-in-Chief, or Take Over Subcommand order) to have any chance to give the order at all. This modifier does not apply to the order used to assume command.

† Applies cumulatively for each order any commander gives to the unit after the first, no matter which commander gave the orders (except in cases of conflicting orders).

‡ Applies cumulatively for each different commander who tries to give orders to the unit during the battle round (except in cases of conflicting orders). The first commander to give the unit an order during a battle round does not suffer this penalty.

§ For mixed units, use the most prevalent creature type in the unit. If there are equal numbers of different creatures in the unit, use the type with the most Hit Dice.

These creatures have Intelligence scores of 1 or 2 and can only receive orders that can be given to unintelligent creatures, and then only if the creatures have been created or trained for war. Commanders that have some way to communicate with these creatures can issue any kind of command to them, provided the commander is in communication range.

†† If the creatures in the unit have no Intelligence scores, the unit can only receive orders that can be given to unintelligent creatures, and then only if the creatures in the unit have been created or trained for war. Commanders that have some way to communicate with these creatures can issue any kind of command to them, provided the commander is in communication range.

‡‡ +5 for outsiders with the Lawful subtype.

§§ A formation is a contiguous group of adjacent units.

Applies per unit in the formation.

still breaks melee contact, but adjacent units can make attacks of opportunity.

Range: Normal; **Base DC:** 5

Injury and Death

Hit points work essentially the same way in unit combat as they do in individual combat.

Damage dealt to a unit in a melee or ranged attack is applied to one creature at a time. Each melee or ranged hit deals 1 damage factor (equal to approximately 5 points of damage) to one creature in the unit. A wounded creature keeps taking melee or ranged damage until it runs out of hit points. If an attack deals more damage than one creature can take, the excess is dealt to the next creature in the unit.

Death and Dying on the Battlefield

When a creature in a unit runs out of damage factors (and therefore hit points), it is eliminated from the unit and is assumed to be dying (somewhere between –1 and –9 hit points, inclusive) for 1 battle round. It lies prone in the space its unit occupied at the time the creature ran out of hit points. If the unit takes up more than one square, determine which square contains the dying creature randomly.

First aid from the Heal skill has no effect on a creature dying on the battlefield. Magical healing, however, restores the dying creature to consciousness. The healed creature has as many damage factors as the effect can give to a wounded creature.

Upon regaining consciousness, the creature can attempt to rejoin its unit — or any similar, allied unit that has lost at least one creature — by moving into any square the unit occupies. The creature makes a double move toward the unit it seeks to rejoin immediately upon regaining consciousness. It takes the shortest path to the unit. It cannot move through enemy units while moving to rejoin its unit, or through any impassable terrain. If the creature cannot rejoin a unit in one double move, it is removed from the battlefield.

If not magically healed by the end of the next battle round, a creature eliminated from a unit cannot be restored to consciousness during the battle, though it is not necessarily dead; see After the Battle.

Unliving combatants, such as constructs and undead, cannot be returned to the battle through healing once they have been eliminated.

Heroes and Commanders: Heroes and commanders are treated just as individual PCs or NPCs with regard to death and dying.

Movement and Position

Unit movement and position are handled by using miniature figures or other markers to represent the units and their opponents. A grid divided into 1-inch squares also is necessary. The standard scale equates 1 inch on the tabletop (or one 1-inch square) to 50 feet in the game world. Units in adjacent squares are considered 50 feet apart unless they are in melee contact.

Tactical Movement

A unit's rate of movement is governed by its speed, which is 10 times its normal speed rating. A unit can move 1 square for every 50 feet of speed. If a unit's speed rating is not evenly divisible by 50, round down to the nearest multiple of 50 feet (but a unit always has a speed of at least 50 feet).

Hard Going: Obstructions, bad surface conditions or poor visibility can slow movement. Each square of hard going counts as 2 squares moved.

Sometimes, a square might contain two or more kinds of hard going. In these cases, add up costs.

Diagonal Movement: When moving across the grid diagonally, every second square of diagonal movement counts as 2 squares. In hard going, every second square counts as 4 squares moved.

The same rule applies to measuring diagonal distances for other reasons, such as range and spell areas.

Minimum Movement: No matter what the movement costs are for the terrain it encounters, a unit can always adjust position into a square, provided that it can stop in that square, and the square does not contain terrain that is impassible to the unit or a barrier that is impassible to the unit.



Moving Through a Square

A unit can freely pass through any empty square. When a square contains terrain, an obstacle or other troops, things aren't quite so simple.

Allied Units: A unit can move (but not run or charge) through a space occupied by any allied unit. A unit cannot stop in a square containing an allied unit unless the allied unit is prone or considerably larger or smaller than the creatures in the moving unit; see Creatures of Different sizes, below.

Corners: A unit cannot move on the diagonal across the corner of a terrain feature it cannot pass through (though it is possible to attack across such a corner). If the terrain feature is something the unit could normally move through, a unit can move across its corner, but it must pay any movement cost for the terrain. A unit also cannot move across the corner of a space containing another enemy unit unless it could normally move through the unit's space (as it might if the unit is an ally or if the unit contains creatures much bigger or smaller that the creatures in the moving unit).

Creatures of Different Sizes: Any unit can move through an area occupied by an allied or enemy unit consisting of creatures three size categories larger or smaller than the creatures in the unit that is moving. The unit also can stop in that square. A unit stopped in an enemy's square is in melee contact with the enemy.

Enemy Units: A unit cannot move through the space an enemy unit occupies unless the enemy unit is prone or helpless, or unless the creatures in the unit are considerable larger or smaller than the creatures in the moving unit; see Creatures of Different sizes, above.

Hard Going: A unit cannot enter a square if it can't pay the movement cost (but see Minimum Movement, above).

Squeezing Through: A unit can squeeze through any space that is at least as wide as one-half the unit's space. The unit treats the space as hard going. If the unit stops in such a space, it suffers a –4 on its attack rolls and to its Armor Class while in that space.

Stopping in a Disallowed Square: If a unit ever finds itself accidentally stopping in a square where it is not allowed to stop, it must end its movement by returning to the last square along its path of movement where it could have stopped.

Tumbling: Units with the Tumble skill can attempt to move through enemy units.

Very Small Enemies: Units consisting of Fine, Diminutive or Tiny creatures can move into or through allied or enemy units, and can stop there. A unit stopped in an enemy's square is in melee contact with the enemy.

Flanking

A unit in melee contact with an enemy gains a +2 bonus on its melee attack rolls if an allied unit also is in melee contact on the opposite side. Units containing creatures with the sneak attack ability can sneak attack enemies that they flank.

Big and Little Creatures in Unit Combat

The amount of space a unit occupies on the battlefield depends on the size of the creatures in it. Table 3–8: Unit Space and Reach shows the details.

Unit Space: A unit's space marks the border between the fighting area that a unit occupies and the squares next to it. A unit does not necessarily occupy every inch of its space, but the unit controls all that space in a battle as it shifts about attacking and defending. As in individual combat, a unit has no front, back, left or right.

Height: A unit on the ground controls a space above it equal to its height plus its reach. A unit in the air controls a space equal to its height, plus its reach both above and below itself.

A unit's height also determines how certain kinds of terrain affect its movement and combat capabilities.

Natural Reach: Natural reach is how far the creatures in a unit can stretch to make melee attacks.

Reach Weapons: In unit combat, reach weapons add 5 feet to a unit's reach if the creatures in the unit are size Medium or smaller. Reach weapons double a unit's reach if the creatures in the unit are Large or bigger.

Unlike individual combat, there is no minimum striking distance for creatures armed with reach weapons.

Table 3–8: Unit Space and Reach

Creature Size	Space*	Squares**	Height	Natural Reach
Fine	5 ft. across	1/100	1/2 ft.	0 ft.
Diminutive	10 ft. across	1/25	1 ft.	0 ft.
Tiny	25 ft. across	1/4	2 1/2 ft.	0 ft.
Small	50 ft. across	1	5 ft.	5 ft.
Medium	50 ft. across	1	5 ft.	5 ft.
Large (Long)	100 ft. across	4 (22)	5 ft.	5 ft.
Large (Tall)	100 ft. across	4 (22)	10 ft.	10 ft.
Huge (Long)	150 ft. across	9 (33)	10 ft.	10 ft.
Huge (Tall)	150 ft. across	9 (33)	15 ft.	15 ft.
Gargantuan (Long)	200 ft. across	16 (44)	15 ft.	15 ft.
Gargantuan (Tall)	200 ft. across	16 (44)	20 ft.	20 ft.
Colossal (Long)	300 ft. across	36 (66)	15 ft. and up	15 ft. and up
Colossal (Tall)	250 ft. across	25 (55)	25 ft. and up	25 ft. and up

*For a unit of 10 creatures. A unit of 20 creatures requires twice the space, and a unit of 50 creatures requires 5 times the space. For example, a unit of 20 Medium creatures is 100 feet across, and unit of 50 Medium creatures is 250 feet across.

**For a unit of 10 creatures. A unit of 20 creatures fills twice the squares, and a unit of 50 creatures fills 5 times the squares.

Combat Modifiers

Units often can gain some combat advantage by seeking a better position for attack or defense.

Favorable and Unfavorable Conditions

Depending on the situation, a unit might gain bonuses or suffer penalties on its attack rolls. Generally speaking, any situational modifier created by the attacker's position or tactics applies to the attack roll, while any situational modifier created by the defender's position, state or tactics applies to the defender's Armor Class. The GM decides what bonuses and penalties apply, using Table 3–9: Attack Roll Modifiers and Table 3–10: Armor Class Modifiers as guides.

Table 3–9: Attack Roll Modifiers*

Attacker is...	Melee	Ranged
Dazzled	–1	–1
Entangled	–2	–2
Flanking defender**	+2	—
Frightened	–2	–2
Invisible	+2†	+2†
On higher ground	+1	+0
Mounted	+1‡	varies[1]
Prone	–4	—#
Shaken	–2	–2

* Attack Roll Modifiers are unnamed, and as such they stack with each other and with most other modifiers, but not with themselves. A unit cannot, for example, flank an enemy twice.

** A unit flanks a defender when it is in melee contact with the defender and it has an ally in melee contact on the opposite side. Units with the sneak attack ability can sneak attack defenders that they flank. A unit that occupies the same square as an enemy individual is considered to flank the individual.

† The defender loses any Dexterity bonus to Armor Class.

‡ The mounted bonus applies only when the unit's opponent is fighting on foot and the attackers' mounts are at least one size category bigger than the opponent.

[1] The modifier for ranged attacks while mounted depends on the attacker's movement during the battle round.

Most ranged weapons can't be used while the attacker is prone. Prone units can use crossbows at no penalty.

Table 3–10: Armor Class Modifiers

Defender is...	Melee	Ranged
Behind cover*	+4	+4
Blinded	–2**	–2**
Concealed or invisible	— See Concealment —	
Cowering	–2**	–2**
Flat-footed	+0**	+0**
Helpless	–4†	+0†
Kneeling	–2‡	+2‡
Pinned	–4**	+0**
Prone	–4‡	+4‡
Running	+0**	+2**
Sitting	–2‡	+2‡
Stunned	–2**	–2**

* See Cover.

** The defender loses any Dexterity bonus to Armor Class.

† Treat the defender's Dexterity as 0 (–5 modifier). Rogues can sneak attack helpless or pinned defenders.

‡ The Armor Class bonus for kneeling, sitting or being prone applies to combatants in the open. These bonuses don't stack with the Armor Class bonus from cover; instead, kneeling, sitting or prone creatures are treated as being smaller than they actually are when determining the combat effects of certain terrain features.

Cover may block line of sight or line of effect for units that are kneeling, sitting or prone, depending on what provides the cover.

Cover

Cover is anything that could block an attack, such as a wall, tree or castle battlement.

When A Unit Has Cover: To determine if a unit has cover, draw a straight line from any corner of the attacker's space to any corner of the defender's space; if at least one such line crosses a battlefield feature that provides cover, the defender has cover.

A unit also has cover if a line drawn as described above passes through another unit made of up creatures the same size category or larger than the creatures in the unit being attacked (but this is soft cover, see below).

Effects of Cover: Cover gives the defender a +4 cover bonus to Armor Class.

Soft Cover: Some terrain features are designated soft cover, which does not give a bonus on Reflex saves. Intervening creatures provide soft cover.

Total Cover: Some terrain features provide total cover and block line of effect. Units with total cover cannot be attacked at all.

Concealment

Concealment is anything that might make it difficult for an attacker to determine exactly where a defender is, or that interferes with the attacker's ability to aim so much that actually hitting the target is more a matter of luck than skill.

Degrees of Concealment: Unlike cover, there are degrees of concealment, depending on how completely obscured a foe's position happens to be. These are summarized on the Table 3–11: Concealment.

Also unlike cover, Concealment depends on the attacker's ability to perceive a foe.

Concealment Miss Chance: Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment. For each hit an attacker scores against a concealed enemy, roll 1d20. The attacker must roll higher than the number shown on Table 3–11: Concealment or the attack misses.

When multiple concealment conditions apply to a defender (behind dense foliage and in total darkness, for example), use only the highest miss chance.

Darkness: Areas of shadow, moonlight or starlight, or even total darkness can provide one-half, nine-tenths or total concealment, depending on how much light there is.

Units with darkvision ignore concealment provided by darkness, assuming that the target is within the range of their darkvision. If the unit's darkvision range is not an even multiple of 50 feet, round down to the next-lowest multiple of 50 feet. A unit with darkvision can always see enemies in melee contact with it unless (except when the darkness is magical and negates darkvision).

Units with low-light vision can treat near-total darkness as shadows and can treat shadows as no darkness.

Fog: Anything suspended in the air or falling through the air can be treated as fog; mist, smoke, vapor, snow or even rain (whether natural or magical) can obscure vision, providing one-quarter, one-half or total concealment depending on thickness. Neither darkvision nor low-light vision provides any benefit against such concealment.

Foliage: Thick foliage or undergrowth can provide one-quarter or three-quarters concealment. Neither darkvision nor low-light vision provides any benefit against such concealment.

Invisibility: Invisibility provides total concealment, though opponents may still make Spot checks to note the location of an invisible unit or individual.

Table 3–11: Concealment

Concealment	Example	Miss Chance*
One-quarter	Light fog; light foliage**	1–2
One-half	*Blur* spell, shadows, dense fog†, dense foliage‡	1–4
Three-quarters	Dense foliage‡	1–6
Nine-tenths	Near-total darkness	1–8
Total	Invisibility, attacker blind, total darkness, dense fog†	1–10§

* Roll 1d20 to confirm each hit; the roll must be higher than the numbers shown or the attack misses.
** Light fog or light foliage provides no concealment to units or individuals in melee contact with each other.
† Dense fog provides three-quarters concealment to units or individuals in melee contact with each other and total concealment to units or individuals not in melee contact.
‡ Dense foliage provides one-half concealment to units or individuals in melee contact with each other and three-quarters concealment to units or individuals not in melee contact.
§ Units or individuals with total concealment are effectively invisible and enemies attacking them must correctly guess what squares they are in to have any chance of successfully attacking them.

Unusual Attacks

This section covers certain types of combat that require additional rules. See the Kinds of Orders section, above, for other unusual attack actions.

Cavalry Units and Mounted Combat

Any unit of creatures that rides into battle on mounts is a cavalry unit. A cavalry functions like a mixed unit, except as noted below.

Number of creatures: A cavalry unit consists of a number of riders and their mounts.

Attacks: Riders and mounts in a cavalry unit have their own attack bonuses. When a cavalry unit attacks, the riders and mounts each attack separately.

In mixed cavalry units, use the average attack bonus for the riders and the average attack bonus for the mounts.

Armor Class: Use the average Armor Class of the riders and mounts. If the mounts are noncombatants, use only the riders' Armor Class.

Hit Points: Riders and mounts in a cavalry unit have their own hit points. A cavalry unit's damage factors are arranged in pairs, showing one mount and one rider. In each pair, list the creature with the most damage factors first.

If the mounts are noncombatants, the riders must take all damage from melee or ranged attacks.

Height: Use the mounts' height. If mounts are size Large or bigger, use the "tall" height for the mount's size category.

Speed: Use the mounts' speed.

Space and Reach: Use the mounts' space. Use either the riders' or the mounts' reach, whichever is longer. Do not use the mounts' reach, however, if the mounts are noncombatants.

Special Attacks: A cavalry unit has whatever special attacks the riders and mounts in it have. The riders and mounts use their special attacks separately.

Special Qualities: A cavalry units has whatever special qualities the riders and mounts in it have. The riders and mounts use their special qualities separately.

Saving Throws: Riders and mounts in a cavalry unit have their own saving throw bonuses. When a cavalry unit saves, the riders and mounts each save separately. In some special cavalry units the mounts can use the riders' saving throws if they are better than their own.

In mixed cavalry units, use the average saving throw bonuses for the riders and the average saving throw bonuses for the mounts.

Abilities and Skills: Riders and mounts in a cavalry unit have their own ability and skill scores. When a cavalry unit makes an ability or skill check, it uses either the riders' or the mounts' abilities or skills, whichever is better for the unit.

Special Attacks: A cavalry unit has whatever feats the riders and mounts in it have. The riders and mounts use their feats separately.

Mounts for Cavalry Units

Creatures can serve as mounts for a cavalry unit if they are at least one size category larger than their riders. All mounts require at least some training to carry riders, see the Handle Animal skill description in the *Player's Handbook*.

Fighting Mounts: Mounts with Intelligence scores of 3 or better can fight along with their riders in a battle, which allows the unit to pack a double punch. Mounts with Intelligence scores of 2 or less generally do not fight along with the riders unless they are carnivores (such as riding dogs) or trained especially for war (such as warhorses and warponies).

Fighting mounts are treated as members of the unit, and they absorb hits from melee or ranged attacks just like any other members of the unit. When a cavalry unit is subject to an area attack, such as an area spell, use the mounts' size to determining how many unit members are affected. When an area attack affects a mount, it affects its rider, too.

Nonfighting Mounts: Mounts with Intelligence scores of 2 or lower that are not carnivores or specially trained for war merely carry their riders around the battlefield, and their riders usually dismount before entering combat.

Nonfighting mounts are treated as equipment. They do not absorb melee or ranged hits. If it ever become important to track causalities among a unit's nonfighting mounts, assume that the mounts suffer about one-quarter as much melee or ranged damage as their riders suffer. Treat nonfighting mounts as fighting mounts when area attacks strike the unit.

Riders for Cavalry Units

To serve as a rider in a cavalry unit, a creature must have at least a +3 bonus on Ride checks: 3 ranks of the Ride skill, a +3 Dexterity bonus, or some combination of the two that adds up to +3.

Mounted Unit Combat

A cavalry unit moves as single entity using the mounts' speed, and any move action the riders or the mounts use counts as move action for the whole unit (except for ranged attacks the riders might make or spells they might cast).

Controlling Combatant Mounts: The riders in a cavalry unit need not make Ride checks to control and fight with their mounts.

Controlling Noncombatant Mounts: When a cavalry unit equipped with noncombatant mounts begins its turn in melee contact with an enemy unit, or with an enemy individual at least two size categories larger than their mounts, the riders must make DC 20 Ride checks to control their mounts. Make one check for the unit using the average Ride bonus for the riders. If the check succeeds, the riders use a move action to control their mounts and can take another move action or a standard action this round.

If the check fails, the riders use a double action to control their mounts and can take no other action except to adjust position.

When cavalry unit equipped with noncombatant mounts comes into melee contact with an enemy unit, or with an enemy individual at least two size categories larger than their mounts, the riders also must use DC 20 Ride checks to control their mounts. If the check succeeds, the riders can complete the round normally. If the check fails, the rider's turn ends and the riders can take



no further actions until their next turn, nor can the riders make attacks of opportunity before their next turn.

Mounted Melee Combat: Cavalry units in melee combat gain a +1 attack bonus in melee against opponents on foot, provided those opponents are at least one size category smaller than the unit's mounts.

A cavalry unit equipped with lances deals double damage if it charges. Roll normally on Table 3–3: Unit Combat and double the number of hits scored.

Charging cavalry units also gain benefits to their morale checks.

Mounted Ranged Combat: Riders in a cavalry unit can make a normal ranged attack as a standard action when the unit moves (provided the riders are on their mounts).

If a cavalry unit makes a double move, riders on their mounts can still make a single ranged attack at a –4 penalty. If a cavalry unit runs, riders on their mounts can still make a single ranged attack at a –8 penalty. In either case, the riders make their attacks when the unit has completed half its move.

Casting Spells while Mounted: Riders in cavalry units can cast spells normally if the unit makes a single move.

Riders in cavalry units can cast spells when the unit makes a double move by making a Concentration check (DC 10 + spell level). Use the average Concentration bonus of the unit. If the unit fails the check, the spells are lost.

Riders also can cast spells while their mounts are running by making Concentration checks as noted above, except that the DC is higher (DC 15 + spell level).

Eliminating Riders or Mounts: Riders and mounts are eliminated normally from cavalry units. Mounts that lose their riders are assumed to keep pace with the rest of the unit. Riders that lose their mounts are assumed to hitch a ride with their compatriots.

Sneak Attacks

Sneak attacks work on the battlefield in much the same way they work in individual combat. A combatant must be caught flat-footed, flanked or denied her Dexterity bonus to Armor Class against the attacker's melee attacks. Ranged sneak attacks are possible only when the attacker is in melee contact with the defender.

A combatant making a sneak attack against a unit deals an extra damage factor per die of sneak attack damage, provided the attack deals at least one damage factor on its own.

Morale

Units in a battle can function only as long as their collective self-confidence holds up. When a single creature's courage fails, it may soldier on, its spirits buoyed up by the presence of its comrades. As a unit suffers casualties, however, more and more creatures in it are likely to lose heart, and there are fewer stalwarts left to keep the unit in action.

When To Check Morale

A unit checks morale whenever any of the following circumstances arise:

- The unit suffers damage in combat or from a spell. Make one check for each enemy that damages the unit. Record all the damage from a particular enemy before making the check.
- The unit is the subject of a charge attack from a unit of creatures at least one size category bigger than the creatures in the unit, or from an individual at least two size categories bigger than the creatures in the unit. Make one check immediately, just before the charging foe makes melee contact.
- Any commander assigned to the unit is killed or rendered unconscious (including hero commanders serving with the unit, the subcommander in charge of the unit and the commander-in-chief of the unit's division). The check is necessary only when the commander is killed or rendered unconscious within the unit's line of sight. Make one check when the unit is first activated after the commander is killed or rendered unconscious.
- The unit is routing when it is activated. Make one check when the unit is activated.

Commanders and Heroes: Commanders and heroes do not check morale. A hero, however, might need to make an opposed morale check from

time to time. To make an opposed morale check, a hero rolls 1d20 and add his Hit Dice plus his Charisma modifier (not Wisdom as a unit does).

Units That Do Not Check Morale: Units containing creatures that have no Intelligence scores, and units that contain creatures that are immune to fear effects or to mind-affecting effects (such as undead) do not check morale. These units, however, might need to make opposed morale checks from time to time. To make an opposed morale check, these units roll 1d20 and add their Hit Dice plus their average Charisma modifier.

How To Check Morale

Each unit has a morale bonus. A unit checks morale by rolling 1d20 and adding its morale bonus.

Most morale checks are opposed checks, but some have set DCs. All morale checks are subject to the modifiers shown in the Table 3–12: Morale Modifiers.

Table 3–12: Morale Modifiers

Circumstance	Modifier
Any commander or hero with the unit*	+1
Each creature eliminated from the unit	–1
Unit on higher ground**	+1
Unit charging	+1
Unit set vs. charge	+2

* Apply the bonus once, no matter how many commanders or heroes are with the unit.
* Applies when the unit is involved in melee combat and is at a higher elevation than all foes in melee contact with it.

Morale Check DCs

The DC for a morale check depends on why the unit must check morale, as noted in the following sections.

Damage in Combat or From a Spell

The combatants make opposed morale checks. If the unit that suffered the damage loses the opposed check, it suffers consequences depending on how badly it lost, according to the Losing an Opposed Morale Check table (see sidebar).

When a single foe makes multiple attacks against the unit, resolve all the attacks before checking morale. When multiple foes attack the unit, make a morale check after each foe's attack or attacks.

Subject of a Charge Attack

When a unit is subjected to a charge attack from a unit of creatures at least one size category bigger than the creatures in the unit, or from an individual at least two size categories bigger than the creatures in the unit, the defending unit makes a morale check exactly as though it had taken damage from the charging enemy, with the same consequences if the check fails. The check is made immediately before the charging unit makes melee contact.

If a failed check forces the defender to move back, the charging unit can pursue (at the controlling player's option) the defender, provided it has not already moved more than twice its speed this turn. If the charging enemy has enough movement to make melee contact with the defender, the defender must check morale again, and the process repeats itself until the defender stands firm or attacker does not pursue.

Unit Routing

A unit that routed during a previous turn must check morale immediately upon being activated. The morale check DC is 15.

If the check succeeds, the unit rallies (recovers from the rout) as a move action, and can take another move action or a standard action to finish its turn.

If the check fails, the unit must rout a double move once again, moving directly away from the enemy that originally caused the rout if that enemy is still in the unit's line of sight, or directly away from the nearest enemy unit in its line of sight if the enemy that caused the rout is not visible. If no enemy unit is in line of sight, the unit moves toward the nearest point on its baseline.

If a routing unit reaches its baseline, it continues moving and leaves the battlefield, and it cannot return to the battle.

Losing an Opposed Morale Check

Winner's Morale Check Is...	Consequence To Loser
Higher than the enemy's, but not twice the enemy's	Fall back, +50 feet
At least twice the enemy's, but not three times the enemy's	Fall back, then one move
Three times the enemy's or more a double move	Fall back, then rout

Fall Back, +50 Feet: The unit adjusts position directly away from the enemy.

If facing the enemy across the side of a square, the loser moves straight back across the opposite side of the square. If facing the enemy across the corner of a square, the loser moves diagonally back across the opposite corner. In either case, the unit then moves another 50 feet away from the enemy.

If the unit cannot stop in the space it reaches after moving back, it must continue moving away from the enemy until it reaches a space where it can stop.

If the adjustment and extra 50 feet of movement take the loser through a space that is impassible to it, the loser must instead move away from the enemy along a path that takes it away from the enemy unit without ever bringing it closer to the enemy. If such a path isn't available, the loser moves as far as it can and stops. It immediately loses one creature (a wounded creature if it has one).

Fall Back, Then One Move: The unit adjusts position directly away from the enemy as noted in the previous section. It then moves its speed directly away from enemy. The loser must use the path that takes it as far as possible from the enemy. It can maneuver around terrain or impassable space, but it cannot move back toward the enemy when so maneuvering.

Fall Back, Then Rout a Double Move: The unit adjusts position directly away from the enemy as noted in the previous section. It then moves twice its speed directly away from enemy, as noted in the previous section.

The unit is routing (see Routing, below).

Commanders and Heroes: A commander with a unit that falls back or routs must fall back or rout along with the unit.

A hero commander with the unit can stay behind in the space the unit left if she likes. If the unit occupied more than one space, the hero can remain behind in any square the unit formerly occupied.

Limits On Routing Units: Until it rallies, a routing unit suffers from the panicked condition (though creatures in the unit do not drop what they carry).

A routing unit cannot attack, cast spells, use special attacks, provide a flanking bonus to an ally or do anything else that a panicked creature cannot do.

Enemies that attack a routing unit gain a +2 attack bonus, and the routing unit loses any Dexterity bonus to Armor Class.

A commander that has routed along with a unit also is routing, and cannot take any action except to order the unit to rally (or assist with such an order). If the unit fails to rally, the commander again routs along with the unit and cannot take any other actions during the round.

A hero commander with a routing unit can opt to leave the unit when it is activated. If the hero does not leave the unit, the hero must move along with the routing unit, spending a double action to do so; the hero cannot take any further actions this round except to order the unit to rally (or assist with such an order).

Terrain and Obstacles

Features of the battlefield, such as trees, gullies, streams and hills can affect both movement and combat.

Terrain Characteristics

Many kinds of terrain affect movement or combat in similar always, and these are discussed here.

Barriers

A barrier is a battlefield feature that is fairly tall, but so narrow that its significance to a battle depends entirely on how far the thing sticks up above the ground (for example, walls or hedgerows).

Barriers have the same height categories as other features, but their height affects movement and combat differently.

Negligible Height: When a barrier is two or more categories shorter than a combatant, the barrier's height is negligible and it has no effect on the combatant's movement or combat.

Low Barrier: When a barrier is one category shorter than a unit or individual, the barrier is low.

A combatant adjacent to a low barrier might gain cover from the barrier.

When a combatant enters a square that contains a low barrier, it can cross the barrier by paying an extra square of movement to climb on top of it. Once on top, it can continue moving or stop on the feature. A unit has a –2 penalty on attack rolls and to Armor Class while it remains atop a low feature. Combatants with climb speeds can move onto low barriers at no extra movement cost.

A unit on top of a low barrier cannot claim cover from the barrier, but neither can any enemy the unit atop the barrier attacks.

High Barrier: When a barrier is the same height or taller than a unit or individual, the barrier is high.

A high barrier provides total cover and blocks both line of sight and line of effect for a combatant whether the combatant is adjacent to it or not.

Combatants cannot cross high barriers unless they have climb speeds or make Climb checks; see Climbing.

Reaching Over Barriers in Combat: Because a barrier is treated as negligible, low or high depending on how tall it is compared to a unit or individual, it's possible that two combatants on opposite sides of the feature might treat the feature's height differently.

A taller unit or individual may be able to look or reach over a barrier lower than itself if it is adjacent to the feature. Refer to the table below to determine what effects the barrier has on combat between the two units or individuals.

When the taller creature is not adjacent to the barrier, use the barrier height for the smaller unit or creature.

Barrier Height For Adjacent Taller Foe	Barrier Height for Shorter Foe		
	Negligible	Low	High
Negligible	Negligible	—	—
Low	Negligible	Negligible	—
High	Low	Low	High

Blocked Line of Effect

Features that block line of effect usually are tall and solid, but not always opaque. It's possible to have line of sight through something, but not line of effect, and vice versa.

Line of Effect and Attacks: When a unit does not have line of effect to something, it cannot attack that thing. Nor can it use most spells against that thing.

Blocked Line of Sight

Features can block line of sight (see sidebar) if they are opaque and if they are sufficiently tall. In some cases, a feature only blocks line of sight when it fills several squares between two combatants. Any feature that provides total concealment blocks line of sight.

Two combatants have line of sight to each other when a straight line can be drawn between any part of the attacker's space and any part of the defender's space. If at least one such line is unobstructed, the units have line of sight to each other. If no such unobstructed line exists, the attacker and defender don't have line of sight to one another.

Line of Sight and Melee Attacks: A unit can make a melee attack against an enemy to which it does not have line of sight, but it suffers the miss chance for total concealment.

Line of Sight and Ranged Attacks: A unit cannot make a ranged attack against an enemy to which it does not have line of sight unless it receives the order to attack any enemy. A unit that receives this order still suffers the miss chance for total concealment.

An individual can make a ranged attack against an enemy to which she does not have line of sight, provided the individual can deduce which square the enemy occupies. Even then, the individual suffers the miss chance for total concealment.

Line of Sight and Charges: A unit can't charge an enemy to which it does not have line of sight, even if it receives the order to attack any enemy.

An individual can change an enemy to which it does not have line of sight, provided he can deduce which square the enemy occupies. Even then, the individual suffers the miss chance for total concealment.

Cover

Features that provide cover do so because there is some way they can block attacks by stopping or deflecting blows or projectiles.

When A Unit Has Cover: To determine if a unit has cover, draw a straight line from any corner of the attacker's space to any corner of the defender's space; if at least one such line crosses a battlefield feature that provides cover, the defender has cover. If either the attacker or the defender occupies more than 1 square, trace lines from any corner of any square the attacker occupies to any corner of any square the defender occupies.

A unit also has cover if a line drawn as described above passes through another unit made of up creatures the same size category or larger than the creatures in the unit being attacked (but this is soft cover, see below).

An individual has cover when at least one straight line from any corner of the attacker's space to any corner of the square the individual occupies line crosses a battlefield feature that provides cover.

An individual also has cover if a line drawn as described above passes through an unit made of up creatures the same size category or larger than the individual (but this is soft cover, see below).

Effects of Cover: Cover gives the defender a +4 cover bonus to Armor Class. Cover also grants a +2 cover bonus on Reflex saving throws against attacks that must cross the cover.

Soft Cover: Some terrain features are designated as soft cover, which does not give a bonus to Reflex saves. Intervening creatures provide soft cover.

Total Cover: Some barriers provide total cover and block line of effect. Units with total cover cannot be attacked at all.

Elevated

Elevated terrain sticks up over the rest of the battlefield, but unlike other features or barriers, it is big enough and solid enough that combatants can stand on it and move or fight normally. A unit or individual on elevated terrain can look down over the battlefield.

Height: Elevation is marked in units of 5 feet. An elevation blocks line of sight and line of effect when it lies between combatants that are on lower ground, but not when it lies between combatants on higher ground, or when one combatant looks down on an opponent on lower ground.

A combatant on an elevation ignores all barriers, features and other elevations of equal height, when the distance to those features is 10 times the elevation or less. It also ignores features of equal or lower height whenever the elevated combatant is closer to the feature than its opponent is. When features fill more than 1 square, check the distances to each square the feature covers when determining if an elevated combatant can ignore it.

When comparing feature height to an elevation's height, use the height value for the feature's height category.

When a combatant can ignore a feature, that feature has no affect on line of sight or line of effect and does not provide cover.

Two combatants on equal elevations ignore intervening terrain that is lower than they are.

Slopes: When an elevated area is connected to the rest of the battlefield by a slope gentle enough to walk up, a rough shape marking the edge of the elevated area designates the elevated area. This

is called an elevation line. Everything outside the shape is at normal elevation, and everything inside is 5 feet higher.

Any combatant that has any part of its space on an elevation line is at that elevation. If two or more elevation lines rune through the space a combatant occupies, that combatant is at the highest elevation.

Moving from a lower elevation to a higher one is hard going, no matter how many elevation lines a combatant crosses.

Precipices: A sheer drop-off or slope too steep to walk up is marked in a manner similar to a slope and works the same way, except that it must be climbed; see Climbing. A combatant cannot stop on a precipice unless it is climbing that precipice.

Feature Height

Some features rise far enough above the surrounding terrain to affect combat by providing cover or blocking line of sight.

Because most features don't have completely uniform height above the surrounding terrain (any more than creatures do), they use same categories for height as creatures use for size: Fine, Diminutive, Tiny, Small, Medium, Large, Huge, Gargantuan and Colossal. To determine a feature's effect on combat, compare the feature's height category to the creature's size category (use the next-smaller size category for "long" creatures).

Negligible Height: When a feature is two or more categories shorter than a unit or individual, the feature's height is negligible and it has no effect on the unit's or individual's combat.

Low Feature: When a feature is one category shorter than a unit or individual, the feature is low.

A combatant adjacent to a low feature or it its square might gain cover from the feature.

High Features: When a feature is the same height or taller than a unit or individual, the feature is high.

A high feature provides total cover and blocks both line of sight and line of effect for a combatant even when the combatant is not in its square or adjacent to it.

Kneeling or Prone Creatures: Treat a kneeling creature as one size category smaller when determining a feature's relative height. Treat a prone creature as two sizes smaller.

Hard Going

Some features just don't allow combatants to move through or over them at their best speed. The surface might prove very rough or slippery, or the feature might impede movement in some other fashion. Perhaps the ground is very soft, so that combatants sink into it, or perhaps combatants must push through something before they can actually go anywhere.

Any square containing hard going costs 2 squares worth of movement to enter, or 4 squares for diagonal movement.

Sometimes, a square might contain two or more kinds of hard going. In these cases, add up the costs.

Hard going prevents charging or running.

Impassable

Some kinds of terrain are impassable. Combatants cannot cross or enter impassable terrain.

Terrain and Nonstandard Movement

Some combatants can cross or enter terrain that others find impassible by climbing, jumping or swimming. Any combatant with a land speed can attempt one of these modes of movement by making the appropriate skill check. Some combatants have climb or swim speeds, which allows them to climb or swim without making checks (at least in most cases). Other combatants have burrowing or flying speeds, which allow them to bypass almost any terrain feature.

Climbing: Combatants that have climb speeds can scale high barriers and precipices as part of their normal movement. To determine how much movement the combatant spends climbing, use the rule for multiple modes of movement. A combatant must always expend at least 50 feet of movement to climb any high feature.

Unlike combatants using the Climb skill, combatants using their climb speeds have their hands free and can use shields; they also retain any Dexterity bonuses to Armor Class.

Combatants that do not have climb speeds can also scale high barriers and precipices. The combatant must stop at the base of the feature. If the combatant was able to reach the barrier or precipice by moving its speed or less, it can use another move action to scale the barrier or precipice using the Climb skill.

Anyone using the Climb skill climbs at one-quarter land speed, or one-half land speed if making an accelerated climb (see *Player's Handbook*, Chapter 4: Skills, "Skill Descriptions, *Climb*). The climber must make a successful Climb check to make any progress up the feature at all. A check that fails by 5 or more causes the climber to fall from whatever height the climber had attained before the failed check (which is 0 feet for an initial attempt to scale a feature). A failed check uses up a move action.

With a successful Climb check, the combatant moves up the feature at its effective climbing speed, but scaling any high feature uses up at least 50 feet of movement.

When applying the minimum move for any climb, first calculate the rate of climbing.

A combatant equipped with pitons (see *Player's Handbook*, Chapter 4: Skills, "Skill Descriptions, *Climb*) can drive pitons as a free action while climbing.

To complete any climb, the climber must move off the feature being climbed by leaving the square that contains the feature. A combatant can stop on the feature, but it ends its move climbing; if the combatant does not have a climb speed, it loses any Dexterity bonus to Armor Class and loses any shield bonus; it also can use only one hand to fight.

If the combatant takes any damage before it can complete the climb it might fall, as noted in the *Player's Handbook*. If a combatant ends its move climbing and the vertical distance remaining is less than twice its height, it can finish the climb on its next move as a free action, but must make a successful Climb check to do so (unless it has a Climb speed, in which case no climb check is necessary).

Important Terms for Unit Combat

Base Line: The edge of the battlefield from which a division originally enters.

Battle Round: The basic unit of time in unit combat, equal to 1 minute.

Command Check: A special check commanders use to control their troops on the battlefield or to check for division initiative.

Commander: An individual who directs troops on a battlefield.

Commander-in-Chief: The commander in charge of an entire division of troops, able to give orders only to the troops in that division.

Damage Factor: The basic measure of a unit's ability to withstand damage in combat (equal to 5 hit points).

Division: A group of allied troops that share the same base line, commander-in-chief and rendezvous point.

Hero Commander: A PC or NPC assigned to a single unit or to a small number of units in the same division.

Homogenous Unit: A unit in which all troops are identical.

Mixed Unit: A unit composed of multiple kinds of creatures or of creatures with differing equipment and spells.

Morale Check: A special check that a unit makes to avoid fleeing when it takes damage.

Orders: Special directions a commander gives to a unit for actions it could not normally attempt.

Rendezvous Point: A prearranged place on the battlefield where troops in a division go when unsure of what else to do.

Subcommander: A commander assigned to a portion of troops in a division and who gives orders only to that portion.

When a unit makes a Climb check, make one check using the average Climb bonus for the unit. The whole unit succeeds or fails the check together.

Jumping: Most features big enough to show up on a battlefield are too big for broad jumping, but it is possible to place a fairly narrow gap (10 feet wide or less) within a square. The gap makes the square impassable to combatants who cannot bridge or jump the gap somehow.

For high jumps, use the same rules as for climbing, except that the unit makes a Jump check instead of a Climb check. A unit that has completed a high jump remains balanced atop the feature it jumped until it moves out of the square containing the feature, and it is treated as a climbing unit (see previous subsection) until it does so.

When a unit makes a Jump check, make one check using the average Jump bonus for the unit. The whole unit succeeds or fails the check together. Jumping in unit combat uses the same general rules as in individual combat, expect that when a unit fails a jump check for a broad jump, the unit does not fall into the feature it was trying to jump. Any failed Jump check uses up a move action and leaves the unit prone in the space from which it was trying to jump.

Because of the ground scale for unit combat, any combatant can make a running jump in a square, provided that square does not contain hard going.

Flying: Combatants with fly speeds can ignore most terrain features simply by flying over them. A flyer gains all the benefits of elevation according to its altitude.

A flyer's movements are limited by its maneuverability (see *DMG*, Chapter 2: Adjudicating Play, "More Movement Rules," *Moving in Three Dimensions*). A unit of flyers pivots at its center when turning in the air.

Battlefield Magic

Magic often proves so potent that it can decide a battle all by itself. A force that takes to the field with superior magic can expect to win, and usually does, provided it employs its magical resources effectively.

This section covers the general rules for using spells and other magical effects with the earlier rules for unit combat. Except where noted in this section, battlefield magic follows all the rules laid down in *Player's Handbook* Chapter 10: Magic.

Concentration

Spellcasters on a battlefield must concentrate to cast their spells. The same things that disrupt concentration in individual combat disrupt spells on the battlefield, though certain details change when units of spellcasters are involved.

Damage: When a unit takes damage while casting a spell, the unit must make a Concentration check against DC 15 + the spell's level + the number of hits the unit suffered. When an individual takes damage while casting a spell, the DC is 10 the spell's level + the amount of damage taken.

In either case, if the combatant fails the check, the spell is lost, just as though it had been cast without effect.

In unit combat, the interrupting event strikes during spellcasting if it comes between the time the unit starts and completes a spell (for a spell with a casting time of 1 battle round or more) or if it comes in response to casting the spell, such as a readied attack made to disrupt the spell.

When a unit is taking continuous damage, such as from a steam field, only half the damage is considered to take place during spellcasting. As always, round down. The minimum Concentration check DC for a unit taking continuous damage is 15.

Spell: When a unit is affected by a spell while attempting to cast a spell of its own, the combatant must make a Concentration check or lose the spell.

Damaging Spell: If the spell affecting the spellcasting combatant deals damage, the DC for the Concentration check is as noted in the previous subsection.

When a damaging spell affects a whole unit, the whole unit makes a Concentration check and the every spellcaster in the unit loses the spell if the check fails.

When a damaging spell affects only some creatures in a unit, only those creatures must make



Concentration checks and only those creatures risk losing their spells.

Non-damaging Spell: If the spell deals no damage but distracts a spellcaster in some other way, the Concentration check DC for a spellcasting unit or individual is equal to the spell's saving throw DC + the level of the spell being cast. For spells with no saving throw, use saving throw DC that the spell would have if it did allow a saving throw.

Counterspells

Counterspells are possible on the battlefield. One spellcasting unit can attempt a counterspell against another spellcasting unit, and a spellcasting individual can attempt a counterspell against another individual spellcaster.

A spellcasting unit can attempt a counterspell against an individual, but that's overkill — it only takes one creature to counter another creature's spell.

An individual spellcaster can attempt a counterspell against a unit, but a successful counterspell negates only one of the unit's spells.

An individual spellcaster that has joined a unit is not subject to counterspell attempts from foes, just as the individual cannot be targeted by enemy spells.

Spell Descriptions

Most elements of a spell description remain unchanged in unit combat. The unit ground scale of 1 square = 50 feet often requires some adjustments, however, as does the 1-minute battle round.

Range

As in individual combat, a spell's range indicates how far from the caster it can reach, as defined on the Range line of the spell description. A spell's range is the maximum distance

from the caster that the spell's effect can occur, as well as the maximum distance at which the caster can designate the spell's point of origin. If any portion of the spell's area would extend beyond the range, that area is wasted.

Determine the range between a spellcaster and place where a spell is aimed the same way you determine the range for ranged attack.

Standard ranges for spells are shown below. These are the same range categories given in the *Player's Handbook*, but they have been altered somewhat to better fit the ground scale for unit combat.

Personal: The spell affects only the spellcaster.

Touch: The caster must touch a creature or object to affect it. The spell recipient must be in the caster's square, or in an adjacent square and in melee contact with the caster or with the caster's unit.

Close: Regardless of the caster's level, a close-range spell can be aimed into the caster's square or any square adjacent to the caster's square.

Medium: The spell has a battlefield range of 2 squares + 1 square at caster level 5, and 1 extra square for every 5 caster levels beyond 5th.

Long: The spell has a battlefield range of 8 squares, plus 1 square per caster level.

Unlimited: The spell reaches anywhere on the same plane of existence.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet. A spell with a range of 0 feet is limited to the caster's square. Round any range expressed in feet down to the nearest multiple of 50 feet; if the range is less than 50 feet, the spell is limited to the caster's square, or to foes in melee contact with the caster.

Aiming a Spell in Unit Combat

Spellcasters and other wielders of magic on a battlefield must make the same choices about whom their magic is to affect or where their effects are to originate as other magic users. The ground scale for unit combat and the presence of units made up of multiple creatures often affects how effects can be aimed.

How Spells are Aimed

The caster's options for aiming a spell depend on whether the spell has a Target, Effect or Area entry at the beginning of its description.

Target or Targets: A spell with a target entry is aimed directly at creatures or objects. When cast on a unit, the magic affects one or more creatures in the unit, as noted in the description for the spell. Unless noted otherwise in this section, the spell affects the most wounded creature in the unit first.

Targeted spells that deal damage to units do so just like ranged or melee attacks; they damage a single creature in the unit, either wounding it or killing it. If the spell deals more damage than needed to kill the first creature, any excess damage goes to the next creature. A targeted spell that affects only one target can affect only one creature in a unit, no matter how much damage it deals.

Targeted spells that don't deal damage generally don't affect units unless the majority of creatures in the unit receive the spell.

Individuals that have joined units are indistinguishable from the creatures in the unit, and cannot be singled out for targeted spells.

Effect: When a spell has an effect entry, the thing the spell summons or creates must be placed on the battlefield somewhere. In most cases, the caster simply chooses a square somewhere within the spell's range. The effect appears in the selected square and then operates normally — subject to the constraints of the time and ground scales for unit combat.

Ray: Some effects are rays. Using a ray requires a ranged attack roll, though typically a ranged touch attack rather than a normal ranged attack.

A single ray affects only one subject, though some spells produce multiple rays.

Spread: These effects work just like spreads for area spells; see below.

Area: Many area spells cover areas small enough to fit inside a square, and must be aimed at some point within a square — not at a grid intersection as in individual combat. The point of aim can be the center of the square or some readily identifiable place in the square, such as a terrain feature

Table 3–13: Spell Areas

Area Covered*	Squares	Example Spell
Bursts		
5-ft. radius	none	*faerie fire*
10-ft. radius	1/2 (or 1 square in melee contact)	*sleep*
20-ft. radius	1	*chaos hammer*
40-ft. radius	4	*circle of death*
80-ft. radius	16	*sunburst*

Burst: The spell bursts from the point of aim affecting whatever it catches in its radius (usually everything in the square). The burst itself is instantaneous, but the spell's effects may last awhile.

A high barrier in the square blocks the burst, but the burst still has its normal effects on its side of the barrier. A low barrier in the square gives a Reflex save bonus to combatants that can claim cover from it, but the burst still has its normal effects on its side of the barrier.

5-ft. radius burst: Spells with areas this small function like targeted spells in unit combat. The caster can choose 400 Fine, 100 Diminutive, 16 Tiny, 4 Small or Medium, or 1 Larger or bigger target. All the targets must be in the same square.

10-ft. radius burst: These spells can cover half a square, or the equivalent of an entire square if directed at an enemy unit that is in melee contact with a foe.

20- ft. radius burst: Many damaging spells have areas this size. The burst effectively fills a square.

40-ft. radius burst: The center of the burst is aimed at the corner of 1 square, and the burst fills the 4 squares around that point.

80-ft. radius burst: The center of the burst is aimed at the corner of 1 square, and the burst fills an area 4 squares long and 4 squares wide, centered on that point (16 squares in all).

Area Covered*	Squares	Example Spell
Cones		
15-ft.	1/2 (or 1 square in melee contact)	*burning hands*
30-ft.	2 squares	*crushing despair*
60-ft.	3 squares	*cone of cold*
Long-range	varies	*detect animals or plants*

Cone: A cone works like a burst, with the caster as the point of origin for the spell.

15-ft. cone: This fairly small cone fans out and covers half a square adjacent to the caster, or half the caster's own square.

If directed at an enemy unit that is in melee contact with the caster, the cone covers the equivalent of an entire square.

30-ft. cone: This cone fans out and covers 2 squares, both of which must be adjacent to the caster's square and they both must share one common side. The caster also can affect his own square (the caster and any allies in his square are not affected), plus one adjacent square.

60-ft. cone: The cone covers 3 squares that share a common corner with 1 corner of the caster's square, or the caster's square and 2 adjacent squares, as described for a 30-ft. cone. When the caster affects his own square, the caster and any allies in his square are not affected.

Many spells with this kind of area are divination spells that reveal increasing amounts of information about the area, depending on how long the caster studies the area. (See *Player's Handbook*, Chapter 10: Magic, "Spell Description," *School*, Divination).

Long-range cone: The caster chooses any corner of her square. The cone extends in a quarter-circle from that corner.

Table 3–13: Spell Areas (Continued)

Area Covered*	Squares	Example Spell
Creatures		
All allies and foes within a 40-ft. radius burst	4	*prayer*
All allies within 50 ft.	4	*bless*
All enemies within 50 ft.	4	*bane*
Creatures no more than 30 ft. apart	1	*hypnotism*
Creatures no more than 60 ft. apart	4	*horrid wilting*

Creatures: Some area spells affect creatures directly. Treat these spells just like target spells that can affect multiple targets.

All allies and enemies within 40-ft. radius burst: Pick one corner of the caster's square. All combatants in the 4 squares around that corner are affected.

All allies within 50 ft.: Pick one corner of the caster's square. All allies in the 4 squares around that corner are affected.

All enemies within 50 ft.: Pick one corner of the caster's square. All enemies in the 4 squares around that corner are affected.

Creatures no more than 30 ft. apart: All creatures the spell affects must be in the same square.

Creatures no more than 60 ft. apart: Choose the corner of 1 square; all the creatures the spell affects must be in the 4 squares surrounding that point.

Area Covered*	Squares	Example Spell
Cylinders		
10-ft. radius	1/2 (or 1 square in melee contact)	*flame strike*
20-ft. radius	1	*ice storm*

Cylinder: These spells function like bursts, except that the point of aim lies over a square. A circle forms around the point of aim and the spell shoots down onto the battlefield. Vertical barriers don't block cylinders.

Area Covered*	Squares	Example Spell
Emanations		
5-ft. radius	none	*zone of silence*
10-ft. radius	1/2	*antilife shell*
20-ft. radius	1	*consecrate*
40-ft. radius	4	*detect scrying*
60-ft. radius	9	*deeper darkness*

Emanation: These spells function just like burst spells, except that the spell continues to emanate from the point of aim for the duration of the spell.

10-ft. radius emanation: Most spells with areas such as this are abjuration spells that creature mobile wards around the caster. The caster and possibly some allies fit inside the ward.

Creatures the spell hedges out cannot enter melee contact with anyone inside when they use natural weaponry. They may enter melee contact with the warded creatures if they use reach weapons that provide a reach of at least 15 feet.

The caster cannot enter melee contact with creatures the spell hedges out without ending the spell unless the caster uses a reach weapon that provides a reach of at least 15 feet. The caster breaks the ward if he tries to use his natural reach to attack such creatures.

Table 3–13: Spell Areas (Continued)

An ally inside the ward with the caster cannot remain inside the ward while making melee attacks against creatures the spell hedges out unless the ally uses a reach weapon that provides a reach of at least 15 feet. Unlike the caster, an ally sharing the ward can attack creatures the ward hedges out without breaking the ward or using reach, but she must leave the ward to do so. Once she does so, she cannot return to the ward until it is next activated.

20-ft. radius emanation: Most spells with areas such as this are light or darkness spells that illuminate or darken 1 square. (For more information refer to the spells' descriptions in the *Player's Handbook.*)

40-ft. radius emanation: Most spells with areas such as this are abjuration or divination effects that fill 4 squares.

The center of the emanation is aimed at the corner of 1 square, and the spell fills the 4 squares around that point.

60-ft. radius emanation: Most spells with areas such as this are light or darkness spells that illuminate or darken 9 squares. The spell is aimed at 1 square, which is darkened or illuminated, and all the squares adjacent to that square are likewise darkened or illuminated. (For more information refer to the spells' descriptions in the *Player's Handbook.*)

Area Covered*	Squares	Example Spell
Lines		
All lines	1/2 per 50 ft. of length	*lightning bolt*

Line: A line works like a burst, except that it affects the caster's square and extends into at least 1 square adjacent to the caster's square and possibly to other squares, depending on the length of the line (round down to the nearest multiple of 50 feet, but always at least 1 square). A line affects half the creatures in a square. The line does not affect the caster and her allies in her square.

Area Covered*	Squares	Example Spell
Spreads		
10-ft.	1/2 (or 1 square in melee contact)	*glitterdust*
10-ft. radius	1/2 (or foe in melee contact)	*sound burst*
20-ft. radius	1	*fireball*
40-ft. radius	4	*blasphemy*
80-ft. radius spread	16	*earthquake*

Spread: A spread works like a burst, but it ignores low barriers and high barriers that have gaps in them, such as hedgerows and buildings with windows.

Area Covered*	Squares	Example Spell
Others		
5-ft. cube	none	*detect poison*
10-ft. cubes	varies	*fire storm*
20-ft. cubes	varies	*forcecage*
30-ft. cubes	varies	*hallucinatory terrain*
60-ft. cubes	varies	*forbiddance*
10-ft. square	none	*grease*
20-ft. squares	varies	*spike growth*

*When an area falls between two values on the table, use the lower value.

Table 3–13: Spell Areas (Continued)

Objects: Some area spells affect objects directly. Treat these spells just like target spells that can affect multiple targets.

Others: Some spells have unique areas. Such spells usually simply fill 1 square on the battlefield.

5-ft. cube: Treat a spell with this area as a targeted spell.

10-ft. cubes: A row of 5 10-foot cubes creates a barrier, 10 feet high, across 1 square. It takes 20 10-foot cubes to effectively fill a square.

20-ft. cubes: A single 20-foot cube should be treated like a targeted spell, affecting as many creatures as will fit into half a square.

It takes 2 20-foot cubes to create a barrier across 1 square. It takes 4 20-foot cubes to effectively fill a square.

30-ft. cubes: It takes 1 30-foot cube to create a barrier across 1 square. It takes 2 30-foot cubes to effectively fill a square.

60-ft. cubes: One 60-foot cube fills a square and also affects foes in melee contact with a combatant in the square.

Squares: Spells that affect square areas generally function like cubes, expect that they have no height.

A single 10-foot square should be treated like targeted spell that affects one target.

Sphere: These spells function like bursts.

(S) Shapeable: A shapeable spell area might allow the caster to affect an irregular area or create a barrier with an angle or turn in it.

When a shapeable spell has an area made up of cubes, the caster can stack up the cubes to make the area taller.

or the spot a unit occupies. Very small areas of effect affect less than a whole square, and fairly big areas of effect affect more. Common spell areas and their battlefield conversions are given in Table 3–13: Spell Areas. These conversions are not exact. They assume that creatures in a square are not always evenly distributed throughout the square and that casters usually can aim their spells wherever their foes are the thickest.

A spell with an area more than 100 feet wide usually is aimed at an intersection on the grid, just as in individual combat.

Area Spells vs. Units

When an area spell affects a square containing a unit, the actual number of creatures in the unit affected by the spell depends on the size of the creatures in the unit, as follows:

Damage to Units From Area Spells: When an area spell deals damage to a unit, each creature in the unit takes damage from the spell (or as many of those creatures as the spell can affect, according to Table 3–14: Area Spells vs. Units). Unlike a ranged attack, an area spell could wound several creatures in a unit without killing any of them.

Damage to units is dealt in damage factors, according to the average damage the spell inflicts.

Table 3–14: Area Spells vs. Units

Creature Size	Creatures Per Square*	Creatures Per Half Square**
Fine	1,000	500
Diminutive	250	125
Tiny	40	20
Small	10	5
Medium	10	5
Large (Long)	3	1
Large (Tall)	3	1
Huge (Long)	1	1
Huge (Tall)	1	1
Gargantuan (Long)	1	1
Gargantuan (Tall)	1	1
Colossal (Long)	1	1
Colossal (Tall)	1	1

* Regardless of the number of creatures a square can hold, an area spell only affects units in the square (or squares) the area fills. The number given assumes that creatures are not always evenly distributed throughout a unit's space, and the spellcaster aims the spell wherever the creatures are the thickest.

** For spells that cover only half a square.

Table 3–15: Damage to Units from Spells

Spell Damage*	Damage Factors**	Spell Damage*	Damage Factors**
2d6	1	2d8	1
3d6	2	3d8	2
4d6	2	4d8	3
5d6	3	5d8	4
6d6	4	6d8	5
7d6	4	7d8	6
8d6	5	8d8	7
9d6	6	9d8	8
10d6	7	10d8	9
11d6	7	11d8	9
12d6	8	12d8	10
13d6	9	13d8	11
14d6	9	14d8	12
15d6	10	15d8	13
16d6	11	16d8	14
17d6	11	17d8	15
18d6	12	18d8	16
19d6	13	19d8	17
20d6	14	20d8	18

* For damage greater than shown on the table, divide the damage into roughly equal parts small enough to be shown on the table and add up the damage factors from those parts.

** Damage dealt to each target that is a member of a unit or each unit member in the area the spell covers.

Common average damage numbers are given in Table 3–15: Damage to Units From Spells.

Duration

A spell's duration remains mostly unchanged in unit combat. Spells that last less than 1 minute default to a minimum duration of 1 battle round.

When a spell lasts 1 minute or more, round the duration down to the nearest full minute.

Saving Throw

Saving throws against spells in unit combat work just as they do in individual combat. When a spell deals only a single damage factor to creatures in units, however, a successful save for half damage negates the single damage factor instead.



APPENDIX ONE: WEAPONS OF WAR



While infantry and cavalry fight in close combat on the battlefield, siege weapons wage war across longer distances. From a half-mile or even greater distances, catapults and trebuchets can drop explosive payloads on their targets with deadly accuracy. Enormous siege crossbows can hurl heavy iron bolts hundreds of feet to penetrate even the thickest armor.

Siege weapons are usually fielded only by armies, which are able to transport and maintain them. Yet on occasion smaller groups such as the infamous Quarvel's Raiders have been known to use siege weapons to support lightning strikes on smaller targets.

Attacking with a Siege Weapon

Siege weapons require multiple people to load and operate, but each always has a commander in charge of determining the final aim and triggering the weapon. The commander of a siege weapon makes all attack rolls, suffering the standard –4 penalty if she doesn't possess the Exotic Weapon Proficiency (siege weapons) feat (see Chapter One: The New Blood).

The purpose of a siege weapon is to hurl its ammunition long distances and do great damage to its targets. Siege weapons aren't designed for close combat, and siege weapon crews are often paired with ground soldiers to defend the large and expensive weapon in melee when enemy troops come too near.

Siege weapons have a minimum firing distance equal to one range increment. Unlike most ranged weapons, cumulative penalties on the attack roll of a character firing a siege weapon begin with the second range increment. Thus, a character firing a siege ballista (with a range increment of 200 feet) at a target 300 feet away suffers no penalty to his attack roll. But if he attacks a target 500 feet away, he incurs a –2 penalty because the target is in the weapon's third range increment.

Conversely, a character attempting to fire a siege weapon at a target in extremely close range suffers a –8 on her attack roll. Any penalties for firing at nearby targets or into close combat still apply as well.

Siege Weapon Qualities

Siege weapons have two special qualities.

Crew: This is the number of people required to operate a siege weapon, including the commander.

Reload: This is how long it takes to reload a siege weapon with new ammunition and prepare it to fire another shot. This is measured in rounds.

Ballistae

Based on the same mechanical principles as the crossbow but on a larger scale, ballistae are siege weapons that hurl stones or metal projectiles directly toward their targets. They were first built by the night elves, but the forces of both the Alliance and the Horde have developed ballistae of their own design.

After cranking back lever arms held tight in skeins of leather or sinew, the crew loads a projectile into the ballista's central track. When the trigger is released, the stored tension in the skeins of the ballista propels the projectile downrange at incredible speed.

The standard ammunition for a ballista is stones and rocks gathered on or near the battlefield. Of course, between battles the members of most ballista crews are often on the watch for projectiles with the "right shape" or the "perfect weight" for their weapon. Some armies provide their ballistae crews with rough-forged iron spheres whose greater weight and decreased likelihood of shattering allows them to do greater damage. A very few ballista crews use expensive iron bolts with custom-shaped leather flights that can penetrate armor or structures.

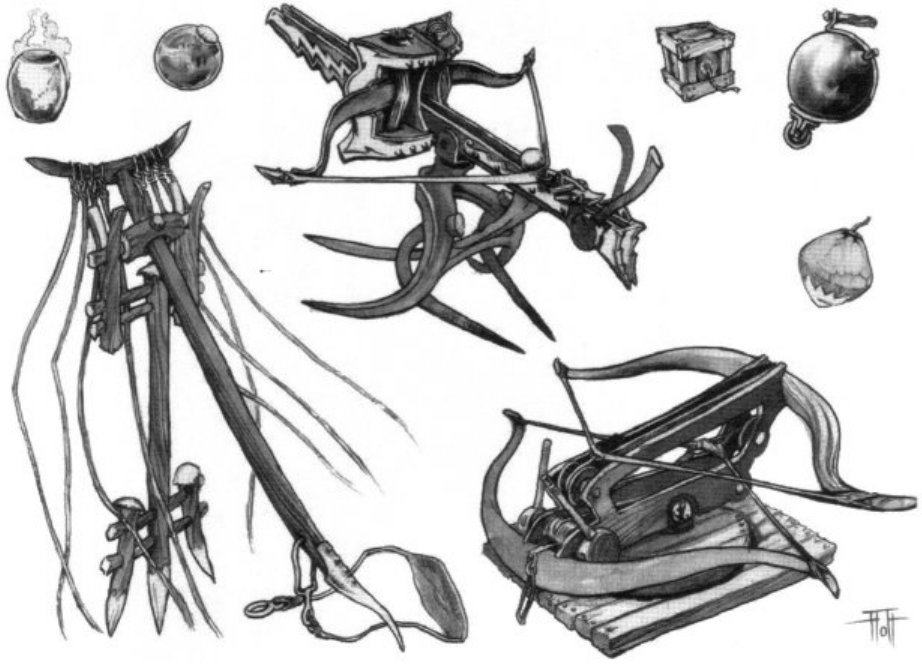
Currently, three types of ballistae are commonly seen on the battlefields of Azeroth.

Field Ballista: A field ballista can be used by a small, 2-man crew and is usually directed toward less-fortified secondary targets such as mid-field entrenchments. Typically, a field ballista crew travels on 2 mounts, one pulling the collapsed field ballista like a travois while the other carries a supply of projectiles.

Crew Ballista: Crew ballistae are larger, steel-framed versions of the field ballista. The steel frame is sturdier than wood, and metal housings

Table 4–1: Siege Weapons

Siege Weapon	Cost	Dmg	Critical	Crew	Reload	Range	Weight	Type
Ballista, field	200 gp	—	—	2	5	100 ft.	80 lb.	
Stone projectile	—	2d8	19–20/x2	—	—	—	1 lb.	Bludgeoning
Iron projectile	2 gp	2d10	19–20/x2	—	—	—	3 lb.	Bludgeoning
Iron bolt	5 gp	4d8	19–20/x2	—	—	—	2 lb.	Piercing
Ballista, crew	850 gp	—	—	4	10	150 ft.	550 lb.	
Stone projectile	—	3d10	x2	—	—	—	5 lb.	Bludgeoning
Iron projectile	10 gp	3d12	x2	—	—	—	15 lb.	Bludgeoning
Iron bolt	30 gp	4d10	x3	—	—	—	10 lb.	Piercing
Ballista, siege	2,750 gp	—	—	8	25	200 ft.	2,300 lb.	
Stone projectile	—	3d20	x2	—	—	—	50 lb.	Bludgeoning
Iron projectile	45 gp	4d20	x2	—	—	—	90 lb.	Bludgeoning
Iron bolt	60 gp	6d12	x3	—	—	—	70 lb.	Piercing
Catapult, spring	120 gp	—	—	4	7	120 ft.	300 lb.	
Stone projectile	—	3d6	x2	—	—	—	15 lb.	Bludgeoning
Iron projectile	15 gp	2d10	x2	—	—	—	20 lb.	Bludgeoning
Catapult, torsion	600 gp	—	—	6	16	175 ft.	900 lb.	
Stone projectile	—	4d10	x2	—	—	—	40 lb.	Bludgeoning
Iron projectile	40 gp	6d8	x2	—	—	—	60 lb.	Bludgeoning
Catapult, siege	2,200 gp	—	—	12	30	350 ft.	2,000 lb.	
Stone projectile	—	6d12	x2	—	—	—	150 lb.	Bludgeoning
Iron projectile	120 gp	4d20	x3	—	—	—	200 lb.	Bludgeoning
Crossbow, siege	120 gp	—	—	2	4	120 ft.	70 lb.	
Bolt	25 gp	2d8	19–20/x2	—	—	—	10 lb.	Piercing
Crossbow, double siege	250 gp	—	—	4	7	180 ft.	140 lb.	
Bolt	25 gp	2d10	19–20/x2	—	—	—	10 lb.	Piercing
Crossbow, triple siege	400 gp	—	—	6	10	270 ft.	250 lb.	
Bolt	25 gp	2d12	19–20/x2	—	—	—	10 lb.	Piercing
Trebuchet, whirlwind	150 gp	2d10	x2	7	3	150 ft.	600 lb.	Bludgeoning
Trebuchet, tiger	500 gp	3d12	x3	30	10	225 ft.	1,800 lb.	Bludgeoning
Trebuchet, siege	2,500 gp	7d12	x2	20	15	300 ft.	3,000 lb.	Bludgeoning



surrounding the skeins protect them from being damaged by the environment or enemy fire. The four men who wield a crew ballista are divided into 2 "brutes" who crank back the lever arms, the "slot" who loads the bolts into the track, and the "sharp" who aims and triggers the weapon.

Siege Ballista: A terror of the battlefield, the siege ballista can hurl enormous bolts over tremendous distances to penetrate all but the thickest armor. Each arm of a siege ballista is 8 feet in length, and the entire weapon must be mounted on a wheeled cart to be portable — and then anchored into place on the battlefield so that it isn't thrown backward when it is fired.

Catapults and Trebuchets

Catapults and trebuchets use a lever arm to hurl a projectile in an arcing ballistic trajectory toward their target. Yet that simple mechanism is employed in many different manners on the battlefield:

Spring Catapult: A spring catapult lacks the axel used by many similar weapons and instead uses a windlass and pulley system to draw back its flexible lever arm. Once a projectile is mounted in the sling at the end of the arm, the arm is released to hurl the projectile at the target. Spring catapults are easy to construct and are often built from scratch by tinkers and engineers on the battlefield.

Torsion Catapult: The lever arm of a torsion catapult is mounted in an axel made of a twisted skein of leather or sinew. Once winched back into place, the basket on the end of the lever arm is loaded with a projectile that can then be fired downrange.

Siege Catapult: A larger version of the torsion catapult, the siege catapult is made to hurl large payloads far behind the enemy's front lines.

Whirlwind Trebuchet: Whirlwind trebuchets are built around a central support pole with the axel sitting atop it on a pivot. This allows the whirlwind trebuchet to be turned in a wide arc to be quickly aimed at new targets, but it also restricts it to lighter projectiles. The crew of a whirlwind trebuchet is made up of a commander

and 6 "runners" who load the weapon and then pull the ropes on the far end of the lever arm to throw the projectile.

Tiger Trebuchet: The tiger trebuchet was given its nickname by tauren who watched Alliance projectiles tear through their fortifications in the Barrens "like unstoppable savage beasts." The lever arm of a tiger trebuchet is mounted to an axel atop a large triangular frame. After being loaded by a dedicated group of 4 crewmen, more than 25 "runners" pull the trebuchet's cords to fire the weapon. The legs of a tiger trebuchet are commonly set into the earth to give it additional stability, allowing it to fire heavier projectiles that can do tremendous damage.

Siege Trebuchet: The biggest siege weapon seen on the battlefield is the siege trebuchet, an enormous machine standing more than 40 feet tall that can take even experienced crews several hours to assemble. A large, steel-bound box filled with several tons of earth and stones counterweights the massive projectiles thrown by the siege trebuchet, and single shots have been known to punch straight through thick city walls.

Siege Crossbows

Siege crossbows are scaled-up versions of the man-sized weapons, mounted on table-like support structures and designed to throw heavy iron bolts incredible distances. Even the smallest siege crossbow has a bowspan of 9 feet, and requires multiple soldiers to cock and load.

Siege Crossbow: A 2-man crew can operate a siege crossbow, hauling the weapon into position with horses and then anchoring it in place.

Double Siege Crossbow: Double siege crossbows have two bows mounted in opposite directions, with the bowstring threaded around both to increase the distance bolts can be thrown. The Horde has been known to mount double siege crossbows atop kodo, trading a degree of accuracy for mobility.

Triple Siege Crossbow: Triple siege crossbows are so large and difficult to move that they are usually only used for the defense of fortifications. With two forward facing bows and a third opposed, they can hurl bolts with tremendous force. At the Battle of the Violet Citadel, an Alliance crew manning a triple siege crossbow killed an abomination that was almost a half-mile away.

Special Ammunition

Tinkers and inventive siege weapon crews have created many special types of projectiles that can be launched using siege weapons. Some are expensive, and many are temperamental and as dangerous to those using them as their targets, but all have proved themselves effective on the battlefield.

Siege weapon special ammunition is designed to take advantage of timed fuses and the shock of impact in order to detonate properly and disperse its payload. Any attempts to manually detonate siege weapon special ammunition is made as if the ammunition had a Malfunction Rating (MR) of 5, its splash radius is halved, and its direct hit damage is doubled.

Acid Bomb: An acid bomb is a glass sphere filled with caustic acid that splashes over a wide area upon impact. Notoriously fragile, the shock of launch sometimes causes the acid bomb to shatter and splash over the crew attempting to fire it.

Beehive Bomb: A beehive bomb is a cubic, wooden framework surrounding a thin shell of waxed clay filled with gunpowder and iron caltrops. A timed fuse lit just before the bomb is launched at its target ignites the beehive bomb, causing an explosion that hurls the sharp caltrop "bees" at targets in all directions.

Boomshell: Tinkers often fret when they discover how much gunpowder is loaded into a boomshell. Boomshells are so large that they often have wheels and handles attached to their shells to allow them to be easily maneuvered into place. The detonation of the gunpowder on impact not only does massive damage to whatever it strikes, but deafens any creature within its splash radius for 1d4 hours. Deafened creatures cannot make Listen checks, suffer a –4 penalty on initiative checks, and have a 20% chance to miscast and lose any spell with a verbal component.

Gas Bomb: A gas bomb is created by loading a clay container with powdered lime, rotten eggs and a sickening brew of other ingredients that explode in a foul-smelling cloud upon impact. All

Table 4–2: Special Ammunition

Weapon	Cost	MR	Dmg (Direct Hit)	Dmg (Splash)	Splash Radius*	Weight
Acid bomb	60 gp	4	4d8	3d6	30 ft.	40 lb.
Beehive bomb	90 gp	2	1d20	2d8	20 ft.	50 lb.
Boomshell	120 gp	2	3d10	**	100 ft.	45 lb.
Gas bomb	40 gp	3	—	**	50 ft.	35 lb.
Sunstone	50 gp	1	—	**	70 ft.	20 lb.

* All creatures within the splash radius of the weapon take splash damage as indicated.
** See weapon description for additional information.

living creatures within the splash radius of the gas bomb must make a DC 12 Fortitude save or become nauseated. Nauseated creatures are unable to attack, cast spells, concentrate on spells or do anything else requiring attention. The only action a nauseated character can take is a single move (or move-equivalent action) per round. The cloud lasts for 4d6 rounds before dissipating.

Like acid bombs, the shells of gas bombs are known to shatter while being launched, sending siege weapon crews fleeing from their own weapon.

Sunstone: Sunstones were created to cheaply incapacitate as many opponents as possible. The thick clay shell of a sunstone usually survives impact, only burst seconds later when its timed fuse ignites a charge of gunpowder and a large amount of phosphorus that burns so brightly that all creatures within the splash radius are blinded for 1d6 rounds (a successful DC 12 Reflex save halves the duration). (For the effects of blindness see *DMG*, Chapter 8: Dictionary of Special Abilities and Conditions, "Condition Summary," *Blinded*.)