

# WORLD OF WARCRAFT



5e RPG Conversion

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# VERSION 3.4.1

*"The sands of time have run out"*

- Medivh, the last Guardian

Many have waited for Blizzard to approve another conversion of their world to the tabletop playing realm. Alas, many waited in vain.

*"We will persevere."*

- The Blood Elves

However, tabletop players are well-known for their persistence and tenacity in getting what they want to play - or at least, satisfying themselves with an adequate enough replica.

*"Sometimes, the hand of Fate must be forced."*

- Illidan Stormrage

And thus, the World of Warcraft 5e RPG Conversion begun.

This conversion is of the much-loved World of Warcraft Role universe, as for 5th edition of Dungeons and Dragons, made by the fans, for the fans.

This not only includes special classes, races, and magical spells, but also includes magical items, and even a few subsystems (such as infusion, mana, and crafting) built in the streamlined format of 5th edition, for the benefit of all roleplayers.

Cover Art: [Ekaterina Shapovalova](#)

## PROJECT

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## CREDITS

### HOUSE RULES CONVERSION:

DMShade

### 5TH EDITION CORE RULES:

Wizards of the Coast (a subsidiary of Hasbro)

### WARCRAFT INSPIRATION AND SETTING:

Blizzard Entertainment Inc.

## CONTRIBUTORS

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# CHAPTER 1: STEP-BY-STEP CHARACTERS

When determining your ability scores (also known as attributes), there are two new methods to create them; the focused method, and the heroic method. Both yield higher attributes on average, suitable for the many challenges in the Warcraft universe.

## ABILITY SCORE SUMMARY

### STRENGTH

**Measures:** Natural athleticism, bodily power

**Important for:** Death Knight, Paladin, and Warrior

**Racial Increases:** Bronzebeard Dwarf (+1), Draenei (+2),  
Forsaken (+1), Orc (+2), Human (+1), Tauren (+2), Troll (+1,  
+2 if Drakkari), Worgen (+1)

### AGILITY

**Measures:** Physical agility, reflexes, balance, poise

**Important for:** Hunter, Monk, Rogue

**Racial Increases:** Elf (+2), Forsaken (+1), Human (+1), Orc  
(+1), Troll (+1, +2 if Farraki), Worgen (+2)

### STAMINA

**Measures:** Health, constitution, vital force

**Important for:** Everyone

**Racial Increases:** Dwarf (+2), Forsaken (+1), Gnome (+1),  
Human (+1), Orc (+1), Pandaren (+2), Tauren (+1), Troll (+1,  
+2 if Drakkari)

### INTELLIGENCE

**Measures:** Mental acuity, information recall, analytical skill

**Important for:** Alchemist, Mage, Tinker

**Racial Increases:** Dark Iron Dwarf (+1), High Elf (+1), Void  
Elf (+1), Nightborne (+1), Gnome (+2), Goblin (+2),  
Forsaken (+1) Human (+1), Orc (+1), Troll (+1)

### SPIRIT

**Measures:** Awareness, intuition, wisdom

**Important for:** Druid, Priest, Shaman

**Racial Increases:** Wildhammer Dwarf (+1), Draenei (+1),  
Forsaken (+1), Human (+1), Night Elf (+1), Orc (+1),  
Pandaren (+1), Tauren (+1), Troll (+1)

### CHARISMA

**Measures:** Confidence, eloquence, leadership

**Important for:** Warlock

**Racial Increases:** Forsaken (+1), Goblin (+1), Human (+1),  
Orc (+1), Troll (+1), Void Elf (+1)

## BEYOND 1ST LEVEL

The rules in the World of Warcraft 5e RPG also include crafting sub-systems and classes (such as the Alchemist and Tinker), and various options (such as the Infusionist feat) that can translate wealth into character power.

When creating a character from above 1st level, refer to the following guidelines for expected wealth for level to give a general idea how to keep characters on the same general level of wealth.

Refer to the Item Creation Complexity and Cost Table on Chapter 7 to calculate item rarity. Note that crafting an item costs one half the cost of buying it.

Level	Typical Wealth
1	0 (or background starting wealth)
2	140 gp
3	280 gp
4	420 gp
5	560 gp
6	4,500 gp
7	8,400 gp
8	12,300 gp
9	16,200 gp
10	20,100 gp
11	24,100 gp
12	42,400 gp
13	60,700 gp
14	79,000 gp
15	97,300 gp
16	116,000 gp
17	134,000 gp
18	362,000 gp
19	590,000 gp
20	818,000 gp

The amount of wealth carried by a character can vary significantly depending on starting resources, unexpected loot gained in the campaign, whether or not characters have downtime to gather additional wealth, inherited gold, or even possessing companies and strongholds under their control.

## MAGICAL ITEM BUDGET

A DM may refer to the above chart to determine the total worth of magic items the characters have, without actually explicit magic items to be sold.

In this case, the wealth is not the expected wealth of the character, but the cost of the magic items the player should have by the appropriate level. This can come in the form of quest gifts, a normal item improving into a magical one, or a permanent blessing or infusion upon a held item.

The expected cost of magic items relative to rarity is present in Chapter 7.

## EXPECTED DOWNTIME

In case of crafting classes (Alchemist and Tinker), or in cases where characters can create magical items (taking the Infusionist feat), a good amount of downtime to allow the classes to function at a competitive rate is usually 5 days to 1 week between adventures (or the same time for every 3-5 combat encounters).

That way, very complex projects (2 weeks) like building a mecha or vehicle can be done every two adventures.

With such options available, players benefit more from wealth and time to build the exact items they need, from scrolls, potions, explosives, and more spells in a mage's spellbook, to advanced constructs and vehicles such as gyrocopters, so exercising judgment is key.

# RACES

The races of Warcraft are diverse and rich. Each race has a role in the world, and their deeds resonate through the ages. Members of each race view each other with assumptions formed by past conflicts and alliances. Warcraft's history is troubled and epic, and every aspect influences the races, their beliefs and their roles.

The races described here are not the only races in the Warcraft world, but they are the most dominant, influential, and prone to adventuring. Other races can be found in the Monster Guide.

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TODO (Mounts)



## DRAENEI

The draenei are a powerfully-build alien race that originates from Argus. They are powerfully magically-attuned, and have the potential for exceptional good or evil. Draenei who succumb to fel magic form the ranks of the Eredar, the greatest generals of the Burning Legion, while draenei who serve the Holy Light are immortal crusaders for justice across the cosmos.

### DRAENEI TRAITS

**Ability Score Increase.** Your Spirit or Intelligence increases by 1.

**Age.** A typical Draenei claims adulthood around 100 years old, and can live to about ten thousand years old.

**Affiliation.** Each sub-race is inclined to its own affiliations.

**Size.** Draenei stand between 7 and 8 feet tall and average about 300 pounds. Your size is Medium. As befitting their Eredar heritage, Draenei have hooved feet, tendrils that grow from the neck and short tails, and their skin color is affected by the magic they naturally absorb (with fel magic reddening them, holy magic rendering their skins blue to violet, and void magic darkening them to brown). Males' skulls are rigid (giving the appearance of a bone plate under their skin), while females grow foot-long, graceful curved horns. Males range anywhere from seven feet tall to eight feet tall and weigh on average around 300 or 400 pounds. Females stand at six to seven feet tall and only weigh around 170 or 250 pounds when fully grown.

**Speed** Your base walking speed is 30 ft.

**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.

**Draenei Combat Training** You have proficiency with the longsword, greathammer, glaive, and the heavy crossbow.

**Fel Resistance.** You have resistance to fel damage.

**Heroic Presence.** You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include

yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your level + half your Charisma or Spirit modifier. A creature can't gain temporary hit points from this feature again until it has finished a long rest. Alternatively, you may declare use of this ability upon landing a critical hit.

**Languages.** You can speak, read, and write Common and Eredun. The Eredun Draenei speak is an altered dialect that is less corrupt, and thus does not impose penalties when speaking, but is perfectly understandable by fiends.

**Male Names.** Amka, Doruno, Kozza, Sarhash, Shunn, Thylon, Voluth

**Female Names.** Corevva, Daalny, Demetra, Fetwa, Lan'era, Me'era, Tanmatra

**Family Names.** Draenei do not have family names, but take a title according to their deeds.

### SUBRACES

Ancient events divide the draenei into two sub-races: unbroken and broken. Choose one of these subraces.

## KROKUL (BROKEN DRAENEI)

"You will learn our ways..."

The Broken, also known as Krokul in Draenei, are a mutated and devolved subrace of draenei who lived in Outland. They, like most of the orcs, fell prey to the demons' sinister influence and were changed by the corruption. Though they lost some of their former powers, the Broken still present a clear danger to all races through Outland. The largest known faction of Broken in Outland, the Ashtongue Deathsworn, is currently led by Akama. They are supposedly allied with Illidan Stormrage.

### AFFILIATION

**Independent.** Despite the (mostly) accidental regression into broken, many unbroken draenei not only distrust them but despise them. Although understandable of those broken who remain corrupted or in service to the Legion, one would think that the unbroken would be willing to welcome any of their people that survived the orcs' genocide. Most broken are independent as a result, although the Prophet Velen, the leader of the unbroken, does extend a hand to broken to help them find their way back.

### KROKUL TRAITS

**Ability Score Increase.** Your Agility increases by 2.

**Adapter.** You may always act when surprised at a combat encounter (even if you failed your Perception check to notice it). You also have advantage versus weather effects.

**Stalker.** You have proficiency with the Perception and Stealth skills. If you already have proficiency with one of these skills, you gain Expertise instead.



## TRUE DRAENEI

"The Legion's end draws near."

As one of the enlightened cousins of the Eredar, the Draenei arrived in Azeroth after the reopening of the Dark Portal. Living out the last centuries in exile and escape from the Burning Legion, the Draenei are steadfast champions of the Light, and will do anything in their power to prevent another world from falling to the Flame.

### AFFILIATION

**Alliance.** Unbroken draenei have found that they have strong bonds with humanity and dwarvenkind due to their shared worship of the Light, and kinship with the now-mortal night elves.

### TRUE DRAENEI TRAITS

**Ability Score Increase.** Your Strength increases by 2.

**Gift of the Naaru.** You can use your action to channel holy energy, casting the renewing light spell as if cast as a 1st level spell. This can be used once, replenishing on a short or long rest. While a creature benefits from this ability, they have a glowing blue mark above their forehead (shedding light equal to dancing lights). Your spellcasting ability modifier is Spirit or Charisma (your choice).

**Gemcutting.** You are proficient with artisan's tools (jewelcrafting kit).