

ADVENTURES IN AZEROTH

Warcraft. Other than Tolkien's creation of Middle-Earth, few fantasy worlds have as deep and rich history as Azeroth, the world of Warcraft. It all started in 1994, when Blizzard released Warcraft: Orcs and Humans, during a lull in the real-time-strategy market. I doubt they foresaw what their creation would grow into. The Warcraft series of games would grow to become one of the most successful RTS series ever created, and would provide the soil for the birth of one of the world's largest and longest-lived Massively Multiplayer Online Games.

From the events of their various games to the War of the Ancients and the formation of the world itself, the world of Azeroth is vibrant and full of rich history and exotic creatures, from the majestic dragons that have shaped the history of Azeroth to the peaceful Pandaren, which originated as an April Fools joke during the development of Warcraft III.

After completing my work on Adventures in Middle Earth, I knew I wanted to work on another setting for Genesys, but I wasn't sure what to look into. Part of me wanted to try creating my own Steampunk setting, while another part of me wanted to try a High Fantasy setting with more spellcasters. While I love Lord of the Rings more than any other book series, when it comes to playing a game, nothing beats being a wizard, and Tolkien only had five of those.

After taking a trip down nostalgia lane and spending some time playing Warcraft III, I realized that Azeroth was the perfect world for an RPG. Warcraft might already have an RPG or two, but after experiencing the freedom of Genesys, I can't go back to old Sword and Sorcery rules. So I began my work on this Genesys conversion for Warcraft, titled Adventures in Azeroth.



As you may have noticed, I will be distinguishing the settings I have personally invented from those I am simply converting by labeling my personal settings as part of the "OmniSphere," while my conversions will be under the label of "Adventures in..." I have no intention of claiming any of this as my own. Everything from the Warcraft series of games and associated materials are the property of Blizzard Entertainment, while everything I use from the Genesys Core Rulebook and any of its supplements are the property of Fantasy Flight Games.

I would like to note that this is a fan work and not intended for publication or sale. Any use of trademarks or copyright material in this document should not be viewed as a challenge to those trademarks/copyrights, and are used without authorization, endorsement, or specific permission. Under no circumstances will any of this material be made available for profit or compensation in any form.

I would also like to give credit to Jason Moscatello, who has been working on his own Warcraft conversion for Genesys. Some of the ideas of how to create a few of the Warcraft races came from the early versions of the Warcraft: Aftermath pdf he displayed on the Genesys Facebook page. I suggest you check out Warcraft: Aftermath when it is complete, as it looks amazing.

With that done, I invite you all to step into this amazing world and begin your Adventures in Azeroth!

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HISTORY

FORMATION AND THE OLD GODS

Eons ago, Azeroth was a new world, freshly formed within the endless expanse of the Great Dark Beyond, connected to all other worlds through the Twisting Nether. While full of life, this young world was savage and chaotic, its native elementals engaged in an eternal struggle against one another. The native sentient races, including Trolls, Tauren, and Furbolgs, lived in fear of their elemental overlords.

Then came the Old Gods, immense parasites and physical embodiments of the chaotic energies of the Void. These monstrous entities waged war against the Elemental Lords and enslaved them, claiming the young Azeroth as their own. These foul beings spawned many vile minions, including the horrific Faceless Ones and the insectoid Aqir. In this time, some powerful elementals evolved into the first proto-dragons, a savage and brutal race. For centuries the Old Gods ruled Azeroth, their corruption seeping ever deeper into the young world.

THE SHAPING OF AZEROTH

Feeling the Old Gods' corruption gaining an ever-tighter hold, Azeroth called out into the Great Dark Beyond for aid, its calls heard by the mighty Titans. The Titans were a pantheon of god-like beings of Order, in direct opposition to the chaotic nature of the Old Gods. The Titans came to Azeroth and waged war with the Old Gods, seeking to cleanse the world of their madness. They killed one of the Old Gods by forcibly ripping it from the world, but this caused so much damage that the Titans realized to kill the rest of the Old Gods would kill Azeroth itself.



So, with no other solution, the Titans instead imprisoned the Old Gods deep beneath the earth, creating immense magical prisons, watched over by the powerful Watchers, beings of stone forged from the Azeroth's crust and tasked with ensuring the Old Gods never escaped their eternal imprisonment. To aid in this task, the Watchers crafted new races, including the Giants, the Mogu, the Earthen, the Mechagnomes, and the Vrykul, all forged from the same earth with which they had been created. Finally, within the wound made at the center of Azeroth's main continent of Kalimdor from the death of an Old God, the Titans created the Well of Eternity, a fount of magical energies that nourished the world and made life flourish.

THE CURSE OF FLESH

For a while, the world the Titans shaped grew and flourished. Five proto-dragons were elevated by the Titans to become the five Dragon Aspects, the first and most powerful dragons, tasked with protection of the fundamental aspects of the world. They in turn empowered their fellow dragons, forming the five dragonflights. A great Troll empire rose to power, controlling most of the continent and waging war against the Aqir, defeating the ancient minions of the Old Gods. A tribe of Dark Trolls made their home on the banks of the Well of Eternity, its mystical energies transforming them into the first Night Elves, and soon the Night Elf civilization spread across Kalimdor. All throughout this time, the Watchers watched and their servants kept the Old Gods imprisoned and asleep within their eternal prisons.

But the Old Gods would not sleep forever. While unable to escape their prisons, they could strike at their captors, and thus the Curse of Flesh fell upon the children of the Titans. Over time the stone skin of the Watchers' servants devolved into flesh, and with flesh came free will and temptation, and thus those tasked with imprisoning the Old Gods became susceptible to corruption.

The Mogu became cruel overlords and the Vrykul grew savage, with some even giving birth to children that were tiny and frail, the forefathers of modern humans. Many Earthen and Mechagnomes would evolve into the races of Dwarves and Gnomes. The Watchers sought to cure the Curse of Flesh, but it was no use. The Curse could not be undone. In the end they had to put their old creations to sleep, hoping that some would survive the Curse of Flesh intact. Unfortunately, this left the world vulnerable.

THE WAR OF THE ANCIENTS

The Night Elf civilization grew to dominate the entirety of central Kalimdor, splintering both the Troll and Aqir empires. Fueled by the mystical energies of the Well of Eternity, they became the greatest civilization the world had ever known. Ruled by the beautiful Queen Azshara, the Night Elves believed their civilization would last forever. But it was not to be.

Drawn by whispers of power and godhood originating from the Twisting Nether, Azshara and her Highborne used the Well of Eternity to open a portal. But it was not a god that called, but the Dark Titan Sargeras, ruler of the Burning Legion, an endless army of infernal demons determined to destroy all the works of the Titans. Aided by the mad Azshara and her most devoted servants, the Burning Legion expanded the portal, allowing endless armies of demons to flood into Azeroth.

A trio of young Night Elves, the Stormrage brothers Malfurion (a student of the nature demigod Cenarius) and Illidan (a powerful sorcerer) and their childhood friend Tyrande Whisperwind (a priestess of the moon goddess Elune), were the first to learn of the truth of the Burning Legion. With much effort they brought the peoples of Azeroth together against the Legion, with Night Elves, Tauren, Furbolgs, and the remaining Earthen uniting with dragons and demigods to fight back.

It was a terrible conflict. Demons ravaged the world, the terrible Dreadlords even raising the dead to slay the living. The Ancients, demigods born from the world itself, fell in battle slaying countless demons, but they fell. The dragons were torn apart from within, as one of their own, the Dragon Aspect Neltharion, turned against his brethren, wielding the Dragon Soul, a weapon intended to destroy the Burning Legion, to murder almost the entirety of the Blue Dragonflight and driving Malygos, the Blue Aspect, mad.

Malfurion attempted to steal the Dragon Soul from the mad Aspect, who would later be known as Deathwing. In his escape, he was captured by servants of Azshara, led by his own brother Illidan. Azshara intended to use the artifact to open the portal wide enough to let Sargeras himself enter Azeroth. In a last desperate attempt, the heroes of Azeroth flew on dragon-back to the capital of Zin-Azshari and the Well of Eternity, where the Dragon Soul was being used to allow Sargeras into the world. It was discovered that Illidan actually intended to use the Soul to close the portal, only pretending to serve the Legion, though he was forever scarred because of his pretended servitude, his eyes replaced by orbs of pure felfire. It was almost too late, but they succeeded in closing the portal, banishing the Burning Legion from Azeroth.



THE SUNDERING

As the portal closed, the Well of Eternity became unstable, as so much of its power was being used to hold it open. The various peoples of Kalimdor fled to the west and to the east as the continent cracked apart, much of it descending beneath the waves. As Zin-Azshari sunk, the Old Gods reached out to Azshara and her servants, promising them eternal life in return for their eternal servitude. They accepted, and the Old Gods transformed them into the monstrous Naga, allowing them to survive in their now-sunken kingdom.

Kalimdor was now split into four continents; Kalimdor in the west, the Eastern Kingdoms in the east, the frozen land of Northrend in the north, and the mist-shrouded land of Pandaria in the south. The Night Elf survivors gathered together and watched as their homes sunk beneath the sea. Using stolen water from the Well of Eternity, Illidan created a second, lesser Well of Eternity, hoping to use its power to bring their people back to their old power. But the rest of his people, including his brother and Tyrande, declared arcane magic to be too dangerous, and that this second Well would bring the same evil that the first Well had brought.

The three sane Dragon Aspects appeared, and using their combined power created Nordrassil, the World Tree, atop the new Well. The World Tree would keep the new Well of Eternity pure and channel the power of the Well to shield the world from further attacks by the Burning Legion. The Aspects charged the Night Elves with the protection of the World Tree, declaring that as long as the tree lived, the Night Elves would not grow old and die, but be immortal.

Malfurion and Tyrande became the new leaders of the Night Elves, while Illidan was named the Betrayer and imprisoned within the earth for eternity. Arcane magic was outlawed, and Malfurion began to teach their people the druidic ways Cenarius had taught him, while Tyrande kept the faith of Elune strong. A group of Highborne who had rebelled against Azshara, led by Dath'Remar Sunstrider, refused to follow the ban on arcane magic and were banished, leaving across the sea to find their own home, taking with them one of Illidan's vials of water from the Well of Eternity.

THE TROLL WARS

Dath'Remar's Highborne changed over time, eschewing their nocturnal ways to walk in the sunlight, their skin growing pale and fair, and they renamed themselves High Elves. These High Elves sailed across the sea to the new continent that would one day be known as the Eastern Kingdoms. There they discovered a beautiful forested land that reminded them of their lost home.

Unfortunately, this land was already occupied by the Amani Empire, ruled by the Forest Trolls, a splinter-group of the Troll Empire that once ruled most of the world. The High Elves wielded their powerful magic against the Amani Trolls, forcing the savage and superstitious Trolls to flee their sacred lands. They founded the elven kingdom of Quel'Thalas and used the vial of water from the Well of Eternity to create their own fount of power: the Sunwell.

To the south, humans, the far-flung descendants of the ancient Vrykul, also waged war against the Trolls. At first divided and leaderless, the various human tribes were united by Chieftain Thoradin of the Arathi, forging the first human kingdom of Arathor and building the great city of Strom. With both peoples threatened by the Trolls, King Anasterian Sunstrider of the High Elves made an alliance with Thoradin, agreeing to teach one hundred humans the ways of arcane magic.

The combined armies of Elves and humans shattered the Amani Empire, a defeat from which it never recovered. Following Thoradin's death his empire splintered into several city-states that would eventually become the various human nations we now know, with those first human mages founding the wizard-city of Dalaran. While they never viewed humans as truly equals, the High Elves were indebted to the humans, a debt they would pay almost three millenia later, in the Second War.

Later, fearing a return of the Burning Legion, a group of human and elven mages would come together to form the Council of Tirisfal, a group that would empower a single mage to be Azeroth's ultimate protector, known as the Guardian.

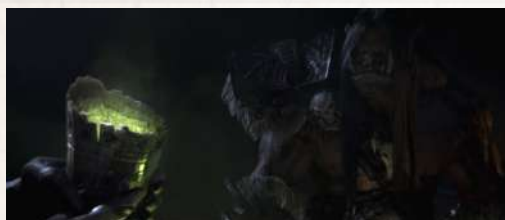
THE FIRST WAR

For millenia there was relative peace in the world, at least as far as humans are concerned. Night Elves and dragons fought the Qiraji, descendants of the Aqir, in the War of the Shifting Sands, dwarf fought dwarf in the War of the Three Hammers, and various other conflicts occurred, but the humans knew little of it. They spread across the world, nations growing, the two greatest of these being the northern kingdom of Lordaeron and the southern kingdom of Stormwind.

But the Burning Legion had not been idle. They continued their vile crusade throughout the millenia, destroying world after world, until they discovered the world of Draenor. There they found the Draenei, a race that had fled the Legion's destruction of their own world many millenia prior, and the savage native orcish clans. The Legion realized that the brutish orcs would be perfect footsoldiers and corrupted the shaman Ner'zhul and his apprentice Gul'dan into serving the Legion.

Gul'dan convinced the leaders of most of the orc clans to drink the blood of the demon Mannoroth, turning their skin green and making them even stronger and more savage than before, corrupting them and giving them a hunger for destruction. Far away in Azeroth, Medivh, the Guardian of Tirisfal, was unknowingly possessed by the spirit of the Dark Titan Sargeras. Through Medivh, Sargeras contacted Gul'dan, and together they created the Dark Portal, through which the new Orcish Horde charged, determined to ravage this new world of Azeroth.

The Dark Portal opened on the borders of the human kingdom of Stormwind, and the nation was caught off-guard by the sudden assault. The armies of Stormwind battled hard against the Horde, but they were too late and too few. A few heroes, including the mighty Anduin Lothar, the half-orc Garona, and Medivh's own apprentice Khadgar, led an assault on the possessed Guardian's tower and killed him. But even that was not enough. The armies of the Horde assaulted Stormwind city itself, while Garona betrayed her new friends and stabbed King Layne through the heart. The Horde broke through the walls and destroyed the city as Lothar led the survivors on a fleet of ships, sailing North to seek refuge with their allies in Lordaeron.



THE SECOND WAR

Not trusting the direction the Horde was going, the Orc warrior Orgrim Doomhammer killed Blackhand, the puppet Warchief of the Horde, and then slaughtered the Shadow Council, Blackhand's warlock masters. Gul'dan, the leader of the Shadow Council, fearing for his life, vowed to serve Doomhammer unflinchingly. Doomhammer didn't trust the old warlock, but he permitted him to live and serve him. Knowing that the Human nations would launch a counter-attack, Doomhammer realized the Orcs needed more resources to conquer this new world.

To that end, the Horde assaulted Khaz Modan, the home of both the Dwarves of Ironforge and the Gnomes of Gnomeregan. They beat the Dwarves and Gnomes back, but their great mountain fortresses proved impregnable, even for the legions of the Horde. Locking the Dwarves and Gnomes within their cities, the Orcs claimed the many resources of Khaz Modan for themselves.

Following an impassioned plea by Lothar, King Terenas Menethil of Lordaeron organized a gathering of leaders from all the human nations in an event that would become known as the Council of Seven Nations. Finally realizing the threat of the orcish Horde, the Human nations of Azeroth discussed an alliance. The leaders of Lordaeron, Stromgarde, Kul Tiras, and Dalaran were all in agreement, though Genn Greymane of Gilneas believed his people strong enough to stand on their own, while Aiden Perenolde of Alterac didn't believe the Horde could be defeated. Refugees from Khaz Modan brought news of the Horde assault, and after a powerful speech by the priest Turalyon, the leaders unanimously agreed to band together against the Horde, and thus the Alliance of Lordaeron was born.

Both sides searched for allies. Archbishop Alonsus Faol of the Church of the Holy Light founded the Knights of the Silver Hand, a holy order of knights known as paladins, the first of which included Uther the Lightbringer and Turalyon. Lothar, the leader of the Alliance forces and last descendant of Thoradin, called upon the High Elves of Quel'thalas for aid. They were reluctant, but sent a small fleet of ships. A few elves came of their own accord, a band of rangers led by the legendary ranger captain Alleria Windrunner. Meanwhile, Doomhammer found allies in the savage Ogres from their homeworld of Draenor and the greedy Goblins of the Steamwheedle Cartel. Around this time the Dragonmaw clan discovered the lost artifact known as the Demon Soul (formerly known as the Dragon Soul), and used it to enslave the Dragon Aspect Alexstrasza and her Red Dragonflight.



The Horde built a massive fleet and set sail for Lordaeron, only to be met with the massive fleet of the island nation of Kul Tiras. The Kul Tirans tore through the Orcish vessels, only to be devastated by the Horde's enslaved dragons, forcing them to retreat. The Horde fleet landed in Lordaeron and gave battle to the waiting armies of the Alliance. It was here that Gul'dan's new creations were revealed: the death knights. These monstrous undead spellcasters raised the Alliance's own fallen soldiers against them. All would have been lost if not for the paladins, who wielded the Light as a weapon, healing allies and striking down the undead with holy wrath.

The Horde sought a way around the armies of the Alliance, and so made a pact with the Forest Trolls of the Amani Empire, promising to destroy the Troll's hated enemies, the High Elves. On their way to Quel'thalas, the Orcish and Troll forces were assaulted by gryphon riders of the Wildhammer Clan of Dwarves. Doomhammer left half of his forces to deal with the dwarves, taking the rest of his army north. Anduin Lothar arrived soon after, coming to the aid of the Wildhammer Dwarves and breaking the siege of the Wildhammer fortress of Aerie Peak, the Wildhammer Dwarves pledging their support to the Alliance.

Doomhammer's army, along with almost the entirety of the Forest Trolls of Zul'Aman, ravaged the edges of the beautiful forests of Quel'Thalas. A series of great runestones protected the enchanted realm from foreign magics, and so Gul'dan had one of the runestones destroyed. One of his minions, an Ogre named Cho'gall, used the power of the runestone to transform himself and other ogres into powerful two-headed ogre magi.

They pushed deeper into Quel'Thalas, until Alliance forces led by Turalyon and Alleria came, pinning the Horde forces between their army and the armies of Quel'Thalas, Alleria convincing King Anasterian of Silvermoon to pledge full fealty to the Alliance. Unfortunately it was not enough, as enslaved dragons arrived, decimating Alliance forests and setting the forests of Quel'Thalas ablaze. Utilizing the powers of the Sunwell, the High Elven mages created a powerful shield around Silvermoon City, a barrier so powerful not even the dragons' flames could penetrate it.

While the Trolls refused to abandon the siege, Doomhammer realized the battle was pointless. He took most of the Horde with him, leaving Gul'dan and his followers with the trolls to break down the elves' magical barrier. But instead of trying to destroy the barrier, Gul'dan used this opportunity to take his followers and flee in search of the legendary Tomb of Sargeras and claim the unimaginable power locked inside, a quest that would claim his life. With their allies gone, the Trolls were beaten back by the elven forces, their armies slaughtered and their leaders captured or killed.

Doomhammer led the Horde towards the capital city of Lordaeron, passing through the Alterac Mountains. There King Aiden Perenholde approached them with an offer. He agreed to give the Horde safe passage through the mountains in exchange for the promise of his kingdom being spared. The deal was struck, and the Horde advanced on Lordaeron. The Horde laid siege to the great city while King Terenas led the defense from the walls. Turalyon's forces came from Quel'Thalas to aid the people of Lordaeron, while Doomhammer received only ill news. The Dragonmaw clan came with news that Gul'dan had abandoned them, while he also learned that Perenholde's betrayal had been discovered, an army from Stromgarde led by King Thoras Trollbane seizing the kingdom and all its mountain passes.

Beset on all sides, Doomhammer ordered a full retreat back to Khaz Modan. The Alliance forces, led by Anduin Lothar, quickly pushed back the Horde forces, hounding at their heels. Doomhammer left the Bleeding Hollow Clan behind in Khaz Modan to slow the Alliance armies as the Horde fled south, but the clan was swiftly defeated, the Dwarves of Ironforge and Gnomes of Gnomeregan emerging from their underground cities to join the armies of the Alliance. Admiral Daelin Proudmoore of Kul Tiras led a naval assault against the Horde's remaining fleet, and with the aid of Wildhammer gryphon riders destroyed almost the entirety of the Horde fleet, with only a few ships escaping. Despite the victory, the Admiral's own son was lost in the battle, a loss that would haunt him forever.

Armies of men, elves, dwarves, and gnomes laid siege to the Horde's final stronghold of Blackrock Mountain in the Burning Steppes, and Doomhammer, knowing this was the end, decided to have one last glorious battle, the armies of the Horde pouring out from the mountain fortress. Doomhammer cut his way to Anduin Lothar himself, and the two engaged in single combat. Finally Doomhammer shattered Lothar's greatsword and crushed the legendary leader's skull. When all seemed lost, Turalyon unleashed all his holy power, seemingly transforming into an angel of light. He then took Lothar's shattered weapon and used it to knock Doomhammer unconscious with one blow. Turalyon then took up the mantle of commander, inspiring the armies of the Alliance and scattering the warriors of the Horde.

Turalyon led the Alliance forces to pursue the remaining Horde warriors, who sought to flee back to Draenor through the Dark Portal. The battle was fierce, but finally all the orcs had either been slain or escaped. Turalyon then called upon Khadgar and the mages of the Kirin Tor, who used their powers to seal the portal shut, the backlash of magical energies erupting in an immense explosion that shattered the stone frame of the portal, the gathered Alliance forces erupting into cheers.

After the seven-year long conflict, the peoples of the Alliance celebrated and tried to heal from its many wounds. Quel'Thalas pulled away from the Alliance and turned inward, resenting the Alliance forces leaving them during the Amani siege. The Kingdom of Stormwind began to be rebuilt, largely due to aid from King Terenas of Lordaeron. The remaining orcs were captured and put in internment camps, overseen by Danath Trollbane, one of Stromgarde's greatest warriors. King Genn Greymane of Gilneas believed the orcs should have all been executed, and he soon pulled away from the Alliance, beginning construction of the massive Greymane Wall.

Khadgar, studying the energies of the former Dark Portal, discovered that the portal was not fully closed, a rift in space still remaining. The war was not over yet.



THE INVASION OF DRAENOR

Two years after their defeat on Azeroth, a new Horde was growing on Draenor. Led by the former shaman Ner'zhul, they sought to restore the Dark Portal, as well as create new portals that would lead them to weak, unspoiled worlds. To power his new portals, Ner'zhul needed powerful artifacts from Azeroth. Using the Skull of Gul'dan, Ner'zhul reopened the Dark Portal and sent his servants, led by the mighty warrior Grom Hellscream, through it.

The Horde gathered orc survivors that had not yet been captured and encountered the mad Dragon Aspect Deathwing, who offered the service of his children, the Black Dragonflight, in exchange for safe passage to Draenor and the Skull of Gul'dan. Ner'zhul's servants claimed the Jeweled Scepter of Sargeras from the Tomb of Sargeras, and with Deathwing's aid made a deal with Aiden Perenholde of Alterac for the Book of Medivh. They stormed Dalaran to steal the Eye of Dalaran, the majority of the Horde's Death Knights slain by Archmage Antonidas, Krasus, and Kael'thas Sunstrider, though a few escaped on dragonback with the Eye.

King Terenas called together his most trusted lieutenants, General Turalyon and Archmage Khadgar, to lead an expedition through the Dark Portal to put an end to the orcish threat once and for all. They recruited many heroes, including Danath Trollbane, Kurdran Wildhammer, and Alleria Windrunner. The Alliance Expedition marched into Draenor and repeatedly clashed with Ner'zhul's forces, laying siege to and capturing the mighty Hellfire Citadel.

Khadgar learned of Ner'zhul's plans for the artifacts and realized that with those artifacts, he could close the Dark Portal permanently. The Alliance expedition split up to recover each artifact, with Danath and Kurdran pursuing Ner'zhul to steal back the Book of Medivh, while Khadgar, Turalyon, and Alleria went after Deathwing and the Skull of Gul'dan. With the aid of one of the native ogre demigods known as Gromn, Khadgar stole the Skull of Gul'dan and drove Deathwing back to Azeroth, reuniting with Danath's forces at the Black Temple.

While pursuing Ner'zhul, Kurdran was struck down and captured, taken to Aurchindoun, where he was imprisoned. With the aid of some of the few surviving Arakkoa and Draenei, natives of Draenor, Danath freed Kurdran, their forces marching to lay siege to the Black Temple.

During the siege, Ner'zhul finally enacted his plan, opening up numerous portals, leaving the Book of Medivh behind as he and his followers went through one of the portals. But the portals had an unforeseen consequence; the portals' tremendous energies began to tear the very world itself apart. The Alliance Expedition forces attempted to flee back to Azeroth, but soon realized it was too late. Turalyon and Khadgar agreed to make the ultimate sacrifice by destroying the Dark Portal, with them on the wrong side. While it would surely mean their deaths, it was the only way to ensure Azeroth's survival. Using the Book of Medivh and the Skull of Gul'dan, Khadgar closed the Dark Portal permanently as Draenor tore itself apart around them.

Upon walking through the portal, Ner'zhul and his followers were immediately apprehended by the demon lord Kil'jaeden, who punished them for failing the Legion. He turned them all into monstrosities, none more so than Ner'zhul, who he transformed into the undead being that would one day be known as the Lich King.

THE THIRD WAR

For almost twelve years following the final closing of the Dark Portal, Azeroth knew peace. The nations of the Alliance rebuilt, while the Orcs within the internment camps became lethargic, as if suddenly disconnected from the source of their endless rage. Then the world began to change. A young orc named Thrall, raised in slavery and forced to fight in a gladiatorial ring, broke free from slavery and fled into the wilds. There Thrall learned to commune with the elements, becoming a powerful shaman. Thrall freed the orcs from the internment camps, rousing them from their stupor and reminding them of their lost honor. Given the legendary weapon of Doomhammer from the former Warchief himself, Thrall gathered the remaining orcs into a new Horde.

Following the warnings of a mysterious Prophet, Thrall gathered his people and stole a fleet of ships, sailing west across the Great Sea to the distant lands of Kalimdor. Fleeing a pursuing Kul Tiran fleet, they took shelter during a powerful storm on an island home to the Darkspear Tribe of Jungle Trolls. The Horde aided the Trolls against the Kul Tirans, who had attacked the trolls in their search for Thrall's new Horde. After a battle with a powerful sea witch, the Trolls joined Thrall's Horde and sailed with him to Kalimdor.

Not long after, the leaders of the Alliance counseled together on the troubles growing in the land, including a mysterious Plague spreading in the distant corners of his realm. In the middle of the meeting the mysterious Prophet appeared, warning King Terenas that Lordaeron was in grave danger and that their only hope lied in sailing west to Kalimdor. The King dismissed the Prophet as a madman, sending him away.

The Prophet later traveled to Dalaran, where he attempted to warn Antonidas, the leader of the Kirin Tor, of the danger to the world. But like the king, Antonidas dismissed the Prophet's words as the ravings of a madman, turning his thoughts to "more important" matters. Believing the mysterious Plague to be magical in nature, he sent his finest pupil, Jaina Proudmoore, daughter of Admiral Daelin Proudmoore, to investigate, having arranged a "special envoy" to escort her.

Jaina met with Prince Arthas Menethil, the son of King Terenas and a paladin trained by Uther the Lightbringer, and together they investigated the Plague. They discovered that the Plague was more than a simple disease, but a necromantic curse created by the Cult of the Damned spread through plagued grain that transformed its victims into the monstrous undead. At the town of Andorhal Arthas and Jaina met Kel'Thuzad, a necromancer leading the Cult of the Damned in the name of the Dreadlord Mal'Ganis, master of the Scourge. After killing the necromancer, Arthas headed for the city of Stratholme to hunt down the mysterious Dreadlord.



Along the way they stopped at Hearthglen, where they were assaulted by a massive army of the undead. Only a timely rescue by Uther the Lightbringer saved the town and their lives. On the road to Stratholme, the Prophet appeared to Arthas, telling him that Lordaeron was doomed, and only by leading his people west could they be saved. Like his father and Antonidas, Arthas declared the Prophet to be a madman and ignored his warnings.

At Stratholme, Arthas realized that the plagued grain had already been distributed among the people. Any or all of them could be infected. Determined to end this Plague of Undeath at any cost, he ordered his men to cull the city. Unable to be a part of this, Uther and Jaina left as Arthas led his men in slaughtering the people of the city in what would be known as the Culling of Stratholme, the Light leaving him as he did so. Near the end of the slaughter, Arthas cornered Mal'Ganis, only for the Dreadlord to tell him to meet him in the frozen lands of Northrend and teleport away.

Three days after the Culling, Jaina returned to the still-burning ruins of Stratholme, shocked at the devastation Arthas wrought. The Prophet appeared to her then and repeated his warning, and Jaina was the first to listen. Gathering everyone who would follow her, Jaina took a fleet of ships and sailed west to Kalimdor.

Landing in Northrend, Arthas reunited with his old friend Muradin Bronzebeard. Muradin and other members of the dwarven Explorer's Guild came to Northrend in search of a legendary runeblade named Frostmourne. They sought out Frostmourne, only to discover the blade was cursed. Beyond all reason at this point, Arthas declared he was willing to pay any price. The enchanted ice holding the blade shattered, a shard impaling Muradin through the heart. Arthas took up Frostmourne and with it cut through endless ranks of undead until he reached Mal'Ganis, slaying him.

As Arthas wandered the frozen wastes, the blade soon robbed Arthas of what little remained of his sanity. The former paladin became the first Death Knight of the Scourge, a cruel undead servant of the Lich King. Returning home to cheers and celebration, Arthas's first act was to kill his own father, his cursed blade stealing the king's soul. Arthas then ransacked the capital city, slaughtering its people and raising them as his undead Scourge.

At the Lich King's command, Arthas then stole Kel'Thuzad's remains from the ruins of Andorhal, where he proceeded to kill his former mentor, Uther the Lightbringer. He took Kel'Thuzad's remains to the elven realm of Quel'Thalas, slaughtering the elven people. He was met with fierce resistance by Sylvanas Windrunner, the Ranger-General of Silvermoon, but he killed her and raised her as an undead banshee.

He faced King Anasterian in battle and shattered his ancient blade, slaying the elven king and using the arcane waters of the Sunwell to bring Kel'Thuzad back as a powerful Lich, corrupting the sacred fount in the process. Arthas and Kel'Thuzad then traveled to the wizard city of Dalaran, where not even the Kirin Tor's most powerful magics could keep them from stealing the last spellbook of Medivh. With the spellbook, Kel'Thuzad was able to summon Archimonde, lord of the Burning Legion, into Azeroth. Archimonde's first act was to use his great power to destroy Dalaran, crumbling its great towers into dust. Almost 10,000 years after the Sundering, the Burning Legion had finally returned.

Thrall's fleet sailed past the turbulent Maelstrom, the storm sending their ships off-course and shipwrecking them off the coast of Kalimdor. After gathering most of the Horde Thrall met Cairne Bloodhoof, chieftan of the Bloodhoof Tauren. Thrall saved the Bloodhoof Tribe from marauding centaurs, and in thanks Cairne directed Thrall to Stonetalon peak, to meet with the Oracle, a being who could show Thrall his fate.

Meanwhile, in Lordaeron, the Burning Legion's forces ravage what little remains of the broken nation, the pit lord Mannoroth, whose fel blood gave the orcs their green skin and bloodlust, leading the assault. Upon learning the orcs had sailed to Kalimdor, Mannoroth determined to find them and claim them as his own once more.

In the mountains near Stonetalon peak, Thrall came across Alliance forces, part of Jaina's expedition, as well as Grom Hellscream and the Warsong Clan. Grom's bloodlust endangered the Horde forces, so Thrall sent Grom to the northern forests to build a settlement, where he hoped Grom would be away from possible conflicts, while Thrall traveled to the Oracle. Unfortunately, those forests were home to the Night Elves and their ancient demigod Cenarius. The Warsong Clan's wanton hacking down of Ashenvale's trees angered Cenarius, who visited his wrath down upon them. Seeking the power to defeat the demigod, Hellscream was tricked once more into drinking Mannoroth's blood, turning him and his clan into Fel Orcs, serving the Burning Legion as their agents of chaos and murdering Cenarius in their rage.

At Stonetalon Peak, Thrall encountered more resistance from Alliance forces before breaking through to the mountain's caves. After making his way through the caverns, he came face-to-face with Jaina. Before a battle could break out, the Oracle appeared, who was revealed to be the same prophet who had warned them both to come to Kalimdor. He told them of the Burning Legion's return and Grom's corruption and told them that only together could they fight back the shadow.



With Jaina's help Thrall was able to defeat Grom and purify him and his clan of the demon's taint. Thrall and Grom then went together to face Mannoroth. They battled the demon, and Grom gave his life to slay it, freeing himself and the rest of his race forever of their demonic curse.

The combined forces of the Horde and the Alliance worked to search out further demonic corruption in Kalimdor, and one orc/human camp was discovered by Tyrande Whisperwind and her Night Elf Sentinels, who attacked the camp, seeking to drive the "outlanders" from their home. But in the midst of this battle a host of demons and their undead servants attacked, revealing to Tyrande that the Burning Legion she fought against 10,000 years before had finally returned.

Tyrande determined the only course of action was to awaken the druids, including her beloved, Malfurion Stormrage, who had been sleeping within the Emerald Dream for over a thousand years. She recovered the Horn of Cenarius to awaken Malfurion from the Dream, and he in turn used the horn to awaken the rest of the druids. While within the Barrow Dens beneath Mount Hyjal, they came across the prison of the Watchers, where Illidan Stormrage was locked away. Tyrande decided that Illidan would be a powerful ally against the Burning Legion, while Malfurion determined that releasing his brother was too dangerous. While Malfurion left to awaken the druids, Tyrande stormed the prison and released the Betrayer to fight against the demons once more.

While hunting demons, Illidan was approached by the Deathknight Arthas. They battled at length, but upon determining that they were equally matched, they ended the battle and spoke. Arthas told Illidan about how the corruption in the forest was caused by a Dreadlord using the Skull of Gul'dan, and that the master he served would benefit greatly from the Legion's defeat. Illidan took the skull of Gul'dan and absorbed its power, becoming more demon than Night Elf, using his new power to kill the Dreadlord. Upon returning, Malfurion and Tyrande were horrified at what Illidan had become and banished him from their lands forever.



Summoned by a dream, Malfurion took Tyrande to Mount Hyjal, where they found Thrall and Jaina, who had also been summoned. The Prophet appeared to all of them and revealed his true identity: Medivh, the Last Guardian, the same who had once brought the Horde to Azeroth and allowed the Legion to gain a foothold in the world. He had returned from death determined to atone for his sins and save Azeroth from the flame. He told the assembled leaders that only together could they stand against the Legion.

Standing together, the Horde, Alliance, and Night Elves defended the slopes of Mount Hyjal and the World Tree against the forces of the burning Legion, giving Malfurion time to summon the spirits of the forest to aid them. When all seemed lost and Archimonde was about to destroy Nordrassil, the World Tree, the spirits of Azeroth channeled their power through Nordrassil and destroyed the demon lord, ending the Legion's invasion and saving Azeroth from utter destruction. The Night Elves lost their fabled immortality, but they saved the world from falling to the Legion.

THE AFTERMATH

After the onslaught of the Scourge and the invasion of the Burning Legion, there was a lot that needed to be rebuilt, and much that never could be. The Night Elves quickly set to work healing the land of the scars inflicted by the Burning Legion, especially seeking to heal the damaged World Tree. The orcs of the Horde, allied now with the Tauren and Darkspear Trolls, founded the nation of Durotar and began building their capital city of Orgimmar. Jaina and the survivors of Lordaeron she had led to Kalimdor founded the island city-state of Theramore.

Across the sea, the remnants of Lordaeron still there worked to fight back against the Scourge now that their demonic masters were defeated. Much of these efforts were led by Grand Marshal Garithos, who while a clever strategist, was easily blinded by his own bigotry.

The Scourge invasion of Quel'Thalas killed 90% of the High Elven people. Many of the remaining Quel'dorei banded together under the leadership of Prince Kael'thas and renamed themselves the Sin'dorei, or Blood Elves, in honor of their fallen brothers. Without the enriching magics of the Sunwell, the Blood Elves began to feel withdrawals as they discovered that over the millenia they had become addicted to magic.

The Warden Maiev Shadowsong, former Jailor of Illidan Stormrage, led her Watchers on a manhunt throughout Kalimdor seeking the Betrayer. On her hunt she discovered the vile naga serving Illidan, and as the demon hunter set sail, she followed. Landing on a mysterious chain of islands, Maiev discovered that these mysterious Broken Isles had been raised from the sea only decades before, with the islands containing part of the ruins of Suramar, one of the greatest cities of the Night Elves before it sank beneath the sea in the Sundering. She followed Illidan deep into the Tomb of Sargeras, learning the story of Gul'dan and his death as he searched in vain for the power of Sargeras. But Illidan succeeded where Gul'dan failed. He claimed the Eye of Sargeras, and with it almost killed Maiev as the Tomb crumbled around her.

With some timely aid from Malfurion and Tyrande, Maiev and her Watchers were able to escape the Naga forces on the Broken Isles, and together they followed Illidan to Lordaeron. There they met and aided Kael'thas Sunstrider and his Blood Elves, who in turn aided their hunt for Illidan. While Malfurion was away communing with the spirits of nature, he discovered Illidan was using the Eye to tear apart Northrend, the roof of the world. Meanwhile, Tyrande held off an attack by an undead horde before being swept downriver, and when Malfurion returned Maiev claimed Tyrande had perished. Enraged, Malfurion hunted his brother with renewed vigor. After Illidan's defeat Maiev's deception was discovered, and the two brothers worked together one last time to save the woman they both loved.

After saving Tyrande from the Scourge, the three spoke and Tyrande and Malfurion let Illidan leave, on the promise he never return. Maiev was not satisfied with this, and as Illidan opened a portal to leave, Maiev and her Watchers charged through after them.

Not long after, Garithos's bigoted leadership nearly resulted in the deaths of Kael'thas and those Blood Elves with him during an undead assault. They were forced to accept help from the Naga, and upon discovering this fact Garithos declared the Blood Elves all traitors and locked them away to await execution. In the cells beneath the ruins of Dalaran, the Naga witch Lady Vashj freed Kael and his people, leading them to a portal to another world.

The portal took them to Outland, the shattered remains of the orc homeworld of Draenor. There Vashj promised to take Kael to one who could teach him and his people how to sate their thirst for magic: her master, Illidan Stormrage. After freeing Illidan from Maiev's grasp, Illidan began teaching Kael and his people how to drain magic from others to feed their hunger, especially the magi of demons. Kael swore himself to Illidan's cause, and with Kael's help Illidan closed the demon portals opened by Ner'zhul and stormed the Black Temple, killing the pit lord Magtheridon and claiming Outland for his own.

Unfortunately, his victory was short-lived, as the demon lord Kil'jaeden, whom Illidan had been fleeing, came to enforce the deal Illidan had failed to follow through: destroying Kil'jaeden's rebellious creation, the Lich King. The Lich King had manipulated several of the events leading to the Legion's downfall to ensure it would occur, as while he could not rebel directly, he had no desire to share the world with the Legion. He desired it all for himself and his Scourge. Illidan's efforts with the Eye of Sargeras had been intended to destroy the Lich King, but he was stopped before he could finish his plan. If he was to evade Kil'jaeden's wrath, he would need a new stratagem this time.

In Lordaeron, Arthas declared himself King and begins slaughtering any and all remaining Alliance forces he can find in the kingdom's remains. Partway through he was gripped by a seizure, losing some of his great power. He received a vision from the Lich King, warning him of great danger and telling him to come to Northrend at once. Sylvanas Windrunner, now a Dark Ranger, suddenly found herself free of the Lich King's control not long after. In a secret meeting with the Dreadlords left behind by the Legion, she learns that the Lich King is losing his power, his control over the undead slipping away from him. While she hated the Dreadlords, her hatred for Arthas was stronger, and together they laid a trap for the King.

Their trap failed, and with Kel'Thuzad's help Arthas escaped Sylvanas's clutches, taking a fleet of ships and sailing off to Northrend once more. Sylvanas was later offered by the Dreadlords to join their "new order", and her rejection was met with violent force. However, with the aid of mind controlled ogres, bandits, and others, Sylvanas assaulted Varimathras's stronghold and nearly killed the Dreadlord, only sparing his life as he vowed to serve her and aid her in destroying his brothers.

In Northrend, Arthas encountered a familiar face: Prince Kael'thas. Kael told him of Illidan's army marching on Icecrown and mocked the deathknight, vowing vengeance for Quel'Thalas. Knowing time was short, Arthas, with the aid of the undead Nerubian king Anub'arak, found a short cut through the ruined underground kingdom of Azol-Nerub.

As Arthas made his way through the catacombs of Azol-Nerub, Sylvanas led her conquest of Lordaeron. Her and her free-willed undead assaulted the strongholds of the remaining Dreadlords with Varimathras's help. She enlisted the aid of Garithos's Alliance remnant to lay siege to the ruins of the capital, promising them their lands in return. Instead, when the final Dreadlord fell, she slew Garithos, what remained of his men scattering into the hills. She named her new people the Forsaken and claimed Lordaeron as their new kingdom, with her ruling as their Banshee Queen.

Arthas left the horrors of Azol-Nerub to battle against the armies of Illidan and Kael'thas, fighting both personally, with Kael'thas teleporting to safety and Arthas striking Illidan a seemingly mortal blow. His victory complete, Arthas ascended the pinnacle of Icecrown and shattered the Lich King's icy prison. He found nothing within but an empty set of armor. Picking up the helm at his feet, he placed the helm onto his head, the Lich King's voice echoing through his mind as they became one.

In the wilds of Kalimdor, the Mok'Nathal beastmaster Rexxar discovered a dying orc warrior and to save the orc's honor vowed to bring his message to the Warchief. After earning Thrall's trust, the Warchief sent Rexxar to investigate rumors of human activity on the borders of Durotar. Rexxar discovered the humans had destroyed a Horde settlement, and in return slaughtered them and destroyed their encampment.



When REXXAR told Thrall of what happened, Thrall then sent him to the Echoe Isles, the new home of the Darkspear Trolls, to rescue them from the humans' aggression. After evacuating the islands, REXXAR learned from Thrall the humans sent a message to parlay. REXXAR went in Thrall's place and discovered the parley was a trap. Shocked that Jaina would do such a thing, Thrall sent REXXAR to infiltrate Theramore to make Jaina explain the madness.

On Theramore, they learned that Jaina was not the one sending the human soldiers. They fought off a Naga assault together and learned that the troops were Kul Tiran under the command of Admiral Daelin Proudmoore, Jaina's father. The Admiral was shocked to discover his daughter consorting with orcs and took control of Theramore away from her, REXXAR fleeing from the island with Kul Tiran marines at his heels.

At Thrall's command, REXXAR gathered the orcs allies, both the Darkspear Trolls and the Tauren of Mulgore. REXXAR discovered the Stonemaul clan of ogres and challenged their leader to single combat, after his victory claiming leadership of the clan and bringing them into the Horde. Their forces gathered, Thrall proclaimed REXXAR the Champion of the Horde and gave him command of the Horde forces assaulting the Kul Tiran forces.

After breaking through the Kul Tiran blockade, REXXAR led the forces of the Horde as they assaulted Theramore Isle and slew Admiral Proudmoore, finally ending the bloodshed. REXXAR left to wander the wilds once more, while the Horde and the humans of Theramore both turned their efforts to rebuilding.

Now

Adventures in Azeroth takes place after the events of Warcraft III (The Third War and The Aftermath), but before the events of World of Warcraft. These are uncertain times, before everyone was split down the middle into either the Alliance or the Horde. The Night Elves and Forsaken are still their own entities, though ambassadors have begun talks of alliances. The peace treaty between the Horde and the Alliance still holds, but it is a tenuous peace, resting on a knife's edge.

This is a time wide open for adventurers to make their own stories. With the faction divide not yet a major concern, mixed parties containing members of both the Alliance and Horde, as well as those that belong to neither, are more likely, and the composition of a party can greatly impact how various groups treat you.

WORLD OF WARCRAFT

Oh boy. Since World of Warcraft came out in 2004, quite a lot has happened. The game itself has advanced and changed incredibly, and the events that have occurred have changed the world drastically, in a quite literal sense in the case of Cataclysm. New lands have been discovered, as well as entire worlds and even alternate timelines. If you want to learn more about the events that have occurred throughout World of Warcraft's long run, I would suggest you check out their website or go on Wowpedia, or even just play the game. I would love to tell you everything that has happened over the 14 years of the game, but doing so would likely require another ten pages at the minimum, and that time period is not our focus here.

For those that want to play in the time period of WoW, its history can be pretty neatly divided by expansion.

Tensions Rise: Vanilla WoW

Invasion of Outland: Burning Crusade

Northrend Campaign: Wrath of the Lich King

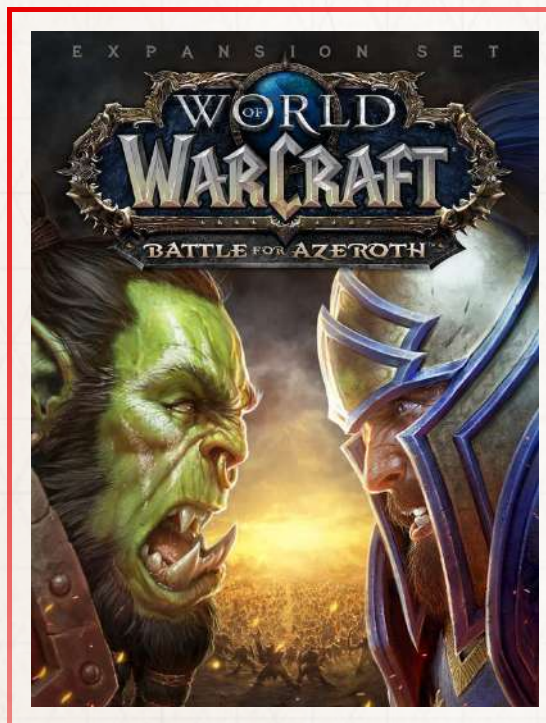
Wrath of Deathwing and the Shattering: Cataclysm

Pandaren Campaign: Mists of Pandaria

Rise of the Iron Horde: Warlords of Draenor

The Third Invasion of the Burning Legion: Legion

The Fourth War: Battle for Azeroth



THREATS AND FACTIONS

THE ALLIANCE

Founded during the Second War, the Alliance is comprised of many of the native races of the Eastern Kingdoms, with the human nations standing at the core of the Alliance. The Alliance has gone through many changes over the decades, gaining and losing members along the way. The Kingdom of Lordaeron once led the Alliance, now that honor is held by the rebuilt nation of Stormwind. While these nations do not always agree, they share a common bond of faith and trust built over their many years of standing together against any evils that stand against them.

HUMAN KINGDOMS

The Kingdom of Stormwind, once ravaged by the Horde, has been rebuilt and stands proud once more. With the fall of Lordaeron, Stormwind has taken its place as the leading nation of the Alliance. The island city-state of Theramore has also risen to prominence, particularly as it is the only major Alliance bastion on the continent of Kalimdor. The nation of Stromgarde, while weakened, still stands with the Alliance, while others such as Gilneas and Kul Tiras have pulled away, with only rare individuals from those nations seen among the Alliance nations.

DWARVEN CLANS

Hundreds of years ago, Dwarven civilization was rent apart by the War of the Three Hammers. The three major clans, Bronzebeard, Wildhammer, and Dark Iron, waged war over who would rule their fortress-city of Ironforge. The Bronzebeards emerged victorious, driving their cousins out from the mountain keep. The Wildhammer clan built the fortress-cities of Grim Batol and Aerie Peak, while the Dark Irons built Shadowforge City within the depths of Blackrock Mountain.

While the Wildhammers and the Bronzebeards have become friends once more under the banner of the Alliance, the Dark Irons never did. Their emperor, Dargan Thaurissan, serves Ragnaros the Firelord and seeks to dominate all the clans. Some Dark Irons have joined the Alliance as the Thorium Brotherhood, but despite their good intentions the other clans distrust them, as does much of the Alliance remembering their long history of dark deeds.



GNOMISH REFUGEES

While Humans, Elves, and Dwarves fought together against the onslaught of the Scourge, the Gnomes of Gnomeregan were nowhere to be seen. Many questioned why this ingenious race would abandon their allies in their time of need. Unknown to the world, during the Third War the Gnomes were fighting a war of their own. The monstrous Troggs, a subterranean race of savages, broke into the lowest tunnels of Gnomeregan and sought to destroy the Gnomes.

In desperation, High Tinker Gelbin Mekkatorque flooded the lower tunnels with toxic radiation, hoping to destroy the Troggs. Unfortunately, the Troggs proved immune to the radiation, the only victims being Mekkatorque's own people. Finally Mekkatorque led those of his people who survived to take refuge in the Dwarven kingdom of Ironforge. Now the Gnomes live alongside their Dwarven allies, hoping to one day retake their home.

ALLIANCE REMNANTS

Among the grand nations and clans that comprise the Alliance, there are also those that are little more than shattered remnants of once-great kingdoms. The Kingdom of Lordaeron, once the largest of the nations of the Alliance, lies in ruins, all but consumed by the undead Scourge, its remaining citizens fighting an uphill battle. The High Elves of Quel'Thalas are all but extinct, either killed by the Scourge or giving in to their magic addiction and becoming the fel-eyed Blood Elves.

Various other peoples, from the wizard city of Dalaran to those citizens of Gilneas locked on the wrong side of the Greymane Wall, still declare themselves proud members of the Alliance, despite losing almost everything to the evils of recent years, and will gladly help any Alliance adventurers who stumble into their shattered lands.

THE HORDE

While the original purpose of the Horde was death and destruction at the command of the Burning Legion, the orcs of the Horde freed themselves, and now the Horde is home to a host of races. While none are what a human would call "pretty," the races of the Horde are bound together by ties of honor and trust, an alliance of outcasts and savages willing to stand by one another against all odds.

ORCISH CLANS

Once enslaved to the foul Burning Legion and their own bloodlust, the Orcs of the Horde are now free to forge their own path. With a strong sense of honor, a long-standing warrior tradition, and their shamanistic beliefs restored, the clans follow their new Warchief Thrall without question. From the wolf-riders of the Frostwolf clan to the warriors of the Warsong clan, the Orcs form the heart of the Horde. Some clans, such as the Burning Blade, still hold on to the ways of Gul'dan and the Legion, and despite their recent banishment from Durotar, some still linger in the dark depths of the tunnels beneath Orgimmar, still serving their dark masters.

TAUREN TRIBES

Led by Cairne Bloodhoof, the united Tauren tribes of Mulgore have made the rises of Thunder Bluff into their new capital. The Tauren are a peaceful people despite their great size, with a love of all the Earth Mother has blessed them with. Their shamans and druids tend to the land, helping it to flourish and prosper. Of all the tribes, only the Grimtotem stand apart, the warmongering tribe believing Kalimdor to belong only to the Tauren, and the unification with the Horde the action of cowards.

DARKSPEAR TROLLS

Saved by Thrall from certain doom, the Darkspear Tribe stand with Thrall wherever he goes. Led by the shadow hunter Vol'jin, the Darkspear revere the mighty Loa, ancient and powerful spirits of the wild. Their strange voodoo magics are strong, and while they have little love for war, they are truly deadly warriors.

OTHER HORDE RACES

Ever since REXXAR claimed the role of chieftain, the Stonemaul clan of Ogres has served the Horde faithfully, protecting Durotar from any that would threaten it. While not particularly intelligent, the Stonemaul are strong and proud, more than capable of crushing most who would oppose them.



Back in the Eastern Kingdoms, the Horde has a few footholds still in place. Many of the orcs there have formed into a Dark Horde that still follow the Burning Legion, but some are loyal to Thrall's New Horde. Once an internment camp where orcs were imprisoned, the town of Hammerfall is now one of the Horde's strongest outposts in the Eastern Kingdoms. Not far from Hammerfall, the Revantusk tribe of Forest Trolls still declare their allegiance to the Horde, though the surrounding tribes attack them without mercy.

THE SCOURGE

Ruled by the iron will of Arthas Menethil, the new Lich King, the Scourge is an endless army of undeath that seeks to consume all life. The mighty nations of Lordaeron and Quel'thalas both fell before the might of the Scourge, and now much of those lands contain nothing but death. While currently in some sort of lull, the Scourge still controls almost the entirety of the continent of Northrend, as well as much of the northern Eastern Kingdoms. From shambling zombies and savage ghouls to wickedly brilliant lichs and mighty death knights, the Scourge is truly a force to be feared. The Scourge even has many living servants in the form of the vile Cult of the Damned, led by the lich Kel'Thuzad.

THE BURNING LEGION

Twice now the demon hordes of the Burning Legion have been repelled from Azeroth, but despite these victories, the Legion is not truly defeated. The Legion's forces are endless, conquering thousands of worlds and corrupting their inhabitants to further swell the Legion's ranks. From the scheming Dreadlords to the mana-hungry felhounds and the mighty Infernals, the Legion's eternal army only needs another path to open for them to invade Azeroth once more. No matter how many times they are repelled they will assault Azeroth again. For the Dark Titan Sargeras, lord of the Burning Legion, will not be denied.

THE OLD GODS

While the Burning Legion beats ceaselessly against the walls of the world seeking entrance, the Old Gods have been manipulating events behind the scenes since the beginning. Their patience is boundless, their wills unrelenting. They seeth within the bowels of the earth, spreading their taint across Azeroth, corrupting both body and mind. Their whispers drive even the strongest of wills to madness and twist the most pure of souls to evil.

The servants of the Old Gods are endless. Many of the descendants of the Aqir, such as the Qiraji, still serve the Old Gods, as do the horrible, maddening creatures known only as Faceless Ones and the vile Naga, still led by Queen Azshara. Many mortals have been corrupted by the whispers of the Old Gods, including the growing Twilight's Hammer cult, led by the mad ogre mage Cho'gall.

OTHER FACTIONS

There are many other factions across Azeroth that, whether due to isolation, aggression, or other reasons known only to them, are not bound to any of these major factions. To call them "minor factions" would be a misnomer however, as many of these factions are still great powers in their own right.

NIGHT ELVES

The Night Elves of Kalimdor are all that remains of a once-mighty civilization. Much taller and more savage than their High Elven cousins, the Night Elves are bound to the natural world like no other race. They are led by Tyrande Whisperwind, High Priestess of Elune, the goddess of the moon. While their leader Malfurion Stormrage has once again returned to the Emerald Dream, the druids have begun to take a more active part in their people's future, working to heal the land of the many wounds it suffered at the hands of the Legion. While they have a truce with both the Alliance and the Horde, the Night Elves are wary of the orcs' desire for expansion and prepare for the worst.



BLOOD ELVES

While some High Elves remain, most of the survivors of Quel'Thalas have renamed themselves Blood Elves, following their Prince in honoring those who fell defending their once-beautiful home. To stave off the effects of their arcane addiction, the Blood Elves have followed the teachings of Illidan Stormrage and begun to feed off of demonic energies, their eyes becoming a bright, fel green in response.

While they try to heal their broken home, the Blood Elves have no love for outsiders. They hate the Alliance for all that Garithos did to them as well as the Horde for all that befell them during the Second War. Even those once numbered among their own are not welcome if they do not conform to the new way Kael'thas has taught them. They have few allies and many enemies, but they are not afraid. The horrors they have faced have sharpened them into a blade just waiting to strike.

THE FORSAKEN

It is a strange sight, wandering into the blighted remains of a town and finding rotting corpses shuffling around, acting much as they did in life. Thus is the strange case of the Forsaken. Led by the Banshee Queen Sylvanas Windrunner, the Forsaken are free-willed undead, not bound to any master. They are a dark and shadowy people, with a hatred of all that lives. Despite this however, the Forsaken are not immediately aggressive towards any that wander into their lands. In fact, the Horde even has an ambassador within the Undercity, the capital of the new Forsaken nation. Few understand what he hopes to accomplish in such a miserable place, but only time can tell what the future of the Forsaken will be.

GOBLIN CARTELS

There is nothing that the brilliant goblins of Kezan love more than money. The Second War taught the cartels the importance of remaining neutral, so the Bilgewater Cartel, the Steamwheedle Cartel, and the Venture Company all keep themselves open to buyers and clients of all peoples and races. Horde or Alliance, Night Elf or Forsaken, if your gold is good, the cartels are willing to do business. Even if that business is a little on the shady side. Or a lot on the shady side. As long as you have enough gold, there will be a goblin open to helping you out. Just be careful of explosions. Those happen a lot.

TROLL EMPIRES

Once, the great Zandalari Empire ruled the world. Then many millenia ago the Night Elves shattered their empire, scattering its remains across the world. From those remains rose many smaller empires, but the Trolls never regained their full might. The Trolls of Zandalar, the "true" Trolls, never forgot what they had lost, keeping the grandeur of the ancient empire, if not the power. In Northrend the Ice Trolls formed the Drakkari Empire, in southern Eastern Kingdoms the Jungle Trolls formed the Gurubashi Empire, while in the north the Forest Trolls formed the Amani Empire. But as great as these empires were, they too lost much of their power, becoming but a shadow of their former selves.

While some Trolls are allied with the Horde, most serve only their own selfish interests, seeking to once again reclaim their lost power. While mostly insular, the Zandalari Trolls occasionally leave Zandalar to deal with issues in the other tribes, acting as mediators and even acting to end actions of other tribes that violate their Loa religion, violently if necessary.

STORY HOOKS

Are you unsure of how to where to go with your story? A little overwhelmed by the massive scale and ancient history of Azeroth? Don't know where to even begin? Don't worry, we've got you covered.

ALLIANCE/HORDE CONFLICT

Since the First War, the conflict between the Horde and the Alliance has been central to the history of Azeroth. Nations have been shaped or destroyed by it. While the Alliance and Horde may not be currently at war, that does not mean the conflict has ended. Old hatreds lie too deep for that to ever be the case.

A campaign focused on the Alliance/Horde conflict could see a group of heroes seeking to keep all-out war from breaking out between the two factions, or they could help instigate such a war. Of course, you can always skip ahead a bit and drop your characters in the middle of this war and have them fight for one side or another, or seek to survive as a neutral party. You can find more ideas for a campaign focused on the Alliance/Horde campaign by looking at any of the Warcraft games.

DRAGONFLIGHTS

In ages past, the five Dragon Aspects were given power by the Titans to safeguard the natural world, and the Aspects extended these powers and responsibilities to their respective flights. The Red Dragonflight was tasked with protecting life, the Green Dragonflight was tasked with protecting the Emerald Dream, the Bronze Dragonflight was tasked with protecting time, the Blue Dragonflight was tasked with protecting magic, and the Black Dragonflight was tasked with protecting the earth itself.

Driven mad by the Old Gods, Deathwing and his entire flight abandoned their task, while the Blue Dragonflight was almost entirely eradicated. The Dragonflights now mainly seek to undo the damage Deathwing has caused and battle his vile spawn. Other, lesser flights also exist, from the time-ravaging Infinite Dragonflight to the failed and mutated Chromatic Dragonflight. Whatever flight they belong to, dragons are powerful beings of magic that should never be underestimated.

...AND MUCH, MUCH MORE

Azeroth is a huge world, filled with many threats and factions, too many to list them all here. Gnolls, Kobolds, Murlocs, Centaurs, the Wild Gods, the Defias Syndicate, the Bloodsail Buccaneers, the Dark Horde, the various Ogre clans, elementals, and countless more all call Azeroth home. A world of adventure awaits you.

BEYOND THE DARK PORTAL

The Dark Portal may be closed, but Outland is still out there. Endless adventures await any who step into that world, where the survivors of the Alliance Expedition seek to hold out against both orcs and demons. The Mag'har, orcs who never drank Mannoroth's blood, etch out a life among the shattered remains of their home. And throughout it all, Illidan continues his quest to destroy the Burning Legion, his servants carrying out his mysterious will while the Legion seeks to retake the shattered world.

Campaigns in Outland can focus on the Dark Portal reopening or on adventurers finding another way to the orcs' shattered homeworld. Players can discover lost secrets and make new allies. They can discover the truth of Illidan's quest and seek to either defeat or ally themselves with the mighty demon hunter that now claims Outland as his own. You can find more ideas for an Outland campaign by looking at World of Warcraft: The Burning Crusade, the Human Campaign in Warcraft III: The Frozen Throne, or Warcraft II: Beyond the Dark Portal.

CLEANSING OF KALIMDOR

Few lands were scarred by the Legion as much as was the ancient home of the Night Elves. Though their druids have worked long and hard, the demonic taint is not easy to remove. But demons are not the only threat the Night Elves have to contend with. The orcs of the Warsong clan continue to encroach on their lands, seeking to cut down more of their precious trees for the building of the new orkish nation.

Campaigns in Northern Kalimdor can focus on player's aiding the Night Elves in their efforts against the demons of the Burning Legion and the aggression of the Horde, but they can also focus on the Horde pushing their way into Night Elf territory, fighting hard for every bit of land they take from the savage Night Elves. More ideas for campaigns in Northern Kalimdor can be found by looking at the Night Elf Campaigns in *Warcraft III: Reign of Chaos* and its expansion, *The Frozen Throne*, as well as *World of Warcraft*.

ESTABLISHING THE HORDE

The Horde has a lot of work ahead of them as they try to establish their new nation. The lands of Kalimdor are beautiful, but they are also savage and brutal. Centaurs, quillboars, and many other threats seek to undermine their efforts, while some within the Horde itself long for the days when they ravaged the lands of the Alliance, taking what they wanted by force, not having to toil as they do now. And while the truce with the Alliance stands, conflict between orcs and the people of Theramore rises easily whenever the two meet. Further south, members of the dwarven Explorer's Guild investigate ancient Titan ruins that can lead to discoveries of the origins of Azeroth itself.

Campaigns in Central and Southern Kalimdor can focus on players seeking to establish new bases for the Horde, fighting off the native savages of Kalimdor, or going further south with the Explorer's Guild to rediscover lost secrets of the Titans, and fighting the sentries left behind. The Qiraji city of Ahn'Qiraj also lies within those lands, beneath which the Old God C'Thun lies slumbering. More ideas for campaigns in South/Central Kalimdor can be found by looking at the Orc Campaigns in *Warcraft III: Reign of Chaos* and its expansion, *The Frozen Throne*, as well as *World of Warcraft*.



MISTS OF PANDARIA

Few know much of anything about the mysterious land the Pandaren call home. Most believe it to be nothing more than a myth, a legend spread by old matrons by fireplaces. An entire continent, hidden from the world by magical mists. Such a place couldn't possibly exist, could it?

Campaigns in Pandaria could include the party shipwrecking on a mysterious island and discovering they have found the mythical land of Pandaria, the first to step foot there in millenia. After leaving however, a return trip would likely be incredibly unlikely. Of course, you could also go the route taken in *WoW* and have the magical mists lifted, revealing Pandaria to the world. More ideas for campaigns in Pandaria can be found by looking at *World of Warcraft: Mists of Pandaria*.

NORTHREND EXPEDITION

The icy lands of Northrend, the roof of the world, are not for the weak of heart. They are savage and deadly, much of it overrun by the undead Scourge. It is here that the Dragonflights have laid their dead to rest for millenia, as well as where the Titans imprisoned the Old God, Yogg-Saron. Once the Drakkari Trolls and the spider-like Nerubians ruled much of this land, but the Nerubians are all but extinct, and if a miracle does not occur, the Drakkari are soon to follow. From Icecrown Citadel, the Lich King commands the endless armies of the Scourge, preparing to conquer Azeroth and end all life.

Campaigns in Northrend can focus on attempts by the Horde and Alliance to end the Scourge once and for all by invading the continent, or a lone group of adventurers seeking lost treasures in this forgotten land. The Explorer's League would be very interested in the Titan complex of Ulduar, ignorant of the great evil it holds prisoner. There are few friends to be found in this dark land, and players would be beset by all sides. But then again, that's part of what makes it fun. More ideas for campaigns in Northrend can be found by looking at the Human Campaign in *Warcraft III: Reign of Chaos*, the Undead Campaign in its expansion *The Frozen Throne*, or *World of Warcraft: Wrath of the Lich King*.

OTHER TIMES

Azeroth is an ancient world with millenia of history. From the War of the Ancients to the First, Second, and Third Wars, there are many eras worthy to be the setting for a campaign. The Bronze Dragonflight also opens other possibilities, with characters being sent backwards or forwards through time to keep the timeline secure. The entirety of the events of World of Warcraft are free game as well.

Campaigns in other times can have all sorts of events occur. Depending on what era or eras you decide, any Warcraft game could be a good source for ideas.

REMNANTS OF LORDAERON

The once proud kingdom of Lordaeron now lies in ruins, less than a shadow of its former glory, while the once-beautiful elven realm of Quel'Thalas is now dead and known as the Ghostlands. While other human nations still remain in nearby lands, they have not fared very well either in recent years. The lands of Lordaeron not claimed by the Scourge now belong to either the Forsaken or the Scarlet Crusade. The Crusade is a religious order forged from the remnants of Lordaeron's people, determined to eradicate the undead at any cost. In their zeal, they often lash out at the living as well, for any who show any sign of not agreeing with the Crusade are obviously vile undead sympathizers. Only a few outposts of sanity remain, including the towns of Hillsbrad, Southshore, Amber Mill, and Pyrewood Village. Though there are rumors of something strange happening in Pyrewood at night...

Further south, the nation of Stromgarde struggles to control its own lands, as Trolls, Ogres, and the Syndicate, formed from the remnants of the broken kingdom of Alterac, all seek to dominate Stromgarde's lands and people. The Wildhammer Dwarves of Aerie Peak and their High Elven allies at Quel'Danil Lodge fight against various troll tribes, seeking to maintain their hold on the lands they call home.

Campaigns in the northern Eastern Kingdoms have many possibilities. The greatest of these is of course the struggle against the Scourge, seeking to defeat the undead menace gripping the land. However, the struggle between the Forsaken and Scarlet Crusade is an interesting one as well, as while both hate the Scourge, they both seek to eliminate the other as well. Both could make either a powerful ally or a dangerous enemy. The struggles of Stromgarde, the Wildhammer Dwarves, and the High Elves are interesting possibilities as well, as is the precarious position of the small Horde bastion of Hammerfall.

More ideas for campaigns in the northern Eastern Kingdoms can be found by looking at Warcraft II: Tides of Darkness, as well as the Human and Undead Campaigns of Warcraft III: Reign of Chaos and its expansion The Frozen Throne, or World of Warcraft.

THE GREAT SEA

The Great Sea is home to both many opportunities and many dangers. At the center of the Great Sea lies the Maelstrom, a massive, violent whirlpool where once the Well of Eternity sprung. Deep beneath the waves lie the drowned cities of the Naga and their Queen Azshara. Within the Great Sea also lies the Goblin home of Kezan, the human nation of Kul Tiras, the ancestral Troll home of Zandalar, and many other islands just waiting to be discovered. It is here that the Lost Isles lie, home to the Tomb of Sargeras and the terrible power that lies within.

Campaigns in the Great Sea would likely follow a team of sea-faring adventurers, either as part of the navy of a large faction, or as an independent venture. The Naga are likely to be a large threat, as are pirates and others who prowl the seas. Different lands will all have threats of their own as well. More ideas for campaigns in the Great Sea can be found in the Night Elf Campaign of Warcraft III: The Frozen Throne, as well as the World of Warcraft expansions Legion and Battle for Azeroth.

THE STRUGGLING ALLIANCE

The Alliance struggles to regain the might it once had, as it is beset by all sides. The Defias Brotherhood attacks Stormwind's farms and villages, while the Gnomes flee the Troggs infesting their ancient home and the Dwarves of Ironforge battle against their own kin, the Dark Iron Dwarves. The Dark Horde still continues their quest for dominion, fighting the Alliance at all points. Further south, the Gurubashi Empire seeks to return to power, their eyes turned to nearby Stormwind. If the Alliance is to stand tall, it must regain control of its own lands.

Campaigns in the southern Eastern Kingdoms are likely to focus on the struggles of the members of the Alliance. Campaigns in and around Stormwind would likely be focused around the Defias Brotherhood, the Dark Horde, and the Gurubashi Trolls, while campaigns in Khaz Modan would focus more on the Troggs, leper gnomes, and Dark Iron Dwarves.

RACES OF AZEROTH

HUMANS

Humanity have been among Azeroth's staunchest defenders for centuries. While they are the youngest lived of the races of Azeroth, they have been shaped by conflict and molded into a true power. They were the first to bear the brunt of both the Horde and the Scourge, and they were instrumental to the defeat of the Burning Legion at Mount Hyjal. They are not the strongest, nor the fastest, nor the most magically imbued, but those who underestimate the power of humanity soon learn their mistake.



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110 XP

KINGDOM OF STORMWIND

The people of Stormwind have been shaped by two great Wars and the loss and reconstruction of their home. They are considered by some to be the pinnacle of humanity, prepared for anything and capable of taking on any threat.

- **Starting Skills:** Stormwind Humans begin with one rank in each of two different non-career skills. You still cannot train these skills above rank 2 during character creation.
- **Ready for Anything** Once per session as an out-of-turn incidental, you may move one Story Point from the Game Master's pool to the player's pool.

REMNANTS OF LORDAERON

The once-proud kingdom of Lordaeron now lies in ruins, most of its people either dead or worse. Those that survived the desolation of the Scourge were both hardened and strengthened by the experience, becoming experts in battling the undead.

- **Starting Skills:** Lordaeron Humans begin with one rank in Discipline. You still cannot train their Discipline above rank 2 during character creation.
- **Survivors of the Scourge:** Upgrade the ability of all checks made against Undead adversaries.



KINGDOM OF KUL TIRAS

The island nation of Kul Tiras is a strong nation, home to the greatest navy of all the human kingdoms. Ruled not by a king, but by a Lord Admiral, the nation prides itself on its mastery of the sea. The nation has distanced itself from the Alliance, but many of its people still believe in and stand with the Alliance.

- **Starting Skills:** Kul Tiran Humans begin with one rank in Navigation and one rank in Operating. Kul Tiran humans can train their Navigation and Operating up to rank 3 during character creation.


KINGDOM OF GILNEAS

The proud kingdom of Gilneas is ruled by King Genn Greymane. A very civilized nation, Gilneas is known for both its mechanical might and its independence. For years the nation has been locked away behind the Greymane Wall, hidden from the rest of the world. A couple of towns left outside the wall when it was built are the only Gilneans seen beyond the wall for years.

- **Starting Skills:** Gilnean Humans begin with one rank in Cool and one rank in Mechanics. You still cannot train their Cool or Mechanics above rank 2 during character creation.
- **Proud Isolationists:** When doing an unskilled assisted skill check with another Gilnean, add  instead of , but gain no benefit from an unskilled assisted skill check from a non-Gilnean.


MAGES OF DALARAN

The wizard city of Dalaran has been the center of magical activity in the Eastern Kingdoms for decades. While the city itself was destroyed by the Scourge and the Burning Legion, many of its people survived. Few can match the mages of Dalaran in mastery of the arcane, a fact they know quite well.

- **Starting Skills:** Dalaran Humans begin with one rank in Arcane. You still cannot train their Arcane above rank 2 during character creation.
- **Scholars of the Arcane:** One per session, a Dalaran Human may spend a Story Point as an incidental. If they do so, add  to their next check to cast a spell, enchant an item, or know something about magic or magical creatures.


KINGDOM OF STROMGARDE

The people of Stromgarde have always been a martial people, dedicated to the art of war. Few armies were as skilled or as respected. In recent years however, things have not gone well for Stromgarde. Ogres, Trolls, and assassins alike have assaulted the nation, forcing them to take shelter within the fortified Stromgarde Keep. Despite all their struggles, the people of Stromgarde do not back down to anyone.

- **Starting Skills:** Stromgarde Humans begin with one rank in a combat skill of your choice. You still cannot train that combat skill above rank 2 during character creation.
- **Indomitable:** Stromgarde Humans remove up to  to checks due to Critical Injuries or the Disoriented condition.

REMNANTS OF ALTERAC

The people of Alterac have always been opportunistic. When it appeared that the Horde would win the Second War, they cut a deal. Unfortunately, that didn't work out for them. Their nation was dismantled by the armies of Stromgarde, much of the remnants coming together to form the criminal organization known as the Syndicate.

- **Starting Skills:** Alterac Humans begin with one rank in Deception. You still cannot train their Deception above rank 2 during character creation.
- **Ice in our Veins:** Alterac Humans remove  to checks due to cold.

ELVES



Among the most ancient of the peoples of Azeroth, the Elves have long been the most powerful of the mortal races. All Elves originate from the great Night Elf civilization that spanned much of the world before the Sundering, with the common people denouncing magic and becoming the modern Night Elves, while the Highborne were banished and evolved into the High Elves and eventually the Blood Elves.



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 80 XP

KALDOREI (NIGHT ELVES)

The Kaldorei have long defended the world from the attacks of the Burning Legion. The Night Elf culture focuses around their dual love of the natural world and of their moon goddess Elune. Blessed by the goddess, they favor the night above the day, the light of Elune giving them strength.

- **Starting Skills:** Night Elves begin with one rank in Survival. You still cannot train their Survival above rank 2 during character creation.
- **Darkvision:** When making skill checks, Night Elves remove up to  imposed due to darkness.
- **Shadowmeld:** When making Stealth checks at night, Night Elves may add  while stationary. The player may spend a Story Point to automatically succeed a Stealth check under those same conditions.







REMNANTS OF THE QUEL'DOREI (HIGH ELVES)

The High Elves were nourished by the energies of the Sunwell for 10,000 years and were changed by its energies. Abandoning the night for the light of day, the High Elves are the undisputed masters of the arcane. But that was not enough, and now the High Elves are nearly gone, a fragment of their former glory.

- **Starting Skills:** High Elves begin with one rank in Discipline. You still cannot train their Discipline above rank 2 during character creation.
- **Arcane Mastery:** Whenever suffering strain from casting a spell, suffer 1 less strain.
- **Magical Addiction:** High Elves must meditate for at least one hour a day, or upgrade the difficulty of all skill checks by one and halve their strain threshold. This effect can be mitigated by drinking special mana-infused potions.

SIN'DOREI (BLOOD ELVES)

After the destruction of the Sunwell, many of the High Elves, led by Prince Kael'thas, renamed themselves Blood Elves. They eventually left the Alliance and turned to demonic powers to sate their growing hunger for magic. Now a distinct people from their remaining High Elven kin, the Blood Elves forge a new destiny for themselves.

- **Starting Skills:** Blood Elves begin with one rank in Cool. You still cannot train their Cool above rank 2 during character creation.
- **Arcane Mastery:** Whenever suffering strain from casting a spell, suffer 1 less strain.
- **Magical Addiction:** Blood Elves must meditate for at least one hour a day, or upgrade the difficulty of all skill checks by one and halve their strain threshold. This effect can be mitigated by drinking special mana-infused potions.
- **Drain:** Once per encounter, a Blood Elf may drain arcane energy from a foe. If the opponent is a spellcaster or magical being, the Blood Elf character can make an **Average**  **Arcana check**. Success results in the opponent suffering 1 strain per .  can be spent to Immobilize the target, while  can be spent to Stagger the target. The character no longer needs to meditate that day to avoid withdrawal.
- **Fel Corruption:** Reduce Blood Elves' wound threshold by 1 and strain threshold by 2.

DWARVES

Descended from the Earthen, ancient servants of the Titans, the Dwarves may not have the stone skin of their ancestors, but they are just as resilient and strong willed, and stubborn as anything can be. While the clans have many differences, they are all proud people who never back down from a fight.



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 85 XP

IRONFORGE DWARVES

The fortress-city of Ironforge is home to the Dwarves of the Bronzebeard clan. They are good friends of the Gnomes and staunch members of the Alliance, having stood by humanity through many struggles. Their friendship with the Gnomes of Gnomeregan has also led to them being the most technologically advanced of the clans, with many skilled engineers and riflemen among their ranks.

- **Starting Skills:** Ironforge Dwarves begin with one rank in Resilience and one rank in Mechanics. You still cannot train their Resilience or Mechanics above rank 2 during character creation.
- **Dwarven Craftsmanship:** Ironforge Dwarves remove ■■ from all Mechanics checks.
- **Tough as Nails:** Once per session, an Ironforge Dwarf may spend a Story Point as an out-of-turn incidental immediately after suffering a Critical Injury and determining the result. If they do so, they count the result rolled as "01."

WILDHAMMER DWARVES

The Dwarves of the Wildhammer clan have a strong kinship with the gryphons that roost in their home city of Aerie Peak, one that lead to them being a key strength in Alliance forces during the Second War. The Wildhammer Dwarves also have a strong connection to the land itself, with powerful shamans leading the clan.

- **Starting Skills:** Wildhammer Dwarves begin with one rank in Resilience and one rank in Survival. You still cannot train their Resilience or Survival above rank 2 during character creation.
- **Natural Bond:** Add ■■ to all Riding and Survival checks associated with riding, training, or taming gryphons.
- **Tough as Nails:** Once per session, a Wildhammer Dwarf may spend a Story Point as an out-of-turn incidental immediately after suffering a Critical Injury and determining the result. If they do so, they count the result rolled as "01."

DARK IRON DWARVES

The Dark Irons have a dark relationship with the other clans, spawned by centuries of strife and hate. Their grey skin and fiery red eyes set them apart, as does their warlike ways. Often they have waged war against the other clans, hoping to conquer them. While not all Dark Irons fit that mold, they are forever effected by their people's history.

- **Starting Skills:** Dark Iron Dwarves begin with one rank in Resilience and one rank in Coercion. You still cannot train their Resilience or Coercion above rank 2 during character creation.
- **Stubborn and Cruel:** Dark Iron Dwarves add ■ to all social skill checks targeting them, as well as any social skill checks they make.
- **Tough as Nails:** Once per session, a Dark Iron Dwarf may spend a Story Point as an out-of-turn incidental immediately after suffering a Critical Injury and determining the result. If they do so, they count the result rolled as "01."

GNOMES

The Gnomes of Gnomeregan are an ingenious race, with many brilliant mages and mechanists among their number. The greatest advancements in technology in the Alliance have come from the Gnomes. While their city is lost, their hope still burns bright, feeding their brilliant minds as they seek for new ways to move forward and eventually reclaim their home.




- **Wound Threshold:** 7 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 90 XP
- **Starting Skills:** Gnomes begin with one rank in Alchemy or Mechanics. You still cannot train their Alchemy or Mechanics above rank 2 during character creation.
- **Small:** Gnomes are silhouette 0.
- **Ingenious Inventors:** Gnomes add ▲ to all Mechanics and Alchemy checks.



ORCS

Once bloodthirsty servants of the Burning Legion, now the Orcs of the Horde have reclaimed their ancient shamanistic heritage and honorable warrior tradition. Their new nation of Durotar is just beginning, but these powerful warriors will do all they can to claim their place in this world.



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 100 XP
- **Starting Skills:** Orcs begin with one rank in Coercion. You still cannot train their Coercion above rank 2 during character creation.
- **Battle Rage:** When making a melee attack, an orc can choose to add  to the check to add +2 to the damage dealt by one hit of that attack.

TROLLS


Trolls no longer rule the greatest empire in the world, but they are still proud people steeped in tradition. They possess powerful regenerative capabilities and are skilled warriors, especially from afar.



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 70 XP


DARKSPEAR TRIBE (JUNGLE TROLLS)

Once a branch of the great Gurubashi Empire, the Darkspear Trolls are now resolute members of the Horde, making their home in the Echo Isles. They are skilled, keen-eyed warriors with witch doctors skilled in strange voodoo magics.

- **Starting Skills:** Darkspear Trolls begin with one rank in Ranged and one rank in Perception. You still cannot train their Ranged or Perception above rank 2 during character creation.
- **Hexing:** Darkspear Trolls add  to any magic skill checks they make using the Curse action.
- **Regeneration:** Whenever a Troll heals wounds due to natural rest, they heal 1 additional wound. They do not recover 1 additional wound when receiving medical treatment or are healed magically. Trolls can also regrow lost limbs, which takes roughly a month before the limb is usable.



REVANTUSK TRIBE (FOREST TROLLS)

Of all the Forest Troll tribes that once stood with the Horde, only the Revantusk remained loyal. While brutalized by the neighboring tribes, they are a strong and proud people, stronger and more wild than their Darkspear cousins.

- **Starting Skills:** Revantusk Trolls begin with one rank in Resilience and one rank in Survival. You still cannot train their Resilience or Survival above rank 2 during character creation.
- **Battle Rage:** When making a melee attack, Revantusk Trolls can choose to add  to the check to add +2 to the damage dealt by one hit of that attack.
- **Regeneration:** Whenever a Troll heals wounds due to natural rest, they heal 1 additional wound. They do not recover 1 additional wound when receiving medical treatment or are healed magically. Trolls can also regrow lost limbs, which takes roughly a month before the limb is usable.

ZANDALARI TROLLS

The Zandalari Tribe are the pinnacle of all Trolls. Stronger, faster, more disciplined, and with an ancient history, these trolls once ruled over all the lesser tribes. While not what they once were, the Zandalari are still a force to be reckoned with.

- **Starting Skills:** Zandalari Trolls begin with one rank in Athletics and one rank in Discipline. You still cannot train their Athletics or Discipline above rank 2 during character creation.
- **Troll Progenitors:** Zandalari Trolls gain   to all social checks targeting Trolls of any variety.
- **Zandalari Strength:** Zandalari Trolls deal +1 damage to all melee attacks and add +1 to their encumbrance threshold.
- **Regeneration:** Whenever a Troll heals wounds due to natural rest, they heal 1 additional wound. They do not recover 1 additional wound when receiving medical treatment or are healed magically. Trolls can also regrow lost limbs, which takes roughly a month before the limb is usable.

TAUREN

The bull-like Tauren are a race of gentle giants that revere nature and the elements in the form of the Earth Mother. Few races are as close to the land as the Tauren, living in peace with their surroundings. Despite their peaceful culture they are not to be underestimated, as there are few races stronger or fiercer in battle.



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 50 XP
- **Starting Skills:** Tauren begin with one rank in Survival. You still cannot train their Survival above rank 2 during character creation.
- **Massive:** Tauren are silhouette 2.
- **Strength of the Earth Mother:** Tauren count their encumbrance threshold as 10 + Brawn.

OGRES

Descended from the mighty Gronn that once ruled over much of Draenor, the Ogres are among the strongest and fiercest of the mortal races. Not particularly intelligent, Ogres value strength above all else. While they have been known to work alongside the "weak" races, such individuals are rare, and any respect must be earned by proving your strength to them.



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 7 + Willpower
- **Starting Experience:** 80 XP
- **Starting Skills:** Ogres begin with one rank in a melee combat skill of your choice. You still cannot train that melee combat skill above rank 2 during character creation.
- **Massive:** Ogres are silhouette 2.
- **Savage Strength:** Ogres count their encumbrance threshold as 10 + Brawn and get +1 damage to all melee attacks.

GOBLINS

Brilliant, scheming, and with a love of all things that either explode or make money, goblins are both universally despised and universally needed by the peoples of Azeroth. While some joined the Horde in the Second War, goblins have learned the value of remaining neutral, selling their services to the highest bidder. While few like Goblins, none can deny the usefulness of goblin zeplins and explosives.



- **Wound Threshold:** 7 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 80 XP
- **Starting Skills:** Goblins begin with one rank in Alchemy or Mechanics. You still cannot train their Alchemy or Mechanics above rank 2 during character creation.
- **Small:** Goblins are silhouette 0.
- **Shrewd Deals:** When selling goods legally or illegally, gain 10% more gold.
- **Tricksy:** Once per encounter during their turn, a Goblin may use this ability and spend a Story Point to produce a previously undocumented small item (encumbrance 1 or less) with a rarity no greater than 4 from a pocket, bag, pouch, nearby windowsill, passing cart, or other convenient location - even if there is no logical explanation for the item's presence. This item cannot be weapon unless the weapon has the Limited Ammo 1 quality.



DRAENEI

The alien Eredar of Argus were once a great, enlightened civilization. Deceived by Sargeras, most of the Eredar fell and became members of the Burning Legion. But one Eredar, the Prophet Velen, saw through Sargeras's lies. He took many of his people, and under the guidance of the Naaru, holy beings of the Light, he fled. His outcasts, now calling themselves Draenei, settled on the world of Draenor. They would eventually be all-but wiped out by the Horde before the opening of the Dark Portal. However, some of the noble Draenei may still live, either within the shattered remains of Outland or escaped on some alien vessel, bound for reaches unknown.




- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 80 XP
- **Starting Skills:** Draenei begin with one rank in Discipline. You still cannot train their Discipline above rank 2 during character creation.
- **Blessing of the Naaru:** Once per session, Draenei can suffer 2 strain as an incidental to target themselves or a character within engaged range. That character recovers 3 wounds.

BROKEN

Some of the Draenei survived the onslaught of the Horde and the shattering of Draenor. However, most that survived did not do so unscathed. The Broken are the remnant of the Draenei, twisted by the foul energies that broke their world, losing their connection to the Light. But above all the Draenei survive, even if they despise what they have become.



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 90 XP
- **Starting Skills:** Broken begin with one rank in Resilience. You still cannot train their Resilience above rank 2 during character creation.
- **The Shadows Beckon:** Add  to all Stealth checks.

UNDEAD (FORSAKEN)

The free-willed undead of the Forsaken were citizens of Lordaeron in life and became mindless soldiers of the Scourge in death. Now free from the Lich King's control, the Forsaken are free to choose their own path. While their minds are their own, they are still filled with a hatred for life and the living, and there are few willing to deal with a rotting corpse, however free their mind may be.



- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 95 XP
- **Starting Skills:** Forsaken begin with one rank in Coercion and one rank in Knowledge (Forbidden). You still cannot train their Coercion or Knowledge (Forbidden) above rank 2 during character creation.
- **Undead:** Forsaken are immune to poison, disease, and sleep, and need no air, water, or food to survive. They also do not recover wounds naturally through rest. They can still benefit from the Heal magic action, health potions, and Medicine checks.
- **Dreadful Appearance:** Upgrade the difficulty of all social checks other than Coercion.

WORGEN

The worgen curse has its roots in the Scythe of Elune, a powerful druidic artifact forged from the tooth of the wolf-god Goldrinn. The curse transforms ordinary men and women into savage wolf-like creatures fueled by base instinct and a desire to kill. While most worgen are little more than mindless beasts, there are some who have managed to tame the beast, whether through alchemical experiments, force of will, or druidic magic. These individuals must constantly battle the beast within for control, but they can tap into the power of the beast to wield it as a weapon against their enemies.



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 100 XP
- **Starting Skills:** Worgen begin with 1 rank in Discipline. You still cannot train Discipline above rank 2 during character creation.

- **The Beast Within:** Worgen generally look just like any other human. However, when your character is incapacitated due to exceeding their strain threshold while in human form, they undergo the following change as an out-of-turn incidental. They heal all strain; increase their Brawn and Agility by one, to a maximum of 5; and reduce their Intellect and Willpower by one to a minimum of 1. They deal +1 damage when making unarmed attacks, and their unarmed attacks have a Crit rating of 3. In addition, they must make an **Average (◆◆) Discipline check** to retain control of themselves as they change. Their jaws elongate into muzzles, their hair thickens and they grow more all over their bodies, and their eyes become those of a wolf. Your character will remain in Worgen form until they use a maneuver to change back, or if they are incapacitated (by exceeding either their wound threshold or their strain threshold). While changed, upgrade the difficulty of all social checks other than Coercion.
- **The Human Spirit:** At any point, your character may make a **Hard (◆◆◆) Discipline check** as an out-of-turn incidental. If they succeed, they may either trigger The Beast Within or avoid triggering it when they exceed their strain threshold.



FURBOLGS

Among the first of Azeroth's denizens, the Furbolgs are the children of the twin bear gods, Ursoc and Ursol. While savage and primitive, the Furbolg are powerful beings with strong traditions of both druidism and shamanism, tying them to the natural world like few other races. They are ancient allies of the Night Elves and often fight alongside them to protect their beautiful forest home.



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 85 XP
- **Starting Skills:** Furbolgs begin with one rank in Athletics. You still cannot train Athletics above rank 2 during character creation.
- **Claws and Fangs:** Furbolgs add +2 damage to any unarmed Brawl combat checks they make. Their unarmed Brawl combat checks also gain Vicious 1 and have a critical rating of 3.
- **Thick Fur:** Furbolgs remove ■■ imposed due to cold weather.

PANDAREN

Little is known of the mysterious Pandaren. These rotund beings are said to come from the mythical land of Pandaria, shrouded from the rest of the world by enchanted mists. Pandaria is a civilized society, centered around peace and prosperity. Pandaren are also masters of a unique form of unarmed combat that centers around using a strange force known as chi.



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 70 XP
- **Starting Skills:** Pandaren begin with 1 rank in Discipline. You still cannot train their Discipline above rank 2 during character creation.
- **Kung-Fu:** When making a Brawl (Agility) or Brawl (Cunning) combat check, add Δ to the check.
- **Masters of Chi:** Once per session, Pandaren may recover 3 strain as an incidental.

NAGA

Once the Highborne, greatest among the ancient Night Elf civilization, now the serpentine Naga serve the Old Gods. When they emerge from beneath the waves, it rarely signals anything good for the surface. However, sometimes Naga will aid surface dwellers, even saving them. However, these seemingly altruistic acts often serve ulterior motives.



- **Wound Threshold:** Varies (See Divergent Biology)
- **Strain Threshold:** Varies (See Divergent Biology)
- **Starting Experience:** 70 XP
- **Starting Skills:** Naga begin with 1 rank in Arcane. You still cannot train their Arcane above rank 2 during character creation.
- **Aquatic:** Naga can breathe underwater and suffer no penalties for moving through water.
- **Dreadful Appearance:** Upgrade the difficulty of all social checks other than Coercion.
- **Divergent Biology:** Naga biology is unique in that the males and females have divergent evolution, due to the tampering of the Old Gods. Naga males have a wound threshold of 12 + Brawn and a strain threshold of 8 + Willpower, while Naga females have a wound threshold of 8 + Brawn and a strain threshold of 12 + Willpower. Naga males also deal +1 damage to all melee attacks and add +1 to their encumbrance threshold, while naga females have four arms and have 2 free maneuvers each round.

MOK'NATHAL

Born from mixed Ogre and Orcish blood, the Mok'nathal are few in number, but they are strong and proud. Both stronger than orcs and smarter than ogres, there are few capable of challenging one of the Mok'nathal in combat, especially within the wilds they call home.



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 60 XP
- **Starting Skills:** Mok'nathal begin with one rank in Survival. You still cannot train Survival above rank 2 during character creation.
- **Massive:** Mok'nathal are silhouette 2.
- **Half-blood Strength:** Mok'nathal count their encumbrance threshold as 8 + Brawn.
- **Home in the Wilds:** Mok'nathal add Δ to all Survival and Resilience checks.

CAREERS

The peoples of Azeroth come from all walks of life, and to attempt to classify all of them by putting them into easily-labeled Classes or Careers would be folly. Attempts have been made of course, as evidenced in World of Warcraft, but these attempts are limited in their success. Personally, I would highly recommend GMs allow their players to create their own "Careers", using those listed here as a guideline. (For example, a Priestess of Elune would be similar to a Priest, but would have Ranged instead of Melee (Light) and Riding instead of Charm.) However, if individual GMs feel the need to classify their players into Careers, then I worked to make the available careers feel like they were truly a part of the world of Azeroth.

CAPTAIN

War happens across a lot more than just the land. Powerful maritime nations, from the human kingdom of Kul Tiras to the ancient empire of Zandalar, wield powerful fleets of ships to battle against their adversaries. These ships are helmed by skilled captains, masters of the sea and warfare.

Discipline, Gunnery, Knowledge (Geography), Leadership, Mechanics, Navigation, Operating, Perception

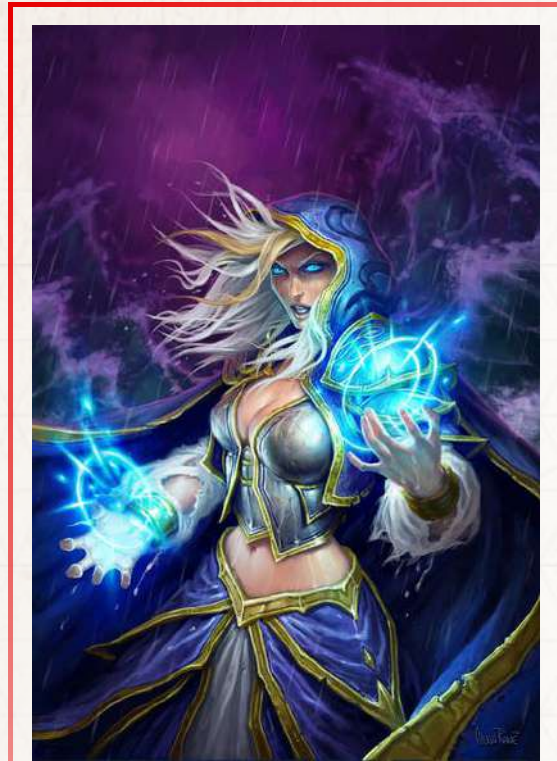
DRUID

In ancient times, the demigod Cenarius taught Night Elves and Tauren how to commune with the world itself through the mystical realm of the Emerald Dream. These druids then taught many others this art and learned from other Ancients how to do many miraculous feats of magic, from controlling plants and storms to shape-shifting into powerful beasts. Druids are sworn defenders of the wilds and will not hesitate to destroy those who threaten them.

Alchemy, Brawl, Discipline, Knowledge (Lore), Medicine, Melee (Heavy), Nature, Survival

ENVOY

From the nobles of ancient kingdoms to trained emissaries, there are those who are not skilled in the arts of death or magic, but instead skilled in the arts of communication. These individuals use their charms and charisma to convince others to see their way, and when that does not work, they have... other means of persuasion.



Charm, Coercion, Cool, Deception, Knowledge (Geography), Leadership, Melee (Light), Negotiation

HUNTER

Few know the wilds better than hunters. These masters of beast and bow have been everywhere and seen everything, living off the land and giving back to it in turn. While usually not very skilled at communicating with other civilized beings, they are at home among the beasts and creatures of the wilds in a way few ever will.

Knowledge (Adventuring), Knowledge (Geography), Perception, Ranged, Riding, Stealth, Survival, Vigilance

MAGE

Arcane magic has always been a fundamental part of the world of Azeroth. Throughout its history, there have been many who have sought to use this power, from the magisters of Quel'Thalas to the wizards of Dalaran. These powerful magi use their arcane might to discover the lost secrets of the world and defend it from evil, though some have less... altruistic desires.

Alchemy, Arcane, Cool, Discipline, Knowledge (Adventuring), Knowledge (Forbidden), Knowledge (Lore), Melee (Light)

MECHANIST

While most fight with blade and bow, mechanics look to the future, their brilliant minds mastering the arts of metal and energy to create fantastical mechanical creations, from animatronic beasts to powerful cannons and other forms of mechanical weaponry.

Alchemy, Cool, Gunnery, Knowledge (Adventuring), Mechanics, Operating, Ranged, Resilience

PRIEST

The power of the Light transcends cultural and faction boundaries, connecting all in faith. Priests teach the people the holy ways of the Light and wield the Light's power to heal and protect. While lacking the martial skill of Paladins, Priests are not to be underestimated, as their faith is a powerful weapon in and of itself.

Charm, Cool, Discipline, The Light, Knowledge (Lore), Leadership, Medicine, Melee (Light)

PALADIN

These mighty champions of the Light were originally forged to be weapons in the war against the Horde. Now these faithful defenders protect all the world against the forces of darkness. Demons and undead alike flee before their holy might, while all those who fight against the shadows rally behind them, inspired to greatness by their example.

Athletics, Discipline, Coercion, Knowledge (Lore), Leadership, Melee (Heavy), Melee (Light), The Light

ROGUE

Not all those who wander Azeroth are heroes in search of glory. Among those are also spies, assassins, and covert operatives, those who operate in the darkness and shadows of the world. These rogues strike with daggers and poison, making their way through dark alleys and using their skills in deception and skulduggery to get what they want, whatever that may be.

Charm, Cool, Coordination, Deception, Melee (Light), Skulduggery, Stealth, Streetwise

SCHOLAR

Azeroth is an ancient world, filled with lost secrets, and there will always be those seeking to uncover those secrets. These scholars are experts in numerous fields, from medicine to mechanics and lost lore of ages past. While not much in a fight, these scholars are among the greatest minds in all of Azeroth.

Alchemy, Cool, Knowledge (Forbidden), Knowledge (Geography), Knowledge (Lore), Mechanics, Medicine, Perception

SHAMAN

Azeroth is a strong world filled with wild and powerful elemental spirits. The shaman have the power to speak to these elementals and call upon them for aid. Their wisdom has led to them often being respected leaders among their tribes and peoples, though they often wander the wilds of the world, following the call of the elements to whatever requires their aid.

Discipline, Elemental, Knowledge (Lore), Medicine, Melee (Heavy), Melee (Light), Resilience, Survival

WARRIOR

Azeroth is a world of conflict, and as such will always be in need of warriors. From the soldiers of the Alliance and Horde to wandering mercenaries, the conflicts that constantly arise across Azeroth always call to those with the warrior spirit. Skilled in all manners of warfare, their are few who can face a true warrior in combat.

Brawl, Coercion, Leadership, Melee (Heavy), Melee (Light), Resilience, Riding, Vigilance

WARLOCK

From fanatics who serve the Burning Legion to former mages selfishly searching for ever-greater power, warlocks use the power of Fel magic to curse, kill, and control and summon demons to do their bidding. These dark arts are feared by most, but warlocks simply see them as a means to an end, and that end is power.

Alchemy, Coercion, Cool, Discipline, Fel, Knowledge (Forbidden), Knowledge (Lore), Melee (Light)



HEROIC ABILITIES

Player characters are heroes, with unique capabilities that set them apart from the ordinary inhabitants of Azeroth. When you create your Genesys character for Adventures in Azeroth, you also choose a Heroic Ability for your character during Step 4 of character creation (see page 44 of the Genesys Core Rulebook). Each player character has only one Heroic Ability, which helps set them apart as a hero. As your character grows in experience, they receive ability points, which you spend on upgrades that further customize your character's Heroic Ability.

USING A HEROIC ABILITY

Heroic Abilities are quite powerful, so there are some pretty significant limitations on when you can use them. However, one of the ways you can customize your Heroic Ability is by spending ability points to reduce these restrictions.

By default, activating a Heroic Ability requires you to spend 2 Story Points. The effects of the Heroic Ability last until the end of your character's next turn, and you can only activate it once per session. Unless stated otherwise in the description of a specific effect, activating a Heroic Ability is an incidental.

CREATING A HEROIC ABILITY

To create your Heroic Ability, you'll need to follow a series of simple steps. Once you finish, you will have a Heroic Ability tailored to your character.

- 1. Choose Primary Ability Effect:** The primary effect is the core of your Heroic Ability. It defines what the ability does when you activate it. Even at the base level, these effects are potent.
- 2. Determine Your Ability's Origin:** How does your character come by their extraordinary abilities? You can make something up or roll randomly to determine the origin of your Heroic Ability.
- 3. Name Your Ability:** Every Heroic Ability needs a unique, evocative name!

CHOOSE A PRIMARY ABILITY EFFECT

A primary ability effect is the core of a Heroic Ability. The effect tells you what your ability does—the benefit your character from activating it. A Heroic Ability gets only one primary ability effect, so choose carefully! Your character receives the benefits for the base ability, unless you spend ability points to upgrade to the improved or supreme version. Unless stated otherwise, the benefits of

each level of the effect are cumulative, so if you spend ability points for the improved effect, your character still get all the benefits of the base effect.

When deciding on a primary ability effect, look to your character's concept and what you know about them already. Their Heroic Ability is central to who your character is, and why they adventure. It helps define your character.

ALL THE FACTS

Your character has a knack for knowing vital information when it is needed. They might pick up on significant clues others missed at the scene of a crime, or recall an ancient arcane text that sheds light on a situation. Whether your character remembers information they already know or discovers something in the moment, their ability to do so is extraordinary. It could be thanks to an eidetic memory, years of study, enhanced senses, or anything else.

Base: While this ability is active, during each of their turns your character learns (or remembers) an important fact about a situation, person, creature, place, or object of their choice. The subject of the information must be either observable by your character or directly relevant to the situation.

Improved: Additionally, while this ability is active your character upgrades the ability of all checks they make once if the check relates to the new information.

GM ADVICE: RESISTING HEROIC ABILITIES

Many Heroic Abilities directly affect NPCs, and the impact can be significant. For the most part, NPCs targeted by a character using a Heroic Ability do not have an opportunity to try to resist or avoid the Heroic Ability's effects. Usually, this is a good thing; the PCs are the heroes of the story, and Heroic Abilities exist to showcase this.

However, you might want to allow some important NPCs, particularly nemeses, to attempt to avoid the full effects of a Heroic Ability. Rather than simply having the NPC roll a skill check to resist a Heroic Ability's effect, you might consider having the PC who is using the Heroic Ability make an opposed check against the NPC. The adversary resists with Discipline if they are using force of will or intellect, or Resilience if they are using physical strength.

Supreme: For each fact you learn using the ability, you gain a temporary Story Point that you or another player may spend before the end of the session. A temporary Story Point is removed from the pool when it is used, but it is not converted to a GM Story Point. When you use these temporary Story Points, describe how the information your character learned or provided benefits the group.

CONNECTED

Your character seems to know everyone—or at least everyone who's worth knowing. Many people who are highly placed or just plain powerful owe you favors, and you can call these in when the time is right. Alternatively, your character might have blackmail information or other leverage over such NPCs.

Base: When your character activates this ability, choose one NPC and reveal that they owe your character a favor. Work with the GM to establish the relevant details of the existing relationship between your character and the NPC. In some cases, the GM might determine that there is just no way you could know the NPC in question, in which case your Heroic Ability does not activate (you don't spend any Story Points, and you can still activate it later in the session). The NPC won't risk their life or kill anyone as the favor. They also won't do something that's obviously going to ruin their social standing, finances, or so on. However, your character might be able to convince them there is no such risk!

Improved: While this ability is active, your character downgrades the difficulty of all social skill checks they make once.

Supreme: While this ability is active, when an intelligent adversary declares your character the target of an attack, as an out-of-turn incidental you may force the adversary to choose a different target instead.

FORETELLING

Your character possesses mystical means of predicting future events, or lives their life in pursuit of an ancient prophecy—of which they might even be the subject. Whether through interpreting others' dreams, seeing omens in the movement of animals, scrying in a watery mirror, or interpreting the words of ancient seers, your character has access to useful information about events in progress and those yet to happen.

HEROIC ABILITIES IN THE NARRATIVE

Although Heroic Abilities have to be activated and last only for a short time, at the GM's discretion, characters may receive some small, narrative benefit from an ability at all times, not only when it is activated. After all, a character's Heroic Ability says something important about who they are, and is likely to have an impact on much of what they do. However, it's important that these minor considerations don't duplicate or rival the benefits provided by activating a Heroic Ability.

The Sixth Sense effect is a good example. If a character can speak with animals, they might be able to do so at any time—although there is no guarantee they will receive useful information without activating their ability! On the other hand, if a character can read thoughts, the GM might decide that it requires a high degree of focus, or even that external circumstances have to be just right. Similarly, if a character's primary ability effect is Connected, the player and GM might decide that the character already knows many of the NPCs encountered in the game, even though they don't all owe the character a significant favor.

Base: Each round while this ability remains active, each round you may ask the GM one yes-or-no question about knowledge your character doesn't have any mundane or logical reason to possess, which the GM must answer truthfully. Your character gains this information through whatever esoteric means are appropriate. (Acting on this information is another matter entirely, of course. You can't go around accusing nobles of crimes without evidence just because you saw it in a vision!)

Improved: While this ability is active, you may reroll one skill check relevant to a question you asked the GM.

Supreme: Once, while this ability is active, when an NPC makes a skill check you can roll an identical dice pool and choose to substitute its results for the NPC's check.



HARD TO KILL

When your character steels their resolve and tightens their grip on weapon or staff, they can shrug off the worst the enemy throws at them. In moments of dire import, they face down overwhelming opposition without taking a scratch. This might represent raw toughness and the will to power through, or it might be an effect of magic.

Base: While this ability is active, your character gains +4 soak.

Improved: While this ability is active, your character also increases the difficulty of combat checks targeting them by one.

Supreme: While their Heroic Ability is active, your character becomes immune to damage; reduce all damage the character suffers to 0.

INFLUENTIAL

Your character is an unparalleled orator, impossibly charming, or even possessed of a supernatural ability to influence others. Whether through lying, impassioned speeches, moving poetry recitations, or any number of methods, your character gets people to do what they want.

Base: While this ability is active, when your character uses a social skill to inflict strain during a social encounter (see page 118 of the Genesys Core Rulebook), they inflict additional strain equal to their characteristic linked to the skill. If the social encounter is resolved with a single skill check, your character instead adds a number of ✨ equal to their characteristic linked to the skill.

Improved: While this ability is active, your character only needs to spend ^^ to trigger a “critical remark” (see the sidebar on page 123 of the Genesys Core Rulebook) and inflict 5 strain on the target. Your character can inflict multiple critical remarks with a single check.

Supreme: While this ability is active during a social encounter, your character also reduces any strain they suffer by an amount equal to their Presence or their ranks in Cool (whichever is higher). This reduction applies to skill checks, talents, and abilities that inflict strain, but it applies only during a social encounter and does not apply to strain your character suffers voluntarily.

MIRACULOUS RECOVERY

Your character’s injuries often turn out to be not as bad as they look, or perhaps your character actually heals physical wounds so rapidly as to defy explanation. In any case, they have a tendency to walk away from bloody fights with nothing more than scratches.

Base: When your character activates this ability, and at the beginning of their turn each round while it remains active, your character heals 3 wounds.

Improved: When you activate this ability, your character heals all current wounds they are suffering.

Supreme: When you activate this ability, your character heals one Critical Injury they are suffering.

PARAGON

When it comes to a particular skill, your character is simply the best. Whether their abilities really are supernatural (or just seem that way), your character always achieves the check they want when it really counts. More importantly, even when things could go disastrously wrong, they never do.



Base: When you select this primary ability effect, choose one skill. While this ability is active, after rolling the dice for a check using that skill but before resolving the results, you may remove ♦ of your choice from the pool. (Ignore the symbols shown on that die when resolving the check.)

Improved: While this ability is active, you may also remove ■ of your choice from the results of checks using your chosen skill.

GM ADVICE: ADJUDICATING HEROIC ABILITIES

While all Heroic Abilities have an important narrative impact, some abilities have a stronger or entirely narrative effect. While it’s simple to resolve the use of abilities that directly interact with the mechanics of the game, primary ability effects like Foretelling and Connected can leave a lot up to the GM. As the GM, you should resolve these abilities in much the same way as any other activity the PCs undertake that doesn’t call for a skill check, or any other question the players might ask about the setting.

While these effects do place certain restrictions on your response, they also allow plenty of freedom to resolve the use of an ability in the way that works best for your game and campaign. The favor a PC gains by using Connected or the knowledge they gain through All the Facts provide opportunities for you to keep the action on track by providing the PCs with the information or opportunity they need to progress the adventure. However you choose to resolve the ability, just make sure the player gains the benefit they expect from their chosen ability and that it has a suitably heroic impact on the game!

Supreme: While this ability is active, you may remove  instead of  from the results of checks you make using the chosen skill.

SIXTH SENSE

Your character possesses a rare, maybe even unique, capacity to perceive that goes beyond the five senses that limit most mortals. They might be able to understand the language of animals, sense the thoughts of others, talk to rocks and trees, or even communicate with the spirits of the recently dead.

Base: When you choose this Heroic Ability, you and the GM decide what type of entity your character's extrasensory perception applies to, such as animals, the dead, others' minds, and so on. While this ability is active, your character can communicate in a limited fashion with this type of entity, receiving emotions and vague impressions. In addition, when you activate this ability, your character uses this method of communication to automatically gain one important piece of information relevant to the current encounter.

Improved: While this ability is active, your character can understand and exchange simple ideas through their unusual method of perception and communication. In addition, they automatically gain another important piece of information that is relevant to the current session.

Supreme: While this ability is active, your character can engage in complex conversations through their unusual method of perception and communication; it is just as effective and efficient as ordinary speech, if not better. In addition, they automatically gain another important piece of information that is relevant to the adventure or campaign.

SIGNATURE WEAPON

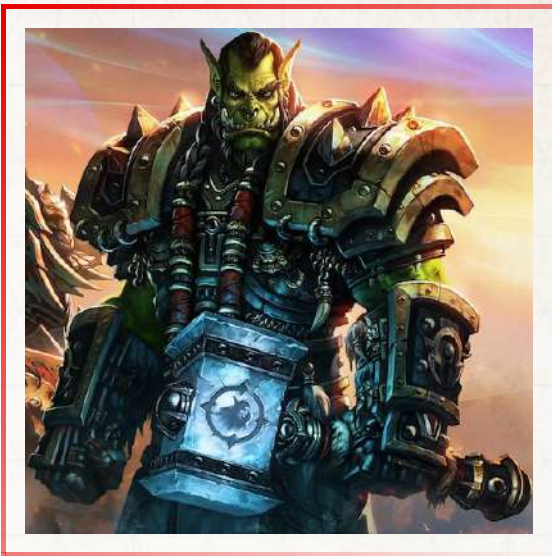
Some heroes (and their reputations) are inseparable from their chosen weapon. These weapons are often just as famous as the heroes who wield them. Your character's signature weapon may be enchanted, or even intelligent. It could instead simply be a well-crafted weapon that your character wields effortlessly. The full capabilities of such a singular weapon, particularly one of magical or unknown provenance, sometimes only become apparent in the crucible of battle, in moments of true hardship and heroism.

Base: Your character has a signature weapon, which is chosen from Table 2-1: Signature Weapons which can be of Dwarven, Elven, or Steel craftsmanship (see page 97). You and the GM should work together to determine what form the weapon takes and how it came to your character's possession. The appearance of the weapon does not affect its profile, but may dictate what attachments are available. (For instance, if you describe your Signature Weapon as a halberd, you can't add the weighted head attachment.) In addition, choose one attachment that the signature weapon does not possess. When you activate this ability, your signature weapon gains the effects of that attachment while the ability remains active (this does not have a cost or require any hard points). Other attachments can be added to the signature weapon in the standard way.

If your character's signature weapon is ever lost or destroyed, it either finds its way back to your character against all odds, or your character obtains a new signature weapon. Work with the GM to decide how this happens, based on the ongoing story. Your character should obtain their new weapon (or reacquire it) at the start of the next session, if not sooner. Conversely, your character can never possess more than one signature weapon at a time. If this ever occurs (as a result of finding a lost signature weapon after obtaining a replacement, for instance), work with the GM to remove all but one signature weapon from your character's possession in a suitably dramatic fashion.

TABLE 1-1: SIGNATURE WEAPONS

NAME	SKILL	DAMAGE	CRIT	RANGE	ENCUM	HP	SPECIAL
Brawl Weapon	Brawl	+2	4	Engaged	1	2	Disorient 3, Superior
Melee Weapon (One-Handed)	Melee (Light)	+3	3	Engaged	1	2	Superior
Melee Weapon (Two-Handed)	Melee (Heavy)	+5	3	Engaged	3	2	Knockdown, Superior
Ranged Weapon	Ranged	8	3	Long	2	2	Superior



Improved: Your character's signature weapon gains either the Reinforced quality or is discovered to be of Ancient Craftsmanship & thus gaining the quality.

Supreme: Your character's signature weapon gains 2 hard points and an attachment of your choice of rarity 9 or less at no cost (subject to the limits of its new total hard points).

UNBOWED

Your character can fight on despite having the most horrendous injuries. It might be sheer willpower that lets them accomplish this feat, or perhaps they are something more than mortal. In any case, even the most grievous wounds do not slow them down in the heat of battle.

Base: When you activate this Heroic Ability, choose one Critical Injury your character is suffering (except for "dead"). As long as this ability is active, do not suffer any effects of that Critical Injury, including adding +10 to further rolls on the Critical Injury Result table. You can also activate this Heroic Ability as an out-of-turn incidental when your character suffers a Critical Injury.

Improved: While this ability is active, your character does not suffer the effects of any Critical Injuries they are suffering (except for the "dead" Critical Injury).

Supreme: While this ability is active, your character also ignores the effects of the "dead" result. They still die when the ability ends, unless the Critical Injury is somehow removed first.

UNLEASH

When pushed to the breaking point, your character unleashes their full abilities, laying low any who oppose them. This might be achieved in a flurry of blows as your character lays about with weapon strikes, or in a sudden surge of magical energy that blasts away whatever monsters and foes stand too close.

Base: While this ability is active, your character may perform a maneuver once per round on their turn to immediately defeat one minion group within short range.

Improved: While this ability is active, your character may instead perform an incidental once per round on their turn to immediately defeat one minion group within short range. (This replaces the base effect.)

Supreme: When you activate this ability, your character immediately defeats all minions within short range.

HEROIC ABILITY UPGRADES

As your character grows in experience, they gain ability points to spend on upgrades for their Heroic Ability. Obviously, upgrades improve the ability, but more importantly, they help to differentiate it. Even if two player characters have the same primary ability effect for their Heroic Abilities, different choices of upgrades can result in very different abilities.

Your character receives ability points based on the XP they gain through play. Every time your character's XP total increases by 50, they gain one ability point to spend. Your character does not gain ability points based on their starting XP determined by their species, but if you are creating a character in Epic Play, your character does gain an ability point for each additional 50 XP (for a total of 3 ability points).

When your character gains ability points, you decide how to spend them. Each upgrade includes a cost, and spending the required ability points on an upgrade permanently adds the benefit of that upgrade to your Heroic Ability. Some upgrades have a cumulative effect if you purchase that upgrade multiple times.

DURATION

Cost: 1 Ability Point

Your character's Heroic Ability effect lasts for one additional turn for each purchase of Duration.

FREQUENCY

Cost: 2 Ability Points

Your character can activate their Heroic Ability one additional time per session for each purchase of Frequency.

POWER

Cost: Special

The first time you purchase this upgrade, it costs one ability point and your character's primary ability gains the improved effect. You may purchase this upgrade a second time at a cost of another two ability points to gain the supreme effect.

SECONDARY EFFECT

Cost: 1 Ability Point


Add a secondary effect to your character's Heroic Ability. When you purchase this upgrade, select one of the following secondary effects. You may purchase this upgrade a second time to choose a different effect, for a total of two secondary effects. As with the primary ability effect, you should work with the GM to come up with an exciting narrative explanation for each secondary effect.

Even if the primary effect is instantaneous, the duration of the Heroic Ability matters for many secondary effects. Remember, a Heroic Ability lasts until the end of your character's next turn, or longer if you take the Duration upgrade.

DEVASTATING

While the ability is active, your character adds +2 damage to one hit of each of their attacks.


DIMINISH

While the ability is active, enemies within short range add  to their skill checks.


DRAIN

When your character activates their Heroic Ability and at the beginning of each of their turns it remains active, enemies within short range suffer 2 strain.

EMPOWERED

While the ability is active, your character adds  to their skill checks.

EMPOWER ALLIES

While the ability is active, allies within short range add  to their skill checks.

REJUVENATION

When your character activates the ability and at the beginning of each turn they take while it remains active, your character heals 2 strain.

REJUVENATE ALLIES

When your character activates the ability and at the beginning of each turn they take while it remains active, all allies within short range heal 2 strain.

RENEWAL

When your character activates the ability, you may choose to generate a new PC Initiative slot. You may choose to use Cool or Vigilance for this roll. The new result remains for the duration of the encounter. The new Initiative slot is immediately available for use, but it does not allow any PC to take an extra turn during a round.

STORY

Cost: 1 Ability Point

Your character only needs to spend one Story Point to activate the ability. You can only purchase this upgrade once.

HEROIC ABILITY ORIGINS

Your character's Heroic Ability is an important part of who they are, so you'll want to decide how they came by such an impressive ability. It's likely that during this process you've already thought about the explanation for your character's ability and how they first obtained it, in which case you should discuss your ideas with the GM and make sure you both agree on what it means for the campaign.

If you don't have an idea yet, or just want to leave it to fate, you can roll on **Table 1-2: Heroic Ability Origins** to find out how your character obtained their ability.



TABLE 1-2: HEROIC ABILITY ORIGINS

D10 ROLL	ORIGIN
1	In Your Blood: Heroism runs in the character's family. Perhaps their ancestor was a mighty hero or powerful mage, or the blood of a magical creature runs in their veins.
2	Chosen One: The character has been chosen for a great destiny. They might be blissfully unaware of this, but sooner or later, others will take an interest. There is likely a prophecy involved.
3	Artifact of Power: The character's Heroic Ability doesn't come naturally, but from an enchanted object in the character's possession. Whether the object was a chance find, a gift, or an inheritance, the character's life changed forever when they obtained this item.
4	Favored by Unseen Forces: The character is watched over and protected by powerful supernatural forces. These might be spirits, the Light, or even demons of the Twisting Nether.
5	Driven: The character's Heroic Ability is a manifestation of their powerful drive to excel and succeed. This drive could stem from a sense of duty, a sacred oath, or even an obsession with vengeance.
6	Life-Changing Experience: The character's ability is the result of a singular experience that changed their life. Perhaps a great hero saved them from monsters, or the character stumbled upon a powerful source of magic.
7	Blessed/Cursed: The character's ability is the result of a blessing or a curse. Perhaps the character hopes to find a way to lift the curse, or must abide by a code of behavior in order to retain the benefits of their blessing.
8	Peerless Training: The character's Heroic Ability is the result of long hours of intensive and unique training. The character's teacher might have been a legendary master in their field, a mysterious stranger, or even a supernatural entity.
9	Magical Exposure: : The character's Heroic Ability developed as a result of exposure to uncontrolled magical energies. Perhaps they were a witness to a duel between wizards, or they stumbled upon a natural source of magic or a powerful artifact in a hidden location.
0	Roll again, ignoring duplicates of this result, and apply both origins.

CREATING HEROIC ABILITIES

The following are two examples to illustrate the process of creating Heroic Abilities for PCs, including crafting origins that tie into character creation.

EXAMPLE: CONNECTED

Sam is creating his character, a Gnome Mechanist named Zizo. His idea is of a scatter-brained genius who is more comfortable around machinery than people.

He sees the Sixth Sense primary effect and has the idea to have Zizo talk to machines. He is not just good with machines, he is able to "talk" to them, to understand them in a way no one else can, as if they were really speaking to him. He rolls a 1 for his ability's origin and decides that this is a trait that runs in his family, coming from a long line of Mechanists who could communicate with their machines.

He's not sure what to call the ability, so he thinks about upgrades he might purchase in the future. He likes the idea of the Rejuvenation secondary effect, so he calls his Heroic Ability "Machines are Better than People."

EXAMPLE: UNLEASHED

Rosie is ready to choose a Heroic Ability for her character, a Night Elf Sentinel using the Hunter Career named Alara. Alara is a veteran of the War of the Ancients who has been protecting her home of Ashenvale for millennia. Since Alara is such an experienced fighter, she decides on the Unleashed primary effect to represent Alara's ability to swiftly best most foes in battle.

She rolls a 4 for the ability's origin, obtaining a result of Favored by Unseen Forces. Because she is a Night Elf, part of a culture that worships the mysterious moon goddess Elune, Rosie decides that during the War of the Ancients Alara was gifted by Elune with the strength to defeat the demonic invaders and protect her people. Ever since she has felt the Mother Moon watching over her.

Now, Rosie has her character's Heroic Ability and the answer to her questions about Alara's background, and decides to call her Heroic Ability "Champion of Elune."

SKILLS

GENERAL:

ALCHEMY (INT)

ATHLETICS (BR)

COOL (PR)

COORDINATION (AG)

DISCIPLINE (WILL)

MECHANICS (INT)

MEDICINE (INT)

NAVIGATION (INT)

OPERATING (INT)

PERCEPTION (CUN)

RESILIENCE (BR)

RIDING (AG)

SKULDUGGERY (CUN)

STEALTH (AG)

KNOWLEDGE:

ADVENTURING (INT)

Life as an adventurer offers unique perils and challenges. Adventurers tend to run toward the sorts of danger from which common folk flee. Experienced adventurers learn a great deal during their journeys and quests. The Knowledge (Adventuring) skill represents this sort of practical experience, as well as discussions in taverns with fellow adventurers about monsters, ruins, and other threats—and how best to overcome them. For many adventurers, it represents a kind of learned instinct.

FORBIDDEN (INT)

Knowledge (Forbidden) concerns matters of blood magic, necromancy, Fel magic, and other dark affairs. In addition to topics of an arcane nature, this skill covers any knowledge of subjects outlawed by authorities, including particular historical incidents, purged lineages, and unspeakable monsters. A character with the Knowledge (Forbidden) skill may specialize in a particular category or dabble in all these and more.

STREETWISE (CUN)

SURVIVAL (CUN)

VIGILANCE (WILL)

COMBAT:

BRAWL (BR)

GUNNERY (AG)

MELEE - HEAVY (BR)

MELEE - LIGHT (BR)

RANGED (AG)

SOCIAL:

CHARM (PR)

COERCION (WILL)

DECEPTION (CUN)

LEADERSHIP (PR)

NEGOTIATION (PR)

GEOGRAPHY (INT)

Geography is a character's understanding of the lay of the land and its different cultures, customs, and laws. Geography includes the comprehension of maps and cartography, regional variations in etiquette, and matters of navigation. A character with ranks in Knowledge (Geography) can chart a course over land or sea, describe the locations of major cities and landmarks from memory, avoid unknowingly violating local laws, and warn their allies of the sensitive topics to avoid.

LORE (INT)

Lore represents a character's knowledge of magic, legends, religion, and similar matters. It includes both folktales and recent history, as well as matters arcane and obscure, as well as scholarly, esoteric knowledge of the type that most common folk would consider impractical. A character with ranks in Knowledge (Lore) can recall relevant details from ancient legends, recognize rare religious icons, and even identify whether an event is magical or mundane in cause.

MAGIC

ARCANE (INT)

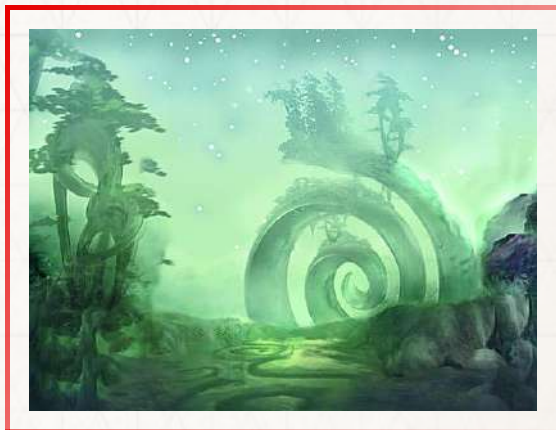
Arcane magic is a core element of the universe, an energy of order and balance. Mages, Wizards, and Magisters across Azeroth tap into the arcane energies of the universe in their efforts to discover the mysteries of the world and beyond. The Arcane skill represents a character's capability of controlling and channeling this powerful forces, as well as a specialized knowledge of the workings of the arcane.

ELEMENTAL (CUN)

Elemental magic is derived from the numerous elemental spirits that inhabit the natural world. The spirits of fire, water, earth, and air can be called upon by Shamans to both heal and harm. Most shamans seek to bring balance to the elements, but some dark shaman seek to dominate the elements. The Elemental skill represents a character's ability to commune with elemental spirits and call upon their power, as well as a specialized knowledge of elemental spirits and their domains.

FEL (WILL)

Fel magic is an energy of chaos and destruction, a green fire that consumes all life. This foul energy is what powers the demonic hordes of the Burning Legion, but it can also be tapped into by mortal warlocks, either in the service of the Legion or for their own selfish purposes. The Fel skill represents a character's ability to control the wild energies of the Twisting Nether and control the demons they summon, as well as a specialized knowledge of demons and the Twisting Nether. The Fel skill is connected with the Knowledge (Forbidden) skill instead of the Knowledge (Lore) skill.



NATURE (CUN)

Nature magic is the energy that breathes life into all living things and permeates both the natural world and the mystical Emerald Dream. Druids can listen to the land itself and call upon its power to control plants, transform into the shapes of animals, and even control the weather. Druids use this power to protect the natural world and the Emerald Dream from those that would seek to corrupt them. The Nature skill represents a character's capacity for communing with the natural world and the Emerald Dream and utilizing their power, as well as a specialized knowledge of the Emerald Dream and the spirits of nature.

THE LIGHT (WILL)

The Light is the fundamental force of life and creation in the universe. Its touch brings feelings of peace and joy, uplifting the hearts of all. The power of the Light is tapped into by mortals through their faith in the Light, with priests and paladins using that power to heal the injured and call down holy fire upon the wicked. The Light skill represents a character's faith in the Light and their ability to channel the power of the Light, as well as a specialized knowledge of the workings of the Light.

TALENTS

TIER 1

APOTHECARY

Tier: 1

Activation: Passive

Ranked: Yes

When a patient under your character's care heals wounds from natural rest, they heal additional wounds equal to twice your character's ranks in Apothecary.

BLACK MARKET CONTACTS

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.

BULLRUSH

Tier: 1

Activation: Active (Incidental)

Ranked: No

When your character makes a Brawl, Melee (Light), or Melee (Heavy) combat check after using a maneuver to engage a target, you may spend $\Delta\Delta\Delta$ or Δ to use this talent to knock the target prone and move them up one range band away from your character.

CATFALL

Tier: 1

Activation: Passive

Ranked: Yes

When rolling an Athletics or Coordination check to reduce damage from falling, add \square . In addition, reduce damage and strain suffered from a fall by 1 per rank of Catfall.

CHALLENGE!

Tier: 1

Activation: Active (Maneuver)

Ranked: Yes

Once per encounter, your character may use this talent to choose a number of adversaries within short range no greater than your character's ranks in Challenge! (a minion group counts as a single adversary for this purpose). Until the encounter ends or your character is incapacitated, these adversaries add \square to combat checks targeting your character and $\blacksquare\blacksquare$ to combat checks targeting other characters.

DARK INSIGHT

Tier: 1

Activation: Active (Incidental)

Ranked: No

When a spell adds a quality to your character's spell with a rating determined by your character's ranks in Knowledge (Lore), your character may use their ranks in Knowledge (Forbidden) instead.

DUNGEONEER

Tier: 1

Activation: Passive

Ranked: Yes

After your character makes a Perception, Vigilance, or Knowledge (Adventuring) check to notice, identify, or avoid a threat in a cavern, subterranean ruin, or similar location, your character cancels a number of uncanceled Δ no greater than your character's ranks in Dungeoneer.

ENCHANTING

Tier: 1

Activation: Passive

Ranked: No

Choose a Magic skill, it is now a career skill for your character, but it cannot be used to cast spells. Instead, the Magic skill acts as primarily as a crafting skill, allowing the enchanting of magical items (see pg 76).

FAMILIAR SKY

Tier: 1

Activation: Active (Maneuver)

Ranked: No

Once per session, perform a Familiar Sky maneuver; make a **Hard** (◆◆◆) Knowledge Geography or Knowledge Lore check to reveal the current type of environment and other useful information.

FINESSE

Tier: 1

Activation: Active (Incidental)

Ranked: No

When making a Brawl or Melee (Light) check, your character may use Agility instead of Brawn.

INSCRIPTION

Tier: 1

Activation: Passive

Ranked: No

Choose a Magic skill, it is now a career skill for your character, but it cannot be used to cast spells, unless those spells are from a Spell Scroll. Instead, the Magic skill acts as primarily as a crafting skill, allowing the creation of Spell Scrolls (see pg 70).

INTUITIVE CASTING

Tier: 1

Activation: Passive

Ranked: Yes



Add equal to ranks in Intuitive Casting to magic checks on the first round of combat if your character is the first PC to act in the current encounter.

OVERCHANNEL

Tier: 1

Activation: Passive

Ranked: Yes

When making a magic skill check, your character may select a number of additional effects up to their ranks in Overchannel. These effects must be limited to effects that would increase the difficulty once (◆). The check gains   per (◆) added in this way rather than increase the difficulty of the check.

PAINFUL BLOW

Tier: 1

Activation: Active (Incidental)

Ranked: No

When your character makes a combat check, you may voluntarily increase the difficulty by one to use this talent. If the target suffers one or more wounds from the combat check, the target suffers 2 strain each time they perform a maneuver until the end of the encounter.

PHYSICIAN

Tier: 1

Activation: Passive

Ranked: No

When making a Medicine check to help a character heal wounds, the target heals 1 additional strain per rank of Physician.

PRECISION

Tier: 1

Activation: Active (Incidental)

Ranked: No

When making a Brawl or Ranged check, your character may use Cunning instead of Brawn and Agility.

RAPID RECOVERY

Tier: 1

Activation: Passive

Ranked: Yes

When the character recovers strain after an encounter has concluded, he recovers one additional strain per rank in Rapid Recovery.

RESPECTED

Tier: 1

Activation: Passive

Ranked: Yes

When first acquired, choose one social group. The character downgrades the difficulty of checks to interact with members of that social group a number of times equal to their ranks in Respected. The social group affected must be approved by the GM, but possibilities include institutions of higher learning, a the court of a particular kingdom, the thief's guild, etc.

SHIELD SLAM

Tier: 1

Activation: Active (Incidental)

Ranked: No

When your character uses a shield to attack a minion or rival, you may spend $\Delta\Delta\Delta\Delta$ or \otimes to stagger the target until the end of the target's next turn.

STRONG ARM

Tier: 1

Activation: Passive

Ranked: No

Treat thrown weapons as if they had one step greater range, to a maximum of Medium range.

SURGEON

Tier: 1

Activation: Passive

Ranked: No

When making a Medicine check to help a character heal wounds, the target heals 1 additional wound per rank of Surgeon.

TAVERN BRAWLER

Tier: 1

Activation: Passive

Ranked: No

Your character adds Δ to Brawl checks and combat checks using improvised weapons.

TUMBLE

Tier: 1

Activation: Active (Incidental)

Ranked: No

While engaged with one or more Adversaries, may suffer 2 strain to move to short range as an incidental.

WHEEL AND DEAL

Tier: 1

Activation: Passive

Ranked: No

When selling goods legally or illegally, gain 10% more currency per rank of Wheel and Deal.

TIER 2

ADVENTURER

Tier: 2

Activation: Passive

Ranked: No

Athletics and Knowledge (Adventuring) are now career skills for your character.

ANCIENT LORE

Tier: 2

Activation: Passive

Ranked: No

Knowledge (Lore) and Medicine are now career skills for your character.

BASIC MILITARY TRAINING

Tier: 2

Activation: Passive

Ranked: No

Athletics and a combat skill of your choice are now career skills for your character.

BLINK

Tier: 2

Activation: Active (Incidental)

Ranked: No

Your character must have a magic skill as a career skill to benefit from this talent. Once per round, may suffer 2 strain to use the Move maneuver as an incidental.

BLOCK

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the Parry talent to benefit from this talent. While wielding a shield, your character may use the Parry talent to reduce damage from ranged attacks as well as melee attacks targeting your character.

BLOOD SACRIFICE

Tier: 2

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Dark Insight talent to benefit from this talent. Before your character makes a magic skill check, they may suffer a number of wounds to use this talent to add an equal number of ✨ to the check. The number cannot exceed your character's ranks in Blood Sacrifice.

BULWARK

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the Parry talent to benefit from this talent. While wielding a weapon with the Defensive quality, your character may use Parry to reduce the damage of an attack targeting an engaged ally.

COMMAND

Tier: 2

Activation: Passive

Ranked: Yes

Add per rank of Command when making Leadership checks. Affected targets add to Discipline checks for the next 24 hours.

COMMANDER

Tier: 2

Activation: Passive

Ranked: No

Cool and Leadership are now career skills for your character.

CONFIDENCE

Tier: 2

Activation: Passive

Ranked: Yes

May decrease the difficulty of Fear checks by 1 per rank of Confidence, to a minimum of Easy (◆)

DIRTY TRICKS

Tier: 2

Activation: Active (Incidental)

Ranked: No

After your character inflicts a Critical Injury on an adversary, they may use this talent to upgrade the difficulty of that adversary's next check.

ENCOURAGING SONG

Tier: 2

Activation: Active (Action)

Ranked: No

While equipped with a musical instrument, your character may use this talent to make an **Average (◆◆) Charm check**. For each ✨ the check generates, one ally within medium range adds to their next skill check. For each **^**, one ally benefiting from Encouraging Song heals 1 strain.

EXPLOIT

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

When your character makes a combat check with a Ranged or Melee (Light) weapon, they may suffer 2 strain to use this talent to add the Ensnare quality to the attack. The rating of the Ensnare quality is equal to your character's ranks in Exploit.

FEARSOME

Tier: 2

Activation: Passive

Ranked: Yes

When an adversary becomes engaged with the character, the character may force the adversary to make a Fear check, with the difficulty equal to the character's ranks in Fearsome.

FERAL STRENGTH

Tier: 2

Activation: Passive

Ranked: Yes

Add +1 damage to Brawl, Melee (Light), and Melee (Heavy) checks per rank in Feral Strength.

FIRE SPECIALIZATION

Tier: 2

Activation: Active (Incidental)

Ranked: No




Your character cannot take this talent if they have taken the Frost Specialization talent. When casting an Attack spell, your character may add the Fire effect without increasing the difficulty. Your character can never add the Ice effect.

FLASH OF INSIGHT

Tier: 2

Activation: Passive

Ranked: No

When your character generates  on a knowledge skill check, roll  and add the results to the check, in addition to spending the  as usual.

FROST SPECIALIZATION

Tier: 2

Activation: Active (Incidental)

Ranked: No

Your character cannot take this talent if they have taken the Fire Specialization talent. When casting an Attack spell, your character may add the Ice effect without increasing the difficulty. Your character can never add the Fire effect.

GRAPPLE

Tier: 2

Activation: Active (Incidental)

Ranked: No

Your character may suffer 2 strain to use this talent. Until the start of your character's next turn, enemies must spend two maneuvers to disengage from your character.

HEROIC RECOVERY

Tier: 2

Activation: Active (Incidental)

Ranked: No

When your character acquires this talent, choose one characteristic. Once per encounter, you may spend one Story Point to use this talent to have your character heal strain equal to the rating of the chosen characteristic.

HUNTER

Tier: 2

Activation: Passive

Ranked: No




Knowledge (Geography), Ranged, and Survival are now career skills for your character.

HUNTER'S QUARRY

Tier: 2

Activation: Active (Action)

Ranked: No

Take Hunter's Quarry action; make a **Hard** () **Survival check** to upgrade the ability of all attacks made against a target within long range until the end of the character's next turn.

IMPALING STRIKE

Tier: 2

Activation: Active (Incidental)

Ranked: No

When your character inflicts a Critical Injury with a melee weapon, until the end of the target's next turn they may use this talent to immobilize the target (in addition to the other effects of the Critical Injury).

KNOW THE ENEMY

Tier: 2

Activation: Passive

Ranked: No

May use an appropriate Knowledge skill when making checks to determine initiative.

LOOM

Tier: 2

Activation: Passive

Ranked: No

When an ally engaged with the character makes a successful Charm, Deception, or Negotiation check, the character adds Δ per rank in Coercion to the ally's check.

MYSTIC THEURGE

Tier: 2

Activation: Passive

Ranked: No

When purchasing this talent, choose one magic skill. That skill becomes a career skill but your character may only use it for one check per encounter.

NATURAL COMMUNION

Tier: 2

Activation: Passive

Ranked: No

When your character uses the Conjure magic action, the spell gains the Summon Ally effect without increasing the difficulty. All creatures your character summons must be naturally occurring animals or plant creatures native to the area.

NECROMANCY

Tier: 2

Activation: Passive

Ranked: No

Your character must have purchased the Dark Insight talent to benefit from this talent. When your character uses the Conjure magic action, the spell gains the Summon Ally effect without increasing the difficulty. All creatures your character summons must be undead.

QUICK DRAW (IMPROVED)

Tier: 2

Activation: Passive

Ranked: No

Your character must have the Quick Draw talent to benefit from this talent. May use Quick Draw twice per round.

RECKLESS CHARGE

Tier: 2

Activation: Active (Incidental)

Ranked: No

After using a maneuver to engaged an adversary, your character may suffer 2 strain to use this talent. They then add $\odot\odot\odot\odot$ to the results of the next Brawl, Melee (Light), or Melee (Heavy) combat check they make this turn.

SENSE EMOTIONS

Tier: 2

Activation: Passive

Ranked: No

Add \square to all Charm, Coercion, and Deception checks.

STALKER

Tier: 2

Activation: Passive

Ranked: Yes

Add \square per rank of Stalker to all Stealth and Coordination checks.

STUNNING BLOW

Tier: 2

Activation: Active (Incidental)

Ranked: No

When making a Melee check, may inflict damage as strain instead of wounds (does not ignore soak).

SIGNATURE SPELL

Tier: 2

Activation: Passive

Ranked: No

When your character gains this talent, decide on a signature spell for them, consisting of a particular magic action and a specific set of one or more effects. When your character casts their signature spell (consisting of the exact combination of action and effects previously chosen), reduce the difficulty of the check by one.

THREATEN

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

After an adversary within short range of your character resolves a combat check that deals damage to one of your character's allies, your character may suffer 3 strain to use this talent to inflict a number of strain on the adversary equal to your character's ranks in Coercion. The range of this talent increases by one band per rank of Threaten beyond the first.

TINKERER

Tier: 2

Activation: Passive

Ranked: Yes

May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.

UNCANNY SENSES

Tier: 2

Activation: Passive

Ranked: No

Add to all Perception and Vigilance checks.

WELL-TRAVELED

Tier: 2

Activation: Passive

Ranked: No

Knowledge (Geography), Negotiation, and Vigilance are now career skills for your character.

WRAITHBANE

Tier: 2

Activation: Passive

Ranked: No

Your character counts the Critical rating of their weapon as one lower to a minimum of 1 when making an attack targeting an undead adversary.

TIER 3

ARMOR MASTER

Tier: 3

Activation: Passive

Ranked: No

When wearing armor, increase total soak value by 1.

BACKSTAB

Tier: 3

Activation: Active (Action)

Ranked: No

Your character may use this talent to attack an unaware adversary using a Melee (Light) weapon. A Backstab is a melee attack, and follows the normal rules for performing a combat check (see page 101 of the Genesys Core Rulebook), using the character's Skuduggery skill instead of Melee (Light). If the check succeeds, each uncanceled ✨ adds +2 damage (instead of the normal +1).

BATTLE CASTING

Tier: 3

Activation: Passive

Ranked: No

Your character does not add to magic skill checks for wearing heavy armor (armor with +2 soak or higher), using a shield, or not having at least one hand free (see **Table III.2-3: Penalties When Casting Spells**, on page 210 of the Genesys Core Rulebook).

BLOOD MAGIC

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Your character must have purchased the Dark Insight talent or have Fel as a career skill to benefit from this talent. When casting a spell your character may take two wounds instead of two strain.

BODYGUARD

Tier: 3

Activation: Active (Maneuver)

Ranked: Yes

Once per round, may suffer a number of strain no greater than ranks in Body Guard to use this talent. Choose one ally engaged with your character; until the end of your character's next turn, upgrade the difficulty of all combat checks targeting that ally a number of times equal to the strain suffered.

CAREFUL PLANNING

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per game session, the character can choose to introduce a "fact" or additional context directly into the narrative as if he had spent a Story Point.

CAVALIER

Tier: 3

Activation: Maneuver

Ranked: No

While riding a mount trained for battle, once per round your character may use this talent to direct the mount to perform an action.

CONSTANT VIGILANCE

Tier: 3

Activation: Passive

Ranked: No

May always use Vigilance when making checks to determine initiative.

COUNTERATTACK

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the Improved Parry talent to benefit from this talent. When your character uses the Improved Parry talent to hit an attacker, they may also activate an item quality of the weapon they used as if they had generated **AA** on a combat check using that weapon.

CREATIVE KILLER

Tier: 3

Activation: Passive

Ranked: No

Reduce the crit rating of improvised weapons by 2 (to a minimum of 1).

DEADLY ACCURACY

Tier: 3

Activation: Passive

Ranked: No

Choose one combat skill. The character may add his ranks in that combat skill as additional damage to one hit of a successful attack made with that skill made with non-vehicle weapons.

DISSONANCE

Tier: 3

Activation: Active (Action)

Ranked: No

While wielding a musical instrument, your character may use this talent to make an **Average (◆◆) Charm check**. For each **★** the check generates, one enemy of the player's choosing within medium range suffers 1 wound. For each **▲**, one enemy affected by Dissonance suffers 1 additional wound.

DUAL STRIKE

Tier: 3

Activation: Active (Incidental)

Ranked: No


When resolving a combined check to attack with two weapons in a melee combat, your character may suffer 2 strain to use this talent to hit with the secondary weapon (instead of spending **AA**).

EASY PREY

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Your character may suffer 3 strain to use this talent. Until the start of your character's next turn, your character and allies within short range add  to combat checks against immobilized targets.

EXTENDED REACH

Tier: 3

Activation: Active (Incidental)

Ranked: No



While armed with a Melee (Heavy) weapon, suffer 1 strain to make a Melee combat check with that weapon targeting an enemy at up to short range (rather than engaged range).

EYE FOR DETAIL

Tier: 3

Activation: Active (Incidental)

Ranked: No

After a Mechanics or Alchemy check, may suffer strain up to ranks in Eye for Detail to convert that many  to .

FAVORED MAGIC

Tier: 3

Activation: Passive

Ranked: No


Choose a specific Magic action (ex: Attack, Augment, Barrier, etc.) and reduce the difficulty of all checks to use that Magic action once (regardless of whatever additional effects are added to the action). Also choose another Magic action and increase the difficulty of all checks to use that Magic action once.

FEARSOME REPUTATION

Tier: 3

Activation: Passive

Ranked: No



Add  to results of Coercion checks equal to ranks in Fearsome Reputation.

FORMATION TACTICS

Tier: 3

Activation: Active (Action)

Ranked: No

Make a **Hard** () **Leadership** check. If successful, choose a number of allies within short range equal to  generated. Upgrade the difficulty of attacks against these allies once until the end of your character's next turn.

FREERUNNING

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Suffer 1 strain when making a Move maneuver to move to any location within short range.

FRENZIED ATTACK

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

When making a Melee or Brawl check, suffer a number of strain to upgrade the attack an equal number of times. The strain suffered may not exceed ranks in Frenzied Attack.

GREASED PALMS

Tier: 3

Activation: Active (Maneuver)

Ranked: Yes

Before making a social check, you may spend 50 gold per rank of Greased Palms to upgrade the ability of the check once for every 50 spent.

HARASS

Tier: 3

Activation: Active (Incidental)

Ranked: No

Your character must have the *Animal Companion* talent to benefit from this talent. Whenever the character's animal companion makes a successful combat check against a target, it may forgo inflicting damage to upgrade the difficulty of the target's next check once instead.

HEROIC RESILIENCE

Tier: 3

Activation: Active (Incidental)

Ranked: No

Immediately after being hit by an attack but before suffering damage, spend 1 Story Point to increase soak by ranks in Resilience.

HUNTER'S QUARRY (IMPROVED)

Tier: 3

Activation: Passive

Ranked: No

Your character must have the *Hunter's Quarry* talent to benefit from this talent. Suffer 2 strain to perform Hunter's Quarry as a maneuver.

JUSTICE OF THE LIGHT

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per round on your character's turn, your character may suffer 3 strain to use this talent to add damage equal to their ranks in Discipline to one hit of a successful melee attack.

LETHAL BLOWS

Tier: 3

Activation: Passive

Ranked: Yes

Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.

LINGERING SPELL

Tier: 3

Activation: Active (Incidental)

Ranked: No

Spend a Story Point and your character may use the concentration maneuver as an incidental.

NOBODY'S FOOL

Tier: 3

Activation: Passive

Ranked: Yes

May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.

OVERCHANNEL (IMPROVED)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the *Overchannel* talent to benefit from this talent. In addition to the effects of Overchannel, you may also add effects that would increase the difficulty twice (◆◆). The character gains ☒ (including the associated failure) per (◆◆) effect added in this way rather than increase the difficulty of the check. This is in addition to any ☒ rolled.

POTION SPECIALIZATION

Tier: 3

Activation: Passive

Ranked: No

When your character uses a health, stamina, or mana potion, the target heals one additional wound or strain per rank of Potion Specialization.

POTENT CONCOCTIONS

Tier: 3

Activation: Passive

Ranked: No

When your character makes an Alchemy check that generates ⚙, roll an additional 🟡 and add its results to the pool, in addition to spending the ⚙ normally. When your character makes an Alchemy check that generates ☒, roll an additional 🟠 and add its results to the pool, in addition to spending the ☒ normally. Each of these effects can occur only once per check.

PRECISE AIM

Tier: 3

Activation: Active (Maneuver)

Ranked: Yes

Once per round, may perform Precise Aim maneuver. Suffer a number of strain no greater than ranks in Precise Aim, then reduce target's melee and ranged defense by that number.

PRECISE ARCHERY

Tier: 3

Activation: Passive

Ranked: No

When making a Ranged combat check targeting a character engaged with one of your character's allies, downgrade the difficulty of the check once (thus negating the penalty for shooting at engaged targets).

SHOCKWAVE

Tier: 3

Activation: Passive

Ranked: No

Your character treats Melee (Heavy) weapons as possessing the Blast item quality with a rating equal to your character's ranks in Melee (Heavy). Your character does not suffer damage from their weapon's Blast quality (but allies do!).

SOUND INVESTMENTS

Tier: 3

Activation: Passive

Ranked: Yes


At the start of each session, gain 100 gold for each rank of Sound Investments.

TOUCH OF FATE

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per game session, the character may add  to any one skill check.

UNARMED PARRY

Tier: 3

Activation: Passive

Ranked: No


May Parry while unarmed. Reduce strain cost to Parry while unarmed by 1 (to a minimum of 1).

VALUABLE FACTS

Tier: 3

Activation: Active (Action)

Ranked: No

Once per encounter, the character may make a Hard Knowledge check. If successful, the character may add  to any one check made by an allied character during the encounter. The subsequent check should relate in some way to the facts the character learned, or the player should come up with an explanation for why the information the character learned is instrumental in the success of the ally's check.

WELL-ROUNDED

Tier: 3

Activation: Passive

Ranked: No

Choose any 2 on-magic skills. They permanently become career skills.

TIER 4

ACTION SURGE

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Once per encounter, your character may spend a Story Point to perform a non-magic combat check as a maneuver.

ARMOR MASTER (IMPROVED)

Tier: 4

Activation: Passive

Ranked: No




Your character must have purchased the Armor Master talent to benefit from this talent. When wearing armor with a soak value of 2 or higher, increase defense by 1.

BACK-TO-BACK

Tier: 4

Activation: Passive

Ranked: No


While engaged with one or more allies, your character and allies they are engaged with add  to combat checks. If one or more allies engaged with your character also have Back-to-Back, the effects are cumulative to a maximum of  .

BLOOD MAGIC (IMPROVED)

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Your character must have purchased the Blood Magic talent to benefit from this talent. Once per encounter, suffer an additional 2 wounds while using Blood Magic to add one additional effect with a difficulty mod of + to a spell without increasing the difficulty.

BODYGUARD (IMPROVED)

Tier: 4

Activation: Passive

Ranked: No


Your character must have purchased the Body Guard talent to benefit from this talent. Once per session, when an ally protected by the Body Guard maneuver suffers a hit, suffer the hit instead.

BY THE BOOK

Tier: 4

Activation: Active (Incidental)

Ranked: No

Once per encounter, before making a check, suffer 3 strain to add  to the results equal to ranks in By the Book.

CAREFUL PLANNING

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session, you may introduce a "fact" into the narrative as if a Story Point had been spent.

CONDUIT

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Once per encounter, your character may spend a Story Point to perform a magic action as a maneuver.

DEATH RAGE

Tier: 4

Activation: Passive

Ranked: No

Your character adds +2 damage to melee attacks for each Critical Injury they are currently suffering. (Your GM may also impose additional penalties on social checks your character makes if they are suffering Critical Injuries due to their frenzied behavior.)

FINESSE (IMPROVED)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Finesse talent to benefit from this talent. You may use Agility instead of Brawn to determine base damage from Brawl and Melee (Light) checks.

FLURRY OF BLOWS

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Perform the Flurry of Blows maneuver; suffering strain up to your ranks in Coordination to gain the Linked quality with a rating equal to the amount of strain suffered on your next Brawl or Melee combat check this turn.

INTENSE FOCUS

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Before making a skill check, may perform the Intense Focus maneuver. Suffer 1 strain and upgrade the ability of the skill check once.

MOVING TARGET

Tier: 4

Activation: Passive

Ranked: Yes

If the character has already acted this round, increase ranged defense by 1 per rank of Moving Target.

MYSTIC THEURGE (IMPROVED)

Tier: 4

Activation: Passive

Ranked: No

Mystic Theurge no longer limits the use of the magic skill to once per encounter.

OVERBALANCE

Tier: 4

Activation: Passive

Ranked: No

Whenever an enemy engaged with the character makes a combat check, after the attack is resolved, the character may spend ☒ or ▲▲▲ to stagger the attacker until the end of the attacker's next turn.

QUICKENED SPELL

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Once per session, spend 2 strain to make a magic skill check as a maneuver.

REFLEXIVE BARRIER

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per session, when your character is targeted by an attack, you may cast Barrier as an out of turn incidental.

SAVAGE SWEEP

Tier: 4

Activation: Active (Incidental)

Ranked: No

Increase difficulty of Melee or Brawl check by 1 to perform Savage Sweep action. May spend ▲▲ to hit additional engaged targets.

SIGNATURE SPELL (IMPROVED)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Signature Spell talent to benefit from this talent. When your character casts their signature spell, reduce the difficulty of the check by two instead of one.

UNRELENTING

Tier: 4

Activation: Active (Incidental)

Ranked: No

Once per round after resolving a successful Brawl, Melee (Light), or Melee (Heavy) combat check, your character may suffer 4 strain to use this talent to make an additional melee attack as an incidental against the same target. Increase the difficulty of the combat check by one if this attack uses a second weapon, or by two if the attack uses the same weapon.

VENOM SOAKED BLADE

Tier: 4

Activation: Passive

Ranked: No

When making a Melee (Light) combat check using a poisoned weapon, your character treats it as possessing the Burn 2 item quality.

TIER 5

BARBARIC STRENGTH

Tier: 5

Activation: Passive

Ranked: No

May use Melee (Heavy) weapons one-handed. Weapons used that way still use the Melee (Heavy) skill.

BODYGUARD (SUPREME)

Tier: 5

Activation: Passive

Ranked: No

Your character must have purchased the Body Guard talent to benefit from this talent. Body Guard maneuver may protect a number of engaged characters up to ranks in Resilience.

COORDINATION DODGE

Tier: 5

Activation: Active (Incidental)

Ranked: No

When targeted by a combat check, may spend 1 Story Point to add ✕ equal to ranks in Coordination to check.

CRUSHING BLOW

Tier: 5

Activation: Active (Incidental)

Ranked: No

Once per session after rolling a melee attack but before resolving the check, your character may suffer 4 strain to use this talent. While resolving the check, the weapon gains the Breach 1 and Knockdown item qualities, and destroys one item the target is wielding that does not have the Reinforced quality.

LET'S TALK THIS OVER

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per game session, when a combat encounter against one or more sentient beings is about to begin, your character may make a **Daunting (◆◆◆◆) Charm check**. If successful, the combat encounter instead becomes a social encounter, with the PCs attempting to convince their opposition to back down, come around to their viewpoint, or accept a compromise. The GM is the final arbiter of how the situation resolves without violence (or how the combat encounter continues if the character's check is unsuccessful).

RETRIBUTION

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per round when an adversary attacks an ally within medium range, your character may spend one Story Point to use this talent to automatically hit that enemy once with a weapon your character is wielding, if the enemy is within the weapon's range. The hit deals the weapon's base damage, plus any damage from applicable talents or abilities.

WHIRLWIND

Tier: 5

Activation: Active (Action)

Ranked: No

Your character may suffer 4 strain to use this talent to make a Brawl, Melee (Light), or Melee (Heavy) attack against the engaged adversary who is hardest to hit (as determined by the GM), increasing the difficulty by one. If the combat check succeeds, each adversary engaged with the character suffers one hit from the attack, that deals base damage plus damage equal to the total ✨ scored on the check.

ZEALOUS FIRE

Tier: 5

Activation: Active (Passive)

Ranked: No

Each time your Game Master spends a Story Point, your character heals 2 strain.

WEAPONS

There are many weapons used by various races across Azeroth, from the simple to the exotic, from the battleaxes favored by the Orcs of the Horde to the complex mechanical marvels invented by Gnomes and Goblins.

MELEE WEAPONS

AXE AND BATTLEAXE

While regular axes are generally meant for chopping wood, battleaxes are vicious weapons that can leave painful, incapacitating wounds. Therefore, we gave them the Vicious 1 quality so that any Critical Injuries your character inflicts will be worse than expected.

CESTUS

Though these weapons are no match for a proper sword, some adventurers prefer these heavy leather gloves with iron-studded knuckles. A well-thrown punch can still break bones and lay out an opponent, and wearing a pair of cestus draws a lot less attention than carrying a naked blade.

DAGGER AND PARRYING DIRK

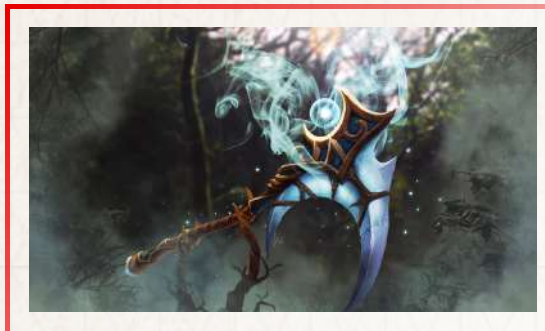
Daggers are very small weapons, designed more for stealth than open combat. Parrying dirks are much like daggers, but their crossguards are designed to catch other blades, making them useful for deflecting attacks. Daggers and parrying dirks add ■ to checks to find or notice them.

GREATSWORD, GREATAXE, AND GREATHAMMER

Almost any hand weapon can be found as a great weapon, although swords and axes are the most common, and dwarves are fond of greathammers. As you see from their stat lines, great weapons are devastating, but require impressive physical strength to swing (the greataxe and greathammer) or coordination to keep their blade in the right place (the greatsword). The greataxe and greatsword also have some of the characteristics of their smaller cousins (Defensive and Vicious, respectively), while the greathammer is particularly brutal.

HALBERD

A halberd is a basic infantry weapon, basically an axe blade mounted on a long pole. It requires two hands to wield and is pretty heavy, but it's cheap, it keeps an opponent at arm's length, and the cutting head can shear through armor.



LIGHT SPEAR AND WAR SPEAR

Although a simple weapon, a spear is easy to wield and allows the user to keep some distance from an opponent. Hence, spears don't have very high damage, but the Accurate 1 quality represents their ease of use. In addition, the Defensive 1 quality represents their usefulness at keeping someone at arms' reach. Warspears are much like their lighter cousins, but are more effective and require two hands to wield.

MACE AND WARHAMMER

Maces are simple weapons, so they didn't get any item qualities. Instead, they are cheaper than other weapons. Warhammers work similar to maces, but are designed to break through armor and crush enemy's bones, giving them Pierce and Sunder.

PUSH DAGGER

An unusual choice of weapon, push-daggers are exotic tools of death sometimes used by assassins and other unscrupulous individuals. The broad, stabbing blade and horizontal grip allow cutthroats to dispatch their victims with a burst of swift, powerful thrusts.

QUARTERSTAFF

Staffs are the simplest weapons you can find, little more than long, thick sticks. They are most often used by travelers and old men. However, if you come across a traveling old man with a staff, you might want to be weary...

SCYTHE

While many many are skilled in battle magic, many find their spells can do little when an enemy is directly before them. Some of these magi worked to device weapons that could also function as implements for their spells. These scythes worked much like staffs, but when enemies come near they can also be wielded as deadly weapons. While somewhat unwieldy, magi who have adopted the use of scythes can attest to their effectiveness in battle.

TABLE 2-1: MELEE WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	PRICE	RARITY	SPECIAL
Axe	Melee (Light)	+2	4	Engaged	2	25	1	
Battleaxe	Melee (Light)	+3	3	Engaged	2	150	2	Vicious 1
Cestus	Brawl	+1	4	Engaged	1	40	1	Disorient 3
Dagger	Melee (Light)	+1	3	Engaged	1	20	1	
Greataxe	Melee (Heavy)	+4	3	Engaged	4	300	4	Cumbersome 3, Pierce 2, Vicious 1
Greathammer	Melee (Heavy)	+5	4	Engaged	4	700	6	Concussive 1, Cumbersome 4, Inaccurate 1, Knockdown, Sunder
Greatsword	Melee (Heavy)	+4	2	Engaged	3	300	4	Defensive 1, Pierce 1, Unwieldy 3
Halberd	Melee (Heavy)	+3	3	Engaged	5	250	3	Defensive 1, Pierce 3
Light Spear	Melee (Light)	+2	4	Engaged	2	90	1	Accurate 1, Defensive 1
Mace	Melee (Light)	+3	4	Engaged	2	75	1	
Parrying Dirk	Melee (Light)	+1	4	Engaged	1	75	3	Defensive 1
Push Dagger	Brawl	+1	2	Engaged	1	175	4	Accurate 1
Quarterstaff	Melee (Heavy)	+2	5	Engaged	2	80	1	Defensive 1
Scimitar	Melee (Light)	+3	2	Engaged	1	250	4	Vicious 1
Scythe	Melee (Heavy)	+4	2	Engaged	2	650	7	Finesse, Pierce 1, Unwieldy 3
Shield	Melee (Light)	+0	6	Engaged	1	80	1	Defensive 1, Deflection 1, Inaccurate 1, Knockdown
Shield, Large	Melee (Light)	+1	5	Engaged	2	160	2	Defensive 2, Deflection 2, Inaccurate 2, Knockdown
Shield, Bulwark	Melee (Light)	+2	5	Engaged	3	280	3	Cumbersome 4, Defensive 2, Deflection 3, Inaccurate 2, Knockdown, Reinforced
Shortsword	Melee (Light)	+2	3	Engaged	1	150	2	Accurate 1
Sword	Melee (Light)	+3	2	Engaged	1	200	2	Defensive 1
Warglaive	Melee (Light)	+3	2	Engaged	2	300	6	Pierce 1, Unwieldy 3, Vicious 2
Warhammer	Melee (Light)	+3	3	Engaged	2	300	3	Sunder
War Spear	Melee (Heavy)	+3	2	Engaged	3	300	3	Defensive 1, Pierce 2

TABLE 2-2: RANGED WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	PRICE	RARITY	SPECIAL
Axe (Thrown)	Ranged	+3	3	Short	1	100	1	Limited Ammo 1, Vicious 1
Bow	Ranged	7	3	Medium	4	275	2	Unwieldy 2
Crossbow	Ranged	7	2	Medium	4	600	4	Pierce 2, Prepare 1
Dagger (Thrown)	Ranged	+1	3	Short	1	20	1	Limited Ammo 1
Longbow	Ranged	8	3	Long	4	450	4	Unwieldy 3
Pistol	Ranged	6	2	Short	1	500	5	Inaccurate 1, Pierce 2, Prepare 1, Vicious 1
Rifle	Ranged	8	2	Long	3	800	6	Inaccurate 1, Pierce 3, Prepare 1, Vicious 1
Spear (Thrown)	Ranged	+2	4	Short	2	70	1	Accurate 1, Limited Ammo 1

SWORD, SHORTSWORD, & SCIMITAR

Designed to let the wielder block and parry blows, swords can be defensive, as well as offensive. To reflect this, swords get Defensive 1. Their sharp blades also make it easier to inflict Critical Injuries, giving them a better Critical rating. Short Swords are smaller and thus likely to do less damage and are less defensive than larger swords, but their smaller size makes them better for stabbing, giving them the Accurate quality. Scimitars are much like swords, but their curved blades are better for leaving vicious wounds than defense.

SHIELDS

Whether crafted from wood, steel, or hide, shields are common among warriors of all cultures for a simple reason: they keep you alive. The utility of a shield for blocking and parrying blows cannot be overstated. We represented these elements of a shield by giving it the Defensive and Deflection qualities. It also has the Knockdown quality, since nothing beats a shield for bowling someone off their feet. However, a shield can't be used to hit someone as easily as a sword or axe.

Large shields are basically, well, larger shields. They cover more of the user's body, thus providing a greater amount of defense. Unfortunately, their greater size also makes them much heavier and more difficult to wield. Bulwark shields cover almost the user's entire body, providing especially good defense against ranged attacks.

WARGLAIVE

Designed by the mysterious and enigmatic Night Elves, these weapons are particularly beloved by the Demon Hunters, the deadly disciples of Illidan Stormrage. Designed to work in pairs, these any checks to use one of these deadly but unwieldy weapons alone have their difficulty increased once.

RANGED WEAPONS

BOW AND LONGBOW

The primitive appearance of the bow and longbow belies their effectiveness. In the hands of a skilled archer, a bow can volley arrows into targets quickly and at range. Nocking an arrow and drawing a bow takes virtually no time for a trained user, so we don't think bows need Prepare or any other qualities to reflect that. However, bows do require a certain innate skill and coordination to use, hence the Unwieldy quality.

CROSSBOW

Crossbows can never match the effectiveness of a wellcrafted bow in the hands of a talented archer, but they are simple to use and powerful. The strength of a crossbow's mechanism is represented by the Pierce quality. The downside of a crossbow is the additional time it takes to ready it for firing versus simply nocking an arrow, hence the Prepare quality.

RIFLE AND PISTOL

Invented by the joint efforts of Gnomish and Dwarven mechanists, rifles and pistols are long range weapons with explosive capabilities, launching small balls of metal with enough force to puncture steel with greater force than any bow. Unfortunately, these weapons need to be refilled after each shot much like crossbows and mechanists are still working to increase their accuracy.

THROWING WEAPONS

Throwing weapons are much like their melee counterparts, except that they are designed to be thrown. As you likely do not have an unlimited supply, they need to be retrieved before they can be used again.

ARMOR

TABLE 2-3: ARMOR

TYPE	DEFENSE	SOAK	ENCUMBRANCE	PRICE	RARITY
Chainmail	0	+2	3	550	4
Heavy Robes	1	+0	1	45	0
Leather	0	+1	2	50	3
Plate Armor	1	+2	4	1,250	6
Reinforced Leather	1	+1	3	250	4
Enchanted Plate	2	+2	3	2,400	8
Mechanized Armor	1	+2	7	2,500	8

CHAINMAIL

Chainmail is good at absorbing a hit and dispersing the force over a broader area. We've represented such armor with a solid soak value, but no defense. Mail armor is somewhat noisy, so your character adds ■ to Stealth checks they make while wearing it.

HEAVY ROBES

Swirling robes in the midst of combat can entangle an attacker's weapon and make it hard for an attacker to pinpoint your vital areas. To represent this, robes don't provide any soak but do add defense.

LEATHER ARMOR

Leather armor, whether soft or boiled and hardened, might absorb some of the impact from a blow, but it won't turn a blade entirely. That's why we've given it a low soak value, but no defense.

PLATE ARMOR

Plate armor absorbs a considerable amount of damage, and the angled plates can turn aside blows entirely. Hence, the armor both has a high soak value and provides some defense. Plate armor is heavy and very noisy. Your character adds ■■ to Stealth checks they make while wearing it.

REINFORCED LEATHER

Made of leather layered with small plates of metal, this armor protects more completely than simple leather, though it is not nearly as good as full plate. It is, however, far less loud and bulky than plate, making it a favored choice for many.

ENCHANTED PLATE

The addition of shielding enchantments worked directly into a suit of plate armor provides a supernatural level of protection, and is lighter and less restrictive than other suits of plate armor, and thus has none of regular plate's penalties.

PERSONAL MECHANIZED ARMOR

While not full mech suits, these mechanical suits of armor are marvels of engineering. These heavy suits of clockwork armor provide protection **and** enhance the strength of the wearer. While impossible to carry, the mechanisms allow the wearer to move without difficulty.

A character wearing this armor increases both their silhouette and Brawn by one. (This does increase your character's soak accordingly.) Characters add ■■■ to Stealth checks they make while wearing it. This armor's encumbrance is 0 when worn.

CRAFTSMANSHIP

The quality of materials that go into an item and the skill of the crafter contribute greatly to its effectiveness and durability. The standard item profiles presented in this book represent items crafted by a competent creator using standard materials in Azeroth.

An item can only have one type of craftsmanship, which your GM determines when the item is bought or obtained. The type of craftsmanship can never change after the item is created or obtained.

ANCIENT

Ancient weapons and armor, from those forged from adamantite or mithril to those crafted with powerful and forgotten magics, are truly rare finds. Ancient weaponry and armor is remarkably tough, resistant to corrosion, and able to hold a sharp edge despite heavy use.

Armor: Increase the armor's soak and defense by 1. The armor gains the Reinforced item quality. Reduce the armor's hard points by 1 (to a minimum of 0).

Weapon: Increase the weapon's damage by 1 and reduce its Critical rating by 1. The weapon gains the Reinforced item quality. Reduce the weapon's hard points by 1 (to a minimum of 0).

Price: Cost x 20

Rarity: 10.

DWARVEN

Dwarven smiths are masters of metallurgy. The alloys they concoct and from which they forge armor and weapons are superior to those made from simple steel. In truth, the peerless blacksmithery of the Dwarves is due to skill rather than magic, although the results seem miraculous to lesser smiths.

Armor: Increase the armor's encumbrance value by 1 and add 1 hard point.

Weapon: Increase the weapon's damage by 1 and encumbrance value by 1.

Price: Cost x 2.

Rarity: +2.

MAGICAL IMPLEMENTS

IMPLEMENT TYPES

HOLY ICON

Priests and paladins wear these devices to proclaim their faith, and thus holy icons usually incorporate symbols of the Holy Light, though the Sisterhood of Elune use icons that often carry the image of their goddess.

When your character casts a spell while using a holy icon, adding any Divine Only effects increases the spell's difficulty one less than they would normally. In addition, when your character casts a Heal spell, the number of wounds healed increases by two.

ELVEN

While the Night Elves of Kalimdor and the High Elves of Quel'Thalas are very different in many ways, both boast skilled craftsmen, many of which weave magic into their craft. Items forged by elven smiths are as beautiful as they are light and durable, and blades crafted by them are said to be as sharp as a dragon claws.

Armor: Reduce the armor's encumbrance value by 2, to a minimum of 0. In addition, your character removes ■ from Stealth checks they make.

Weapon: Reduce the weapon's damage by 1 and Critical rating by 1, to a minimum of 1.

Price: Cost x 2.

Rarity: +3.

PRIMITIVE

Not every culture have smiths as skilled as those of the Elves and Dwarves. Many more primitive cultures have their own ways of forging weaponry, though they are generally of a lower quality. Primitive armor is generally heavier than more well-crafted armor, while primitive weapons are often much duller.

Armor: Increase the armor's encumbrance value by 2. In addition, your character adds ■ to Athletics, Coordination, Riding, and Stealth checks they make while wearing this armor.

Weapon: Increase the weapon's Critical rating by 1.

Price: Cost x ½.

Rarity: -1.

MAGIC SCEPTER

A magic scepter superficially resembles a mace, though many are wrought from the finest materials or are intricately decorated with words of power. A few of the wizards of Dalaran claim that the resemblance to a weapon helps the scepter boost and channel magical energies in battle.

When your character casts a spell while using a magic scepter, add ■ to the check and adding the Close Combat effect does not increase the difficulty. In addition, Attack spells cast by your character increase their base damage by two.

MAGIC STAFF

Most of the mages and other spellcasters of Azeroth prefer the trusty and reliable staff over other options. Whether carved from wood, forged from iron, or even wrought from bone, a staff signifies travel and distance. This link helps wizards increase the range at which they can cast spells. A staff also doubles as a handy walking stick for many an elderly mage on the road.

When your character casts a spell while using a magic staff, the first Range effect added to the spell does not increase the spell's difficulty. In addition, Attack spells cast by your character increase their base damage by four.

MAGIC TOME

Unless one manages to break into the libraries of Dalaran, most magic tomes are found in the depths of the tombs of long-forgotten spellcasters. A tome is not simply an instruction manual on how to cast a spell. The very act of writing spells upon the page can leave some small resonance with the world's energies, and if the reader can read and follow the instructions exactly, they can call upon that resonance to boost their own spells.

When your character makes or obtains a tome, your GM determines up to two effects that the tome lets your character add to any appropriate spell without increasing the spell's difficulty. The effects your GM chooses should normally (without the tome) only increase the difficulty of a spell by a total of three.

MAGIC WAND

Wands can be crafted from just about anything that has suitable magical significance, but most are small sticks easily slipped into a pocket or pouch. Learned and powerful wizards tend to craft multiple wands, making each one a focus for a different type of spell. Thus, wands are usually known by their effects and are referred to with names such as "wand of fire," "wand of enervation," or "wand of restoration." Of course, even though wizards may craft multiple wands during their studies, this doesn't make wands common by any means.

When your character makes or obtains a wand, your GM determines one effect that the wand lets your character add to any appropriate spell without increasing the spell's difficulty. Without a wand, the effect your GM chooses should only increase the difficulty of a spell by one. Attack spells cast by your character increase their base damage by three.

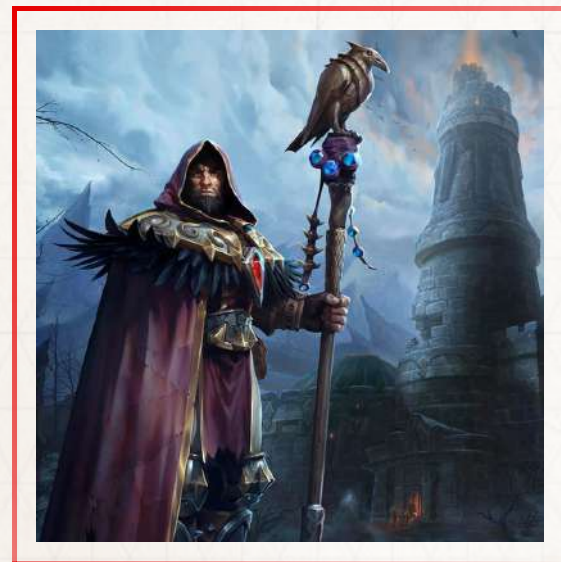
TABLE 2-4: MAGIC IMPLEMENTS

ITEM	DAMAGE	ENCUMBRANCE	PRICE	RARITY
Holy Icon	+0	0	250	4
Magic Scepter	+2	1	350	5
Magic Staff	+4	2	400	6
Magic Tome	+0	1	750	7
Magic Wand	+3	1	400	7
Scythe	+4	2	650	7

SCYTHE

While many many are skilled in battle magic, many find their spells can do little when an enemy is directly before them. Some of these magi worked to devise weapons that could also function as implements for their spells. These scythes worked much like staffs, but when enemies come near they can also be wielded as deadly weapons. While somewhat unwieldy, magi who have adopted the use of scythes can attest to their effectiveness in battle.

When your character casts a spell while using a scythe, the first Range effect added to the spell does not increase the spell's difficulty. In addition, Attack spells cast by your character increase their base damage by four.



IMPLEMENT MATERIALS

BONE

Implements carved of animal bone have long been used by witch doctors and voodoo priests of the various Troll tribes. Implements crafted from the bones of Humans and their kind are associated with necromancy and other dark magics. When properly prepared, the bones of an ordinary mortal creature can produce frightening effects.

When your character successfully casts an Attack or Curse spell, they heal 1 wound.

Price: Cost x 3/2.

Rarity: +2.

OAK

Oak is a plentiful wood that many practitioners of magic have found to channel arcane energies effectively. A few in Dalaran theorize that oak's durability and age resonates with the world's ley lines, but most just feel that it makes sense to craft implements from wood that's tough.

Oak implements do not have any additional effects.




Price: No Change.

Rarity: No Change.

HAZEL

Hazel is associated with inspiration, prophecy, and wisdom. Some magic practitioners prefer it for their implements, attributing their greatest successes to moments of inexplicable inspiration.




When your character generates  while casting a spell with this implement, you may roll  and add it to the results, in addition to spending the  normally.

Price: Cost x 3/2.

Rarity: +1.

WILLOW

Relatively uncommon in many parts of Azeroth, willow trees are associated with the potential for great purification and healing as well as great despair and death. Willow wands and books bound in willow bark are highly prized among sorcerers.

When your character successfully casts a spell using a willow implement, you may add  to the results.

Price: Cost x 2.

Rarity: +2.

YEW

Druids and Shaman alike associate the yew with the natural cycle of renewal and rebirth. The Night Elves of Kalimdor prize it for this natural resonance, and sometimes even bind tomes between thinly laminated sheets of yew.

When your character successfully casts an Augment, Barrier, or Heal spell using this implement, they heal 1 strain.

Price: Cost x 3/2.

Rarity: +1.

GEAR AND SERVICES


GEAR

Though adventurers vary wildly in both their origins and motivations, most rely on a similar stable of gear items to get safely from one underground ruin to the next.

ALCHEMIST KIT AND LAB

Alchemists work with an impressive array of specialized tools to craft their potions and elixirs. Those who travel tend to rely on a portable kit of the devices most essential to their trade, such as a simple mortar and pestle along with a number of flasks, tin measuring cups, and pouches in which to store various alchemical ingredients. Those with access to fully stocked labs, though, can use also use alembics, crucibles, glassware, and more to create even more wondrous concoctions.

When your character uses an alchemists' kit, they have the right tool for the job (as per page 93 of the Genesys Core Rulebook) when making Alchemy checks, although some potions and elixirs may require specialized ingredients. At your GM's discretion, some complex alchemical items may not be crafted with the limited resources of an alchemists' kit.

An alchemists' lab includes all the items in an alchemists' kit and more. When your character uses an alchemists' lab, they add  to Alchemy checks. While the many tools and devices included are extremely heavy and cumbersome (and thus require a room to contain them), a lab can be considered somewhat portable if a wagon and draft animal are given over entirely to transporting it.

APOTHECARY'S KIT

Like alchemists, apothecaries and other healers often travel with specialized kits. These kits commonly contain bandages, salves, poultices, and other items necessary to heal the injured and sick.

An apothecary's kit allows your character to perform Medicine checks to heal wounds and Critical Injuries without penalty.

BACKPACK

Few things are more essential to the traveler and adventurer than the humble backpack. Without its copious storage space, one could not carry the supplies needed for a lengthy journey—or escape from a spider-infested tomb with a haul of loot.


While wearing a backpack, your character increases their encumbrance threshold by four

BEDROLL

Whether camping beneath the boughs of the the golden woods of Quel'Thalas or lying amid the rubble of an ancient ruin, a good bedroll can be just what one needs to get a restful night's sleep.

CLIMBING GEAR

Ropes, pitons, and a small hammer make climbing up a sheer cliff or wall merely difficult, rather than nearly impossible (and possibly fatal).


When your character uses climbing gear they remove  from any Athletics checks they make to climb something.

COOKING SUPPLIES

A small travel pot, pan, ladle, and other equipment allow characters to cook food to help them survive in the wilderness. When rations run out, these tools can mean the difference between life and death.


EXTRA QUIVER/ROUNDS

This can include additional arrows in a spare pouch, crossbow bolts wrapped in a leather pouch, or missiles for other ranged weapons such as pistols and rifles.

If your character has an extra quiver/rounds, they can spend a maneuver to replenish their ranged weapon when it has suffered an “out of ammo”  result. Note this does not replenish weapons with the Limited Ammo quality as they do not actually run out of ammunition.

FINE CLOAK

A fine silk or embroidered wool cloak not only protects the wearer from the elements, it also elevates their stature in the eyes of others.

When wearing a fine cloak, your character removes  from any Charm, Deception, or Leadership checks they make. When worn, a fine cloak's encumbrance is 0.

FLASK

A clay or pewter flask can be just the thing for carrying water on a long journey. Of course, a dwarf would probably consider carrying water a waste of a good flask. Most flasks can carry roughly ten ounces of liquid.

FLINT AND STEEL

As long as an adventurer has time, patience, and a supply of fine, dry kindling, they can use a flint and steel to strike sparks and start a fire.

TABLE 2-5: GEAR

ITEM	ENCUM	PRICE	RARITY
Alchemist's Kit	3	300	5
Alchemist's Lab	8	600	6
Apothecary's Kit	2	150	4
Backpack	+4	50	3
Bedroll	1	15	1
Climbing Gear	1	20	2
Cooking Supplies	2	25	2
Extra Quiver/Rounds	2	50	2
Fine Cloak	1	90	4
Flask (Empty)	0	1	1
Flint and Steel	0	10	2
Herbs of Healing	0	50	5
Lantern	1	50	1
Musical Instrument	1	100	3
Rope	1	5	1
Smith's Tools	1	50	3
Tent	3	50	2
Thieves' Tools	1	75	5
Torches (3)	1	1	0
Trail Rations (10 days)	1	10	0
Wagon	-	200	2
Waterskin (Empty)	1	5	1
Winter Clothing	4	100	3

HERBS OF HEALING

Some herbs to be found in the wilds have marvelous healing capabilities. When crushed and packed into a wound (or cast into a pot of boiling water to form an aromatic vapor), these herbs have the almost supernatural ability to help the injured recover from grievous wounds.

When making a Medicine check, your character may use herbs of healing to add ✨ to the results. The herbs are consumed when used.

LANTERN

An iron lantern is easier to handle than a torch and can be hung from a belt or shield. Protected inside a cage of metal and sturdy glass, its flame is relatively safe even if the lantern is knocked about. This can prove vital in the darkest caverns in the deep places of the world.

A lit lantern provides light and removes ■ added to checks due to darkness. (If it becomes important to determine how far the light reaches, a lantern can provide light out to short range.)

MUSICAL INSTRUMENT

For most a musical instrument is simply a tool for pleasing melodies or a medium to tell interesting stories. For some however, including many among the elves, music has a power all its own. This can represent many musical instruments, such as a lute or a lyre.

ROPE

No self-respecting soldier, sailor, miner, merchant, or traveler would ever be caught without a length of sturdy rope close at hand, and that goes doubly for an adventurer. Rope can be used as the right tool for the job in the right circumstances and stretches out to roughly medium range.

SMITH'S TOOLS

An assortment of tools including a hammer, tongs, and other items required for the work of a smith. Smith's tools allow your character to perform Mechanics checks to make and modify weapons, armor, and other items without penalty.

TENT

Traveling through the wilds of the world is not easy work. While sleeping under the stars isn't the worst fate in the world, having something over your head, even just a piece of cloth or animal hide, can mean a lot, especially in nights of cold or rain.

THIEVES' TOOLS

Thieves' tools allow those without keys to attempt to open any mechanical locks or latches, even complicated ones.

When making a Skulduggery check to open a lock or latch, your character adds ▲ to the results.

TORCHES (3)

Torches are wooden sticks with oil-soaked cloths wrapped around one end. When lit, they burn for a long time and help illuminate your surroundings.

A lit torch provides light and removes ■ added to checks due to darkness. (If it becomes important to determine how far the light reaches, a torch can provide light out to short range.)

TRAIL RATIONS

Most races craft daily trail rations to be compact as possible and last as long as possible without molding or rotting. Any edibility is incidental.

WAGON

Wagons can be expensive enough that several farmers may share one. A farmer's wagon is usually constructed from heavy, rough-hewn timbers - a marked contrast to the varnished wood of a merchant's wagon or the brightly painted covered wagon of a wandering entertainer.

A wagon can hold characters and gear totaling up to 50 encumbrance. A wagon features two or more wheels and can move at moderate speed if a beast of burden pulls it.

WATERSKIN

Typically made from sheep or cow bladders, water-skins provide a simple and effective way to transport liquids from well water to traveling wines.

A waterskin can carry enough liquid to quench the thirst of two people per day. When full, its encumbrance increases to 2.

WINTER CLOTHING

Made of thick wool and furs or enchanted fabrics, winter clothing keeps adventurers warm in the coldest environments. When wearing winter clothing, your character removes ■■ from any Survival or Resilience checks they make due to cold weather. When worn, winter clothing's encumbrance is 1.

POTIONS AND ELIXIRS

Unless stated otherwise, consuming a potion or elixir (or administering one to an engaged character) is a maneuver and consumes the item in the process. The effects of multiple doses of the same potion do not stack.

Some alchemists and herbalists produce highly specialized potions for sale, and such items vary greatly in quality, potency, and safety.

ACID FLASK

Alchemists often use acids to etch metals or break down components into their constituent parts. These acids are usually strong enough to also serve as dangerous—albeit dangerously indiscriminate—weapons.

TABLE 2-6: POTIONS AND ELIXIRS

ITEM	ENCUM	PRICE	RARITY
Acid Flask	0	200	6
Bottled Courage	1	25	5
Health Potion	0	25	3
Immunity Elixir	1	100	4
Invisibility Potion	1	1,000	9
Mana Potion	0	50	3
Poison	0	200	5
Potion of Durability	1	125	6
Potion of Strength	1	250	6
Regeneration Potion	1	50	4
Smokebomb Vial	0	25	4
Speed Potion	1	200	7
Stamina Potion	0	50	3

As an action, your character can throw an acid flask at a point within short range, where it releases a cloud of acidic mist large enough to encompass a single character and other characters engaged with the target. The cloud is a corrosive atmosphere with a rating of 4 (see **Fire, Acid, and Corrosive Atmospheres** on page 111 of the Genesys Core Rulebook). The cloud remains for the duration of the encounter, unless the GM determines that circumstances (such as an outdoor location or a strong draft) cause it to dissipate faster.

BOTTLED COURAGE

Bottled courage is usually nothing more than a stiff measure of alcohol mixed with a concoction of stimulating herbs and mushrooms. The imbiber becomes heedless of danger and immune to sights and experiences that might otherwise leave them traumatized.

When your character uses bottled courage, they upgrade Discipline checks made to resist fear and Coercion once until the end of the scene or encounter.

HEALTH POTION

Health potions are the most common potions created by apothecaries. They imbue the taker with feelings of warmth and nourishment and are used to ward off illness and can even heal injuries to an extent.

A health elixir is a painkiller, as described on page 116 of the Genesys Core Rulebook.

IMMUNITY ELIXIR

Immunity elixirs are concocted to act as antidotes to a wide variety of common poisons and diseases. Once a person has imbibed an immunity elixir, they will not as easily succumb to the disease or poison it is designed to counteract for a short period of time thereafter.

Using an immunity elixir immediately nullifies any mundane poisons or toxins currently afflicting your character (some magical or otherwise extraordinary poisons might not be affected, at the GM's discretion). In addition, for the rest of the encounter or scene, your character upgrades Resilience checks made to resist poisons and toxins twice.

INVISIBILITY POTION

Potions such as the fabled invisibility potion blur the line between the scientific craft of the alchemist and true magic. In this case, the ingredients are certainly magical, even if the process of combining them is not. In any case, consuming the potion renders the user completely invisible to the unaided eye.

When your character imbibes an invisibility potion they become invisible for 3 rounds. During this time, your character cannot be seen and casts no reflection or shadow. They produce noise, smells, and so on as usual, and they have a physical presence. An invisible character may also be detected through magical means. An invisible character benefits from concealment worth +4 dice (see the Concealment section on page 110 of the Genesys Core Rulebook).

MANA POTION

Mana potions were devised by magi with the purpose of regaining the magical energies they expend when casting spells. They have also become an easy way for High Elves to control their dangerous addiction to magic.

Mana potions work exactly like stamina potions, except that they only affect spellcasters and do not reduce their effectiveness on subsequent potions.

POISON

Your character can apply poison to a target's food or drink, in which case the target suffers the effects when they ingest it. Poison can also be applied to smokebombs or other items at your GM's discretion. As a maneuver, it can also be applied to a weapon with a sharp point or edge, such as a dagger or arrow, that can induce the poison into the target's bloodstream. If applied to a weapon, the first successful hit that deals at least one wound causes the target to suffer the effects of the poison. Once the poison has affected one target, it is depleted and another dose must be applied.

Characters affected by poison or within a poison cloud must make a **Hard (◆◆◆) Resilience check** as an out-of-turn incidental or suffer 4 wounds (not reduced by soak) plus 1 strain per ☹. You or your GM can spend ☹ on the check to inflict a Critical Injury or to force the target to repeat the check at the beginning of their next turn, as the poison continues to wrack their body.

POTION OF DURABILITY

Potions of Durability imbue the drinker with reserves of physical and psychological resilience. They do this through mildly soporific effects that deaden pain and increase feelings of well-being. They also have an effect on the body, shrinking the capillaries near the skin's surface to reduce bruising and bleeding, and speeding the clotting process.

When your character imbibes a protective tonic they gain +1 soak for your character's next three turns.

POTION OF STRENGTH

Potions of Strength are similar to speed potions (see page 104), save that they increase upper body and core strength in particular. Those who imbibe power potions are better able to strike and block blows. Feats of strength, such as hefting weights and shifting objects, are also facilitated through the use of a potion of strength.

When your character uses a potion of strength they increase their Brawn by 1. This effect lasts until the end of the encounter or scene. If your character's Brawn is already 5, they instead add 🟩🟩 to all checks using Brawn. When the potion wears off, your character suffers 6 strain.

REGENERATION POTION

Regeneration elixirs help heal injuries. They take the form of a drink to be taken orally or a poultice to be applied to the wounded area. The elixir causes torn flesh to knit back together and broken bones to fuse. Even internal wounds can be cured by regeneration elixirs.

When your character uses a regeneration elixir they make a **Simple (-) Resilience check**, healing 1 wound for each ✨ and 1 strain for each ▲. You may spend 🎲 to repeat the check at the start of your character's next turn, as the elixir continues to accelerate their healing.

SMOKEBOMB VIAL

Smokebomb vials contain yet smaller vials that each hold different concoctions. When the vials are broken, typically by flinging the main vial to the floor as hard as possible, the various chemicals mix to produce a cloud of thick, choking fog. The fog is not harmful (unless treated with poison, which must be purchased separately), though it is unpleasant to be caught within and is impossible to see through.

As a maneuver, a character can throw a smokebomb vial at a point within short range. Upon impact, the vial shatters to create a thick smoke screen large enough to conceal a single character and other characters engaged with the target. The smoke screen provides concealment worth +2 dice (see the Concealment section on page 110 of the Genesys Core Rulebook).

SPEED POTION

Speed potions affect the muscles of the drinker, especially those used for running and other forms of movement. Once a speed potion is taken, the imbiber is better able to sprint for a short period. Speed potions allow for short and immediate bursts of top performance. Some people have been known to combine stamina elixirs and speed potions for longer periods of high performance. The morning after can only be described as truly nightmarish.

When your character imbibes a speed potion they gain one additional maneuver during their turn. While under the effects of a speed potion, your character can perform a maximum of three maneuvers in a turn, rather than two. A speed potion lasts for your character's next three turns, after which your character suffers 6 strain.

STAMINA POTION

Stamina potion can be taken to provide the patient with a feeling of improved vitality. When a stamina potion is drunk, the imbiber benefits from increased reserves of energy over a lengthy period. It ought to be mentioned that hangovers from stamina potion can be particularly dire.

When your character uses a stamina potion they immediately heal 5 strain. Each subsequent potion used in the same day heals 1 less strain, so that the sixth potion (and further) has no effect. After one day, the lingering effects of the stamina potion wear off, and your character may again use a stamina potion to full effect.

ANIMALS AND RELATED GEAR

For most adventurers, riding mounts are the preferred method for traveling over long distances.

BARDING

Barding is metal armor or similar protection for a horse or other mount. Generally, only war mounts can tolerate the weight and discomfort of barding.

Barding counts as armor for a mount and provides defense 1 and soak 2.

BEAST OF BURDEN (MINION)

Mules, oxen, draft horses, and other strong, hearty animals are put to many working uses, such as pulling wagons and carts.



- **Skills:** Athletics, Resilience
- **Talents:** None
- **Abilities:** Encumbrance Capacity 18, Silhouette 2
- **Equipment:** Harness

FLYING MOUNT (RIVAL)

Throughout history, a number of flying creatures have been bred and trained as mounts, including the gryphons of Aerie Peak and the hippogryphs ridden by the Night Elves. Such animals are always rarer than more typical riding beasts, and those trained for war are rarer still. Due to the obvious dangers involved, only the most skilled and courageous riders seek out flying mounts.



- **Skills:** : Athletics 3, Brawl 1, Coordination 3, Discipline 2, Resilience 2, Survival 2
- **Talents:** Dodge 2
- **Abilities:** Encumbrance Capacity 12, Flyer (can fly; see the Flying sidebar on page 100 of the Genesys Core Rulebook), Silhouette 2
- **Equipment:** Hooves or talons (Brawl; Damage 6; Critical 4; Range [Engaged]; Knockdown).

TABLE 2-7: ANIMALS AND GEAR

ITEM	ENCUM	PRICE	RARITY
Barding	5	900	4
Beast of Burden	-	200	1
Flying Mount	-	2,000	8
Massive Beast of Burden	-	2,000	8
Riding Beast	-	400	2
Saddlebags	+4	75	3
War Mount	-	1,500	6

MASSIVE BEAST OF BURDEN (RIVAL)

There are some races too large to be carried by a common horse or worg, and thus require equally large mounts and beasts of burden, such as the immense kodo ridden by the mighty but peaceful Tauren. While not usually trained for war, it is ill advised to be underhoof of one of these immense creatures.



- **Skills:** Athletics 3, Discipline 1, Resilience 3, Survival 2.
- **Talents:** None
- **Abilities:** Encumbrance Capacity 30, Silhouette 3
- **Equipment:** Hooves or claws (Brawl; Damage 8; Critical 4; Range [Engaged]; Knockdown), riding tack.

RIDING BEAST (MINION)

Although they can carry riders over great distances, most horses, ponies, and other such steeds are neither bred nor trained for the violence of battlefield conditions. A Riding check is required to maintain control of a riding beast in combat or a similarly stressful situation.



- **Skills:** Athletics, Resilience
- **Talents:** None
- **Abilities:** Encumbrance Capacity 12, Silhouette 2
- **Equipment:** Riding tack

SADDLEBAGS

Saddlebags allow creatures to carry more gear and traveling supplies than usual, and thus provide their riders a wider range of operation.

Saddlebags increase a mount's encumbrance threshold by four.

WAR MOUNT (RIVAL)

War mounts are those steeds bred and trained for war, such as the wolfs of the Frostwolf Clan or the mighty war horses of Stormwind. Just like their riders, such mounts do not shy away when facing combat and can use their stomping feet, grasping talons, or other natural weapons to aid in battle.



- **Skills:** Athletics 3, Brawl 1, Discipline 2, Resilience 3, Survival 2.
- **Talents:** None
- **Abilities:** Encumbrance Capacity 13, Silhouette 2
- **Equipment:** Hooves or claws (Brawl; Damage 6; Critical 4; Range [Engaged]; Knockdown), riding tack.



TABLE 2-8: SERVICES

TYPE	ENCUM	PRICE	RARITY
Ale (Flagon)	-	1	0
Lodging (Common Room, 1 night)	-	1	0
Lodging (Private Room, 1 night)	-	5	1
Meal (Tavern)	-	2	0
Porter (Per day)	-	1	1
Torchbearer (Per day)	-	1	1
Travel, Boat (1 day)	-	5	2
Travel, Wagon (1 day)	-	2	1
Wine (Bottle)	-	2	1

SERVICES

This section presents a number of services that characters might procure in the course of their adventures across Azeroth, from rare bottles of wine fit for a prince to a simple meal and lodgings for the night.

ALE

Some citizens of Stormwind claim the Goldshire Inn has the best ale in the world. Dwarves don't deign to argue with this; they just pour a mug of their own ale and suggest they see for themselves which is better.

LODGINGS

After many long days in the wild, nothing feels better than a real bed for the night. Travelers can find lodgings in many places, from proper establishments to tavern common rooms. Stables for horses and ponies are an assumed part of the deal in most places.

MEALS

For many adventurers, the thought of a proper meal not involving trail rations may be all that keeps them going during a long trek.



PORTERS AND TORCHBEARERS

Able-bodied helpers can be essential in many questing adventures, especially in carrying extra supplies across rough terrain or aiding in establishing camps in the wilderness. Sometimes just a few extra people to offer additional light for nighttime travel can ensure a group doesn't become yet another "but they never returned" travel tale.

TRAVEL ARRANGEMENTS

Adventurers traveling in groups often rely on hired wagons, especially when they are extracting weighty treasures from some forgotten ruin. Boats can also be arranged for passage across the Great Sea to various continents and islands.

WINE

The Elves of Silvermoon have a special love for their magically-imbued wines, but many lands have their own vintages, all of which declare theirs the finest.

MAGIC ITEMS

A magic item is one of those rare objects that possess magical properties, whether as the result of a blessing from the Light, a runic inscription, or some other form of enchantment. Some magic items are the intentional creation of a wizard or other crafter, while others might have developed their power through exposure to arcane energies, proximity to great events, or even stranger ways.

AMULET OF SPELL SHIELD

In a world so rife with magical energies, there are many without magical capabilities who rightfully fear incurring the ire of a wrathful spellcaster. It was with this in mind that these amulets were created. When one wears one of these specially enchanted amulets, it becomes nearly impossible, and even dangerous, to cast a spell at them.

When a spellcaster targets someone wearing an Amulet of Spell Shield with a spell, the difficulty of the check is upgraded twice. On ☒, the amulet redirects the spell and it strikes the spellcaster instead.

ANK OF REINCARNATION

There is nothing that mortals fear more than death. Many throughout the ages have attempted to escape it, leading many to seek out dark necromantic magics. However, one shocking success was with the Anks of Reincarnation. No one knows how these magical artifacts were created, only that they are a one-time chance to escape from death itself. When someone wearing an Ank dies, the Ank crumbles and their soul is taken from the Shadowlands and returned to their body, alive once more.

When a PC dies wearing an Ank of Reincarnation, they return to life at half of their wound and strain threshold. They still need to heal any Critical Injuries they currently possess, though they no longer face the direct effects if those effects include death.

ARCANE BOMB

Magic is a dangerous weapon, but those who wield it often rely on its power too much. Without their magics, they are defenseless. Arcane bombs were created by one particularly inventive Gnomish mage several years ago. These devices can be timed or thrown, with the explosion of arcane energies blocking all spellcasters within the blast from using magic for a short time. While the bomb does little in the way of actual damage, it can make spellcasters incredibly vulnerable for a short time, and for a true warrior that is all they need.

BOOTS OF QUEL'THALAS

The agility and dexterity of the Elves are legendary among the peoples of the Alliance, and none embody this more than the Farstriders, the highly skilled elven rangers of Quel'Thalas. In an attempt to increase the already legendary skill of their rangers, a group of magisters of Silvermoon crafted magical boots that increase the speed, agility, and coordination of those who wear them. Other magi soon discovered the secrets of these boots, and they are now among the most coveted items for rangers, hunters, and other woodsmen of all varieties throughout Azeroth.

A character wearing Boots of Quel'Thalas increases their Agility by 1. Boots of Quel'Thalas have an encumbrance of 0 when worn.

BOOTS OF SPEED

Some believe them to have been crafted by elven magisters, while others claim they were made by human magi who envied elven swiftness. Whatever their origins, these boots are renowned for providing their wearers with surefootedness, superior ankle support, extreme comfort, and almost supernatural swiftness. An adventurer wearing Boots of Speed will find themselves able to hike tirelessly through difficult terrain and outpace companions in mundane footwear.

While wearing Boots of Speed your character reduces the number of maneuvers required to change range bands by one, to a minimum of 1. Boots of Speed have an encumbrance of 0 when worn.

CLOAK OF FLAMES

Enchanted with spells of both flame and fel, there are few sights in battle more fearful than an opponent wearing a Cloak of Flames. Upon command the cloak ignites into bright green flame, the enchantments of the cloak protecting the wearer while all others who draw too close are bombarded by waves of searing heat, or are even engulfed in flames themselves.

When activated, anyone who comes into engaged range with the wearer of a Cloak of Flames immediately suffers 2 wounds ignoring soak. Every round they remain within engaged range, they suffer 2 more wounds. If they disengage from the wearer, they must make a **Hard** (◆◆◆) **Resilience check**. If they fail the check, they continue to suffer the effects for three more rounds as if the Cloak had the Burn 3 quality. A Cloak of Flames has an encumbrance of 0 when worn.

TABLE 2-9: MAGIC ITEMS

TYPE	SKILL	DAM	CRIT	RANGE	ENCUM	PRICE	RARITY	SPECIAL
Amulet of Spell Shield	-	-	-	-	0	3000	7	
Ank of Reincarnation	-	-	-	-	0	-	10	
Arcane Bomb	Ranged	4	-	Short	0	300	5	Limited Ammo 1, Stun Damage
Boots of Quel'Thalas	-	-	-	-	1	2000	7	
Boots of Speed	-	-	-	-	1	1000	6	
Cloak of Flames	-	-	-	-	2	5000	8	
Cloak of Shadows	-	-	-	-	2	-	9	
Cursed Runeblade	Melee (Heavy)	+6	2	Engaged	3	-	10	Defensive 1, Pierce 1, Reinforced, Superior, Unwieldy 3
Gauntlets of Ogre Strength	-	-	-	-	2	2000	7	
Hammer of the Silver Hand	Melee (Heavy)	+5	3	Engaged	6	-	9	Concussive 1, Cumbersome 6, Knockdown, Reinforced, Sunder, Superior
Health Stone	-	-	-	-	1	1250	5	
Hearthstone	-	-	-	-	1	750	5	
Hood of Cunning	-	-	-	-	1	2000	7	
Lion Horn of Stormwind	-	-	-	-	1	1500	7	
Mana Stone	-	-	-	-	1	1250	5	
Medallion of Courage	-	-	-	-	1	2000	7	
Robe of the Magi	-	-	-	-	2	2000	7	
Ring of Protection	-	-	-	-	0	500	5	
Ring of Protection, Greater	-	-	-	-	0	2000	7	
Spell Scroll, Fireball	Discipline	8	-	Medium	0	500	5	Burn 3, Limited Ammo 1
Spell Scroll, Freeze	Discipline	4	-	Medium	0	300	5	Ensnare 3, Limited Ammo 1
Spell Scroll, Shield	Discipline	-	-	-	0	500	5	Limited Ammo 1
Stormhammer	Melee (Light) / Ranged	+4	3	Long	2	2500	7	Concussive, Stun 5

CLOAK OF SHADOWS

These mystical cloaks have shadow magic woven into every strand of fabric, a fact that makes magi and followers of the Light alike steer far away from them. Few know where these strange cloaks originated and what dark mind made them, but they are very few in number, and it is believed that the art of making them has been lost. While they may not seem the most dangerous of artifacts, the dark magics woven into them give all good-hearted people cause to fear.


Coveted by assassins, thieves, and other criminals, a Cloak of Shadows allows the wearer to blend into the shadows as if they were a shadow themselves. Once they enter any darkened area, the shadows wrap around them, not only hiding them from sight, but from sound and smell as well.


When someone wearing a Cloak of Shadows enters a darkened area, any checks to detect them are Impossible (See Genesys Core Rulebook, pg 18). Any source of light can reveal them, but as long as they stay outside the light, they are undetectable.

CURSED RUNEBLADE

The legend of the runeblade Frostmourne, the weapon of the betrayer-prince and Death Knight Arthas Menethil, has spread throughout the land since the Scourge's invasion. While no blade can match that sword's evil, rumors have begun to spread of other runeblades, weapons of great and terrible power. While many whisper of the dread curses laid upon all such blades, many others ignore those whispers, caring only for the power that the rumored blades are said to hold.

The truth is far worse than even the whisperers believe. These runeblades are foul creations of the Lich King, cursed to hold both the souls of all who are struck down by the blades, as well as those of all who wield them. It is possible to resist the runeblades' power, but only for a time. In the end, all who take up these dark blades will serve the one true king.

As long as a character is in possession of a Cursed Runeblade, they count as having four ranks in Melee (Heavy) for attacks using the Cursed Runeblade. If your character already has four ranks or more in Melee (Heavy), they instead add  to attacks using the sword.

When your character first picks up the Cursed Runeblade, they must make a Hard Discipline check. If they fail the check, their strain threshold is permanently reduced by 1 (or until the blade is destroyed). After any encounter in which your character wielded the sword, they must make another Hard Discipline check, with the difficulty upgraded for each time they have failed the check before. If their strain threshold reaches 0 or they roll , they become a Death Knight, eternally bound to the will of the Lich King.

GAUNTLETS OF OGRE STRENGTH

When the Horde invaded Lordaeron, the savage strength of the orcs and their immense ogre allies caught the peoples of the Alliance by surprise. In an attempt to even the scales, a group of magi in Dalaran created special gauntlets, intended to give the warriors of the Alliance strength to match that of the savage ogres. While not enough were made to have an impact in the Second War, these rare gauntlets are treasured by warriors, knights, and gladiators alike for the immense strength they grant the wearer.

A character wearing Gauntlets of Ogre Strength increases their Brawn by 1. Gauntlets of Ogre Strength have an encumbrance of 0 when worn.



HAMMER AND LIBRAM OF THE SILVER HAND

These special weapons were originally created by Archbishop Alonsus Faol of the Church of the Holy Light to arm the holy order of the Knights of the Silver Hand, the very first paladins. These holy warriors wielded weapons forged specifically for them, imbued with the holy power of the Light. In the hands of the unworthy, these weapons are impossibly heavy and nearly impossible to wield. But in the hands of a true warrior of the Light, they are more than just weapons, they are extensions of the paladin themselves, the warrior and weapon acting as one.

Paired with each hammer was a Libram, a sacred text detailing a specific virtue of the Light. With the words of these holy books guiding the paladins, the Light grew ever stronger within them.

The encumbrance and Cumbersome rating of Hammers of the Silver Hand are reduced by 1 for each rank the wielder has in the Light skill. Librams of the Silver Hand act as Light-only magical implements that do not need to be held in the spellcaster's hand to be used. When your character casts a spell while using a Libram of the Silver Hand, adding any Divine Only effects increases the spell's difficulty one less than they would normally. In addition, when your character casts a Heal spell, the number of wounds healed increases by four.

HEALTH & MANA STONES

While they appear to be little more than simple green or blue stones of the outside, these magical rocks have saved many lives. Someone in possession of a Health Stone heals much faster than they normally would, and in times of great need they can crush the stone, the energies within releasing at once and healing nearly all damage. Mana Stones work in much the same way, but with the body's natural energies.

Whenever someone in possession of a Health Stone heals wounds for any reason, they heal one additional wound. They can also destroy the stone to recover all wounds they currently have. Mana Stones work in the exact same way, but for strain instead of wounds.

HEARTHSTONE

Hearthstones are a form of magic only recently discovered, but its simple nature has made them among the most common of magical items to be found on Azeroth. The magic within these stones can be bound to a location, with the easiest locations being those considered to be "home" by the bearer, and can be used to teleport back to that location.

After binding the Hearthstone to a location, a character may take two rounds to teleport to the bound location. The stone cannot be used again for another 24 hours, and if the character is attacked while attempting to use the stone, the teleport is canceled.

HOOD OF CUNNING

Utilized by both shaman and druids to aid in their spellcasting and coveted by thieves, liars, and cutthroats alike, Hoods of Cunning are strange magical items. No one is certain who created the first hood, but when worn these hoods increase the activity of the part of the brain associated with creativity and cunning, a trait that is invaluable for both those connected with the natural world and those who make a living from... unconventional means.

A character wearing a Hood of Cunning increases their Cunning by 1. A Hood of Cunning has an encumbrance of 0 when worn.

LION HORN OF STORMWIND

Stormwind has long been a shining example of the peak of human achievement. When it fell to the Orcish Horde in the First War, it was a devastating blow to the peoples of Azeroth. Now rebuilt, the Kingdom of Stormwind has lost little of its ancient splendor. The Lion Horns of Stormwind are mighty symbols of that splendor, said to be filled with the spirit of Stormwind itself. When an adventurer blows the horn, their allies are filled with encouragement and inspiration.

As an out-of-turn incidental, your character may blow the Lion Horn of Stormwind; until the end of the following round, your character and their allies within medium range reduce the difficulty of fear checks by one, to a minimum of Simple (-). Obviously, the horn is very loud; under most circumstances, it can be easily heard by all characters and creatures out to extreme range, and likely farther.

MEDALLION OF COURAGE

These medallions are sacred relics blessed by the power of the Light. Made by clerics and priests in the First and Second Wars, these medallions were given to knights and captains to strengthen their resolve and aid them in resisting the fearful powers of the Horde's Death Knights. Now many of these medallions are treasured keepsakes of noble houses, while a few seek to turn their power to darker purposes...

A character wearing a Medallion of Courage increases their Willpower by 1. A Medallion of Courage has an encumbrance of 0 when worn.

ROBE OF THE MAGI

These robes are treasured keepsakes of the Archmagi of Dalaran, the method of their creation a closely-guarded secret. The magical energies woven into the fabric of these robes increases the mental capacities of those who wear them, giving them a clearness and expansiveness of mind that is invaluable to any mage or magister.

A character wearing a Robe of the Magi increases their Intellect by 1. A Robe of the Magi has an encumbrance of 0 when worn.

RING OF PROTECTION & GREATER RING OF PROTECTION

These rings were crafted with spells of protection woven into the metal. While their power varies on the skill of the one who enchanted them, they all provide an unseen layer of protection when worn, making attacks more likely to miss their mark.

Lesser Rings of Protection provide Melee and Ranged Defense of 1 when worn, while Greater Rings of Protection provide Melee and Ranged Defense of 2 when worn.



SPELL SCROLLS

Casting a spell is never a simple thing. Gathering the energies required, keeping all the necessary components within your mind, and keeping control of the power is not easy. To circumvent this, various magi work to create scrolls into which they inscribe their spells. These scrolls can only be used once, but since all the complicated work is already done, using the scrolls is a much simpler affair. An unforeseen effect of the creation of these Spell Scrolls is that they can be used by even those with no aptitude for the mystic arts.

The effects and prices of spell scrolls vary as much as the spells they contain. All Spell Scrolls have Limited Ammo 1. When creating a Spell Scroll, the price is equal to how many difficulty dice (for example a **Formidable** (◆◆◆◆◆) check requires 5 difficulty dice) would be used in the check (without implements) multiplied by 100. (For example, a spell that would normally take a **Hard** (◆◆◆) magic check would cost 300 gold.) In **Table 2-6: Magic Items** we give Fireball, Freeze, and Shield as examples.

Using a Spell Scroll to cast a spell requires an **Average** (◆◆) **Discipline** check, though if the spell works for your variety of magic, you may substitute Discipline for your magic skill. Implements cannot be used to aid in a spell from a Spell Scroll. Casting the spell still costs 2 strain.

STORMHAMMER

Stormhammers are the signature weapon of the legendary Dwarven gryphon riders of Aerie Peak. Each hammer is blessed by one of the shaman of the Wildhammer Clan and gifted with the power of the storm. There are few sights more terrifying or awe-inspiring than a flight of gryphon riders all bearing the lightning-charged stormhammers.

While hammers do not seem at first to be the ideal weapon for an airborne fighting force, the hammers' power extends beyond just being charged with electricity. When thrown, the hammers return back to the hand of the one who threw them, making them the perfect ranged weapon.

Stormhammers can act as both melee and ranged weapons, using either the Melee (Light) or Ranged skill.

ITEM ATTACHMENTS AND ENCHANTMENTS

Item attachments follow the rules on page 206 of the Genesys Core Rulebook. Enchantments follow the normal rules for attachments but are generally much harder to obtain, as they can only be “installed” by someone with magic ability. Additionally, characters with magic skills may be able to detect the presence of enchanted items.

WEAPON ATTACHMENTS

The following new weapon attachments are available to characters in the Warcraft setting. Recommended attachments are listed in **Table 2-10: Weapon Attachments**. For details on the attachments from the Genesys Core Rulebook, see Weapon Attachments on pages 207 through 209 of that book.

EXPLOSIVE MISSILE

Whether through runic power or elven enchantments, a weapon with this attachment launches projectiles that explode on impact.

Use With: This attachment can be applied to any non-thrown Ranged weapon.

Modifiers: The weapon gains the Blast 5 item quality.

Hard Points Required: 1

FEL CORRUPTION

Pacts with dark entities may confer baleful power unto otherwise mundane weaponry. Demons of the Burning Legion can infuse nearly any weapon with a measure of their unnatural strength... for a price.

Use With: This attachment can be applied to any weapon.

Modifiers: The weapon increases its base damage by 2; whenever your character suffers strain while wielding or wearing this weapon, they increase the strain suffered by 1.

Hard Points Required: 1

ORBS OF ENCHANTMENT

Orbs of Enchantment are special gemstones, each imbued with a powerful form of magical energy. Some are forged from the still-burning hearts of dragons, while others from the blood of ancient evils, but regardless of their origin, these stones can be implanted inside otherwise ordinary weapons to give them extraordinary power.

ORB OF FIRE

Most often forged from the molten hearts of black dragons and their spawn, weapons with an Orb of Fire are wreathed in an aura of flame that few wish to face.

Use With: This attachment can be applied to any melee weapon.

Modifiers: The weapon gains the Burn 1 quality

Hard Points Required: 1

ORB OF FROST

When socketed, this enchanted gem coats the weapon with an icy chill that saps strength from those it strikes.

Use With: This attachment can be applied to any melee weapon.

Modifiers: The weapon gains the Ensnare 1 and Stun 4 qualities.

Hard Points Required: 1

ORB OF LIGHTNING

When its weapon strikes a foe, this stone flashes with a bolt of lightning and a deafening boom of thunder, staggering the foe with concussive force.

Use With: This attachment can be applied to any weapon.

Modifiers: The weapon gains the Concussive 1 quality.

Hard Points Required: 2

ORB OF SHADOW

Said to be forged from the blood of Old Gods, weapons with an Orb of Shadow unerringly seek out a foe's vitals for a killing blow. When an enemy falls gasping to the floor, the gem glows faintly with a dark violet hue.

Use With: This attachment can be applied to any weapon.

Modifiers: The weapon gains the Vicious 5 item quality.

Hard Points Required: 2

ORB OF VENOM

Imbued with dark energies, these sickly green stones make most feel sick even by being in their presence. A strike from a weapon with an Orb of Venom has the same results as if that weapon had been coated in deathly poison.

Use With: This attachment can be applied to any weapon.

Modifiers: Those struck with the weapon suffer the effects of Poison.

Hard Points Required: 2

TABLE 2-10: WEAPON ATTACHMENTS

ATTACHMENT	HP REQUIRED	PRICE	RARITY	SOURCE
Balanced Hilt	1	1,000	6	Genesys Core Rulebook (page 207)
Duelist Cross Guard	1	800	5	Genesys Core Rulebook (page 207)
Explosive Missile	1	1,250	7	Adventures in Azeroth
Orb of Fire	1	2,000	8	Adventures in Azeroth
Orb of Frost	1	1,750	8	Adventures in Azeroth
Orb of Lightning	2	2,000	8	Adventures in Azeroth
Orb of Shadow	2	3,000	8	Adventures in Azeroth
Orb of Venom	2	2,000	8	Adventures in Azeroth
Fel Corruption	1	3,000	8	Adventures in Azeroth
Razor Edge	1	1,250	6	Genesys Core Rulebook (page 208)
Recurve Limbs	1	300	4	Genesys Core Rulebook (page 208)
Serrated Edge	1	75	2	Genesys Core Rulebook (page 208)
Superior Weapon Customization	1	750	7	Genesys Core Rulebook (page 208)
Weighted Head	1	250	2	Genesys Core Rulebook (page 209)

ARMOR ATTACHMENTS

The following new armor attachments are available to characters in Azeroth. Recommended attachments are listed in **Table 2–11: Armor Attachments**. For details on the attachments from the Genesys Core Rulebook, see Armor Attachments on page 209 of that book.

ENCHANTMENT OF PROTECTION

Enchantments of Protection are highly desirable for military efforts. These enchantments work only with metal armor, though, and have no effect on padded armor made from leather or textiles.

Use With: This attachment can be applied to any metal armor.

Modifiers: The armor increases its defense and soak by 1.

Hard Points Required: 2

ENCHANTMENT OF SHADOW

Armor with this enchantment always seems to be tucked into a dark corner, along with its wearer, even when worn in the brightest sunlight. In actual darkness, the wearer becomes a akin to a wraith, able to slip past the most alert sentries.

Use With: This attachment can be applied to any armor.

Modifiers: While wearing this armor your character adds to Stealth checks they make and gains +2 ranged defense.

Hard Points Required: 1



GILDED

Though it serves no practical purpose, many nobles like to adorn their armor with gold leaf. It certainly makes the wearer seem impressive, but acts as a lure for every bandit within eyesight.

Use With: This attachment can be applied to any armor.

Modifiers: While wearing this armor, your character adds to Charm, Negotiation, and Leadership checks.

Hard Points Required: 0

SPIKES

Particularly unscrupulous warriors sometimes add sharp spikes or barbs to their armor, especially to gauntlets, vambraces, and pauldrons. In the press of a melee, they can use a shoulder check or a wild swing to slash or even impale an opponent.

Use With: This attachment can be applied to plate armor of any variety.

Modifiers: If your character is targeted by a melee combat check while wearing this armor, you may spend or to cause the attacker to suffer 3 wounds.

Hard Points Required: 2

TABLE 2-11: ARMOR ATTACHMENTS

ATTACHMENT	HP REQUIRED	PRICE	RARITY	SOURCE
Deflective Plating	1	450	4	Genesys Core Rulebook (page 209)
Enchantment of Protection	2	6,000	8	Adventures in Azeroth
Enchantment of Shadow	1	6,000	8	Adventures in Azeroth
Gilded	0	1,500	5	Adventures in Azeroth
Intimidating Visage	0	236	3	Genesys Core Rulebook (page 209)
Reinforced Plating	2	8,000	7	Genesys Core Rulebook (page 209)
Spikes	2	600	4	Adventures in Azeroth

VEHICLES

Vehicles have an interesting place in the world of Azeroth. Many races have only ships and siege weaponry for vehicles, while others have advanced to the point of flying machines, submarines, and even space ships. While the vehicles you are used to seeing in everyday life might not be present, there is certainly a wide array of vehicles in the world of Azeroth. These are some examples of the sort of vehicles you might be likely to come across in your adventures. For detailed rules on Vehicles, go to Genesys Core Rulebook pg 220.

SHIPS

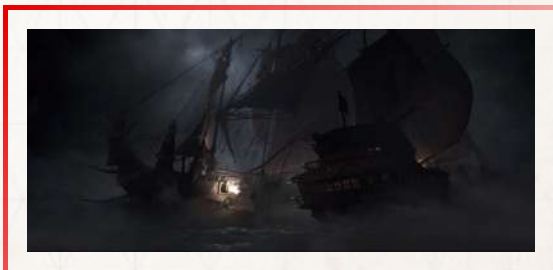
In an age of warfare, everywhere is a battleground. The land, the air, and of course the sea. From the warfleets of the ancient troll empires to the grand navy of the human nation of Kul Tiras, ships have been vital elements of warfare for centuries. While they are of little use once you reach shore, there are few who can deny the power of a dozen vessels each firing fifteen cannons upon them at once.

BATTLESHIP

The most powerful warships in any fleet, battleships are large vessels armed to the teeth with decks of canons ready to fire. Nowhere is more legendary for their battleships than Kul Tiras, once home to the majority of the Alliance's naval forces, and skill home to the greatest ships and sailors in the world.



- **Control Skill:** Operating
- **Complement:** 225
- **Passenger Capacity:** 40
- **Price/Rarity:** 300,000/7
- **Consumables:** 3 months
- **Encumbrance Capacity:** 200
- **Weapons:** 15 starboard and 15 port cannons (Fire Arc Starboard and Fire Arc Port; Damage 5; Critical 3; Range [Long]; Breach 2, Slow Firing 1), 2 forward cannons (Fire Arc Forward; Damage 3; Critical 3; Range [Long]; Breach 2, Slow Firing 1)



DESTROYER

The most common warships, destroyers are designed to be swift and deadly. The Elves of Quel'Thalas once boasted the greatest fleet of destroyers in the known world, though their naval might is not nearly what it once was.



- **Control Skill:** Operating
- **Complement:** 50
- **Passenger Capacity:** 25
- **Price/Rarity:** 200,000/7
- **Consumables:** 3 months
- **Encumbrance Capacity:** 150
- **Weapons:** 2 ballista (Fire Arc Forward and Fire Arc Rear; Damage 3; Critical 5; Range [Short]; Breach 1, Slow Firing 1)

MERCHANT VESSEL

Merchant vessels have no weapons, as they are predominantly designed to carry as much cargo as possible. While most of the space is taken up by storage, they do have quite a lot of room for passengers, though they usually only have a small group of guards for defense in the case of attacks by pirates.



- **Control Skill:** Operating
- **Complement:** 20
- **Passenger Capacity:** 40
- **Price/Rarity:** 100,000/6
- **Consumables:** 4 months
- **Encumbrance Capacity:** 250
- **Weapons:** None

SUBMARINE

These unique vessels are special machines of Gnomish or Goblin design, built to withstand the impossible pressures beneath the waves. These submersible ships dive beneath the sea to pass unseen by all other vessels and strike from below.

4	4	-2	ARMOR 2	DEFENSE 0
SILHOUETTE	MAX SPEED	HANDLING	HT. THRESHOLD 40	SS. THRESHOLD 25

- **Control Skill:** Operating
- **Complement:** 30
- **Passenger Capacity:** 20
- **Price/Rarity:** 500,000/8
- **Consumables:** 3 months
- **Encumbrance Capacity:** 150
- **Weapons:** 2 forward torpedo launchers (Fire Arc Forward; Damage 4; Critical 2; Range [Medium]; Breach 3, Slow Firing 2)

SIEGE WEAPONS AND MECHANICAL CONSTRUCTS

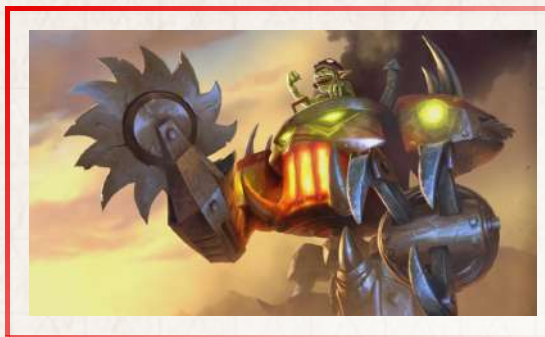
In war, sometimes soldiers aren't enough. Stone fortresses and iron-bound gates aren't going to fall to swords and arrows. That is when siege weapons come in. These massive machines tear down fortifications, allowing soldiers to take fortresses without being forced into a prolonged siege. There are also other machines of war, technological marvels built by genius minds of Gnomish or Goblin mechanists.

BALLISTA/GLAIVE THROWER

Basically a very large crossbow, ballista are smaller, more accurate, and easier to move than other siege weapons, though they pay for this with less range, and area of effect. Glaive Throwers are similar to Ballista, but they instead launch large, multi-edged blades.

3	1	-1	ARMOR 0	DEFENSE 0
SILHOUETTE	MAX SPEED	HANDLING	HT. THRESHOLD 3	SS. THRESHOLD 3

- **Control Skill:** Operating
- **Complement:** 2
- **Passenger Capacity:** None
- **Price/Rarity:** 10,000/6
- **Consumables:** None
- **Encumbrance Capacity:** None
- **Weapons:** Ballista bolt (Fire Arc Forward; Damage 3; Critical 4; Range [Short]; Accurate 1, Breach 1, Slow Firing 1)



CATAPULT

A standard rock-throwing machine, catapults are larger and more powerful than ballista, but not as powerful as the more advanced steam tanks. They can lob boulders and balls of flaming tar over large distances, though they have also been known to throw corpses as a means to demoralize and cause illness among a defending force during a siege.

3	1	-2	ARMOR 0	DEFENSE 0
SILHOUETTE	MAX SPEED	HANDLING	HT. THRESHOLD 4	SS. THRESHOLD 4

- **Control Skill:** Operating
- **Complement:** 4
- **Passenger Capacity:** None
- **Price/Rarity:** 20,000/6
- **Consumables:** None
- **Encumbrance Capacity:** None
- **Weapons:** Boulder (Fire Arc Forward; Damage 3; Critical 3; Range [Medium]; Breach 1, Blast 20, Slow Firing 1), burning tar ball (Fire Arc Forward; Damage 2; Critical 3; Range [Medium]; Blast 20, Burn 10, Slow Firing 1)

MECH SUIT

From the famous goblin shredders to the newly designed gnomish warsuits, these mechanical suits of armor act as personal war machines, turning the wearer into a living weapon. Many who mock goblins' small stature have found themselves at the wrong end of a shredder's blades.

2	1	0	ARMOR 1	DEFENSE 0
SILHOUETTE	MAX SPEED	HANDLING	HT. THRESHOLD 2	SS. THRESHOLD 2

- **Control Skill:** Operating
- **Complement:** 1
- **Passenger Capacity:** None
- **Price/Rarity:** 5,000/7
- **Consumables:** None
- **Encumbrance Capacity:** 50
- **Weapons:** Personnel cannon (Fire Arc Forward; Damage 1; Critical 3; Range [Short]; Breach 1, Prepare 1) or flame thrower (uses personal scale) (Damage 7; Critical 4; Range [Medium]; Blast 5; Burn 3, Prepare 1) or buzz saw (uses personal scale) (Damage +6; Range [Engaged]; Prepare 1, Vicious 3)

STEAM TANK

Invented by Gnomish mechanists but perfected by Dwarven craftsmanship, the steam tanks are a marvel of technology and the peak of mechanical warfare. Similar strides have been made by Goblins in the form of their Demolishers, but any Gnome or Dwarf will assure you that their Steam Tanks far surpass any piece of crude Goblin engineering.

3	1	-1	ARMOR	DEFENSE
SILHOUETTE	MAX SPEED	HANDLING	2	0
			HT. THRESHOLD	SS. THRESHOLD
			6	6

- **Control Skill:** Operating
- **Complement:** 3
- **Passenger Capacity:** None
- **Price/Rarity:** 50,000/7
- **Consumables:** None
- **Encumbrance Capacity:** None
- **Weapons:** Cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Long]; Breach 2, Slow Firing 1)

FLYING MACHINES

The most brilliant and astounding of Gnomish or Goblin inventions are without a doubt the miraculous flying machines. While these devices come in various shapes, sizes, and modes of propulsion, they all have in common the wondrous ability of flight.

GUNSHIP

Currently little more than a rumor, spies amongst both the Alliance and the Horde whisper of the development of great weapons, massive flying battleships, the greatest feats of engineering and most destructive weapons of war Azeroth has ever seen. If such weapons truly do exist, we had all best hope they are never unleashed.

5	3	-3	ARMOR	DEFENSE
SILHOUETTE	MAX SPEED	HANDLING	4	0
			HT. THRESHOLD	SS. THRESHOLD
			70	50

- **Control Skill:** Operating
- **Complement:** 300
- **Passenger Capacity:** 60
- **Price/Rarity:** 1,000,000/9
- **Consumables:** 4 months
- **Encumbrance Capacity:** 350
- **Weapons:** 20 starboard and 20 port cannons (Fire Arc Starboard and Fire Arc Port; Damage 5; Critical 3; Range [Long]; Breach 2), 2 massive forward cannons (Fire Arc Forward; Damage 8; Critical 2; Range [Extreme]; Breach 3, Slow Firing 3)

GYROCOPTER

These small, personal flying machines have proven to be an invaluable asset to the Alliance war effort, especially when piloted by genius Gnomish pilots. Inside the confines of the machines, the Gnomes' small size is more of an aid than a hindrance, their quick fingers aiding them in maneuvering the complex machinery. It is easy to underestimate a Gnome, up until the moment they drop a bomb on your head.

3	4	-1	ARMOR	DEFENSE
SILHOUETTE	MAX SPEED	HANDLING	1	0
			HT. THRESHOLD	SS. THRESHOLD
			5	5

- **Control Skill:** Operating
- **Complement:** 1
- **Passenger Capacity:** None
- **Price/Rarity:** 10,000/7
- **Consumables:** None
- **Encumbrance Capacity:** 20
- **Weapons:** Anti-aircraft gun (Fire Arc Forward; Damage 1; Critical 4; Range [Short]; Autofire), anti-personnel bombs (Fire Arc Down; Damage 3; Critical 3; Range [Long]; Blast 20, Breach 1, Slow Firing 1)

ZEPPELIN

There is nothing that Goblins love more than money, so it is no surprise that they quickly discovered a way to ship their goods in the cheapest and fastest way possible. These flying merchant vessels can be hired for any job, and there is much good to be said about a vessel that has no need to worry for the dangers of the sea. However, the cheaply-made Goblin vessels are known to be unstable, and there are more than a few that have gone up in flames with no outside help in the matter.

4	4	-2	ARMOR	DEFENSE
SILHOUETTE	MAX SPEED	HANDLING	1	0
			HT. THRESHOLD	SS. THRESHOLD
			20	10

- **Control Skill:** Operating
- **Complement:** 20
- **Passenger Capacity:** 50
- **Price/Rarity:** 150,000/7
- **Consumables:** 5 months
- **Encumbrance Capacity:** 200
- **Weapons:** None



CRAFTING & ALCHEMY

CRAFTING

Crafting is an important part of the world of Azeroth. The Dwarves of Ironforge are renowned for their craftsmanship and the Elves of Quel'Thalas are known for weaving enchantments into their weapons and armor. The efforts of skilled smiths and magi have produced some of the most powerful artifacts in Azeroth, weapons of power both great and terrible.

Characters may craft almost anything, from swords and crossbows to ships and siege weaponry, given sufficient time, resources, and skill. Although fletching, blacksmithing, and tannery are very different trades, for simplicity most crafting uses the Mechanics skill. All crafting follows the same basic guidelines, although the process your character undertakes within the narrative may vary greatly. Of course, your GM might modify these rules based on the situation and the specific item, and might impose additional requirements.

Creating items first requires that the PC knows how to craft the item in question. The GM can determine how exactly this must be discovered, whether during play, buying blueprints, or some other method. Once the PC knows how to craft the item, they can begin work on the item, with the time and resources required determined by the difficulty of the item.



GM GUIDANCE:

CRAFTING MAGIC ITEMS

The creation of a magical item is a rare and specialized art, not taught to every practitioner of magic. The crafting and enchantment of magical items is a difficult endeavor, one that requires a great amount of patience and skill to accomplish. However, with the right tools, skills, and power, it is possible for a Player Character to enchant a magic item.

As the GM, you decide if it's possible for a character to create a particular magic item. Before the character can enchant an item, they must either craft or purchase a suitable item with the Superior quality—only the most masterfully crafted items have the potential to hold the magic required. The process of enchanting a magic item follows the normal guidelines for crafting, with you determining what additional tools and components are required, as well as the time needed and the magic skill to use for the crafting check—not all magic skills are appropriate for all magic items, just as they can't be used for all magic actions. We suggest a minimum difficulty of Hard (◆◆◆) for even the most trifling magic item, with Formidable (◆◆◆◆◆) appropriate for most.

If the check is successful, the item gains the intended magical abilities. Of course, you and the player can spend ▲, ♀, ⚙, and ⚡ for additional effects

The difficulty of the check is generally half the rarity of the item, rounded up. For instance, an item with a Rarity 1 or 2 would be an **Easy** (◆) **check**, while an item with Rarity 9 or 10 would be a **Formidable** (◆◆◆◆◆) **check**. The check can be effected by other circumstances, adding ■ or upgrading the difficulty of the check. (The GM is recommended to upgrade the difficulty of crafting magical items.)

To craft an item, your character must have appropriate tools and components. For instance, to craft a sword, your character must have access to a forge, craftsman's tools, and a supply of iron equal to half the cost of the item. Typically, the cost of raw materials to craft an item is equal to half the cost of the item. These materials are consumed in the process, whether the crafting check succeeds or fails.

Table 3-1: Spending , , , and on Crafting Checks

COST	EFFECT
or	1. Reduce the time to craft the item by one day, to a minimum of one. (You may select this option multiple times.) 2. Your character adds to their next check using the same skill.
or	1. Your character saves enough materials to reduce the cost of the next similar item they craft by half. 2. Decrease the item's encumbrance by one, to a minimum of 0. 3. If the item has the Limited Ammo 1 quality or is otherwise limited to a single use, craft one additional identical item. (You may select this option multiple times.)
or	1. Increase the item's hard points by one. 2. Reduce the difficulty of future checks to craft the item by one (to a minimum of Simple [-]).
	1. The item gains the Superior quality. 2. Increase the value of one numerical benefit of the item by one or increase the rating of one quality the item possess by one, excluding damage, critical rating, soak, and defense (e.g., the extra encumbrance capacity a backpack adds). 3. Increase the narrative benefit of the item, or add a new narrative effect, as approved by your GM.
	The item gains one other item quality, subject to your GM's approval (You may select this option once.)
or	1. Increase the time to craft the item by one day (You may select this option multiple times.) 2. Add to the next crafting check the character makes.
or	1. Increase the item's encumbrance by one. 2. Your character must purchase additional materials worth half the original component cost.
or	1. If the item is a weapon, it gains the Inaccurate 1 quality. 2. Decrease the item's hard points by one, to a minimum of 0. 3. Your character's tools are ruined in the process and must be replaced.
	1. The item gains the Inferior quality. 2. Whenever the item is damaged, it is damaged one additional step.
	There is a terrible accident, and your character suffers a Critical Injury, or, at the GM's discretion, some related narrative event can occur of equal distress (your character's anvil explodes, the smithy catches on fire, poison gases spread into the village, etc).

The process of crafting an item takes one day, plus a number of days equal to the rarity of the item. This does not include any time spent gathering tools or supplies. Your GM may decide that some items take significantly more or less time, depending on the nature of the item and its construction.

If the crafting check is successful, your character creates the item. Additionally, you and the GM may spend dice symbols for additional effects, as shown in **Table 2-1: Spending , , , and on Crafting Checks**. Of course, these effects are only examples, and you and the GM might come up with additional results.

ROUGHING IT

Your Game Master may allow characters to use the Survival skill to craft certain simple items, such as crude spears and traps. This follows the normal rules for crafting, but such items are not made to last, and generally wear out quickly. The GM may spend on any check involving an item crafted using Survival to cause the item to break and become unusable.

ALCHEMY

Characters can use the Alchemy skill to prepare elixirs, poisons, salves, unguents, and other concoctions. For simplicity, these various concoctions are referred to as potions. Preparing a potion follows the normal rules for crafting, with the exceptions noted in this section.

The process of brewing a potion takes one hour, plus a number of hours equal to the rarity of the potion. If the check is successful, the character creates enough of the potion for a single dose or application. The player and GM may spend dice symbols for additional effects, as per the examples in **Table 3-2: Spending , , , and on Alchemy Checks**.

Normally, an alchemist's lab or kit (see page 100) is required in order to prepare a potion. In some cases, your GM might allow a character to make a check at an increased difficulty to prepare certain concoctions without access to the proper tools. Likewise, your character needs access to suitable ingredients.

Table 3-2: Spending , , , and on Alchemy Checks

COST	EFFECT
or	1. A character who uses the potion heals 1 strain or 1 wound (as determined by your character) in addition to its normal effects. 2. Your character adds to their next Alchemy check.
or	1. Your character prepares one additional dose of the potion. (You may select this option multiple times.) 2. Reduce the time to prepare the potion by half.
or	1. Your character has enough ingredients left to craft another batch of the potion. 2. Increase the duration of the potion's effects by one round (if applicable).
	1. Upgrade the difficulty of checks to resist the poison's effects once (poison only.) 2. The potion is more effective than normal, as determined by your GM, when a character uses the potion.
	Choose one other potion of lower rarity and add its effects to this potion.
or	1. If the potion is beneficial, a character suffers 2 strain after using the potion and benefiting from its effects. 2. The potion (or poison) has a strong smell that adds to all checks made to detect its presence, including in food or drink.
or	1. When used, the potion doesn't take effect for one minute, or one round in structured time. 2. Your character must purchase additional ingredients worth half of the original component cost.
or	1. If the potion is beneficial, a character suffers 1 wound after using the potion and benefiting from its effects. 2. Reduce the duration of the potion's effects by one round, to a minimum of one round (if applicable). If the effects would last until the end of the encounter, they last for two rounds instead.
	1. A character who uses the potion is disoriented for two rounds. 2. A character who uses the potion must succeed on an Average Resilience check ; if they fail, their body rejects the potion and it doesn't take effect.
	If the potion is beneficial, the user also suffers the effects of poison (see page 102) after resolving the normal effects of the potion.

OTHER POTIONS AND ELIXIRS

Your character is not restricted to those potions listed. If you wish to craft a new potion, talk to your GM about your idea and work with them to determine the potion's effects. The potions in this book are a good guideline for the kinds of effects a potion might have, as well as an appropriate rarity (and therefore crafting difficulty). Your GM has the final say on the effects of the potion and the difficulty of the check to prepare it.

Most poisons should function similarly to the basic poison, requiring the target to make a Resilience check, with the result of the check determining the severity of the poison's effects. For instance, a poison intended to render the target unconscious might function just like the basic poison, except that it inflicts strain instead of wounds if the target fails their check.

ALCHEMY INGREDIENTS

Before your character can brew a potion or prepare another alchemical concoction, they must, of course, have suitable ingredients. For most potions, your character can either simply purchase the ingredients, or gather them personally.

As a guideline, the ingredients for a potion cost half the price of the final product, with a rarity half that of the desired potion or elixir (rounded up). Of course, things aren't always so simple, and your GM may determine that certain key ingredients are not available for purchase, and require your character to track them down by other means. This is particularly appropriate for rare and fantastical potions, such as invisibility potions.

Most ingredients, whether available for purchase or not, can be gathered in the wilderness. To gather the necessary ingredients for a potion, your character (or perhaps an ally) must travel to an appropriate location and spend some time—probably at least the better part of a day—finding and obtaining the ingredients. The character makes a Survival check, with a difficulty equal to half the rarity of the potion, rounded up. If the check is successful, the character gathers enough ingredients to prepare one batch of the potion.

Rare or singular ingredients, or those that by necessity are dangerous to acquire, may require more than a single Survival check to obtain. The acquisition of such components could become the basis of an encounter or even an entire adventure.

MAGIC

Magic in Adventures in Azeroth follows the magic alternate rules in the Genesys Core Rulebook, with a few changes that are explained in this section. In some cases, the Warcraft setting simply uses one of the optional rules or suggestions presented in the Genesys Core Rulebook.

MAGIC SKILLS

In the Warcraft setting, a character may purchase ranks in a magic skill only if it is a career skill (as described in the Different Disciplines, Different Approaches sidebar on page 212 of the Genesys Core Rulebook). In other words, a character cannot purchase any magic skill as a non-career skill.

The Genesys Core Rulebook lists the magic skills that can be used with each magic action. The Arcane skill can be used with any magic actions the Arcana skill can be used with. The Light skill can be used with any magic actions the Divine skill can be used with. The Nature and Elemental skills can be used with any magic actions the Primal skill can be used with. The Fel skill can be used with the Attack, Augment, Conjure, Curse, and Utility actions. It is important to remember that, as explained in the Genesys Core Rulebook, a character must have at least one rank in a magic skill required by a magic action in order to perform that action.

SPELL EFFECTS

As listed in the Genesys Core Rulebook, some of the spell effects characters can apply to magic actions depend on a character's ranks in Knowledge. Because Adventures in Azeroth introduces multiple Knowledge skills, this rule needs additional clarification. In the Warcraft setting, any spell effect that refers to the spellcaster's ranks in Knowledge uses Knowledge (Lore), except when using the Fel skill, which uses Knowledge (Forbidden). A character cannot use other Knowledge skills as the basis for these effects, unless they have a talent or special rule that allows it.

SCHOOLS OF MAGIC

There are many different forms of magic within the world of Azeroth, many of which originate from far beyond the small world. From cosmic forces that order the universe to the destructive powers of death and the Twisting Nether, magic is the lifeblood of the universe and comes in all forms. Some of those who tap into these powers refer to them as "schools of magic," though many would disagree on that description. Whatever the name, each of these varieties of magic tap into different sources of power and have different ways to channel that power.



ARCANE AND NECROMANCY

Arcane magic is the energy that orders and governs the universe, embodied by the majestic Titans. Arcane magic is innately volatile, and wielding it requires intense precision and concentration. Magi across the world and throughout history have utilized arcane magic in the pursuit of both knowledge and power, from the ancient Highborne sorcerers of the Night Elf empire to the wizards of Dalaran.

While many bask in the wonders of arcane magic and the knowledge and power that it provides them, for some that is not enough. They are not content with wielding the cosmic power of Order. Many seek to learn the secrets of life and death, to wield the power to stop and even reverse death itself. These misguided sorcerers too often lose themselves in this quest, delving into the dark powers of Necromancy, using the energies of death to torture, kill, and even raise the bodies of the dead as mindless slaves.

When a wielder of Arcane magic acquires the Dark Insight talent, they become a Necromancer.

ELEMENTAL

The elements of fire, air, earth, and water serve as the basic building blocks of all matter in the physical universe. Shamanistic cultures have long sought to live in harmony with, or assert dominion over, the elements. To do so, they call upon the primordial forces of Spirit and Decay. Those who seek to bring balance to the elements rely on Spirit. This life-giving force interconnects and binds all things in existence as one. Decay is the tool of dark shaman seeking to subjugate and weaponize the elements themselves.

The many elemental spirits of Azeroth are wild, chaotic entities. While shaman can learn to communicate with and bring balance to these elemental beings and gain their aid and trust, not all seek to do so. Dark shaman bend elemental spirits to their will and wield them out of their own selfish desires for power.

When a wielder of Elemental magic acquires the Dark Insight talent, they become a Dark Shaman.

FEL

If Arcane magic is the energy of Order, Fel magic is the energy of disorder and Chaos. This form of magic is highly destructive, brutal, and extremely addictive, and is fueled by drawing life from living beings. These dark energies are drawn from the Twisting Nether, an astral realm parallel to but outside the physical universe. It is from this destructive magic that the demons of the Burning Legion are spawned, beings of pure chaos with no desire other than corruption and destruction.

Those who tap into Fel magic are known as warlocks and are universally feared and hated by most of the peoples of Azeroth. By bending the chaotic energies of the Twisting Nether to their will, they are able to summon forth powerful demonic servants and rain felfire upon their enemies. But as they wield these dark powers, they must fight to keep from becoming slaves to the powers they seek to control.

NATURE AND NIGHTMARE

The energies of Life, commonly known as nature magic, promote growth and renewal in all things. This energy is a part of all living beings, from the plants in the earth to the beasts that prowl and fly across the world. It is also this power that suffuses the Emerald Dream, an ethereal realm of spirits and untamed nature that exists alongside the world of Azeroth. The two realms are bound as one, as life ebbs and flows across the physical world, the spiritual energies that suffuse the Emerald Dream keep pace with it.

Druids can tap into the powers of nature and the Emerald Dream to heal, purify, and restore, as well as to call upon the flora and fauna of the natural world to aid them, even calling down the power of the winds and storms and shape-shifting into the forms of wild beasts. These druids can also enter a dream-state that allows them to travel through the Emerald Dream and commune with the beings that reside there, including the Wild Gods, also known as the Ancients.

Once, the Emerald Dream was a pristine realm, untouched by the corruption of the natural world. But eventually the Old Gods found their way into the Emerald Dream, slowly beginning to corrupt the Dream. In doing so they created another force that has become known as the Emerald Nightmare, a twisted parody of the Dream where nature is corrupted and all turns to madness. The druids of nightmare are druids who lost their way within the Dream and fell into the Nightmare, the maddening voices of the Old Gods twisting their minds and corrupting their once noble souls.

When a wielder of Nature magic acquires the Dark Insight talent, they become a Druid of Nightmare.

THE LIGHT AND SHADOW

Light and Shadow (also known as the Void) are the most fundamental forces in existence. Although contradictory by their very nature, they are bound together on a cosmic scale. One cannot exist without the other. Pure Light and Shadow dwell in a realm outside the borders of reality, but shades of their presence are found in the physical universe.

The power of the Light brings healing and peace to all who feel its touch. It brings forth feelings of love and tranquility, and can calm even the most troubled of hearts. Those who call upon the power of the Light, such as priests or paladins, do so through their faith in its power and goodness, and the stronger their faith is the greater the power they wield.

The power of the Void is dark and corruptive, bringing only pain and madness to all who seek it out. It is this power that spawned the Old Gods, and it is this power that their mad servants wield in their efforts to corrupt the world and bring forth the end of all things. There are a few individuals who do not serve the Old Gods who seek to use the powers of Shadow, but all such individuals stand on a knife's-edge, dangling at the edge of madness as the Void forever whispers its lies into their minds.

When a wielder of the Light acquires the Dark Insight talent, they tap into the power of Shadow, becoming either a Shadow Priest or a Twilight Champion, and the Magic actions available to them become the same as those for Fel.

NEW MAGIC ACTIONS

There are many ways to utilize the powers of magic beyond the magic actions described in the Genesys Core Rulebook. Some of these are outlined here in the form of new magic actions you may use in your games, whether inside or outside the Warcraft universe.

SHAPE-CHANGE

Concentration: No

Skills: Arcane, Nature

Arcane spellcasters have the ability to transform other individuals, forcing a change upon them (known as polymorphing) to make them harmless. Druids, on the other hand, call upon the powers of nature to transform themselves into beasts of various sorts, from massive bears to swift storm crows.

When casting Shape-Change using the Nature skill, make an **Easy (◆) Nature check** to shift one of your characteristic points (increase one characteristic while decreasing another). When using Shape-Change using the Arcane skill, make an **Easy (◆) Arcane check** to shift one of the characteristic points of an engaged target other than yourself. You remain in shapeshifted form until you make an **Average (◆◆) Nature check** to change back or until you are incapacitated, while other targets remain shapeshifted for rounds equal to your ranks in Knowledge (Lore).

Druids have been known to "go feral" when they remain in their shapeshifted forms for too long, losing any memory of their regular lives and becoming one with the beast. Whether or not this is a risk in your game is up to your GM, and they may determine how long it takes for this to occur or what other sort of events may cause this to occur.



TABLE 4-1: SHAPE-CHANGE ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Additional Target (Arcane Only): The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ⚡ to affect one additional target within range of the spell (and may trigger this multiple times, spending ⚡ each time).	+◆
Range (Arcane Only): Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Greater Shape-Change: Increase number of characteristics points shifted by one. This may be added multiple times, increasing the number of characteristic points shifted by one each time.	+◆
Size-Change: Increase or decrease Silhouette of the target by one. This may be added multiple times, increasing or decreasing the Silhouette by one each time.	+◆
Bestial Change (Nature Only): The target gains claws, fangs, talons, or similar natural weapons with the following profile: (Damage: +2, Skill: Brawl, Range: Engaged, Critical: 3, Vicious 1)	+◆
Swift Change (Nature Only): The target's speed increases for the duration of the spell, enabling them to move two range bands with per maneuver.	+◆
Amphibious Change (Nature Only): The target gains the Amphibious ability (Genesys Core Rulebook pg 193).	+◆
Avian Change (Nature Only): The target gains the ability to fly (Genesys Core Rulebook pg 100).	+◆◆
Harmless Change (Arcane Only): The target is Staggered for the duration of the spell.	+◆◆◆

TABLE 4-2: TELEPORT ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Additional Targets: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend A to affect one additional target within range of the spell (and may trigger this multiple times, spending A each time).	+◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Dimensional: The spell teleports the target to another dimension (such as the Twisting Nether) instead of a place in the physical world.	+◆
Swift: The spell does not require the additional round of casting time before it takes effect.	+◆◆
Unknown: The spell can teleport the target to a place that the caster has not personally traveled to.	+◆◆◆
Portal: Instead of teleporting a target, the spell opens a portal to the destination that anyone nearby can walk through.	+◆◆◆

TELEPORT

Concentration: Yes

Skills: Arcane, Fel

The art of teleportation is a fascinating one to study and experiment with. Shooting a fireball or conjuring an elemental is one thing, but teleportation bends the very fabric of time and space itself. There are few magi who truly understand exactly how this area of magic works, and those that do don't share their secrets.

When teleporting, the character selects one target they are engaged with (which can be themselves) and chooses a location that they have physically been before and can remember, then makes an Arcane or Fel skill check. The default difficulty for this check is **Average (◆◆)**. If the check is successful, the character spends one additional round to cast the spell, and the target instantaneously transports to the location chosen.

The spell is broken if the caster suffers wounds or is Staggered while casting the spell. (This includes while they are holding open a portal.)



OATHS

Oaths are an optional rule for Adventures in Azeroth. Oaths have a long history in Azeroth, and have often changed the fates of many. The Dragon Aspects swore an oath to protect the world of Azeroth and their unique tasks within that world against all threats. Neltharion broke this vow by succumbing to the whispers of the Old Gods and became the monster known as Deathwing. Sometime in the distant future Nozdormu will also break this vow, and as a consequence will fall to madness and shatter the timeways, only to finally be slain by a group of heroes and his past self. Arthas swore an oath to save his kingdom, and in his efforts to fulfill this oath he led his kingdom to ruin.

When using the Oaths optional rules, players choose a fifth motivation for their character during character creation: An Oath. The Oath drives the character to perform acts that will fulfill the oath, whether for good or ill. However, while fulfilling the oath may result in foul events, breaking the oath is even worse, with the results determined by the GM.

The PCs each have a Oath rating that shows how far they need to go to fulfill their oath. Different actions they take in the game help them to fulfill their Oath overtime (similar to Obligation in EotE). They can choose to start with a greater Oath they need to fulfill in order to gain an advantage, adding 10 to their total Oath value and gaining either 1000 gold or 10 additional starting xp.

The GM makes a table out of the character's Oath value, and before each session rolls a d-100 to determine if someone's Oath will impact that session, and if it does, whose Oath it is. That person has their strain threshold reduced by 2 for the session, and will have to deal with their Oath in some manner or another.

Players can also incur a greater Oath value during play to receive rewards related to their Oath. Someone with the Treasure Oath might discover a part of their stolen treasure, which fills them with a greater desire to recover the rest of their stolen riches. Someone with a Revenge oath might find someone else wronged by their enemy who promises to help them out.

A broken Oath frees the player of the binding of the Oath, but gives them a different Motivation, a Curse. Curses are determined based on the nature of the Oath broken, determined by the GM. The Curse cannot be used to help the player, and can only be removed by an act that fulfills their previous Oath. The GM is encouraged to make the Curse a regular nuisance for the players, to ensure the players understand the danger of breaking an Oath, and attempt to rectify it.

TABLE 5-1: GROUP OATH EXAMPLE

OATH VALUE	OATH TYPE	CHARACTER
1-15	Redemption	Athelon
16-25	Love	Ithariel
26-35	Revenge	Grigni
36-45	Loyalty	Shoto

TABLE 5-2: SPECIFIC OATHS

D100	RESULT
01-14	Revenge: The PC has sworn to take revenge on someone or something that has wronged them, and will do anything to get their vengeance.
15-28	Treasure: The PC once had great riches or an item of great value, and they have sworn to do anything to get their treasure back.
29-42	Love: The PC loves someone and has promised to do anything for the person they love.
43-57	Redemption: The PC did something disgraceful once in the past, and has sworn to do anything to redeem themselves.
58-70	Cause: The PC was sworn themselves to a cause, such as restoring a people to their ancestral home, and will do anything to further their cause.
71-85	Fealty: The PC has sworn their life and service to a Lord or another ruler. They will do anything that their lord commands them.
86-100	Friendship: The PC has sworn friendship to someone else, and will do anything to help or protect them.


CORRUPTION

Azeroth is a world of heroes, but it is also a world of great darkness. Many who were once great and noble, heroes, champions, and guardians alike, have fallen to corruption, becoming cruel parodies of themselves. For some, this corruption came from outside forces. For Deathwing it was the Old Gods while for Arthas it was the Lich King. For some though, while other forces may have been involved, in the end it was their own lust for power that led to their downfall, such as with Illidan the Betrayer.

Corruption is a set of optional rules for GMs to use in the world of Azeroth. The actions your heroes take can have a great impact on both themselves and the story as a whole, but some GMs may prefer to stick simply to the adventures and heroics of the characters.

In this system, all characters have a Corruption rating, starting at 50. Actions that they make can raise or lower their corruption. The tables **Pull of Corruption** and **Hope of Redemption** show what actions can increase or decrease their corruption.

PURE OF HEART (1-30)

Those who have actively resisted the pull of corruption and consistently worked to aid others without thought of their own desires or even lives are those who are truly pure of heart. Those who cross this threshold gain  to all Willpower-based checks and all magic checks connected to Knowledge (Lore) and increase their strain threshold by 2 as their minds are strengthened.

NORMAL (31-70)

You are a fairly average individual. You have not yet fallen to corruption, but neither are you perfectly pure of heart.

FALLEN (71-100)



Those who have fallen to corruption become little more than shells of their former selves, some becoming minions of the very powers they sought to control, while others are driven mad by the voices they once thought they could silence. Those who cross this threshold gain  to all non-spellcasting Willpower-based checks and  to all magic checks connected to Knowledge (Forbidden). They also decrease their strain threshold by 2 as their minds crumple, but increase their wound threshold by 2 as they become inured to pain.

TABLE 6-1: PULL OF CORRUPTION

CORRUPTION	ACTION
1	Knowing Inaction: The PC knows that an NPC or another PC will do something particularly bad (an action that would earth 5+ Shadow) and chooses not to intervene. Lying for Personal Gain: The PC tells a lie for selfish reasons or to benefit himself. Some lies can be told without penalty to benefit others, such as avoiding a combat situation or protecting innocents. Resorting to Violence as the First Solution: When confronted with a problem, the PC defaults to violent acts to solve it, without exploring any other options. This penalty can be mitigated if the PC is the one being attacked. Seeking out Dark Powers: The PC researches forbidden knowledge for any purpose.
2	Coercion and Threatening with Violence: The PC threatens someone with violence, or coerces the person to do his bidding against the person's will. Inflicting Emotional Abuse: The PC says something cruel or petty just to upset or cause mental torment in a person.
2-3	Theft: The PC steals something that does not belong to him. The Shadow can be mitigated in this case if the PC is stealing from a corrupt authority or evil being, and does so to give back to those who need it. The Shadow can be increased if the PC steals something from those who can particularly ill afford to lose it. Calling upon Dark Powers: The PC casts a spell using the Fel skill or the Dark Insight talent.
3-4	Unnecessary Destruction: The PC destroys objects, property, or other items willfully and without good cause.
4-5	Unprovoked Violence or Assault: The PC assaults, beats, or otherwise attacks an NPC or PC for no reason.
6-7	Unnecessary Cruelty to Non-Sapient Creatures: The PC maliciously torments animals or other creatures with animal-level intelligence (tormenting intelligent animals such as the Great Eagles would be classified under torture).
10	Torture: The PC tortures a character.
10+	Murder: The PC murders a character. In this case, murder is killing someone who is helpless or no threat to the PCs.

TABLE 6-2: HOPE OF REDEMPTION

CORRUPTION	ACTION
-2	Small Acts of Kindness: The PC does a small thing to help an NPC with no intent of being repaid in any way.
-4	Greater Acts of Kindness: The PC goes out of their way to help an NPC with no intent of being repaid in any way.
-7	Self-Sacrifice: The PC helps an NPC or another PC, knowing that it will hurt or otherwise negatively impact themselves to do so.
-10	The Ultimate Sacrifice: The PC sacrifices their own life to save another, fully aware that it will result in their own death (This will obviously not come up very often, but might be the end of a character's redemption arc or a similar situation. I would caution against using this for "false sacrifices" in which the character thought they were going to die but didn't, or they died and then came back to life. While Gandalf could be considered an example of this, he is a rare case.)

FEAR

Fear is an adversary more dangerous than any undead army. It drives us to commit dark acts we otherwise would not have contemplated, and strips us of hope. While actually committing evil acts certainly draws one towards darkness, fear can do the same, whether evil acts have been committed or not.

Besides the impact on a character's Corruption, fear can have other effects as well, even damaging one's mind. Fear is one of the greatest weapons of the Enemy, and if they cannot corrupt you, they will seek to break you. Whenever a PC fails a fear check their Corruption increases by 1, when they succeed their Corruption is reduced by 1.

TABLE 6-3: FEAR GUIDELINES

STATE OF FEAR	DIFFICULTY	EXAMPLE
Startled	Easy (◆)	Something momentarily frightening, such as someone leaping out of a closet to surprise you, or unsettling circumstances like being alone in a spooky ruin. These circumstances may not even elicit a check.
Moderately Afraid	Average (◆◆)	Confronting something unexplainable, such as objects moving when you are not looking or voices in an empty space; being stalked by a dangerous animal; danger that appears credible but not mortal.
Very Afraid	Hard (◆◆◆)	Ghostly apparitions and other obviously supernatural occurrences, being hunted by a pack of wild animals (or malevolent humans, orcs, etc), danger that seems eminent and could be mortal.
Mortally Afraid	Daunting (◆◆◆◆)	Being actively hunted by a wraith, wight, or other malevolent supernatural being, being attacked by a mythical beast, or facing a situation likely to result in your death.
Utterly Terrified	Formidable (◆◆◆◆◆)	A hopeless and utterly terrifying situation, combat against things incomprehensible to one's mind, being attacked by multiple Nazgul, fear so paralyzing that sanity cracks.

EFFECTS OF FEAR

Suggested effects for generating ☠ or ☠:

- **Adrenaline Rush:** Momentary panic gives the character a rush of adrenaline, but at a cost. The character adds to their next check, but suffers 3 strain. This is a good penalty for success with ☠.
- **Flee in Terror:** The character has to spend their next turn doing nothing but fleeing the source of their fear check (this includes downgrading their actions to maneuvers to move farther away), and gains 1 additional point of Corruption. This is a good penalty for failure with a small amount of ☠.
- **Frozen in Terror:** The character is immobilized and staggered during their next turn and gains 3 additional points of Corruption. This is a good penalty for failure with a lot of ☠ or ☠.

Suggested effects for generating ▲ or ⚔:

- **Stand with Me:** The character's steadfast response emboldens their allies, reducing their Corruption by 1. Any allied characters forced to make a fear check from the same source add to their check. This is a good result for passing a fear check with ▲.
- **Fearless:** The character faces the source of fear and finds that it no longer has a hold on them. They reduce their Corruption by 3 and automatically pass any further fear checks from that source. This is a good result for succeeding with ⚔, but you should not apply these results if the source is the character's Fear motivation.

EPIC PLAY

The Warcraft series is rife with epic conflicts. Unstoppable evil, impossible odds, powerful magic, and endless warfare all typify this expansive world Blizzard has built over the decades. There is plenty in this world for starting characters to deal with, from gnolls and kobolds to shambling skeletons and giant spiders, but Azeroth is also a land of ancient and powerful dragons, fierce elementals, and the endless demon armies of the Burning Legion. There are few settings that deserve rules for Epic Play more than Azeroth.

Epic Play is an opportunity for your players to start off as characters with greater power and a little more experience under their belts, not quite at the level of characters like Thrall or Tyrande, but beyond your average adventurer. Epic characters start off with an additional **150 xp** (which cannot be spent to increase Characteristics) and **3000 gold**, giving them the opportunity for greater power and better equipment than any starting character.

MASS COMBAT

While adventures with small groups of heroes are a common sight in World of Warcraft, the world of Azeroth has its roots in the RTS genre, and thus Azeroth is no stranger to large-scale military conflicts. After all, the series is called Warcraft. With that long history of war and conflict in mind, it is no wonder that Mass Combat fits in quite well in games set in Azeroth.

Mass Combat is very different than individual combat. Luckily, this is a highly narrative system, so we get to skip all the boring bits of warfare and really experience those cinematic moments. After all, this is all about telling a great story.

The first thing is to separate the battle into **Phases**. The GM should have a rough idea of how the battle could go, and thus develop several **Events** to structure the battle around, with each event starting a new phase of the battle.. Each of these events should mark a change in the battle. (For example, in the Battle of Hyjal, the destruction of the Alliance and Horde forts would both be events separating phases.) The GM rolls a Mass Combat check at the transition between each phase and the next to determine how the battle has unfolded and may affect the phases to come.

GMs, be prepared to give your heroes greater challenges in Epic Play. While hiding from a band of Defias bandits works with characters with lower xp, Epic characters will need something more challenging. The Scourge could be launching another invasion of the world of the living, with monstrous flesh giants and frost wyrms leading the assault, and your players are the vanguard of the united Horde and Alliance forces seeking to defeat the invasion. Perhaps ancient secrets have been discovered in the depths of Azeroth's oceans and your players must fight through vile Naga, mindless slaves of the Old Gods, and all the horrors of the depths in order to claim those secrets and treasures for their own. The possibilities are limitless, but remember to make it epic!

When planning mass combat, the GM should determine what constitutes a victory or defeat for the active force during each phase. The GM should also consider what the PCs can do in each phase to facilitate a victory for their own side of the battle and prepare encounters for them accordingly.

The base ability of the acting force (the player's side) is determined by the size and strength of the force, while the difficulty of the check is determined by the size and strength of the enemy force.

TABLE 7-1: ACTIVE AND ENEMY FORCES

FORCE STRENGTH	ACTING FORCE	ENEMY FORCE
Trivial	◆	◆
Significant	◆◆	◆◆
Imposing	◆◆◆	◆◆◆
Staggering	◆◆◆◆	◆◆◆◆
Vast	◆◆◆◆◆	◆◆◆◆◆
Overwhelming	◆◆◆◆◆◆	◆◆◆◆◆◆

TABLE 7-2: FORCE STRENGTH



STRENGTH	FORCE
Trivial	200 gnolls/kobolds/human militia, 50 footmen/grunts, 12 knights/ogres*
Significant	800 gnolls/kobolds/human militia, 200 footmen/grunts, 50 knights/ogres, 12 magi
Imposing	3000 gnolls/kobolds/human militia, 800 footmen/grunts, 200 knights/ogres, 50 magi, 12 giants
Staggering	10,000 gnolls/kobolds/human militia, 3000 footmen/grunts, 800 knights/ogres, 200 magi, 50 giants
Vast	40,000 gnolls/kobolds/human militia, 10,000 footmen/grunts, 3000 knights/ogres, 800 magi, 200 giants
Overwhelming	40,000 footmen/grunts, 10,000 knights/ogres, 3000 magi


While the ability and difficulty of the dice pool represent the tangible elements of the battle, upgrades to that pool represent how well those elements are being used. A good enough leader can turn the tide of a battle, and a poor leader can mean disaster. It was because of Blackhand's failed leadership that Orgrim Doomhammer challenged him for his place as Warchief of the Horde and led the Horde to many victories in the Second War.


The ability of the pool is upgraded a number of times equal to the Leadership skill of the leader of the acting force, and the difficulty of the pool is upgraded equal to the Leadership skill of the leader of the opposing force. For a leader to give this upgrade, the leader needs to be able to command. If they are cut off from their troops in some way, the force loses the advantage.

Boost and Setback dice are added based on other elements that may be affecting the battle. These can include the moral of the forces, circumstances on the battlefield, actions of the PCs, and any other extraneous circumstances.

Table 7-3:  and  in Mass Combat

REASON TO ADD 	REASON TO ADD 
The acting force is in a defensible position (a fortress, a natural choke point, etc.)	The enemy force is in a defensible position (a fortress, a natural choke point, etc.)
The acting force has had ample time to prepare for the engagement (set traps, prepare covered positions, etc.)	The acting force is caught off guard, under extreme pressure, or otherwise unprepared for the battle (weapons are locked away, troops are out of position, defense systems are cycled down, etc.)
Weather provide the acting force with cover, the element of surprise, or a distraction to the enemy force.	Weather disrupts or distracts the acting force or provides the enemy with cover or the element of surprise.
The acting force is well supplied with ammunition, tactical data, or equipment that is particularly useful for the task at hand.	The acting force is low on ammunition, lacks reconnaissance data about the environment, or is undersupplied.
The acting force has noncombatant allies who provide useful support (carrying a resupply of useful supplies, acting as scouts or spotters, offering their knowledge of the battle site to the active force, etc.)	The acting force is hindered by noncombatant involvement in the battle (noncombatants are aiding the enemy force, present possible civilian casualties to guard against, are taken as hostages by the enemy, etc.)
The acting force is fighting for more than just martial victory or personal gain (higher ideals like protection of the innocent, freedom from tyranny, justice, etc.).	The acting force has particularly unheroic motives for its actions (conquest, pillage, vengeance, etc.)

At the end of a Phase, the GM rolls a Mass Combat check to determine how the phase went. On a successful check, the acting force accomplishes its objectives for that phase or prevents the enemy from achieving their objectives. Objectives could range from pushing back an enemy advance to overtaking the enemy force's current position. Additional  can be spent to achieve further goals or increase the magnitude of success.

In some cases, the GM may want to define success in degrees. If the goal for that phase was to buy time for peasants to escape, each additional  might mean another set of civilians escape the conflict faster than expected, which could lead to the battle lasting fewer phases.

On a failed check, the enemy force achieves its objectives for that phase, or the active force is halted. The enemy objective may be to break through the fortress gates or to slaughter all the civilians in the town.

Table 7-4: Spending ▲, ♁, ⚙, ⚡ in Mass Combat

RESULT	RESULT OPTIONS
▲ or ⚙	1. Members of the acting force notice a key feature of the enemy force (enemy captain, siege weapon, etc.) and its position on the battlefield. 2. All Player Characters with the acting force can recover 1 strain.
▲▲ or ⚙	An attack by the acting force reveals a weakness in the enemy force's defenses. Add to the next Mass Combat check as the acting force exploits the weakness.
▲▲▲ or ⚙	1. A previously unseen geographical feature of the battlefield (a vantage point atop a ruin, a rock formation, etc.) affords the acting force some advantage and allows it to upgrade the ability of the next Mass Combat check once it exploits that feature. 2. The acting force disables an important component of the enemy force that provided the enemy an advantage in battle (siege weaponry, a magical artifact, etc.) 3. The acting force delivers a blow to the enemy leadership (killing their messengers, assaulting their position with siege equipment, etc.) Downgrade the difficulty of the next Mass Combat check once.
⚙	1. The acting force effectively removes the enemy force commander from the next phase of the mass combat (by physically incapacitating him, cutting him off entirely from his troops, etc). Unless a new enemy force commander steps up, the enemy force does not upgrade the difficulty of the next mass combat phase. 2. Reinforcements arrive to support the acting force. These increase the force strength of the acting force by one step in future phases.
⚙⚙	1. Sizable reinforcements arrive to support the acting force. These increase the force strength of the acting force by two steps in future phases.
♁ or ⚡	1. The PCs and NPCs with the acting force suffer 1 strain. 2. The fog of war creates confusion on the battlefield. Add to the next Mass Combat check, as the acting force struggles to tell allies from enemies.
♁♁ or ⚡	1. Each member of the enemy force adds to the first skill check they make during the next Mass Combat phase. 2. Each member of the active force adds to the first skill check they make during the next mass combat phase.
♁♁♁ or ⚡	1. The acting force gets bogged down in difficult terrain. As a result, it upgrades the difficulty of the next Mass Combat check once. 2. The enemy force disables an important part of the acting force's strategy, such as a siege weapon or some other element that provided the acting force an advantage in the battle. 3. The enemy force gains a significant advantage in the battle due to a blow to the command of the acting force (the Commander is wounded, messengers are killed, etc). Downgrade the ability of the acting force in the next Mass Combat check once.
⚡	1. One of the PCs involved in the acting force (chosen at random, or as determined by the GM to fit the narrative) is grievously hurt in the fighting and suffers one Critical Injury. 2. A notable NPC within the acting force suffers a grievous Critical Injury. This deprives the acting force of a tangible asset and seriously endangers someone important to the PCs. 3. Communications are disrupted and orders are garbled. The commander of the acting force cannot clearly communicate orders to the troops. Unless another officer or respected leader who can communicate to the acting force steps in to take the commander's place, the acting force does not upgrade the ability of the dice pool in the next Mass Combat check. 4. Reinforcements arrive to support the enemy force, increase its force strength by one step in future phases.
⚡⚡	1. Either succumbing to panic or enemy infiltration, a portion of the acting force turns traitor and joins the enemy force. Decrease the force strength of the acting force by one step and increase the force strength of the enemy force by one step in future phases. 2. Sizable reinforcements arrive to support the enemy force, increasing its force strength by two steps in future phases.

WHERE DO THE PCs FIT IN?

The PCs are the wild cards. As the heroes of the narrative, they are instrumental to the outcome of the battle. When planning a Mass Combat, it is up to the GM to determine what events the PCs will be able to take part in during each phase. Most importantly, the GM should determine what the objective of each phase is and what success or failure means for the greater scope of the battle.

The GM should provide ways that the players can influence the outcome of each phase, giving the players smaller objectives of their own, or simply interpreting their actions's effects and modifying the dice pool accordingly. If the player's actions would upgrade, increase, decrease, etc the pool, adjust it accordingly. Most often, the actions of the PCs are likely to add or to the check, or remove existing .

TURNING POINTS

Mass Combat is as much about the PCs and their actions as it is about the forces clashing around them. This is the story of their adventures after all. The PCs have an enormous capacity to affect the world around them, in many cases far exceeding what appearances would suggest.

When the actions of the PCs cause extreme results on the battlefield, the GM can call an end to the current phase, determine the dice pool, and roll the check for that phase immediately. This is called a turning point, and the GM is encouraged to use them sparingly. In this way, truly heroic and epic actions performed by the PCs can shape the course of even a massive battle.

MOUNTED COMBAT

From the orcish wolf riders of the Frostwolf clan to the legendary knights of Lordaeron and Stormwind, warriors across Azeroth ride into battle atop fierce steeds or savage beasts. These steeds give speed and maneuverability in combat and a skilled rider has numerous advantages over opponents on foot.

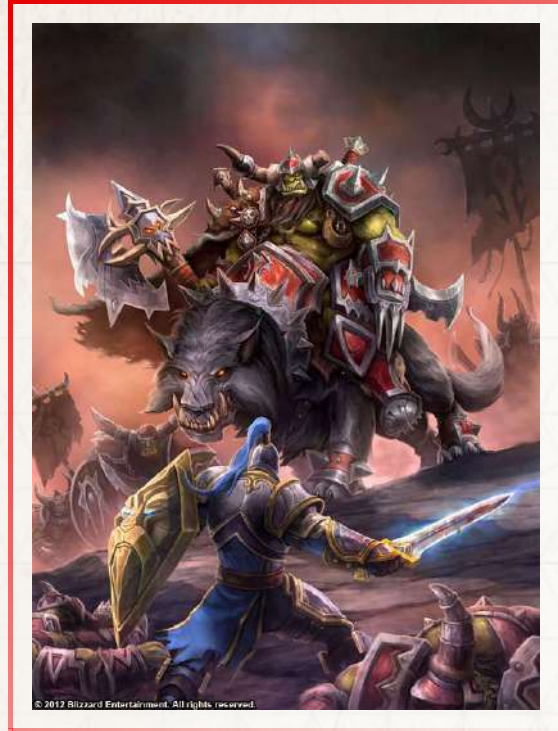
Mounting or dismounting from a riding animal requires a maneuver. Once mounted, a rider and steed should be treated as one character in most situations (attacks target the rider, the steed does not act independently in structured encounters, and both act when a player chooses an initiative slot for their mounted character).

A mounted character can perform a maneuver to direct their mount to move. The rider and mount immediately move as if they had performed two maneuvers to do so (ex: instead of traveling from engaged to short range, they can travel from engaged to medium range). In certain situations, such as controlling a mount not trained for combat in the midst of a large battle, your GM may instead require the character to make a Riding check as an action to direct and control the mount.

Generally, a mounted character has an advantage in melee against opponents and should add to melee combat checks targeting them, while opponents on foot add to melee attacks against mounted characters. Conversely, firing a ranged weapon from the back of a galloping horse is more difficult, and a mounted character should add to ranged attack checks. Your GM will make the final call on adding and to checks performed while mounted, as with any check.

Since we treat a mount and rider as one character, the only way to target a mount is by using the aim maneuver to target specific "parts" of an opponent, as per page 98 of the Genesys Core Rulebook. (In certain circumstances, your Gm may allow characters to attack a particularly large mount such as a kodo without penalty.)

A character whose mount is slain or incapacitated is knocked prone and suffers 3 strain. Depending on the situation and the results of any related check, the character might suffer additional damage or become trapped under the fallen mount.



ADVERSARIES

BEASTS

Azeroth is a vast and expansive world, with many races and even more beasts that call it home. While most are not inherently magical in nature, they are still not to be underestimated.

CARNIVOROUS FLORA (RIVAL)

In a world as suffused in magical energies as Azeroth, it is best to never let your guard down. Even when there is no sign of mortal or animal life, in some lands the very plants themselves hunger for flesh, and adventurers make the perfect meal.



- **Skills:** Brawl 3, Resilience 2, Stealth 4
- **Talents:** None
- **Abilities:** Drag (a carnivorous flora can use a maneuver to move a target affected by its thorny vines' Ensnare quality to engaged range), Inconspicuous (a carnivorous flora in a natural environment appears indistinguishable from an ordinary plant; a character can make a **Hard** (◆◆◆) **Perception** or **Vigilance check** to identify a carnivorous flora), Rooted (a carnivorous flora cannot perform maneuvers to move), Silhouette 2, Unexpected Attack (a carnivorous flora that has not been yet been identified as a threat uses Stealth to determine initiative)
- **Equipment:** Thorny vines (Brawl; Damage 4; Critical 4; Range [Short]; Auto-fire, Ensnare 3), snapping jaws (Brawl; Damage 8; Critical 3; Range [Engaged]; Vicious 2)



BEAR (RIVAL)

Bears are large and powerful beasts, fiercely protective of their homes. Adventurers should be weary not to anger them, as these often gentle-seeming creatures are incredibly fierce when riled.



- **Skills:** Athletics 1, Brawl 2, Resilience 2
- **Talents:** None
- **Abilities:** Silhouette 2
- **Equipment:** Claws (Brawl; Damage 7; Critical 3; Range [Engaged]; Disorient 1), Bite (Brawl; Damage 8; Critical 3; Range [Engaged]; Pierce 1, Vicious 2), Thick Hide (+2 Soak)

CROCODILE (RIVAL)

Large, vicious, yet stealthy reptiles, crocodiles are common in the jungles of Stranglethorn Vale and other humid environments. Many an unwary adventurer has met their end at the jaws of a crocodile because they stopped to drink from the wrong river.



- **Skills:** Athletics 2, Brawl 2, Cool 1, Stealth 2, Resilience 1
- **Talents:** None
- **Abilities:** Silhouette 2
- **Equipment:** Bite (Brawl; Damage 6; Critical 3; Range [Engaged]; Ensnare 2, Vicious 2)

ELK (MINION)

These large, powerful beasts dwell in remote forests of lands like Ashenvale. They prefer to avoid combat, but will fight fiercely if pressed.



- **Skills (group only):** Athletics, Brawl, Vigilance
- **Talents:** None
- **Abilities:** Silhouette 2, Sure Footed (elk suffer no penalties when moving through difficult terrain)
- **Equipment:** Antlers (Brawl; Damage 6; Critical 5; Range [Engaged]; Disorient 1)

GIANT SNAKE (RIVAL)

These massive beasts are a true danger to any who wander into the jungles of Azeroth, massive serpents capable of swallowing even an Ogre whole. Their true weapon though is their ability to constrict, wrapping around an enemy and crushing the life out of them within moments.



- **Skills:** Brawl 3, Resilience 2, Stealth 2
- **Talents:** None
- **Abilities:** Silhouette 3, Swallow (may make an opposed Brawl check to swallow an engaged target. If the check is successful, swallowed characters are immobilized and suffer 6 damage at the start of each round but can escape if the snake is killed or by making a **Hard** [◆◆◆] Athletics check)
- **Equipment:** Jaws (Brawl; Damage 6; Critical 2; Range [Engaged]; Vicious 2), constricting coils (Brawl; Damage 10; Critical 3; Range [Engaged]; Ensnare 4, Stun 4)

GIANT SPIDER (MINION)

Whether through dark magic or some strange twist of nature, these arachnids have grown to truly immense sizes. Even those without a fear of spiders have much to fear from these beasts, as their venom is incredibly deadly and they always travel in large numbers.



- **Skills (group only):** Brawl, Cool, Ranged, Stealth
- **Talents:** None
- **Abilities:** Skitter (can move across walls, ceilings, tree trunks, tree limbs, and giant spider webs without penalty)
- **Equipment:** Venomous fangs (Brawl; Damage 5; Critical 3; Range [Engaged]; Burn 2, Pierce 3), webbing (Ranged; Damage 1; Critical 6; Range [Short]; Ensnare 3)



HYDRA (NEMESIS)

These immense three-headed beasts are a terror of both land and sea. Of all the horrors of the depths, only the tentacled kraken are more feared than hydras. Rending with fang and claw, these massive creatures are a nearly unstoppable force, whether in an effort to sate their endless hunger or as war machines for the serpentine Naga and their masters, the Old Gods.



- **Skills:** Brawl 4, Resilience 4, Vigilance 2
- **Talents:** Adversary 1
- **Abilities:** Aquatic (a hydra never treats water as difficult terrain and can breathe underwater), Silhouette 4, Terrifying (at the start of the encounter, all of its opponents must make a **Hard** [◆◆◆] fear check as an out-of-turn incidental)
- **Equipment:** Three Massive Jaws (Brawl; Damage 12; Critical 2; Range [Engaged]; Ensnare 2, Linked 2, Vicious 4), tail (Brawl; Damage 10; Critical 4; Range [Engaged]; Knockdown)

KRAKEN (NEMESIS)

No creature of the deep is more feared than the legendary Kraken. Many believe the beasts to be nothing more than myth, but any true sailor is more than willing to set them straight. Many ships have been lost to their grasping tentacles, and there are those who whisper that some krakens even claim dragons for their meals.



- **Skills:** Athletics 4, Brawl 4, Resilience 4, Stealth 2, Vigilance 3
- **Talents:** Adversary 2
- **Abilities:** Aquatic (a hydra never treats water as difficult terrain and can breathe underwater), Monstrous Limbs (a kraken does not increase the difficulty of combined checks to attack with its various tentacles), Silhouette 5, Terrifying (at the start of the encounter, all of its opponents must make a **Hard** [◆◆◆] **fear check** as an out-of-turn incidental)
- **Equipment:** Beaked maw (Brawl; Damage 10; Critical 2; Range [Engaged]; Pierce 5, Vicious 5), massive tentacles (Brawl; Damage 15; Critical 4; Range [Medium]; Autofire, Ensnares 3)

RAPTOR (RIVAL)

These prehistoric beasts can be found in various areas of the world, but especially in those lands inhabited by the denizens of the various Troll empires. These savage predators are a favored mount of the Trolls, the mount and rider often working as a pair in hunting their prey.



- **Skills:** Brawl 2, Cool 1, Stealth 2, Vigilance 1
- **Talents:** Silhouette 2
- **Abilities:** Pack Tactics (when using the assist maneuver, raptors add [] instead of [])
- **Equipment:** Bite & talons (Brawl; Damage: 7; Crit: 3; Range [Engaged], Vicious 1)

THUNDER LIZARD (RIVAL)

Distant relatives of the gentle kodo, thunder lizards are massive, aggressive beasts that originate from the canyons and deserts of Kalimdor. The Tauren believe these beasts to have a connection to the spirits of the storms, and they have good reason to. Thunder lizards' horns have the remarkable ability to shoot bolts of lightning. Of course, remarkable might not be the word you use when a herd of these comes charging at you.



- **Skills:** Brawl 2, Discipline 2, Resilience 2
- **Talents:** None
- **Abilities:** Silhouette 3
- **Equipment:** Goring horn (Brawl; Damage 8; Critical 4; Range [Engaged], Pierce 1, Vicious 2), lightning blast (Discipline; Damage 8; Critical 3; Range [Medium], Concussive, Stun 5), trample (Brawl; Damage 10; Critical 5; Range [Engaged], Knockdown, Disorient 3, Inaccurate 1)

WORG (RIVAL)

At first, worgs appear to just be ordinary wolves. But as the beasts come closer, it quickly becomes apparent that they are much larger than their more common cousins. Wolves are dangerous, but worgs are savage beasts that are best seen from afar.



- **Skills:** Athletics 2, Brawl 3, Perception 2, Survival 3, Vigilance 2
- **Talents:** Silhouette 2
- **Abilities:** Pack Tactics (when using the assist maneuver, worgs add [] instead of [])
- **Equipment:** Bite (Brawl; Damage: 6; Crit: 3; Range [Engaged], Vicious 2)

WOLF (MINION)

While not the strongest of beasts, wolves are nonetheless dangerous in packs. They are stealthy and swift, and many an unfortunate traveler has met their end from a pack of hungry wolves.



- **Skills (group only):** Athletics, Brawl, Perception, Stealth
- **Talents:** None
- **Abilities:** Pack Tactics (when using the assist maneuver, wolves add [] instead of [])
- **Equipment:** Bite (Brawl; Damage: 5; Crit: 3; Range [Engaged], Vicious 1)

THE ALLIANCE

The noble armies of the Alliance have long stood against those who would threaten the world of Azeroth. While the wars against the Horde may be evil, the world needs the might of the Alliance now more than ever. Unfortunately, the Alliance is not what it once was, with Quel'Thalas in ruins and Lordaeron fallen to the Scourge. But the noble warriors who remain still dedicate themselves to the defense of the world, whatever may come.

DWARVEN RIFLEMAN (MINION)

Dwarves have never been the most agile of races, but with their invention of the rifle, they have become the Alliance's greatest ranged combatants. There are few enemy forces that can long stand against a squadron of well-trained dwarven riflemen.



- **Skills (group only):** Discipline, Ranged, Resilience, Vigilance
- **Talents:** None
- **Abilities:** None
- **Equipment:** Axe (Melee [Light]; Damage 5; Critical 4; Range [Engaged]), leather armor (+1 soak), rifle (Ranged; Damage 8; Critical 2; Range [Long]; Inaccurate 1, Pierce 3, Prepare 1, Vicious 1)

FOOTMAN (MINION)

The noble soldiers of the Alliance may not have the brute strength of the orcish warriors of the Horde, but they act as one, gaining strength from that unity. These stats can easily be modified to represent the standard soldiers of various peoples of the Alliance; human, elf, or dwarf.



- **Skills (group only):** Discipline, Melee (Light), Vigilance
- **Talents:** None
- **Abilities:** None
- **Equipment:** Chainmail (+2 soak), light spear (Melee [Light]; Damage 4; Critical 4; Range [Engaged]; Accurate 1, Defensive 1), sword (Melee [Light]; Damage 5; Critical 2; Range [Engaged], Defensive 1), large shield (Melee [Light]; Damage 2; Critical 6; Range [Engaged]; Defensive 2, Deflection 2, Inaccurate 2, Knockdown)



GNOMISH MECHANIST (RIVAL)

These brilliant inventors are the architects of the Alliance's technological might. While they don't seem like much on their own, a gnomish mechanist becomes a much more imposing adversary when inside one of their massive mech suits of flying gyrocopters. These stats can be easily modified to represent goblin mechanists as well.



- **Skills:** Gunnery 2, Mechanics 3, Operation 2
- **Talents:** None
- **Abilities:** None
- **Equipment:** Pistol (Ranged; Damage 6; Critical 2; Range [Short]; Inaccurate 1, Pierce 2, Prepare 1, Vicious 1), mech suit (see pg 69) or gyrocopter (see pg 70)

KNIGHT (RIVAL)

The noble knights of Stormwind represent everything the Alliance aspires to be. These mounted warriors are champions of righteousness willing to charge headfirst into any battle to protect the people of the Alliance.



- **Skills:** Athletics 2, Discipline 2, Leadership 1, Melee (Light) 3, Resilience 2, Riding 3, Vigilance 2.
- **Talents:** None
- **Abilities:** None
- **Equipment:** Sword (Melee [Light]; Damage 6; Critical 2; Range [Engaged]; Defensive 1), lance (Melee [Light]; Damage 9; Critical 3; Range [Engaged]; Knockdown; a lance can only be used while mounted and can only be used to attack immediately after performing a maneuver to engage the target), large shield (Melee [Light]; Damage 4; Critical 5; Range [Engaged]; Defensive 2, Deflection 2, Inaccurate 2, Knockdown), plate armor (+2 soak, +1 defense), war mount

MAGE (NEMESIS)

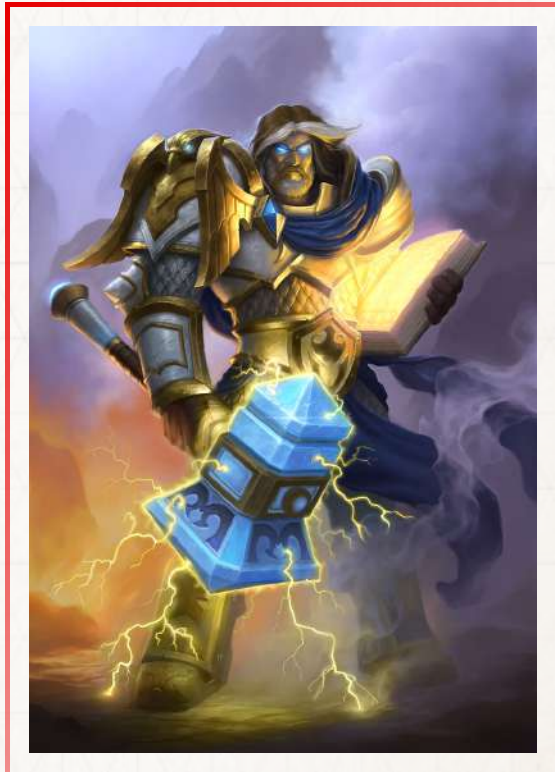
There are many magi who seek to discover the secrets of the arcane. The magisters of Silvermoon, the wizards of Dalaran, and many others all tap into wild arcane magic in their search for greater knowledge and power. While they often don't look very imposing, it is never smart to underestimate someone who can bend the very energies of the universe to their will.



- **Skills:** Arcane 3, Cool 2, Discipline 2, Knowledge (Lore) 4
- **Talents:** Adversary 1 (upgrade the difficulty of combat checks targeting this character once)
- **Abilities:** None
- **Equipment:** Magic staff (add +4 damage to magic attacks; the first Range effect added does not increase difficulty), heavy robes (+1 defense)

NOBLE (RIVAL)

There are many lands, kingdoms, and city-states within the Alliance, all of which have their share of scheming nobles. While they may not usually be skilled fighters or powerful magi, nobles have their own power, using their wits and words to get what they want, for good or ill.



- **Skills:** Charm 3, Cool 2, Deception 2, Discipline 2, Negotiation 3
- **Talents:** None
- **Abilities:** Certain You Want To Do This? (when targeting a Guildmaster with a check, a character suffers 1 strain)
- **Equipment:** Dagger (Melee [Light]; Damage 4; Critical 3; Range [Engaged]), fine clothing

PALADIN (NEMESIS)

Paladins have long stood as paragons of virtue and righteousness to the peoples of the Alliance. They have led the wars against the Horde, the Scourge, and the Burning Legion with equal force, never wavering in their courage or their faith. With the power of the Light behind them and wielding immense hammers and finely crafted blades, these holy warriors are truly a force to be reckoned with.



- **Skills:** Athletics 2, Discipline 3, Knowledge (Lore) 3, Leadership 1, Melee (Heavy) 3, Melee (Light) 3, Resilience 2, Riding 3, The Light 3, Vigilance 2
- **Talents:** None
- **Abilities:** None
- **Equipment:** Sword (Melee [Light]; Damage 7; Critical 2; Range [Engaged]; Defensive 1) or warhammer (Melee [Light]; Damage 7; Critical 3; Range [Engaged]; Sunder), & large shield (Melee [Light]; Damage 4; Critical 5; Range [Engaged]; Defensive 2, Deflection 2, Inaccurate 2, Knockdown), or greathammer (Melee [Heavy]; Damage 9; Critical 4; Range [Engaged]; Concussive, Cumbersome 4, Inaccurate 1, Knockdown, Sunder, plate armor (+2 soak, +1 defense), holy icon (Divine Only effects increase difficulty one less than normal, Heal spell heals 2 additional wounds), war mount

PRIEST (RIVAL)

The Light brings peace and joy to all who accept it into their lives, and none know this better than the priests of the Church of the Holy Light. They seek to spread the message of the Light to all they can, so that all may feel the loving embrace of the Light. While not warriors, they are not afraid to fight for the Light and the people of the Alliance when the time comes, and their skills in healing have been invaluable in these dark times.



- **Skills:** Charm 2, Discipline 2, Knowledge (Lore) 3, Melee (Light) 2, The Light 2, Vigilance 1
- **Talents:** None
- **Abilities:** None
- **Equipment:** Mace (Melee [Light]; Damage 5; Critical 4; Range [Engaged]) & holy icon (Divine Only effects increase difficulty one less than normal, Heal spell heals 2 additional wounds), or magic staff (add +4 damage to magic attacks; the first Range effect added does not increase difficulty), heavy robes (+1 defense).

WORKER (MINION)

While armies, wizards, and priests are all important and necessary parts of the Alliance, no army would go anywhere without the support and efforts of the common folk. These workers build bases, chop lumber, mine gold, and provide the support needed to keep kingdoms alive. These stats can also be used to represent workers of other factions, including the peons of the Horde.



- **Skills (group only):** Athletics, Mechanics, Melee (Light)
- **Talents:** None
- **Abilities:** None
- **Equipment:** Axe (Melee [Light]; Damage 4; Critical 4; Range [Engaged]), pickaxe (Melee [Light]; Damage 3; Critical 2; Range [Engaged]; Pierce 2), peasant's clothes

THE HORDE

The warriors of the Horde are renowned for their strength and fierce savagery in battle. While they do not have quite the organization or discipline of the soldiers of the Alliance, none can deny the pure power and strength of the Horde. While they were once slaves to the Burning Legion, the Orcs and their allies now fight for honor and for a place of their own in this world.

GRUNT (MINION)

The greatest honor for an Orcish warrior is a glorious death in battle. Of course, they are more than happy to have as many victories as they can before then. After all, there are few enemies that are a true challenge for an Orc.



- **Skills (group only):** Coercion, Melee (Heavy), Vigilance
- **Talents:** None
- **Abilities:** None
- **Equipment:** Chainmail (+2 soak), greataxe (Melee [Heavy]; Damage 7; Critical 3; Range [Engaged]; Cumbersome 3, Pierce 2, Vicious 1)

SHAMAN (NEMESIS)

The shaman are the spiritual heart of the Horde. While the various shamanistic traditions between the Horde races vary, they all revere the elements and seek to keep the wild elemental spirits of Azeroth in balance. Their connection with the elements gives them great power, bringing water to save villages in drought and calling forth the power of the earth to crush those that would threaten the peoples of the Horde. They also possess the ability to speak to the spirits of their ancestors, using the element of Spirit to gain wisdom from those long passed from this world.



- **Skills:** Cool 2, Elemental 4, Knowledge (Lore) 3
- **Talents:** Second Wind 5 (once per encounter, the shaman may heal 5 strain as an incidental)
- **Abilities:** Spiritual Focus (a shaman adds ■ to Elemental checks they make for each Orc ally within short range)
- **Equipment:** Magic staff (add +4 damage to magic attacks; the first Range effect added to a spell does not increase its difficulty), beast-hide robes (+1 defense).

TAUREN WARRIOR (RIVAL)

These gentle giants are both some of the Horde's mightiest warriors and some of its gentlest souls. The Tauren have no love of bloodshed, and wish for nothing more than a peaceful existence in their new home of Mulgore. But if that existence is threatened, the normally peaceful Tauren are truly a force to be feared.



- **Skills (group only):** Cool 1, Melee (Heavy) 3, Perception 2, Survival 2, Vigilance 1
- **Talents:** None
- **Abilities:** Silhouette 2
- **Equipment:** Totem (Melee [Heavy]; Damage 9; Critical 4; Range [Engaged]; Concussive 1, Cumbersome 4, Inaccurate 1, Knockdown, Sunder), leather armor

TROLL HEADHUNTER (MINION)

The Trolls of the Darkspear and Revantusk tribes differ in many ways, but both honor the ancient warrior traditions of the troll people. Staying away from the massive weapons favored by the Orcs, Trolls prefer to strike their enemies down from afar, throwing axes or spears to take down their enemies so when they return for their weapons they can also claim a trophy from their victory; often an ear, or as their name would suggest, the head of their fallen enemy. These stats can also be used to represent the warriors of the various other troll tribes.



- **Skills (group only):** Cool, Melee (Light), Perception, Ranged
- **Talents:** Dual Wielder (may spend a maneuver to reduce the difficulty of two weapon combat checks), Strong Arm (thrown weapons have medium instead of short range)
- **Abilities:** None
- **Equipment:** 2 battleaxes (Melee [Light]; Damage 5; Critical 3; Range [Engaged]; Vicious 1) & 4 throwing axes (Ranged; Damage 5; Critical 3; Range [Medium]; Limited Ammo 1, Vicious 1) or 2 light spears (Melee [Light]; Damage 4; Critical 4; Range [Engaged]; Accurate 1, Defensive 1) & 4 throwing spears (Ranged; Damage 4; Critical 4; Range [Engaged]; Accurate 1, Limited Ammo 1) leather armor (+1 soak)

TROLL WITCH DOCTOR (RIVAL)

The witch doctors of the Trolls are some of the strangest spellcasters in Azeroth, at least in the eyes of an outsider. Their dark voodoo magic can be used to both curse and heal, their shadowy powers shrouding them in mystery. Some in the Horde question the witch doctor's dark magics, but few can doubt their results.



- **Skills (group only):** Discipline 1, Knowledge (Forbidden) 3, Melee (Light) 1, The Light 2
- **Talents:** Dark Insight (use Knowledge [Forbidden] to determine spell effects)
- **Abilities:** Hexing (troll witch doctors add **A** to any magic skill checks they make using the Curse action)
- **Equipment:** Bone staff (+4 damage to magic attacks; the first Range effect added does not increase difficulty; when used to cast a spell that inflicts 1 or more wounds, caster heals 1 wound), ceremonial dagger (Melee [Light]; Damage 4; Critical 3; Range [Engaged]; Accurate 1, Vicious 1) voodoo robes (1 defense)

THE SCOURGE

The endless undead legions of the Scourge serve as extensions of the Lich King's dark will, spreading the plague of undeath and seeking the end of all life. Most of the Lich King's minions are little more than mindless piles of bone or rotting flesh, driven by the Lich King's iron will, but some relish the opportunity to further the Lich King's plans, sinister Liches and dreadful Death Knights acting as generals for the army of the undead. Those who look into the faces of the armies of the Scourge look into the face of their own inevitable fates. For in the end, all will serve the one true king.



ABOMINATION (RIVAL)

One of the most horrific creations of the Scourge, the Abominations are the results of sewing together the bodies of numerous corpses, resulting in the creation of a massive monstrosity of flesh and death. While they lack any semblance of a mind, abominations more than make up for it with their pure destructive power.



- **Skills:** Athletics 2, Melee (Heavy) 2, Ranged 3
- **Talents:** Silhouette 3
- **Abilities:** Sweep Attack (may spend ☉ on a successful melee combat check to inflict one hit dealing the weapon's base damage on everyone [except the ogre!] engaged with the target)
- **Equipment:** Massive cleaver (Melee [Heavy]; Damage 9; Critical 3; Range [Engaged], Cumbersome 3, Pierce 2, Vicious 1), hooked chain (Ranged; Damage 7; Critical 5; Range [Short]; Ensnare 2, Knockdown)

BANSHEE (RIVAL)

When Arthas tore through Quel'Thalas, hundreds of thousands of High Elves were slaughtered. Among these were many elven rangers, who had been a thorn in Arthas's side throughout the invasion. He decided being raised as mindless minions was not punishment enough for them. He tortured and twisted their souls until all they could do was scream in pain and hatred. Unable to strike at the source of their true hatred, their spectral screams were turned into another weapon in the Scourge's arsenal.



- **Skills:** Brawl 3, Cool 1, Discipline 2, Ranged 2
- **Talents:** None
- **Abilities:** Ghostly (may move over or through terrain [including doors and walls] without penalty. Halve the damage dealt to the banshee before applying soak, unless the attack came from a magical source such as a spell or magical weapon), Terrifying (at the start of the encounter, all of its opponents must make a **Hard** [◆◆◆] **fear check** as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook), Undead (does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins)
- **Equipment:** Spectral claws (Brawl; Damage 3; Critical 1; Range [Engaged]; Breach 1), banshee cry (Ranged; Damage 6; Critical 5; Range [Medium]; Breach 1)



DEATH KNIGHT (NEMESIS)

Few can stand before the unholy might of the Death Knights, the ultimate champions of the Lich King. Once these monstrosities were great heroes, champions of virtue and justice. But now they serve only the Lich King, spreading terror and death wherever they go.



- **Skills:** Arcane 3, Cool 2, Discipline 3, Knowledge (Forbidden) 3, Melee (Heavy) 3, Melee (Light) 3, Resilience 2, Riding 3.
- **Talents:** Adversary 2 (upgrade difficulty of all combat checks against this creature twice), Frost Specialization (magic attacks gain the Ice effect with no increase in difficulty), Dark Insight (use Knowledge [Forbidden] to determine spell effects), Necromancy (when this character uses the conjure magic action, it gains the Summon Ally effect with no increase in difficulty. All creatures the character summons must be undead), Parry 3 (When a death knight suffers a hit from a melee combat check, after damage is calculated, they may take a Parry incidental. They suffer 3 strain and reduce the damage dealt by that hit by five), Improved Parry (When a death knight uses Parry to reduce the damage from a hit, after the attack is resolved, they may spend ☉☉☉ or ☉ from the attacker's check to use this talent. Then, the death knight automatically hits the attacker once with a Brawl or Melee weapon they are wielding. The hit deals the weapon's base damage, plus any damage from applicable talents or abilities)
- **Abilities:** Mounted Charge (a mounted death knight adds □□ to its first melee attack after performing a maneuver to engage the target in the same turn), Terrifying (at the start of the encounter, all of its opponents must make a **Hard** [◆◆◆] **fear check** as an out-of-turn incidental), Undead (does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins)
- **Equipment:** Cursed runeblade (Melee [Heavy]; Damage 10; Critical 2; Range [Engaged]; Defensive 1, Pierce 1, Reinforced, Superior, Unwieldy 3), battered armor (+2 soak, +1 defense), undead war mount

GHOUL (MINION)

These mindless minions of the Scourge exist only to feed. In death, they hunger for the flesh of the living, tearing apart their victims and feeding upon their corpses, until what remains is risen as yet another soldier in the endless army of the Scourge.



- **Skills (group only):** Athletics, Brawl, Vigilance
- **Talents:** None
- **Abilities:** Cannibalize (ghouls can recover wounds by eating the corpses of the slain, recovering 2 wounds for each round doing so), Savage (ghouls increase the damage of their attacks by 2 when targeting an immobilized foe), Undead (does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins)
- **Equipment:** Hooked claws (Brawl; Damage 6; Critical 3; Range [Engaged]); Ensnare 1), fangs (Brawl; Damage 5; Critical 3; Range [Engaged]); Vicious 1).

LICH (NEMESIS)

Once, these Liches were mortal spellcasters, fanatical servants of the Lich King, willing to fulfill his every whim. As reward for their service, he "blessed" them with eternal un-life as Liches. These powerful undead spellcasters are nearly impossible to kill, as their souls are bound within objects known as phylacteries. If they are destroyed but their phylactery is not, they will return to serve the Lich King once more.



- **Skills:** Arcana 4, Cool 2, Discipline 3, Knowledge (Forbidden) 4, Vigilance 2
- **Talents:** Adversary 2 (upgrade the difficulty of combat checks targeting this character once), Frost Specialization (magic attacks gain the Ice effect with no increase in difficulty), Dark Insight (use Knowledge [Forbidden] to determine spell effects), Necromancy (when this character uses the conjure magic action, it gains the Summon Ally effect with no increase in difficulty. All creatures the character summons must be undead)
- **Abilities:** Undead (does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins), Return from the Grave (If the Lich's phylactery is not destroyed, the Lich will return to life the next night after their death)
- **Equipment:** Bone staff (+4 damage to magic attacks; the first Range effect added does not increase difficulty; when used to cast a spell that inflicts 1 or more wounds, caster heals 1 wound), heavy robes (+1 defense), forbidden grimoire (a user with the Dark Insight talent can add the Additional Target and Enervate effects to Curse spells with no increase in difficulty).

NECROMANCER (RIVAL)

Mortal sorcerers who have delved to deep into forbidden magics, necromancers are dangerous foes. Some use these dark powers for their own selfish ends, while others are fanatical servants of the Lich King, leaders among the vile Cult of the Damned. These twisted magi dream of one day being rewarded for their service by being transformed into eternal Liches. Until that day, they continue to raise new undead minions to swell the endless ranks of the Scourge.



- **Skills:** Arcana 3, Cool 2, Discipline 2, Knowledge (Forbidden) 3, Melee (Light) 1, Vigilance 1
- **Talents:** Adversary 1 (upgrade the difficulty of combat checks targeting this character once), Frost Specialization (magic attacks gain the Ice effect with no increase in difficulty), Dark Insight (use Knowledge [Forbidden] to determine spell effects), Necromancy (when this character uses the conjure magic action, it gains the Summon Ally effect with no increase in difficulty. All creatures the character summons must be undead)
- **Abilities:** None
- **Equipment:** Bone staff (+4 damage to magic attacks; the first Range effect added does not increase difficulty; when used to cast a spell that inflicts 1 or more wounds, caster heals 1 wound), ceremonial dagger (Melee [Light]; Damage 4; Critical 3; Range [Engaged]; Accurate 1, Vicious 1), heavy robes (+1 defense), forbidden grimoire (a user with the Dark Insight talent can add the Additional Target and Enervate effects to Curse spells with no increase in difficulty)

SKELETAL WARRIOR (MINION)

The "rank and file" of the Scourge forces, these mindless skeletal minions exist only to obey. While not particularly strong or skilled, their numbers are nearly endless, and those they strike down are likely to join their ranks. When you see one skeletal warrior, an army is not far behind.



- **Skills (group only):** Melee (Light), Perception, Ranged, Resilience, Vigilance
- **Talents:** None
- **Abilities:** Undead (does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins), Undying (may spend ☠☠ from any check made by a PC to return one previously defeated Skeletal Warrior to an existing minion group, removing damage from the group accordingly. Spend ☠ to return two Reanimates to a minion group)
- **Equipment:** Rusted blade (Melee [Light]; Damage 5; Critical 3; Range [Engaged]), worn bow (Ranged; Damage 6; Critical 3; Range [Medium]), broken shield (Melee [Light]; Damage 2; Critical 6; Range [Engaged]; Defensive 1, Deflection 1, Knockdown, Inaccurate 1), antique mail (+1 soak)

SPECTER (RIVAL)

Many who die horrific deaths rise as vengeful specters, intent on seeking revenge on those who wronged them. Unfortunately for those slain by the Scourge, these spirits rarely find their vengeance. The Lich King does not only bind the shambling corpses of the dead to his will, he binds their very souls.



- **Skills:** Brawl 3, Cool 2, Discipline 2
- **Talents:** None
- **Abilities:** Ghostly (may move over or through terrain [including doors and walls] without penalty. Halve the damage dealt to the specter before applying soak, unless the attack came from a magical source such as a spell or magical weapon), Silhouette 2, Terrifying (at the start of the encounter, all of its opponents must make a **Daunting** [◆◆◆◆] **fear check** as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook), Undead (does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins)
- **Equipment:** Spectral claws (Brawl; Damage 2; Critical 1; Range [Engaged]; Breach 1)

ZOMBIE (MINION)

The lowest and weakest of the minions of the Scourge, the mindless zombies are still not to be underestimated. While one zombie is hardly a challenge, where there is one, more will follow. Many who believed themselves capable of battling the minions of the Scourge met their end at the bony claws of a zombie horde.



- **Skills (group only):** Brawl
- **Talents:** None
- **Abilities:** Undead (does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins)
- **Equipment:** Bony claws (Brawl; Damage 4; Critical 5; Range [Engaged]; Ensnare 1)

THE BURNING LEGION

The Burning Legion exists only for one purpose: the destruction of all things. Ruled by the Dark Titan Sargeras, the demons of the Burning Legion rain destruction and felfire upon any world they come across, killing all who will not submit, and corrupting those who will and adding them to their infinite demonic ranks. The Legion has invaded Azeroth twice now, and while they have been repelled both times, their eyes still watch Azeroth hungrily, waiting for the day when they can once again return in full force and destroy this world once and for all.

DOOMGUARD (RIVAL)

The Ered'ruin, also known as the Doomguard, are among the most brutal and savage of the servants of the Burning Legion. These winged demons serve as some of the Legion's elite soldiers, laying waste to all in their path.



- **Skills:** Fel 2, Knowledge (Forbidden) 2, Melee (Heavy) 2, Resilience 1, Vigilance 2
- **Talents:** None
- **Abilities:** Flyer (can fly; see page 100 of the Genesys Core Rulebook), Silhouette 2,
- **Equipment:** Flaming greatsword (Melee [Heavy]; Damage 8; Critical 2; Range [Engaged]; Defensive 1, Pierce 1, Unwieldy 3), demonic plate armor

DREADLORD (NEMESIS)

The Nathrezim, also known as the Dreadlords, are the most diabolical and cunning demons within the ranks of the Burning Legion. These vampiric monstrosities are masters of mental manipulation and domination and are constantly experimenting with new ways to bend others to the Legion's will. Once the Dreadlords acted as the jailors of the Lich King, but since the Legion's defeat at Mount Hyjal the remaining Nathrezim in Azeroth have went into hiding, scheming and preparing for their chance to strike back at the traitorous Lich King.



- **Skills:** Arcane 3, Brawl 2, Charm 2, Coercion 4, Cool 2, Deception 3, Discipline 3, Fel 3, Knowledge (Forbidden) 4
- **Talents:** Adversary 2 (upgrade difficulty of all combat checks against this creature twice), Dark Insight (use Knowledge [Forbidden] to determine spell effects), Necromancy (when this character uses the conjure magic action, it gains the Summon Ally effect with no increase in difficulty. All creatures the character summons must be undead)
- **Abilities:** Flyer (can fly; see page 100 of the Genesys Core Rulebook), Silhouette 2, Terrifying (at the start of the encounter, all of its opponents must make a **Hard** [◆◆◆] **fear check** as an out-of-turn incidental), Vampiric (When Dreadlords damage a target using their fangs or a magic attack, they heal wounds equal to the wounds inflicted)
- **Equipment:** Claws & fangs (Brawl; Damage 6; Critical 3; Range [Engaged]; Vicious 1)

EREDAR SORCERER (NEMESIS)

The Eredar of Argus were once one of the greatest civilizations in the universe. They were a beacon of wisdom, knowledge, and power, led by a triumvirate of great leaders, Velen, Archimonde, and Kil'jaeden. Then Sargeras came in disguise and promised the Eredar unlimited knowledge and power if they would join his crusade to cleanse the universe. Of the three, only Velen saw through Sargeras's lies. While Velen would flee with a group that would become known as the Draenei, the Eredar still on Argus were tortured and twisted into demonic generals, the strategists and masterminds of the Legion's Burning Crusade.



- **Skills:** Charm 2, Cool 2, Deception 3, Discipline 3, Fel 4, Knowledge (Forbidden) 4
- **Talents:** Adversary 3 (upgrade difficulty of all combat checks against this creature twice)
- **Abilities:** Silhouette 2
- **Equipment:** Forbidden grimoire (add the Additional Target and Enervate effects to Curse spells with no increase in difficulty), demonic robes

FELHOUND (MINION)

The blind hounds of the Burning Legion are among its most terrifying weapons, especially for the spellcasters of Azeroth. These devilish hounds hunger for one thing and one thing only: magic. Their snouts can smell magic in the air, while their barbed tentacles latch onto those with magic in their veins and drain it out of them, feeding upon the wonderful magical energies.



- **Skills (group only):** Brawl, Cool, Resilience, Vigilance
- **Talents:** Swift (a felhound does not spend additional maneuvers to move through difficult terrain)
- **Abilities:** Mana Drain (Against spellcasters or magical creatures, fellhounds can make an **Average** [◆◆] **Brawl check**. A successful check deals 4 strain plus 1 strain per ☼. ☼ can be spent to heal the fellhounds, while ☹ can be spent to create another fellhound in the minion group as the amount of magic becomes enough to split one into two separate fellhounds), Terrifying (at the start of the encounter, all of its opponents must make a **Hard** [◆◆◆] **fear check** as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook)
- **Equipment:** Claws and fangs (Brawl; Damage 6; Critical 3; Range [engaged]; Vicious 1), barbed tentacles (Brawl; Damage 5; Critical 2; Range [Engaged]; Ensnare 2, Linked 1).

FELGUARD (MINION)

The Felguard are members of the demonic mo'arg race and act as the rank-and-file of the Burning Legion's endless armies. These immense demonic soldiers desire only to serve and kill for the glory of Sargeras, finding joy in nothing else. Their massive halberds easily cleave through most armor, and few soldiers can match the strength and might of even the most common of the Legion's soldiers.



- **Skills (group only):** Melee (Heavy), Resilience, Vigilance
- **Talents:** None
- **Abilities:** Silhouette 2
- **Equipment:** Halberd (Melee [Heavy]; Damage 7; Critical 3; Range [Engaged]; Defensive 1, Pierce 3), demonic chainmail (+2 soak)

IMP (MINION)

The imps are tiny, devious creatures of blazing fellfire that live only to cause chaos wherever they go. They are certainly not among the strongest or most brilliant of the Legion's minions, but they can quickly become a great threat when massing in large numbers, as they always do.



- **Skills (group only):** Brawl, Cool, Fel, Knowledge (Forbidden)
- **Talents:** None
- **Abilities:** Silhouette 0
- **Equipment:** Claws (Brawl; Damage 3; Critical 3; Range [Engaged]; Vicious 1)

INFERNAL (RIVAL)

Massive beasts of stone and blazing fellfire, the Infernals act as living siege engines for the Burning Legion. Falling from the sky as blazing meteors, they crash with a force greater than any canon before rising to smash their way through any that stand against their diabolical masters. While not as devious as other races within the Legion, the Infernals are among the most feared of the Legion's minions for their sheer destructive might.



- **Skills (group only):** Athletics 2, Brawl 2, Resilience 3
- **Talents:** Adversary 1 (upgrade difficulty of all combat checks against this creature once), Flaming Aura (Anyone in engaged range with an infernal suffers 2 wounds each round, ignoring soak)
- **Abilities:** Silhouette 3
- **Equipment:** Massive flaming fists (Brawl; Damage 12; Critical 4; Range [Engaged]; Burn 2)

PIT LORD (NEMESIS)

The Annihilation, also known as the Pit Lords, are the Legion's mightiest military commanders. These colossal destroyers are as cruel as they are powerful, and revel in the destruction of all that exists. Their fel magics and massive blades cleave through all that stand in their way, their blood eternally burning with a hunger for yet more devastation.



- **Skills:** Athletics 2, Coercion 3, Fel 3, Knowledge (Forbidden) 2, Melee (Heavy) 4, Resilience 2
- **Talents:** Adversary 2 (upgrade difficulty of all combat checks against this creature twice)
- **Abilities:** Silhouette 3
- **Equipment:** Immense dual-bladed greatsword (Melee [Heavy]; Damage 10; Critical 2; Range [Engaged]; Defensive 2, Pierce 3, Vicious 3)



SATYR (RIVAL)

Once these goat-like demons were Night Elves, Highborne sorcerers in the service of Azshara. But when the Burning Legion came in the War of the Ancients, these sorcerers pledged themselves to the service of Sargeras and were in turn "rewarded" by being transformed into twisted vessel's of Sargeras's wrath. The Satyr have lost none of their mastery of magic, now wielding the power of Fel magic to destroy all who stand in their way.



- **Skills:** Coercion 2, Fel 3, Knowledge (Forbidden) 3, Melee (Light) 3
- **Talents:** None
- **Abilities:** None
- **Equipment:** Scimitar (Melee [Light]; Damage 6; Critical 3; Range [Engaged]; Defensive 1), demonic chain mail

SUCCUBUS (RIVAL)

The sayaad, also known as the succubi, have the most unique roll within the Burning Legion. Instead of acting as generals or weapons of destruction, the succubi relish in the corruption and torment of lesser races, using their wiles and charms to twist minds and hearts into the service of the Legion, while also sating their own lusts.



- **Skills:** Charm 3, Cool 2, Deception 3, Fel 2, Knowledge (Forbidden) 2, Perception 2
- **Talents:** None
- **Abilities:** Flyer, Deadly Distraction (a succubus decreases the difficulty of combat checks it makes that target a character immobilized or staggered by its Irresistible Allure by one), Irresistible Allure (as an action, a succubus may make an **Average** [◆◆] Charm check. If the check is successful, all characters within long range who can hear the siren's song suffer 1 strain per ✨. The succubus may spend ♠♠ to immobilize one affected character until the end of the following round, and spend ⚡ to stagger one affected character until the end of the following round. While a character is staggered by Irresistible Allure, they must spend all of their maneuvers to move closer to the succubus.
- **Equipment:** Claws (Brawl; Damage 6; Critical 3; Range [Engaged]; Vicious 1)

WARLOCK (RIVAL)

Like necromancers, many warlocks seek to uncover the secrets of forbidden magics to increase their own powers. Others serve as willing minions of the Burning Legion, using their Fel magic to open ever larger ways for the Legion's soldiers to find their way into Azeroth. Whatever their goals, warlocks are never to be underestimated, as they rarely fight without several demonic minions at their side.



- **Skills:** Cool 1, Fel 3, Knowledge (Forbidden) 3, Melee (Light) 1
- **Talents:** Adversary 1 (upgrade the difficulty of combat checks targeting this character once)
- **Abilities:** Telepathic Coordination (a warlock can perform a maneuver to add [] to the next check made by their demon minion in the encounter), Sacrifice (after inflicting wounds on a living creature [whether an enemy or ally], a warlock adds [] to their next magic skill check; after killing a living creature, a warlock instead upgrades the ability of their next magic skill check once)
- **Equipment:** Magic staff (add +4 damage to magic attacks; the first Range effect added to a spell does not increase its difficulty), sacrificial blade (Melee [Light]; Damage 4; Critical 3; Range [Engaged]; Vicious 1); heavy robes (+1 defense)

MINIONS OF THE OLD GODS

The Old Gods long ruled Azeroth from their Black Empire, their madness spreading across all Azeroth. While the Titans tore down the Black Empire, many of the slaves of the Old Gods survived, and still serve their dark masters. The maddening voices of the Old Gods have also crept into the minds of many, drawing new minions to their dark cause.

C'THRAXXI WARBRINGER (NEMESIS)

The C'Thraxxi were among the greatest generals in the Old God's ancient empire. Not many of them still live, those that remain are still mighty, massive creatures with a mastery of both battle and the powers of Shadow.



- **Skills:** Brawl 3, Coercion 2, The Light 3, Knowledge (Forbidden) 4
- **Talents:** Adversary 2 (upgrade the difficulty of combat checks targeting this character three times)
- **Abilities:** Dark Insight (use Knowledge [Forbidden] to determine spell effects), Silhouette 3
- **Equipment:** Massive claws (Brawl; Damage 10; Critical 3; Range [Engaged]; Vicious 2)

ELEMENTAL (RIVAL)

The wild elementals of Azeroth have served many masters over the millenia, though they have loved none of them. The spirits of fire, water, earth, and air are living embodiments of the elemental energies of Azeroth, as wild and unpredictable as the world itself.



- **Skills:** Brawl 2, Cool 2, Elemental 2, Knowledge (Lore) 2, Stealth 2, Vigilance 2
- **Talents:** None
- **Abilities:** Amorphous (as an incidental, a minor elemental may increase or decrease its silhouette by 1), Inconspicuous (a minor elemental in a natural environment appears indistinguishable from an ordinary example of its element; a character can make a **Hard** [◆◆◆] **Perception** or **Vigilance** check to identify a minor elemental)
- **Equipment:** Elemental fists (Brawl; Damage 6; Critical 3; Range [Engaged]; Burn 1 [flame elemental only], Ensnare 1 [ice elemental only], Linked 1, Stun 5 [lightning elemental only])



ELEMENTAL PRINCE (NEMESIS)

The greatest of the elementals, the Elemental Princes are below only the Elemental Lords themselves in power and might. These powerful beings rule over the lesser elementals, serving both the whims of the Elemental Lords and their own endless schemes.



- **Skills:** Brawl 3, Charm 3, Cool 3, Deception 4, Discipline 4, Elemental 4, Knowledge (Lore) 4, Melee (Light) 3, Negotiation 4, Vigilance 3
- **Talents:** Adversary 3 (upgrade the difficulty of combat checks targeting this character three times)
- **Abilities:** Airborne (can fly; see page 100 of the Genesys Core Rulebook), Shapeshifter (once per round as an incidental, an Elemental Prince may increase or decrease its silhouette by 1 and change its appearance to that of any character or creature of its current silhouette), Silhouette 3
- **Equipment:** Conjured scimitar (Melee [Light]; Damage 9; Critical 2; Range [Engaged]), elemental claws (Brawl; Damage 6; Critical 3; Range [Engaged]; Vicious 2).

FACELESS ONE (MINION)

The n'raqi, aka the Faceless Ones, strange and deadly servants of the Old Gods. These mindless slaves exist only to serve, living nightmares birthed to slaughter all who challenge the will of their dark masters.



- **Skills (group only):** Brawl, Knowledge (Forbidden), The Light, Vigilance
- **Talents:** Dark Insight (use Knowledge [Forbidden] to determine spell effects)
- **Abilities:** None
- **Equipment:** Tentacles (Brawl; Damage 7; Critical 4; Range [Engaged]; Ensnare 2, Vicious 1), leather armor

SILITHID REAVER (MINION)

The insectoid Silithid are lesser spawn of the Qiraji, ancient servants of the Old Gods. Lacking the devious intellect of the Qiraji, the Silithid swarms are still a force to be reckoned with, as their nearly endless numbers are enough to overcome almost any army in their mindless servitude to the Old Gods.



- **Skills (group only):** Brawl, Stealth
- **Talents:** None
- **Abilities:** None
- **Equipment:** Mandibles (Brawl; Damage 6; Critical 3; Range [Engage]; Vicious 1)

SILITHID WASP (RIVAL)

While the reavers fill the endless legions of the Silithid swarms, the wasps fill the skies with death, their venomous stingers a truly deadly threat to any seeking to face them.



- **Skills:** Brawl 2, Cool 3, Coordination 2, Perception 1, Stealth 2
- **Talents:** Venomous Stinger (A character wounded by a silithid wasp's stinger must make a **Hard** [◆◆◆] **Resilience** check as an out-of-turn incidental or suffer 4 additional wounds, and must check again on their next turn if the check generates ☒)
- **Abilities:** Flyer (can fly; see page 100 of the Genesys Core Rulebook)
- **Equipment:** Mandibles (Brawl; Damage 7; Critical 3; Range [Engaged]; Vicious 1), stinger (Brawl; Damage 6; Critical 2; Range [Engaged]; Pierce 2, Vicious 3)

TWILIGHT HAMMER CULTIST (RIVAL)

Not all those who serve the Old Gods are ancient servants from the days of the Black Empire. The whispers of the Old Gods have found their way into the minds of many mortals across Azeroth, driving them to madness and blind obedience in an effort to bring about the Hour of Twilight, the prophesied end of all things.



- **Skills:** Coercion 2, Cool 1, The Light 2, Knowledge (Forbidden) 3, Melee (Light) 1
- **Talents:** Dark Insight (use Knowledge [Forbidden] to determine spell effects), Improved Scathing Tirade (use this talent to make an Average Coercion check; for each Success, one opponent within short range suffers 1 strain; for each Advantage, one affected opponent suffers 1 additional strain; all opponents affected add one Setback die to all skill checks they make for the following three rounds)
- **Abilities:** None
- **Equipment:** Magic staff (add +4 damage to magic attacks; the first Range effect added to a spell does not increase its difficulty), sacrificial blade (Melee [Light]; Damage 4; Critical 3; Range [Engaged]; Vicious 1); heavy robes (+1 defense)

OTHER FACTIONS AND THREATS

There are many peoples and beings throughout the world of Azeroth, from the majestic Dragonflights to the mysterious and savage Night Elves. Many of these, such as the Troll Empires and the Forsaken, can be predominantly represented using the stats of adversaries already presented in previous sections, still many others are a thing all their own.

ANCIENT PROTECTOR (NEMESIS)

Not to be confused with the Wild Gods also known as Ancients, the Ancient Protectors are also great spirits of nature, but instead of taking the shape of great animals, they take the shapes of immense walking trees. These protectors guard the ancient forests of Ashenvale, working alongside the Night Elven Sentinels and druids in protecting the wilds.



- **Skills:** Brawl 3, Knowledge (Lore) 3, Resilience 2, Survival 3, Vigilance 2
- **Talents:** Adversary 2 (upgrade difficulty of all combat checks against this creature twice)
- **Abilities:** Silhouette 3, Sweep Attack (on a successful Brawl or Melee check, an Ancient can spend ♠♠ per target to hit additional targets engaged with the first target)
- **Equipment:** Huge limbs (Brawl; Damage 10; Critical 4; Range [Short]; Knockdown, Prepare 1)

ASSASSIN (NEMESIS)

There are many in Azeroth who follow the path of the assassin. From criminals such as the members of the Syndicate or the Defias Brotherhood to official operatives such as the Alliance's SI:7, these devious individuals use their skills and wits to fulfill their purposes, whatever those purposes may be. Few trust these dark dealers of death, but with the right funds, or perhaps some other means of persuasion, those you want gone might suddenly find themselves with a knife in the back.



- **Skills:** Cool 2, Coordination 3, Deception 3, Medicine 2, Melee (Light) 2, Perception 2, Ranged 2, Skulduggery 3, Stealth 4, Vigilance 3
- **Talents:** Adversary 1 (upgrade the difficulty of checks targeting this enemy once), Backstab (may target an unaware target with a combat check using a Melee [Light] weapon and the Skulduggery skill instead of the Melee [Light] skill. If successful, the attack deals +2 damage per ✨, instead of +1), Precision Strikes (use Cunning in place of Brawn for Brawl and Melee [Light] checks)
- **Abilities:** Lightning Draw (may draw or sheathe a dagger or similar small weapon as an incidental; there is no limit to how many weapons an assassin can ready this way per turn), Poisoner (as an incidental, may apply poison to all weapons. A character wounded by a poisoned weapon must make a **Hard** [◆◆◆] Resilience check as an out-of-turn incidental or suffer 4 additional wounds, and must check again on their next turn if the check generates ☒), Vanish (after performing a check, may spend ♠♠ or ⚔ to hide from all other characters in the encounter)
- **Equipment:** Two punch daggers (Melee [Light]; Damage 5; Critical 2; Range [Engaged]; Accurate 1), three daggers (Ranged; Damage 5; Critical 3; Range [Short]; Accurate 1; Limited Ammo 3), bow (Ranged; Damage 7; Critical 3; Range [Medium]; Unwieldy 2), a variety of concealing cloaks.

CENTAUR (MINION)

The war-like centaur of Kalimdor have been enemies of the peaceful Tauren for centuries. They love nothing more than death and bloodshed, killing any that stand in the way of their great warherds. They hate the Tauren and all outsiders with burning hatred, believing that it is their destiny to conquer all of Kalimdor.



- **Skills:** Brawl, Melee (Heavy), Ranged
- **Talents:** Swift (a centaur does not spend additional maneuvers to move through difficult terrain)
- **Abilities:** Silhouette 2
- **Equipment:** Bow (Ranged; Damage 7; Critical 3; Range [Medium]; Unwieldy 2), war spear (Melee [Light]; Damage 6; Critical 2; Range [Engaged]; Defensive 1, Pierce 2), leather armor

DEMON HUNTER (NEMESIS)

Illidan Stormrage is known for many things, his title of Betrayer greatest among them. But he was also a powerful enemy of the Burning Legion. Illidan delved into the secrets of Fel magic and learned to turn that chaotic power against its supposed masters, wielding felfire and blade to cleave through demon after demon. He taught his secrets to a select few, an order of blind, Fel-imbued elven warriors known as Demon Hunters, who above all else are devoted to the destruction of the Burning Legion.



- **Skills:** Cool 2, Coordination 3, Fel 3, Knowledge (Forbidden) 4, Melee (Light) 2, Perception 2, Stealth 3, Vigilance 3
- **Talents:** Adversary 2 (upgrade the difficulty of checks targeting this enemy once), Precision Strikes (use Cunning in place of Brawn for Brawl and Melee [Light] checks)
- **Abilities:** Improved Quick Draw (may draw or sheathe a weapon as an incidental twice per round), Vanish (after performing a check, may spend ♠♠ or ⚔ to hide from all other characters in the encounter)
- **Equipment:** 2 warglaives (Melee [Light]; Damage 6; Critical 2; Range [Engaged]; Pierce 1, Unwieldy 3, Vicious 2)



DRAGON (NEMESIS)

The majestic Dragonflights, led by the immortal Dragon Aspects, have long been the greatest of Azeroth's defenders. Dragons are massive and terrifying creatures, but they are also far more than that. They are powerful spellcasters, bound to the natural energies of Azeroth itself, capable of magics few others are. These stats can be easily modified to represent members of any Dragonflight, from the maddened black dragons to the benevolent red dragons, and even to the bronze dragons, the guardians of time itself.



- **Skills:** Arcane 4, Brawl 4, Charm 3, Coercion 4, Cool 3, Discipline 4, Knowledge (Lore) 4, Ranged 4, Resilience 4, Vigilance 3
- **Talents:** Adversary 3 (upgrade difficulty of all combat checks against this creature twice), Swift (a dragon does not spend additional maneuvers to move through difficult terrain)
- **Abilities:** Claw Sweep (a dragon can spend Δ per target to hit additional targets engaged with the first target), Flyer (can fly; see page 100 of the Genesys Core Rulebook), Silhouette 4, Terrifying (at the start of the encounter, all of its opponents must make a **Daunting** [◆◆◆◆] fear check as an out-of-turn incidental)
- **Equipment:** Fiery breath (Ranged; Damage 16; Critical 3; Range [Medium]; Blast 16, Burn 3, Prepare 1), claws (Brawl; Damage 17; Critical 2; Range [Engaged]; Knockdown, Sunder, Vicious 5)



DRAGON WHELP (MINION)

Even at their weakest, dragons are not to be underestimated. While hatchlings are not nearly as strong as their older counterparts, they still are more than capable of defending themselves against those who would seek them harm. And if someone were to do harm to a whelp, their greater brethren will likely come seeking retribution.



- **Skills (group only):** Arcane, Brawl, Knowledge (Lore), Ranged
- **Talents:** Swift (a dragon whelp does not spend additional maneuvers to move through difficult terrain)
- **Abilities:** Flyer (can fly; see page 100 of the Genesys Core Rulebook), Silhouette 0
- **Equipment:** Fiery breath (Ranged; Damage 6; Critical 3; Range [Short]; Blast 6, Burn 2, Prepare 1), claws (Brawl; Damage 6; Critical 3; Range [Engaged]; Vicious 2)

DRAKE (RIVAL)

While lacking the knowledge and power of fully-grown dragons, the younger dragons known as drakes are still incredibly dangerous for those who dare to challenge them. They often act as messengers and representatives for their elder brethren, who often have far greater concerns.



- **Skills:** Arcane 2, Brawl 2, Cool 3, Knowledge (Lore) 2, Ranged 2, Resilience 2, Vigilance 3
- **Talents:** Swift (a drake does not spend additional maneuvers to move through difficult terrain)
- **Abilities:** Flyer (can fly; see page 100 of the Genesys Core Rulebook), Silhouette 3, Terrifying (at the start of the encounter, all of their opponents must make a **Hard** [◆◆◆] fear check as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook)
- **Equipment:** Fiery breath (Ranged; Damage 8; Critical 3; Range [Short]; Blast 8, Burn 2, Prepare 1), claws (Brawl; Damage 8; Critical 3; Range [Engaged]; Vicious 2)

DRYAD (RIVAL)

The half-elven, half-deer dryads are spirits of the the forests of Azeroth, the daughters of the legendary demigod Cenarius. These light-hearted sprites love nature more than anything else, their songs and laughter filling the forests of Ashenvale. But despite their apparent innocence, the beautiful forest spirits are fierce warriors when their beloved forests are threatened.



- **Skills:** Knowledge (Lore) 2, Melee (Light) 3, Nature 2, Ranged 2, Survival 3
- **Talents:** Envenomed weapons (as an incidental, may apply poison to all weapons. A character wounded by a poisoned weapon must make a **Hard** [◆◆◆] **Resilience check** as an out-of-turn incidental or suffer 4 additional wounds, and must check again on their next turn if the check generates ☒), Swift (a dryad does not spend additional maneuvers to move through difficult terrain)
- **Abilities:** None
- **Equipment:** Light spear (Melee [Light]; Damage 4; Critical 4; Range [Engaged]; Accurate 1, Defensive 1), 4 throwing spears (Ranged; Damage 4; Critical 4; Range [Medium]; Accurate 1, Limited Ammo 1)

ELVEN ARCHER (MINION)

Few are better with a bow than the noble race of the elves. Night Elves, High Elves, and Blood Elves alike are all masters of archery. The elven archers are more at home in their native woodlands than anywhere else, often seeming to become one with the trees. Those who have dared attack elven lands have learned first-hand the deadly skill of elven archers.



- **Skills (group only):** Cool, Melee (Light), Perception, Ranged, Stealth, Survival
- **Talents:** None
- **Abilities:** None
- **Equipment:** Reinforced leather (1 defense, +1 soak), longbow (Ranged; Damage 8; Critical 3; Range [Long]; Unwieldy 3), sword (Melee [Light]; Damage 6; Critical 2; Range [Engaged], Defensive 1)

ELVEN DRUID (NEMESIS)

The druids of the Cenarion Circle are bound to the woodlands and forests of Azeroth. They are tied to the land in a way few others have, wielding the power of nature itself to heal the world of its many wounds. While the great majority of the druids are Night Elves, there are many Tauren among their ranks as well, and a with a few edits these stats can be used to represent them as well.



- **Skills:** Brawl 3, Cool 2, Discipline 2, Knowledge (Lore) 4, Nature 4
- **Talents:** Adversary 2 (upgrade the difficulty of checks targeting this enemy once), Natural Communion (elven druids do not increase the difficulty of the Conjure magic action for the Summon Ally upgrade, though they must summon native flora or fauna)
- **Abilities:** None
- **Equipment:** Magic staff (the first Range effect added to a spell does not increase its difficulty; increase damage of Attack spells by +4), robes (+1 defense)

ELVEN RANGER (RIVAL)

The rangers of Night, High, and Blood Elves know the woods like few others ever would. They are masters of the wilds and the bow and are duty-bound to protect their woodland homes. While times have been hard for all the elven kindreds these past years, the rangers have not abandoned their beloved homelands, or their eternal duty to their people. These stats can also be easily be modified to represent Sylvanas's undead Dark Rangers as well.



- **Skills:** Cool 2, Melee (Light) 3, Perception 3, Ranged 4, Stealth 3, Survival 4
- **Talents:** Finesse (use Agility instead of Brawn for Melee [Light] checks)
- **Abilities:** None
- **Equipment:** Reinforced leather (1 defense, +1 soak), elven longbow (Ranged; Damage 7; Critical 2; Range [Long]; Unwieldy 3), 2 elven swords (Melee [Light]; Damage 5; Critical 1; Range [Engaged], Defensive 1)

FORSAKEN APOTHECARY (RIVAL)

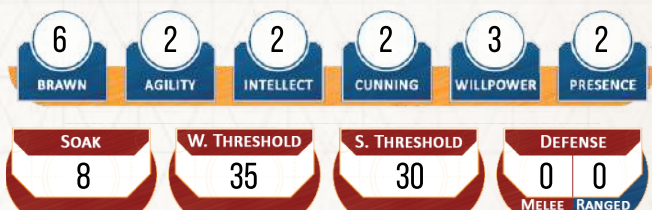
Among the Forsaken, few are more respected, needed, or feared than the Apothecaries. These "healers" have many roles, from repairing the broken bodies of the Forsaken to the creation of ever newer and deadlier poisons and Blight to use against the many enemies of the Forsaken.



- **Skills:** Alchemy 3, Cool 2, Medicine 3, Melee (Light) 1, Perception 3, Ranged 1
- **Talents:** Poisoner (as an incidental, may apply poison to all weapons. A character wounded by a poisoned weapon must make a **Hard [◆◆◆] Resilience check** as an out-of-turn incidental or suffer 4 additional wounds, and must check again on their next turn if the check generates ☒)
- **Abilities:** None
- **Equipment:** Dagger (Melee [Light]; Damage 2; Critical 3; Range [Engaged]); 5 blight grenades (Ranged; Damage 6; Critical 3; Range [Short]; Anti-Undead, Blast 6, Burn 3), robes (+1 defense)

GIANT (NEMESIS)

Few can challenge the strength of these immense beings, whose footsteps make the very earth itself shake. From the peaceful Mountain Giants of Kalimdor to the unholy Flesh Giants of the Scourge and even the monstrous Gromm of Outland, giants come in many varieties, but all are massive creatures that most would do best to steer far away from.



- **Skills:** Athletics 2, Brawl 3, Melee 2, Resilience 2
- **Talents:** Adversary 2 (upgrade difficulty of all combat checks against this creature twice)
- **Abilities:** Giant Stomp! (Brawl attacks that giants make have a Critical rating of 3, and if they inflict Critical Injuries +40 is added to the resulting Critical Injury result), Silhouette 3, Sweep Attack (on a successful Brawl or Melee check, a giant can spend ♠♠ per target to hit additional targets engaged with the first target)
- **Equipment:** Huge club (Brawl; Damage 12; Critical 2; Range [Short]; Knockdown, Prepare 1)



GNOLL (MINION)

The Gnolls that live in the various lands of the Eastern kingdoms are as wild and savage as the hyenas they resemble. They have long been a thorn in the side of the various human kingdoms, though they rarely have anything close to enough unity to ever be a true threat.



- **Skills (group only):** Athletics, Brawl, Melee (Light), Perception, Survival
- **Talents:** None
- **Abilities:** None
- **Equipment:** Battleaxe (Melee [Light]; Damage 6; Critical 3; Range [Engaged]; Vicious 1), shield (Melee [Light]; Damage 3; Range [Engaged]; Defensive 1, Deflection 1, Inaccurate 1, Knockdown), scavenged chainmail (+2 soak)

GOBLIN MERCHANT (RIVAL)

There is nothing that goblins love more than money. Everything they do, from their inventions to their various business ventures, is centered on the acquisition of funds. Goblin merchants are experts of the goblins' favorite past time, scheming their way to ever greater riches.



- **Skills:** Alchemy 1, Charm 2, Cool 2, Deception 2, Mechanics 1, Negotiation 3, Perception 2
- **Talents:** None
- **Abilities:** Silhouette 0, Shrewd Deals (when selling goods legally or illegally, gain 10% more gold)
- **Equipment:** None

GOLEM (RIVAL)

Forged from strong stone or metal and powerful arcane magics, the mighty golems are essentially walking siege engines, serving the will of whatever mage crafted them. From the arcane golems of Quel'Thalas to the stone golems of the Dark Iron Dwarves, these unliving guardians are truly mighty forces.



- **Skills:** Athletics 2, Cool 2, Brawl 3, Resilience 3, Vigilance 2
- **Talents:** Adversary 1 (upgrade the difficulty of checks targeting this enemy once)
- **Abilities:** Silhouette 2
- **Equipment:** Stone fists (Brawl; Damage 7; Critical 4; Range [Engaged]; Concussive 1, Disorient 3, Linked 1)

KOBOLD (MINION)

The rat-like kobolds can be found in many mines and tunnels throughout Azeroth, their love of shiny things matched only by their love for their candles. They will readily murder anyone who dares touch their candles, or who they imagine might try to.



- **Skills (group only):** Athletics, Brawl, Melee (Light), Stealth
- **Talents:** None
- **Abilities:** Pack Tactics (when using the assist maneuver, kobolds add $\square\square$ instead of \square)
- **Equipment:** Pickaxe (Melee [Light]; Damage 3; Critical 2; Range [Engaged]; Pierce 2), leather armor (+1 soak)

MURLOC (MINION)

The frog-like murlocs are a simple race from deep beneath the ocean, though many have villages on the shores of various areas of Azeroth. Often they are slaves to the sinister naga, but many have their own independent tribes. They are not generally friendly to other races, and most think they are little more than beasts, though Brann Bronzebeard of the Explorer's Guild claims they are smarter than most believe.



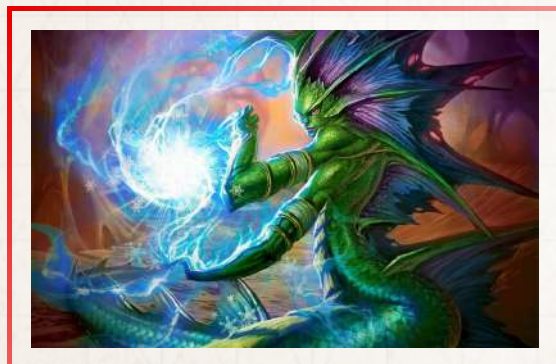
- **Skills (group only):** Athletics, Brawl, Melee (Light), Survival
- **Talents:** None
- **Abilities:** Aquatic (a murloc never treats water as difficult terrain and can breathe underwater)
- **Equipment:** Light spear (Melee [Light]; Damage 5; Critical 4; Range [Engaged]; Accurate 1, Defensive 1)

NAGA SIREN (RIVAL)

The vile naga have served the Old Gods for millenia from their cities beneath the waves. Among them are the naga sirens, powerful sorceresses who use their magic to sing enchanted songs, luring those who dare to sail across their seas to their doom.



- **Skills:** Arcane 2, Charm 3, Cool 2, Knowledge (Lore) 2, Perception 3
- **Talents:** None
- **Abilities:** Aquatic (a naga siren never treats water as difficult terrain and can breathe underwater), Deadly Distraction (a siren decreases the difficulty of combat checks it makes that target a character immobilized or staggered by its Irresistible Song by one), Irresistible Song (as an action, a naga siren may make an **Average** $\blacklozenge\blacklozenge$ **Charm** check. If the check is successful, all characters within long range who can hear the siren's song suffer 1 strain per \star . The naga siren may spend $\heartsuit\heartsuit$ to immobilize one affected character until the end of the following round, and spend \clubsuit to stagger one affected character until the end of the following round. While a character is staggered by Irresistible Song, they must spend all of their maneuvers to move closer to the siren.
- **Equipment:** Claws (Brawl; Damage 6; Critical 3; Range [Engaged]; Vicious 1)



OGRE WARRIOR (RIVAL)

The warriors of the ogre clans are among the strongest of all the mortal races. They believe in strength above all else, their society built on rule by the strongest, with weaker ogres cast out from their clan. Once they served the Horde, but now they serve only themselves and their chieftains.



- **Skills:** Athletics 2, Melee (Heavy) 3, Resilience 2
- **Talents:** None
- **Abilities:** Silhouette 2
- **Equipment:** Immense club (Melee [Heavy]; Damage 10; Critical 4; Range [Engaged], Disorient 2, Knockdown), scavenged armor (+2 soak)

PIRATE (MINION)

The Bloodsail Buccaneers are not the only pirates on Azeroth, but they are the most well-known by far. Pirates care little for laws or rules, caring only for how much gold they can stuff into their bags. These sea-borne bandits strike against any and all whom they believe they can take more gold.



- **Skills (group only):** Brawl, Cool, Coordination, Melee (Light), Ranged
- **Talents:** Quick Draw (may draw a weapon as an incidental once per round)
- **Abilities:** None
- **Equipment:** Cutlass (Melee [Light]; Damage 6; Critical 2; Range [Engaged]; Defensive 1), pistol (Ranged; Damage 6; Critical 2; Range [Short]; Inaccurate 1, Pierce 2, Prepare 1, Vicious 1)

PRIESTESS OF ELUNE (NEMESIS)

The Sisterhood of Elune are an order of holy warriors, a mixture of priesthood and soldiers who serve only the will of the Night Elven moon goddess Elune. The all-female holy order constantly strive to heal and protect their beloved people from any and all threats that face them.



- **Skills:** Athletics 2, Knowledge (Lore) 4, Ranged 3, The Light 3
- **Talents:** Adversary 2 (upgrade the difficulty of checks targeting this enemy once)
- **Abilities:** None
- **Equipment:** Longbow (Ranged; Damage 8; Critical 3; Range [Long]; Unwieldy 3), holy icon (adding Divine only effects increase spell difficulty one less than normal, when casting a Heal spell, number of wounds healed is increased by 2), reinforced leather (+1 soak, +1 defense)

REVENANT (RIVAL)

These elite elementals are bound to specific locations, most often as protectors of objects of great power. It was a group of such beings that protected the cursed runeblade Frostmourne, and many other revenants continue similar vigils, some seeking to protect the weapons they guard, others seeking to protect mortals from those weapons.



- **Skills:** Cool 2, Elemental 2, Knowledge (Lore) 2, Melee (Heavy) 2, Stealth 2, Vigilance 2
- **Talents:** None
- **Abilities:** Inconspicuous (a revenant in a natural environment appears indistinguishable from an ordinary example of its element; a character can make a **Hard** [◆◆◆] **Perception** or **Vigilance check** to identify a minor elemental)
- **Equipment:** Elemental blade (Brawl; Damage 8; Critical 3; Range [Engaged]; Burn 1 [flame revenant only], Ensnare 1 [ice & death revenant only], Linked 1, Stun 5 [lightning revenant only]), elemental armor (+2 soak, +1 defense)

ROGUE (RIVAL)

Not quite on the level of true assassins, rogues are still masters of the shadows. They are skilled thieves and cutthroats, capable of defeating enemies much stronger than they and escape the notice of all but the most keen-eyed watchers.



- **Skills:** Cool 2, Coordination 2, Melee (Light) 2, Skulduggery 3, Stealth 3
- **Talents:** Backstab (may target an unaware target with a combat check using a Melee [Light] weapon and the Skulduggery skill instead of the Melee [Light] skill. If successful, the attack deals +2 damage per ✨, instead of +1), Precision Strikes (use Cunning in place of Brawn for Brawl and Melee [Light] checks)
- **Abilities:** Poisoner (as an incidental, may apply poison to all weapons. A character wounded by a poisoned weapon must make a **Hard** [◆◆◆] **Resilience check** as an out-of-turn incidental or suffer 4 additional wounds, and must check again on their next turn if the check generates ☒), Vanish (after performing a check, may spend ♠♠ or ☉ to hide from all other characters in the encounter)
- **Equipment:** 2 daggers (Melee [Light]; Damage 3; Critical 4; Range [Engaged]), leather armor (+1 soak)

SAVAGE WORGEN (RIVAL)

Once these wolf-like beasts were ordinary humans, loyal members of the Alliance. But after the mad Archmage Arugal unleashed the worgen from the depths of the Emerald Dream, those bitten by the beasts soon transformed into worgen themselves, losing their minds to savagery and bloodlust.



- **Skills (group only):** Athletics, Brawl, Cool, Stealth, Survival
- **Talents:** None
- **Abilities:** The Worgen Curse (humans bitten by a Worgen have to make a **Hard** [◆◆◆] **Resilience check**. If they fail the check, they will begin the transformation into a worgen, a process that takes 3 days to complete)
- **Equipment:** Claws & fangs (Brawl; Damage 5; Critical 3; Range [Engaged]; Vicious 1)

TREANT (MINION)

When the woodlands are threatened, often the trees themselves will rise up to defend the forests. Treants are the spirits of the trees themselves, striding to the defense of their woodland homes against any who would assault them.



- **Skills (group only):** Brawl, Knowledge (Lore), Nature, Survival
- **Talents:** None
- **Abilities:** Cage of Roots (once per round after a character moves within medium range of the treant, the treant may perform an out-of-turn incidental to immobilize that character for the remainder of the encounter. As an action an immobilized character can attempt an **Average** [◆◆] **Athletics check** on their turn to no longer be immobilized)
- **Equipment:** Limbs (Brawl; Damage 6; Critical 4; Range [Engaged]; Knockdown)

TROGG (MINION)

The monstrous troggs are believed by some to be failed experiments of the Titans. If that is so, these stone-skinned monsters have little love of their Dwarven and Gnomish cousins, as they often seek to destroy them in any chance they get.



- **Skills (group only):** Brawl, Melee (Light), Resilience, Survival
- **Talents:** None
- **Abilities:** None
- **Equipment:** Cudgel (Melee [Light]; Damage 6; Critical 3; Range [Engaged]; Sunder)

WENDIGO (RIVAL)

The yeti and wendigo of the northern reaches of the world are massive, wild, territorial beasts. Their white fur blends in with the snows of their icy homes, making them nigh impossible to see when they stalk their prey despite their great size. These creatures are certainly not a challenge for the faint of heart.



- **Skills:** Athletics 4, Brawl 4, Coercion 4, Resilience 4, Stealth 3, Vigilance 3
- **Talents:** Adversary 1 (upgrade the difficulty of combat checks targeting this character once)
- **Abilities:** Blood Frenzy (while at least one opponent in an encounter is suffering a Critical Injury, a Wendigo increases the base damage of its attacks by 2), Terrifying (at the start of the encounter, all of its opponents must make a **Hard** [◆◆◆] **fear check** as an out-of-turn incidental, as per page 243 of the Genesys Core Rulebook)
- **Equipment:** Fangs (Brawl; Damage 6; Critical 2; Range [Engaged]; Vicious 2), claws (Brawl; Damage 8; Critical 3; Range [Engaged]; Knockdown).



APPENDIX: THE FUTURE OF AZEROTH

Adventures in Azeroth was written with the idea that the majority of the adventures using this book would take place in the time period following the events of Warcraft III and before the events of World of Warcraft. While this particular period is especially rife with opportunities for interesting and unique storytelling, there are many other periods in Azeroth's long history that many would love to play in, outside of the restrictions placed on one within MMOs.

And since I will soon be GMing a campaign that takes place during the events of World of Warcraft: Battle for Azeroth, known in-universe as The Blood War, I decided I might as well add in various options specific to those future time periods. However, I do not intend to go into as much depth here as I did in the main document, as neither you nor I have the time to describe in detail everything that has happened since World of Warcraft first launched back in 2004. This is more of just a basic resource for races, items, and other special rules related to the events of World of Warcraft.

MORE RACES OF AZEROTH

MURLOCS

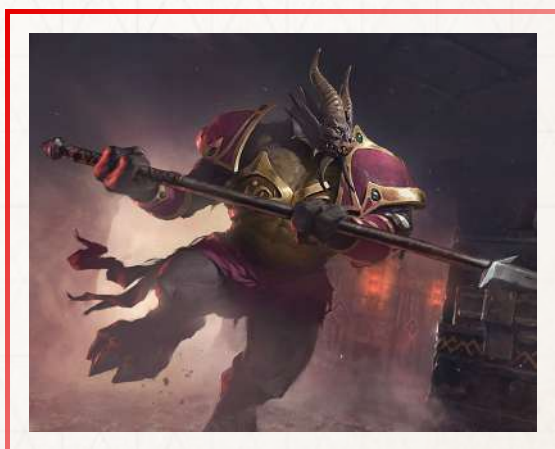
Murlocs are a race of savage fish people that have long lived in villages along the shores of Azeroth. While Murlocs have been around for quite a while now, only recently have we seen examples of Murlocs working alongside the other races of Azeroth. Strange as it is, "King" Mrgl-Mrgl and the young Murky have shown us it is possible. The language barrier might be an issue here, but it also might make for some fun RP opportunities.



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 90 XP
- **Starting Skills:** Murlocs begin with one rank in Vigilance. You still cannot train their Vigilance above rank 2 during character creation.
- **Aquatic:** Murlocs can breathe underwater and suffer no penalties for moving through water.
- **Aaaaaughibbrgubugbugrubble!:** Murlocs are incapable of speaking Common and most other languages. This language barrier can make things difficult unless someone in the party happens to speak Nerglish (the language of the Murlocs) or the Murloc has some sort of magical talisman that translates for them.

DRAKONID

Mighty as the dragons are, they cannot do their sacred duties alone. Mortals that enter into the service of the Dragonflights are empowered to better serve their draconic masters, growing into large half-dragon creatures that are not to be underestimated. In recent years dragons have worked far more openly with the mortal races in the past, allowing their servants to play a larger role in the fates of Azeroth.



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 70 XP

RED DRAKONID

The Red Dragonflight, the fire-breathing guardians of Life, have long been Azeroth's staunchest defenders, using their power to heal the world's hurts and destroy those that threaten life.

- **Starting Skills:** Red Drakonid start with 1 rank in Nature. You still cannot train their Nature above rank 2 during character creation.
- **Claws and Fangs:** Drakonid add +2 damage to any unarmed Brawl combat checks they make. Their unarmed Brawl combat checks also gain Vicious 1 and have a critical rating of 3.
- **Blessing of Life:** Heal spells cast by Red Drakonid heal +3 wounds.

GREEN DRAKONID

The Emerald Dragonflight, guardians of the Emerald Dream, protect Azeroth's pristine dreamscape, a realm of pure untouched nature.

- **Starting Skills:** Green Drakonid start with 1 rank in Nature. You still cannot train their Nature above rank 2 during character creation.
- **Claws and Fangs:** Drakonid add +2 damage to any unarmed Brawl combat checks they make. Their unarmed Brawl combat checks also gain Vicious 1 and have a critical rating of 3.
- **Blessing of the Dream:** Green Drakonid reduce the difficulty of all Nature checks by 1.

BLUE DRAKONID

The Blue Dragonflight, guardians of Magic, protect Azeroth's leylines from all who would use their power for nefarious ends.



- **Starting Skills:** Blue Drakonid start with 1 rank in Arcane. You still cannot train their Arcane above rank 2 during character creation.
- **Claws and Fangs:** Drakonid add +2 damage to any unarmed Brawl combat checks they make. Their unarmed Brawl combat checks also gain Vicious 1 and have a critical rating of 3.
- **Blessing of Magic:** One per session, a Blue Drakonid may spend a Story Point as an incidental. If they do so, add $\Delta\Delta\Delta$ to their next Magic check.

BLACK DRAGONID

The Black Dragonflight were tasked with protecting the world of Azeroth itself, but under the leadership of the mad Aspect Deathwing and his children, the flight's purpose was perverted. Now the uncorrupted Wrathion leads what little remains of the Black Dragonflight, returning them to their ancient duty.

- **Starting Skills:** Black Drakonid start with 1 rank in Elemental. You still cannot train their Elemental above rank 2 during character creation.
- **Claws and Fangs:** Drakonid add +2 damage to any unarmed Brawl combat checks they make. Their unarmed Brawl combat checks also gain Vicious 1 and have a critical rating of 3.
- **Blessing of Earth:** Black Drakonid add +1 to their Soak value and remove \blacksquare from Resilience checks.

BRONZE DRAGONID

The Bronze Dragonflight protect the timeways from all that would seek to alter the past or future of the world, using their mastery of time to end all threats to history.

- **Starting Skills:** Bronze Drakonid start with 1 rank in Arcane. You still cannot train their Arcane above rank 2 during character creation.
- **Claws and Fangs:** Drakonid add +2 damage to any unarmed Brawl combat checks they make. Their unarmed Brawl combat checks also gain Vicious 1 and have a critical rating of 3.

- **Blessing of Time:** Once per session, a Bronze Drakonid may spend a Story Point and suffer 2 strain as an incidental. If they do, they may take a second turn that round at any point in the turn order.

ARAKKOA

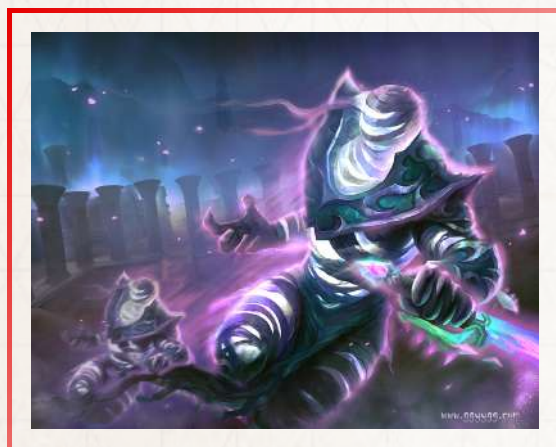
We met the bird-like Arakkoa for the first time in Burning Crusade. Once they ruled a mighty empire in the Spires of Arak, but after the Curse of Sethe stole their flight and the rending of Draenor destroyed their ancestral home, the Arakkoa live as outcasts and refugees, often wielding dark powers in their desire to return to glory. There are uncorrupted Arakkoa on Alternate Draenor, but since we left AU Draenor behind and it doesn't seem any Arakkoa followed the Mag'har through their special portal to Azeroth, (and also because a flying race is kinda OP), they aren't playable.



- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Starting Skills:** Arakkoa begin with one rank in Discipline. You still cannot train their Discipline above rank 2 during character creation.
- **Glider:** Arakkoa never take fall damage. The Curse of Sethe stole their ability to fly, but the shriveled wings of the Arakkoa still allow them to glide down from falls.

ETHERALS

Another race introduced in Burning Crusade, the Ethereals are a race of beings comprised entirely out of arcane energy. Their home destroyed by Dimensius, a powerful Void Lord, the Ethereals now travel through the Twisting Nether, journeying from world to world. Some act as traders, while others seek ever greater power in their quest to defeat their ancient enemy.





- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Starting Skills:** Etherals begin with one rank in Arcane. You still cannot train their Arcane above rank 2 during character creation.
- **Non-Corporeal:** Etherals are immune to poison, disease, and sleep, and need no air, water, or food to survive.
- **Arcane Mastery:** Whenever suffering strain from casting a spell, suffer 1 less strain.
- **Astral Travelers:** Reduce the difficulty of all Teleport spells by 1.

DWARVES

While the three clans are the most well known dwarves, they are not the only ones. There are also the Frostborn Dwarves and the Earthen. There are also technically the Iron Dwarves, but those guys were essentially just minions created by the Keepers corrupted by Yogg-Saron, so they aren't playable, at least not in my book.



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 85 XP

EARTHEN

The Earthen are the original dwarves, a few of which somehow managed to escape the Curse of Flesh and keep their stony hides. They generally hang out in old Keeper vaults, but some of them have started helping out in recent expansions.

- **Starting Skills:** Earthen begin with two ranks in Resilience. You can train their Resilience above rank 2 during character creation.
- **Stony Skin:** Earthen add +1 to their Soak value.
- **Tough as Nails:** Once per session, an Ironforge Dwarf may spend a Story Point as an out-of-turn incidental immediately after suffering a Critical Injury and determining the result. If they do so, they count the result rolled as "01."

FROSTBORN DWARVES

We learned about these distant Dwarven relations hanging out up in Northrend during Wrath of the Lich King, where they were ruled by an amnesiac Muradin Bronzebeard and eventually joined the Alliance.

- **Starting Skills:** Frostborn Dwarves begin with 1 ranks in Resilience and 1 rank in Athletics. You still cannot train their Resilience or Athletics above rank 2 during character creation.
- **Blood of the North:** Frostborn Dwarves remove ■■ to checks due to cold.
- **Tough as Nails:** Once per session, an Ironforge Dwarf may spend a Story Point as an out-of-turn incidental immediately after suffering a Critical Injury and determining the result. If they do so, they count the result rolled as "01."

TAUREN

There are so many subraces in WoW it gets a bit ridiculous sometimes. Tauren have 3 related races introduced in WoW, the Taunka, the Yaungol, and the Highmountain Tauren. The Yaungol were introduced in Mists of Pandaria and are actually the progenitors of the Tauren, but they typically just kill people of other races they meet, so they aren't really playable options.



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 50 XP



TAUNKA

We met the wintry Taunka in Wrath of the Lich King, and they are basically snowier, angrier Tauren who enslave the elements instead of serve them. But both they and the Horde needed allies, and there weren't many options in Northrend, so they ended up siding with the Horde.

- **Starting Skills:** Taunka begin with one rank in Resilience. You still cannot train their Resilience above rank 2 during character creation.
- **Massive:** Taunka are silhouette 2.
- **Strength of the North:** Taunka count their encumbrance threshold as 8 + Brawn.
- **Blood of the North:** Taunka remove ■■ to checks due to cold.

HIGHMOUNTAIN TAUREN

I tried to think of ways to make the Highmountain Tauren have different stats than normal Tauren, I really did. But honestly, they aren't really that different, biologically or culturally. Really the only difference is they have antlers. **If you want to play as a Highmountain Tauren, use the Tauren stats.**

TUSKARR

The kind-hearted walrus-men of Northrend were introduced in Warcraft III, but have until recently remained in their icy home. Since aiding the heroes of the Alliance and Horde against the Scourge in Wrath of the Lich King, they have expanded their reach. Tuskarr traders can now be found in places such as Boralus, Dazar'alor, and Pandaria.



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 90 XP
- **Starting Skills:** Tuskarr begin with one rank in Survival. You still cannot train their Survival above rank 2 during character creation.
- **Blubber:** Tuskarr remove ■■ to checks due to cold.

TOL'VIR

The cat-like Tol'vir make their home in the deserts of Uldum. These majestic beings were originally forged by the Titan Keepers to protect the Forge of Origination, but like the Earthen and Mechagnomes were afflicted by the Curse of Flesh. The Tol'vir later went on to build a mighty civilization, though they have fallen into hard times over recent years. We first met them during Cataclysm, as Deathwing's servants, under the command of Al'akir the Windlord, assaulted their home.



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 80 XP
- **Starting Skills:** Tol'vir begin with one rank in (). You still cannot train their () above rank 2 during character creation.
- **Large:** Tol'vir are Silhouette 2.
- **Desert Dwellers:** Tol'vir remove ■ to checks due to heat and other desert conditions.
- **Quadrupedal:** Tol'vir can move 2 range bands per maneuver, but cannot use mounts of any kind.



JINYU

We first met the fish-like Jinyu in Mists of Pandaria, during which the Pearlfins allied themselves with the Alliance. Once Murlocs, the magical energies of the enchanted pools in the Vale of Eternal Blossoms expanded both their bodies and their minds. The Jinyu are an honorable people, skilled in "waterspeaking," a shamanistic tradition that connects them to the waters of the world. It is said the greatest waterspeakers can even see the future.



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Starting Skills:** Jinyu begin with one rank in Cool. You still cannot train their Cool above rank 2 during character creation.
- **Aquatic:** Jinyu can breathe underwater and suffer no penalties for moving through water.

HOZEN

We first met the monkey-like Hozen in Mists of Pandaria, during which the Grookin tribe allied themselves with the Horde. The Hozen are a primitive race that have a long-lasting hatred of the Jinyu, a hatred which is returned in kind. While not the most intelligent of races, Hozen are both strong and agile, and are never to be underestimated.



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 90 XP
- **Starting Skills:** Hozen begin with one rank in Coordination. You still cannot train Coordination above rank 2 during character creation.
- **Monkey:** Hozen can climb through the treetops as easily as moving across the ground, requiring no athletics checks to climb.

SAUROK

The reptilian Saurok were first encountered in Mists of Pandaria, where they attacked everyone they came across. Flesh-shaped by the powerful Mogu to be the perfect warriors, Saurok love battle and destruction above all else. While few Saurok seem to be interested in helping others, the existence of Saurok among the pirate crews of Kul Tiras indicates that they are capable of working alongside other races, if given enough incentive.



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 90 XP
- **Starting Skills:** Saurok begin with one rank in a melee combat skill of your choice. You still cannot train that melee combat skill above rank 2 during character creation.
- **Claws and Fangs:** Saurok add +2 damage to any unarmed Brawl combat checks they make. Their unarmed Brawl combat checks also gain Vicious 1 and have a critical rating of 3.



ELVES

Elves have this strange tendency in that they seem particularly susceptible to different forms of magic. Every time a group of elves gets exposed to a new form of magic for too long, an entirely new subrace of elves appears. It was because of this that in Legion we were introduced to the Nightborne and the Void Elves.



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 80 XP

NIGHTBORNE (SHAL'DOREI)

The Nightborne were once Night Elves, but 10,000 years ago, when the Burning Legion invaded Azeroth for the first time, they created the magical Nightwell and used its power to seal off their city from the world. They returned to the world's attention when the Legion invaded again, and during Battle for Azeroth have joined the forces of the Horde.

- **Starting Skills:** Nightborne begin with one rank in Arcane. You still cannot train their Arcane above rank 2 during character creation.
- **Arcane Mastery:** Whenever suffering strain from casting a spell, suffer 1 less strain.
- **Magical Affinity:** May suffer 1 strain to add an automatic advantage to any Magic check.

GM GUIDANCE:

BLOOD ELVES, HIGH ELVES, AND THE SUNWELL

At the end of the Burning Crusade, we saw the Sunwell restored and purified by the power of the Light. This action freed both Sin'dorei and Quel'dorei from the grip of their addiction to magic, as they could once again feel the Sunwell's power flowing through them, wherever they went, and eventually resulted in the eyes of certain Blood Elves turning from Fel green to the golden glow of the Light.

In campaigns taking place after the restoration of the Sunwell, remove the "Magical Addiction" racial trait from both Blood Elves and High Elves. Blood Elves, depending on whether or not they have continued to feed off the magic of others since the Sunwell's restoration (most have ceased, but not all) may also remove the "Fel Corruption" trait, but if so, they must also lose the "Drain" ability.



VOID ELVES (REN'DOREI)

Once Blood Elves of Silvermoon, the Ren'dorei were banished because of their study into forbidden Void magic. Their search led them to a broken world at the edge of the Void, where they were nearly consumed by the power of the Void. With the help of Alleria Windrunner they maintained their sanity, but not without some... alterations. Now the Void Elves serve the Alliance in the Battle for Azeroth.

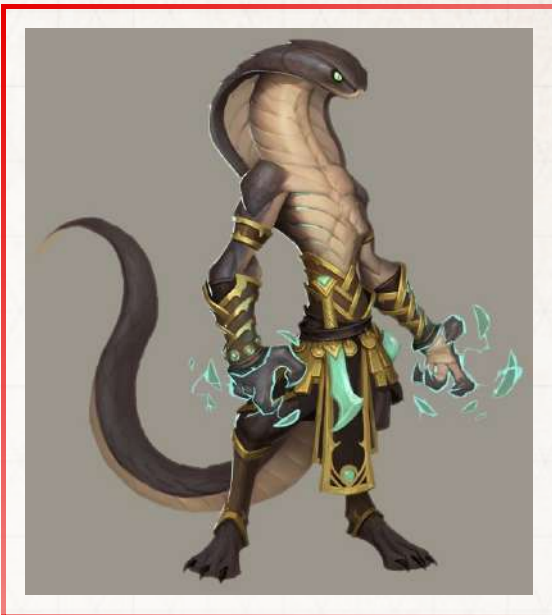
- **Starting Skills:** Void Elves begin with one rank in Light. You still cannot train their Light above rank 2 during character creation.
- **Voidsight:** When making skill checks, Void Elves remove up to $\blacksquare\blacksquare$ imposed due to darkness.
- **Void-Touched:** As they are infused with the energies of the Void, Ren'dorei cannot wield the power of the Light. When using the Light skill, treat them as if they have the Dark Insight talent.

LIGHTFORGED DRAENEI

I'll be honest, these guys were another annoying one for me. The Draenei are already all about the Light. These guys are basically just Draenei, but EVEN MORE LIGHT. Battling against the Legion for millenia, with the destruction of the Legion the Lightforged have joined the Alliance in the Battle for Azeroth.



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 80 XP
- **Starting Skills:** Lightforged Draenei begin with one rank in Light. You still cannot train their Light above rank 2 during character creation.
- **Lightforged:** Once per turn, a Lightforged Draenei can suffer 2 strain as an incidental to reduce the difficulty of their next Light spell by 1.



VRYKUL

The massive viking-like Vrykul were once stone creations of the Titan Keepers, but like many other races they were afflicted by the Curse of Flesh. We first met them in Wrath of the Lich King, where they worshiped the Lich King as a god. We later met more Vrykul in Legion, these Vrykul much more honorable than their northern counterparts, serving the Titan Keeper Odyn and fighting alongside the heroes against the Burning Legion.



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 65 XP
- **Starting Skills:** Vrykul begin with one rank in a combat skill of your choice. You still cannot train that combat skill above rank 2 during character creation.
- **Massive:** Vrykul are silhouette 2.
- **Savage Strength:** Vrykul count their encumbrance threshold as 10 + Brawn and get +1 damage to all melee attacks.

VULPERA

The fox-like Vulpera live in the deserts of Vol'dun and were first encountered in Battle for Azeroth. These intelligent gypsy-like nomads are skilled in alchemy and live as nomadic traders. They have connected quite a lot with the goblins of the Horde.



- **Wound Threshold:** 7 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 90 XP

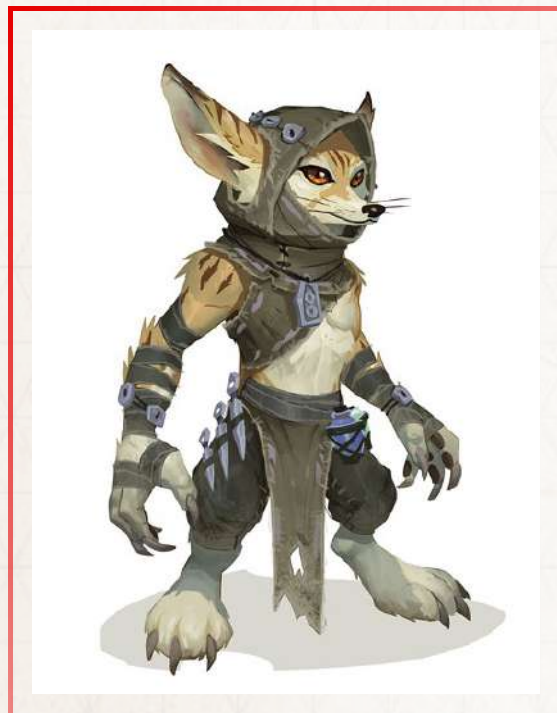
- **Starting Skills:** Vulpera begin with one rank in Alchemy and one rank in Negotiation. You still cannot train their Alchemy or Negotiation above rank 2 during character creation.
- **Small:** Vulpera are Silhouette 0.
- **Desert Dwellers:** Vulpera remove ■ to checks due to heat and other desert conditions.

SETHRAK

The Sethrak once served the snake loa Sethraliss, who ruled over their home of Vol'dun. However, their god sacrificed herself to defeat a great evil, and the Sethrak empire declined over the millenia. They were first encountered in Battle for Azeroth, during which the Sethrak have split between the loyal servants of Sethraliss and those who betray the memory of their loa in the desire to return their empire to glory, at any cost.



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 85 XP
- **Starting Skills:** Sethrak begin with one rank in Discipline. You still cannot train their Discipline above rank 2 during character creation.
- **Children of the Sands:** Sethrak remove ■■ to checks due to heat and other desert conditions.
- **Venomous Fangs:** Sethrak may make a Brawl check to bite their target, adding +2 damage to the attack. On a successful check, their target is infected by poison (see Poison, pg 62).



TORTOLLANS

The turtle-like Tortollans are a race of scholars, storytellers, and explorers, always in search of greater knowledge and a new story. Native to Zandalar, the Tortollans have long worshiped the turtle loa Torga as their god, loving the many stories the great sea turtle would tell. The Tortollans were first encountered in Battle for Azeroth, in which they aided members of both the Alliance and the Horde.



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 80 XP
- **Starting Skills:** Tortollans begin with one rank in a Knowledge skill of your choice. You still cannot train that Knowledge skill above rank 2 during character creation.
- **Hard Shell:** Tortollans add +1 to their Soak value.

GM GUIDANCE:

Worgen AFTER THE CATAclysm

During the events of Cataclysm, we saw almost the entirety of the nation of Gilneas be consumed by the Worgen Curse, but with the help of the Night Elves and the Scythe of Elune, the curse was brought under control. The Worgen of Gilneas no longer need fear the rage and fury of their curse.

Worgen PCs after the Cataclysm are almost exactly the same mechanically as pre-Cataclysm Worgen, with the exception that they no longer need to make an **Average (◆◆) Discipline check** to retain control of themselves as they change.

CRAFTSMANSHIP & RARE METALS

ELEMENTIUM


Elementium is a rare metal, steeped in the energies of the Elemental Planes, tempered to the point of invincibility. Deathwing's unbreakable armor was built from this powerful metal.

Elementium armor has the same effect as Ancient armor (see pg 56).

FELSLATE

This Fel-infused metal can be found on any of the worlds conquered by the Burning Legion, as well as many places on Azeroth with a high concentration of Fel energies, and is often used in Legion construction and armor. This incredibly strong yet heavy metal corrupts those who wear it, the voice of Sargeras whispering to them through the metal. Those who wear Felslate long enough are said to become demons themselves.

A character wearing armor made of Felslate or wielding a weapon made of Felslate gains +3 Corruption each session.

Armor: Increase the armor's soak and encumbrance value by 2. In addition, your character adds  to Athletics, Coordination, Riding, and Stealth checks they make while wearing this armor.


Weapon: Increase the weapon's damage and Critical rating by 1. The weapon also increases its encumbrance by 1 and gains the Cumbersome 3 quality, or gains +1 to an existing Cumbersome quality.

Price: Cost x 2.

Rarity: +2.

LEYSTONE

Leystone is an incredibly light yet strong metal which can be found across the Broken Isles, and can be used to make armor and weapons as strong as steel yet much lighter.

Armor: Reduce the armor's encumbrance value by 2, to a minimum of 0. In addition, your character removes  from Stealth checks they make.

Weapon: Reduce the weapon's encumbrance value by 1, to a minimum of 0, and reduces any existing Cumbersome quality by 1.

Price: Cost x 1½.

Rarity: +2.

DEMONSTEEL

Felslate and Leystone can be combined into an alloy known as Demonsteel, which retains the strength of Felslate while removing the negative effects of Felslate's incredible weight, basically keeping all of Felslate's bonuses while throwing out all of its drawbacks (except for the corruption, Demonsteel does that too). Demonsteel costs x 3 the price of whatever the armor or weapon would usually be.

LUMENSTONE

Lumenstone is a powerful metal found on the Broken Isles that is resistant to all forms of magic. Armor made from Lumenstone is known to shrug off arcane assaults, while weapons made of Lumenstone can cut through many magical defenses.

Armor: Increase the armor's soak and defense by 1 against purely magical attacks.

Weapon: When attacking with this weapon, ignore defense gained from enchantments or spells.

Price: Cost x 2.

Rarity: +3.

SARONITE

The crystalized blood of the Old God Yogg-Saron, this Void-fueled metal is known to drive men mad as they listen to the whispers of the Old God. Commonly used by the Scourge in their structures due to its incredible durability and resistance to magic (particularly the Light), it has also proven to be a deadly weapon against the undead, leading many of the Lich King's enemies to use it despite its maddening influence.

A character wearing armor made of Saronite or wielding a weapon made of Saronite gains +3 Corruption each session.

Armor: Increase the armor's soak by 1 and decrease the armor's encumbrance by 1, to a minimum of 0. The armor also gains the Reinforced quality against spell-based attacks. Attacking an individual wearing Saronite armor with a Light spell creates an explosion with Blast 6.

Weapon: Increase the weapon's damage by 1 and decrease the weapon's encumbrance by 1, to a minimum of 0. The weapon also gains the Vicious 3 quality against the Undead and the Reinforced quality against spell-based attacks.

Price: Cost x 3.

Rarity: +4.

ARTIFACT WEAPONS

In World of Warcraft: Legion, we were introduced to (or re-introduced to, in various cases) powerful items called Artifact Weapons, which we used as we led our Class Orders against the Burning Legion. Campaigns that take place during Legion would almost certainly have these items as a cornerstone of play.

I have neither the time nor the energy to try to figure out stats for every Artifact Weapon in Legion, so I decided to focus on those that had the most lore behind them, one from each class. As usual, I based my stats more on the weapons capabilities in the lore than the mechanics they have in World of Warcraft.

If you are interested in using Artifact Weapons in your game, but the one that you are interested in is not on this list, then you can make your own!

To start making your artifact weapon, figure out what regular weapon the Artifact Weapon comes from (for example, the Doomhammer is a Warhammer, while the Ashbringer is a Greatsword) and take those stats. You then give the weapon +1 to its damage (or more, in some cases) and give it the Reinforced and Superior qualities.

After you have laid the groundwork, think about the weapon's capabilities in the lore. Does the weapon itself have a lot of fancy abilities, like the Ashbringer's absolutely destructive awesomeness vs undead, demons, and all other forces of evil, or is the weapon more of an implement, greatly enhancing the magical abilities of the wielder in a certain area, like the Scepter of Sargeras enabling spellcasters to open rifts into the Twisting Nether and other worlds? Once you've figured that out, determine how that would manifest itself mechanically, and BOOM! you have your Artifact Weapon.

TABLE 8-1: ARTIFACT WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	PRICE	RARITY	SPECIAL
Ashbringer	Melee (Heavy)	+5	2	Engaged	3	-	10	Defensive 1, Pierce 1, Reinforced, Sunder, Superior
Blades of the Fallen Prince (Frostreaper & Icebringer)	Melee (Light)	+4	1	Engaged	1	-	10	Defensive 1, Reinforced, Superior, Vicious 5
Doomhammer	Melee (Light)	+4	2	Engaged	2	-	10	Reinforced, Sunder, Superior
Felo'melorn	Melee (Light)	+4	1	Engaged	1	-	10	Pierce 5, Reinforced, Superior
Kingslayers (Anguish & Sorrow)	Melee (Light)	+2	1	Engaged	1	-	10	Accurate 1, Pierce 5, Poison, Reinforced, Superior
Scepter of Sargeras	-	+5	-	-	2	-	10	Reinforced, Superior
Scythe of Elune	Melee (Heavy)	+5	2	Engaged	2	-	10	Finesse, Pierce 1, Reinforced, Superior
Sheilun, Staff of the Mists	-	+5	-	-	2	-	10	Defensive 1, Deflection 1, Reinforced, Superior
Strom'kar, the Warbreaker	Melee (Heavy)	+7	2	Engaged	3	-	10	Concussive 1, Defensive 1, Pierce 1, Reinforced, Sunder, Superior, Vicious 5
Thas'dorah, Legacy of the Windrunners	Ranged	9	1	Long	4	-	10	Accurate 3, Pierce 5, Reinforced, Superior
Twinblades of the Deceiver (Verus & Muramas)	Melee (Light)	+4	1	Engaged	2	-	10	Autofire, Burn 2, Pierce 1, Reinforced, Superior, Vicious 3
Xal'atath, Blade of the Black Empire	Melee (Light)	+2	1	Engaged	1	-	10	Accurate 1, Reinforced, Superior

ASHBRINGER (PALADIN)

Forged from the heart of a Naaru by Magni Bronzebeard, the Ashbringer was creation for one purpose: destroy evil. In the hands of the champions of the Light, the Ashbringer destroyed countless of the undead minions of the Scourge, all those killed by the blade turning to ash, giving it its name. For a time the blade was corrupted by treachery, but in the hands of Tirion Fordring the blade was purified and returned to its true purpose.

The Ashbringer has the Breach 1 and Vicious 5 qualities when attacking demons, undead, and other forces of evil. The Ashbringer can also be used as an implement for Light spells, adding +5 damage to Attack spells targeting demons, undead, and other forces of evil.

BLADES OF THE FALLEN PRINCE: FROSTREAPER & ICEBRINGER (DEATH KNIGHT)

Once, Arthas swept through Lordaeron and Quel'thalas, leading his undead Scourge and wielding the cursed weapon Frostmourne. Frostmourne hungered, devouring the souls of all those the fallen paladin slew. As the Lich King, Arthas continued to wield the cursed blade and bring devastation to the world of the living. Frostmourne was shattered by Tirion Fordring and the Ashbringer, but the shards of Frostmourne remain, just waiting to be reforged...

All those killed by the blades will have their souls consumed by the blades. Occasionally, an echo of Arthas will speak to the wielder through the blades.

The Blades of the Fallen Prince may be used as an implement for Arcane (Dark Insight) spells. When casting Attack spells, the Deadly and Ice effects do not increase difficulty. When summoning undead with the Conjure magic action, the Additional Summon effect does not increase difficulty.

DOOMHAMMER (SHAMAN)

Forged from the fiery heart of Draenor, the Doomhammer was passed down through the Blackrock clan for generations before it was taken up by Orgrim Doomhammer, the Warchief of the Horde. But he could not use the hammer's true power, and under his leadership the Horde was led to ruin. Then a young orc named Thrall brought honor back to the Horde, connecting them back to their shamanistic roots. Orgrim passed the Doomhammer to young Thrall, and in Thrall's hands the weapon became a conduit for powerful elemental magic, fulfilling its true purpose.

The Doomhammer may be used as an implement for Elemental spells. When using the Attack magic action, the Close Combat, Lightning, and Impact effects do not increase difficulty.

FELO'MELORN (MAGE)

The ancient runeblade of the Sunstride dynasty, Felo'melorn has been wielded by Sunstriders since the days of Dath'remar Sunstrider, the first king of Quel'Thalas and the High Elves. King Anasterian Sunstrider wielded the fiery blade in battle against Arthas, but it was shattered by Frostmourne and the king fell. But when elven blades are reforged, they are reforged stronger than before. Prince Kael'thas Sunstrider wielded the flaming sword against Arthas in the frozen wastes of Northrend, and this time the blade did not break. Unfortunately Kael'thas was forced to flee, leaving his ancestral blade behind, lost amid the snows of the frozen north.

Felo'melorn may be used as an implement for Arcane spells. When using the Attack magic action, the Burn, Blast, & Destructive effects do not increase difficulty.

KINGSLAYERS: ANGUISH & SORROW (ROGUE)

The Kingslayers were forged for the warlock Gul'dan by the Legion and given to his greatest assassin, the slave Garona Halforcen. It was these blades that she used to kill King Llayne Wrynn of Stormwind in the First War, as Gul'dan's mental domination stole her will and forced her to bow to his, killing one of the first and only people she could truly call friend.

Wounds left by the Kingslayers are strange and twisted, making the weapon that dealt them impossible to identify.

The poison of the Kingslayers is particularly powerful, requiring a Formidable (◆◆◆◆◆) Resilience check to resist. On a failed check, the poison continues to affect the target each turn until the target is either cured by the Heal magic action or dies.

SCEPTER OF SARGERAS (WARLOCK)

During the War of the Ancients, the Burning Legion used the power of the Well of Eternity to create a portal powerful enough to bring not only the armies of the Legion to Azeroth, but the Legion's cruel master himself, the Dark Titan Sargeras. But the Well was destroyed, and along with it any hope of the Legion's master returning to Azeroth. But before the portal closed, he caught a glimpse of Azeroth's sleeping World Soul, and she opened one eye to look at him.

Enraptured with that fleeting glimpse at the World Soul, Sargeras became obsessed with not just killing it, as he had once planned, but claiming it for his own. He had his most powerful Eredar sorcerers create a scepter that could tear apart the very fabric of the universe itself, each use weakening the borders of reality and bringing the Dark Titan ever closer to claiming his prize.

Sargeraz used the Scepter to bring his Avatar to Azeroth, where it was destroyed by the Guardian Aegwynn. She took both the Avatar and the Scepter and locked them in the Tomb of Sargeraz, where she hoped they would stay forever. But during the Second War, the warlock Ner'zhul had his agents steal the Scepter from the Tomb, bringing it to Draenor, where he used its power to open a series of demonic gateways that tore the planet apart.

The Scepter of Sargeraz may be used as an implement for Fel and Light (Dark Insight) spells. The Scepter, despite its name, acts as a magic staff (see pg 57), not a magic scepter. When using the Teleport magic action using the Scepter as an implement, you **must** add the Portal & Dimensional effects (without increasing difficulty).

SCYTHE OF ELUNE (DRUID)

Millennia ago, during the War of the Satyr, the Druids of the Pack called upon the fury of the wolf ancient Goldrinn to transform into great wolves. In their attempts to control the savage Pack Form, they took the Staff of Elune and the Fang of Goldrinn, bringing them together to create the Scythe of Elune. But instead of giving them control over the beast, it instead transformed them into the first Worgen.

The Druids of the Pack were imprisoned within the Emerald Dream by Malfurion, while the Scythe was lost to time. Later wielders of the Scythe accidentally released the Pack Druids from their imprisonment, beginning the spread of the contagious Worgen curse. Eventually it was the Scythe of Elune, once again wielded by Elune's chosen servants, that allowed the Worgen of Gilneas to be free from the madness their curse gave them.

The Scythe of Elune has the ability to both call forth and calm the rage within the hearts of both men and beasts.

The wielder of the staff can use a maneuver to call upon the fury of Goldrinn, adding ✨🔥🔥🔥⚔️ to all combat checks made by the wielder or another target within Short range throughout the remainder of the encounter, but adversaries add ✨🔥 to combat checks targeting that character, and at the end of the encounter the affected character will suffer 8 strain.

The wielder of the staff can also use a maneuver to suffer 2 strain to call upon the calming light of Elune, changing a combat encounter into a social encounter, during which all appropriate social checks have their ability upgraded once, due to Elune's calming power.

SHEILUN, STAFF OF THE MISTS (MONK)

The last Emperor of Pandaria, Shaohao, carried this staff with him across his travels and trials after witnessing a vision of the coming of the Burning Legion. It was by his side as he learned to overcome his own inner demons.

It was with this staff that he wreathed Pandaria in magical mists, mists which would hide and protect the newly-made continent for millennia afterwards. As he transformed into those mists, the Staff clattered to the ground, where it was recovered by the monks of Tian Monastery, who took it to the Terrace of Endless Spring for safekeeping.

Wielders of the Staff can call upon the healing power of the Mists, while the staff also wreathes the wielder in a protective layer of mist, distorting their form and making them harder to hit.

Healing spells using the Staff of the Mists heal +2 wounds and +4 strain.

STROM'KAR, THE WARBREAKER (WARRIOR)

King Thoradin of Arathor was the first true king to rule over humanity, a man renowned for both his skill in battle and his shrewd politics. Whether through strength or guile, all the tribes of humanity were united under his rule. His blade Strom'kar was passed down from Vrykul ancestors, and with it he united humanity against the menace of the Forest Trolls. With it he defeated the leader of the Alteraci, and with it he spilled his own blood to seal the union with the people of Tirisfal. After the entirety of the human race was under his rule, he had his smiths melt down the blades of those he had conquered and added them to his own blade, reforging Strom'kar into a symbol of all humanity.

When King Thoradin allied with the High Elves against the trolls, they enchanted his blade with powerful elven magic, magnifying its already great power manyfold. The massive blade felt nearly weightless and never dulled, a fact evidenced by the countless trolls that fell beneath Thoradin's feet as he fought. Finally, in his final battle, Thoradin used Strom'kar to kill a horror locked beneath Tirisfal, dying to save humanity from a terrible threat.

Forest Trolls of all tribes still remember the blade, and will flee from it on sight.

THAS'DORAH, LEGACY OF THE WINDRUNNERS (HUNTER)

A proud heirloom of the Windrunner family, Thas'dorah was carved from a bough of the mother tree of Eversong Woods shortly after the elven kingdom of Quel'Thalas was founded. Made for the first Ranger General of Silvermoon, this bough of Thas'alah was bathed in the waters of the Sunwell and carved by the greatest bowmasters to create the perfect weapon. Handed down to the eldest of each generation, the bow was last wielded by the high elf Ranger Captain Alleria Windrunner. It disappeared along with its owner following the destruction of the orcs' homeworld, Draenor, and the subsequent formation of Outland.

Thas'dorah makes good archers great and great archers unstoppable, upgrading Ranged checks using the bow once.

TWINBLADES OF THE DECEIVER: VERUS & MURAMAS (DEMON HUNTER)

These glaives belong to the former demon hunter Varedis Felsoul. Once a member of the Illidari and a sworn enemy of the Burning Legion, he was slain at the Black Temple. After the Legion's leader, Kil'jaeden, revived him in the Twisting Nether, Varedis surrendered to the demon within him, forsaking his mortality. In the process, he and his glaives were infused with great power by Kil'jaeden's eredar allies.

Demon Hunters wielding both Twinblades may suffer 2 strain as an incidental to treat all enemies within Short range as engaged.

XAL'ATATH, BLADE OF THE BLACK EMPIRE (PRIEST)

The origins of this blade are steeped in mystery, myth, and rumor. Once, four Old Gods ruled Azeroth. But there had once been a fifth Old God, sister to the four. As the weakest of the five, she was quickly consumed by her more powerful brethren in the early stages of their conquest of Azeroth.

AZERITE

Introduced in Battle for Azeroth, Azerite is a powerful substance formed from the blood of Azeroth herself. The blood of the titan world-soul is pure arcane power, and its discovery is often equated with that of plutonium in how much it changes the world of Azeroth. It is incredibly powerful, both in its destructive capabilities and its ability to inspire brilliance in those who hold it.

ARMOR

Armor made from Azerite gains +2 soak, while also gaining the Reinforced quality.

WEAPONS

Weapons made out of Azerite or that use Azerite ammunition upgrade the ability of all Combat checks made with that weapon twice and give the weapon the Breach and Reinforced qualities.

Ranged weapons with Azerite ammunition gain a Blast rating equal to half the weapon's damage. Weapons that already have a Blast rating doubles the weapon's Blast rating and increases the weapon's base damage by a number equal to the weapon's prior Blast rating.

(ex: a bomb with Damage 10 & Blast 5, if made using Azerite, would have Damage 15 and Blast 10)

All that remained of her essence was bound to this blade, which the priests of the other Old Gods used in their foulest of rituals.

Xal'atath has appeared throughout history, whispering in the minds of trolls, dwarves, and humans, driving them mad in their quests for greater and darker power. Is there anyone alive that can resist her seductive whispers? Only time can tell.

Xal'atath often whispers to the wielder of the Blade, seeking to befriend and tempt them to aid her in fulfilling her dark and mysterious goals.

Xal'atath may be used as an implement for Light (Dark Insight) spells. When using the Attack magic action, add the Deadly, Destructive, & Unholy effects without increasing the difficulty. Instead, any magic checks with the Blade upgrade the difficulty by 1. On ☒, the wielder must make a Sanity check (see pg 244 of the Genesys Core Rulebook) with a difficulty equal to the amount of times they have rolled ☒ on Magic checks using the Blade throughout their possession of it.

IMPLEMENTS

Magical Implements made from Azerite upgrade the ability of all Magic checks using the implement twice and give Magic attacks using the implement the Breach and Reinforced qualities.

CONSUMABLES

Drinking liquid Azerite increases all Characteristics twice for one round. Stabbing a shard of Azerite into oneself inflicts 4 wounds (ignoring soak) but increases all Characteristics by two for as long as the shard is embedded in your body. ^^ on a Combat check targeting you or ☒☒ on your Combat check may be used to shatter the shard.

GEAR

Azerite can be used for more than weapons and magical implements. Items made from Azerite can be used to upgrade the ability of skill checks made using that item twice. The skill affected must be chosen during the item's creation.

(ex: an Azerite hammer might be used to upgrade Mechanics, while an Azerite spyglass could upgrade Perception)



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