

SAVAGED



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What follows is a conversion of the Warcraft setting to the **Savage Worlds** rules. It provides little to no information as to setting, since it is so ably chronicled by both Blizzard Entertainment in the rule book for Warcraft III, and by Sword and Sorcery Games in their **Warcraft RPG**. I highly suggest this latter and its sourcebooks for background material. However, when the computer game and the S&S material have diverged, I have favored the former. If I wanted to be playing D&D Warcraft, I wouldn't have Savaged it at all, now would I?

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CHARACTER CREATION

RACES

THE ALLIANCE

- **Humans:** As the SW rulebook, p. 20
- **Dwarves:** Dwarves are a technologically inclined race, adept with machines and guns. However, recently they have turned from their inventing, and begun exploring the heritage that was recently revealed to them – the children of the Titans.
 - As the SW rulebook, p. 19
- **Elves, High:** The high elves of Quel'Thalas are a long-lived race, with a civilization built around arcane magic.
 - **Agile:** Elves are graceful and agile. They start with a d6 Agility instead of a d4.
 - **Cautious:** Their long lives and conservative culture lead the high elves to consider things slowly and fully. They have the Cautious Hindrance (see SW p. 26)
 - **Low-Light Vision:** The character's eyes amplify light like a cat, allowing him to see in the dark. He ignores attack penalties for Dim and Dark lighting.
 - **Magic Addiction:** The high elves' magic-saturated culture predisposes them to arcane magic addiction. They take a -2 penalty on the Spirit roll to resist arcane magic addiction (see p. 7). They also suffer a -2 Charisma penalty when dealing with night elves and tauren, who can sense their arcane connections, and find them distasteful.
 - **Magic Aptitude:** High elf culture is steeped in magic. They begin with a d4 in Spellcasting, and treat their Smarts as one die type higher for buying up Spellcasting.
- **Elves, Blood:** Blood elves are still high elves at their core, and thus share most traits with their calmer brethren. However, their quest for Vengeance has consumed them. They gain the Vengeful (Minor) Hindrance instead of being Cautious.
- **Gnomes:** This tiny people are the most innovative on the world of Azeroth (with the possible exception of Goblins). They are somewhat shy, but very enthusiastic around their machinery.
 - **Brilliant:** Gnomes begin with a d6 in Smarts instead of a d4, to reflect their keen minds.
 - **Small:** Gnomes average less than 4' high. Their small size subtracts 1 from their Toughness. Their short legs give them a Pace of 4.
 - **Tinker:** Gnomes are naturally adept with machinery. They begin with a d4 in Repair, and can raise their Repair as if their Smarts were a die type higher.

THE HORDE

- **Orcs:** A burly, green-skinned people from the world of Durotar. Since being stranded in this world, they have thrown off their warlock-inspired blood madness, and have returned to their fierce yet honorable traditions and shamanic magics of the past.
 - **Rough and Ready:** Orcs begin with a d6 instead of a d4 in both Strength and Vigor.
 - **Savage Heritage:** Due to their history as savage and bloodthirsty invaders, orcs suffer a -2 Charisma penalty to their interactions with non-Horde races.
 - **Old Grudges:** Orc culture is still violent, and prone to solve problems by smashing them. Orcs act as if they have the Vengeful Hindrance. This is considered to be the Minor Hindrance when dealing with others of the Horde, and the Major version when dealing with all others.
 - **Brawny:** Their solid builds give orcs the Brawny Edge (SW p.30), giving them +1 Toughness and an increased load limit.
- **Tauren:** The tauren, native to the continent of Kalimdor, are huge bull-men with a martial culture based around totemic shamanism. They have allied with the orcs, seeing in them a young culture in need of proper guidance.
 - **Hulking Brute:** Tauren begin the game with a d8 in Strength and a d6 in Vigor. After character creation, they may raise their Strength to d12+2.
 - **Slow:** Taurens' huge bulk interferes with more subtle movements. They double all costs to raise their Agility, whether at character creation or during later advancements.
 - **Horns:** The huge horns of tauren do Strength+1 damage. Tauren may charge with their horns as if they were mounted.
 - **Primitives:** Tauren culture is nature-based, and thus tauren have the All Thumbs Hindrance.
 - **Towering Bulk:** Tauren gain +3 Toughness because of their huge size (over 7½' tall on average). However, all attempts to hit them in combat are at +2, since their size makes them easy targets.
- **Trolls, Jungle:** The jungle trolls of the Darkspear Clan have allied with the Horde, in repayment of Thrall's saving them. See the Neutral Races section for information on trolls.

THE SENTINELS

- **Elves, Night:** The Night Elves (or Kaldorei as they call themselves) are a fierce race that lives in the forests of Kalimdor. They abhor arcane magic, and cultivate a powerful connection with nature and the demigods Cenarius and Elune. Night elves may never possess Arcane Background (Arcane Magic).
 - **Agile:** Elves are graceful and agile. They start with a d6 Agility instead of a d4.
 - **Spirited:** Night elves have a very mystical culture. They begin with a Spirit of d6 instead of d4.
 - **All Thumbs:** Their connection with nature has led the night elves to forsake the path of technological advancement. They have the All Thumbs Hindrance. (see SW p. 26)
 - **Low-Light Vision:** The character's eyes amplify light like a cat, allowing him to see in the dark. He ignores attack penalties for Dim and Dark lighting.
 - **Solitary:** The night elves have a long history of isolation and distrust of other races. They take a -2 Charisma penalty when dealing with all non-Sentinel races, except for the tauren.
 - **Shadowmeld:** Night elves gain a +4 bonus to Stealth checks at night, as the night seems to swallow their dark skin.
 - **Proud:** Night elves have a long and illustrious history, one with its share of tragedies that the Kaldorei have (they believe) surpassed. As such, all night elves have the Stubborn Hindrance when dealing with the precepts of their culture and lifestyle.
- **Children of Cenarius:** These centaur-like creatures are the offspring of night elves and the stag-like demigod Cenarius, and have the lower body of a deer. Females are known as Dryads, while the rarer males are the Keepers of the Grove.
 - **Spirited:** Their natural connection to nature makes the Children very spiritually aware. They begin with a Spirit die type of d6 instead of d4.
 - **Nature's Child:** All Children of Cenarius have the All Thumbs Hindrance.
 - **Blood of the God:** The Children of Cenarius all have the Arcane Background: Nature Magic (a form of Miracles). In addition, they begin with 15 Power Points instead of 10.
 - **Outsider:** As divine-blooded guardians of the forest, the Children are not comfortable even among night elves. They take a -2 to Charisma because of this.

NEUTRAL RACES

- **Goblins:** This small and sneaky race was once allied with the orcs, but now they sell their technological gadgets and other wares to whoever will pay.
 - **Cunning:** Goblins begin with a Smarts of d6 instead of d4, to reflect their innate cunning.
 - **Small:** Goblins take a -1 to Toughness to reflect their small size, and their Pace is only 4.
 - **Tinker:** Goblins begin with a d4 Repair, and treat their Smarts as one higher when raising their Repair.
 - **Mercenary:** Goblins work for the highest bidder, and everyone knows it. They take a -2 to Charisma at all times, except when dealing with commerce.
 - **Haggler:** Goblins gain a +2 to all Persuasion and Streetwise checks when haggling, or attempting to buy or sell something.
 - **Grasping:** Goblins are raised to respect only profit. They have the Greedy (Minor) Hindrance (see SW p. 27).
- **Trolls:** Trolls are a savage and cruel people, divided into many subspecies by their preferred territory. Trolls from different regions have slightly different cultures, and different skin colors. The most common types of troll are Forest (green-skinned, shamanistic axe-throwers), Jungle (blue-skinned spear wielders and voodoo priests), and Ice (fierce and savage even for trolls).
 - **Wiry:** Trolls begin with a d6 in Strength instead of a d4, due to their dense musculatures.
 - **Nimble:** Trolls have a natural speed and coordination. They begin with a d6 in Agility, instead of a d4.
 - **Low Cunning:** Trolls are primitive in their thought processes. It costs them double the normal amount to increase their Smarts die type.
 - **Regeneration:** Trolls have the natural ability to heal from any wound. They make a Natural Healing roll every round.
 - **Primitive:** Trolls have the All Thumbs Hindrance. They rarely use anything more complex than a spear or throwing axe.
 - **Large:** Trolls are somewhat larger than humans. They gain a +1 Toughness because of their size.
 - **Savage:** Trolls are mistrusted by most races, who know their savage cunning, blood thirst, and reputed cannibalism all too well. Trolls have the Bloodthirsty and Outsider Hindrances.
 - **Hunter:** Trolls gain a d4 in Tracking, and treat Smarts as one die type higher when increasing Tracking.
- **Pandaren:** This race of bipedal pandas come from a mysterious island to the west of Kalimdor that they call Pandaria. They are a peaceful people, masters of both elegant martial arts and the brewing of ales.
 - **Tireless:** The healthy and stout pandaren begin with a Vigor die type of d6 instead of d4.
 - **Bear Legs:** Pandaren have a Pace of 4 unless they run on all fours. If they do so, their Pace increases to 6.
 - **Climbers:** Pandaren are natural climbers. They begin with a d4 in Climbing, and treat their Agility as one higher when increasing it.
 - **Thick Hide:** Pandaren have thick, furry hides that give them 1 point of Armor.
 - **Outsider:** As enigmatic foreigners who refuse to take sides, the pandaren have -2 to their Charisma.
 - **Natural Weapons:** The claws and bite of the pandaren do Strength + 1 damage.
- **Forsaken:** The Forsaken are not a race, as such. They are those corrupted by the Scourge who have broken free of the Lich King's control. As such, they also gain the benefits of being either Humans or High Elves.
 - **Undead:** The Forsaken gain all the benefits of being Undead (SW, p. 128)
 - **Walking Corpse:** Forsaken suffer from both the Outsider and Ugly Hindrances.
 - **Frenzied:** All Forsaken have the Berserk Edge. However, they also suffer from the Bloodthirsty Hindrance.

NEW EDGES

COMBAT EDGES

DEFEND

Requirements: Seasoned, Block

You have learned to master the use of a shield. You can now add your Toughness or Parry bonus from a shield to all attacks, no matter the direction they are coming from. Your Pace is reduced to 2 while using this Edge.

IMPROVED DEFEND

Requirements: Veteran, Defend

Your mastery of the shield has increased to the point where you are able to anticipate missile fire and protect yourself. You may add your Parry bonus from Block and Improved Block to your shield Toughness bonus. Your Pace is reduced to 2 while using this Edge.

RAPID SHOT

Requirements: Seasoned, Shooting (or Throwing) d10+

A Rapid bowman has learned to snap off quick shots, sacrificing aiming time for speed. The character may make an extra Shooting or Throwing attack each round at a -2 penalty. The two shots must be made at the same time, so Wild Cards roll two Shooting dice and one Wild Die.

IMPROVED RAPID SHOT

Requirements: Veteran, Rapid Shot

As above, but the character may ignore the -2 Rapid Shot penalty.

STRAFING RUN

Requirements: Seasoned, Cavalry, Steady Hand, flying mount.

You are able to take full advantage of a flying mount's ability to fly past an opponent. When your mount passes within 2" of a target (including making a Swoop attack), you gain +2 to attack and damage on that target.

TWO ARROWS NOCKED

Requirements: Seasoned, Agility d8+, Shooting d8+

You may use the 'double-tap' maneuver with a bow, whether because you are able to fire two arrows at once, or because you have trained yourself to reload near-instantaneously.

HAIL OF ARROWS

Requirements: Veteran, Agility d10+, Shooting d12+, Two Arrows Nocked.

You are so quick on the draw that you are able to send a hail of a half-dozen (six) arrows at a group of opponents, albeit by sacrificing any pretense of accuracy. This acts as Suppressive Fire.

POWER EDGES

ARCANE UNDEAD

Requirements: Veteran, Necromancer, *zombie*

Your mastery of the energies of undeath has increased to the point where you transfer some of your arcane might to the undead you raise. When using the Zombie power, you are able to spend an additional Power Point to create a Skeletal Mage. This is a Skeleton with a Spellcasting of d6, 10 Power Points, and the ability to cast *bolt*.

BRILLIANCE AURA

Requirements: Veteran, Command, Rapid Recharge, Spellcasting d10+

The caster is able to lead a group of characters with Arcane Backgrounds in exercises to attune and refresh their arcane energies. This character is able to share the benefits of his Rapid Recharge Edges with a number of casters equal to his Spirit die type. All affected casters must be able to spend one hour in common meditation together for this Edge to take effect.

CAPTURE SPELL

Requirements: Veteran, Spell Breaker

You are able to "catch" a spell aimed at you and redirect it. Cast *dispel* in response to another Arcane Magician's spellcasting. If you make a raise on the opposed test, you may "capture" the spell. The following round, you may re-cast the spell at no cost. However, if the spell is not one you are able to cast, you take a -2 penalty on the Spellcasting roll (different trappings are okay, though). The parameters and trappings of the spell remain unchanged from the original caster. However, you do receive the additional effects for making a raise, should you make one on your Spellcasting check.

If the caster captures a Summon spell, he does not re-cast it. Rather, he takes control of the summoned creature by making an opposed Spellcasting vs. Spirit check. If the caster fails, the Summon ends immediately. It is also possible to target summoned creatures in this way after casting.

SAVAGE WARCRAFT

IMPROVED CAPTURE SPELL

Requirements: Veteran, Capture Spell

As above, only you may now capture a spell without making a raise on the opposed check, and you do not suffer a -2 penalty for using a spell you cannot yourself cast.

CREATE UNDEAD

Requirements: Veteran, Necromancer, *zombie* and *puppet*.

You have learned the foul rituals to create greater, more permanent forms of undead. In a long (minimum 4 hours) ritual, you are able to animate a corpse to produce powerful, permanent undead. The undead that you create are under your domination, and will follow your orders. It costs 3 Power Points and a willing sacrifice to create a Shade, 5 points and a nerubian corpse to create a Crypt Fiend, 5 points and at least 5 humanoid corpses to create an Abomination, and 9 points and the skeletal remains of a dragon for a necromancer of Heroic Rank to create a Frost Wyrm

DARK RITUAL

Requirements: Heroic, Soul Drain, and Necromancer, Warlock or Arcane Background (Troll Voodoo).

By sacrificing a living, sentient being in a 15 minute ritual, the character gains 1d6 temporary Power Points, which may exceed his normal maximum. If the caster makes a raise, the bonus increases to 2d6. Finally, sacrificing a Wild Card in this fashion doubles the number of Power Points received.

DRAIN SPELL

Requirements: Veteran, Spell Breaker

You are able to absorb the energies of a spell. When you *dispel* an Arcane Magic spell being cast, if you make a raise on the opposed check, you may add the Power Point cost of the spell to your own Power Point pool, even exceeding your normal maximum. However, the Wizard Professional Edge cannot reduce the cost of a *dispel* cast in this fashion below one.

MAGICAL BEAST FORM

Requirements: Veteran, Arcane Background (Nature Magic), Druid, *shape change*

You are able to cast other spells while transformed into an animal. Pick one animal form: while in that form, you cast spells normally, though you still take the penalty for maintaining the *shape change*.

SPELL AURA

Requirements: Veteran, Arcane Background, Natural Leader, Arcane Skill d10+

At a cost of 2 Power Points, you can expand a beneficial spell to affect all allied characters within a Small Burst Template centered on the caster. For 4 Power Points, you can expand this to a Medium Burst Template, and for 6 Power Points, to a Large Burst. The caster makes the Arcane Skill check as usual, and the effects are identical for all targets. Once the spell has been cast, the targets of the spell must remain within a number of inches equal to the caster's Arcane Attribute, or else lose the effects of the spell. Once the duration has elapsed, it costs double the normal amount to maintain a Spell Aura, though the caster may instead choose to maintain the spell on only one individual for the regular cost.

PROFESSIONAL EDGES

ARTILLERIST

Requirements: Novice, Shooting d8+, may not have the All Thumbs Hindrance

You are trained in the use of large powder weapons, and are skilled in their use. Reloading times for cannons, mortars and the like are reduced by one Action for you. You may not move such weapons while reloading them.

CAVALRY

Requirements: Novice, Riding d6+

You have been trained for mounted combat. You gain +2 to all Riding checks, and may spend Bennies to Soak damage done to your mount. In addition, your Riding is considered to be one die type higher when determining the lower of your Fighting and Riding during mounted combat.

DRUID/PRIEST/SHAMAN

Many traditions on Azeroth have refined spellcasting into an exact art. This is identical to the Wizard Edge, except it applies to various Arcane Background (Miracles), and the Knowledge requirements differ. Druids and Shamans study Nature, Priests of the Light and Moon Priestesses study Religion. Due to the long banishment of shamanism from the orc tribes, however, orc shamans must have the Elderly Hindrance to take this Edge.

MUSKETEER

Requirements: Novice, Shooting d8+, may not have the All Thumbs Hindrance

You are used to handling black powder firearms, and can reload quickly. You may reload a firearm in a single action. You may walk while reloading, but not run. This Edge applies only to hand-held firearms, not to cannons, mortars and the like.

NECROMANCER

Requirements: Arcane Background (Arcane Magic)

You have delved into the secrets of undeath. You gain access to the spells on the Necromancer list. You also gain +2 on all checks to command or interact with undead (including using the *zombie* and *puppet* powers on undead), and can use Command Edges with mindless undead (normally impossible).

SPELL BREAKER

Requirements: Seasoned, Arcane Background (Magic), *dispel* and *mana burn*.

You have studied the nuances of the flow of magical energy. You gain a +2 on your Spellcasting roll when casting *dispel* or *mana burn*, and you are at +1 on any opposed roll to resist the effects of a spell.

WARLOCK

Requirements: Arcane Background (Arcane Magic)

You have unlocked the forbidden powers of demons and the Twisting Nether. You gain access to the Warlock spell list, gain a bonus five Power Points, and are immune to Arcane Magic Addiction. However, you automatically suffer from the Bloodthirsty Hindrance. If you already suffered from that Hindrance, you gain either a Delusion or Vengeful instead.

WEIRD EDGES

NATURE'S FURY

Requirements: Novice, Arcane Background (Nature Magic), Spirit d6+, Fighting d8+

The power of nature has transformed you, giving you a natural weapon like one of the beasts or plants that are your allies. When you take this Edge, you gain either a single natural weapon that does Strength+2 damage, or a pair of weapons that do Str+1 each. Note that a pair of claws is considered two weapons.

ARCANE BACKGROUNDS

ARCANE MAGIC

- **Skill:** Spellcasting (Smarts)
- **Beginning Power Points:** 10
- **Starting Powers:** 3
- **Subtypes:** Mages (Wizards, Sorcerers); Necromancers; Warlocks.
- **Magic Addiction:** When a magician rolls a 1 on his Spellcasting die (regardless of the Wild Die), he must make a Spirit roll, with a penalty equal to the Rank of the spell (Novice = 0, Seasoned = 1, etc.), as well as for spells maintained.
If the character fails the Spirit check, he gains a Habit (arcane magic) at the level of a Minor Hindrance. He will begin to perform mundane tasks using arcane magic (this requires no roll). In addition to the Charisma penalty, he is considered to be 1 Power Point down at all times, thanks to the energy expended in these tasks.
If the caster fails a second time, or rolls snake-eyes on the Spirit check, he gains the Habit at the level of a Major Hindrance. In order to satisfy the addiction, he does virtually all mundane tasks with magic, using up 2 Power Points because of this. In addition, he must cast his most powerful spell at least once every 24 hours, at its highest Power Point cost. He continues to suffer from the Charisma penalty of the Minor Habit.
Should the caster fail a third addiction check, he automatically gains the Warlock Edge, but also gains either the Delusional (Major), Overconfident, or Vengeful (Major) Hindrance. He is also at -2 to resist any Persuasion attempts or uses of the Puppet spell by demons.

SPELL LISTS

Spells in italics are new in this book.

The following spells have common trappings for that spellcaster listed in brackets. If there is no trapping listed, use any of the ones in the spell description that seem appropriate.

MAGES

- Anti-Magic Shell (Armor vs. magic, @ +2/4 to resist spells)
- *Armor, Offensive* (Fire Shield)
- Barrier
- Blast (Fireball)
- *Continuous Blast* (Blizzard)
- Bolt
- Boost/Lower Trait
- Burst (Lightning, Frost)
- Detect/Conceal Arcana
- Deflection
- Dispel
- Far Sight
- Fly
- Light
- Obscure
- *Mana Burn* (Bolt, drains 1d6 Power in addition to Wounds)
- *Paralyze* (Mystic shackles)
- Quickness
- *Slow*
- Smite
- Speed
- *Summon: Water Elementals*
- Telekinesis
- *Teleport*
- *Transform Other*
- Wave Runner

NECROMANCER

- All Mage spells, except for Water Elemental and trappings to do with fire or flames
- Blast (Death and Decay, Heavy Weapon)
- *Blight*
- Frost Nova (Blast, targeted on a creature, which *Slows* the creature)
- *Life Drain*
- Lower Trait (Cripple – Lowers Strength and Fighting)
- Offensive Armor (Frost Armor; *Slow* instead of damage)
- Puppet (Undead only; 1 hour duration)
- Quickness (Unholy Frenzy; Does 2d6 damage/round, but upkeep cost is only 1/round)
- Zombie

WARLOCK

- All Mage spells, except for Water Elemental. Trappings that involve ice, cold and lightning change to fire-related trappings. The fire trappings of Warlocks are always greenish *fel* flames.
- *Bloodlust*
- *Doom*
- Fear
- *Life Drain*
- Puppet
- *Summon: Demons*
- *Summon: Phoenix*

DIVINE POWER (MIRACLES)

- **Arcane Skill:** Faith (Spirit)
- **Starting Power Points:** 10
- **Starting Powers:** 2
- **Subtypes:** The Inner Light (Alliance), The Inner Shadow (Alliance), Shamanism (Orcs, Tauren), Nature Magic (Children of Cenarius, Night Elf Druids, Tauren Druids), Elune (Night Elf), Voodoo (Jungle Troll), Lich King (any).
- **Protector:** As SW, p. 80. The creed for each subtype in Warcraft is listed in their individual entries below.

THE INNER LIGHT

- **Creed:** Defend and protect your fellow man. Destroy evil. Sow the seeds of joy and contentment, and battle negativity, rage and despair.
- **Professional Edges:** Holy Warrior, Champion

SPELLS

- Armor (Divine Shield)
- Bolt (Searing Light)
- Boost/Lower Trait
- Dispel
- Far Sight (Holy Vision)
- Heal (Holy Light)
- Greater Heal
- *Inner Fire*
- Light
- Smite

THE INNER SHADOW

- **Creed:** Sow grief, rage and despair. Set people one against the other. Thwart good and kindness.
- **Professional Edges:** none

SPELLS

- Armor (Divine Shield)
- Blast
- *Bloodlust*
- Bolt (Pain)
- Boost/Lower Trait
- Dispel
- Far Sight (Unholy Vision)
- Heal
- Obscure
- Smite

SHAMANISM

- **Creed:** Respect nature, and honor the spirits. Perform rituals and ordeals to honor the spirits closest to you (including nature spirits, elemental spirits, and ancestors).
- **Professional Edges:** Champion

SPELLS

- *Armor, Offensive* (Lightning Shield)
- Blast (Earthquake)
- *Bloodlust*
- Bolt (Chain Lightning – uses range only for first target)
- Boost/Lower Trait
- Detect/Conceal Arcana
- Dispel
- *Ethereal Form*
- Far Sight
- *Mend*
- *Paralyze* (Engulfed in the earth)
- Quickness
- *Summon: Animal Spirits*

NATURE MAGIC

- **Creed:** Protect nature, especially the sacred groves. Honor the spirits of nature, guard against the disruptions of arcane magic.
- **Professional Edges:** Holy Warrior, Champion

SPELLS

- *Armor, Offensive* (Armor of Thorns)
- Barrier
- Boost/Lower Trait (Faerie Fire(Lower Stealth), Roar (Boost Fighting))
- Deflection
- Dispel
- Heal (Rain's Blessing, Tranquility, etc.)
- Greater Heal
- *Mend* (Natural substances only)
- *Paralyze* (Entangle)
- Quickness
- Shape Change
- Smite (Enhanced natural weapons)
- Stun (Cyclone)
- *Summon* (Treant, Animal Spirit)

ELUNE, GODDESS OF THE MOON

- **Creed:** Defend and protect the night elf people. Protect the World Tree Nordrassil. Honor Elune in your silence and courage. Guard against the corrupting influence of arcane magic and demons.
- **Professional Edges:** Champion

SPELLS

- Boost Trait (Trueshot – Boosts Shooting)
- *Continuous Blast* (Starfall)
- Invisibility (Shadowblend, night only)
- Obscure
- Quickness
- Smite (Flaming Arrows)
- Speed
- *Summon* (Owl Spy)

JUNGLE TROLL VODOO

- **Creed:** Appease the dark spirits with offerings and rituals. Ritual sacrifice is always looked upon well...
- **Wards:** Voodoo magicians may set a spell into a *Ward*, a ritual circle or sign that triggers the spell when touched. The caster makes his Faith check when setting the wards, and decides how much Power to infuse them with (always at least enough to cast the spell once). Power Points spent in this way regenerate, but much slower: 1 per day. Once the Ward is discharged (by the first target to touch them), any Power released is regenerated in the normal fashion. Voodoo magicians may specify a limit to who activates a Ward (only Humans, only allies, etc.)
- **Professional Edges:** Dark Ritual

SPELLS

- Bolt
- Blast
- Boost/Lower Trait
- Detect/Obcure Arcana (Detect Invisible)
- Heal (Healing Wards activate 1 round later, Heal only 1 Wound per round).
- *Life Drain*
- Puppet (Emotions/Impulses only)
- Quickness
- Speed
- *Starfall*
- *Transform Other*

UNDEATH

This form of miracle comes from one of two sources: either a pact with the Lich King, making one a Death Knight, or harnessing the power of undeath as a Dark Warrior. The latter requires one to be undead and not subject to the Lich King, limiting it to the Forsaken.

- **Creed (Death Knight):** Corrupt and dominate all life, and subjugate the world to the power of the Lich King. Serve him faithfully.
- **Creed (Dark Warrior):** Take revenge on the living for not suffering your fate, and on the Scourge for ripping you from your grave.
- **Professional Edges:** Champion

SPELLS

- *Armor, Offensive* (Frost Armor – Slows target) (Death Knights only)
- Death Coil (Bolt vs. living, Heal vs. Undead)
- Boost Trait (Undead or self only)
- *Contact* (Lich King)
- Death Pact (Heal on self; 2d6 damage (3d6 on raise) to an ally).
- *Life Drain*
- *Mend* (Death-charged substances only)
- Puppet (Dark Warriors only)
- Smite
- Zombie (Dark Warriors may only raise a corpse they have killed with *smite*).

CHANNELING (NEW - AKIN TO SUPERPOWERS)

- **Arcane Skill:** Varies
- **Starting Power Points:** 15
- **Starting Powers:** 1
- **Subtypes:** Dwarven Avatars, Tauren Totem-Warriors, Blademasters, Demon Hunters, Pandaren Brewmasters.
- **Inner Power:** Channelling is the art of focusing magical energy through physical action. Whatever their source of power, Channellers handle it differently from others, more personally. The range for all channeling spells is Self or items held by him. For damaging spells, this means that the spell centers on the Channeller, but does no damage to him. *Bolt* is usually off-limits to channellers for this reason, though if someone were to come up with a good trapping that isn't covered by *blast* or *smite*, I'd say go for it.

DWARVEN AVATAR

- **Requirements:** Race – Dwarf.
- **Arcane Skill:** Faith (Spirit). An avatar's faith is in the Titans, as their creation.
- **Professional Edges:** Champion

POWERS

- Armor (Stone Skin)
- Blast (Thunderclap)
- Boost Trait (Strength, Vigor, Fighting, Throwing)
- Detect Arcana (in stone or metal – Stone Speech)
- Smite (Storm Bolt – throwing hammer returns to thrower, Stuns Extras in addition to damage)

TAUREN TOTEM-WARRIOR

- **Requirements:** Race – Tauren.
- **Arcane Skill:** Faith (Spirit). This is a form of shamanic magic.
- **Professional Edges:** Champion

POWERS

- Armor
- Blast (War Stomp – Stuns non-Wild Cards in addition to damage)
- *Bloodlust*
- Boost Trait (Strength, Spirit, Vigor, Fighting)
- Burst (Shockwave – Stuns targets)
- Heal
- Greater Heal
- Smite (Totem Strike)

BLADEMASTER

- **Requirements:** Fighting d10+, Trademark Weapon
- **Arcane Skill:** Focus (Vigor)

POWERS

- Blast (Bladestorm)
- Boost Trait (Agility, Fighting)
- Deflection (Mirror Image)
- Invisibility (Wind Walk)
- Quickness
- Speed
- Smite (Critical Strike)

DEMON HUNTER

- **Requirements:** This is considered a form of warlock magic, and the character must take Bloodthirsty. The character must also take the Bad Eyes (Minor) Hindrance (these count towards the normal limit of Hindrances, and he gets the points for them). His eyes are sacrificed to bind the demonic power, but as long as he has 1 Power Point left, he has mystic sight that replaces it. Demon hunters must take *smite* as their first power, since their power comes from the demon essence infused in their warblade.
- **Arcane Skill:** Spellcasting (Smarts).
- **Professional Edges:** Champion

POWERS

- Anti-Magic Shell (Armor vs. magic, @ +2/4 to resist spells)
- Armor (Demon Skin)
- *Bloodlust*
- Bolt (Mana Burn; drains 1d6 Power in addition to damage)
- Boost Trait
- Detect Arcana (Demonic/Warlock magic)
- *Offensive Armor* (Immolate)
- Shape Change (Legendary only; Demonic form)
- Smite (Demon-infused Warblade)

PANDAREN BREWMASTER

- **Requirement**
- **Arcane Skill:** Geomancy (Spirit). This is a form of shamanic magic, which the pandaren practice through geomancy.
- **Professional Edges:** Champion, Holy Warrior

POWERS

- Boost Trait (Strength, Spirit, Vigor, Fighting)
- Deflection (Drunken Weave)
- Burst (Flaming Breath)
- Heal
- Smite (Drunken Blow)
- Stun (Single target- cover in alcohol (gives a +2 to flame damage))

NIGHT ELF WARDEN

- **Requirements:** Race – Night Elf, Knowledge (arcana) d6+
- **Arcane Skill:** Faith (Spirit). Wardens have faith in themselves and all the powers they serve.
- **Professional Edges:** Champion

POWERS

- Armor
- Boost Trait (Agility, Fighting, Stealth, Strength, Throwing)
- Invisibility (Shadowmeld)
- Quickness
- Smite
- Summon: Avatar of Vengeance (Legendary)
- *Teleport*

NEW POWERS

ARMOR, OFFENSIVE

- **Rank:** Novice
- **Power Points:** 3
- **Range:** Touch
- **Duration:** 3 (1/round)
- **Trappings:** Elemental auras, spiked armor, wall of blades.

In addition to the normal effects of the *armor* power, this power does 2d6 damage to anyone who attacks the subject of the power in melee.

BLAST, CONTINUOUS

- **Rank:** Veteran
- **Power Points:** 4-8
- **Range:** 12/24/48
- **Duration:** 0 (2/round)
- **Trappings:** Hailstorms, earthquakes, rains of fire, plagues of insects.

This is a special form of *blast* that allows the caster to maintain the *blast* effect over several rounds. The target area is set upon activation, and cannot be moved. The base cost is 4 instead of two, and additional effects are the normal cost of *blast*.

BLIGHT

- **Rank:** Novice +
- **Power Points:** 3
- **Range:** Smarts
- **Duration:** Permanent
- **Trappings:** Mold, rotting, blemishes, dark spots, foul odors.

This power is the method by which the Scourge and the power of the Lich King is spread. When cast upon a homogenous supply of food, it infects that food with the undead-spawning Blight. If instead cast upon the earth, it transforms an area equal to a Medium Burst Template into Blighted ground. The Lich King's underlings are able to Summon his dark fortresses to Blighted ground, and any crops grown in that ground or animals grazed on it will likewise be carriers of the Scourge.

A Heroic character who also possesses the Zombie power is able to cast the two in conjunction, and infect a living, sentient being with the Scourge. The caster and her target make opposed Spirit rolls. If the caster succeeds, the target becomes a Ghoul. Wild Cards gain a +2 to resist this effect.

BLOODLUST

- **Rank:** Novice
- **Power Points:** 4
- **Range:** Touch
- **Duration:** 3 (1/round)
- **Trappings:** Crackling lightning, blood drinking, flaming eyes, bulging muscles.

This power induces a state identical to a Berserk (p.29), except that the bonuses are +4 instead of +2.

BURST (originally Fireburst, modified from various Savage Settings)

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Flame Template
- **Duration:** Instant
- **Trappings:** A shower of flames, earthquake ripple on the ground, etc.

Burst sends out a wave of destructive energy from the caster, smiting all in its way. When cast, place the thin end of the Flame Template at the caster's front. Targets within the template may make Agility rolls versus the caster's Spellcasting roll to avoid the effect. Those who fail suffer 2d10 damage. This counts as a Heavy Weapon

Bursts also have a secondary effect. Firebursts, for example, have a chance to set things aflame (see the **Fire** rules in Savage Worlds), while shockwave and electrical Bursts usually Stun the target for 1d6 rounds, and cold-based Bursts *slow* targets a like period.

CONTACT

- **Rank:** Seasoned (Special)
- **Power Points:** 4 (Special)
- **Range:** Smarts * 5 or Special
- **Duration:** 1 minute (1/minute)
- **Trappings:** Trance contacts, scrying pool, spirit images.

The character is able to make long-distance verbal contact with another individual he knows. He can see that individual vaguely, and can speak normally for the duration of the spell.

Alternately, the character may craft a token of some kind, and give it to an individual. There is no limit to the range at which it is possible to Contact an individual who has a token of yours, or for whom you have a token. A token-bearer who does not possess this power (or in fact an Arcane Background) can activate the token to request you to activate this power. If both the caster and the token-bearer possess this power, they can both contribute to the Power Point cost.

This spell may be learned when the character is still a Novice, but if so, he may only Contact those who have given tokens to him, and he may not create tokens himself.

DOOM

- **Rank:** Legendary
- **Power Points:** 8
- **Range:** Smarts
- **Duration:** 5 (2/round)

This demonic power slowly destroys its target, and then uses the corpse as a conduit for a powerful demon to enter Azeroth.

When cast, the target takes 3d6 damage, and must make a Spirit check against the user's Spellcasting total each time they wish to activate an Arcane Background. Each subsequent round, the target takes another 2d6 damage. Wound penalties are applied to Toughness when resisting this subsequent damage.

If the target becomes Incapacitated from this damage, she makes a Vigor roll against the Spellcasting total. Success means that the target continues to take damage cumulatively. Failure (or dropping to a Mortal Wound) means that the character dies instantly. 1d6 rounds later, a Doom Guard will arise from the character's corpse, allied with the caster.

ETHEREAL FORM

- **Rank:** Seasoned
- **Power Points:** 4
- **Range:** Touch
- **Duration:** 3 (2/round)
- **Trappings:** Glowing, hazy form.

This power lets you shift in and out of etherealness. While you are ethereal, non-magical attacks cannot hit you, you weigh effectively nothing, and you can pass through solid objects. If you choose to become material and attack, you remain material for the duration of that card, and anyone else on the same card may attack you normally, though this does not end the power's effect.

FAR SIGHT

- **Rank:** Seasoned
- **Power Points:** 2+
- **Range:** Varies
- **Duration:** 1 minute (2/minute)
- **Trappings:** Glowing eyes, scrying pool, spirit images.

This power lets you see things out of the range of normal sight, and over a great area. You are able to witness events within a Medium Burst Template (Large on a raise). You may move the centre of the Burst at a Pace equal to your Arcane Skill. Far Sight has a base range equal to your Smarts * 4. Every two Power Points paid doubles this range.

INFERNO

- **Rank:** Legendary
- **Requirements:** *summon: demon*
- **Power Points:** 12
- **Range:** Smarts * 3
- **Duration:** 1 minute (1/round)

This power summons an Infernal, a powerful demon. The demon falls from the sky in a meteoric impact of green fire, at the location the caster designates. It hits with a 3d6 ball of fel flame in a Large Burst template. The following round, the demon then begins ripping through the nearest targets, be they friend or foe. The summoner may attempt to control the Infernal's choice of targets each round with an opposed Spirit roll. If the summoner rolls snake eyes, the Infernal comes after him. Demons are immune to this effect of the spell, and don't generally care who dies anyway.

INNER FIRE

- **Rank:** Veteran
- **Power Points:** 4
- **Range:** Smarts
- **Duration:** 5 (2/round)
- **Trappings:** Nimbus of white light.

This powerful spell *boosts* the Fighting die type of the target, as well as giving her *armor*.

LIFE DRAIN

- **Rank:** Veteran
- **Power Points:** 3
- **Range:** Touch
- **Duration:** 3 (1/round)
- **Trappings:** Unholy aura around weapon, black claws, blood-drinking weapons.

This acts as the *smite* Power. In addition, whenever the character hits in combat with *life drain*, she makes an immediate Healing Check.

MEND

- **Rank:** Novice
- **Power Points:** Special
- **Range:** Touch
- **Duration:** Instant
- **Trappings:** Mystical glow, regenerating buildings.

Spellcasters with this power are able to *heal* inanimate objects. The Power Point cost is equal to ½ the base Toughness of the object healed.

PARALYZE

- **Rank:** Seasoned
- **Power Points:** 2-6
- **Range:** 6/12/24
- **Duration:** 3 (1/round)
- **Trappings:** Crackling energy, entangling foliage, spider webs.

This effect surrounds the target with some kind of impeding barrier or force. The caster makes an Arcane Skill check opposed by the target's Agility. If successful, the target is immobilized, and unable to take action. Any flying creature who relies on wings is automatically grounded (falling damage as usual). Hovering creatures make a second Agility check, at -2 for each raise on the Spellcasting roll. Failure means that they, too are dragged down by the entanglement.

For 2 Power Points, this affects a single target. For 4 Power it affects a Small Burst Template, and for 6 Power it can affect a Medium Burst Template.

SLOW

- **Rank:** Seasoned
- **Power Points:** 3
- **Range:** Smarts
- **Duration:** 3 (1/round)
- **Trappings:** Confusion, interfering tangles, slow motion.

The caster is able to slow down an enemy. The target of this spell must make an opposed Spirit vs. Spellcasting roll. If the target fails, she slows down, getting one action every two rounds. On a raise, the target is also forced to discard any card higher than an 8 and redraw. A draw of a Joker forces the caster to end this spell.

STARFALL

- **Rank:** Legendary
- **Power Points:** 8
- **Range:** Special
- **Duration:** 0 (1/round)

The caster of this potent power calls down the heavens to smite her enemies. Every round, all enemies (as defined by the caster) within Spirit" of the caster are targeted with a burning meteorite that does 2d10 damage (targets may make an Agility roll to take ½ damage if they can move at least 1"). The caster may not move more than 1" while maintaining this spell.

SUMMON

- **Rank:** Special
- **Power Points:** Special
- **Range:** 2
- **Duration:** 5 (1/round)
- **Trappings:** Arcane circles, cracks in the ground, lightning flashes, appearing spirits.

Allows the caster to summon a creature to aid her in combat or other activity. This power only applies to a particular range of creatures that the caster can summon. In order to Summon other creatures, the power must be taken again. The creature is treated as an ally in all ways.

If a caster chooses to summon a weaker creature than he is capable of, he may summon an additional creature of that type for each Rank he is above the minimum required for that creature. This raises the cost of the power to that for the caster's maximum Rank.

Cost	Rank	Sample Creature Type
3	Novice	Sight Owl, Eye of Kilrogg
4	Seasoned	Two wolves or treants, Fel hound.
5	Veteran	Two dire wolves, Fel Guard, Water Elemental
6	Heroic	Two Shadow Wolves, Doomguard
7	Legendary	Pit Lord, Phoenix

TELEPORT (Originally from the Savage Heroes website: www.savageheroes.com)

- **Rank:** Seasoned
- **Power Points:** 3+
- **Range:** Special
- **Duration:** Instant
- **Trappings:** Magic circle, magic mirror, gate.

For the basic expenditure of 3 power points, you can teleport yourself up to one mile. If you want to teleport further, you can spend additional power points: one extra point increases your teleport distance to 5 miles, and each additional point adds another 5 miles.

A failure on your skill roll means the teleport failed. Snake eyes means you teleported but missed your target. To find where you end up, roll 1d4 for every 5 miles you tried to teleport. This tells you the distance in miles by which you missed your target location. If you tried to teleport only 1 mile, roll 1d4 and read it as quarters of a mile. To determine direction, roll 1d12 and read it like a clock face. If your teleport would put you inside a solid object, you are shunted into the chaos of the Twisting Nether. Make a Vigor roll at -4. If you fail, you're Shaken. Note that materializing in the Twisting Nether sends a ripple through the dimension that most arcane magicians can pick up. This includes the Eredar and other demonic races.

If you have a receiving gate (usually in Warcraft this is a Circle of Power) at your destination, you get +2 on your skill roll. You can teleport up to 10 lbs x your arcane skill in extra mass--gear, objects, other people--for free. Every 10 lbs x your arcane skill over that costs an additional power point. So a wizard with Spellcasting d6 could teleport himself, a knight, and all their gear (extra weight = 300 lbs, let's say) one mile for 7 power points. Teleporting five miles would cost 8 points.

A character can also teleport people or objects without teleporting himself. The costs are the same. However, unwilling targets can make a Spirit roll to resist.

TRANSFORM OTHER

- **Rank:** Special
- **Power Points:** Special
- **Range:** Smarts
- **Duration:** 1 minute (1/minute)
- **Trappings:** Curses, voodoo dolls,

This power acts as Shape Change, only on another character. This spell functions differently if cast on a willing or unwilling target. If cast on a willing target, use the table for Shape Change (SW p. 87), except that the Rank requirement is one higher.

If, however, the target of this spell is unwilling, the Spellcasting check is opposed by the target's Spirit, and the following table (based on the degree of loss for the target) is used.

Cost as <i>shape</i> <i>change</i>	Rank As willing target	Animal Type More powerful than target.
4	Seasoned	Less dangerous, but capable of attack
5	Veteran	Harmless, but same Toughness
6	Heroic	Less Tough and harmless
7	Legendary	Easily squished (1 Toughness)

MODIFIED SPELLS

GREATER HEALING

This spell is capable of reviving characters from the dead if cast by someone of Veteran Rank or higher. However, non-Wild Cards must make a Spirit roll at -2 to be so revived. Wild Cards are assumed to possess sufficient force of will to drag themselves back from the Veil of Death, should they so wish.

HEALING AND GREATER HEALING

The range on this spell is Spirit.

ZOMBIE

This power is available at Seasoned, instead of Veteran.

At Legendary Rank, the caster may instead pay 6 points per undead raised to temporarily raise the target creatures with their previous stats and abilities, except that they are now Undead. This only lasts minutes instead of hours.

BESTIARY OF WARCRAFT

The following represent a selection of “creeps” and unaligned individuals from the Warcraft game. The Undead Scourge and the Demons of the Burning Legion are found later, in the Units section.

Please do note that I have given a single “base” creature for each creature type, and then have represented major deviations. In **Warcraft**, monsters are often significantly tougher than these base stats. Feel free to adjust upwards for virtually every monster listed here.



ANCIENT

Attributes: Agility d4, Smarts d10, Spirit d12, Strength d12+5, Vigor d12

Skills: Faith d10, Fighting d8, Guts d12, Knowledge (any three) d10, Notice d4

Pace: 7; **Parry:**6; **Toughness:** 18

Special Abilities

- **Armor +4:** Ancients have the bark of ancient and hardy trees for their hide.
- **Claws:** The gnarled and pointed fingers of Ancients do Str+2 damage, and are treated as a Heavy Weapon.
- **Consume Tree:** If an Ancient spends an Action to consume a tree, it then immediately makes a Natural Healing roll. If the Ancient is Shaken, it may do this instead of moving, if there is a tree adjacent.
- **Size + 5:** Ancients are over 15 feet tall, and wide as a redwood tree.

BANE SPIDER

Attributes: Agility d8, Smarts d6(A), Spirit d4, Strength d4, Vigor d6

Skills: Climbing d10, Fighting d4, Guts d6, Notice d6, Stealth d10.

Pace: 8; **Parry:**4; **Toughness:** 4

Special Abilities

- **Bite:** The bite of a bane spider does Str +1 damage, and injects a poison.
- **Creature of Evil:** Bane spiders are suffused with the energies of undeath, and are treated as evil for those powers and abilities that detect or affect evil.
- **Fast Regeneration:** Bane spiders make a Natural Healing roll at the end of each turn.
- **Sense Good:** Bane spiders can automatically sense the presence of anyone with an aura of supernatural goodness.
- **Size -1.**
- **Poison (-2):** The poison of a bane spider causes a loss of both Strength and Vigor at a rate of 1 per round.

BASILISK

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Gaze d10, Guts d10, Notice d6

Pace:6; **Parry:**5; **Toughness:** 13

Special Abilities

- **Armor +4:** A basilisk’s thick hide is studded with living crystals.
- **Bite or Claws:** Strength+2.
- **Paralysis:** On a successful Gaze attack, the target must make a Vigor check or fall asleep for 3d6 rounds.
- **Size +3:** Kodo beasts are five feet tall at the shoulder, with a build approximating a rhinoceros.

BOG BEAST

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d8

Skills: Fighting d6, Guts d8, Notice d6, Stealth d10 (+4 in swamp)

Pace: 6; **Parry:** 6; **Toughness:** 10

Special Abilities

- **Armor +2:** A bog beast’s hide is made of tough roots and turf.
- **Sweep:** A bog beast can attack all adjacent targets, at a -2 penalty.
- **Size +2:** Bog beasts are between 7 and 8 feet tall.

CENTAUR

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Guts d8, Notice d6, Stealth d4, Throwing d6

Pace: 8; **Parry:** 5; **Toughness:** 8

Equipment: Great Axe (d10+4, AP 1, Two-handed)

Special Abilities

- **Fleet-Footed:** Centaurs roll a d10 when running instead of a d6.
- **Low Light Vision:** A centaur ignores penalties from Dim and Dark lighting conditions.
- **Size +2:** Centaurs stand over 7’ tall, and weigh in excess of 1000 lbs.

CHIMAERA

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Guts d12, Notice d10, Survival d10.

Pace:6; **Parry:** 6; **Toughness:** 14

Special Abilities

- **Acid Breath:** The chimaera can breathe a Cone of acid, doing 2d10 damage and preventing Fast Regeneration.
- **Armor +3**
- **Flight:** Chimaera can fly at 16", with a Climb rate of 6".
- **Large:** All attackers get a +2 bonus to attack the Chimaera.
- **Size +4**

DRAENEI

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Guts d4, Notice d6

Pace: 6; **Parry:** 4; **Toughness:** 6

Equipment: Leather armor (+1), Longsword (Str +3)

Special Abilities

- **Orc Hatred:** Draenei get +2 to all rolls in combat when facing orcs.



DRAGONS

Young dragons use the stats for Drakes, except that they have Flight (16", Climb 6") and sentience. Older dragons use the Dragon stats.

All dragons have Arcane Background (Dragon Magic); this is a form of Nature Magic. There are five different types (Flights) of Dragons. Each have their own type of breath weapon (all have the same statistics), and particularities of magic talent.

BLACK DRAGON

- **Breath Weapon:** Gouts of magma.
- **Dragon Magic:** Power Points 10/20; Powers: 2/3 of *barrier (wall of flame), blast (fireball), bolt (fire), lower trait, mind reading, puppet*
- **Immunity:** Black dragons are immune to fire.

BLUE DRAGON

- **Breath Weapon:** Frost
- **Dragon Magic:** Power Points 20/30; Powers: 3/4 of *barrier, boost/lower trait, detect/obscure arcana, far sight, mana burn, mind reading*
- **Immunity:** Black dragons are immune to cold.

BRONZE DRAGON

- **Breath Weapon:** Molten sand + ageing (Vigor check at +2, or lose Child/gain Elderly. Elderly targets die.)
- **Dragon Magic:** Power Points 10/20; Powers: 2/3 of *boost/lower trait, deflection, detect/obscure arcana, obscure, puppet, smite.*

GREEN DRAGON

- **Breath Weapon:** Acid, plus sleep (Vigor check or sleep for 3d6 rounds)
- **Dragon Magic:** Power Points 20/30; Powers: 3/4 of *deflection, mind reading, obscure, puppet, stun, ethereal form.*
- **Ethereal:** As guardians of the Emerald Dream, green dragons can turn ethereal at will. While ethereal, they may slip sideways into the Emerald Dream.

RED DRAGON

- **Breath Weapon:** Burst of flame. The flame of a red dragon renews and regenerates nature within the affected area.
- **Dragon Magic:** Power Points 10/25; Powers: 2/4 of *armor, boost/lower trait, dispel, heal, mind reading, puppet, summon (animals)*
- **Immunity:** Red dragons are immune to fire.

DRAGONSPAWN

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d8, Guts d12, Notice d6, Throwing d8

Pace: 7; **Parry:** 6; **Toughness:** 13 (11)

Gear: Scale Armor (+2), Longsword (Str + 3), Throwing Spears (Str+2, 4/8/12)

Special Abilities

- **Armor +2:** Dragonspawn have thick leathery hides.
- **Fearless:** Dragonspawn are immune to Fear generated by dragons, from long exposure.
- **Immunity:** Dragonspawn are immune to the elemental type of their dragon master's breath weapon.
- **Size +2:** Dragonspawn have a lizardlike lower body; altogether, they are the size of a draft horse.

ELEMENTAL, WATER

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d10, Intimidation d8, Waterspout d8

Pace: 5; **Parry:** 7; **Toughness:** 13

Special Abilities

- **Armor +3:** Water elementals are hard to damage due to their fluid form.
- **Construct:** +2 to recover from Shaken; ½ damage from piercing attacks, immune to poison, disease, called shots.
- **Fearless**
- **Size +3**
- **Two-Fisted:** A water elemental can launch a melee attack or waterspout from each arm without penalty each round.
- **Waterspout:** Water elementals can blast a jet of water at an opponent at a range of 3/6/12. This attack does Strength damage within a Small Burst Template. The targeted individual does not get an Agility save to avoid the damage.

FAERIE DRAGON

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d12+1

Skills: Fighting d6, Guts d12, Notice d10, Shooting d8

Pace: 6; **Parry:** 5; **Toughness:** 9 (modified) **Power Points:** 15

Special Abilities

- **Barbs:** Str+2, 5/10/20
- **Flight:** Faerie dragons have a flying Pace of 16", with a Climb rate of 10"
- **Immunity:** Faerie dragons police the Emerald Dream for magic, and thus are immune to all magical effects.
- **Phase Shift:** Faerie dragons can spend 2 Power Points to shift into the Emerald Dream. They vanish from existence for a duration of 1 minute (1/minute), then return to the mortal world at the same location.
- **Mana Flare:** By spending 4 Power Points, Faerie dragons can create an aura of "negative mana" around them. All spellcasters within ½ Spirit" of the dragon take 1d6 damage for each 2 mana they spend. This effect lasts for 10 minutes (2/minute).

FURBOLG

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d6, Guts d8, Notice d6

Pace: 7; **Parry:** 5; **Toughness:** 10

Special Abilities

- **Armor +1:** Furbolgs have thick hides.
- **Claws:** Str +2.
- **Size +2:** Furbolgs are 8' tall.

FURBOLG, CORRUPTED

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d10, Notice d4

Pace: 7; **Parry:** 6; **Toughness:** 10

Special Abilities

- **Armor +1:** Furbolgs have thick hides.
- **Berserk**
- **Claws/Bite:** Str +2.
- **Frenzy**
- **Size +2:** Furbolgs are 8' tall.

GHOST

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d12+2, Notice d12, Stealth d12, Taunt d10

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities

- **Ethereal:** Ghosts are immaterial, and invisible when they wish to be. They are never able to physically harm opponents.
- **Fear (-2)**
- **Life Drain:** A successful Intimidation check against a target causes them to suffer a level of exhaustion, as the ghosts feed on the negative emotions. The Fear effect is not focused enough, however a ghost may Intimidate an opponent struck by their Fear in order to do a Life Drain on them.

GNOLL

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 8

Equipment: Flail (d6+2, ignores shields), Thick hides (+1).

Special Abilities

- **Armor +1:** Gnolls have a layer of tough hide and thick, matted hair.
- **Size +1:** Gnolls stand only a tall as humans, but they have bulk on the level of orcs, and a hunched gait.

GNOLL, ASSASSIN

Some gnolls eschew the frontal brutality of their kin in favor of stealth, guile and ranged attacks.

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d4, Guts d4, Notice d6, Shooting d8, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 8

Equipment: Thick hides (+1), Short Bow (2d6, 12/2/48), Poison Arrows (-2, -2 penalty to Vigor checks)

Special Abilities

- **Armor +1:** Gnolls have a layer of tough hide and thick, matted hair.
- **Size +1:** Gnolls stand only a tall as humans, but they have bulk on the level of orcs, and a hunched gait.

GNOLL, WARDEN

Wardens are the spiritual guides and spellcasters of gnoll society.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d4, Guts d8, Notice d8, Spellcasting d8

Pace: 6; **Parry:** 4; **Toughness:** 8

Equipment: Flail (d6+2, ignores shields)

Special Abilities

- **Arcane Background:** Gnoll wardens possess AB: Arcane Magic. They have 10 Power Points, and can cast the spells Bolt, Dispel, and Smite.
- **Armor +1:** Gnolls have a layer of tough hide and thick, matted hair.
- **Size +1:** Gnolls stand only a tall as humans, but they have bulk on the level of orcs, and a hunched gait.

GOLEM

Attributes: Agility d4, Smarts d6(A), Spirit d6, Strength d12+2, Vigor d8

Skills: Fighting d8

Pace: 5; **Parry:** 6; **Toughness:** 13

Special Abilities

- **Armor +4:** Golems have skin made of stone or metal.
- **Construct:** Golems have +2 to recover from being Shaken, are immune to disease, poison and wound penalties, and take half damage from piercing weapons.
- **Fearless:** Golems are immune to the effects of Fear.
- **Large:** All attacks on a golem by normal-sized creatures receive a +2 bonus.
- **Size +3:** Most golems are over 9' tall, and made of solid stone or metal.

GRYPHON

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d12, Vigor d8

Skills: Fighting d8, Guts d8, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 8

Special Abilities

- **Beak/Claws:** Str +2.
- **Flight:** Gryphons have a flying Pace of 12", with a Climb rate of 4"
- **Size +2:** Gryphons are larger than a lion.
- **Swoop:** If a gryphon moves at least 6" in a straight line before an attack, they make their claw attack at +4 to hit and damage

HARPY

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Taunt d8, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 8

Gear: Javelins (Str+2, 4/8/16)

Special Abilities

- **Talons:** Str +1.
- **Flight:** Harpies fly t a Pace of 8", with a Climb rate of 3"
- **Nightsoil "Bombs":** Make a Vigor check, or suffer a level of Fatigue from nausea, if within 2". If hit directly, must make a Test of Wills (Vigor vs. d6+2).

HARPY WITCH

As above, plus AB (Arcane Magic); Spellcasting d8, PP: 15, Spells: *lower trait (Curse/Faerie Fire), stun (Cyclone), deflection.*

HIPPOGRYPH

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d8

Skills: Fighting d8, Guts d8, Faith d6, Notice d8

Pace: 7; **Parry:** 6; **Toughness:** 8

Special Abilities

- **Talons:** Str+1 **Antlers:** Str+3
- **Flight:** Hippogryphs have a flying Pace of 12", with a Climb rate of 6"
- **Size +2:** Hippogryphs have the bodies of large stags, with a wide wingspan.
- **Swoop:** If a hippogryh moves at least 6" in a straight line before an attack, they make their claw attack at +4 to hit and damage

KOBOLD

As Savage Worlds goblins (SW p. 131)

KODO BEAST

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+5, Vigor d12

Skills: Fighting d4, Guts d8, Intimidation d4, Notice d6

Pace: 7; **Parry:** 6; **Toughness:** 8

Special Abilities

- **Armor +3:** Kodo beasts have hide like a rhino.
- **Large:** Anyone attacking a kodo beast gets +2 to hit.
- **Size +5:** Kodo beasts are shaped like a rhino, but sized like an Indian elephant.
- **Swallow Whole:** A kodo may make a Grappling check to swallow an opponent. If successful, the opponent is considered grappled, and automatically suffers 2d6 damage per round until eaten or cut out of the kodo's stomach.



MAGNATAUR

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+6, Vigor d12

Skills: Fighting d10, Guts d10, Notice d6, Stealth d6, Tracking d6

Pace: 10; **Parry:** 7; **Toughness:** 17

Gear: Massive halberd (Str+3, Reach 1 if wielded 2-handed, a magnataur can wield his with one hand).

Special Abilities

- **Armor +2:** A magnataur's thick, matted fur and tough hide blunt weapon attacks.
- **Huge:** All attempts to hit a magnataur are at +4.
- **Improved Arcane Resistance:** Magnataurs resist spells cast on them at +4, and have 4 points of armor against damaging spells.
- **Improved Frenzy:** A magnataur can take two attacks s one action, at no penalty.
- **Size +7**
- **Trample:** If a magnataur moves at least 6", he can make a trample attack on those in front of him. All in his path must make an Agility roll, or be knocked prone and suffer Str+4 damage.

MOUNTAIN GIANT

Attributes: Agility d4, Smarts d4, Spirit d10, Strength d12+9, Vigor d8

Skills: Fighting d8, Guts d10, Notice d4, Taunt d12

Pace: 7; **Parry:** 6; **Toughness:** 20

Gear: none, sometimes Tree Trunk (Str+2, Reach 2, Heavy Weapon)

Special Abilities

- **Armor +6:** Mountain giants' hides are made of rock.
- **Huge:** All attempts to hit a mountain giant are at +4.
- **Sweep:** Mountain giants can swing their huge arms and attack all adjacent opponents.
- **Size +8**

SAVAGE WARCRAFT

MURLOC

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d4, Notice d6, Swimming d8, Throwing d6

Pace: 5 (8 in water); **Parry:**6; **Toughness:** 5

Equipment: Trident (d6+2, 3/6/12, Parry +1, Reach 1), Net (can entangle opponents)

Special Abilities

- **Amphibious:** Murlocs can breathe in both water and air. Their Pace in water is equal to their Swimming score.
- **Claws:** d6+2.

MURLOC SHAMAN

As above, plus Arcane Background (Shaman): 10 Power Points; Bolt, plus Armor, Boost Trait, Heal or Smite.

MURLOC, MUTANT

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Notice d6, Swimming d10, Throwing d6

Pace: 5 (10 in water); **Parry:** 7; **Toughness:** 6

Equipment: Trident (d6+2, 3/6/12, Parry +1, Reach 1) , Net (can entangle opponents)

Special Abilities

- **Amphibious:** Murlocs can breathe in both water and air. Their Pace in water is equal to their Swimming score.
- **Armor +1:** Mutant murlocs have thick, rubbery hides.
- **Claws:** d6+2.

NAGA, WARRIOR

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d10, Notice d6, Swimming d12

Pace: 7; **Parry:** 6; **Toughness:** 10 (7)

Gear: Trident (Str+2, 36/12), Scimitar (Str+3), Armor robes (+1)

Special Abilities

- **Armor +2**
- **Aquatic:** Naga can breathe underwater, and move when immersed at a Pace equal to their Swimming.
- **Size +1**
- **Slow Regeneration:** When immersed in water, naga make a Healing roll each day.



NAGA, SEA WITCH

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d4, Vigor d8

Skills: Fighting d4, Guts d10, Notice d10, Shooting d8, Spelcasting d8, Swimming d12

Pace:6; **Parry:** 4; **Toughness:** 10 (7)

Gear: Bow (2d6, 15/30/60), Armor robes (+1)

Special Abilities

- **Arcane Background (Magic):** Wizard, Warlock (favors water, ice and lightning spells, summons sea elementals)
 - **Power Points:** 20
 - **Powers:** *bolt, armor, burst (lightning cone), smite (frost arrow – does slow)*
- **Aquatic:** Naga can breathe underwater, and move when immersed at a Pace equal to their Swimming.
- **Slow Regeneration:** When immersed in water, naga make a Healing roll each day.

NERUBIAN, SOLDIER

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d12, Fighting d8, Guts d10, Intimidation d8, Stealth d6, Throwing d8

Pace: 8; **Parry:** 6; **Toughness:** 10 (8)

Gear: Spears (Str+2, 3/6/12), Chitin armor (+2)

Special Abilities

- **Claws:** Str+1
- **Fearless**
- **Immunity:** Mind-controlling magic and Blight have no effect on nerubians.
- **Size +2:** Nerubians are spider-centaurs of human height.

NERUBIAN, SEER

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d12, Fighting d8, Guts d10, Intimidation d8, Spellcasting d8, Stealth d6, Throwing d8

Pace: 8; **Parry:** 6; **Toughness:** 10 (8)

Gear: Spears (Str+2, 3/6/12), Chitin armor (+2)

Special Abilities

- **Arcane Background (Necromancy):** Power Points – 15; Spells: *zombie, dispel, continuous blast (carrion swarm)*
- **Claws:** Str+1
- **Fearless**
- **Immunity:** Mind-controlling magic and Blight have no effect on nerubians.
- **Size +2:** Nerubians are spider-centaurs of human height.

NERUBIAN, WEBSPINNER

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Climbing d12, Fighting d6, Guts d10, Intimidation d8, Stealth d6, Throwing d8, Webbing d8

Pace: 8; **Parry:** 6; **Toughness:** 7

Gear: Spears (Str+2, 3/6/12),

Special Abilities

- **Arcane Background (Webspinner):** Power Points – 20; Techniques: *paralyze, barrier, fly (web-drop)*
- **Claws:** Str+1
- **Fearless**
- **Immunity:** Mind-controlling magic and Blight have no effect on nerubians.
- **Size +2:** Nerubians are spider-centaurs of human height.

OGRE

As SW p. 133.

OGRE-MAGE

As Ogre, except as follows:

Attributes: Smarts d6, Spirit d8

Skills: Spellcasting d8

Special Abilities

- **Arcane Magic:** AB (Arcane Magic), Soul Drain, Warlock
 - **Power Points:** 20
 - **Spells:** *smite, 2-3 of summon, blast, bloodlust and offensive armor (fire shield).*

OWLBEAR

Attributes: Agility d6, Smarts d8(A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d8, Guts d10, Faith d4, Notice d8, Swimming d6

Pace: 7; **Parry:** 6; **Toughness:** 8

Special Abilities

- **Berserk:** Owlbears have the Berserk Edge.
- **Claws, Bite and Antlers:** Str+2
- **Size +2:** Owlbears are as big as a grizzly.
- **Two-Pawed:** Owlbears do not suffer no penalty when attacking with both their paws on the same opponent.

QUILLBOAR

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Guts d8, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 8

Gear: Flail (Str+3)

Special Abilities

- **Arcane Backgrounds:** *Some quillboars practice shamanic magic, and have a strong connection with boar spirits.*
- **Armor +1:** Tough, bristly hides.
- **Size +1**

PANTHER, NIGHTSABRE

As Lion, except Nightsabre Panthers also have a Stealth of d8, and receive a +4 to Stealth at night.

REVENANT

Please note: revenants are elemental-aligned creatures, and each always has a single element which they draw power from.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d10, Intimidation d10, Notice d4, Spellcasting d8

Pace: 8; **Parry:** 7; **Toughness:** 13 (10)

Gear: Heavy Mace (Str+3), Plate Armor (+3)

Special Abilities

- **Arcane Background (Magic), Warlock**
 - **Power Points:** 15
 - **Powers:** *smite, bolt, blast or burst, one other as appropriate.*
- **Fear**
- **Immunity:** Revenants are immune to attacks from their aligned element.
- **Undead:** +2 Toughness, +2 to recover from Shaken, immune to poison, disease and called shots, half damage from piercing attacks.

SALAMANDER

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d12+6, Vigor d10

Skills: Fighting d10, Guts d10, Notice d6, Tracking d4

Pace: 4; **Parry:** 7; **Toughness:** 15

Special Abilities

- **Armor +3:** A salamander's thick hide is reinforced with bony plates.
- **Bite and Claw:** Str+2.
- **Darkvision:** Halve all darkness penalties.
- **Flame Breath:** Salamanders can spit a Fire Template gout of flame, doing 2d10 damage if not avoided.
- **Immolation:** Salamanders can ignite their skin at will. While aflame, anyone attacking the salamander in melee takes 2d6 damage.
- **Immunity:** Salamanders are immune to fire and heat.
- **Large:** +2 for opponents to hit the salamander.
- **Size +5:** Salamanders are larger than a bull rhinoceros.

SATYR

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d10, Notice d6, Survival d8, Tracking d6

Pace: 7; **Parry:** 6; **Toughness:** 7

Special Abilities

- **Claws/Hooves:** Str+1
- **Frenzy:** All satyrs have the Frenzy Edge.
- **Size +1:** Satyrs stand 7' tall, and are bulky with animalistic muscle.
- **Sorcery:** Many if not all satyrs practice some form of warlock magic. They may also gain the *zombie* spell if they possess Arcane Background(Magic).

SLUDGE MONSTER

Attributes: Agility d4, Smarts d4(A), Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Notice d4, (Throwing d6)

Pace: 2; **Parry:** 4; **Toughness:** 8

Special Abilities

- **Ooze** (as Construct): +2 to recover from Shaken, immune to called shots, poison and disease. Half damage from piercing attacks.
- **Blindsense:** Sludge monsters sense prey by smell, vibration and heat. They take no penalties in darkness, but can be confused by "blinding" their other senses.
- **Fling:** *Some sludge monsters can fling sludge as a Str+1 attack with a range of 3/6/12, and their slow power.*
- **Slow Poison:** If the target of a sludge monster's attack fails a Vigor check at -2, they are *slowed* (as the Power).

TREANT

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+2, Vigor d10

Skills: Faith d6, Fighting d6, Notice d6

Pace: 4; **Parry:** 5; **Toughness:** 10

Special Abilities

- **Armor +1:** Treants have bark skin.
- **Branch Fingers:** Str+1
- **Construct:** +2 to Shaken recovery, ½ damage from piercing weapons., immune to poison, disease and critical hits.
- **Size +3**

TUSKARR

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Guts d6, Knowledge (fishing) d6, Notice d6, Swimming d10, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 8

Gear: Harpoon (Str+2, 4/8/16), Net (Entangles), Leathers (+1)

Special Abilities

- **Low-Light Vision**
- **Size +1**
- **Arcane Backgrounds:** Some tuskarr practice shamanism, but tend to avoid direct damage spells.

WENDIGO/SASQUATCH

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d12, Notice d6, Stealth d6, Tracking d8

Pace: 7; **Parry:** 6; **Toughness:** 12

Special Abilities

- **Armor +2:** Wendigo have thick fur and tough hides.
- **Claws:** Str+2
- **Size +3:** Wendigo are 8'-9' tall, and broad-bodied.
- **Sweep:** Wendigo can make an attack against all adjacent opponents as an action, sweeping with their long arms.

WYVERN

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12, Vigor d8

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d6, Stealth d4

Pace: 7; **Parry:** 6; **Toughness:** 12

Special Abilities

- **Armor +2**
- **Claws and Bite:** Str+2
- **Flight:** Wyverns fly with a Pace of 12", and a Climb rate of 6"
- **Large:** All attackers get +2 to hit.
- **Size +4**
- **Stoop:** When a wyvern makes an attack while flying, if it moves at least 6", it has a +4 bonus to attack and damage.
- **Tail Stinger:** Str-1, plus Poison (as Curare (SW p. 97), but with no penalty to the Vigor check).

THE BURNING LEGION

The demons of the Burning Legion are a force unto themselves in the **Warcraft** universe. Listed here are the major types of demons that might be encountered by brave and foolish alike.

Note that many of these demons can be *summoned*. Summoned demons do not act as Wild Cards – they simply aren't putting their best efforts into serving some petty mortal.

FEL HOUND

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Intimidate d12, Notice d8, Spellcasting d8, Tracking d10

Pace: 10; **Parry:** 6; **Toughness:** 11

Special Abilities: Low-Light Vision, Fear, Armor+2, Size+2.

- **Mana Burn:** At will, fel hounds can let loose with a *mana burn* bolt.
- **Smell Magic:** Fel hounds always *detect arcana* when tracking.
- **Pounce:** Fel hounds can move 1d6" and attack with a +4 to attack and damage.

FEL GUARD

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d10, Guts d12, Intimidate d12, Notice d4

Pace: 6; **Parry:** 6; **Toughness:** 13 (9)

Edges: Trademark Weapon, Combat Reflexes

Special Abilities: Size +2, Fear, Infravision

Gear: Fel Greatsword (Str+6, -1 Parry, 2 hands), Fel Armor (+4)

DOOM GUARD

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d12+6, Vigor d10

Skills: Fighting d12, Guts d12+2, Intimidate d12, Notice d10, Spellcasting d8, Taunt d10

Pace: 8; **Parry:** 8; **Toughness:** 16 (12)

Edges: Improved Trademark Weapon, Combat Reflexes, Improved Frenzy, Improved Sweep, Quick, Command, Fervor, AB (Demon Magic)

Special Abilities: Size +5, Large, Fear -2, Infravision, Arcane Resistance (+4), Flight (8", Climb 3")

Demon Magic Power Points: 20 **Spells:** *bolt, blast, lower trait, obscure, continuous blast, smite*

Gear: Fel Scimitar (Str+5), Fel Armor (+4)

PIT LORD

Attributes: Agility d6, Smarts d6, Spirit d12, Strength d12+6, Vigor d12

Skills: Fighting d12, Guts d12, Intimidate d12, Notice d6, Taunt d10

Pace: 10; **Parry:** 7; **Toughness:** 18 (14)

Edges: Berserk, Ambidextrous, Two Fisted, Improved Sweep, Mighty Blow, AB (Demon Magic)

Special Abilities: Size +8, Huge, Fear -2, Arcane Resistance (+4), Bite (Str+2)

- **Tail Sweep:** A Pit Lord can attack an area 4" wide and 2" long with his tail. This does Str-2 damage.
- **Rebirth:** When a pit lord is destroyed, he returns 1d6 rounds later. If subsequently defeated, he is truly dead.

Demon Magic Power Points: 20 **Spells:** *armor, blast, doom, smite, summon*

Gear: Fel Greatsword (Str+6, Parry -1, 2 hands), Fel Armor (+4)

INFERNAL

Attributes: Agility d4, Smarts d4(A), Spirit d12, Strength d12+7, Vigor d12

Skills: Fighting d12, Intimidate d12

Pace: 4; **Parry:** 8; **Toughness:** 20 (17)

Edges: Berserk, Ambidextrous, Two Fisted, Improved Sweep, Mighty Blow, AB (Demon Magic)

Special Abilities: Size +9, Armor +3, Gargantuan, Fear, Construct, Fearless, Immunity (Magic)

- **Burning Fist:** Str+2, may set objects on fire.
- **Burning Aura:** Anyone attacking the Infernal takes 2d6 damage from fel flames.

EREDAR WARLOCK

Attributes: Agility d6, Smarts d12+2, Spirit d10, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d12, Intimidate d12, Spellcasting d12+1, Taunt d12

Pace: 10; **Parry:** 8; **Toughness:** 13

Edges: AB (Demon Magic), Wizard, Soul Drain, Dark Ritual, Steal Magic, Spell Aura

Special Abilities: Size +6, Large, Fear -3, Arcane Resistance (+4), Claws (Str+1), Flight (20", Climb 6")

Demon Magic Power Points: 50 **Spells:** All on Wizard/Warlock list.

NATHREZIM DREAD LORD

Attributes: Agility d8, Smarts d12, Spirit d12, Strength d10, Vigor d10

Skills: Fighting d10, Guts d12, Intimidate d12+1, Notice d8, Spellcasting d10, Stealth d12+1, Taunt d12+1

Pace: 6; **Parry:** 7; **Toughness:** 18 (14)

Edges: Improved Frenzy, Improved Dodge, AB (Demon Magic), Wizard, Soul Drain, Command

Special Abilities: Size +1, Flight (10", Climb 4"), Armor +2, Claws (Str+2)

- **Vampiric Aura:** Whenever a dread lord or allies under his command strike an opponent in melee, they make a Healing check.

Demon Magic Power Points: 30 **Spells:** *blast, boost/lower trait, invisibility, obscure, puppet, quickness*

Gear: Fel Greatsword (Str+6, Parry -1, 2 hands), Fel Armor (+4)

UNITS, BUILDINGS AND GEAR

Presented here are all the game stats needed to represent the vast armies of Azeroth. Each faction has an extended section. First is listed the basic stats of their units, including the point cost for the unit, and suggestions for Edges to add as “upgrades” as they experience. This is followed by a list of the recruitment (build) and upkeep costs for the units, and then one for the buildings of that faction. Finally comes a list of critical faction-specific gear to buy for both the units and your heroes. This is typically only weapons, armor and ammunition.

QUESTIONS OF LOGISTICS

The base monetary unit in Warcraft is the gold piece. 100 silvers equals one gold, and 100 coppers equals one silver. Gold is mined through various methods. These methods yield 10 gold per worker per day, plus another 10 gold's worth of “workable” metals (iron, copper, etc.) Only the first five workers working in a mine add to production. If the GM wishes, a mine can also have veins of more uncommon metals: mithril, adamantine, thorium, arcanite or moonsilver. These yield an additional 1 gold per worker per day that can only be used to pay for equipment of that metal, or traded to another group that does.

The second important commodity in Warcraft is wood. Wood is harvested by workers at a rate of 10 units per worker per day, and includes not only lumber but any natural resources that are harvestable from nature.

The third commodity is food. The Alliance and Horde farm for food, while the Night Elves use moonwells, which store mana, to replenish natural food supplies quickly, as well as to sustain mystic creatures who ally with them. The nerubian ziggurats of the Undead Scourge provide growing beds for mushrooms and other foodstuffs that like the dark, but their primary use is to send out waves of undead energy that sustains the monsters and undead of the army. In any case, food is produced on a monthly basis, and figured only into the upkeep of units and buildings. A food source produces 8 food each month.

Moonwells have an additional effect: they halve the mana regeneration rate of anyone meditating at them, to a maximum of 8 per day. If the moonwells are not allowed to regenerate for an average of four hours per night over the month, they weaken, and produce one less food as well as allowing one less person to meditate.

Necromancers with the Dark Ritual Edge can siphon off some of the undead power of a ziggurat to power their spells. Each such siphoning takes a 15 minute ritual, gives the same bonus as Dark Ritual, and reduces the food output of the targeted ziggurat by one permanently.

Each unit and building has both a “build” and an upkeep cost. This is listed in gold pieces, units of wood, and units of food. The “build” costs for each unit reflects the effort to train and equip the unit. Units are more often recruited from elsewhere instead of trained locally, but in any case the build cost must be paid. Likewise, most buildings have food upkeep costs, reflecting the non-combatants who staff these buildings.

STARTING EQUIPMENT

More military-minded campaigns will usually assign the characters their starting equipment, based on the unit they most resemble. This does lead to some discrepancies in equipment value, but it also ensures that the characters have all the equipment necessary to fulfill their roles in the game. It is recommended that for each Rank above Novice, heroes begin with equipment one step better on the gear progression tables. It is also recommended that the characters be given 50-500 Silver with which to make discretionary purposes.

For games of a more adventuring or exploratory mindset, it makes sense to allow each character to purchase his own gear. Characters begin with 30 Gold with which to buy starting gear. When spending Hindrance points to get more money in this setting, each point spent adds 15 Gold. Items with Wood costs are available at character creation for 1 extra Gold per 10 Wood. For items not listed in the faction gear lists, use the costs listed in the Savage Worlds book, treated as if they were in silver. Listed prices for ammunition are to equip a unit with that ammunition from then on. To buy ammunition individually, treat the listed gold cost as if it were in silver (after adding on the modifier for wood cost).

ALTARS AND SHOPS

Some of you will have noticed that I have left off the faction-specific Shops, as well as the four Altars. The reason for this is that those things (access to magical items and character “respawn”) are so campaign-specific and subject to GM preference and tweaking that any kind of organized rules for obtaining those items would end up being useless to 90% of people. Thus, I refer you to the wonderful GWG addition on creating magical items (on the website: www.peginc.com), and say to you: do what you like, ‘cause I got no advice here.

THE ALLIANCE

UNITS

MILITIA [26]

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Guts d4, Knowledge (farming, engineering or mining) d6, Notice d4, Repair d6.
Pace: 6; **Parry:** 5; **Toughness:** 7 (5)
Gear: Axe (Str+2), Chain hauberk (+2)
Advancement: Alertness. Militia are not professional soldiers, and thus only level up on a roll of 6.

FOOT SOLDIER [32]

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Guts d6, Notice d4
Pace: 6; **Parry:** 7; **Toughness:** 7 (5)
Gear: Broadsword (Str+3), Chain hauberk (+2), Kite shield (+2 Parry, +2 Toughness vs. ranged)
Advancement: Block, Defend, Improved Block and Defend.

DWARVEN RIFLEMAN [35]

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d4, Guts d6, Notice d6, Shooting d6
Edges/Abilities: Low-Light Vision
Pace: 5; **Parry:** 4; **Toughness:** 7 (6)
Gear: Musket (2d8, 10/20/40, 2 Actions to reload), Bayonet (Str+2, attached to musket), Leather armor (+1)
Advancement: Musketeer, Marksman.

HIGH ELVEN ARCHER [37]

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Guts d6, Notice d6, Shooting d6
Hindrances: Cautious
Edges/Abilities: Low-Light Vision
Pace: 6; **Parry:** 4; **Toughness:** 6 (5)
Gear: Long Bow (2d6, 12/24/48), Short Sword (Str+2), Leather armor (+1)
Advancement: Marksman, Rapid Shot, Two Arrows Nocked, Hail of Arrows
Ranger: Stealth d4, Survival d8, Tracking d8, Woodsman

KNIGHT [45+48 (horse) =93]

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8, Notice d4, Riding d6
Edges/Abilities: Cavalry, Combat Reflexes
Pace: 6; **Parry:** 7; **Toughness:** 9 (6)
Gear: Broadsword (Str+3), Lance (Str+4, AP 1, Reach 2), Plate Armor (+3), Medium Shield (+1 Parry, +1 Tough v. ranged)
Warhorse: see SW p.131, with chainmail barding (+2 to torso and 50% head)
Advancement: Sweep, First Strike

DRAGONHAWK RIDER, HIGH OR BLOOD ELF [49+58 (dragonhawk) =107]

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Guts d8, Notice d6, Riding d6, Spellcasting d6, Shooting d6
Hindrances: Cautious or Vengeful (Minor)
Edges/Abilities: Low Light Vision, Cavalry, Steady Hand, AB (Arcane Magic)
Arcane Magic Power Points: 15 **Spells:** *obscure, paralyze*
Pace: 6; **Parry:** 4; **Toughness:** 6 (5)
Gear: Longbow (2d6, 12/24/48), Short Sword (Str+2), Leather Armor (+1)
Dragonhawk: Agility d10, Smarts d4(A), Spirit d6, Strength d8, Vigor d6
Skills: Fighting d6, Guts d6, Notice d6
Edges/Abilities: Size +2, Claws (Str+2), Beak (Str+1), Flight (16", 6" Climb), Armor +2
Pace: 6; **Parry:** 5; **Toughness:** 9
Advancement: Strafing Run, Rapid Shot, (if Blood Elf) Warlock

GRYPHON RIDER, DWARF [47+60 (gryphon) =107]

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d4, Guts d8, Intimidate d6, Notice d4, Riding d6, Throwing d8
Hindrances: Outsider (Wildhammer Dwarf)
Edges/Abilities: Low-Light Vision, Cavalry, Steady Hand
Pace: 5; **Parry:** 4; **Toughness:** 7 (6)
Gear: Throwing Hammers (Str+2, 3/6/12), Leather Armor (+1)
Gryphon: see p.20. Leather barding (+1 to torso/50% head)
Advancement: Beast Bond, Strafing Run, Rapid Throw

MAGE [35]

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Guts d8, Knowledge (arcana) d8, Notice d8, Spellcasting d8

Edges/Abilities: AB (Arcane Magic), Wizard

Arcane Magic Power Points: 15 **Spells:** *bolt, barrier, slow*

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Quarterstaff (Str+2, +1 Parry)

Advancement: *invisibility, offensive armor, blast, transform other*, Rapid Recharge, Power Points

Elven Sorceress: *add Hindrances: Arcane Addiction, Cautious. Agility d8.*

PRIEST OF THE LIGHT [37]

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Faith d8, Fighting d4, Guts d6, Healing d8, Knowledge (religion) d8, Notice d6

Edges/Abilities: AB (Inner Light), Priest

Miracles Power Points: 15 **Spells:** *bolt, heal*

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Quarterstaff (Str+2, +1 Parry)

Advancement: *dispel, boost/lower trait, inner fire*, Rapid Recharge, Power Points, Healer

SPELLBREAKER, BLOOD ELF [48]

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Guts d8, Knowledge (arcana) d8, Notice d8, Spellcasting d6

Hindrances: Vengeful (minor)

Edges/Abilities: AB (Arcane Magic), Wizard, Spellbreaker, Block

Arcane Magic Power Points: 10 **Spells:** *mana burn, dispel, feedback (smite + 1d6 PP damage)*

Pace: 6; **Parry:** 7; **Toughness:** (7) 5

Gear: Twin Sword (Str+3, Parry+1), Medium Shield (+1 Parry, +1 Toughness vs. ranged), Chain hauberk (+2)

Advancement: Capture Spell, Drain Spell, Florentine (usable with twin sword)

MORTAR CREW, DWARVEN [78]

A dwarven mortar crew consists of 2 trained dwarves and a single mortar.

Attributes: Agility d8, Smarts d4, Spirit d, Strength d6, Vigor d8

Skills: Fighting d4, Guts d8, Notice d4, Repair d6, Shooting d6

Edges/Abilities: Low-Light Vision,

Pace: 5; **Parry:** 4; **Toughness:** 7 (6)

Personal Gear: Short Sword (Str+2), Leather Armor (+1)

Mortar: 3d6 in a Small Burst, 30/60/90, Heavy Weapon, 2 actions to reload, stationary to fire.

Advancement: Artillerist, Marksman

FLYING MACHINE [75]

A Flying Machine includes its dwarven pilot, who gains only half defense from his vehicle.

Speed/Accel./Climb: 12/3/4 **Toughness:** 8 (5)

Abilities: Flight

Rotating Rifle: 2d8 Damage, 10/20/40, 6 shots, 2 Actions/shot to reload.

Bombs: *it is possible to attach a Mortar-like device at a cost of 30 Gold and 20 Wood. The range is 2/4/8, as the bombs are primarily dropped, not launched.*

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Guts d6, Notice d8, Piloting d8, Repair d6, Shooting d6

Edges/Abilities: Low-Light Vision, Ace

Pace: 5; **Parry:** 2; **Toughness:** 6

Advancement: Musketeer, Steady Hand, Rapid Shot

SIEGE ENGINE [77]

A Siege Engine includes 3 dwarven operators/gunners within the vehicle.

Speed/Accel.: 6/2 **Toughness:** 18 (10)

Abilities: Heavy Armor, Tracked.

Cannon: Special (SW, p. 50), 10/20/40, Heavy Weapon, 3 Actions to reload (2 gunners)

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d8

Skills: Driving d6, Guts d8, Notice d6, Repair d6, Shooting d8

Edges/Abilities: Low-Light Vision, Ace (driver), Artillerist

Pace: 5; **Parry:** 2; **Toughness:** 6

Advancement: Marksman, Steady Hand

COSTS AND UPKEEPS

UNITS	Recruit Cost (Gold/Wood)	Upkeep (Gold/Wood/Food)	Units	Recruit Cost (Gold/Wood)	Upkeep (Gold/Wood/Food)
Peasant/Militia	75/0	1/0/1	Dragonhawk Rider	325/30	4/0/3
Foot Soldier	135/0	2/0/2	Mage	210/20	4/0/2
Knight	245/60	4/0/4	Priest of the Light	190/10	4/0/2
Rifleman, Dwarven	205/30	3/0/3	Mortar Crew, Dwarven	240/50	5/1/4
Archer, High Elven	175/20	2/1/2	Flying Machine	100/40	3/1/2
Gryphon Rider	400/40	5/0/4	Siege Engine	260/60	7/2/6

BUILDINGS

Italics indicate an upgrade cost

	Cost (Gold/Wood)	Build Time (days)	Upkeep (Gold/Wood/Food)
Town Hall	385/185	18	1/0/1
- Keep	320/210	14	1/0/2
- Castle	360/210	14	2/0/3
Barracks	160/60	6	0/1/0
Farm	80/20	3.5	0/0/-8
Lumber Mill	220/20	6	1/0/2
Blacksmith	140/50	7	1/1/2
Workshop	140/140	7	2/2/2
Arcane Sanctum	150/140	7	2/1/0
Gryphon Aviary	140/150	12	1/1/1
Wall (1" section)	40/10	1	0/1/0
Scout Tower	50/20	3	0/1/1
- Guard Tower (incl. 2 crossbows)	50/50	5	1/2/2
- Cannon Tower (incl. 1 cannon)	150/80	8	2/2/2
- Arcane Tower (incl. 20 PP in bolts)	50/50	5	4/1/2

GEAR

HAND WEAPON UPGRADES	Gear Bonus	Weight Modifier	Cost (G/W)	Notes
Fine Craftsmanship	+1 damage	x 1	+10/+3	
Mithril Forged	+2 damage	x 0.8	+25/+15	
Adamantine Forged	+2 damage, +1 AP	x 2	+50/+40	

RANGED WEAPONS

	Range	Damage	Cost (G/W)	Weight	Min. Str	Notes
Longbow	12/24/48	2d6	2	4	d6	
Elven Longbow	15/30/60	2d6	5/5	5	d6	Requires Shooting d8+
Pistol	5/10/20	2d6+1	2	2	—	2 Actions to reload.
Rifled Pistol	10/20/40	2d6+1	10/5	2	—	2 Actions to reload
Musket	10/20/40	2d8	5	12	d6	2 Actions to reload
Long Rifle	15/30/60	2d8	15/10	15	d6	AP 1; 2 Actions to reload
Tower Crossbow	30/60/120	2d6+1	20/15	18	d6	1 Action to reload
Tower Cannon	20/40/80	3d6	—	60	—	2 Actions to reload, see SW p.50

* All ranged weapon damage is modified by ammunition upgrades.

ARROW/BOLT UPGRADES	Gear Bonus	Cost (G/W)	Upkeep (G/W)	Notes
Fine Craftsmanship	+1 damage	+20/+30	+1	
Mithril Forged	+2 damage	+140/+140	+1/+1	
Adamantine Forged	+2 damage, +1 AP	+250/+250	+2/+2	

FIREARM UPGRADES

	Gear Bonus	Cost (G/W)	Upkeep (G/W)	Notes
Overcharged Weapons	+1 damage	+60/+30	+1	
Refined Powder	+2 damage	+200/+150	+1/+1	
Imbued Powder	+2 damage, +1 AP	+400/+400	+2/+2	

• Ammunition upgrades includes all ammunition for the unit.

LIGHT ARMOR	Protection	Areas	Cost (G/W)	Weight	Notes
Leather Armor	+1	Torso, arms, legs	2/1	5	
Studded Leather	+2	Torso, arms, legs, 50% head	10/10	15	
Reinforced Leather	+3	Torso, arms, legs, 50% head	15/15	20	
Dragonhide	+4	Torso, arms, legs, 50% head	25/25	20	

HEAVY ARMOR	Protection	Areas	Cost (G/W)	Weight	Notes
Chain hauberik	+2	Torso, arms, legs, 50% head	5/2	20	Includes light helm or coif.
Plate Armor	+3	Torso, arms, legs, head	15/10	40	
Proofed Plate	+4	Torso, arms, legs, head	30/25	40	
Mithril Plate	+5	Torso, arms, legs, head	45/50	30	
Adamantine Plate	+5	Torso, arms, legs, head	90/100	60	Reduces AP by 1.

THE HORDE

UNITS

PEONS [27]

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d6
Skills: Guts d6, Knowledge (farming, engineering or mining) d4, Notice d4, Repair d6, Throwing d6.
Pace: 6; **Parry:** 3; **Toughness:** 6
Edges/Abilities: Brawny
Gear: Tools (Str+2 for axe or pick), Spears (Str+2, 3/6/12, +1 Parry, +1 Reach)
Advancement: Alertness, Dodge. Peons are not professional soldiers, and thus only level up on a roll of 6.

GRUNY [34]

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Guts d6, Intimidate d4, Notice d4
Edges/Abilities: Brawny
Pace: 6; **Parry:** 5; **Toughness:** 9 (7)
Gear: Battle Axe (Str+3), Chain hauberk (+2)
Advancement: Berserk, Combat Reflexes, Frenzy

TROLL HEADHUNTER [37]

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d4, Guts d6, Intimidate d6, Notice d4, Stealth d4, Throwing d6, Tracking d6
Edges/Abilities: +1 Size, Fast Regeneration
Hindrances: All Thumbs
Pace: 6; **Parry:** 5; **Toughness:** 7
Gear: Spears (Str+2, 3/6/12), +1 Reach, +1 Parry
Advancement: Marksman, Rapid Shot, Woodsman
Berserker: Fighting d6, Berserk, Frenzy

TAUREN WARRIOR [48]

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d12, Vigor d8
Skills: Fighting d8, Guts d8, Intimidate d6, Notice d4
Edges/Abilities: +3 Size, Horns (Str+2), Charge
Hindrances: All Thumbs, Large
Pace: 6; **Parry:** 6; **Toughness:** 10 (9)
Gear: Totem club (Str+3, AP 2 vs. rigid armor)
Advancement: Sweep, Berserk, Combat Reflexes

RAIDER [52+37 (dire wolf) =89]

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8, Intimidate d6 Notice d4, Riding d6, Throwing d4
Edges/Abilities: Brawny, Cavalry, Berserk
Pace: 6; **Parry:** 6; **Toughness:** 9 (7)
Gear: Warblade (Str+3), Chain hauberk (+2), *Net*
Dire Wolf: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8, Intimidate d6, Notice d6
Edges/Abilities: Size +1, Bite (Str+2), Go For the Throat (SW p.129), Fleet-Footed
Pace: 10; **Parry:** 6; **Toughness:** 7
Advancement: Combat Reflexes, Sweep

KODO RIDER [39+60 (kodo beast) =99]

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d6, Guts d8, Intimidate d8 Notice d4, Riding d6, Taunt d6
Edges/Abilities: Brawny, Cavalry, Inspire
Pace: 6; **Parry:** 5; **Toughness:** 7
Gear: War drums (required for Inspire), drumsticks (Str+1, Parry -1)
Kodo Beast: see p. 21, plus Fighting d8
Advancement: Fervor

WYVERN RIDER [39+72 (wyvern) =111]

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d4, Guts d8, Intimidate d6, Notice d6, Riding d6, Throwing d8
Edges/Abilities: Brawny, Cavalry, Steady Hand
Pace: 6; **Parry:** 5; **Toughness:** 8 (7)
Gear: Spears (Str+2, 3/6/12, +1 Parry, +1 Reach), Leather Armor (+1)
Wyvern: see p.25.
Advancement: Beast Bond, Strafing Run, Rapid Throw

TROLL BATRIDER [44+46 (giant bat) =90]

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8
Skills: Guts d10, Notice d6, Riding d6, Stealth d6, Throwing d8
Edges/Abilities: Size +1, Fast Regeneration, Cavalry, Steady Hand
Pace: 6; **Parry:** 2; **Toughness:** 7
Gear: Volatile Potions (2d6+2, Small Burst, 3/6/12)
Giant Bat: Agility d8, Smarts d8(A), Spirit d6, Strength d8, Vigor d6
Skills: Fighting d4, Notice d8, Tracking d6
Edges/Abilities: Size +2, Flight (12", Climb 6"), Sonar
Pace: 2; **Parry:** 4; **Toughness:** 7
Advancement: Beast Bond, Combat Reflexes

SHAMAN [47]

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Faith d8, Fighting d4, Guts d8, Intimidation d6, Knowledge (nature) d6, Notice d6
Edges/Abilities: Brawny, AB (Shaman)
Shamanism Power Points: 15 **Spells:** *bolt, boost/lower trait, dispel*
Pace: 6; **Parry:** 4; **Toughness:** 8 (7)
Gear: Claws (Str+1), Hide armor (+1)
Advancement: *offensive armor, bloodlust, far sight, summon*, Rapid Recharge, Power Points

TROLL WITCH DOCTOR [43]

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d6
Skills: Faith d8, Fighting d4, Guts d6, Healing d4, Notice d6, Tracking d4
Edges/Abilities: Size +1, Fast Regeneration, AB (Voodoo)
Voodoo Power Points: 15 **Spells:** *bolt, detect/conceal arcana, boost/lower trait*
Pace: 6; **Parry:** 5; **Toughness:** 6
Gear: Quarterstaff (Str+2, +1 Parry)
Advancement: *heal, paralyze, quickness*, Dark Ritual, Power Points, Alchemist

TAUREN SPIRIT WALKER [53]

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d10, Vigor d8
Skills: Faith d8, Fighting d4, Guts d8, Intimidation d6, Knowledge (nature) d6, Notice d6
Edges/Abilities: +3 Size, Horns (Str+2), AB (shaman), Shaman
Hindrances: All Thumbs, Large
Shamanism Power Points: 15 **Spells:** *boost/lower trait, ethereal form, heal*
Pace: 6; **Parry:** 4; **Toughness:** 9
Gear: Axe (Str+2)
Advancement: *dispel, greater heal detect/conceal arcana, far sight*, Rapid Recharge, Power Points

DEMOLISHER [100]

A Demolisher is accompanied by 3 Peons and one Gunner
Speed/Accel.: 4/2 **Toughness:** 12 (6)
Cannon: 3d8+1, Medium Burst, 40/80/160. 2 Actions to reload
Gunner
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d4, Guts d8, Notice d4, Repair d6, Shooting d8
Edges/Abilities: Brawny, Steady Hand
Pace: 6; **Parry:** 4; **Toughness:** 7
Gear: Axe (Str+2)
Advancement: Marksman

COSTS AND UPKEEPS

UNITS	Recruit Cost (Gold/Wood)	Upkeep (Gold/Wood/Food)
Peon	75/0	1/0/1
Grunt	200/0	3/0/3
Troll Headhunter	135/20	2/1/2
Tauren Warrior	280/80	3/2/5
Raider	180/40	3/0/3
Kodo Rider	255/60	3/0/4
Wyvern Rider	265/40	5/0/4
Troll Batrider	160/40	4/1/2
Shaman	130/20	4/0/2
Witch Doctor	145/25	4/0/2
Spirit Walker	195/35	3/1/3
Demolisher	220/50	5/2/4

BUILDINGS	Cost (Gold/Wood)	Build Time (days)	Upkeep (Gold/Wood/Food)
<i>Italics indicate an upgrade cost</i>			
Great Hall	385/185	15	1/0/1
- Stronghold	315/190	14	1/0/2
- Fortress	325/190	14	2/0/3
Barracks	180/50	6	0/1/0
Burrow	160/40	5	0/1/-8
War Mill	205/0	7	1/1/2
Beastary	145/140	6	1/1/1
Spirit Lodge	150/150	7	1/1/0
Tauren Totem	135/155	7	0/2/0
Watch Tower	110/80	5	1/1/1
Wall (1" section)	20/20	1	0/1/0
Spiked Defenses (1" section)	20/15	3	0/1/1

GEAR

NEW WEAPONS

	Range	Damage	Cost (G/W)	Weight	Min. Str	Notes
Warblade	Melee	Str+4	4	12	d8	
Net	3/6/12	None	25 silver	5	—	Entangles (Agi-based grapple)
Totem Club	Melee	Str+3	0/1	20	d10	as Maul (SW p. 45)
Javelin	5/10/15	Str+2	1/1	3	d6	Throwing spear
Tower Crossbow	30/60/120	2d6+1	20/15	18	d6	1 Action to reload
Volatile Potions	3/6/12	2d6+2	20/10	1	—	Small Burst; Heavy Weapon
Liquid Fire Potions	3/6/12	2d6+2	60/20	1	—	Small Burst; Heavy Weapon, sets flammables on fire.
Wyvern Poison	special	as Curare	20/20	—	—	For spears; requires wyverns.

* All ranged weapon damage is modified by ammunition upgrades.

MELEE WEAPON

UPGRADES

	Gear Bonus	Cost (G/W)	Upkeep (G/W)	Weight Adjust.	Notes
Fine Craftsmanship	+1 damage	+3/+2	—	x 1	
Thorium Forged	+1 damage, +1 AP	+30/+10	—	x 2	
Arcanite Forged	+2 damage, +1 AP	+60/+15	—	x 2	

SPEAR UPGRADES

	Gear Bonus	Cost (G/W)	Upkeep (G/W)	Notes
Fine Craftsmanship	+1 damage	+20/+10	+1	
Thorium Forged	+1 damage, +1 AP	+60/+20	+2/+1	
Arcanite Forged	+2 damage, +1 AP	+100/+30	+3/+1	

DEMOLISHER SHELLS

	Gear Bonus	Cost (G/W)	Upkeep (G/W)	Notes
Shrapnel Shell	+2 AP	60/5	+1	
Thorium Shrapnel	+4 AP	100/15	+3/+2	
Arcanite Forged	+2 damage, +4 AP	200/20	+5/+3	

* Ammunition upgrades include all ammunition for the unit.

ARMOR

	Protection	Areas	Cost (G/W)	Weight	Notes
Hide/Leather Armor	+1	Torso, arms, legs	2/1	10 lbs	
Chain hauberk	+2	Torso, arms, legs, 50% head	5/2	25 lbs	includes half-helm
Heavy chain hauberk	+2	Torso, arms, legs, 50% head	5/2	25 lbs	includes half-helm, -1 AP
Thorium chain	+2	Torso, arms, legs, 50% head	5/2	25 lbs	includes half-helm, -2 AP
Arcanite chain	+3	Torso, arms, legs, 50% head	5/2	25 lbs	includes half-helm, -2 AP

THE SENTINELS

UNITS

WISP [26]

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Faith d6, Guts d4, Notice d6, Repair d6.

Abilities: Bond with Tree (+2 to Repair checks on Night Elf structures), AB (Nature Magic)

Power Points: 10 **Powers:** *mend* (Renew: works on Ancients as well), *dispel* (Large Burst, destroys Wisp)

Pace: 6; **Parry:** 2; **Toughness:** 5

Advancement: None.

ARCHER [38]

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Guts d6, Notice d6, Shooting d6, Stealth d6 (+4)

Hindrances: All Thumbs

Edges/Abilities: Low-Light Vision, Shadowmeld

Pace: 6; **Parry:** 4; **Toughness:** 6 (5)

Gear: Long Bow (2d6, 12/24/48), Short Sword (Str+2), Leather armor (+1)

Advancement: Marksman, Rapid Shot, Two Arrows Nocked, Hail of Arrows

Ranger: *Stealth d4, Survival d8, Tracking d8, Woodsman*

Hippogryph Rider: *Riding d6, Cavalry, Steady Hand* [42]

HUNTRESS [46+51 (panther) =97]

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d6, Guts d8, Notice d6, Riding d6, Stealth d6(+4), Throwing d8, Intimidate d6

Hindrances: All Thumbs

Edges/Abilities: Low-Light Vision, Shadowmeld, Cavalry, Steady Hand

Pace: 6; **Parry:** 5; **Toughness:** 7 (5)

Gear: Moonglaive (Str+2, 3/6/12), Chain shirt (+2)

Nightsabre Panther: see p.23

Advancement: Beast Master (owl sentinel), Combat Reflexes, Ricochet (Rapid Shot)

DRYAD [48]

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d10

Skills: Faith d6, Fighting d4, Guts d8, Knowledge (nature) d6, Notice d6, Survival d8, Throwing d8.

Hindrances: All Thumbs

Edges/Abilities: AB (Nature Magic), Champion, Arcane Resistance

Power Points: 15 **Spells:** *dispel, smite*

Pace: 7; **Parry:** 5; **Toughness:** 7

Gear: Spear (Str+2, 3/6/12, +1 Reach, +1 Parry)

Advancement: Marksman, Improved Arcane Resistance, Rapid Throw

DRUID OF THE CLAW [45]

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Faith d8, Fighting d8, Guts d8, Healing d6, Knowledge (nature) d8, Notice d6, Survival d6

Hindrances: All Thumbs

Edges/Abilities: Low-Light Vision, AB (Nature Magic), Druid, Nature's Fury, Brawny

Power Points: 15 **Spells:** *boost/lower trait, smite*

Pace: 6; **Parry:** 6; **Toughness:** 8 (7)

Natural Weapons: Claws (Str+1)

Gear: Hide armor (+1)

Advancement: *heal, shape change*, Rapid Recharge, Power Points, Natural Leader, Spell Aura, Berserk

DRUID OF THE TALON [40]

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Faith d8, Fighting d6, Guts d6, Knowledge (nature) d8, Notice d8, Survival d6, Tracking d6

Hindrances: All Thumbs

Edges/Abilities: Low-Light Vision, AB (Nature Magic), Druid, Dodge

Power Points: 15 **Spells:** *boost/lower trait, bolt*

Storm Crow Form: Agility d10, Strength d6 Vigor d8

Edges/Abilities: Flight (10", Climb 6"), Claws/Beak (Str+1), Low-Light Vision

Pace: 2; **Parry:** 5; **Toughness:** 6

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Quarterstaff (Str+2, +1 Reach, +1 Parry)

Advancement: *stun, shape change, far sight*, Rapid Recharge, Power Points, Improved Dodge, Command

CHIMAERA [92]

See p. 18, plus Intimidate d10.

FAERIE DRAGON [92]

See p. 19.

SAVAGE WARCRAFT

HIPPOGRYPH [64]

See p. 21.

HIPPOGRYPH RIDER [106]*Hippogryph plus trained Archer.***MOUNTAIN GIANT [93]**

See p. 21.

GLAIVE THROWER [77]*A Glaive Thrower includes 2 specially-trained Wisps who animate the vehicle.***Speed/Accel.:** 6/2 **Toughness:** 14 (6)**Seige Glaive:** 2d8, AP 2; 30/60/120**Attributes:** Agility N/A, Smarts d6, Spirit d8, Strength N/A, Vigor (d8)**Skills:** Guts d8, Notice d6, Repair d6, Shooting d8**Edges/Abilities:** Marksman**COSTS AND UPKEEPS**

UNITS	Recruit Cost (Gold/Wood)	Upkeep (Gold/Wood/Food)	Units	Recruit Cost (Gold/Wood)	Upkeep (Gold/Wood/Food)
Wisp	60/0	0/0/1	Chimaera	330/70	2/2/5
Archer	130/10	1/1/2	Faerie Dragon	155/25	1/0/2
Huntress	195/20	2/0/2	Hippogryph	160/20	0/1/2
Dryad	145/60	1/1/3	Mountain Giant	425/100	2/3/7
Druid of the Claw	255/80	2/0/4	Glaive Thrower	210/65	2/2/3
Druid of the Talon	135/20	2/0/2			

BUILDINGS*Italics indicate an upgrade cost*

	Cost (Gold/Wood)	Build Time (days)	Upkeep (Gold/Wood/Food)
Tree of Life	340/185	11	0
- <i>Tree of Ages</i>	320/180	14	0/1/0
- <i>Tree of Eternity</i>	330/200	14	0/2/0
Ancient of War	150/60	6	0/1/1
Ancient of Lore	155/145	7	0/1/1
Ancient of Wind	150/140	6	0/1/1
Ancient Protector	135/80	6	0/1/1
Moon Well	180/50	5	1/0/-8
Hunter's Hall	210/100	6	1/2/1
Chimaera Roost	140/190	8	1/3/1

GEAR**BASIC WEAPONS**

	Range	Damage	Cost (G/W)	Weight	Min. Str	Notes
Longbow	12/24/48	2d6	2	4	d6	
<i>Elven Longbow</i>	15/30/60	2d6	5/5	5	d6	Requires Shooting d8+
Moonglaive	3/6/12	Str+2	5	2	—	Melee and ranged weapon
<i>Throwing Glaive</i>	5/10/15	Str+2	20/7	2	—	Melee and ranged weapon
<i>Javelin</i>	5/10/15	Str+2	1/1	3	d6	Throwing spear
<i>Vorpal Siege Glaive</i>	30/60/120	2d8	100/20	N/A	N/A	Penetrates as cannon (SW p.50)

WEAPON UPGRADES

	Gear Bonus	Cost (G/W)	Notes
Blessed Weapon	+1 AP	+10/+2	Moon's Blessing/ Nature's Power
Enchanted Weapon	+1 damage, +1 AP	+20/+5	Moon's Enchantment/ Nature's Might
Fortified Weapon	+2 damage, +1 AP	+40/+7	Moon's Vengeance/ Nature's Vengeance

BASIC ARMOR

	Protection	Areas	Cost (G/W)	Weight	Notes
Leather/Hide Armor	+1	Torso, arms, legs	2/1	5	
Chain hauberk	+2	Torso, arms, legs, 50% head	5/2	20	Includes light helm or coif.

ARMOR UPGRADES

	Gear Bonus	Cost (G/W)	Notes
Blessed Armor	-1 AP	+10/+5	Moon's Blessing/ Nature's Strength
Enchanted Armor	+1 armor, -1 AP	+15/+7	Moon's Enchantment/ Nature's Vigor
Fortified Armor	+2 armor, -1 AP	+30/+10	Moon's Protection/ Nature's Fortitude

THE UNDEAD SCOURGE

UNITS

ACOLYTE [27]

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: Faith d6, Fighting d4, Guts d6, d4, Notice d4.

Pace: 6; **Parry:** 5; **Toughness:** 4

Hindrances: Delusional (Faith in the Cult of Death)

Edges/Abilities: AB (Miracles – Undeath)

Undeath Power Points: 10 **Powers:** *blight, contact, mend*

Gear: Staff (Str+2, +1 Parry)

Advancement: Get sacrificed at an altar and turned into a Shade.

NECROMANCER [40]

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Guts d10, Intimidation d8, Knowledge (arcana) d8, Notice d6, Spellcasting d8

Edges/Abilities: AB (Magic), Wizard, Necromancer

Necromancy Power Points: 15 **Spells:** *blight, bolt, zombie*

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Staff (Str+2, +1 Parry)

Advancement: *boost/lower trait, quickness, Rapid Recharge, Power Points, Dark Ritual, Create Undead*

SHADE [30]

Attributes: Agility d6, Smarts d6, Spirit d8, Strength 0, Vigor d8

Skills: Fighting d4, Guts d10, Notice d8

Edges/Abilities: Undead, Ethereal (cannot affect physical), Detect Invisibility

Pace: 6; **Parry:** 5; **Toughness:** 8

BANSHEE [53]

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d4, Vigor d8

Skills: Guts d10, Notice d8, Spellcasting d10

Edges/Abilities: Undead, Ethereal, Fear, AB (Magic), Necromancer

Necromancy Power Points: 20 **Spells:** *bolt, burst (sound), lower trait*

Pace: 6; **Parry:** 2; **Toughness:** 8

Advancement: *dispel, puppet (possession), Power Points, Soul Drain, Wizard*

SKELETON WARRIOR [30]

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidate d6, Notice d4

Edges/Abilities: Undead, Fearless, Claws (Str+1)

Pace: 6; **Parry:** 5; **Toughness:** 9 (7)

Gear: Sword (Str+3), Rotted Chain (+2)

GHOUL [33]

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Guts d8, Intimidate d6, Notice d4

Edges/Abilities: Undead, Claws/Bite (Str+2)

Pace: 6; **Parry:** 5; **Toughness:** 8

Advancement: Frenzy, Fleet-footed, Regeneration (Cannibalize – Healing check when a corpse is consumed)

CRYPT FIEND [51]

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d10, Fighting d8, Guts d10, Intimidate d8, Stealth d6, Throwing d6

Edges/Abilities: Undead, Fearless, Claws (Str+1), Size +2

Pace: 8; **Parry:** 6; **Toughness:** 10

Advancement: Web (create a Net of webbing), Burrow (0, +8 to Stealth)

ABOMINATION [59]

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d8, Intimidate d10

Edges/Abilities: Undead, Size +4, Large, Fearless, Improved Frenzy

Pace: 6; **Parry:** 6; **Toughness:** 14

Gear: Cleaver (Str+3)

Advancement: Berserk, Disease Cloud (-2; reduces Str & Vigor by 1 die type for 2d6 days)

FROST WYRM [88]

Attributes: Agility d6, Smarts d8(A), Spirit d10, Strength d12+4, Vigor d6

Skills: Fighting d10, Intimidate d12, Notice d6

Edges/Abilities: Undead, Fear (-2) Fearless, Claws/Bite (Str+3), Frost Breath (as a Burst of cold), Size +5, Frenzy, Large, Flight (10", Climb 4")

Pace: 4; **Parry:** 7; **Toughness:** 15

SAVAGE WARCRAFT

GARGOYLE [59]**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d10**Skills:** Fighting d8, Intimidate d6, Throwing d6**Edges/Abilities:** Size +1, Armor +3, Flight (8", Climb 4"), Claws (Str+2), Stone Form (Immobile, Fast Regeneration, +4 Armor)**Pace:** 6; **Parry:** 6; **Toughness:** 11**OBSIDIAN DESTROYER [82]****Attributes:** Agility d6, Smarts d4, Spirit d8, Strength d12, Vigor d10**Skills:** Fighting d8, Intimidation d10, Spellcasting d8**Edges/Abilities:** Flight (10", Climb 4"), Size +2, Armor +4, Claws (Str+2), AB (Magic), Spellbreaker, Drain Magic, Construct, Fearless**Dark Magic Power Points:** 5 **Spells:** *dispel, bolt***Pace:** 6; **Parry:** 6; **Toughness:** 13**Advancement:** *blast (orb of annihilation)***OBSIDIAN STATUE [47]****Speed/Accel.:** 4/1 **Toughness:** 18 (14)**Skills:** Spellcasting d8**Edges/Abilities:** AB (Magic), Command, Hold the Line**Dark Magic Power Points:** 20 **Spells:** *heal, restore mana (transfer at a 1:1 ratio), bolt***MEAT WAGON [37]***Meat wagons are staffed by 3 specially-trained Acolytes***Speed/Accel.:** 4/1 **Toughness:** 12 (6)**Corpse Catapult:** Damage 2d4, Range 20/40/80; 3 Actions to reload**Acolytes****Skills:** Shooting d4**Advancement:** Disease Cloud (-2; reduces Str & Vigor by 1 die type for 2d6 days)**COSTS AND UPKEEPS****UNITS**

	Recruit Cost (Gold/Wood)	Upkeep (Gold/Wood/Food)
Acolyte (Shade)	75/0	1/0/1
Necromancer	145/20	5/0/2
Banshee	155/30	4/0/2
Ghoul	120/0	0/0/2
Crypt Fiend	215/40	1/0/3
Frost Wurm	385/120	3/1/7
Gargoyle	185/30	0/1/2
Obsidian Statue	200/35	0/3/3
<i>Obsidian Destroyer</i>	—	0/3/5
Meat Wagon	230/50	2/3/3

BUILDINGS

	Cost (Gold/Wood)	Build Time (days)	Upkeep (Gold/Wood/Food)
<i>Necropolis</i>	255	12	0/0/1
- <i>Halls of the Dead</i>	320/210	14	1/1/2
- <i>Black Citadel</i>	325/230	14	2/2/3
Crypt	200/50	6	0/1/0
Ziggurat	150/50	5	1/1/-8
- <i>Spirit Tower</i>	145/40	3	1/2/1
- <i>Nerubian Tower</i>	100/20	3	1/1/2
Graveyard	215/0	8	0
Slaughterhouse	140/135	6	0/1/1
Temple of the Damned	155/140	6	2/0/0
Sacrificial Pit	75/150	5	0
Boneyard	175/200	8	2/0/0

ATTACK UPGRADES

	Bonus	Cost (G/W)	DEFENSE UPGRADES	Bonus	Cost (G/W)
Lesser	+1 damage	+10/+2	Lesser	+1 damage	+10/+2
Greater	+2 damage	+20/+5	Greater	+2 damage	+15/+5
Legendary	+3 damage	+40/+10	Legendary	+3 damage	+30/+10

Upgrades come in two forms: Unholy Power, an enchantment that can strengthen the Undead, and Monstrous Might, a similar enchantment for non-Undead monsters.

APPENDIX - HOUSE RULES

Here are a few house rules from our original Warcraft campaign. We have found them to be useful in capturing some of the greater nuance of the setting. Use 'em if you like 'em, leave 'em if you don't. None of them are essential to Savaged Warcraft as presented.

FLESH WOUNDS

This rule simulates the fast, keep-bashing-even-when-you-get-hit feel of Warcraft play.

Instead of becoming Shaken when hit in combat, characters instead take a Flesh Wound. A character with a Flesh Wound who takes another Flesh Wound takes a Wound instead, but otherwise Flesh Wounds have no effect. On the other hand, they only disappear with medical treatment of some kind (three rounds and a successful Healing check, or magical means of healing.)

Using this rule affects the following rules and Edges:

- Those effects that list "Stuns Extras" also cause Wild Cards to be Shaken.
- Command and Inspire add their bonuses to attack rolls instead of Spirit checks to avoid being Shaken.
- Combat Reflexes allows the character to "shake off" a Flesh Wound with a Vigor check at -2. On a Raise, the character is able to act the same round, but otherwise it takes an action to do this.

FOCUSED FIRE

This rule simulates the focused-fire tactics of the computer game

If the members of a unit all have Marksman, they can forgo their Marksman bonus to Focus Fire on a single target. They gain the Ganging Up bonus on that target with their ranged attacks that round.

SELECT TROOPS

This rule does nothing to add to the Warcraft flavor, but it's a fun addition to any game where commanding regular troops is a common occurrence. It does slow things down a bit, but only when you have the time to put into the extra detail anyway.

Characters with Leadership Edges get a bit of an advantage when recruiting troops, since they know what they're looking for. When a character has the opportunity to choose which troops he'll be leading, he can weed out some of the worst "problem cases". When rolling up random ally personalities, the player can shift the roll up or down by up to 1 point for each Leadership Edge he possesses.

The GM has the right to disallow this rule anytime the character is stuck with the troops she has, and that's it. Period. This is often the case when leading rebellions and the like, but even regular military officers get stuck with what HQ gives them from time to time (**The Dirty Dozen** is a great example of this).