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WARCRAFT® THE RPG LANDS OF CONFLICT

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LANDS OF CONFLICT



A Fantasy Setting Sourcebook for v.3.5 Roleplaying



WARCRAFT

THE ROLEPLAYING GAME

LANDS OF CONFLICT™



Credits

Authors:

Rob Baxter (mass combat units), Tim Campbell (timeline, NPCs, monsters), Bob Fitch (NPCs, monsters), Luke Johnson (Khaz Modan, Lordaeron, adventures, new rules), Seth Johnson (Chapter One, organizations, prestige classes), Mur Lafferty (Azeroth, adventures, organizations, new rules), Andrew J. Scott (fiction)

Creative and Rules Design Assistance and Additional Material:

Chris Metzen and Bob Fitch

Developer:

Mike Johnstone

Editor:

Ellen P. Kiley

Managing Editor:

Andrew Bates

Art Director:

Matt Milberger

Book Design:

Matt Milberger

Cover Artist:

Samwise Didier

Interior Artists:

René & Michel Koiter, James Stowe, And UDON with Chris Stevens, Eric Kim, Greg Boychuk, Greg Brown, Jim Zubkavich and Ray Dela Cruz

Special Thanks — Mike Johnstone

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To the other amazing folks at Blizzard: Paul Sams, Elaine Di Iorio, Neal Hubbard, Marc Hutcheson and Lisa Bucek.

To all the fantasy RPG settings of the past and present, which were inspirations and guiding lights throughout the development of this book. We hope we have made a worthy entry in your company.

Dedication

Lands of Conflict is dedicated to the memory of Michel Koiter (3 May 1984 – 18 March 2004), who contributed his great art and spirit to **Warcraft** and left us far too soon. Thank you, Michel.



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erns. The place is dark, smells like dead people and has an evil feel. Spiders, oozes and other subterranean creatures occupy the distant passages.

Sites and Settlements

I could wander for weeks in Undercity and never see everything. The city contains a few particularly important locales.

The Apothecarium: This area is the domain of Master Faranell and his alchemist minions. Located in Undercity's bottommost depths, the Apothecarium radiates evil and malice. I am no paladin, but I could tell that horrible things transpire in this place. I had to push myself to go on.

The lab is full of horrors. Master Faranell was polite enough, and I saw nothing obviously wrong, but a feeling of dread consumed me. Rickety tables are covered in bubbling, steaming potions, dripping candles and acrid beakers. Shelves hold weathered tomes, bizarre skulls and strange creatures suspended in jars of green liquid. Squealing, distorted experiments thrust tentacles, pincers and eyestalks out of iron cages, begging for release. I gathered the information I needed and left quickly.

The Ruined Palace: Undercity is beneath Lordaeron's ruins, but above the Forsaken city one can visit Lordaeron's palace. Terenas' throne room and the royal crypts are still intact. I believe I even saw the bloodstain where Arthas slew his father. The magnificent gardens are also accessible, though they have grown wild and play home to lurking beasts.

History

Lordaeron's capital city stood for centuries, a monument to humanity's might. In the Third War, Prince Arthas slew his father King Terenas in Lordaeron's throne room and ransacked the city. He planned to use Lordaeron as his capital on this continent and ordered his minions to expand the catacombs beneath the city. Then the Lich King summoned Arthas to Northrend and the work was left uncompleted.

During Arthas' exodus, Sylvanas Windrunner broke free of the Lich King's control and took many banshees and other undead with her. With Varimathras' assistance she defeated the dreadlords that controlled the city and set her newly dubbed Forsaken to finish Arthas' job in the dungeons. The Forsaken carved Undercity and now rule the surrounding countryside.

Adventures

The Forsaken always have missions for enterprising heroes, and other forces offer tasks that concern the Forsaken.

Diplomacy with a Twist: King Magni takes Brann's suggestion and sends ambassadors (the PCs) to Undercity. The heroes' primary task is to keep tabs on the Forsaken and their Horde allies, but they also must gather information on Master Faranell's latest endeavor. After appropriate research, they are to infiltrate the Apothecarium, steal a sample (of anything appropriate) and send it back to Ironforge for testing.

Western Plaguelands

Capital: Andorhal (8,000).

Population: 40,000 (92% undead, 8% human).

Government: Dictatorship.

Ruler: Lich Lord of the Plaguelands Kel'Thuzad (male human lich Wiz25).

Major Settlements: Hearthglen (3,000).

Language: Common.

Faiths: Holy Light, Lich King.

Resources: Evil, gold, magic, plague, ruins, timber (mushroom fiber).

Affiliation: Scourge.

As I traveled through eastern Tirisfal Glades, I approached the Western Plaguelands' border. I paused briefly and looked to the east. The land itself grew darker, and a baleful shadow seemed to engulf the horizon. An orange blur was just visible in the distance, and I remembered the terrible stories I had heard about these lands. Taking a swig from my flask, I ventured warily forth, axe in one hand and pistol in the other. I advise other travelers to proceed with similar caution. Even the air is an enemy in this accursed wasteland.

The Western Plaguelands resembles the Eastern Plaguelands in most respects (see that entry, above). The earth is gray and sick with blight. The trees are corrupted and transformed into enormous, spotted mushrooms. The same toxic mist that pervades the Eastern Plaguelands haunts this realm as well (see "The Poison Mist" sidebar, above, for the mist's effects). Even the air seems darker. Though the Scourge capital of Stratholme is many miles away, I felt as though Kel'Thuzad could see me even here.

Undead monstrosities roam the land and infest the ruined farmsteads that dot this flat landscape. Scarlet Crusaders fight a hopeless war against the undead.

The Western Plaguelands is west of the Eastern Plaguelands, east of Tirisfal Glades and north of the Alterac Mountains. Lordamere Lake borders the region to the southwest.

People and Culture

Neither culture nor people have much sway in the Western Plaguelands. Various undead creatures wander the landscape under the command of Kel'Thuzad in the east and, ultimately, Arthas the Lich King. Scourge forces slay all living creatures within their realm.

The Scarlet Crusade (see the “Eastern Plaguelands” entry, above, and Appendix One) maintains a presence in the Western Plaguelands. Indeed, as I traveled west to east across northern Lordaeron, my encounters with the Crusade in the Western Plaguelands were my first associations with these people. They are just as nutty as their eastern counterparts — more so, even. They struggle valiantly and foolishly against the Scourge and send occasional patrols into Tirisfal so Varimathras’ troops can slaughter them.

The Western Crusade has an interesting leadership. High Inquisitor Isillien, a human priest, commands the Crusaders in this realm. He is completely insane, devoted to destroying all undead and anyone else who may carry the plague — evil or good. Sound like Arthas to anyone else? Isillien is a thoroughly unpleasant individual wholly absorbed in his mad, vengeful campaign.

While journeying through the Plaguelands, I encountered a human man, dressed in little more than rags but carrying a large platinum warhammer. At first I thought he was a survivor with a salvaged weapon. As he approached, a ghoul leapt from behind a nearby ruined wall. The stranger turned fluidly and crushed the beast, and I knew he was a seasoned warrior. When he closed with me, he introduced himself as Tirion Fordring, a paladin. I shared my camp with him that night and he told me his tale.

“A year or two ago I was the Paladin Governor of this region. I like to think I served that post well. One day, we captured an orc warrior. I spoke to this orc and found him to be noble and just, but my arguments did



not sway the council. They sentenced the orc to execution. Honor would not allow me to stand by and let this happen, so I freed the orc and sent him away. The council banished me for this act, and I now wander this wasted land lending help when I can.

"I have a son — his name is Taelan Fordring. Taelan has recently become the Western Crusade's general. He is young and idealistic, but the Crusade's warped principles are corrupting him. Grand Inquisitor Isillien, a cruel and manic individual, plays my poor boy like a drum. I hope to rescue Taelan before the Scarlet Crusade consumes him."

I found Tirion to be a strong and honorable warrior. He would prove a valuable ally against the Scourge and has a great deal of experience both combating undead and leading soldiers.

Geography

The Western Plaguelands is a flat, gently rolling country dotted with abandoned farms and windmills that turn forlornly in the tainted air. Stands of enormous toadstools mark where trees once stood. Elevation rises in the south toward the Alterac Mountains, and the Western Plaguelands' northern border stretches across Lordaeron's coast.

Sites and Settlements

The Scourge rules the Western Plaguelands, though the Scarlet Crusade fights an underground war against the undead.

Andorhal (city, 8,000): One of the first human settlements to contract the undead plague, Andorhal is in the Scourge's grip. Andorhal was once the center for grain distribution across Lordaeron and was instrumental in the Scourge's campaign. Beneath Andorhal is the School of Necromancy, a sprawling subterranean labyrinth akin to Undercity on a much smaller scale. Undead horrors, necromancers, warlocks and Damned cultists haunt the tunnels. Darkmaster Gandling, a mummified wretch, teaches students how to raise the dead in the Lich King's name. Formerly a Dalaran wizard, he betrayed his masters for dark power and now revels in undeath. His graduates go on to Stratholme, the Scourge's capital in the Eastern Plaguelands.

Hearthglen (town, 3,000): Tirion Fordring once oversaw Hearthglen, a quiet rural community. Now the town is the Western Scarlet Crusade's military

headquarters. Fanatical warriors and priests man Hearthglen's walls and patrol the nearby territory, so crazed in their beliefs that they attack anyone they think carries the plague — which is pretty much everyone. Tirion's son, Taelan Fordring, supposedly controls the town, but Grand Inquisitor Isillien manipulates him easily.

Uther's Tomb: The only place of any sanity in this cursed land, Uther's Tomb is a simple monument to the fallen hero. A statue of Uther stands on a marble pedestal. The Holy Light shines on this place, and I paused here to refresh myself and clear my mind. Thel'danis, a high elf priest, tends the tomb and the lonely garden surrounding it. He helps those in need and runs an underground railroad to ferry refugees to safety in the south. The priest cured my wounds and offered me simple fare. His actions, and the feeling about the tomb, revitalized me and I set off to the rest of my mission with new strength.

History

Once Lordaeron's agricultural center, this region was one of the first to fall to the Scourge. Since that time, the land has wasted and blackened, the trees have fallen to corruption and the undead have tightened their grasp.

Adventures

Undead wander the land, offering ample danger to those looking for it. The Scarlet Crusade can be friend or foe, and Thel'danis needs all the help he can get.

A Paladin's Tale: In an attempt to expand the Scarlet Crusade's influence, Taelan Fordring leads an expedition to retake the small community of Cinderhome a dozen miles to Hearthglen's east. He and his men slay the undead, but before they can bring in settlers and reinforcements, a Scourge host arrives and lays siege to the village. Tirion Fordring, who observes this whole endeavor, is worried for his son. He desperately needs heroes to help him break through the undead line and save the Crusaders within. He hopes to use this situation as an opportunity to extirpate Taelan from the Crusade's grasp or, failing that, as a way to prove that not all those who wander the Plaguelands are evil.

search & Development branch of the Society and urges the wizards and sorcerers under him to develop their death magic so that the forsaken will have the might to go against the Scourge some day. He adores his Lady and daily his heart aches more and more for her, but love is not for the undead, only sorrow and loss. He looks like most of the undead in the Society, as his body is covered in sores and rotting flesh. He is permanently stooped from some crushed vertebrae he suffered in the fall of Dalaran. He looks no one in the eye except for his queen, whom he gazes upon adoringly.

Apothecary Oni'jus (female half-elf forsaken Rog10/Inf4): Oni'jus was one of Prince Arthas' infiltrators before the war, having an uncanny ability to ferret out the prince's enemies (even the ones he was unaware of). She considers it her greatest failing — and the one she paid the highest price for — that she failed to see the prince's deterioration in front of her. She fled his side before his embrace of Frostmourne in Northrend, but fell to the plague on her way to warn Lordaeron. The strong will she developed as an infiltrator allowed her to keep mostly free of the Scourge's control, and she willingly followed when Sylvanas called. Oni'jus' poison and assassination skills are invaluable to Sylvanas, and the queen appointed the half-elf to lead the Testing department of the Society, sending teams of warriors and rogues out to capture mortals and Scourge alike to test the vile toxins she and Faranell create. She is dedicated totally to the destruction of Arthas and the Scourge. Vain of her fair looks in life, she enshrouds her decomposing body in swaths of black cloth, which helps her conceal herself in darkness. No one knows what she looks like under her yards of protection; only her glowing eyes show.

Apothecary Brightflame Masjenal (female Ironforge dwarf forsaken Tnk9/Dap1): Brightflame was her family's pride and joy, embracing its tinkering business and demonstrating a flair for developing odd weapons. She was unlucky enough to be studying with an armorer in Lordaeron when the Scourge blazed through, catching her in their wake of undeath. She fought mindlessly for the Scourge, utilizing none of her talents for the Lich King until freed by Sylvanas, and was instrumental in fashioning tools to help rebuild the Undercity. When she heard about the Society, she alerted the Lady to her skills as a weaponsmith and was quickly accepted — and pro-

moted — within the Society. She heads the Implantation branch of the Society, finding the best way to release the toxins, whether in weapons or mechanical spiders. Brightflame is happiest in her workshop surrounded by like-minded tinkers, but one mention of Khaz Modan or her family and she will fly into a mournful rage, howling and throwing anything around her. She is small for a dwarf, her body twisting in undeath but thankfully leaving her fingers long and supple to work her craft.

Scarlet Crusade

Membership: 12,000.

Alignment: Lawful evil.

Affiliation: Independent.

Regions of Influence: Based in the Plaguelands, but hunts undead everywhere it can in northern Lordaeron.

Activities: A group of maddened zealots so dedicated to the removal of all undead that they commonly attack the living.

The priest Isillien was formerly a priest of the Holy Light in Lordaeron, assigned to be the liaison for the Knights of the Silver Hand. There he worked closely with High General Abbendis and his youthful charges, tutoring the young paladins in their quest for truth. Priests and paladins fought as the Scourge attacked the city, but they fled as Lordaeron fell around them. Some whisper it was the wounds both men received in battle, or perhaps just the shock of seeing their whole purpose destroyed, but since that day both Isillien and Abbendis have been quite insane.

Isillien and Abbendis wandered the area as the Scourge defiled the land, destroying what undead they could, gathering what warriors would join them. They had but one concern: eradication of all that had destroyed Lordaeron. They were joined by young Taelan Fordring, one of Isillien's protégés, who adored his tutor and his general. He offered his family's keep and land, untouched by the undead, for their base of operations.

The Crusade gained members whose lives had been ruined by the Scourge. Most members have seen a loved one die and, more often than not, be raised to fight alongside her murderer. Isillien became the spokesman for the group, his ravings gaining more followers than repelling them — and who could argue with the man that the undead were evil?

Some had reason to pause when Isillien's young page was found with Isillien's knife through his heart, and the priest calmly reported that the page had died that afternoon while hunting, and the undead had raised him and sent him back as an assassin. He was so convincing that the incident cemented the fear for most: if a freshly killed and raised undead can look just like a regular human, they had no idea who among them may or may not be with the Scourge.

After a month of quarantine, all priests and warriors with the Crusade were declared clean. Abbendis and Isillien felt that although they had a good base, they really needed to attack the Scourge where they were the thickest: in the Eastern Plaguelands. Isillien took on the title of Grand Inquisitor and control of the Western Crusade, while Abbendis led the majority of the forces to Tyr's Hand in the east to strike at Stratholme.

As they established their bases and took in many more warriors, they destroyed any undead they found. Frequently, groups of refugees fleeing the undead also fell beneath their furious swords. As the Grand Inquisitor claims, one cannot be too careful.

All undead — good, evil or neutral, Scourge or forsaken — are the rivals of the Scarlet Crusade. The undead are abominations and must be destroyed before the land and the people can heal. They count the Alliance and the Church of Holy Light as their allies, but these organizations quickly distance themselves from these fanatics, and instruct all travelers to give a wide berth to any Crusaders.

Organization

The Scarlet Crusade is structured much like the military. Abbendis and Isillien are the leaders, with Abbendis the official head of the Scarlet Crusade. He considers himself the arm of the Crusade while Isillien is the heart. Abbendis guides the military attacks of the Crusade from Tyr's Hand in the Eastern Plaguelands, communicating frequently with Isillien, who guides the priests in the Crusade in their new roles as inquisitors, based in the Western Plaguelands. He is in charge of questioning undead and mortals alike to ferret out whatever information he can on the movement and settlement of the undead. Abbendis acts as the leader of the priests and guides the inquisitions in the east

while Isillien controls the warriors through his impressionable paladin Taelan in the west.

The Crusade has thirteen generals leading the lower ranks: 2,000 troops based in Hearthglen and 10,000 based in Tyr's Hand. The generals were not only chosen by the ranks they had in the war, but also by their dedication to the cause. Few make it very high in the ranks if they do not have a burning fervor to destroy all undead. Veterans who have fought the Scourge before are quickly promoted.

Any dissent in the ranks is considered to be caused by undead infiltration, for the Crusade cannot fathom a reasonable mortal having any disagreement with the elimination of the undead. Such individuals are considered to be undead themselves, or worse, deranged undead sympathizers. Thus the organization of the Scarlet Crusade is flawless, as the crusaders work with one mind towards one goal. If they do not work with total agreement, it is at least complete fear of their superiors that keeps them in line.

Locations

The Western Crusade's headquarters are in the rural area of Hearthglen, the inheritance of Taelan Fordring. Their main headquarters are in the Eastern Plaguelands in Tyr's Hand, a small community hosting the newly built Scarlet Monastery, a massive building that draws refugees looking for safety.

Members

Membership in the Scarlet Crusade is high, relative to the human population of the region. The strong sense of abandonment, futility and fear runs high in all humans on Lordaeron, and the Scarlet Crusade feeds that fear with reassurance that the evil will fall while the good remain untainted.

The Crusade attracts mostly warriors, people who find in this post-war state that living by the sword is the only way to survive. They feel the need for a strong community where their skills will be utilized, and the Scarlet Crusade maintains that they need strong warriors for their cause. Some priests are drawn to the righteous eradication of the undead, but they often see the Crusade for the zealots they are and rethink their entry. This, of course, is considered suspicious, and they are often slain for their misgivings.

The biggest problem prospective members encounter is assuring the Crusaders that they are not undead

themselves. Since the Grand Inquisitor was almost killed by his own page (so the story goes), the group is incredibly paranoid about the undead infiltrating their ranks. The supposedly common knowledge that undead are hideously deformed and easy to discern from the living makes no difference to these people; they believe necromancers are capable of disguising the undead as living. Thus, new members (if they survived alerting the Crusade to their desire to join) are quarantined for 30 days to see if they begin to exhibit signs of the plague or being an undead. They are visited by the Grand Inquisitor or the High General during this time and are “questioned.” No Scarlet Crusader discusses his quarantine and initiation.

Leaders

High General Abbendis (male human Ftr10/Pal8):

No one really knows what happened to the High General to make his hatred of the undead so virulent. Some (very quietly) speculate that he and the Grand Inquisitor were captured and tortured by the Scourge, but no stories have ever been verified. Asking the High General exactly why he hates the undead brands the inquirer as maddened by the plague. He is of the opinion that one must hate the undead and remove them from Lordaeron, else the humans will never regain their foothold on their homeland again. He feels his actions follow the Light, that he is doing good for his race and his home. He deeply admires his partner, the Grand Inquisitor, and is very proud of the organization they have built together. He is a tall man in his 40s, dark of skin with wild, white hair. His madness is evident in his face, but his followers see it as merely utmost dedication to his cause.

Grand Inquisitor Isillien (male human Hlr8/Pre10): The Grand Inquisitor is the spiritual heart of the great Crusade. Once a devoted priest of the Holy Light, he now sees his dedication to the Crusade as an even greater purpose. This dedication is real; it's a powerful and total commitment to something that has measurable results — something the Holy Light never gave. Early in the life of the Crusade, he developed techniques for inquisition and questioning, as well as holding cells and torture chambers to extract information or to hold prisoners or initiates to see if they are infected by the plague. Undead are also held in these cells, and Isillien often visits them late at night, always alone. Crusaders say he enters the dungeon looking angry and almost mad (“mad” relative to the average crusader, which would

Condoned by the Alliance?

The Alliance races have many problems currently, the greatest of which is the loss of their homeland to the undead, the Horde, the demons and various monsters. Their once proud populations are either dead, undead or in hiding. They don't even have much of a base to call their own except for the remote city of Stormwind, too far away to deal with the problems of Lordaeron with any real effectiveness.

The elimination of the Scourge is any reasonable mortal's goal, but the Scarlet Crusade considers the many mortals it kills in its quest as acceptable losses. To the Alliance, the Crusade's single-mindedness is madness.

So, no, the Alliance does not condone the Scarlet Crusade's actions, but sees the problems caused by this organization as akin to having a stain on your shirt while your house is on fire. Until the greater problems are dealt with and the homeland is retaken, the Crusade will be free to act as it wishes.

be justifiably insane to the average eye). He exits calm and smiling, and speaks to no one about what he has been doing, and no one cares enough about the undead to wonder too much. He is 55, short and thin with a balding head and wide, green eyes.

Highlord Taelan Fordring (male human Ftr10/Pal2): Poor Taelan Fordring simply wanted to serve the Knights of the Silver Hand, learning about how to serve the less fortunate with his pure soul and his sword. Isillien taught him about the Holy Light and what it was to serve. When he saw the Scourge destroy his home, he could only watch, powerless, as each friend he saw struck down rose again in undeath. Blind with grief and seeking guidance, he fell under his old tutor's sway again and readily joined the new Crusade, eagerly offering his home to be their western base. He is honestly blind to the evil the Scarlet Crusade spreads and looks up to his leaders with respect and admiration. He regrets the innocent lives lost, but he's had enough years of war to know that some innocents always die. And that's what he considers this: war. He is 34 years old and the epitome of the powerful and good paladin warrior. Tall and powerfully built, he has long brown hair and blue eyes.

Scarlet Crusader

Description: As they wander the blasted wastes, the undead creatures who call the Plaguelands home have learned to scan the horizon continually for the crimson garb of the Scarlet Crusade. Scarlet Crusaders come from many vocations — warrior, priest, wizard, scout — but all have one obsession: the complete and utter destruction of the plague-born creatures who have conquered and occupied their ancestral homelands. Whether a red robe, a red tabard or red lacquered armor, a Scarlet Crusader wears the bright color as a brazen declaration that the red blood of the living still flows in her veins and as a beacon calling her undead foes to battle. Though often seen traveling in squads, even a lone Crusader will charge into battle with a zealous rage to destroy both the undead and any she fears may be “plagued.” The truly unlucky are those captured alive by a Scarlet Crusader and taken back to one of the Crusade’s hidden encampments, where the Crusaders eagerly interrogate and torture prisoners for any information that will help the Crusade achieve its goals. Crusaders are predominantly human, with only the occasional

dwarf or high elf — they hate other races and blame them for everything bad as well.

Hit Die: d8.

Requirements

Affiliation: Alliance or Independent.

Base Attack Bonus: +5.

Skills: Intimidate 8 ranks.

Feats: Iron Will, Power Attack.

Special: A Scarlet Crusader may not be of the undead creature type.



Table 7–5: The Scarlet Crusader (Slc)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Tracker
2nd	+2	+3	+0	+3	Favored enemy (undead)
3rd	+3	+3	+1	+3	<i>Detect undead</i> , <i>lifetouch</i> (critical hits)
4th	+4	+4	+1	+4	<i>Crimson circle</i> , <i>track undead</i> (1 hour)
5th	+5	+4	+1	+4	<i>Lifetouch</i> (nonlethal damage), <i>interrogator</i>
6th	+6	+5	+2	+5	<i>Track undead</i> (12 hours)
7th	+7	+5	+2	+5	<i>Lifetouch</i> (mental immunity)
8th	+8	+6	+2	+6	Lifecloak, <i>track undead</i> (1 day)
9th	+9	+6	+3	+6	<i>Inquisitor</i>
10th	+10	+7	+3	+7	<i>Lifeburn</i>

Class Skills

The Scarlet Crusader's class skills (and the key ability for each) are Disable Device (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (Int), Profession (Wis), Search (Int), Sense Motive (Cha), Spot (Wis), Survival (Wis), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: A Scarlet Crusader can use all simple and martial weapons, light and medium armor, and light shields.

Tracker (Ex): Waging guerilla warfare in the Plaguelands, a Scarlet Crusader masters the subtle art of finding her undead quarry. Beginning at 1st level, a Scarlet Crusader receives a +5 bonus to all Survival checks when tracking an undead creature.

Favored Enemy (Undead) (Ex): A Scarlet Crusader gets a great deal of quick experience tracking and killing her chosen enemies. At 2nd level, she gains a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against undead creatures. Likewise, she gets a +2 bonus on weapon damage rolls against undead creatures. These bonuses increase by +2 every other level thereafter, to a maximum of +10 at 10th level.

Detect Undead (Sp): Beginning at 3rd level, a Scarlet Crusader can focus his senses through the lens of his zealotry and gain the uncanny ability to detect nearby undead. This ability operates as though the character was casting the spell *detect*

undead with a range equal to her Crusader level times 5 feet, and it can be used at will.

Lifetouch (Sp): Midnight rituals of the Scarlet Crusade imbue its devotees with the ability to “infect” the undead with the spark of life — and, in doing so, make them as vulnerable as normal mortals. Beginning at 3rd level, a Scarlet Crusader who makes a successful touch attack against an undead creature renders the creature susceptible to critical hits. After the Crusader has achieved 5th level, the same attack also makes the undead creature vulnerable to nonlethal damage. Upon reaching 7th level, the touch attack also robs the undead creature of its immunity to mind-affecting effects such as charms and compulsions. All of these effects last for a number of rounds equal to the Crusader's class level.

Crimson Circle (Sp): All inductees into the Scarlet Crusade receive a crimson ring that reminds them not only of their devotion to the cause, but also of this ability. As a standard action, a Scarlet Crusader of 4th level can create a circle 15 feet in diameter that lasts for 1 minute per level in the prestige class and that will prevent undead creatures from crossing its boundaries. Clever members of the Crusade have learned to use this ability to imprison the undead, either for questioning or slaughter. This ability may be used a number of times per day equal to the character's Wisdom modifier.

Track Undead (Sp): As she hones her abilities, a Scarlet Crusader can soon sense the presence of her undead enemies. Upon achieving 4th level, a Scarlet

Crusader's ability to detect undead lets her detect any undead that came within range of the ability within the last hour. At 6th level, this time period increases to within the last 12 hours, and at 8th level to within the last day. The ability does not reveal the current location of the undead creature, only that it was present at some point during the time period.

Interrogator (Sp): Once a Scarlet Crusader has proven her devotion to the Crusade, she is introduced to the dark art of interrogation. Beginning at 5th level, a Scarlet Crusader who inflicts 10 or more points of lethal damage on another creature in a non-combat situation may read the creature's thoughts as though using a *detect thoughts* spell focused on the individual creature, allowing the Crusader to read the creature's surface thoughts immediately. This ability can be used on undead creatures. Each successive time this ability is used on a single creature, it gains a +2 bonus to its Will save; if it successfully saves, the Scarlet Crusader's ability may not be used again on that creature for 24 hours.

Lifecloak (Sp): Just as the Scarlet Crusade trains its members to manipulate their life force, it also

trains them to protect it. A Scarlet Crusader of 8th level or higher is immune to the effects of all ability drain and energy drain powers.

Inquisitor (Sp): A Scarlet Crusader who has mastered the art of interrogation can inflict such pain that a creature cannot help but reveal all that the Crusader wishes to know. When a Crusader of 9th level or greater inflicts 20 or more points of lethal damage upon a creature in a non-combat situation, the creature will answer questions truthfully for 1 minute. The creature is allowed a Will save against this ability, with a DC equal to 15 + the Crusader's Charisma bonus. Each successive questioning grants the creature a +2 bonus to this save. If the creature successfully saves, it may not be questioned again for 24 hours.

Lifeburn (Sp): At 10th level a Scarlet Crusader can use her life force to incinerate any who stand in her way. With a successful touch attack, a Scarlet Crusader can deal 6d6 points of damage; against undead creatures, this damage is doubled to 12d6 points. Each use of this ability also inflicts 2d8 points of damage to the Crusader.

WARCRAFT

THE ROLEPLAYING GAME

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