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ISBN 1-58846-954-9  
WW17203 \$29.99 U.S.



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WARCRAFT® THE RPG MAGIC & MAYHEM



# WARCRAFT

## THE ROLEPLAYING GAME

### MAGIC & MAYHEM™

A Magic and Technology Sourcebook for v.3.5 Roleplaying



Samwise  
2004 #19



# WARCRAFT

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# MAGIC & MAYHEM



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**Special Thanks — Mike Johnstone**

Three cheers to Bob Fitch and Chris Metzen, who know how to keep things up during the down times, and for pouring as much heart and soul as anyone into the RPG. We owe you more than words can say.

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

Finally, to the regulars, newcomers, and occasional visitors to the official **Warcraft RPG** discussion forum: thanks for keeping us on our toes, but most of all thanks for your interest in and support of the game. You're the best!



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## Engineer

With the rise of technology in the world of *Warcraft*, tinkers are becoming common among almost all factions and races. A rarer breed, however, are the geniuses among the tinkers who focus their intelligence on a particular type of technology and can lead impossibly ambitious projects that turn fantasy into reality. The earliest of these prodigies developed the phlogiston-powered boilers that allowed the goblins to replace their scout balloons with enormous zeppelins, and the Horde to take its iron-clad juggernauts to sea. They named themselves after their work, and those who have followed in their footsteps honor them by taking that title for their own.

They are the engineers.

**Hit Die:** d6.

### Requirements

**Affiliation:** Any.

**Feats:** Leadership.

**Skills:** Craft (technological device\*) 10 ranks.

**Special:** A character aspiring to be an engineer must complete construction of a device with a Technology Score of at least 10 without assistance.

### Class Skills

The engineer's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Gather Information (Cha), Knowledge (any but arcana or religion) (Int), Open Lock (Dex), Profession (Wis), Use Magic Device (Cha), Use Rope (Dex), and Use Technological Device\* (Int).

**Skill Points at Each Level:** 8 + Int modifier.

### Class Features

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

**Weapon and Armor Proficiency:** Engineers are proficient with all simple weapons and all types of armor and shields.



### Master Tinker's

**Touch (Ex):** For the purpose of determining

the technological limit of any devices he may build, a hero's levels in the engineer prestige class are counted as if they were tinker levels. In addition, he may divide his ranks in Craft (technological device\*) by 5, rounding any fractions up, and consider the result tinker levels for the same purpose.

**Specialization:** At 1st level, an engineer chooses a particular type of technological device in

which to specialize (e.g., steam armor, zeppelins, siege weapons, traps). All Craft (technological device\*) checks an engineer makes when working in his area of specialization receive a +1 competence bonus. This bonus increases by +1 at every other level thereafter (+2 at 3rd level, +3 at 5th level, and so forth). At 5th level, an engineer selects a second field of specialization to which all specialization bonuses apply; and at 8th level he selects a third. However, as an engineer focuses his tinkering genius, his more general mechanical abilities suffer. Any Craft (technological device) checks made by an engineer outside his areas of specialization suffer a –3 penalty.

**Lead Collaboration (Ex):** Engineers understand the process of mechanical creation so well that they

**Table 2–4: The Engineer (Eng)**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Master tinker's touch, specialization (+1), first specialization
2nd	+1	+0	+3	+3	Lead collaboration (x9)
3rd	+1	+1	+3	+3	Specialization (+2)
4th	+2	+1	+4	+4	Bonus feat, draft schematic
5th	+2	+1	+4	+4	Specialization (+3), second specialization
6th	+3	+2	+5	+5	Hold together
7th	+3	+2	+5	+5	Specialization (+4), lead collaboration (x8)
8th	+4	+2	+6	+6	Bonus feat
9th	+4	+3	+6	+6	Specialization (+5)
10th	+5	+3	+7	+7	Third specialization, lead collaboration (x7)

can organize the efforts of tinkers in order to create larger or more complex devices together than they could individually. After reaching 2nd level, an engineer gains the ability to lead group projects with efficiency. Applicable modifiers from any feats possessed by the engineer (such as Build Siege Weapons) may be included when determining the technological limit of any device construction project he leads. In addition, as long as he supervises and participates in the construction of the device, it is completed when progress is greater than the item's market value x 9. Once the engineer is 6th level or higher, projects he leads are completed when progress is greater than the item's market value x 8, and a project led by a 10th-level Engineer is completed at market value x 7. The engineer must supervise and make weekly progress on the project, or he is no longer considered to be leading the project and completion reverts to the normal standard of market value x 10.

**Bonus Feat:** At 4th and 8th levels, engineers receive a bonus feat that must be selected from the list of tinker bonus feats (see Chapter Two of the

**Warcraft RPG**). An engineer must still meet all prerequisites for any bonus feat.

**Draft Schematic (Ex):** Upon reaching 4th level, engineers learn how to draw plans that allow devices they've built to be recreated more easily. If an engineer has been personally involved in the creation of a device, at any time after the device's completion the engineer may make a Craft (technological device\*) check with a DC equal to 10 + the device's Technology Score. Success on this check allows the creation of schematics that may be passed along to other tinkers. Use of these schematics grants a bonus equal to the engineer's class level divided by 2 on all Craft (technological device) checks involved in constructing a copy of the original device. Engineers may not make use of their own schematics.

**Hold Together (Ex):** After achieving 6th level, an engineer has such rapport with technology that his devices are less likely to malfunction under his watchful eye. A technological device being operated by an engineer of 6th level or higher behaves as if its Malfunction Rating were lowered by –1 (to a minimum of zero).

## Thorn Shield, Lesser

Transmutation

**Level:** Drw 1, Sor/Wiz 1

This spell functions like *thorn shield\**, except that attackers suffer 1d4 points of damage.

## Thunderclap

*Nearby creatures take damage and are slowed.*

Evocation [Sonic]

**Level:** Drw 2, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Area:** 20-ft.-radius burst

**Duration:** 1 round (see text)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

### Description

The caster slams the ground, causing an enormous, thunder-like clap that ruptures enemies' ear drums. The magic also inundates the targets with jittering sonic energy, slowing them to a fraction of their normal speed.

### Spell Effect

All creatures within the area (except the caster) take 1d8 points of sonic damage per 3 caster levels (maximum 5d8). Creatures who take damage from this effect are also slowed (as the *slow* spell) for 1 full round.

Multiple *slow* effects do not stack. *Thunderclap* dispels but does not counter *haste*.

*Material Component:* A small silver hammer.

## Thunder Lizard Rush

*Caster summons thunder lizards to trample his foes.*

Conjuration (Summoning)

**Level:** Drw 9

**Components:** V, S

**Casting Time:** 1 round

**Range:** 5 feet

**Effect:** One thunder lizard/round

**Duration:** Concentration, up to 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

### Description

The caster summons hordes of thunder lizards to charge his enemies!

### Spell Effect

Each round, this spell summons two thunder lizards that appears in any square adjacent to the caster and immediately charges (if able) one enemy the caster selects. Both thunder lizards cannot target the same creature in the same round. After this attack, each thunder lizard vanishes — but another appears in the next round. This spell does not function in environments where thunder lizards cannot charge (for example, in the air or underwater).

## Troll Flesh

*The subject gains fast healing.*

Transmutation

**Level:** Hlr 2, Sor/Wiz 4, Wtd 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 min./level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

### Description

The subject's skin becomes a dark, troll-like shade of gray (or purple, or green or white, depending on the variety of troll used to provide the material component). She begins to heal, much like a troll.

### Spell Effect

The subject gains 1 minute of fast healing 1, plus 1 round per 2 caster levels. If the subject already has fast healing, the rate improves by 1 hit point per round.

*Material Component:* A small, preserved piece of troll flesh (often an ear, nose, eye or finger).

## Troll Flesh, Mass

Transmutation

**Level:** Hlr 6, Sor/Wiz 8, Wtd 5

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *troll flesh†*, except that it affects multiple creatures.

## Trueshot Aura

*Allies gain attack and damage bonuses with missile weapons.*



Transmutation

**Level:** Hlr 3, Wtd 3

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Personal

**Area:** 20-ft.-radius emanation

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

### Description

The caster is surrounded by a glowing, blue-white aura. This aura grants keen insight to archers, crossbow wielders and similar warriors.

### Spell Effect

Allies within the radius, including the caster, gain a +2 insight bonus on attack rolls and a +4 insight bonus on damage rolls with ranged weapons. These bonuses only apply if the target of the attack is within 30 feet of the character.

An ally gains these benefits only when in the radius of the spell. An ally within the radius when the spell is cast retains the benefits only while he remains within the spell's radius. An ally who enters the radius after the spell is cast gains the benefits for as long as he remains within the radius.

## Trueshot Aura, Greater

Transmutation

**Level:** Hlr 4, Wtd 5

This spell functions as *trueshot aura*, but grants recipients a +3 insight bonus on attack rolls and a +6 insight bonus on damage rolls with ranged weapons.

## Trueshot Aura, Lesser

Transmutation

**Level:** Hlr 2, Wtd 1

This spell functions as *trueshot aura*, but grants recipients a +1 insight bonus on attack rolls and a +2 insight bonus on damage rolls with ranged weapons.

## Vampiric Aura

*Allies drain life with every attack.*

Necromancy

**Level:** Sor/Wiz 8

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Effect:** 20-ft.-radius emanation

**Duration:** 1 round/2 levels

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

### Description

The caster's and his allies' attacks are empowered to drain life from their opponents, granting unholy vigor and health to the spell's subjects.

### Spell Effect

Allies (including the caster) within the spell's radius can drain life with successful melee attacks. For each point of damage they deal to a living opponent with a melee attack, they gain 1 temporary hit point. An affected creature cannot gain more hit points from a single opponent than that opponent has (i.e., his current hit points + 10). These temporary hit points disappear 1 hour later.

An ally gains these benefits only when in the radius of the spell. An ally within the radius when the spell is cast retains the benefits only while she remains within the spell's radius. An ally who enters the radius after the spell is cast gains the benefits for as long as she remains within the radius.

*Material Component:* Powdered dreadlord horn.

## Vampiric Swarm

*Vermin damage targets and restore hit points to caster.*

Conjuration (Summoning)

**Level:** Ncr 3, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 round

**Range:** Personal

**Effect:** 20-ft.-radius spread

**Duration:** Concentration

**Saving Throw:** None

**Spell Resistance:** No

### Description

This spell creates a swarm of angry, flying vermin that bite and tear at nearby enemies. As they chew the enemy flesh, they convert it into a substance that restores hit points to the caster when they return to him.

### Spell Effect

An enemy creature in the swarm that takes no actions other than fighting off the vermin suffers 1



point of damage on its turn. A creature in the swarm that takes any other action, including leaving the effect's area, suffers 1d4 points of damage. Two rounds later, as the vermin return, the caster regains a number of lost hit points equal to the total damage dealt, up to the caster's normal maximum.

For example, if the swarm deals a total of 7 points of damage on the first round, then the caster regains 7 hit points on the third round. If the swarm subsequently deals 10 points of damage on the second round, the character regains 10 hit points on the fourth round, and so on.

The vermin cease their attacks once concentration has been broken, but it still takes two more rounds for the remaining vermin to return and restore life to the character.

Spellcasting or concentrating on spells within the swarm is impossible. The vermin's attacks are nonmagical. Damage reduction, being incorporeal, and other special abilities also make a creature immune to damage from the swarm. The swarm

cannot be fought effectively with weapons or spells of any kind. Any vermin killed are quickly replaced the following round as the effect continues to generate new vermin. The swarm stays centered on the caster and moves as the caster moves.

*Material Component:* The caster must consume a live locust.

## Vengeance

*Summons spirits of vengeance that fight for the caster.*

Conjuration (Summoning)

**Level:** Hlr 9, Sor/Wiz 9

**Components:** V, S, F/DF

**Casting Time:** 1 round

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** One summoned greater spirit of vengeance and a number of lesser spirits of vengeance up to 1d4+1 for every 3 caster levels

**Duration:** 1 round/2 levels (D)

**Saving Throw:** None

**Spell Resistance:** No

### Description

The caster moans in anguish and hatred, slashing herself with a barbed dagger. As her blood strikes the ground, a greater spirit of vengeance rises, with lesser spirits of vengeance arising from the caster's fallen comrades, moving to strike down her enemies.

### Spell Effect

The caster deals 1d4 points of damage to herself when she casts this spell. This spell summons a greater spirit of vengeance (see the **Manual of Monsters**, Chapter One: Creatures of Azeroth). The spirit appears where the caster designates and acts immediately on the caster's turn. It attacks the caster's opponents to the best of its ability, and the caster can direct it not to attack, to attack particular enemies or to perform other actions.

In addition, this spell summons a number of lesser spirits of vengeance from the corpses of the caster's fallen allies. For each such corpse within range, a lesser spirit of vengeance appears in that location (up to 1d4, +1 for every 3 caster levels). These lesser spirits attack the caster's enemies and obey her commands just as the greater spirit does.

Note that the greater spirit of vengeance summoned by this spell can use its create spawn ability freely, but any spawn it creates vanish when the spell's duration expires.

*Arcane Focus:* A jagged knife crafted of flint and obsidian with a ruby worth at least 1,500 gp in the pommel. The caster slashes herself with the knife while casting the spell. A shadowy, indistinct copy of the knife appears in the left hand of the greater spirit summoned by the spell.

## Voodoo Spirits

*Target takes damage, caster heals a like amount.*  
Conjuration (Summoning)

**Level:** Sha 3, SwH 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature

**Duration:** 2 rounds

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

### Description

The caster summons of cackling group of semi-tangible, dark spirits. The spirits rip the target's life from his body and bring it back to the caster.

### Spell Effect

The spirits inflict 1d8 points of negative energy damage per two caster levels (maximum 10d8) to the target. The next round, the spirits return to the caster and bequeath the stolen life unto him, healing him a like amount of damage. Damage healed above the caster's maximum becomes temporary hit points, which disappear after 1 hour.

This spell has no effect on undead.

## War Drums

*Allies gain +2 bonus on damage rolls.*

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Hlr 1, Plw 1, Wtd 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Area:** 50-ft.-radius emanation

**Duration:** 1 min./level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

### Description

The invigorating sound of war drums echoes in the ears of the caster's allies, spurring them to make short work of their opponents.

### Spell Effect

The caster and all allies within range gain a +2 morale bonus on damage rolls.

An ally gains these benefits only when in the radius of the spell. An ally within the radius when the spell is cast retains the benefits only while she remains within the spell's radius. An ally who enters the radius after the spell is cast gains the benefits for as long as she remains within the radius.





**Powers:** This potion combines the effects of healing and spell recovery. The unusual combination of divine and arcane magic requires a creator skilled in both types of spellcasting. When the potion is consumed, the imbiber heals 2d8+9 hit points of damage and recovers 3 levels of spells cast previously. These can be any combination of 3 levels, e.g., one 3rd-level spell, one 1st- and one 2nd-level spell, and so on. Each 0-level spell counts as one 1st-level spell. If the imbiber does not have 3 levels of spells available, the excess recovery is lost (it cannot be saved and used later).

Moderate transmutation and conjuration; CL 9th; Brew Potion, *cure moderate wounds*, *Rarey's mnemonic enhancer*; Price 2,700 gp.

## Replenishment Potion, Lesser

**Description:** This concoction resembles a *replenishment potion*, but lacks the swirling black flecks. It functions as that potion, but for conferring a reduced effect.

**Powers:** The potion heals 1d8+7 hit points and recovers 2 levels of spells.

Faint transmutation and conjuration; CL 7th; Brew Potion, *cure light wounds*, *Rarey's mnemonic enhancer*; Price 1,450 gp.

## Replenishment Potion, Greater

**Description:** This concoction resembles a *replenishment potion*, but has both white and black flecks swirling within the mixture. It functions as that potion, although it confers an increased effect.

**Powers:** The potion heals 3d8+11 hit points and recovers 5 levels of spells.

Strong transmutation and conjuration; CL 11th; Brew Potion, *cure serious wounds*, *Rarey's mnemonic enhancer*; Price 3,850 gp.

## Pandaren Brews

The pandaren are an old and refined culture with many traditions and arts important to their way of life, none of which have influenced the pandaren so thoroughly as the art of brewing. Drink is in every aspect of pandaren life; and because of the craft involved, a tradition of brewing potent fluids has become a cultural institution for the gentle people of Pandaria.

The pandaren brewmasters travel the world for new and exotic ingredients and recipes. These affable yet deadly warriors practice a unique combination of healing arts and martial skill. With their knowledge of alchemy, potion-making and brewery, the pandaren have created superb ales and liquors that have become a welcome drink at any adventurers table either before or after a battle.

The brews hold magical properties, as plants, berries and fungi that harbor powerful spirits are often included as ingredients in whiskeys, ales and other alcoholic beverages. Distilling these ingredients focuses potent magic. Drinking a pandaren brew follows the same rules as drinking a potion. Pandaren brews tend to be so potent that they take immediate effect and require only one drink to take effect unless otherwise noted.

## Bravery Brew

**Description:** This stout and powerful ale has remarkable qualities when it comes to establishing feelings of camaraderie and kinship, especially before a battle. With a thick, nearly molasses-like taste and bittersweet foam, this ale has become the favorite of many dwarven riflemen companies. A keg of this brew holds 20 mugs' worth of ale.

**Powers:** The brew grants a +1 morale bonus on saving throws and attacks to a group that shares a keg of this ale together. This morale bonus lasts 3d4 hours.

Faint transmutation; CL 5th; Brew Potion, *bless*; Price 500 gp; Weight 10 lb.

## Chou's Steadying Cider

**Description:** Many have felt the chill of fear creep up when facing the minions of the Scourge.

To watch ghouls and abominations rush across the fields of war to savage foes with hooked chains, claws and teeth can shake a warrior to his core. Chou the brewmaster despises the Scourge for the terror and ugliness they spread. He brews this strong drink to aid those who fight against the tides of undead that threaten the world.

**Powers:** This drink is a strong plum cider that grants the drinker the ability to detect undead within a 60-foot radius for one day. In addition, the drink grants a +2 morale bonus on saving throws against fear and energy drain attacks for 1d4 hours. A keg of this cider holds 20 mugs' worth.

Faint transmutation; CL 5th; Brew Potion, *detect undead*, *bless*; Price 1250 gp; Weight 10 lb.

### Drunken Master's Secret Tonic

**Description:** The pandaren brewmaster Chou Ling Sing introduced this magnificent brew to the acrobats of Slink Strong's Goblin Circus as a gift for teaching him the tricks of goblin tumbling. Since then, many have copied the brew's recipe and it is enjoyed by many a stealthy, acrobatically inclined performer.

**Powers:** The tonic is potent, and a single swig from a bottle can make the drinker appear as if she were inebriated. This deceptive state of clumsy motion allows a +10 bonus on Bluff checks when attempting to feint an attack. An unopened bottle of this tonic holds 10 swigs.

Faint transmutation; CL 5th; Brew Potion, *cat's grace*; Price 1,250 gp; Weight 1 lb.

### Fiery Belly Ale

**Description:** This powerful, pepper-flavored ale often leaves the surprised drinker gasping for cool water to sooth the burning in his throat. Fiery belly ale is a harsh, unforgiving drink that leaves a steady flame in the imbiber's gut. Many trolls and orcs have found this a pleasant sensation, and seeing a precious keg of this drink in their possession is almost becoming common.

**Powers:** This ale is an inebriating, pepper-flavored beer that gives the drinker the ability to belch flames after drinking 1d6 mugs (roll to determine how many drinks are needed). A tell-tale churning and burning in the gut indicates that the special properties are active.

Highly intoxicating, this brew causes the drinker to suffer a -4 penalty on initiative checks for 1 hour for every mug he drank. The drinker may belch a

single short burst of flame as a free action, dealing 1d4 points of fire damage for each mug that he drank (to a maximum of 5d4) to a single target within 5 feet of him; a DC 12 Reflex save halves the damage.

Drinking more than 3 mugs is dangerous and may cause the drinker to vomit flame at an inappropriate moment. While still inebriated by the brew, a DC 19 Fortitude save is required during each round. The character makes the saving throws for a number of rounds equal to the number of mugs he drank. If the saving throw fails, the drinker vomits up a 15-foot cone of flame that deals 3d4 points of fire damage (Reflex DC 15 half). Use the scattering rules (see *Player's Handbook*, Chapter 8: Combat, "Special Attacks," *Throw Splash Weapon*) to determine the direction and distance of the regurgitation. On a result of 1 on the scatter roll, the imbiber vomits upon himself (and gets no saving throw to avoid damage).

A vomiting drinker takes 2d4 points of fire damage and loses the use of his voice for 1d4 days in addition to any other ill effects he may incur upon himself.

A keg of this brew holds 20 mugs of ale.

Faint transmutation; CL 5th; Brew Potion, *burning hands*; Price 1,250 gp; Weight 20 lb.

### Hong's Fighting Lager

**Description:** Combat is a state of grace amongst the shodo-pan of the pandaren empire; and as much as it is an art form, it is thirsty work. *Hong's fighting lager* revivifies fatigued and frightened soldiers and warriors after fighting a long and difficult battle. It is also highly valued for its crisp wheat taste and subtle honey and citron-like accents.

**Powers:** A single mug of this mighty beer removes a fatigued condition in 2 hours of rest as opposed to 8, as long as the drinker imbibes the fluid slowly. Drinking the lager as a full-round action while sickened or shaken removes the effects for 1d6 hours or the duration of the effect, whichever is shorter. Swigging back the ale in a thirsty frenzy does not grant any special properties. A keg of this beer holds 20 mugs' worth.

Faint transmutation; CL 5th; Brew Potion, *bless*; Price 375 gp; Weight 10 lb.

### Wounded Warrior's Whiskey

**Description:** To the pandaren, whiskey is a drink of fortitude. A good whiskey can make a warrior strong enough to face 10,000, so the pandaren proverb goes. This brewmaster's whiskey has incredibly potent heal-



ing properties, and a wounded warrior can become as strong as a lion after drinking this powerful liquid.

**Powers:** The smooth taste of this whiskey is only one of its benefits. Each swig of this pandaren brew actually heals 1d4 hit points of damage. Drinking 4 swigs of this whiskey grants a +2 bonus to Strength and Constitution for 1d4 hours, in addition to the healing properties. Drinking 10 swigs of this whiskey grants a +6 bonus to Strength and Constitution (in addition to healing) for 1d6 hours, and the drinker becomes immune to any fear or charm effect for the duration. For each swig imbibed, the drinker suffers a -1 penalty on initiative checks and Reflex saves until the duration of the effects expire. An unopened bottle of this whiskey holds 10 swigs.

Faint transmutation; CL 5th; Brew Potion, *bear's endurance*, *bull's strength*, *cure moderate wounds*; Price 1,750 gp; Weight 1 lb.

## Rings

Magical rings are not as common in Kalimdor as they are on the rest of Azeroth, perhaps because the indigenous people simply did not see rings as a particularly useful method of employing magic. Those rings that were created on Kalimdor frequently carry greater powers than those forged on Lordaeron.

When a ring is generated randomly, roll 15% of the time on Table 4-5.

### Earring of Technological Prowess

**Description:** Designed by goblins for goblins, these items consist of tiny clockwork gears fashioned in the shape of a ring. Although intended to pierce the ear of a goblin, they can be twisted and stretched easily enough to fit around the little finger of a taller individual.

**Powers:** The *earring* enhances technological understanding, providing a +5 competence bonus on Use Technological Device\* checks. In addition, once per day, the wearer can choose to automatically succeed at any one skill or attack roll to use a technological device (effectively lowering the MR of that item to zero for that purpose only).

Faint transmutation; CL 7th; Forge Ring, at least 5 ranks in Use Technological Device\*; Price 3,500 gp.

### Jade Ring of Veth'talia

**Description:** One of the items created by the high elf Veth'talia during her career as a fighting

spellcaster was this ring made of purest jade. The item appears to have been carved directly from a single chunk of this precious stone and is a circle as perfect as any seen on Azeroth. When worn, the owner's eyes change color to a deep, rich, almost glittering green.

**Powers:** The ring provides a constant +2 enhancement bonus to Dexterity. In addition, once per day, the wearer can choose to re-roll any failed Dexterity-based skill check. The owner must live (or die) by the second roll. This power may not be employed for Reflex saves.

Moderate transmutation; CL 7th; Forge Ring, *cat's grace*, creator must be a high elf; Price 9,040 gp.

### Lion's Ring of the Acolyte

**Description:** The original *lion's ring* was crafted by Urtis, a low-ranking sorcerer known for his indecisiveness. Urtis never rose highly in the ranks like most of his fellows, but some of the items he created live on today, and several more that he did *not* create bear his name if only because they seem, like him, unable to decide what their true function is. The ring's golden band bears an intricately carved lion's head that holds a half-inch jewel in its mouth. Regardless of the success of any Appraise checks, the type of gem cannot be determined, and in fact seems to shift and change in color and consistency from moment to moment.

**Powers:** The ring provides a +4 enhancement bonus to Strength, Constitution, Dexterity, Intelligence, Wisdom or Charisma as its wearer wishes. When first found, the ring will generally be found at a random setting, which operates continuously unless altered. The ring can change from one specific bonus to another only once per day. If it switches to another statistic, there is a delay period of one hour while it shifts to its new role, during which it provides no bonuses whatsoever.

Moderate transmutation; CL 9th; Forge Ring, *bear's endurance*, *bull's strength*, *cat's grace*, *fox's cunning*, *eagle's splendor*, *owl's wisdom*, one 1,000 gp gem of any type; Price 21,050 gp.

### Ring of the Mind

**Description:** This gold band contains a platinum device that resembles the top of a skull with the cranium cut open. A large chrysoberyl occupies the cup-shaped cavity, cut with a number of bumps and ridges instead of the usual facets found in most jewels.

### Appendix Two: Legal Information

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