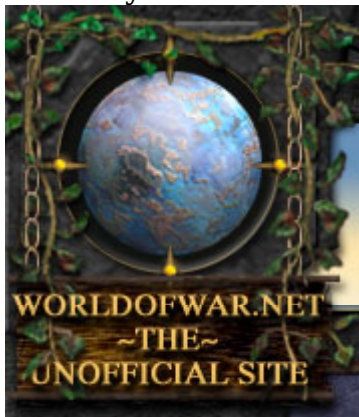
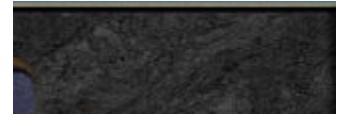


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## Gen Con 11-14 December 2003, Anaheim, California

**Contributors:** Philip Shanon, Sugatora, 21\_blessings, aferrer and SoCxRhijord.

Only four new screenshots were released on the press cd:

- [Bloodhoof Village](#)
- [Lordaeron](#)
- [Galleon docked in the Wetlands](#)
- [Wooden Cannon](#)

• = Latest addition.



An ongoing thread discussing the information gleaned from this show [can be found here](#). If you have your own report you can leave it there or email it to [rush@worldofwar.net](mailto:rush@worldofwar.net).

Another report by [TehSuq](#) can be found [here](#) and GanjaGorilla has posted his [thoughts](#) on the show.

• Echod16 managed to take a few digi-cam [screens](#) at the show.

• Kitsofsorrow sent over [7 new shots](#) which you can find in the gallery, labeled as new.

## New or updated information

### Beta

• Rep doubted it would be out this year. Rep expected a 2004 release.

### Characters

### Druid

• Shape shifting to cat form available from level ten.

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- Have underwater mount.

- Has the following spells Natures Wrath (a direct damage spell), Mark of the wild (like roar), entangling roots, Nature's touch (like heal) and Rejuvenation, Disembowel.

### Hunter

- Tame Beast skill not available until level ten.
- Can't duel wield.
- Orange bar in screenshots is the Hunter's 'Focus'. It makes their ranged attack more accurate.

### • Mage

Mages have a spell that is able to open a portal that lasts for a week or so, to different cities, and possibly other locations. Mages can teleport themselves easily to cities.

### Paladin

- At level 20, Divine Shield grants immunity from all attacks for ten seconds. This aura was available to the Paladin in Warcraft III also. Here it renders the Paladin invulnerable to physical and magical attacks. It's good to see that even at a high level it's not too powerful a skill with only ten seconds immunity, just enough to get out of a hot situation.
- Get spells like: Turn Undead, Sense Undead, Exorcism
- Can use swords but can not use their talent points to specialize in them. They can only specialize in 2H or 1H maces. Paladins should be able to use firearms.
- Paladin Level 1 started with Holy Light and Holy Strike (a skill that involves him jumping up with both hands on his hammer to attack an enemy). He also had the basic talents of dodge and block (defensive talents). At level 2 he acquired devotion and healing (+armor and +regeneration for him and his party).

### Rogue

- Get a speed buff called **Sprint** at higher levels. This means that together with the Rogue, Shaman as a shapeshifted Timber Wolf, Druid as Werewolf and the Tauren race with their 'Plains Running' innate ability are the classes with an accelerated running speed (without mount)

### Shaman

- Shaman's can shapeshift into a timber wolf

### Warrior

## Staff & Vacancies



The answers at  
your fingertips

- Can duel wield.
- Can kick. Has been used at Gen Con to interrupt those casting a spell on the Warrior.
- The following skills could be cast with around 10-15 rage: Rend, Kick, Punishing Blow, Strike.

## Races

- Each Race has an intro cinematic to explain the races background.
- Humans get extra points for trade skills as a racial trait.
- Dwarves get: natural mining, treasure finding (senses treasure on map) and frost resistance as a racial trait.
- Nightmare mounts for Undead renamed to Fel Steeds.
- They are not sure about Gnome or Troll mounts, they guessed the gnomes would ride either kittens, bunnies or squirrels (we think they're pulling our legs here)
- Gnomes and Dwarves get Frost Resistance as racial trait. This is new information to add to the other resistance racial traits we already know about, to shadow magic for Undead and to nature magic for Night Elves.

## **Communication**

- Gnome dance includes him slapping an imaginary butt.
- Undead dance includes head banging
- Using the /tell command, you can send private messages to anyone and they will understand it regardless of faction.
- /follow command implemented.
- Voice Emotes are unique to each race.

## Trade Skills

- Cartography will be a trade skill. It may reveal more of the map to you.
- There are different kind of fishing poles, there are the best fishing poles, and the novice ones. Your character casts out into the water. When your bobber goes under, you click it and a fish appears in your inventory. If you don't click it, you lose the fish. The fish can be cooked with the cooking skill.
- Each Trade skill has about 30 things available to

make. We assume this means that for furniture making there would be 30 pieces of furniture available to make eventually, leather making would allow you to make a possible 30 pieces of armour and so on.

You can trade for services

"Say, John the Warrior wants poison effect for his sword. Dave the Rogue wants boots and ten gold. You open the trade menu between them and John puts in the boots, gold AND sword...the Rogue can automatically upgrade the weapon once the trade accept button is hit. And the warrior will automatically get back his new upgraded sword and the Rogue will get his boots and gold."

### Talents

- Each level up gives you 10 talent points (TP) which can be spent in any of the following areas:
  - Attributes (Strength, Dexterity, Spirit, Intelligence)
  - Defensive (Increase chance to dodge etc)
  - Magic
  - Slayer
- +1 attribute takes all 10 TP. Many of the talents have prerequisites like the skills in Diablo 2
- Every time you use Talent points to raise a skill during levels 1-10 it will add +1..10-20 +2...20-30 +3
- Talent points: Paladin can put points into defense, regeneration, holy magic, undead slayer, beast slayer, strength, hit points, agility, intellect, spirit and more

### Monsters

- There are no undefeatable creeps.
- Dreadlords will feature in the game as one of the more powerful monsters along with demons.
- Gates to the Undercity are guarded by these 2 huge abominations.

### Mounts

- You **can** attack on mounts. Blizzard have said on numerous occasions that this would **not** be the case and that it was undecided if mounts could be equipped with armour. That seems probable anyway, especially if they can be injured in combat but it's a welcome piece of news that mounted combat is now in. There will of course be balance issues as far as PvP is concerned. A human mounted on a horse verses a dwarf on a battle ram or even the teeny tiny gnomes on whatever they end up on? The Tauren has no mount and they're easily the tallest character. It

also as the potential to look a tad comical.

- You can't use a mount until level 30 (another report came in specifying level 40. This is probably down to the two different Blizzard representatives knowing two different 'facts'. Unfortunately this tends to happen at trade shows) . A level prerequisite has always been in the game but this is the first definite level we've been given.

### **PvP**

- Horde Guilds can war Horde Guilds, and Alliance Guilds can do the same.
- There will be PvP servers.
- Battle games such as "Capture the Flag" will be available. Guild wars can be fought in Arenas, and people can bet.
- Siege weapons for Player Verses Player are being discussed.
- When you duel, a crystal shows up in the center signifying the centre of the dueling area. You can duel anywhere. If you leave the area for too long you forfeit the duel. You do not die when you finish dueling (duels seem to stop when the someone gets to 1hp). However you still need to heal yourself etc after the duel is done.

### **Items**

- There's no Teleport spells in game for player characters.
- Vendors are organized. "Mace Vendor" "Sword Vendor" "Helmet Vendor" etc. (They have human names.)
- There are special unique weapons that drop from a specific race of creeps, but are EXTREMELY rare. If you kill 10,000 wolves, 1 special weapon with stats with the characteristic of a wolf will drop.. There are no server-special weapons. Anything can be found again by another player.
- You can build exploding sheep with the engineering Trade Skill.

### **General**

- When you step into a campfire, the fire engulfs you and embers go flying everywhere, damaging you quite quickly.
- Guild houses are not implemented in yet. It might not make final release.
- Mini-Games are still being discussed. Not implemented yet.
- You can go to a racetrack and bet to win money.

NPCs race, you bet which one will win.

- You can have an unlimited number of buffs, but the same versions of buffs do not stack. If you have +15 defense, and someone casts +20, you will forfeit the +15 defense buff for the +20.
- Beverages may not be in the game. They haven't been implemented yet. But cooking still will. Beverages were another way to replenish mana when at rest.
- Cows are in the game
- Max level in final game will probably be around 60 although another reports has stated 70 based on what Blizzard stated at the show.
- Max level for players in alpha is 25
- Regions have "dynamic respawn" so the faster you kill monsters the faster they start respawning
- Heroes still being worked on and are not finalized.
- Invisibility spells reduce agro range of mobs.
- 20 seconds or 30 seconds for underwater breathing
- There's a map also (not the top right map you see in screenshots) with all the zones shown Geographically separated by different colors.
- Game build at Gen Con is Alpha version 5.3
- Gen Con demo machines had 256 MB of ram
- Higher level dungeons are not yet in the game.

**Previously known information** (but it's good to have it reconfirmed at this stage)

You can jump from the highest point in the world, and land onto the lowest point without any damage being done to yourself.

There are no underwater dungeons that only the Undead can reach. The Undead can breath normally underwater but it is a convenience thing.

Hitpoint regeneration stops during Combat

Not all classes have mana. Warriors have "Rage", Hunters have "Focus", Rogues have "Energy". Each of these can be used up for special attacks. Rage is gained by getting hit, or hitting. It vanishes slowly if your not doing anything. Focus is getting by sitting still, if you move - you lose focus. I'm not sure how you gain Energy, I think it works like mana.

Torches are in the game, your character can carry a torch to light areas.

Duel wielders may find it much more difficult to

defeat someone with high armor, due to the 1h weapons lower damage. 2h weapons are good against high armor, but 2h weapon users find it difficult to beat rogues - with low hp and high damage / evade.

Defense makes you harder to hit, Armor reduces damage done.

"Rituals" that require up to 20 people to do are being discussed. Not a sure-thing though. Rituals have to have specific classes and races in order to work.

Race Cities stay true to their race's characteristics. If you're a night elf, you may have to go to a Dwarven city to learn blacksmithing.

Shooting a ranged weapon works similarly to casting a spell, it has a "Shooting" bar at the bottem.

Hunters can tame beasts. You can't tame dragons :(

Undead has a racial ability that can breathe underwater normally.

Battle Ram mounts

Shamans are not tanks. Shamans use TOTEMS. You cast the sight totem and its placed on the ground. The shaman can run over the hill and still see EVERYTHING in the radius of the sight totem They also have a serpent totem (looks like a snake, which attacks), healing totems and many others.

Members of the alliances cannot talk or group with members of the horde

Character customisation, you can customize face, hair, skin color and facial hair.

There's is no PvP mode outside of consented dueling

Rogue - Finishing moves like "kidney shot", "cheap shot"

Rogues CAN DUEL WIELD.

Rogues can make poison. And you can add this to weapons

Night elves get Shadowmeld and nature resistance as a racial trait. .

Undead get immunity to charm and fear spells as a racial trait. .

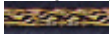
Loading times between transitions were fast, less than 5. This would include transitions such as going into an instance dungeon and porting across continents.

Gnomes are about half Dwarf height in-game

Currently there are 8 character slots so you can have a character from each race.

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Anything to add? Have we missed something? [Let us know.](#)



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