

THE DRUMS OF WAR

A Warcraft Roleplaying Game

Version Alpha 4

Designed by J Arcane

Based on the series by Blizzard Entertainment

Layout by Sam Drost

Additional Acknowledgments to:

**JDCorley, ggroy, jjohnson1, BigJonno, Superman's Dead
and the communities at Colony of Gamers, #rpgnet, theRPGsite, and TheRPGHaven**

This document is licensed with the Creative Commons Attribution-NonCommercial-ShareAlike 3.0

Unported License



A Statement of Purpose

The world of Warcraft has become one of the most successful series of fantasy media in history. Through four games and as many expansions, as well as ancillary media like card games, board games, books, an impending feature film, and even two other attempts at tabletop role-playing games, it has established itself as a massive franchise with far reaching influence. It's world presents one of the grandest and most detailed fantasy settings since Tolkien laid down his pen on the Lord of the Rings decades ago, a setting that while perhaps arguably not up to the standards of realism that Tolkien so fanatically cleaved to, it has certainly lived up to it's scope and sense of history and detail.

And yet, through all of these games and their many offshoots, players have seldom had the chance to truly interact with the setting or create their own story within it. They have remained largely passive observers, able to participate in its great battles, but the story itself marches on at the whims of the writers, not the player's. In some cases the players are left out entirely, the story marches on without their help, and the players are only left to interact with the aftermath of great events like the Cataclysm.

As a gamer, a roleplayer, and a writer, I was disappointed by this lack of ability to really explore the intricacies of the setting and to spin great adventures of my own. The natural place to cure this urge would of course be the tabletop, but I was disappointed with the quality of the previous conversion, and so I set out to design a simple set of rules for play in the Warcraft universe, to give GMs and players the opportunity to create their own stories in the land of Azeroth.

With that in mind, however, please note that this document confines itself largely to the rules, though it seeks at all times to capture the spirit of the games through it's systems. For those needing a more thorough breadth of lore for the games, I recommend exploring the official [World of Warcraft website](#), as well as the [WoW Wiki on Wikia](#). Both sites offer a dizzying amount of detail on the intricacies of the Warcraft universe. I have also refrained from including any material from the upcoming expansion, as details of that are still in beta and subject to change.

Note also that, while I have attempted as best I can to keep the tone clear and easy to read so that the rules may be quickly learned and grasped, this document is largely written with the assumption that the reader is familiar with the basic concepts of tabletop role-playing games. If one is unfamiliar with the medium, I recommend a read through the [Wikipedia article on the subject](#).

Acknowledgments are due to Blizzard and the entire Warcraft team for their inspiration, as well as the many designers of Dungeons and Dragons and Games Workshop's Warhammer series through the years, and the designers of the World of Warcraft Board Game, without whom we would have neither Warcraft or this document.

Please note that any usage of copyright material is done without permission, but with no intent of infringement, only a love of the game and a desire to see it done right on the tabletop. As such, no commercial exploitation of this work is possible or legal, and the document, wherever not covered by other applicable restrictions vis a vis Blizzard IP, is licensed under a non-commercial Creative Commons License.

Please enjoy, and have many adventures in the lands of Azeroth.

Signed,

J Arcane

Chapter 1: Character Creation

Any adventure begins with its characters, and Drums of War adventures are no different. The following chapter presents the basic rules that define characters and their abilities, as well as how to create one of your own to adventure in the lands of Azeroth and beyond.

Step 1: Attributes

To begin a new character in the Drums of War, one first generates their basic attributes. There are five basic attributes in the DoW role-playing game, which are described as follows:

- **Strength (Str)** – Measures a character's raw physical power, and affects their skill and damage with heavy melee weapons like axes and swords, as well as their skill at lifting objects
- **Agility (Agi)** – Measures a character's natural physical prowess, and affects skill and damage with lighter melee weapons like daggers, and ranged weapons like bows and guns, as well as defensive skill, and physical tasks like running, jumping, and tumbling
- **Stamina (Sta)** – Measures physical endurance and ability to withstand damage and disease, as well as Health level, and ability to withstand long periods of physical exertion
- **Intellect (Int)** – Measures sharpness of mind, intelligence, and magical skill, affecting the damage and ability to strike with magical spells and wands, and mental and perceptual tasks such as researching or recalling lore, translating a piece of ancient script, or spotting a trap or a hidden door
- **Spirit (Spi)** – Measures the strength of a character's willpower, charisma and resistance to magical influence and Corruption, and enhances the effect of healing spells and abilities and the speed at which a character recovers from wounds

Each of these attributes is represented with a number, and a modifier derived from that number which is added to die rolls when testing that ability, as described in *Table 1: Attribute Modifiers*.

Generally, one can find the modifier for any attribute value by subtracting 6, and then dividing the remaining value by 2 (rounding down). So for instance, $12 - 6 = 6$, and $6 / 2 = 3$, so the modifier for an attribute of 12 is +3. $25 - 6$ is 19, $19 / 2$ is 9.5, rounded down, makes a modifier of +9.

Generating Attributes

There are three methods for generating your character's attributes, depending on whether you have a set character in mind, or would like to let the dice fall where they may.

- **Method 1:** This is the simplest method. Roll 3d6, and drop the lowest die, and assign the result to Strength. Follow suit in order for the other four attributes. This produces a completely random result, perfect for the player who has no specific character in mind.
- **Method 2:** A slight variation on the above, which keeps the randomness but gives more player control. Roll 3d6, dropping lowest, 5 times, and assign them to the 5 attributes as the player desires.

Table 1: Attribute Modifiers

Value	Modifier
2 – 3	-2
4 – 5	-1
6 – 7	0
8 – 9	+1
10 – 11	+2
12 – 13	+3
14 – 15	+4
16 – 17	+5
18 – 19	+6
etc.	etc.

- **Method 3:** This is a completely non-random method, giving maximum control to the player. Take 40 points, and divide them as desired between the 5 attributes.

Once the basic attribute scores are generated and written down, note the resulting modifier to each stat on the character sheet using the table or formula on the preceding page. Note that attribute scores will be modified by racial traits and class choice, as described in the following steps, so it is advisable to record the initial rolls in light pencil, as some will need modification.

Step 2: Choose Your Race

The next step in the character creation process is to choose which of the races of Azeroth you wish your character to be. Each race will provide some bonuses or penalties to your main attributes, which classes the race is allowed to take, and a special ability unique to that race. You can also randomly decide by rolling percentile die. Take the faction your GM has decided or roll %: 1-50 for Alliance, and 51-00 for Horde. Then roll on *Table 2: Races*.

Table 2: Races

%	Race (A)	Str	Agi	Sta	Int	Spi	Classes	Special
01-17	Human	--	--	--	--	+4	Pr, Ro, Wr, Ma, Hu, Wl, Pa, Dk	Diplomacy
18-34	Dwarf	+2	-2	+2	--	--	Pr, Ro, Wr, Ma, Hu, Wl, Sh, Pa, Dk	Stoneform
35-50	Night Elf	-2	+4	--	--	--	Pr, Ro, Wr, Ma, Dr, Hu, Dk	Shadowmeld
51-66	Gnome	-2	+2	--	+2	--	Pr, Ro, Wr, Ma, Wl, Dk	Escape Artist
67-83	Draenei	+2	-2	--	--	+2	Pr, Wr, Ma, Hu, Sh, Pa, Dk	Gift of the Naaru
84-00	Worgen	+2	+2	--	-2	--	Pr, Ro, Wr, Ma, Dr, Hu, Wk, Dk	Two Forms
Race (H)								
01-17	Orc	+2	-2	+2	-2	+2	Ro, Wr, Ma, Hu, Wl, Sh, Dk	Blood Fury
18-34	Undead	--	-2	--	--	+4	Pr, Ro, Wr, Ma, Hu, Wl, Dk	Cannibalize
35-50	Tauren	+2	-2	+2	-2	+2	Pr, Wr, Dr, Hu, Sh, Pa, Dk	War Stomp
51-66	Troll	--	+2	--	-2	+2	Pr, Ro, Wr, Ma, Dr, Hu, Wl, Sh, Dk	Regeneration
67-83	Blood Elf	-2	+2	--	+2	--	Pr, Ro, Wr, Ma, Hu, Wl, Pa, Dk	Arcane Torrent
84-00	Goblin	-2	+2	--	+2	--	Pr, Ro, Wr, Ma, Hu, Wk, Sh, Dk	Best Deals Anywhere

Key: A = Alliance, H = Horde, Pr = Priest, Ro = Rogue, Wr = Warrior, Ma = Mage, Dr = Druid, Hu = Hunter, Sh = Shaman, Pa = Paladin, Dk = Death Knight

Racial Ability Descriptions

- **Diplomacy** – Humans have a natural gift and charisma for negotiation, and so receive an extra bonus when taking actions that involve persuading or making a good impression on an individual. They gain a natural +2 to all rolls in this context.
- **Stoneform** – Dwarves are very resilient creatures, due to their blood heritage as creatures of stone and iron. While the Curse of Flesh has robbed them of such durability, they can occasionally draw on the power left to them by their ancestry to protect themselves. Once per game session, a dwarf may use Stoneform to gain an extra 5 Armor for 4 combat rounds.
- **Shadowmeld** – Night elves have an innate link to the goddess Elune, goddess of the moon, who grants them shadows to hide them when they call upon her. Once per game session, the Night Elf may use this power to gain invisibility as long as they remain still, for a duration of two minutes. This effect ends early if the player moves.

- *Escape Artist* – The small stature of Gnomes gives them a unique edge: they are remarkably hard to restrain. Gnomes get a natural +4 to any rolls made to escape restraints of any kind.
- *Gift of the Naaru* – Draenei worship the holy Naaru, beings of light, and through this link they are granted the ability to heal themselves and their allies. Once per combat, they may heal themselves or one friendly creature an amount of damage equal to their highest attribute modifier.
- *Two Forms* – The Worgen is a being of two forms, and may change between them at will. In human form, the Worgen no longer gains benefit from his attribute bonuses but appears perfectly human. In Worgen form, attribute bonus applies as normal, and the Worgen may run along the ground as fast as a basic Ground Mount, however he gains a -2 to interaction rolls with other humans.
- *Blood Fury* – While the Orcs under Thrall's leadership have freed themselves of the blood curse of Mannoroth, some lingering trace of the pit lord's influence remains, giving them a natural berserker frenzy they may call upon in times of crisis. Once per game session, they may gain an extra +5 to all rolls in combat for 4 combat rounds.
- *Cannibalize* – Sylvanas' Forsaken may be free of the grasp of the Scourge, but their Undead desires remain, allowing them to draw sustenance from the flesh of humanoid creatures. Once per session, the Undead may devour the corpse of any humanoid enemy to immediately gain an amount of health equal to their highest stat modifier + 1d10.
- *War Stomp* – The Tauren are large, powerfully built creatures, and a stomp from one can shake the very earth. Once per game the tauren can stomp, stunning every enemy within 10 yards for 2 turns, preventing them from taking any actions.
- *Regeneration* – The trolls are an old race, and notoriously hard to kill, because they possess a unique and powerful natural healing ability. Even during combat, their healing ability continues to work, healing them for 2 Health every round. Rest rolls to restore Health are also made at a +4 to the roll.
- *Arcane Torrent* – The blood elves have an innate connection to the forces of magic, the lingering remnant of the powerful addiction of the high elves from whence they descend. Once per game, the blood elf may silence all enemies within 10 yds for 2 rounds, preventing them from casting spells, and gaining back an amount of Mana equal to their Spirit modifier + 1d10 in the process.

- *Best Deals Anywhere* – Goblins are innately skilled at making deals. They receive a +2 bonus to any interaction rolls that involve dealmaking, and they automatically receive a 10% discount on any purchases made, with a minimum discount of 1 Gold.

Table 3: Classes

	%	Str	Agi	Sta	Int	Spi	Health*	Mana*	Cor.
01-10 Dk	2	1	2	--	--	--	15+1d10	--	3
11-20 Dr	1	--	--	2	2	2	12+1d8	12+1d8	0
21-30 Hu	1	3	1	--	--	--	12+1d8	--	0
31-40 Ma	--	--	--	3	2	2	8+1d6	15+1d10	1
41-50 Pa	2	--	2	--	1	1	15+1d10	8+1d6	0
51-60 Pr	--	--	--	2	3	3	8+1d6	15+1d10	0/3**
61-70 Ro	1	3	1	--	--	--	12+1d8	--	1
71-80 Sh	1	--	1	1	2	2	12+1d8	12+1d8	0
81-90 Wl	--	--	2	2	1	1	8+1d6	15+1d10	3
91-00 Wa	3	--	2	--	--	--	15+1d10	--	0

* Stamina modifier is added to all rolls to generate Health, and Intellect modifier to all Mana rolls

** Starting Corruption for Priests is affected by their choice of alignment.

Step 3: Choose Your Class

The next step in creating a DoW character is to select or roll your class. Your class defines your abilities and skills, further improves your base attributes, and determines your starting health and mana totals. It also will tell you what abilities you earn as you gain experience levels later in the game.

There are 10 classes in the Drums of War RPG, and are briefly described as follows:

- *Death Knight (Dk)*: Once the most elite soldiers of the Lich King, the Death Knights of the Ebon Blade still wield great power over undeath, plague, and frost, making them the match for any foe in Azeroth.
- *Druid (Dr)*: Druids call upon the powers of nature and the spirits of the animal world to empower them in battle, call forth magic attacks, and heal their allies, shapeshifting into many forms from the natural world to boost their skills and make them a flexible opponent.
- *Hunter (Hu)*: Skilled marksmen and wise beast trainers both, hunters can deliver a powerful ranged assault, while keeping their foes at bay with traps and the attacks of the wild beasts they train to defend them.
- *Mage (Ma)*: A master of the arcane forces, mages channel their intellect through magical attacks of incredible power.
- *Paladin (Pa)*: Champions of the Light, Paladins smite their foes through a combination of martial prowess and divine inspiration.
- *Priest (Pr)*: Devout followers of the path of the Light, priests can heal and support their allies in battle, or dip into the dangerous and corrupting realms of Shadow to deal withering necrotic damage to their foes.
- *Rogue (Ro)*: Masters of stealth, agility, and deception, the rogue uses his guile to get the drop on unsuspecting foes before dealing a brutal ambush and rapid-fire strikes with his twin blades to drop foes before they know what hit them.
- *Shaman (Sh)*: Worshippers of the elements and the ancestral spirits, Shamans channel their power through mystical totems and attack with the power of the elements.
- *Warlock (Wl)*: Outcast by society, feared, but tolerated, Warlocks are those who seek to master the power of the demonic realms, stealing the souls of their enemies to summon great demons, and unleashing dangerous attacks of shadow, disease and fire.
- *Warrior (Wa)*: Masters of the martial order, Warriors employ their martial skills to command the battlefield in melee, strike down their foes with great rage, and protect their allies against all odds.

When generating a new character, once you have selected a class, follow these steps:

1. Add the attribute bonuses to your base attribute values.
2. Roll the amount of dice indicated for their starting Health, and add the character's Stamina modifier, to find their starting Health.
3. Roll the amount of dice indicated for starting Mana if the class gains Mana, adding the Intellect modifier to the roll, to find the starting Mana.
4. Note any starting Corruption value. Some classes inherently play with dangerous powers, and thus by even beginning the path to that career they have tainted themselves and must take extra caution in the future.
5. Note what weapons they are allowed to wield, and what armor they are allowed to wear. This will affect starting gear.
6. Each class starts with a package of basic abilities, some active skills, some passive abilities. You will want to record these on your character sheet, along with what type of attack they are if given (Me for Melee, Ra for Ranged, Ma for Magic), what damage they do, and what resource cost, if any, it takes to use them.

These are all the steps you will need to follow for now. The rest of the class description will list what abilities they gain as they gain level, which will come into effect later in the game. Leveling and experience is explained in a later section.

Death Knight

Table 4: Death Knight Abilities by Level

	Level		Abilities
	1	2	3
• Attribute Bonuses: +2 Strength, +1 Agility, +2 Stamina	1	2	3
• Starting Health: 15+1d10 + 1d10 per level	4	5	6
• Corruption: 3	7	8	9
• Weapons: Sword, Axe, Polearm, Mace, Dual-Wield	10	11	12
• Armor: Cloth, Leather, Mail, Plate	13	14	15
• Starting Abilities	16	17	18
• Runic Power: Whenever a Death Knight successfully strikes in melee, he gains one Rune, up to a maximum of six (place a counter in the resource box). These runes are expended to execute many of his abilities, as indicated at the end of each description.	19	20	21
• Blood Presence: When this presence is active, whenever the character successfully deals damage with a melee strike, he gains 1 Health for every 2 levels of experience. Only one Presence may be active at a time. (Free Action)	22	23	24
• Death Grip: Once per combat, the Death Knight sends forth shadowy tendrils that reach out and grab a target enemy within 30 yards, bringing it within melee range facing the Death Knight. The target may not attack another opponent other than the Death Knight this round.	25	26	27
• Plague Strike: On a successful melee strike, the Death Knight can infect the target with the Blood Plague, which causes an amount of damage per round equal to the Death Knight's level. (1 Rune)	28	29	30
• Death Coil (Ra): The Death Knight channels unholy energy into a ranged blast (30 yd range), dealing 1d6 per level of damage on a successful Agi vs. Spirit check, or healing a friendly undead for the same amount. (2 Runes)	31	32	33

Leveled Abilities

- **Icy Touch (Ra)** – A ranged attack (30 yds) that deals 1d6 damage per level and afflicts the target with Frost Fever, reducing all melee and ranged damage caused by the target by 1 per 2 levels. (2 Runes)
- **Death Strike (Me)** – On a successful melee strike, the character deals an extra 1d8 of damage for each of his diseases afflicted on the target. Any damage rolled with these extra dice is gained back as Health. (3 Runes)
- **Frost Presence** – While this presence is active the Death Knight's armor is increased by an amount equal to his level. Only one Presence may be active at any time. (Free Action)
- **Raise Dead** – The Death Knight raises a target humanoid corpse as a friendly Ghoul of equal level to his own, who will fight for him for 8 rounds then die again. Only one Ghoul may be controlled at a time. (3 Runes)

- *Death and Decay* – The Death Knight exudes an aura of corruption through the ground around him, causing damage equal to his level to all enemies within 30 yards for 6 rounds. (3 Runes)
- *Unholy Presence* – While this presence is active, the Death Knight moves an extra 4 yds per round, and may make an additional single attack per round at no penalty. Only one Presence may be active at one time. (Free Action)
- *Path of Frost* – The icy chill flowing through his veins freezes the ground around the Death Knight, allowing him and his allies to walk upon water as if it were solid ground.
- *Rune Strike (Me)* – Whenever the Death Knight avoids a melee attack, he may immediately counter-attack, dealing main-hand damage plus an additional +2d6. (1 Rune)
- *Army of the Dead* – The Death Knight unleashes a horde of undead Ghouls, instantly summoning 1d6+2 friendly Ghouls of half his level that immediately attack all enemies within range at random. These Ghouls remain for 8 rounds and do not count towards his limit for Raise Dead. This ability may only be used once per combat. (4 Runes)

Talents (select one at levels 3, 6, and 9)

- *Master of Ghouls*: The Death Knight has mastered the summoning of the undead. Enemy corpses raised with Raise Dead now remain permanently in his service unless released or destroyed, and a simple handful of dust from a corpse is sufficient to raise a Ghoul. He may still only command only one Ghoul at a time.
- *Rune Tap*: The Death Knight may feed on the runic power generated by his attacks, healing himself by 1d8 per Rune expended to execute this ability.
- *Howling Blast (Ra)*: The Death Knight channels all his runic power into a massive blast of frozen winds, dealing 2d8 damage for each Rune expended to execute this ability to every enemy within a 10 yd cone in front of him.
- *Bone Shield*: The Death Knight shields himself with the bones of the dead, generating 3 Bones. Each time the Death Knight is struck in melee, 1 Bone is lost, but the damage is reduced by 10. (3 Runes)
- *Anti-Magic Shield*: The Death Knight channels runic power, generating a large stationary shield 30 yds in diameter that reduces all damage from incoming enemy Magic attacks by 30 for 6 rounds. (4 Runes)
- *Hungering Cold*: The Death Knight freezes the air around him, freezing every enemy within 10 yds in place for 4 rounds and inflicting them with Frost Fever. (3 Runes)

Druid

- **Attribute Bonuses:** +1 Strength, +2 Intellect, +2 Spirit
- **Starting Health:** 12+1d8 + 1d8 per level
- **Starting Mana:** 12+1d8 + 1d8 per level
- **Corruption:** 0

Table 5: Druid Abilities by Level

Level	Abilities
1	Wrath, Healing Touch, Thorns, Moonfire, Bear Form
2	Entangling Roots
3	Fairie Fire, Druid Talent
4	Rejuvenation
5	Cat Form
6	Starfire, Druid Talent
7	Rebirth
8	Path of Frost
9	Hurricane, Druid Talent
10	Flight Form

- **Weapon Skills:** Mace, Staff, Dagger, Polearm

- **Armor:** Cloth, Leather

Starting Abilities

- *Wrath (Ma):* The Druid deals 1d6/level + Int modifier in Nature damage to the target. (6 Mana)
- *Healing Touch:* Heals 1d8/level + Spi modifier to a friendly target. (5 Mana)
- *Thorns:* Protects a friendly target with a shield of thorns, causing ½ Level in Nature damage to any attacker that strikes it in melee (8 Mana)
- *Moonfire (Ma):* The druid calls down the light of Elune to burn the target, dealing 1d10 + Int modifier damage instantly, and 1d6 per round for the next 3 rounds. (4 Mana)
- *Bear Form:* The Druid may take the form of the Bear as a Free Action, increasing Armor, Strength, and Stamina by an amount equal to her Intellect modifier, but may not cast spells. While in Bear form the Druid may spend 6 Mana to *Swipe (Me)*, a massive sweeping claw strike that melee strikes up to three opponents at once and dealing an extra 1d8 damage.

Leveled Abilities

- *Entangling Roots (Ma):* Roots rise up from the ground, pinning the target to the spot and dealing 3 Nature damage every round for 4 rounds. The target may attempt to break free by making a Strength check vs. the caster's Intellect. (5 Mana)
- *Fairie Fire (Ma):* Lights up the target with magical light, reducing their Armor by an amount equal to the casters level and preventing Stealth or Invisibility. May be cast in Bear or Cat Forms. (5 Mana)
- *Rejuvenation:* Heals a friendly target for 1d8 + Spi modifier per round for 4 rounds. (4 Mana)
- *Cat Form:* The Druid may take the form of a powerful feline as a Free Action, increasing Strength and Agility by an amount equal to her Intellect modifier, grants Stealth as per the Rogue ability, and allows her to attack as if Dual-Wielding her main hand weapon, but may not cast spells. Additionally, for every successful Melee strike, place a token in the resource box. While in Cat form, the Druid can spend 6 Mana on a successful Melee strike to deal an extra 1d6 of damage per token, removing all tokens after the attack.
- *Starfire (Ma):* The Druid channels the power of the stars, dealing 1d8/level + Int modifier in Arcane damage to the target. (8 Mana)
- *Rebirth:* Attempts to Resurrect a recently incapacitated friendly target with an amount of Health and Mana (if applicable) equal to the Druid's level. (12 Mana)
- *Hurricane (Ma):* Channels the power of the winds to buffet all enemies within 30 yards for 1d8 + Int modifier damage per round for 6 Rounds. (10 Mana)
- *Flight Form:* The Druid takes the form of a Raven, allowing it to fly freely, though it may take no combat action while in this form. This form acts as a fast flying mount. (Free Action)
- *Gift of the Wild:* The powers of nature exude forth from the Druid, endowing her and her allies with the gifts of Cenarius. Increases the Armor and Attributes of the Druid and all her allies by 5 as long as they remain within 30 yards.

Talents (Pick one at levels 3, 6, and 9)

- *Moonkin Form:* The Druid takes the form of an owlbear as a Free Action, increasing Armor and Intellect by an amount equal to her Intellect modifier, and raising the die code of all spell damage

rolled by one step (d6 becomes d8, d8 becomes d10). The Druid may only cast damaging Magic attacks while in this form.

- *Tree of Life Form*: The Druid takes the form of the Treant as a Free Action. While in this form her Spirit is increased by an amount equal to her Intellect bonus, and the die code of all healing rolled by one step. The Druid may only cast healing spells while in this form.
- *Feral Charge*: The druid instantly leaps or charges to the target, to a maximum distance of 30 yds, and then makes a melee attack. On a successful damaging hit, the target is stunned and may not move or act for 2 rounds. Only usable in Bear or Cat Forms. (5 Mana)
- *Insect Swarm (Ma)*: The target is swarmed with stinging insects, causing -5 to hit with all attacks, and dealing 1d8 + Int Modifier damage per round for 5 rounds. (6 Mana)
- *Berserk*: The Druid goes into an animal rage, making her immune to Fear, reducing the cost of the special abilities of it's forms by 3 Mana, and increasing all damage dealt by 2d8, for 3 rounds. May only be used once per combat.
- *Wild Growth*: The Druid heals all friendly targets with 30 yds for 2d8 + Spi modifier every round for 3 rounds. (8 Mana)

Hunter

- **Attribute Bonus**: +1 Strength, +3 Agility, +1 Stamina
- **Starting Health**: 12+1d8 + 1d8 per Level
- **Corruption**: 0
- **Weapons**: Sword, Axe, Dagger, Fist Weapon, Polearm, Staff, Dual-Wield, Bow, Crossbow, Gun
- **Armor**: Cloth, Leather, Mail

Starting Abilities

- *Hunter's Mark*: The hunter calls a target, keeping it in his sights, preventing it from using Stealth or Invisibility and increasing all ranged damage against the target by an amount equal to the Hunter's level. Only one target may be so marked at one time.
- *Aspect of the Hawk*: The Hunter gains the eyes of a hawk, increasing his accuracy with a ranged weapon. All ranged attacks gain a bonus to hit equal to his level while this aspect is active. Only one Aspect may be active at a time. (Free Action)

Table 6: Hunter Abilities by Level

	Level	Abilities
• <i>Serpent Sting (Ra)</i> : The Hunter strikes the target with a poisoned shot, causing it to take 1d6 + Agi modifier Nature damage per round for 4 rounds. Only one Sting may be active on a target at a time.	1	Hunter's Mark, Aspect of the Hawk, Serpent Sting, Tracking, Tame Beasts
	2	Mend Pet
	3	Aspect of the Beast, Hunter Talent
	4	Multi-Shot
• <i>Tracking</i> : The Hunter is a master tracker, able to detect the presence of enemies within 100 yards on a successful Agi check verses a TN of 15. If successful, the Hunter will know what type of enemies are present, their direction and an approximation of their number.	5	Freezing Trap
	6	Viper Sting, Hunter Talent
	7	Eyes of the Beast
	8	Rapid Fire
	9	Aspect of the Cheetah, Hunter Talent
	10	Explosive Trap

- *Tame Beasts*: The Hunter is a trainer of wild beasts, and is never without his faithful companion. The Hunter's pet is treated as a monster under his control, with an AV and RV equal to the Hunter's level, Armor of Level + 10, 12+1d8/level Health, and deals 1d8/level Damage. Should the pet be rendered incapacitated, it may be revived at the end of combat.

Leveled Abilities

- *Mend Pet*: The Hunter's bond with his pet becomes stronger, enabling him to heal the pet for 1d6 per level once per combat.
- *Aspect of the Beast*: The Hunter becomes like the monkey, granting him a bonus to Armor and Melee damage equal to half his level. Only one Aspect may be active at a time. (Free Action)
- *Multi-Shot (Ra)*: The Hunter fires three missiles dealing 3d6 + Agi modifier each, divided between three targets as desired.
- *Freezing Trap*: The Hunter places a concealed trap that can freeze his enemies in place. Once placed, the first enemy to walk across it must make an Agi check against the Hunter's Agi or be frozen in place for 4 rounds, unable to attack or move.
- *Viper Sting (Ra)*: The Hunter shoots an opponent with a special poison, that drains 1d6 + Agi modifier Mana from the target per round for 3 rounds. Only one Sting may be active on a target at one time.
- *Eyes of the Beast*: The Hunter's bond with his pet is now so strong, that he can see through its eyes wherever it is located, enabling it to scout locations for him.
- *Rapid Fire*: The Hunter's skill and speed with ranged weapons is now so great that he attacks with ranged weapons as if Dual-Wielding.
- *Aspect of the Cheetah*: The hunter takes on the speed of a cheetah, enabling him to run an extra 5 yds per round. Only one Aspect may be active at a time. (Free Action)
- *Explosive Trap*: The Hunter places a concealed trap that explodes on contact. The first enemy to walk across it triggers the trap, and it explodes, dealing 1d6/level damage to all enemies within 30 yards.

Talents (choose one at levels 3, 6, and 9)

- *Beast Mastery*: The Hunter's skill at training beasts grows stronger. His pet gains an additional 4 points to Armor, AV, and RV, an additional amount of hit points equal to the Hunter's Stamina modifier, and a bonus to damage equal to the Hunter's Strength.
- *Bestial Wrath*: Both Hunter and pet unleash the beast within, increasing all damage dealt by both by 50% for 5 rounds. While enraged, neither hunter nor pet feel pity, remorse, or fear, and cannot be stopped unless killed. This grants them immunity to all immobilizing or slowing effects. This ability may only be used once per combat.
- *Chimaera Shot (Ra)*: The Hunter fires a shot that does an additional 2d8 + Agi modifier damage to any target afflicted with one of his Stings, and refreshes the duration of the Sting immediately.
- *Trueshot Aura*: The Hunter and all allies within 45 yards are empowered by his skill, adding +5 to all attack rolls.
- *Counter-attack (Me)*: When struck in melee, the Hunter may immediately counter-attack as a free action, dealing melee damage as normal, and immobilizing the target for 2 rounds.
- *Wyvern Sting (Ra)*: Strikes the target with a poison sting that places it into a deep sleep for 10 rounds. Any attack to the target will wake it immediately. On waking, the poison takes it's final

toll, dealing $3d6 + \text{Agi modifier}$ in Nature damage. Only one Sting may be active on a target at a time.

Mage

Table 7: Mage Abilities by Level

- **Attribute Bonus:** +3 Intellect, +2 Spirit
- **Starting Health:** $8+1d6 + 1d6$ per level
- **Starting Mana:** $15+1d10 + 1d10$ per level
- **Corruption:** 1
- **Weapons:** Staff, Dagger, Sword (1H Only), Wand
- **Armor:** Cloth

Starting Abilities

Level	Abilities
1	Frost Armor, Conjure Food and Water, Fireball, Frostbolt, Arcane Missiles
2	Polymorph
3	Frost Nova , Mage Talent
4	Blink
5	Evocation
6	Counterspell , Mage Talent
7	Portal
8	Arcane Brilliance
9	Invisibility , Mage Talent
10	Blizzard

- *Frost Armor:* The Mage shields himself with Frost, increasing Armor by an amount equal to his Int modifier, and chilling any target attacking him in melee, reducing their attack rolls by -3 for 2 rounds. Lasts 10 rounds. (6 Mana)
- *Conjure Food and Water:* The Mage may conjure up a feast for the party, with plenty of food and refreshment for everyone. All party members are considered well-fed for the purposes of rest. (3 Mana)
- *Fireball (Ma):* The Mage hurls a great ball of fire, that impacts the target dealing $1d8/\text{level} + \text{Int modifier}$ Fire damage, and igniting the target, dealing a further $1d10$ damage per round for 3 rounds. (6 Mana)
- *Frostbolt (Ma):* The Mage fires a bolt of ice at the target, which deals $1d10/\text{level} + \text{Int Modifier}$ Frost damage and freezes the target's feet to the ground, preventing him from moving for 3 rounds. (6 Mana)
- *Arcane Missiles:* The Mage channels a number of arcane missiles at the target equal to half his level. Each missile deals $1d10 + \text{Int modifier}$ Arcane damage and strikes automatically. (3 Mana)

Leveled Abilities

- *Polymorph(Ma):* Shapeshifts the target into a harmless critter of the player's choosing for 5 rounds. Target is unable to take any action or control it's movement for the duration. This effect ends if the target is attacked. (5 Mana)
- *Frost Nova(Ma):* The Mage releases a wave of frost all around him, dealing $1d10 + \text{Int Modifier}$ Frost damage to all enemies within 15 feet and freezing them in place for 3 rounds. (8 Mana)
- *Blink:* The Mage instantly teleports himself to any visible point up to 30 yds away. (4 Mana)
- *Evocation:* The Mage channels arcane forces to replenish his mana. Once per combat, he may channel for 3 rounds, giving himself $1d10 + \text{Int Modifier}$ mana per round. Any damage taken while channeling will cancel the spell.
- *Counterspell:* The Mage counters an attacker's spell, canceling the effect of the spell and preventing the target from casting it for 4 rounds. Can be cast as a free action at anytime, even during an opponent's turn. (8 Mana)

- *Portal*: The Mage channels the arcane forces for 3 rounds to conjure up a portal to any major city, which remains open until the mage passes through it. (10 Mana)
- *Arcane Brilliance*: The Mage empowers the minds of all of his allies within 30yds, increasing their Intellect by an amount equal to his level for the remainder of combat. (10 Mana)
- *Invisibility*: The Mage renders himself invisible for 10 rounds or until canceled. While invisible he cannot be seen or attacked by any enemy, but cannot attack without canceling the effect. (6 Mana)
- *Blizzard (Ma)*: The Mage calls down a great torrent of ice and snow to rain down destruction upon his foes. All enemies within a 30 yd radius take 2d10 + Int modifier Frost damage every round as long as the Mage continues to channel the spell, to a maximum of 5 rounds. (10 Mana)

Talents (choose one at levels 3, 6, and 9)

- *Presence of Mind*: Once per combat, the Mage may cast any spell that is not channeled as a free action, enabling him to cast a second spell that round.
- *Arcane Barrage*: The Mage unleashes a barrage of magic missiles, one per character level. Each missile automatically strikes the target for 1d10 + Int Modifier in Arcane damage. Should a target perish before all damage from Arcane Barrage has been applied, the remaining damage can be carried over to an additional target. Continue carrying damage over to additional targets as needed until all damage is applied. (10 Mana)
- *Dragon's Breath (Ma)*: The Mage blasts every enemy within a 15 yd cone in front of him with fire, dealing 1d8/level + Int modifier in Fire damage to each target in range. (8 Mana)
- *Living Bomb (Ma)*: The Mage makes the target a living bomb. 3 Rounds after casting the target explodes with flame, dealing 1d10/level + Int modifier in Fire damage to itself and all enemies within 10 yds. (12 Mana)
- *Ice Barrier*: Shields the Mage with a sheen of impenetrable ice with 5 Health per caster level, preventing all damage to the caster until the shield is destroyed. (8 Mana)
- *Summon Water Elemental*: Summons a water elemental to aid the caster. The elemental has Armor, AV, and RV equal to the Mage's level, 15 Health, and casts Frostbolt as a Mage of the character's level with no Mana cost. Lasts 5 rounds. (8 Mana)

Paladin

Table 8: Paladin Abilities by Level

	Level	Abilities
• Attribute Bonuses: +2 Strength, +2 Stamina, +1 Spirit	1	Seal of Righteousness, Holy Light, Devotion Aura, Sense Unholy, Hammer of Justice
• Starting Health: 15+1d10 + 1d10 per level	2	Divine Protection
• Starting Mana: 8+1d6 + 1d6 per level	3	Redemption , Paladin Talent
• Corruption: 0	4	Retribution Aura
• Weapons: Axe, Mace, Sword, Polearm	5	Lay on Hands
• Armor: Cloth, Leather, Mail, Plate, Shield	6	Exorcism , Paladin Talent
	7	Seal of Light
	8	Holy Wrath
Starting Abilities	9	Divine Plea , Paladin Talent
• <i>Seal of Righteousness</i> : The Paladin empowers himself with Holy might,	10	Sacred Shield

allowing him to add his Spirit modifier to all melee damage as long as the Seal remains active. Only one Seal can be active at one time. (4 Mana) (Free Action)

- *Holy Light*: The Paladin heals a friendly target with Holy light, healing 1d6/level + Spi modifier. (5 Mana)
- *Devotion Aura*: The Paladin's faith protects him and all his allies, increasing the armor of all friendly player within 30 yds by half his level (minimum of 1) as long as the Aura remains active. Only one Aura may be active at one time. (5 Mana) (Free Action)
- *Sense Unholy*: The Paladin's innate sense of righteousness enables him to detect the presence of those who war against the Light. The Paladin detects all Undead and Demons within 100 yds, giving him a sense of their approximate number and direction, and a vague measure of how powerful the unholy forces are. Can also be used on a single target to detect the specific presence of unholy influence. (2 Mana)
- *Hammer of Justice (Ma)*: The Paladin strikes a foe with a Holy hammer, stunning him for 3 rounds, preventing any action. (4 Mana)

Leveled Abilities

- *Divine Protection*: The Paladin shields a friendly target with the Light, reducing all damage taken by the target by 50% for 6 rounds. A given target may only be shielded by this spell once per combat. (4 Mana)
- *Redemption*: The Paladin attempts to Resurrect a recently incapacitated opponent, bringing it back to consciousness with an amount of Health and Mana equal to his level. Cannot be used in combat. (8 Mana)
- *Retribution Aura*: The Light punishes all those who would assault the Paladin and his allies. Any opponent that deals damage to the Paladin or any of his allies while this Aura is active takes an amount of Holy damage equal to half the Paladin's level (minimum of 1). (5 Mana) (Free Action)
- *Lay on Hands*: In direst need, the Paladin calls upon the Light, healing a friendly target for an amount of damage equal to the Paladin's maximum hit points. This ability may only be used once per combat.
- *Exorcism (Ma)*: The Paladin burns the target with Holy fire, dealing 1d6/Level + Spi modifier damage. Damage from this spell is doubled against the Undead and Demons. (6 Mana)
- *Seal of Light*: The Paladin empowers himself with Holy grace. All successful melee attacks heal the Paladin an amount equal to his Spirit modifier as long as the Seal remains active. Only one Seal may be active at a time. (6 Mana) (Free Action)
- *Holy Wrath (Ma)*: Bolts of Holy wrath shoot out in all directions, dealing 1d6/level Holy damage to all Undead and Demonic targets within 30 yds and stunning them for 2 rounds, preventing them from taking any action. (10 Mana)
- *Divine Plea*: The Paladin offers a prayer to the Light, asking for aid, which comes in the form of 1d6 mana per round for 5 rounds, but reduces healing done by 50% until the effect expires. May only be used once per combat.
- *Sacred Shield*: The Paladin shields a friendly target for up to 6 rounds. The shield has 50 hit points, and all damage taken by the target is taken from the shield first. Additionally, Holy Light heals an additional 3d6 damage to a Shielded target. Only one target may be Shielded at a time. (8 Mana)

Talents (choose one at levels 3, 6, and 9)

- *Holy Shock (Ma)*: Blasts the target with holy energy, dealing 1d8/level + Spi modifier, or healing a friendly target for the same amount. (8 Mana)
- *Beacon of Light*: Makes a friendly target a Beacon of Light. Any healing done to targets within 30 yds of the Beacon is also applied to the Beacon. Only one target may be a Beacon at one time. (8 Mana)
- *Divine Sacrifice*: The Paladin takes on the wounds of his compatriots. All damage taken by allies within 30 yds of the paladin is reduced by 25%, with the removed amount being taken by the Paladin instead. Lasts 5 rounds, or until the Paladin falls below 20% of his maximum Health. (10 Mana)
- *Hammer of the Righteous (Me)*: Strikes the Paladin's target and 2 additional nearby targets for 4 times normal melee damage. (8 Mana)
- *Crusader Strike (Me)*: Allows the paladin to instantly strike the target as a free action, essentially allowing a second attack in one round. (4 Mana)
- *Divine Storm (Me)*: The Paladin melee strikes up to 4 enemies within 8 yards. 25% of the damage rolled is further dealt as healing to each member of the party within 15 yds of the Paladin.

Priest

Table 9: Priest Abilities by Level

Level	Abilities
1	Heal, Smite, Power Word: Fortitude, Shadow Word: Pain, Power Word: Shield
2	Mind Blast
3	Resurrection , Priest Talent
4	Inner Fire
5	Psychic Scream
6	Renew , Priest Talent
7	Holy Fire
8	Mind Control
9	Shadow Word: Death , Priest Talent
10	Holy Nova

- **Attribute Bonuses:** +2 Intellect, +3 Stamina
- **Starting Health:** 8+1d6 + 1d6 per level
- **Starting Mana:** 15+1d10 + 1d10 per level
- **Corruption:** 0/3*
- **Weapons:** Mace (1H Only), Dagger, Staff, Wand
- **Armor:** Cloth
- **Alignment:** A Priest must choose his calling, taking his vows to the holy Light, or the deathly Shadow. If he chooses Light, he gains no Corruption at creation, may take Holy talents, and gains a +3 bonus to all healing dealt but -3 to all Shadow damage dealt. If he chooses Shadow, he begins with 3 Corruption, may learn Shadow talents, and gains a +3 bonus to Shadow damage, but a -3 to all healing dealt.

Starting Abilities

- *Heal*: The Priest heals a friendly target for 1d10/level + Spi modifier. (5 Mana)
- *Smite (Ma)*: The Priest smites the enemy, dealing 1d6/level + Int modifier Holy damage. (4 Mana)
- *Power Word: Fortitude*: The Priest speaks a word of prayer over a friendly target, increasing that target's Stamina by 4 for 5 rounds. (8 Mana)
- *Shadow Word: Pain (Ma)*: The Priest intones a dark word upon an enemy, cursing him with great pain. The target takes 1d6 + Int modifier Shadow damage per round for a number of rounds equal to his level. (6 Mana)

- *Power Word: Shield*: The priest prays for divine protection of a friendly target, granting it a shield against damage with 10 Health per Priest level. All damage taken by the target is removed first from the shield, until it is destroyed. (8 Mana) (Free Action)

Leveled Abilities

- *Mind Blast (Ma)*: The Priest sears the target's mind with thoughts of pain and death, dealing 1d8/level + Int modifier Shadow damage. (6 Mana)
- *Resurrection*: The Priest attempts to Resurrect a recently incapacitated friendly target, with health and mana equal to twice the Priest's level. May not be cast while in combat. (10 Mana)
- *Inner Fire*: The Priest shields himself with his faith. The Priest takes 10 tokens. As long as tokens remain, his Armor is increased by his Level against all attacks. However, any successful hit against the priest removes one token. The spell lasts until the tokens expire. (10 Mana) (Free Action)
- *Psychic Scream (Ma)*: The Priest sends out a psychic burst of unholy terror to the minds of his enemies. All enemies within 8 yds of the Priest are afflicted with Fear for 4 rounds, and must flee by any means possible from the Priest. (8 Mana)
- *Renew*: The priest blesses a friendly target with continual healing. The target heals 1d8 + Spi modifier per round for a number of rounds equal to the Priest's level. (8 Mana)
- *Holy Fire (Ma)*: The Priest burns the target with holy flames, dealing 4d8 + Spi modifier Holy damage, and an additional 1d8 + Spi Holy damage for 4 rounds. (8 Mana)
- *Mind Control (Ma)*: The Priest psychically seizes the mind of an enemy, granting him complete control over the target for a number of rounds equal to his level. The psychic control takes it's toll, however, and the target takes an automatic -3 to all attack rolls while controlled, and once the spell breaks, will immediately seek to attack the Priest for this affront. (10 Mana)
- *Shadow Word: Death (Ma)*: The Priest speaks a word of Death upon the enemy, dealing 1d10/level + Int modifier Shadow damage. However, if the target does not die from this effect, the Priest also takes the same amount of damage himself. (8 Mana)
- *Holy Nova*: The Priest lets out a wave of holy energy, dealing 1d8/level + Spi modifier Holy damage to all enemies within 15 yds, and the same amount as healing to all friendly targets. (12 Mana)

Talents (pick one at levels 3, 6, and 9)

- *Inner Focus*: Once per combat, the Priest can cast any spell for zero Mana cost, and with a +10 to hit (or double healing if a healing spell).
- *Penance (Ma)*: Blasts the target with holy light, dealing 1d10/level + Spi modifier Holy damage to an enemy target, or the same amount
- *(Holy) Desperate Prayer*: As a free action, the Priest heals himself for 1d6/level + Spi modifier. (8 Mana)
- *(Holy) Guardian Spirit*: The Priest sends a holy guardian to watch over a friendly target. Should the target be incapacitated while under this effect, the spirit sacrifices itself, and the target is immediately revived and healed to 50% of their maximum Health. Effect lasts 4 rounds and may only be cast once per combat. (10 Mana)
- *(Shadow) Shadowform*: The Priest takes on the image of deathly Shadow, reducing all damage taken by an amount equal to his level, adding his Spirit modifier to all Shadow damage dealt, and increasing chance to hit with damaging spells by +5. However, while in this form the Priest is

removed from the Light, and may not cast any spells that deal Holy damage or healing. Lasts until canceled.

- *(Shadow) Vampiric Touch (Ma)*: Afflicts the target with Shadow, draining his life. The target takes $1d6 + \text{Spi modifier}$ Shadow damage per round for a number of rounds equal to the Priest's level. The Priest is healed for an amount equal to the damage rolled each round. (8 Mana)

Rogue

Table 10: Rogue Abilities by Level

- **Attribute Bonuses:** +1 Strength, +3 Agility, +1 Stamina
- **Starting Health:** $12+1d8 + 1d8$ per level
- **Corruption:** 1
- **Weapons:** Swords (1H Only), Daggers, Maces (1H Only), Fist Weapon, Dual-Wield, Bow, Crossbow, Gun
- **Armor:** Cloth, Leather

Level	Abilities
1	Finesse, Stealth, Sinister Strikes, Backstab, Eviscerate
2	Ambush
3	Pick Pocket/Locks , Rogue Talent
4	Sap
5	Garrote
6	Poison Blade , Rogue Talent
7	Slice and Dice
8	Disarm Trap
9	Vanish , Rogue Talent
10	Shiv

Starting Abilities

- *Finesse*: The Rogue's training focuses on agility and finesse instead of brute force. She may use Agility instead of Strength when rolling to hit with one handed weapons.
- *Stealth*: The Rogue is an expert at moving about undetected. So long as the Rogue is not within visual range of an enemy and not in combat, she may Stealth, making her almost undetectable. Make an Agi check, and add the Rogue's level. The resulting roll becomes the TN that any enemy must beat on an Int check to detect the Rogue's presence. Lasts until canceled or spotted.
- *Sinister Strikes*: Rogues rely on cunning in combat, setting up the opponent with weaker strikes, before taking their advantage with a much bigger strike. Any time the Rogue strikes successfully in normal melee, add 1 Combo Point to the resource box. These are spent in combat to use some abilities, and expire after combat ends.
- *Backstab (Me)*: The Rogue takes advantage of her flanking position to drive the blade home. Attacks from behind a target deal an additional $1d6$ for every 2 levels, and generate 1 Combo Point. Only works when wielding a dagger in the main hand.
- *Eviscerate (Me)*: The Rogue makes her finishing move, going for a vulnerable point to deal massive damage. This attack spends all Combo Points, and deals an extra $1d8$ damage per point.

Leveled Abilities

- *Ambush (Me)*: The Rogue takes advantage of the element of surprise, leaping from her hiding place to assault an enemy. This attack deals an extra $1d6$ damage per level, and generates 2 Combo Points. Can only be used while Stealthed and wielding a dagger in the main hand.
- *Pick Pocket/Locks*: The Rogue deftly attempts to lift items from a target's person. While Stealthed, the Rogue can attempt to take an item from a target's pocket. Make an opposed Agi check and add the Rogue's level, against the target's Int. If it fails, the Rogue is detected, otherwise the Rogue may grab any one item off of the target's person. The Rogue also gains the ability to pick locks on doors and chests, so long as he possesses lockpicking tools. Make an Agi check vs. a TN assigned by the GM.

- *Sap (Me)*: Knocks an enemy target silly, rendering him stunned for a number of rounds equal to the Rogue's level, preventing him from taking any action. Must be Stealthed to use this ability.
- *Garrote (Me)*: The Rogue opens combat with a wound designed to make the target bleed. In addition to melee damage, the target takes 1d6 damage per round for a number of rounds equal to the Rogues level. Generates 1 Combo Point, and must be used while Stealthed and behind the target.
- *Poison Blade*: The Rogue learns to make deadly poisons to cover her blade. The Rogue may apply one of the following poisons to her blades, which takes effect any time a 20 or higher is rolled during a successful attack roll. Each poison application costs 4 Gold in materials and lasts for 10 strikes.
 - *Instant Poison*: This poison deals 3d8 damage instantly.
 - *Deadly Poison*: This poison deals 1d6 damage per round for 4 rounds
 - *Crippling Poison*: This poison paralyzes the enemy for 3 rounds.
- *Slice and Dice (Me)*: The Rogue goes into a whirl, unleashing a flurry of attacks intended to end a combat. The Rogue gains an extra main hand attack every round for as many rounds as she has combo points. Remove all Combo Points.
- *Disarm Trap*: While Stealthed, the Rogue moves cautiously, enabling her to spot traps others would not notice. She may attempt to disable them by making an Agility check with a TN of 20. A failure triggers the trap.
- *Vanish*: The Rogue has mastered the art of Stealth so effectively that she may seem to vanish in plain sight. Once per combat, the Rogue may instantly enter Stealth, regardless of line of sight with any enemies.
- *Shiv (Me)*: The Rogue is now more adept than ever with her off-hand weapon. She can make an additional attack with her off-hand weapon, without the normal penalty for Dual-Wielding. This attack automatically applies poison to the target unless already under the effects of poison.

Talents (pick one at levels 3, 6, and 9)

- *Cold Blood*: Once per combat, the Rogue may declare any Eviscerate, Backstab, Ambush, or Shiv attack an automatic hit at double the normal damage.
- *Mutilate (Me)*: The Rogue becomes an expert at striking from behind. This attack strikes the target with both weapons without penalty, for an additional 1d6 of damage per level, plus 2d8 if the target is under the effects of poison. Must be behind the target, and wielding two daggers. Awards 2 Combo Points.
- *Riposte (Me)*: Once per combat, the Rogue may instantly counter-attack any attack she avoids, dealing an extra 3d6 damage and gaining 1 Combo Point.
- *Killing Spree (Me)*: The Rogue darts through the shadows, attacking her opponents with incredible speed. For each Combo Point, the Rogue gains one attack with her main hand against any target in range. The same target can be hit more than once. Expend all combo points.
- *Premeditation (Me)*: Instantly adds 2 Combo Points as a free action, but those points must be spent immediately or all combo points are lost. Can only be used once per combat.
- *Shadowstep*: On a successful Agi vs. Int check against a target, the Rogue instantly steps through the shadows and appears behind a target within 26 yds. Should the check fail, the Rogue still moves to the target, but the target immediately turns to face the Rogue.

Shaman

Table 11: Shaman Abilities by Level

- **Attribute Bonuses:** +1 Strength, +1 Stamina, +1 Intellect, +2 Spirit
- **Starting Health:** 12+1d8 + 1d8 per level
- **Starting Mana:** 12+1d8 + 1d8 per level
- **Corruption:** 0
- **Weapons:** Axe, Dagger, Mace, Polearm, Dual-Wield
- **Armor:** Cloth, Leather, Mail, Shield

Starting Abilities

- *Healing Wave:* Heals a friendly target for 1d6/level + Spi modifier. (5 Mana)
- *Lightning Bolt (Ma):* Zaps the target for 1d6/level + Int modifier Nature damage. (5 Mana)
- *Elemental Weapon:* The Shaman may imbue his weapons with the power of the elements. The Shaman chooses a damage type, Fire, Frost, or Nature, and until the effect is canceled the weapon will do an extra 2d6 of that type of damage on a successful hit. (8 Mana)
- *Earth Totem:* Places a totem on the ground beneath that empowers the shaman and his allies with the power of Earth. All allies within 30 yds of the Earth totem gain additional Armor equal to half his level. Only one Totem may be active at a time. (8 Mana)
- *Elemental Shock (Ma):* Shocks the target with elemental power. Choose one damage type, Fire, Frost, or Nature. The attack deals 1d8 per 2 levels + Int modifier in damage, and shocks the target, causing it to take -4 on all attack rolls for 4 rounds. (6 Mana)

Leveled Abilities

- *Lightning Shield:* The Shaman shields himself with 3 balls of lightning. Every time the Shaman is struck by any type of attack, one ball is expended, and deals 3d8 + Int modifier Nature damage to the attacker. Effect remains until all balls are expended. (8 Mana)
- *Fire Totem (Me):* Places a totem on the ground that attacks nearby enemies with elemental fire. Once per round the totem attacks any enemy within 20 yds for 1d6 per 2 levels in Fire damage. Only one Totem may be active at a time. (8 Mana)
- *Ghost Wolf:* The Shaman takes the form of the ancestral spirit of the wolf. While in this form he moves twice as fast, but cannot attack or cast spells. Lasts until cancelled. (4 Mana)
- *Reincarnation:* Attempts to Resurrect a recently incapacitated target with an amount of health and mana equal to the Shaman's level. May also be cast for no cost once per session by the Shaman to revive himself after being incapacitated. (12 Mana)
- *Water Totem:* Places a totem on the ground that channels elemental water to restore the Health and Mana of friendly allies within 20 yds for 1d10 + Spi modifier. Only one Totem may be active at a time. (8 Mana)
- *Chain Heal:* Heals a friendly target for 6d6 + Spi modifier, then jumps to another and heals them for 4d6 + Spi, then finally a third target for 2d6 + Spi. (8 Mana)

Level	Abilities
1	Healing Wave, Lightning Bolt, Elemental Weapon, Earth Totem, Elemental Shock
2	Lightning Shield
3	Fire Totem , Shaman Talent
4	Ghost Wolf
5	Reincarnation
6	Water Totem , Shaman Talent
7	Chain Heal
8	Bloodlust
9	Air Totem, Shaman Talent
10	Chain Lightning

- *Bloodlust*: Increases all attack rolls and all damage done by the party by +5 for 5 rounds. Can only be used once per combat. (6 Mana)
- *Air Totem*: Places a totem on the ground that increases all damage dealt by party members within 30 yds by 2d6. Only one Totem may be active at one time. (8 Mana)
- *Chain Lightning (Ma)*: Strikes a target with lightning for 8d8 + Spi modifier Nature damage, then jumps to an additional target and deals 6d8 + Spi, and finally a third target, dealing 4d8 + Spi. (10 Mana)

Talents (pick one at levels 3, 6, and 9)

- *Elemental Mastery*: Once per combat, you may cast any Lightning Bolt, Chain Lightning, or Elemental Shock spell as a free action.
- *Thunderstorm (Ma)*: Unleashes a great storm, dealing 6d6 + Spi modifier in Nature damage to every target within 10 yds, and knocking them out of the affected area. (10 Mana)
- *Lava Lash*: As a Free action, the Shaman expends the enchantment on his weapon to imbue it with lava and strike a powerful blow. Cancels the effect of Elemental Weapon, but causes the Shaman's melee attacks this round deal an additional 1d8 Fire damage for every 2 levels. (6 Mana)
- *Shamanistic Rage*: The Shaman goes into a rage, reducing all damage taken by 10, and regenerating 1d8 + Spi Mana for every successful melee strike. Lasts 6 rounds, may only be used once per combat.
- *Earth Shield*: Protects a friendly target with 6 spirits of the Earth. Attacks against the target have their damage reduced by 5, and heal him for 1d6 + Spi modifier, expending one spirit in the process. Lasts until all spirits have expired.
- *Tidal Force*: Once per combat, the Shaman may empower himself with tidal forces. The next 3 healing spells cast by the Shaman deal double the normal healing.

Warlock

Table 12: Warlock Abilities by Level

- **Attribute Bonuses**: +2 Stamina, +2 Intellect, +1 Spirit
- **Starting Health**: 8+1d6 + 1d6 per level
- **Starting Mana**: 15+1d10 + 1d10 per level
- **Corruption**: 3
- **Weapons**: Sword (1H Only), Dagger, Staff, Wand
- **Armor**: Cloth

Starting Abilities

Level	Abilities
1	Demon Armor, Shadow Bolt, Curse of Agony, Summon Imp, Drain Soul
2	Life Tap
3	Create Healthstone , Warlock Talent
4	Summon Voidwalker
5	Siphon Life
6	Create Soulstone , Warlock Talent
7	Howl of Terror
8	Soul Fire
9	Enslave Demon , Warlock Talent
10	Inferno

- *Demon Armor*: Increases the Warlock's armor by an amount equal to her Intellect, and heals her for 10% of all Shadow damage dealt. Lasts 10 Rounds. (8 Mana)
- *Shadow Bolt (Ma)*: Deals 1d8/level + Int bonus Shadow damage to the target. A successful Shadowbolt deals an additional +1/level of damage to a target already afflicted with a Shadow-based spell such as Curse of Agony. (6 Mana)

- *Curse of Agony (Ma)*: Curses the target with incredible pain, dealing $1d8 + \text{Int Shadow}$ damage per round for a number of rounds equal to the Warlock's level. Damage increases by +2 each round. (6 Mana)
- *Summon Imp*: The Warlock summons an Imp under her control. The Imp has AV, RV, equal to the Warlock's level, Armor of $5 + \text{Level}$, $8+1d6/\text{level}$ Health, casts Firebolts that deal $1d6/\text{level}$ Fire Damage, and increases the Health of all allies by an amount equal to the Warlock's Level. Remains active unless dismissed. The Warlock can only control 1 Demon at a time. (12 Mana, 1 Soul Shard)
- *Drain Soul*: The Warlock drains the souls of her enemies to fuel her spells. Whenever a target is killed by damage from one of her Shadow spells, or while under the effects of a Shadow spell with continuous effect, the Warlock may spend 4 Mana to capture it's soul, creating 1 Soul Shard.

Leveled Abilities

- *Life Tap*: The Warlock draws Mana from her own life, taking $1d8 + \text{Int}$ modifier damage, and gaining the result back as Mana.
- *Create Healthstone*: Creates a Healthstone, which can be used to heal the user for an amount equal to the Warlock's level plus her Int modifier. Only one Healthstone may be carried by a person at one time. (10 Mana, 1 Soul Shard)
- *Summon Voidwalker*: Summons a Voidwalker under her control. The Voidwalker has AV and RV equal to the Warlock's Level, Armor equal to $\text{Level} + 12$, $15+1d10/\text{Level} + \text{Sta}$ modifier Health, and deals $1d6 + \text{Int}$ modifier melee damage and targets struck in melee by the Voidwalker are compelled to attack only it until it is killed. Remains active unless dismissed. The Warlock can only control 1 Demon at a time. (12 Mana, 1 Soul Shard)
- *Siphon Life (Ma)*: The Warlock draws life from an opponent. Deals $1d8 + \text{Int}$ modifier Shadow damage for 4 Rounds, and heals the Warlock for the same amount. (8 Mana)
- *Create Soulstone*: Creates a Soulstone, which can be used to store a friendly target's soul, allowing them to immediately revive if incapacitated, with Health and Mana equal to twice the Warlock's level. (15 Mana, 1 Soul Shard)
- *Howl of Terror (Ma)*: Unleashes a terrible demonic scream, that terrifies all enemies within 20 yds of the Warlock, forcing them to flee for 4 rounds. (6 Mana)
- *Soul Fire (Ma)*: Channels a fallen soul into a great ball of infernal fire, dealing $1d10/\text{level} + \text{Int}$ modifier. (8 Mana, 1 Soul Shard)
- *Enslave Demon (Ma)*: The Warlock binds the target Demon to her service for a time, placing it under her full control for 10 rounds. After the duration expires the Demon immediately becomes enraged, and immediately attacks the Warlock for her arrogance. The Warlock may only control one Demon at a time. (12 Mana, 1 Soul Shard)
- *Inferno*: The Warlock calls down an great meteor from the Twisting Nether, dealing $1d10/\text{level}$ damage to all enemies within 15 yds of the target point, and summoning an Infernal under her control within the center. The Infernal remains for 10 rounds, after which it expires. The Warlock may only control one Demon at a time. (15 Mana, 1 Soul Shard)

Talents (pick one at levels 3, 6, and 9)

- *Unstable Affliction (Ma)*: Inflicts $1d8 + \text{Int}$ modifier Shadow damage for $1d6$ rounds, then upon expiring, deals $2d8 + \text{Int}$ modifier Shadow damage and silences the target, preventing it from using Magical attacks for 3 rounds. (8 Mana)

- *Haunt (Ma)*: Sends an ghostly soul to haunt the target, dealing 1d8 per 2 levels + Int modifier Shadow damage, and increasing all Shadow damage dealt to the target by 1d8 for 3 rounds. When the spell ends, the Warlock is healed for an amount equal to the damage done. (8 Mana)
- *Summon Felguard*: Summons a Felguard under the command of the Warlock. The Felguard has an AV, RV, and Armor equal to the Warlocks Level +8, 12+1d8/level + Sta modifier Health, and Cleaves for 1d10 per 2 Levels + Int modifier, damaging both it's target, and the nearest other enemy. While active, the Felguard increases all magical damage dealt by the Warlock by 2d6. Only one Demon may be controlled at a time. (15 Mana, 1 Soul Shard)
- *Metamorphosis*: The Warlock transforms herself into a Demon for 8 rounds. While in this form, her Armor is doubled, all damage is increased by +2d6%, and gains Strength equal to her level + Int modifier, making her a potentially dangerous melee adversary. May only be used once per combat. (15 Mana, 1 Soul Shard)
- *Shadowfury (Ma)*: Deals 4d8 + Int Modifier Shadow damage to all targets within 8 yds, and an equal amount of Fire damage. (10 Mana)
- *Chaos Bolt*: Sends a bolt of chaotic fire and shadow into the target, dealing 1d10/level + Int modifier in Shadow/Fire damage, and ignoring all defensive Shield effects. (10 Mana, 1 Soul Shard)

Warrior

Table 13: Warrior Abilities by Level

	Level		Abilities
Attribute Bonuses: +3 Strength, +2 Stamina Starting Health: 15+1d10 + 1d10 per level Corruption: 0 Weapons: All Weapons except Wands, Dual-Wield Armor: Cloth, Leather, Mail, Plate, Shield Starting Abilities	1		Rage, Battle Stance, Charge, Heroic Strike, Thunder Clap
	2		Victory Rush
	3		Defensive Stance , Warrior Talent
	4		Intervene
	5		Revenge
	6		Cleave , Warrior Talent
	7		Retaliation
	8		Berserker Stance
	9		Shield Slam , Warrior Talent
	10		Shattering Throw
<ul style="list-style-type: none"> • <i>Rage</i>: The Warrior's strength is in his rage. Whenever he successfully deals damage with normal melee attacks (and certain abilities), or receives damage, he generates 1 Rage, to a maximum of 10. The Rage is used to power many of his special attacks. When the Warrior changes Stances, all but 1 Rage is lost. All Rage is lost at the end of combat. • <i>Battle Stance</i>: The Warrior takes on a balanced stance, granting him +3 to hit with melee attacks. Only one Stance may be active at once, and remains unless changed. Changing Stance is a free action. • <i>Charge (Me)</i>: Charges the enemy up to 26 yds, instantly moving to his location and attacks it. If the melee attack succeeds, he gains an additional 1 Rage. May only be used at the start of combat. • <i>Heroic Strike (Me)</i>: A powerful melee swing that deals an extra 1d6/level damage. (3 Rage) • <i>Thunder Clap (Me)</i>: The Warrior stomps at the ground, shaking the ground around him and dealing 2d8 + Str modifier damage to all enemies within 8 yds, and reducing their to hit rolls by -2 for 2 rounds. (4 Rage) 			

Leveled Abilities

- *Victory Rush (Me)*: Upon defeating an enemy, the Warrior gains an additional attack as a free action, which must be used within the next round, or lost.
- *Defensive Stance*: The Warrior takes on a defensive stance, granting him +3 to Armor, but subtracting -3 from all melee damage dealt. Only one Stance can be active at once, and remains active unless changed. Changing Stance is a free action.
- *Intervene*: Runs at high speed, instantly moving up to 25 yds, and intercepting the next melee or ranged attack directed at a friendly target. If the Warrior has not yet acted this round, he may use this ability instantly during the turn of any other character in play. This consumes his turn for the round. (3 Rage)
- *Revenge (Me)*: The Warrior may attack as a free action after avoiding an enemy attack by spending 1 Rage.
- *Cleave (Me)*: The Warrior cleaves through his target, dealing an extra 2d8 damage and striking an additional nearby enemy. (4 Rage)
- *Retaliation*: The Warrior instantly counter-attacks all incoming melee strikes, dealing an amount of damage to each attacker equal to the damage taken for 4 rounds. May only be used once per combat.
- *Berserker Stance*: The Warrior takes on a reckless stance, dealing an additional 1d8 damage with all attacks, but taking an extra 5 damage from all melee attacks. Changing Stance is a free action.
- *Shield Slam (Me)*: The Warrior slams the target in the head with his shield, dealing 1d6/level + Str damage, and preventing the target from casting magical spells for 3 rounds. (4 Rage)
- *Shattering Throw (Me)*: The Warrior hurls the weapon in his main hand, dealing standard attack damage to an enemy within 30 yards, reducing the target's armor by 5 for 4 rounds, and canceling any protective shield effects active on the target. (5 Rage)

Talents (pick one at levels 3, 6, and 9)

- *Sweeping Strikes (Me)*: Once activated (as a free action), your next 5 melee strikes attack an additional opponent. May only be used once per combat. (4 Rage)
- *Bladestorm (Me)*: The Warrior whirls about with great force for 4 rounds, dealing weapon damage to up to 4 nearby targets each round. While this attack is under effect, he may move, but can take no other actions, and is immune to fear or immobilization effects. (6 Rage)
- *Rampage*: Exceeding a target's Armor by more than 10 points induces a rampage, increasing the Warrior and all his allies' to-hit rolls by +5 for 3 Rounds.
- *Titan's Grip*: The Warrior's great strength allows him to wield two-handed axes, maces, and swords as if they were one-handed, allowing him to Dual-Wield two-handed weapons of these types.
- *Last Stand*: The Warrior instantly gains temporary Health equal to 50% of his maximum Health. The extra hit points remain for 5 rounds, after which they are immediately lost. This damage can incapacitate the Warrior. This ability may only be used once per battle.
- *Devastate (Me)*: A melee attack that on successful hit deals an additional 1d8 damage and sunder the targets armor, reducing it by 2. This effect can be applied repeatedly with additional Devastates, and stacks up to 5 times. In addition, the attack deals an extra 1d8 damage for every effect stacked on the target. (3 Rage)

Step 4: Equip Your Gear

Now that you've decided who you're going to be, it's time to gear up! An adventurer can't rightly march into battle naked, certain Trolls excepted of course. The following tables present basic gear representative of their respective types, including armor and weapons. Players start with a handful of gold pieces to get their gear in order, $40 + 5d10$, to be precise. This should be sufficient to equip a new character with basic arms and armor and supplies.

Step 5: Wrapping It Up

Your character is now all but complete! Now we make sure all of our secondary attributes like Health and such are in order and calculated properly, as described below.

Health: Your class will determine what Health you begin with, as in the table at the beginning of Step 3. This will be three dice of a given type. Roll the dice, and add the total, then add your Stamina modifier to the result, to determine your starting maximum Health. In addition, each time you level, you'll roll one die of the type described by your class, adding your Stamina modifier to this roll as well.

Note that this means that anything that modifies your Stamina will improve your Health retroactively for each level. So if I go from a +4 to a +5 modifier, that means I'll gain an extra Health for each level of experience.

Mana: This is determined the same way as Health, except that instead of Stamina modifier, we use Intellect modifier to add to our rolls. Roll the three dice indicated and add your Int modifier for starting Mana, and one die plus Int mod for each level. As above with Health, modifications to your Intellect improve your Mana retroactively.

Corruption: The Warcraft universe is a place of many great perils, but the most dangerous among them is those that threaten the character's very soul. Greed, the lust for power, consorting with demons or the Scourge, or committing evil acts rick leading one down the path of corruption and evil. Certain classes follow innately dark paths, seeking to harness dark forces for good is always a dangerous road to walk, and those classes begin the game with Corruption points. Be sure to note this on your sheet.

Armor: Armor is what keeps you alive, and the target number enemies must beat in order to strike you in combat. Armor starts with a base value of 5, to which you add your Agility modifier, and any bonus from Armor you have equipped. Any enemy attacking you must roll over this amount to strike you with melee or ranged attacks.

Weapons: Your weapon itself, unless it is magical, will provide a damage value, and a type. However, there's a bit more to using one of them than that, and you'll want to record that information on your sheet. Your To-Hit comes from one of your stat modifiers, Strength for melee weapons (or Agility if you're a Rogue), Agility for Ranged Weapons, and Int for Wands, plus any bonuses you might have from magical gear or a buff. Your Damage is the base value for the weapon, modified by Strength for Melee Weapons, Agility for Ranged Weapons, and Intellect for Wands.

Abilities: Finally, it is helpful to make sure to write down at least the key details of your special abilities on your sheet, noting type (Me/Ra/Ma), their effect, any rolls made for damage, and so forth. This way you don't have to keep glancing back at the book for your spells, and you can personalize the stats to your character, saving later calculation!

Chapter 2: Equipment

An adventurer without his weapon is about as useless as a kodo in a swimming contest. The following section will cover basic rules and stats for standard weapons, armor, and equipment, as well as rules for generating the filthy lucre and corpulent loot adventurers can expect to find in their travails.

Equipping Weapons and Armor

Each character may wield one two-handed weapon, two one-handed weapons if they have Dual-Wield, or one one-handed weapon and an off-hand item or shield. They may also wear one suit of armor, two rings, and one necklace. A character may carry a number of unequipped items on their person equal to their Str modifier, further carriage requires a backpack.

Table 14: Weapons

%	Weapon	Type	Damage	Price (in Gold)
<i>One-handed Weapons:</i>				
01-07	Sharp Dirk	Dagger	2d6	4
08-14	Copper Short-sword	1H Sword	2d8	8
15-21	Deadman Cleaver	1H Axe	2d10	10
22-28	Rock Mace	1H Mace	2d8	8
29-35	Brass Knuckles	Fist Weapon	2d6	4
<i>Two-handed Weapons:</i>				
36-42	Handcrafted Staff	Staff	3d6	10
43-49	Short Spear	Polearm	3d8	12
50-56	Broad Axe	2H Axe	3d10	14
57-63	Bastard Sword	2H Sword	3d8	12
64-70	Beatstick	2H Mace	3d8	12
<i>Ranged Weapons:</i>				
71-77	Polished Shortbow	Bow	2d8	8
78-84	Light Crossbow	Crossbow	2d10	10
84-91	Solid Blunderbuss	Gun	3d8	14
92-00	Arcanist's Wand	Wand	2d6 Arcane	18

Table 15: Armor

%	Armor	Armor Type	Armor Bonus	Price (in Gold)
01-20	Violet Robes	Cloth	6	5
21-40	Black Leather Vest	Leather	8	10
41-60	Rugged Mail Vest	Mail	10	15
61-80	Bone-Plated Armor	Plate	12	20
81-00	Pikeman Shield	Shield	5	8

General Equipment

Enriched Rations: Makes a good meal, though not exactly tasty. Feeds the user for 1 rest period

Refreshing Spring Water: Refreshing, and keeps easily. Hydrates the user for 1 rest period.

Linen Bandage: Heals the user for 4d6, but can only be applied once per day. Also stabilizes incapacitated allies.

Traveler's Backpack: Stores your stuff! Don't leave home without it. Carries about 16 miscellaneous items.

Rough Sharpening Stone: Sharpens any bladed weapon, causing it to do 2 extra damage for the next combat.

Lockpicking Tools: Allows the Rogue to do his magic with locks.

Divining Crystal: Helps a caster focus her spells, giving +2 to hit with spells. Held in the off-hand.

Healing Potion: Instantly heals the consumer for 1d6 Health per 2 levels of the user. Can only be used once per combat.

Mana Potion: Instantly restores 1d6 Mana per 2 levels of the consumer. Can only be used once per combat.

Rejuvenation Potion: Instantly restores 4d6 Health and 4d6 Mana. Can only be used once per combat.

Elixir of Water Breathing: Allows the user to breath underwater for 1 hour.

Scroll of Recall: Teleports the user to the location set on the scroll. Choose at purchase time.

Ez-Thro Dynamite: Explodes! Hurl at a target area, and deal 3d6 Fire damage to all enemies within 9 yds of the target point.

Ornate Spyglass: Lets you see far away! Zooming lens allows the user to see up to 300 yds through it.

Light Armor Kit: Adds a little extra padding to your armor. Increases the Armor Value of a suit of armor by 2. Effect is permanent. Limit of 1 use per suit of armor.

Table 16: Miscellaneous Equipment

%	Name	Price
1-10	Enriched Rations	1
11-20	Refreshing Spring Water	1
21-28	Linen Bandage	3
29-34	Traveler's Backpack	6
35-40	Rough Sharpening Stone	4
41-46	Lockpicking Tools	6
47-52	Divining Crystal	12
53-58	Healing Potion	6
59-64	Mana Potion	8
65-70	Rejuvenation Potion	12
71-76	Elixir of Water Breathing	8
77-82	Scroll of Recall	15
83-88	Ez-Thro Dynamite	6
89-94	Ornate Spyglass	8
95-00	Light Armor Kit	4

Table 17: Transportation

Type	Price	Notes
Ground Mount	10	Can travel 20 miles a day. Comes in many varieties.
Fast Ground Mount	40	A swifter, sturdier mount, travels about 40 miles a day. Many varieties
Flying Mount	100	Travels 80 miles a day by air. Comes in gryphon (A) or wyvern (H)
Fast Flying Mount	200	A swifter, sturdier flyer, travels 120 miles a day by air.
Class Ground	free	Dk (Deathcharger), Pa (Charger), Wl (Felsteed). Becomes Fast at lvl 4
Class Flying	free	Death Knights learn to summon a Fast skeletal gryphon at 8.

Generating Loot

It wouldn't be an adventure without loot, would it? An important part of the joy of the Warcraft experience, especially for games based on WCIII and WoW, is finding cool loot to power up your character or hock for cash at the nearest inn to buy enough supplies to survive the next adventure. The following tables, combined with the ones in the previous section, allow GMs to easily generate or pick and choose random loot for their dungeons and adventures roughly appropriate for the party's level.

To begin with, we need to know two things: the Party Level, which is the level of the highest member of the party; and if this is to be a reward for fighting a monster or monsters, the highest Monster Level. From this we can generate the Treasure Bonus of the encounter or treasure:

$$\text{Treasure Bonus} = (\text{Party Level} \times 2) + \text{Monster Level}$$

Treasure Bonus is added to rolls on Tables 18 and 19, thus increasing the chances of more and better treasure. Treat results of greater than 100 as 100.

To start off then, we roll on Table 18, adding Treasure Bonus to the percentile roll, and this tells us how many rolls on Table 19 we make for the treasure. We then roll on Table 19 that many times, again adding the Treasure Bonus. You may also roll on Table 20 to determine how the treasure is contained if not found on a monster.

Magic Loot

Through the course of their adventures, the heroes of your Warcraft stories can discover all manner of magical goods. The following percentile tables provide a simple system for randomly generating generic magic gear. Start with Table 21 and follow the instructions. This of course does not cover the full depth of what's possible, and GMs are encouraged to get creative, designing special loot not covered here, such as unique weapons, special potions, magic trinkets, and so forth. This can also be a good way to reintroduce those spells left out of the main level and talent tables, through books and scrolls that teach the players new abilities, though this should be done sparingly. GMs should be sparing, but not stingy, in handing out magical loot, as too much renders it no longer "magical" at all, and always on the lookout for ways to use such loot to create adventures and stories. After all, look how much trouble Frostmourne has created . . .

Should a character wish to sell a magical item, weapons and armor are worth 1d10/level plus the base price from Table 1. Jewelry and off hand items are worth 15 + 1d8/lvl.

Table 18: Number of Treasures

%	Number of Rolls
01-30	1
31-60	2
61-80	3
81-90	4
91-00	5

Table 19: Treasure Type

%	Type of Treasure
01-20	Weapons – Roll Table 14
21-40	Armor – Roll Table 15
41-60	Equipment – Roll Table 16
61-80	Gold – Roll Table 8 then 1d6 per Item Level
81-95	Magic Loot – Roll Table 7
96-00	Epic Loot – Roll Table 7 then follow Epic Loot Instructions

Table 20: Container

%	Contained in
01-20	Loose Pile
21-40	Unlocked Chest or Open Container
41-60	Locked Chest – TN 15 + highest Item Level
61-80	Trapped Chest – TN 15 + highest Item Level, roll [Item Level]d6 damage if failed
81-00	Corpse Pile – Int check TN 15 + highest Item Level to search

Table 21: Loot Type

%	Type	Instructions
01-30	Weapon	Roll on Table 14 and Table 22, consult Table 23 and roll Table 27
31-60	Armor	Roll on Table 15 and Table 22, consult Table 25 and roll Table 27
61-75	Ring	Roll on Table 22, consult Table 24, roll on Table 27
76-90	Necklace	Roll on Table 22, consult Table 24, roll on Table 27
90-00	Off-Hand	Roll on Tables, 22, 26, and 27 (roll on Off-hand column)

Table 24: Weapon Damage and Material

Item Level	Damage/Attack Bonus	Material Blade/Gun	Material Staff/Bow/Wand
1	+1	Mithril	Ashwood
2-3	+2	Dark Iron	Oakthrush
4-5	+3	Thorium	Yew
6-7	+4	Adamantite	Ravenwood
8-9	+5	Cobalt	Blasthorn
10	+6	Saronite	Gorewood
11	+7	Titansteel	Irontree
12	+8	Obsidium	Dragonbone
13	+9	Elementium	Warpwood

Table 25: Armor Material and Bonuses

Item Level	Armor Bonus	Cloth	Leather	Mail	Plate/Shield
1	+1	Mageweave	Devilsaur	Deviat Scale	Mithril
2-3	+2	Runecloth	Warbear	Dragonscale	Dark Iron
4-5	+3	Felcloth	Enchanted	Dreamscale	Thorium
6-7	+4	Mooncloth	Core Leather	Onyxia Scale	Adamantite
8-9	+5	Netherweave	Knotheride	Felscale	Cobalt
10	+6	Frostweave	Borean	Nerubian	Saronite
11	+7	Moonshroud	Fel Hide	Icy Scale	Titansteel
12	+8	Embersilk	Savage	Deepsea	Obsidium
13	+9	Dreamcloth	Pristine	Blackened	Elementium

Table 22: Quality

2d6	Item Level
2	Party Level -3
3-4	Party Level -2
5-6	Party Level -1
7-8	Party Level
9-10	Party Level +1
11	Party Level +2
12	Party Level +3

Table 23: Jewelry Material

Item Level	Material
1	Silver
2	Tigerseye
3	Gold
4	Jade
5	Mithril
6	Black Diamond
7	Draenite
8	Pyrestone
9	King's Amber
10	Dragon's Eye
11	Lightstone
12	Shadowspirit
13	Inferno Ruby

Table 26: Off-hand Item Type

%	Type
01-10	Orb
11-20	Crystal
21-30	Rod
31-40	Grimoire
41-50	Tome
51-60	Stave
61-70	Pouch
71-80	Torch
81-90	Scepter
91-00	Skull

Table 27: Generating Attribute Bonus/Suffix

%	Suffix	Bonus/Effect**	% ("of the X")	% Off-Hand(of the X)
01-10 of Strength	(Item Level/2)+2 Strength		01-20	
11-20 of Agility	(Item Level/2)+2 Agility		21-40	
21-30 of Stamina	(Item Level/2)+2 Stamina		41-60	01-12 (01-33)
31-40 of Intellect	(Item Level/2)+2 Intellect		61-80	13-26 (34-67)
41-50 of Spirit	(Item Level/2)+2 Spirit		81-00	27-38 (68-00)
51-60 of Magical Wrath	(Item Level/2) to Magic damage			39-51
61-70 of Healing	(Item Level/2) to Healing spells			52-64
71-80 of Defense	(Item Level/2) to Armor			65-76
81-90 of Power	(Item Level/2) to Attack Rolls			77-88
91-00 of the <X>	*Special			89-00

* Roll again twice on the 4th column. Divide an amount of bonus equal to the Item Level between each stat as evenly as possible, applying any remainder to the first stat. Consult Table 28 for suffix.

** For Two-Handed weapons, add +2 to any bonus (or +1 to each stat on a "of the X")

Example Item Generation

Table 28: "Of the <X>" Suffixes

	Strength	Agility	Stamina	Intellect	Spirit
Strength	n/a	Tiger	Bear	Gorilla	Boar
Agility	Tiger	n/a	Monkey	Falcon	Wolf
Stamina	Bear	Monkey	n/a	Eagle	Whale
Intellect	Gorilla	Falcon	Eagle	n/a	Owl
Spirit	Boar	Wolf	Whale	Owl	n/a

First we roll on Table 21 to determine what sort of item we've got. A percentile roll gives us 38, so this is a suit of Armor. We now roll on Table 15 to determine what type of armor it is and get a 97, a Shield. The next step is to determine the item's quality relative to the party. The party is currently an average level of 6, so we roll on Table 22 and strike good luck with a 10, making it a Party Level + 1 item, Item Level 7 with a value of 8+7d8 for 40 gold. Since it's level 7, we check table 25 and see that this makes it Adamantite, with an Armor Bonus of 8. Now we roll for stat bonuses on table 27, and get a 92, so it's an "of the X" item, which means we roll again twice more, getting an 89 (Spirit) and a 09 (Strength), giving +4 to the first, and +3 to the second. Using Table 28, we find that gives the name the suffix of "of the Boar".

Bringing all this information together gives us the following magical item:

Adamantite Shield of the Boar

13 Armor

+4 Spirit

+3 Strength

40 Gold

This process can of course be simplified by skipping rolled sections and choosing the outcome instead, should the GM desire a specific item or set of stats.

Epic Loot

From time to time, the normal item tables simply don't provide the oomph needed, that certain special something that elevates a weapon or piece of armor to truly rare levels of power worth questing through the ends of Azeroth for. These are the rare blades and other things that often hide at the ends of the most ancient and terrible of places.

Generating an Epic weapon begins much like the generation of any other piece of magical gear. Roll on the tables as normal to generate the base item. Once the base stats have been determined, increase any weapon or armor bonus by +2, and roll on Table 27 a second time, re-rolling any duplicate results, and adding what remains to the item's stats. Finally, roll on the appropriate column in Table 29 to determine the item's special effect. To name the resulting item, you may simply add the effect's name where it seems most suitable, or come up with an original name befitting it's powerful nature.

Table 29: Epic Equipment Effects

%	Weapon	Armor	Jewelry and Off-hand Item
01-10	Demonslaying	Magebane	Bone-Link
11-20	Fiery	Peerless	Cruel Cunning
21-30	Unholy	Shadowcloak	Indomitable
31-40	Deathfrost	Assassin's Step	Lifestone
41-50	Lifestealing	Time Lost	Onyxia Blood
51-60	Crusader	Avatar	Petrified
61-70	Mongoose	Warbringer	Alchemist
71-80	Hurricane	Cryptstalker	Warp-Spring
81-90	Heartsong	Sanctified	Battlemaster
91-00	Power Torrent	Necrotic	Oracle

Epic weapons are meant to be priceless, but should the party desire to sell them, consider their cash value to be double that of a standard magical item, though finding a buyer could be tough.

For example, to Epic-ify our previous example, we add +2 to the armor, roll on Table 11 again getting a 25 and thus adding an extra +5 Sta, and finally rolling a 46 on the special effect table 16 to get Time Lost, creating the following item:

Time Lost Adamantite Shield of the Boar (Epic)

15 Armor

+5 Stamina

+3 Strength

Successful hit with spell of 20+ grants additional action

80 Gold

Epic Weapon Effects

Demonslaying: Deals an additional 1d10 damage vs. Demons

Fiery: Imbued with magical fire, boosts all melee and Fire spell damage by +1d8

Unholy: Curses the target, dealing +1d8 Shadow damage and -2 to attack rolls

Deathfrost: Chills the target to the bone, causing +1d8 Frost damage and -6 yd movement

Lifestealing: Attacks heal the wielder for 1/10th damage dealt, minimum of 1

Crusader: On a 20+ attack roll, the wielder's Str increases by +10 for next 2 rounds

Mongoose: On a 20+ attack roll, the wielder's Agi increases by +10 for next 2 rounds

Hurricane: On a 20+ attack roll, wielder gains an immediate free extra attack

Heartsong: The wielder's Spirit is increased by +10 for the purposes of healing spells

Power Torrent: Arcane spells deal an additional +1d8 damage

Epic Armor Effects

Magebane: Reduces all Magic damage taken by [Item Level]

Peerless: Increases all Stats by +3

Shadowcloak: Provides a bonus to all Stealth rolls equal to [Item Level]

Assassin's Step: Increases movement speed in combat by 4yds

Time Lost: Successful hit with spell of 20+ grants additional action

Avatar: If a heal spell restores target to full Health wearer gains [Item Level] Mana

Warbringer: If the wearer kills an enemy, increase their next attack by +1d10

Cryptstalker: The wearer's pet deals an additional +1d8 Shadow damage

Sanctified: All Holy spells have their effect increased by one die

Necrotic: Wearer may continue to fight for 2 rounds after death

Epic Jewelry and Off-hand Item Effects

Bone-Link: On a successful melee strike of 20+, deal +1d8 to all surrounding enemies

Cruel Cunning: Successful spell attack of 20+ triggers a shadowy bolt dealing 2d10 damage

Indomitable: If wearer falls below 50% Health, gain PW:Shield of [Item Level]

Lifestone: Once per day, use to heal [Item Level]d10 damage instantly

Onyxia Blood: Automatically heals 2 Health per Round unless incapacitated

Petrified: Once per day, grants shield vs. magic damage of [Item Level]*5

Alchemist: Healing and Mana potions restore an extra 50%

Warp-Spring: Successful hit of 20+ doubles carryover damage from attack roll

Battlemaster: Increases maximum health by 100% for 2 rounds

Oracle: Successfully killing a target with a spell restores Mana by 10%

Chapter 3: Basic Rules

Whether you're racing down a the hills of Winterspring from an incoming avalance, or simply trying to find your shoes in the dark as you seek to quickly flee the Goldshire Inn without paying your tab, Drums of War offers a simple, straightforward system for resolving non-combat actions, and that's what this chapter covers.

Difficulty	TN
Trivial	5
Easy	10
Challenging	15
Difficult	20
Unyielding	30

Attribute Checks

Whenever a character is called upon or attempts to execute a non-combat task, we make an attribute check with the appropriate ability, using the descriptions in Chapter 1 as guidelines one what attribute most applies to the task being attempted.

To make an attribute check, roll 2d10, and total the value, and add the modifier for the attribute being used. Compare that to the Target Number (TN) of the task being attempted, and if it is over the TN, the check succeeds and the task is successfully completed. For sample difficulties check the following table:

Opposed Checks

Sometimes a character attempts an action that is opposed by another character or NPC. In those cases, rather than rolling against a TN, the character's roll is opposed by the roll of another player. The GM determines the appropriate attributes for each side's role in the action, and then each player rolls 2d10 and adds their modifier. The highest roll wins. If there is a tie, the character with the highest attribute wins. If attributes are tied, have both sides roll again.

Extended Checks

At times, characters may attempt to perform a task that takes more than a simple action, whether it be opposed or unopposed. In these scenarios, if the GM so chooses, he may select a difficulty TN as normal, but rather than resolve the task with a single roll, instead, he chooses a target number of successful rolls that must be made to succeed, and a maximum number of rolls the player may make to attempt to complete the task. In this way, he can simulate a race to complete a task before some set time limit. Extended checks may also be used to simulate a competition, with two sides rolling off for a set number of rolls to see who achieves the most wins.

In general, it is hard to define hard and fast rules, as this rule can be applied to many situations. However, a good roll of thumb is to set the maximum number of rolls at about 1 for each 5 minutes of Azeroth time that the task might be completed by, and the total number of rolls needed to about 1 per 5 minutes of time needed to complete the task. However, in situations with a larger time span expected, it is advisable to increase the ration between rolls and time as appropriate to the situation.

Modifiers

Normally, the TN of a task should be sufficient to simulate the difficulty or ease at which the player can complete the task. However, from time to time the player may come up with some particularly clever plan or tactic to get the leg up on the task at hand. This is especially common in opposed and extended checks. Feel free to grant the player(s) an extra +1 to +3 to their roll as the GM sees fit. This can encourage a bit of cleverness on the part of the players in how they approach

things, rather than relying on rote die rolls. You might even apply this rule to clever stunts in combat!

Combining Efforts

In some situations, the players may wish to combine their efforts, say to push a particularly heavy object, or team up on a hastily assembled barricade to ward off an impending wave of Scourge. In those situations, designate the player with the highest attribute as the leader to make the final success roll, and then have each additional player make a roll against a reduced difficulty (-5 to the TN). For each one that succeeds, add a +1 to the leader's roll to see if the group task succeeds.

For extended checks, you may wish to keep the result of the contributing rolls for future rolls, to save time.

Environmental Hazards

“It's not an RPG if it doesn't have falling damage,” goes the old axiom. So here it is: characters take automatic damage from a fall of 1d6 per 6 yds. They also take 1d6 damage for every round spent in a fire, and when passing through flame, have a 25% chance to catch on fire, causing a further 1d6 damage per round.

Swimming is at least a bit more safe. Characters move at half speed in water, and can hold their breath underwater for about 6 mins before they begin taking damage from the suffocation, an automatic 1d8 per round until they escape water. Undead, by right of their state of unlife and the resultant reduction in survival requirements, can survive up to 20 minutes. Aquatic and amphibious enemies like Murlocs are unphased entirely by water, and can breathe freely in it.

Breaking Stuff

When a player is confronted by an obstacle, it is often his first impulse to attempt to smash it apart. Various materials offer varying resistance to such things, modeled as an amount of Health per inch of material thick. Bashing through a barrier or object is treated as an attack that automatically hits. Roll damage, assuming a success level of 0.

Material Health per Inch	
Wood	10
Brick	20
Stone	30
Steel	50
Saronite	100

Note also that some weapons are more suitable to this task than others. Maces hold up fine against most materials as long as they're steel handled, and Axes fair well against wood, but most other mundane weapons could sustain damage. Any magic weapon of Item Level 3 or more will be largely impervious to such mundane damage, but lower level or non magical weapons face a 10% chance of breaking, damaging the weapon and reducing it's damage by -3. Should a weapon suffer enough penalty that it can no longer roll damage, it breaks completely. Such damage can be repaired by a smith, or alleviated somewhat by a sharpening stone.

Some common materials and their strengths are listed in the table to the right.

Experience

Experience, or “XP”, is the means by which characters gain levels, and thus become more skilled at their class. It is earned by going on adventures, completing missions and quests and story arcs, slaying evil and so forth.

There are two methods at the GM's disposal for handing out experience: the easy way, and the math way. The simplest method is simply to award the players a new level of experience when the GM feels they've accomplished a significant goal, or closed a story arc or adventure. This lets the GM control the advance of player skill at his own pace, and can create a nice end reward at the end of a major chunk of the campaign.

The more math heavy way is through the awarding of XP, for defeating enemies, completing objectives and adventures, and otherwise being awesome players, however you as the GM define “awesome” anyway. This provides a nice trickle of numeric awards throughout the course of a campaign, though can be a bit of book-keeping to keep track of for the GM. Once the players accrue enough XP, they'll then gain a level. Standard rewards, and the amount of XP required for each level, are described in the following tables:

Leveling

Once the player is awarded a new level, either by GM fiat or by earning the requisite XP amount to achieve a new level, at the end of that session he may apply all the benefits earned from his new rank, by following the following easy steps:

1. Increase Health. Roll the die described in your class description, add Stamina modifier, and increase maximum Health by that amount
2. Increase Mana (if applicable). Roll the die indicated in your class description, add Intellect modifier, and increase Maximum Mana by that amount
3. Increase your Attributes. Each new level you earn 3 points to spend increasing your base Attributes. Note that these are spent to improve the Value, not the Modifier, of a stat.
4. Record your new Ability, and if level 3, 6, or 9, a new Talent. This is also a good time to modify your notes for existing abilities, updating damage and effect descriptions to reflect the new level and any improvement to Attribute modifiers.

Table 31: Level Experience Requirements

Level	Total XP Required
1	0
2	1,000
3	3,000
4	6,000
5	10,000
6	15,000
7	21,000
8	28,000
9	36,000
10	45,000

Corruption

The world of Azeroth, and Outland beyond, are fraught with as much moral peril and temptation as much as they are mortal threats. The schemes and depredations of the Burning Legion, the Lich King, or simple mortal nature, conspire against the souls of heroes and conquerors, and even some of the finest exemplars of virtue have fallen to corruption of the soul and given themselves over to darker natures and powers.

Table 30: Experience Rewards

Event	XP Reward
Defeating a monster	10 x Monster Level
Defeating an “Elite” Monster	30 x Monster Level
Defeating a “Boss” Monster	50 x Monster Level
Completing a “Quest”	100 x Avg. Monster Level
Completing an Adventure	200 x Avg. Monster Level
Completing a Major Story Arc	500 x Party Level
Successful Extended Check	50 x Player Level
Successful Combined Effort	50 x Party Level
Being Awesome	GM's Discretion

Characters who engage in morally questionable acts, greedy grabs for power, betrayal, “ends justifying means”, sadism and torture, callousness to their fellow mortals, succumb to the temptation of Demonic or Necrotic powers, or even outright evil deeds, place their souls in grave peril in a universe with such foes as the Burning Legion within it, who see such acts as openings for their influence.

Some classes, such as Warlocks, Death Knights, and Shadow Priests, innately drawing their power from darker paths of Shadow and Flame and Frost, and so begin their quest already marked by the corruption they have witnessed.

Should a character go too far down these dark paths, by word and deed, he risks losing himself to the thrall of darkness, never to be redeemed.

In Drums of War, this danger to the soul is modeled through Corruption. Corruption is a measure of the taint on a character's soul, an mark left by some past sin or foul deed, that may never be cleansed without great redemption.

Whenever a character performs an act the GM deems to be of questionable virtue or unbecoming to a proper hero of Azeroth, he may give the player a point of Corruption, or more if the deed is termed truly heinous. It is up to the GM if he wishes to warn a player if an action he is about to take will earn his character Corruption. He may even, at junctures in the story, tempt the player into performing deeds that could lead to his corruption, though this technique is advised to be used sparingly.

Whenever a character earns a point of Corruption other than those he began the game with, he must make a simple dice check. Make a 2d10 roll, and if that roll does not exceed his current Corruption value, his mind has finally slipped into Shadow, and he is lost both to the Light, and to the player. The GM may keep the sheet to turn him into an NPC, but he is otherwise no longer playable.

Prior to this point, however, it is occasionally possible to redeem a character, to restore some of his honor, and remove some of the Corruption that stains his soul. If the character performs an act of great heroism, sacrifice, and for the good of the mortal races of Azeroth, the GM may reward him by allowing the player to remove a point of Corruption from his character. An especially legendary act of courage and altruism may even remove more. This possibility is entirely at the GM's discretion, and he is not obligated in any way to reward the player in this manner. It does however, remain the only way to redeem a character for his past misdeeds, so a player is wise to maintain his honor before, rather than after.

Rounding

Unless otherwise indicated, round down whenever dividing an amount, to a minimum value of 1.

Chapter 4: Combat

The lands of Azeroth and beyond are a perilous place, filled with all manner of creatures, most of which want to eat you, or kill you, or turn you into their undead slaves. It is thus important that an adventurer be skilled in the ways of combat, to ensure his survival on the dangerous journeys to come. In this chapter we will present the basic system used to resolve the battles of your Azerothian heroes.

Initiative

The most important initial determination in a fight is who strikes first. Under normal circumstances, this is determined by having all players roll 1d10 and add their Agility modifier. Action during a round then follows in the order of highest to lowest, and this order remains throughout the course of the fight.

However, combat doesn't always start on more or less equal terms. Players or NPCs may set an ambush for the opposing side, characters or enemies may have Stealth or Invisibility, preventing the opposing side from spotting the threat, creating an element of surprise. Make an opposed check between the highest Agility of the ambushing side, and the highest Intellect of the potential ambushees. If the ambushing side wins, they will attack with the element of surprise. Roll Initiative as normal for all combatants, but the ambushing side will automatically attack first (in order of their initiative) on the first round. If the ambushing side loses, follow normal initiative order.

An additional exception takes place in the case of Stealth, and Invisibility. Unless surprised or spotted, as in the case of an ambush, characters who are in these two states may choose to declare their action at any time during the round in between the actions of any of the other combatants. However, once they act, they will lose this advantage unless they use another ability that allows them to return to such a state.

The Combat Round

Combat is divided into sections of time called rounds. Each round is approximately 3 seconds long, just enough time for each combatant to make one action from the following:

1. **Standard Attack:** The character Melee attacks with one or both weapons, or a Ranged attack with his equipped ranged weapon
2. **Move Action:** The character may move up to 12 yds.
3. **Step and Attack:** The character may move up to 6 yds, and make a single Melee attack with their main hand weapon. Ranged attacks cannot be used on the move.
4. **Use an Ability:** Most abilities unless otherwise specified consume a character's turn.
5. **Use an Item:** Items such as potions or bandages that can be used in combat take an action.
6. **Defensive Maneuvers:** The character takes a defensive approach, ducking for the nearest cover or hiding place within 12 yds, and gaining a +2 bonus to Armor at the expense of all other actions.
7. **Flee:** The character takes off in a dead sprint, seeking to escape combat by the fastest route. The character moves up to 18 yds away by whatever fashion puts him further from the enemies.

Some abilities may be described as “free actions”. Free actions do not count as the character's action for the turn, allowing them to use the ability and still be able to perform one of the preceding actions in the same turn. Only one “free action” can be taken in a round.

Attacking

Attacking an opponent in combat is essentially an Attribute check against a TN determined by the target's Armor. You roll 2d10 and add the appropriate modifier and any additional bonuses, and compare that to the target's Armor. If you succeed, the attack is successful, if you don't, you miss. Any amount rolled on the to-hit roll in excess of the target's Armor is added to the following damage roll.

Finally, you roll the damage dice for that attack, adding the appropriate attribute to the damage and any carryover from the to-hit roll. Apply the damage to the target.

What attributes you roll to strike and what attributes modify damage are determined by the type of attack, are described in the following sections.

Melee Attacks (Me)

Melee attacks roll 2d10 + Str modifier vs. the target's Armor to hit, plus any applicable bonuses. Damage rolled from melee weapons adds your Strength modifier.

Ranged Attacks (Ra)

Ranged attacks with bows, crossbows, and guns roll 2d10 + Agi modifier vs. the target's Armor to hit, plus any applicable bonuses. Damage rolled from these weapons adds your Agility modifier.

Note that Wands do not use the standard ranged stats, and are considered for the purpose of rolling attacks to be Magical attacks.

Magical Attacks (Ma)

Magical attacks generally come in the form of abilities, but Wand attacks are also considered Magical. Magical attacks differ from the normal attack roll method, in that rather than targeting Armor as a static TN, they are resisted by the target's Spirit.

Make an opposed roll between the attacker's Intellect and the target's Spirit (or RV in the case of monsters). If the target succeeds, he has struck his opponent with the spell. Similarly to other attacks, the amount an attacker succeeds by is added to the damage of the attack. Damage rolled on attacks with Wands adds Int modifier, as do most abilities, unless otherwise specified in the description.

Abilities

Most abilities that require some kind of attack roll will be tagged with one of the abbreviations mentioned in the previous section, Melee (Me), Ranged (Ra), or Magical (Ma). Use the to-hit procedure described in the appropriate section, and roll damage or effect as described by the ability.

Some Melee and Ranged abilities state that they perform an attack plus some additional amount of damage. Resolve these abilities as if they were a single attack with the main hand weapon only unless otherwise indicated, and apply the additional damage as required.

If no type is given to the ability but it states it deals damage or healing, simply resolve its effects automatically.

Area of Effect

Some abilities as described affect a radius or area, targeting every enemy within the defined space. To simplify the potential number of dice rolls involved in such an attack, roll to hit, and roll damage against the strongest target among the group, and simply apply the same effect against all other targets within the affected area.

Periodic Damage/Healing

Some abilities continue to cause damage or healing over time to a target. In those instances, roll to hit, and then continue to apply the results of the initial attack roll to subsequent damage rolls. So if I hit with Fireball and beat the target's Spirit by +4, I will roll 1d10 + 4 Damage for each of the three rounds of burn effect left on the target.

It is the responsibility of a player using a periodic effect ability to keep track of what targets are affected, and declare that damage at the start of each of his rounds until the effect expires. Should the player forget to call and apply the effect in a given round, that damage is lost and the effect expires. This is so that the GM does not have to keep track of all of the player's abilities at once, and can instead focus on managing the enemy's strategy.

Dual-Wield

Some character classes have Dual-Wield listed in their equippable weapons section of their class description. This means that this class can wield two of any one-handed weapon they are allowed to equip in each hand. When making a Standard Attack, the character gets an additional strike with the weapon in their off-hand, however, this attack is made with a penalty. Attacks with the off-hand weapon have a -4 to hit and a damage penalty of -4.

Modifiers and Complications

Combat is often fraught with strange complications, players attempting daring stunts, enemies ducking behind cover, darkened rooms making targeting difficult, and many more. These situations are many and varied, and it is almost impossible to account for them all, but generally to be encouraged regardless as they can make combat more exciting.

The GM is encouraged to cover these complications by applying a modifier of between +4 and -4 to the player's roll depending on circumstance. Should the player wish to attempt some grand stunt or trick, have him roll the appropriate Ability against a TN of 15, and if he succeeds, give him a bonus of +4 to whatever action follows it.

A Final Note on Range and Mapping

In keeping with this game's primary inspiration, ranges in the game are described in yards (yds). This is to provide a real world benchmark as a point of reference for those players who prefer to play out combat abstractly in their heads or in rough jotted form.

In addition to the ranges described by some abilities, all Ranged, Magical, and Automatic attacks have a maximum range of 36 yds, and all Melee attacks can only be used if within 2 yds of their target.

For those wishing to use a grid map or tabletop miniatures to track combat action, use a scale of 1 square or 1" = 2 yds.

Resting

Characters regain health and mana by resting. Three times per day, they can set camp and rest, to regain their Health and Mana.

As long as the character is well fed, they will regain an amount of Health equal to twice their Stamina modifier+2d10, and if they are hydrated, they will restore their Mana fully, after 1 hour uninterrupted rest.

If the party has no food and water, they regain an amount of Health equal to their Stamina modifier+1d10, and an amount of Mana equal to three times their Spirit modifier+2d10.

Should the party be interrupted during the course of their rest, they gain only half of the amount they otherwise would have restored.

Incapacitation, Death, and Resurrection

Characters who are brought to 0 Health or below in the course of combat immediately become Incapacitated. They immediately become unconscious, and all magical effects upon them cease. They are also now dying, and will need immediate medical attention at the end of the battle, or else they risk permanent death.

At the end of the battle, an incapacitated character will survive, unconscious, for a number of hours equal to their Stamina modifier, after which, they will expire. Application of bandages will stabilize the character and extend this duration to the same number of days, however they will still be unconscious and unable to act.

Resurrection spells are the surest way to heal an incapacitated character to life. Note however, that a Resurrection spell is not guaranteed, and is handled as a Spirit check against the deceased, with a TN equal to the amount of damage taken in excess of the target's Health, with a success meaning that the target has been revived, and a failure indicating that the caster cannot revive the character. Resurrection by the particular spell used cannot be attempted again except by a character of higher skill or level.

Chapter 5: Bestiary

The following, and concluding, chapter, presents some basic rules and stats for presenting a handful of common Warcraft enemies in an easy to manage fashion. It is by no means complete, the 13 examples having been chosen because they are both fairly representative of many common foes and easily used as stand-ins for other foes of similar power, as well as being represented in miniature form in the World of Warcraft Boardgame, making for easy availability of pieces should one wish to use mapping in combat.

Monster Stats

Rather than using a complete set of the same stats used for characters, which would be needlessly cumbersome for creatures that are mostly just going to be slaughtered the first time they appear, monsters use a simpler set of stats to make them easy to track and quickly upgradeable to higher levels. This way, full character write-ups can be reserved for very important NPCs meant to provide a long-running challenge.

Monster stats are described as follows:

- *Base Level (BLvl)*: This is the standard level of the creature as generally found. Only used in monster descriptions
- *Level*: This is the level the GM will record in his notes, and is the actual level of the creature. This will be the same value as base level unless the GM has chosen to upgrade it's level or status
- *Action Value (AV)*: This is the modifier the enemy uses when called upon to take an action, whether for an Attribute or Opposed check, or for any attack rolls.
- *Resistance Value (RV)*: This is a modifier, used whenever the defending subject of an opposed roll, such as when resisting a Magical attack
- *Armor*: This is the character's standard Armor value, used as the TN for attack rolls against it.
- *Health*: This is the amount of Health the character possesses, expressed in two forms: a die roll for randomly rolling health, and a flat value based on the average roll for quick use. The die type used will also affect any health added when upgrading the creature
- *Damage*: This is the die roll for damage when the creature makes a standard attack

In addition, if they have any special attacks, these will be described as well.

Improving and Modifying Monsters

The base monster statistics provide a range of opponents to fight but can be somewhat inflexible. What if you want to send the lvl 10 party up against some really nasty Mur'ghouls? Or maybe you need something with a little more punch, to create a challenging climax to that trek through a Scourge infested dungeon, and a weenie little Ghoul doesn't cut it?

One can modify the base monsters in a number of ways.

The simplest is leveling it up. Monsters have a level just like characters do, and can be given levels to boost their abilities. For each level added to a character, add +1 to the AV, RV, and Armor of the creature, an additional die of Health of the same kind indicated for the base value, and an additional die of damage per 2 levels added.

If you want an especially tough monster, you can make it an Elite. Elite characters are effectively two levels higher than a standard monster their level. Level the monster to your desired base level, then add +1 AV/RV, +2 die more Health and +1 die more Damage. Note the monster as the original level, but add “Elite” on the end, and remember to give the players the extra XP if they kill it!

If you want to create a truly formidable opponent, you can make it a Boss monster. Boss monsters are effectively three levels higher than their base level, and make for a dangerous opponent the players will have to be careful when approaching. Level the monster as desired, then add +2 AV/RV, +3 die more Health and +2 die more Damage. Be careful with these types of encounters though, and use them sparingly.

If you want to jazz up a critter some more, give him some new abilities. The easiest source, and especially appropriate if you want the baddy to be of a particular class, is to pick an ability or two out of the ones the player classes earn, using the critter's base level (not upgraded level) to determine the effect of it.

Finally, if you want to have something in mind that isn't listed, just co-opt the stat block that looks most appropriate and use it for your own ends. The monsters are easily adapted to other similar types or power levels of creature. That Scarlet Crusader could also be a Bloodsail Pirate or even a Defias Mage if you gave him Fireball . . .

Go nuts, get creative. Treat the following table as a toolbox, and the stats herein not as hard guarantees, but as building blocks to build your adversaries from.

Table 32: Monsters

Name	BLvl	AV	RV	Armor	Health	Damage	Special
Murloc	1	+1	+1	10	3d6 (12)	1d6	Mrgllrgllr: Check against TN of 15 to summon another murloc
Gnoll	1	+2	+1	11	3d8 (14)	1d8	Mockery: Taunts the target, causing him to drop his main hand weapon
Ghoul	2	+2	+3	13	3d10 (16)	1d10	Frenzy: Ghouls are too simple to be affected by Fear
Scarlet Crusader	3	+4	+4	14	4d8 (18)	2d6	Zealotry: Deals an extra +2 damage against targets with Corruption
Naga	4	+5	+5	15	4d8 (18)	2d8	Frostbolt: As the Mage ability
Spider	4	+4	+5	17	4d10 (22)	2d6	Poison: As the Rogue's Instant poison
Wraith	5	+6	+7	19	5d10 (26)	2d10	Haunt: The Wraith's haunting presence causes 4 Shadow damage to all in melee
Worgen	6	+7	+6	18	5d10 (21)	3d10	Bloodthirsty: Deals an extra +5 damage against a wounded target
Wildkin	7	+7	+8	20	6d10 (26)	4d8	Elune's Madness: +3 to hit against Druids and Shamans
Ogre	8	+9	+10	21	6d10 (32)	3d10	Bonk!: Clubs the target in the head, can't cast Magical attacks next round
Drake	9	+10	+11	23	7d10 (38)	4d10	Flame Breath: Deals Fire damage to all in a 10 ft. cone in front of it
Doomguard	10	+11	+11	25	9d10 (48)	5d10	War Stomp: As the Tauren ability
Infernal	12	+13	+14	28	11d10 (58)	6d10	Immolation: Burns all targets within 8 yards with unholy fire