

Hassle-free DnD Next guide to Warcraft

What is this?

This is a guide for using and developing rules and guidelines from the Dungeon and Dragons Next manuals for a setting in the Warcraft series.

What is the scope of this document?

This document is *not* about playing World of Warcraft with a dungeon and dragons system, nor it wants to emulate the games they come from in its gameplay.

This document wants to use the least amount of rule changes while keeping the flavour of the Warcraft series intact; homebrewed rules will be applied only if strictly necessary.

Why such decision?

Having to rely on already established rules solves a lot of problems about game balance and makes it more palatable for people that just want to play DnD but like the Warcraft series, or are just curious, or don't know what it is – usually groups tend to have a mix of these people and such approach makes the game welcoming.

Obviously, balance it's still highly dependent on the Dungeon Master, but having a solid approach to the setting relieves the game of many potential issues.

Does this document follow faithfully WoW?

This document does its best to follow the general lore of the Warcraft games, but it does not follow closely the gameplay of them.

Reason is that in the world of Azeroth there are people that commonly break the norm of player characters – Tyrande is a priest that can use efficiently bows, and a lone pandaren death knight fights demons in the alternate Draenor, but such choices aren't available to players usually. This is embraced by DnD and this document as well – you can decide to play the character as one canonical to the game as it is allowed, but you can also explore the different sides of the world that would otherwise be unexplored.

This document also allows the players not only to play in Azeroth but to create their own version of it! Being faithful or not depends to you.

Does this document contain information pertaining the setting in general?

This document assumes that the reader knows Warcraft by itself, if not in its entirety at least on what he/she plans to do. This is not only due to simplicity but also for legal issues.

However, to better introduce the reader to the document concepts, blurbs of lore will be explained to better understand why something has been decided to be this way.

Does this document contain information pertaining the official releases of Dungeon and Dragons?

This document will often refer to objects/races/classes of the official rule books, providing the page number when possible, but will avoid to refer to them in their integrity to avoid legal issues. SRD content will be shown only in the apposite appendix (see below).

Do I need to have all the official books to understand this?

The books required to understand the full, intended content of this document will be as restricted as possible – races and classes that are closer or more common to the usual Warcraft experience will use core official books while more exotic ones will indulge in later official books, explained case by case.

However, at the end of the document it will also be provided a version that uses entirely the SRD provided by Wizard of the Coast. Be warned, however, that the content inside it will be mostly homebrews that follow as close as possible the already mentioned points.

Other things I should know?

This document will pair up the official books to things that exist in the Warcraft universe. However it is not a compendium of everything in both games, but rather it stops at the things that can have most value for characters and DMs. For this reason some choices might sound weird, and others might be lacking, but all is done with the effort of making decisions that seem

reasonable, easy to apply, and that if disagreed can at least provide pointers to make your own decisions. *Enrico "Decrit" Boccardi*

Races of Dungeon and Dragons

The history of warcraft spans millennia, where races have come, gone and came back again. Here follows a list of races from the core books that can be applied to the races of warcraft. Some of these races will have additional details or small changes to have them stand out better, and some of these might not exist at all.

After such list, it will be provided a detail of each race, some contextualization and some reasoning behind its choice.

Not every race of warcraft is provided, but there will be a focus on the playable races of world of warcraft and most of the sentient, friendly races that populate the world that aren't playable.

A * indicates significative changes

| DnD Race | Warcraft Race |
|----------------|----------------------|
| Dwarf | |
| - Hill | Wildhammer Dwarf |
| - Mountain | Bronzebeard Dwarf |
| - Duergar | Dark Iron Dwarf* |
| Elf | |
| - High | High Elf / Highborne |
| - Wood | Night Elves |
| - Drow | Unavailable* |
| Halfling | Vulpera |
| Human | Human |
| Human Variant | Human |
| Dragonborn | Dragonkin |
| Gnomes | |
| - Forest Gnome | Unavailable |
| - Rock Gnome | Gnomes |
| Half Elf | Half Elf |
| Half Orc | Orc / Half Orc |
| Tiefling | Eredar |

Volo's Guide to Monsters

| | |
|-------------|---------------------|
| Aasimar | |
| - Protector | Draenei |
| - Scourge | Lightforged Draenei |
| - Fallen | Broken Draenei* |

| | |
|------------|---------------|
| Filborgs | Drogbar* |
| Goliath | Vrykul |
| Kenku | Unavailable |
| Lizardfolk | Unavailable |
| Tabaxi | Worgen* |
| Triton | Jinyu, Ankoan |
| Bugbear | Drogbar |
| Goblin | Goblin |
| Hobgoblin | Mogu |
| Kobold | Hozen |
| Orc | Fel Orcs |
| Yuan-Ti | Sethrak |

Mordekainen tome of foes

| | |
|-------------|------------------------|
| Eladrin | Unavailable |
| Sea Elf | Unavailable |
| Shadar Kai | Voidborn |
| Gith | |
| - Githyanki | Ethereals (Others) |
| - Githzerai | Ethereals (Consortium) |
| Deep Gnome | Unavailable |

| | |
|------------------------|-------------|
| Various | |
| Tortle | Tortollan |
| Centaur (U.A.) | Centaur |
| Minotaur (U.A.) | Tauren* |
| Homebrewed | Pandaren |
| Homebrewed | Trolls |
| Homebrewed elf subrace | Blood Elves |
| Homebrewed Template | Forsakens |

What is the reason behind missing races?

For missing DnD races I brought up only those that resonated well with already existing warcraft ones, or that are from core books or non setting specific books.

For warcraft ones, I picked those that seemed the easiest to translate and that looked intelligent, social and free enough to go adventuring. Some races are a bit "extra" to the usual warcraft experience and are done for overview sake.

There is a way I can play <race> here?

There is a way, and that way is planewalking – characters from other world can get on Azeroth by portals or similar disasters. While this manual focuses on native content of Warcraft, it's not the first time such event happens (Draenei, Demons

and Orcs are an example) but it should be treated with real care if the players want to preserve a warcraft experience.

Races of Warcraft

Dwarves

Dwarves are a bold and courageous race descended from the ancient Titan-made Earthens. They are split in three different clans, that before the War of Three Hammers lived together. Tensions rose up until the war scattered them. In case an adventure is set before such war then the **Mountain Dwarf** race represents every kind of dwarf, relegating the clan as background detail.

- Bronzebeard Clan

As: Mountain Dwarf

The winning clan of the war of three hammers, they are the ones that preside the magnificent city of Ironforge. They are the most dedicated metal crafters and archaeologists.

- Wildhammer Clan

As: Hill Dwarf

Stationed on fortresses built atop the highest peaks, they are known for formidable gryphon riding skills and wild demeanor, they have a shamanistic culture and are friends to high elves.

Changes: When choosing a tool proficiency a Wildhammer member can instead pick proficiency with Vehicles (Gryphon).

- Black Iron Clan

As: Modified Durgar

The most devious of the clans, after the loss of the war they stationed themselves in the deepest caves of Blackrock Mountain, seeking bitter revenge against their breathen. This led them to lead to acts of hostility that culminated in summoning Ragnaros, Lord of the Fire Plane, that enslaved them all. Usually, adventurers are dwarves that managed to escape, or that rebel to their fiery underlord, or that simply got rid of their overlord after its defeat.

Changes: They cast different spells from Durgar: Hellish Rebuke at level 3 and Lesser Restoration on themselves at level 5, as their affinity to molten lava courses through their body. They can cast them while on direct sunlight. Otherwise, sunlight it's still a hindrance to them regarding vision and other effects.

Elves

It's often said that some of the major catastrophes in the world are always due to elven problems, and that often holds true. Among one of the eldest and long lived races of the world, Elves evolved from Trolls that stationed close to a powerful source of arcane magic – the Well of Eternity. Theirs will be the hubris that will cause demons to invade Azeroth for the first time, and in the ensuing battle they caused a cataclysm that sundered the world. That event changed immensely Elven culture as well and dispersed them in the world as they took refuge in remote places or gradually parted ways due to different ideals, even millennia after the catastrophe.

- Night Elves, or Kaldorei

As: Wood Elf

The Kaldorei were the primordial elven race that made up their society. Aloof and graceful they traveled the forests and mastered powerful magics, but a section of them – the Highborne – set up the cataclysm known as the Sundering. Since then they grew a dislike for magic and embraced a society more close to nature. Some of them lived in secluded areas to keep the arcane tradition alive, only to be accepted after millennia into kaldorei society again.

- Nightborne, or Shal'Dorei

As: High Elf

Among the Kaldorei that lived in seclusion, Nightbornes are those who remained in their ancestral home of Suramar, a city filled with arcane magics fed by the Nightwell.

- High Elves, or Quel'Dorei

As: High Elf

Those who did not accept the new distaste of magic of the Kaldorei either lived as recluse or parted way off the ocean, docking on the shores of Lordaeron. Those were the High Elves, that renewed their tradition of arcane magic and nobility coupled with a more moderate and balanced approach to nature and use of magic. They were the ones that brought arcane teachings to humans and other races of Lordaeron, while not being the exclusive users of it.

- Blood Elves, or Sin'Dorei

As: Homebrewed elf subrace

After the terrible siege of Quel'Thalas many of the surviving high elves renamed themselves Blood Elves and rebuilt their kingdom, while suffering from withdrawal of magic that came of the Sunwell that was destroyed.

Changes: They have the elf trait, plus:

Ability Increase: Intelligence increases by 1

Mana Tap: they can cast Dispel Magic once every long rest. Dispel Magic cast this way requires a check to dispel magics of 3rd level and higher.

Elf Weapon Training: They are proficient with shortsword, longsword, shortbow, longbow.

- Void Elves, or Ren'Dorei

As: Shadar'kai elves

Exiled by the Blood Elves as their search for the Void threatened to taint the reforged Sunwell, there were transformed into creatures of Void while retaining their identity. They now have home into a pocket dimension from where they depart to search lost lore and treasures.

Humans

As: Humans, Humans variant

One of the most young races of Azeroth, they descended from Vrykuls that banished them for being "too weak". Since then they created kingdoms that rose and fell over the centuries, while managing to gather otherwise secluded races around them to form the Alliance.

Depending on the time of the adventure, many kingdoms might have been fallen or be in their highest glory, but it's probable than every one of them exists in form of heritage or another. Their belonging to any kingdom is represented by their language, skills or feats when applied.

This applies to Kul'Tirans and non-worgen Gilneans as well, that despite having a different representation in game here use the same race.

Changes: Humans have a new feat they can pick:

– Every man for itself--

Feat, requires: Human

When the character is under any condition that prevents use of any combination of action, bonus action, reaction or movement it can remove them once each short rest.

Gnomes

As: Rock Gnomes

Tunneling deep into the ground and fighting their own battles, gnomes are bizarre but friendly creatures devoted to inventions and technology.

They are usually left on their own, unless they go on an adventure or people request their help.

Some of them have additional enhancements that make them more robotic and less made of flesh, but this is not represented into a race choice but an apt choice of attuned magic items.

Orcs

As Half Orcs

Once savage but noble creatures of the alien world of Draenor, Orcs were corrupted, driven to bloodlust and unleashed on Azeroth by demonic forces, clashing with the Humans and their allies. Orcs live in clans that compete with each other, sharing a culture of honor, combat and spiritualism.

Orcish clans have a huge impact on orcs, but that can be hardly reflected as race feature so it's left as background flavor.

- Corrupted Orcs, or Green Orcs

Those who drank the blood of demons and unleashed their ferocity on Azeroth soon recovered their senses, most of them regretting their actions. Some of them were made slaves, other left in containment camps, and others clinging to dispersed clans.

Some regrouped and left for the land of Kalimdor, building the Horde. Looking back at their corrupted past they face their inner demons as they set for a better future.

- Uncorrupted Orcs, Or Mag'har

Those who did not drink the demon blood remained proudly uncorrupted, keeping the traditions alive in the harsh world of Draenor. They don't have the *Menacing* class feature, but: *Survivalist:* You have proficiency in survival skill.

- Half Orcs

Often unspoken about, they are a hybrid between orcs and draenei or humans, which they don't resemble much except by having a more smooth appearance than orcs.

Fel orcs also exist, and can be interpreted as *Orcs*. They are even more corrupted green orcs.

Trolls

As: Homebrew from Half Elves

Among one of the most ancient civilizations that rose on Azeroth, they conquered the whole world before the elven uprising.

After that, and after the Sundering, they now live clinging to their old glory and heritage and bracing eldritch powers that can surprise and surpass even the most sophisticated elven magic. They are shattered in different tribes, each one with its own culture and conflicts and alliances. Darkspears are the most common and friendly in the Horde, while Zandalari are among the most dignified and vainglorious.

No race from DnD reflects this unique race, at least from core books, so here it is provided a homebrew that takes inspiration from the half-elves to build the personal Troll. The tribes impart specific teachings to their population, so the different tribes can't just left as background.

Ability Score Increase. Your Dexterity score increases by 2 and Intelligence by 1.

Age. Trolls mature like humans but live much longer depending on how it is blessed by Loas.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Alignment. Darkspears and Zandalari tend to be lawful, but it may differ from each tribe.

Size. Your size is Medium .

Speed: Your base walking speed is 30 feet.

Troll Heritage. You gain proficiency in an Intelligence based skill, in a martial weapon and in a tool of your choice.

Troll Reverence. You have advantage on dealing and understanding with supernatural not undead creatures such as celestials, spirits and Loas.

Regeneration. Trolls are blessed by their Loas, that grant them longer lifespans and the ability to regenerate body parts. Every time you use a hit dice, it recovers two additional hit point for each one used. Additionally, a troll can regenerate small body parts (a digit, an ear, an eye) after a long rest, or whole limbs after a year.

Languages. You can speak, read and write Common and Trollish, plus an additional language of a race that your tribe hates.

Half Elves

As: Half Elf

They are one of the least talked about race in the world, and while it's mostly part of their rarity it's also because often it's omitted their heritage as half race. Some consider them a good omen, others as an abomination.

Usually the other half is a human while the elven parent can be of any heritage – thought there is no sign of half night elves or half nightbornes since those races lived far from humans and only recently they started to relate to each other, leaving most of them to be half high elves. It's unclear if they suffer the same arcane addiction as their parents, thought it's speculated they do not.

Tauren

As: Minotaurs (Unearthed Arcana)

Lubering bovine humanoids living in nomadic tribes, Taurens are creatures that took residence in various parts of the world. Despite being strong and fierce warriors they are peaceful and honorable, thing that keeps other races having good regard of them. They are divided in four subspecies, they don't have the Menacing feature but have one of their own.

- **Mulgore Taurens.** Saved by the orcs, they are close to the teachings of spirits and nature and serve as spiritual guides of the orcs and the horde.

Naturalist. You are proficient in Nature skill checks, and you have advantage on finding herbs.

- **Highmountain Taurens.** Taurens that have moose-like horns, a form of blessing from a Wild God for fighting demons in ages past. Since then they live as secluded hunters and artisans.

Blessed by Wild Gods: You gain expertise over a tool you are proficient with, or with horn attacks.

- **Taun'ka** Stationed in the frozen wastes of Northrend, they have a less kind approach to nature, wrestling over control of the elements.

Challenging Coldness: You have resistance to frost damage and don't need clothes to survive cold climates, or winter clothes for harsh cold.

- **Yanguol.** Savage warriors of Pandaria with a culture devoted to fire and its applications on warfare, they are much less peaceful than their cousins and more driven toward pillage.

They retain the *Menacing* feature.

Forsaken

As: Character Template

When the undead first appeared in Azeroth they were under command of powerful demon lords, until a branch of them broke out and gained independence: the Forsaken. Striving to create a kingdom of their own, Forsakens aren't truly a race of their own but a faction compromising different races raised from the dead in a special manner, known as "the gift", that grants them a nature similar to humanoids but damns their soul forever. They are often humans of different kingdoms and high elves, but pretty much any race can join their ranks.

Forsakens keep the racial traits they had in life with the following changes:

Ability Score Modify. If the Ability Score Increase of your race does not increase Constitution it additionally increase Constitution by 1 point and reduces an Ability Score between Intellect, Wisdom and Charisma by 1.

Unliving Living. You have two creature types: humanoid and undead. You can be affected by a game effect if it works on either of your creature types. However, an exception is made for effects that Turn Undead and restore hit points: if an effect that restores hit points does not work on undead (or it does work differently without restoring hit points) it instead works as usual and you are immune to turn undead effects.

Unliving Diet. You don't need to breathe, eat or drink to live and you can't die by Exhaustion. However you need to eat in order to benefit from a long rest and not accumulate Exhaustion points. You can eat otherwise unedible food with no ill effects, like spoiled food or raw meat of any kind, but you still suffer from poisons and disease that aren't caused by the food being spoiled.

Cursed Resurrection. When you are resurrected by a spell you return as a Forsaken unless by Reincarnation, True Resurrection or Wish spell.

Darkvision. You have darkvision of 60 feet, or of 120 if your living race had it already.

Sunlight Sensitivity. You have disadvantage on attack rolls and wisdom(perception) checks that rely on sight when you, the target or whatever it wants to be perceived is in direct sunlight.

Worgen

As: tabaxi

Worgens are mindless, bloodthirsty wolf-like humanoid shapeshifters that are sealed away in the alternate dimension of the Emerald Dream, occasionally escaping through it. They originated from a cult of elven druids that adopted prohibited rituals to become wolves, cursing themselves.

They can curse other humanoids by biting them, turning a person in a Worgen in 24 hours.

Things changed when finally a group of Night Elves druids found out a cure for their frenzied state, but their physical form remained.

Worgens are either Humans (from Gilneas usually) or ancient Night Elves (the ones of the original cult), but in either case the transformation was so great that it changed them irreversibly.

Change: Other than claws Worgens can attack with their Bite, that deals 1d4+ strenght modifier percing damage and if that brings a character to 0 hit points it turns into a worgen in 24 hours.

Also, some worgens have the capability to change back and forth from their worgen form and their original form, often due to a miraculous potion or a divine blessing that emulates Greater Restoration. If a character can do so they can take a minute to transform back to their old form; they lose all their worgen features except ability score increase and any proficiency and don't gain anything form their old race, with a free action they turn Worgen.

Nothing can remove this curse if not a Wish spell. Worgens have an innate resistance to necromancy and their body can't be used to animate undead unless using a spell slot of 7th or higher.

Mindless worgens can turn sentient again with a Remove Curse or Greater Restoration spell.

Goblins

As: Goblins

Smart, cunning and reckless, Goblins of Azeroth are devoted to making money and fame. They are often daring travelers and skilled chemists and engineers, selling their marvels across all Azeroth, preferring to remain neutral to the many conflicts that scar the world. They are often organized in cartels and associations, and to keep

a goblin in place is it needed a lot of menace, or money.

Pandarens

As: Homebrew based on Halflings

Pandarens are the elusive inhabitant of the marveled and mysterious Pandaria, a continent shrouded in protective magical mists until the coming of Deathwing, that shattered many of the defensive protections of Azeroth.

They are a pacific, slow-living race that enjoys the simple things in life, like food, drinks and company. Former slaves of the Mogu, they have overthrown their empire and built one over their ruins and lived in peace long since.

They exist since before the Sundering and many of them took travels to the other continents in the most disparate ages, always coming and going without leaving much of a trace.

Halflings do not exist in Azeroth, but Pandarens are extremely alike to them – both fight oppression, both are brave, both enjoy simple things and both don't always leave home, but when they do they do marvelous travels.

The obvious difference is size.

This home brew attempts to catch the main features of Pandarens and to retain the choice that halfling race features bring with them.

Ability Score Increase. Your Constitution score increases by 2, and Wisdom increases by 1.

Age. Pandarens have a lifespan comparable to humans, though a little longer.

Alignment. They tend to be Good oriented, but a section of them tends to be Lawful Evil.

Size. Your size is Medium .

Speed: Your base walking speed is 30 feet.

Brave. You have advantage on saving throws against being frightened.

Lorewalker. Whenever you make an Intelligence (History) check related to origin and hidden meaning of folk tales you are considered proficient and add double the proficiency bonus.

Naturally Bushy. You can let another creature of size small or lower to be hidden by your body.

Good Life. You add double of your Proficiency modifier on skill checks done in downtime instead of your usual one.

Languages. You can speak, read and write Common and Pandaren, plus two other languages commonly known by people you visited.

Eredar

Once a noble race of magi and academics in the far world of Argus, they became corrupted by the promises of knowledge and power given by the demon lord, Sargeras; as a big part of the Eredar turned to demonic forces and the Burning Legion, a group of them left for an exodus through the stars and took the name of Draenei.

- Draenei, the exiled ones

As Protector Aasimar

They are the ones that ran away and took refuge in several planets, as their former kin chased them in a hunt through cosmos. Eventually they took place on Azeroth, where they joined the other races bringing with them the wisdom and light of the Naaru, sentient beings of pure light, and their supernatural technology. Before coming to Azeroth they even stationed in the world of Draenor, where they lived relatively peacefully alongside orcs until they were corrupted, and then forced to run again.

-Broken Draenei, or Krokul

As Fallen Aasimar

Prolonged exposure to fel magic and harsh living conditions deviated and mutated the Draenei into warped versions of their former self. Now deaf to the call of the light they resorted to darker magics or more tribal practices. Some of them are survivors from the world of Argus, while others are survivors of the orchish slaughter in Draenor. Many of them are resentful to the Draenei, as they feel they have abandoned them.

- Lightforged Draenei

As Scourge Aasimar

While some Draenei left for a new home, a splintered group devoted themselves to fighting demons – they created The Army of Light and using the light of the Naaru changed their own body as a weapon of righteous destruction.

-Eredar, or Man'ari

As Tiefling

Twisted demonic versions of their former selves, they act as cunning agents of the Burning Legion. Hardly friendly toward any other race, they might be forced or find reason to go adventuring.

Additional races of Warcraft

These are even more exotic races of Warcraft that don't go often into adventures with other races.

Drakonids

AS: Dragonborns with changes

Drakonids are servants of the dragonflight they belong to, acting as foot soldiers, guardians and occasionally as agents. Adventurers are either on a mission or stray members that follow its ways. Drakonids are a transformation done to humanoids, either voluntarily or not. It's not known if they remember their former life or not.

Changes: The dragonflights have different elemental associations than the ones of DnD. Red, Black and Bronze dragonflights use Fire, Blue use Cold, Green use either Acid or Poison. A character can safely choose any breath of such type and represent the dragonflight it belongs to. Other dragonflights exist but are usually so warped and evil they aren't delved in here.

Vulpera

As: Halfling Lightfoot

Gathered in caravans, these little fox-like creatures travel around as merchants, scavengers and occasionally raiders. Closely tied to each friend like a family they often have no patience for oppressors and are quick to make friends, thought there are many that see them only as a nuisance and rather prefer them out of the way.

Drogbar

As: Filborgs [Bugbears are also viable choiche]

A race of bulky and brutish humanoids that nest in the infinite tunnels in the earth's depth, once servitors of the Black Dragon Neltharion. Looking brutish, they are usually quite clever and not aggressive and are capable of cooperation and harmony with other races. They make furniture out of stone and are lovers of jewels.

[NOTE: Drogbars were influenced by DnD bugbears but do not relate to them perfectly, and I find Filborgs be more fitting with a change]

Change: Hidden Step does not make you invisible but grants borrow speed equal to your walk speed. You can move in loose earth or solid stone equally and you don't disturb the material.

Jinyu

As: Tritons

Humanoid fish-like creatures that left the water and live in communion with it. They are considered an old and wise race, able to manipulate water itself and keepers of ancient lore. They aren't known to travel a lot, but after the opening of Pandaria to outsiders many might have decided to get out to seek lore and adventure. Thanks to their peaceful and social demeanor they are worthy companions.

Ankoan

As: Modified Tritons

While the Jinyu stationed closer outside the water, the Ankoans took another route and traveled to the deepest depths of the oceans. They are devoted fighters that were slain almost to extinction by Naga, and losing hope to ever repopulate they bring ruthless fury in battle. They are a subrace of Jinyu.

Changes: You have different magical affinity, instead of Fog Cloud you can cast Compelled Duel, and in place of Gust of Wind you can cast Barkskin on yourself, as if your scales harden to enemy attacks.

Deepwater Weapon Training: You are proficient in spears and tridents.

Sethrak

As: Yuan Ti

A race of humanoid cobras that inhabit the scorching sands of Vol'Dun; whenever they settle, sands magically appears in place over time. While malicious and ruthless by nature they aren't inherently evil and those following the teachings of their Loa Sethraliss manage to keep balance and harmony on relationships with other races, while others might aim to make a great empire at everyone else expense. They have a close relationship to powers of venom and lightning, and have devotion to snakes and thunderbolts.

Mogu

As: Hobgoblins

Powerfully built titan-forged creatures that succumbed to the curse of flesh, losing their stone form for a flesh one. Once servitors of titan keepers, they raised an empire dominated with iron fist, slavery and cruelty. They tend to be vainglorious and nostalgic of the power they once held, and to some degree they still hold. Very few of them take other races as worthy allies, though they occasionally do strike allegiances like with the Zandalari trolls.

Tortollans

As: Turtle

Creatures old, calm and quite snarky they are travelers, lore-seekers, artifact hoarders and story tellers greatly considered from other races. They prefer neutrality over debates and when in conflict, especially political, they often use their immense longevity as a weapon. When spurned they are able to fight mightily, often recurring to stacks of magical items kept with them.

Hozen

As: Modified Kobolds

Monkey-like creatures, not truly known for their intelligence they are often regarded as mature as “14 years old boys running in a jungle” - pranksters, joyful and passionate they live a short and wild life throwing themselves in new risks or opportunities without care.

Changes: They lack Darkvision and Sunlight Sensitivity.

Vrykul

As: Goliath

The gigantic Vrykuls are the ancestors of humans. They are seekers of combat and challenge, explorers, keepers of ancient runic lore and merchants that travel far and wide. Hailing from the cold north they scattered over many different islands, among them the spiritual Drusts. In the past they have banished the humans from their lands and sometimes sought to hunt them, though not many have memory of those days nor they care anymore.

Ethereals

Once creatures of a far off planet gifted with extremely advanced technology, their entire race was swept out by a source of void energy that rendered them away their bodies. Managing to survive thanks to their technology only as humanoid bodies of pure arcane energy barely contained in wrappings of magical cloth, they now travel the Twisting Nether as traders, smugglers, thieves, scavengers of technologies and magical secrets and mercenaries.

This terrible tragedy divided the Ethereals in three parts: the Consortium, which is a conglomerate of trade-related cartels; the Etherniums that instead devoted themselves to fight the Void, and the Protectorate that instead acts as a leverage against the most deviated views of Etherniums.

- Consortium Ethereals

As: Modified Githzerai

This subrace consists of those moderate Ethereals that tried to make a new life of profit out of their situation. They loathe the void and everything else within it, some occasionally bear it to make profit while others actively strive against it. They have stations situated almost everywhere, and their advanced teleportation technology allows them to cover up unreached places.

Changes: At 3rd level instead of Shield you can cast Identify once every short rest, provided you have material components.

- Protectorate / Ethernium

As: Githyanki

As the Etherniums drove deeper and deeper into fighting void they became desperate and twisted. Some of them still pursue their original objective, others instead have taken the ideal of “becoming void” themselves, whatever that ever means. Protectorate Etherniums, backed up by Consortium, stop those who push too far.

Void Ethereals also exist, as those who successfully managed to “become void” in a stable way, even without becoming crazy. If you are a void ethereal, you use the Githyanki traits with the following: you can cast Shadow Blade as 2nd level spell in place of Misty Step, and at level 10, 15 and 20 as 3rd, 5th and 7th level spell.

SrD version of the Warcraft Races

In case the players lack some of the previous sources quoted they can use these versions instead. There are made to be mixed and matched between different sources, and cover only those races that are important or could be easily converted from the SRD in very safe ways.

Dwarves

Any dwarf can be considered a Hill Dwarf with these following changes:

- **Dark Iron:** Your wisdom score does not increase by 1, but your Intelligence does. You don't have Dwarven Resilience, but Molten Resilience: You have resistance to fire damage.

Elves

Any elf can be considered a high elf, with the following changes:

- **Night Elf:** You know one cantrip from the druid spell list, instead of wizard. Wisdom is your spellcasting ability for it. Your intelligence score does not increase by 1, but your wisdom does.
- **Blood Elf:** The same homebrewed subrace as before
- **Void Elf:** You know one cantrip from the warlock spell list, instead of wizard. Charisma is your spellcasting ability for it. Your intelligence score does not increase by 1, but your Charisma does.

Humans

As Humans on SRD. They can pick the new feat.

Gnomes

As Rock Gnomes on SRD.

Orcs

As Half Orcs on SRD, with Mag'Har keeping their respective changes.

Trolls

As they are on the homebrew.

Half Elves

As Half Elves on SRD.

Taurens

As Minotaurs on the free downloadable Unearthed Arcana, with each subrace keeping their respective changes.

<https://media.wizards.com/2018/dnd/downloads/UA-Centaur.pdf>

Forsaken

As they are on the homebrew template.

Worgen

They share the half orc traits with these changes:
Ability score increase: Your dexterity increases by 2 and your wisdom increases by 1.
You don't have *Menacing*, but instead you have *Feral Instinct*: You have proficiency in the Survival Skill.

Goblins

They share the Lightfoot Halfling race traits with the following changes:

You don't have the *Brave* race trait but you have *Chemical Resistance*: You have advantage on saving throws against poison.

Pandarens

As it is on the homebrew.

Eredar

Any Eredar can be considered a Tiefling with these following changes:

- **Draenei:** You don't have resistance against fire damage, but against radiant damage. You can cast Cure Wounds instead of Hellish Rebuke and Daylight instead of Darkness.

- **Broken Draenei:** Same as SRD Tiefling

- **Lightforged Draenei:** Are like Draenei.

Lightforging is often result of a divine boon or reaching higher levels as member of this race.

Drakonids

As Dragonborns on SRD with the above mentioned changes.

Vrykuls

They share half orc traits with these changes:
You don't have *Darkvision*, but you count as one size larger when determining carrying capacity or the weight you can push, drag or lift.

The classes of Warcraft

To guide players into choosing a DnD class here is provided a list with few pointers about what is setting-safe, or what can be changed to fit the setting, or what does not work that good.

Death Knight

Two kinds of death knights walked on the ground of Azeroth – the first kind were human knights reanimated with the soul of an orc shaman, and were devastating spellcasters able to call the elements of earth, air and fire as well as decay and other dark sources – Teron Gorefiend is an example of such terrific creatures. The second generation of death knights was much more simpler in comparison, as being reanimated by the Lich King and imbued with powers over blood, death and frost.

Most probably the players will be playing the second generation, as the first ones were truly a relic of their time, but in both cases we are talking about formidable creatures – a character hardly starts at level 1 with this class, unless it was somehow robbed out of its powers or it is a second generation death knight still in early training. If your character starts at such low level, don't expect to emulate the terrific prowess of a death knight soon enough.

While it is possible for any character to become a death knight, it's hardly feasible – a character that willingly devoted to become to the Lich King will bemaiking it hard to play with other character unless those align themselves with the Lich King, temporarily or not, while one that was raised against its will can break free of control and seek its own way on life.

Eldritch Knights are a good fit for this class, as it provides martial strength and a little selection of spells that can be picked for the scenario.

A note: Second Generation Death Knights are usually trained by powerful liches that favor spells of death and frost, but can also teach others – a death knight casting burning hands it's unseen, but not improbable.

First generation death knights can instead be full fledged wizards or eldritch knights.

Change: To better instill the idea of a necromantic knight you can change how it can learn spells in such a way it does not need to choose between an Abjuration or Evocation spell, but rather a Necromancy or Abjuration one. Another plausible choice might be becoming an Oathbreaker Paladin, in the DMG, with the clear distinction that your character hasn't broken an oath – but was totally warped out of it. Conquest paladin can also be a choice.

Change: Change damage types of class features and relevant spell effects to necrotic or frost.

Demon Hunter

A strict sect of elves – and elves only – that retired to train under the famous Illidan Stormrage to pay any price to fight demons. Replacing their eyes with searing fel flames, inscribing magical tatoos that allows them to wield the very sould of an enslaved demon and fancng agile and acrobatic strikes, they are phenomenal hunters of evil – until the evil they keep chained will once claim them.

Warlocks are the ones best suited to represent them – of any pact. Many different demons exist in the Twisting Nether, so in fact any of the official patrons can be chosen but with a twist: each one represents a demon the demon hunter has subjugated inside itself, and that is growing in power with it. Observers for example make up for Great Old Ones, Shivarras in place of Archfey, a usual demon as Fiend and other choices, like a Wrathguard, as Hexblade.

The usual Demon Hunter has a Pact of the Blade, but it's also seen Demon Hunters adapting to other roles and as such use the other Patcs Boons as well.

Demon Hunters are an elite in warcraft, so starting a character from level 1 might not be ideal. In the case, they lack a lot of the defining tools of a Demon Hunter but proceed to gain them as they level up or are covered by spells.

For example, the usage of wings can be explained by the use of the Jump spell, their Eyebeam it's the use of Burning Hands, Mana Burn can be Counterspell and so on.

Change: Eldritch Evocations are a good way to customize your warlock to look more like a

Demon Hunter proper. Here are additional choices:

Demon's Eye

Requires level 3

You add Burning Hands to your spell list. It requires only somatic components.

Dreadflight

Requires level 9

You can cast Fly once every short rest without expending materials or spell slots.

Metamorphosis

Requires level 11

Once every long rest you can unleash your demon within – as an action you can cast Polymorph on yourself, turning into a Fiend. You choose the Fiend that represents you when you choose this invocation, and you can change it every time you gain a level.

The fiend in question it's unable to use its action or features to change plane or change form, it can cast spells and is able to cast spells that the fiend in question is able to cast up to 5th level and it cannot use any of its legendary actions.

For all other purposes, including concentration and duration, it's as a polymorph spell.

Druid

Druid orders in Azeroth are vastly different from the ones of DnD. That said, a player can almost painlessly make a Druid using the basic DnD druid options.

Hunter

Rangers are a good fit for them, especially as Beastmasters can always have a beast emulating the hunter's pet. If all else fails, then can use Conjure Animals to emulate their pet's summoning.

Mage

Mage schools in Warcraft vary wildly from each other, but all have in common how to deal with controlling the use of magic and how to avoid misuse that can attract demons or develop addiction that can push people to dangerous extremes.

Some of the schools of magics are prohibited or

avoided by properly called mages, while others are of great interest for other spellcasters.

In fact Warlocks, Necromancers and Mages can all be considered Wizards in DnD terms – the first ones as a school of conjuration, the second ones as school of necromancy and the third ones as everything else. Many mages turned into necromancers and warlocks over time, while some others just started as one.

There are no prohibited schools of magic, so regardless of class all three of them can access to the same spell list, but a Mage that summons fiends or delves into necromancy if discovered is promptly banished from most Academies due to the stigma those schools have.

However, Mages often include unschooled folks like the troll Witch Doctors, that have a much more unregulated approach to magic.

Monk

A tradition created by pandaren, Monks spread across whole Azeroth as pandarian trainers traveled after the discovery of Pandaria. As a result, many different styles might have evolved.

Paladin

True right hand of the Light, they are a force of magic and virtue that banishes the land from evil. Differently from DnD paladins, in warcraft they are strictly tied to the devotion of one specific cult or religion, or only occasionally from a source of light magic. Devotion paladins are typical of the alliance and the oath of Ancients of Taurens.

DnD Paladins can be used to freely play a warcraft Paladins, but Celestial Warlocks also might exist out of pacts with Naarus or the use of the purified Sunwell, or war Clerics.

Priest

Priests in Warcraft have a unique position compared to what could seem their direct comprinary, the Clerics.

Priests of different cults all somehow gravitate around two things: Light, and Shadow.

Given instead to the wildly different ideological position clerics have, and given how the Priests play out mechanically in warcraft, then it is proposed another option: Priests as Sorcerers of

the Divine Soul for Discipline Priests, the Shadow Magic Sorcerer for the Shadow Priests, and the Life Clerics for the Holy Priests.

This choice should allow the player enough variance between characters and at the same time have an excuse to why clerics have much different proficiency than priests.

Also, War Clerics and Light clerics can fit in the description of Priests, especially as not human-based priests. Witch Doctors can be considered priests but be clerics for example.

Rogue

The warcraft and the DnD rogues line up pretty similarly, so there should be no problems as just picking the one that suits the player best.

Shaman

Shamans are an eclectic class that has extremely poor representation in DnD without proper homebrews. One example is the lack of totems. Thunder and Nature domain Clerics are good fit for them, but then they lack a lot of elemental spells. Druids of the land can also be a good choice, but they obtain a form change that isn't part of their identity. Monks of the way of the four elements can bring in their dynamic fight but in a context that risks to clash with their identity. To keep the things as simple as possible, just focus on only one aspect of a Shaman you are interested into.

Change: Wild Shape allows the transformation in elementals instead of beasts. You follow the same rules and requirement, but you can shape yourself into elementals that have movements unavailable to you – you just can't use said movement, like swimming or flying.

Example of such creatures are Magmins, Mephit (steam Mephits are CR ¼). Shamans don't follow a Circle of the Moon.

Warlock

As said before, Warlocks are most of times shamans or mages that did not resist the lure of demonic power. Usually a warlock it's not just a demon-blessed creature, but one that uses its own skills to devote to such arts, as such they are considered Wizards.

They can also exist more DnD-esque Warlocks in the game as creatures that bargained for power and gained spells from them while having few or no notions beforehand – in that case it's better suited the use of a Fiendish Patron.

Other kinds of pact-wielding creatures are trolls compared to their Loas, which often does not result into any kind of fiendish pact.

Warrior

Despite being a single class, there are many facets of warrior around Azeroth, from the proud human knights to the brave and reckless Taurens. Warriors in the alliance are mostly Fighters, like Champions and Battlemasters, while the Horde fancies more Barbarians like Totemic and Berserkers, but it's a tendency rather than a rule.

Other classes from DnD

Bard

Bards do not exist as a playable class in warcraft, nor have there been widespread presence of characters that play as a bard does in DnD. It does not mean however they aren't reasonable to exist, not does it break the setting or the atmosphere of the game, so unless other players dislike that for nostalgic or purist reasons it can freely play one.

Sorcerer

Sorcerers don't exist in warcraft in the classic DnD sense. Usually inheritors of dragon's blood remain under the dragons tutelage, so Draconic Bloodline Sorcerers that aren't Dragonborns simply don't exist.

Wild Magic sorcerers might exist due to exposure to different kinds of magic, but they usually fall prey of demons unless they are schooled into the Wizard ways or are killed.

If a player wants to be a sorcerer it must make a lot of care, because to keep consistent with the setting it either has to be a priest, a dragonborn, or a runaway and a social outcast.