

Preface

The risen dead are often called abominations. They're maligned as grotesque horrors, mockeries of life; the very label 'undead' is an epithet labeling them as something fundamentally wrong.

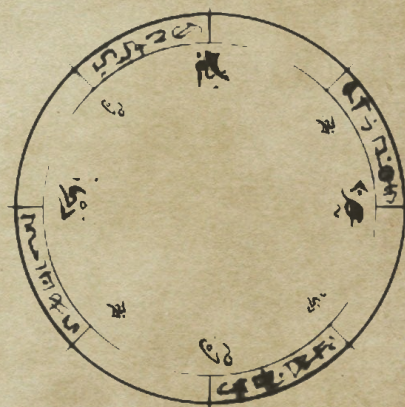
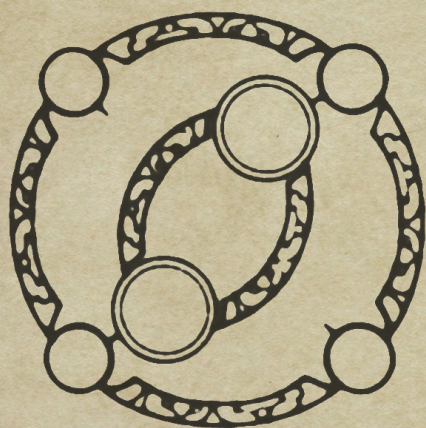
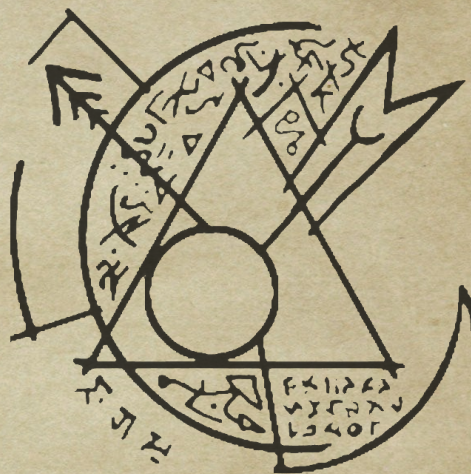
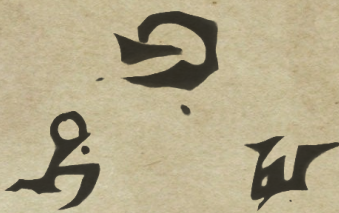
I am a necromancer. The undead are often my allies, and I commune with the spirits of the departed as often as many shaman and soothsayers. With that knowledge, you may wonder why I would write a tome that tells any reader how to defeat my allies.

The truth is, the undead have as much variance and potential as mortals do. They can be intelligent or dense, valiant or depraved. Good, or evil. But much of my time is spent laying to rest the undead who have no desire but carnage, no future but death. I see this bestiary as no different than one about the world's beasts, penned by a great hunter. It seeks to inform, not to convince. It is my hope that if people are more assured in their ability to fend off the undead, they might look upon those undead who do *not* wish to end all life with more compassion. At the very least, this tome will hopefully allow people to avoid an otherwise gruesome fate at the hands of hungering ghouls. If you do happen to avoid an early demise thanks to this bestiary, please do recommend it to your friends.

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Above: Ritual circles and runes commonly used by the Scourge. Note that some of these are not explicitly tied to necromancy, and have existed in various forms before the Scourge.

Weaknesses

Undead, at least the vast majority of them have several shared weaknesses: the celestial energy of the Light, silver, truesilver, and elementium. Other weaknesses unique to specific undead I cover in their respective pages, so here I will explain these three.

The lion's share of undead are risen with shadow magic. In the case of the Scourge, this magic is used to draw souls from the afterlife and bind them to bodies against their will. It is an imperfect union supported by dark magic, which makes it vulnerable. The raw magic of the **Light** is diametrically opposed to Shadow, and its mere presence is enough to affect the bond forced onto the body and soul of the risen dead. The more powerful the undead, the more powerful the expression of the Light must be to sever that bond.

Silver has an innate, if modest, ability to repel and disrupt dark magic. Some speculate this is due to it being infused with the Light at Creation, but I believe it is an almost alchemical process. Silver that contacts dark magic quickly tarnishes, losing its potency as a ward against shadow magic. It may draw some of that magic into itself, which in effect enables it to inflict greater harm against creatures like the undead than if the inflicting object were made of other metals.

Truesilver is called such because of its luster and natural gloss, but it holds no relation to common silver beyond appearance. Unenchanted, it is no better than iron against the undead. But with a magical enchantment, such as being infused with fire or even the Light, it becomes significantly more potent than if that same enchantment were applied to a weapon of iron or steel.

Lastly, **elementium** is an exceedingly rare metal found in places that have been inundated with the energies of the elemental planes. It is exceptionally dense, nearly indestructible, and filled with the raw power of the elements. Such latent energies lend themselves to weapons that seem to exert greater force than they should, and the chaos of conflicting forces can make short work of the bond between an undead creature's body and soul. However, this material is so rare that you may be better served selling the elementium and buying better equipment.

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Common Undead



Undead have existed long before the Scourge, and will likely remain a constant fact of life for us long after the Lich King lies defeated, and Frostmourne in pieces. They take many forms, but in most cases those forms are not so unique as to merit being classified as its own distinct entity. Specters and spirits that behave certain ways and have certain abilities are effectively the same, so they're treated as such here. There *are* more varieties of undead than what's in this category who also exist outside the Scourge; in those cases, I have erred on the side of familiarity. Ghouls may have existed before the fall of Lordaeron, but they're so strongly associated with the Scourge that I find it simpler to link the two together.

With that said, this section holds several entries dedicated to the undead you might find in a particularly nasty crypt. The fiends who may lurk in centuries-old caves or musty manors; not a world-threatening danger, but far from harmless if their aims are less than noble. Just as a great warrior and veteran of hundreds of battles may be felled by pox, so too can the lowly zombie inflict the fatal wound on a champion of the Light – or a wielder of dark magic who commands legions of the fallen.

No matter our origins, we are all mortal. At least, I hope so. I'd question the experience of any immortal beings if they feel the need to visit a mortal's observations for advice on how to return a few skeletons to the grave.

Ghost



Alternative Terms: Spirit, Haunt, Specter, Phantom.

Height: Varies, dependent largely on their form in life. Occasionally larger, rarely smaller.

Physical Traits: Incorporeality and a translucent form.

Common Temperament: Reclusive and territorial. Ghosts rarely venture beyond their chosen lairs, but will be hostile or at least uncooperative to most intruders.

Noted Abilities: Possession. Rarely, some are capable of inflicting maledictions.

Weaknesses/Weak Points: Salt, and their worldly belongings.

Common Locales: Crypts, Graveyards, Tombs, etc. Where either deathly tragedy took place or great numbers perished.

A Ghost is any unbound soul of a mortal creature that has not passed over to the afterlife, and is not categorized as another type of undead. Their origins differ and abilities vary, but the common threads of their 'physiology' are a distinct lack of physical form, a weakness to truesilver and elementium, and the ability to infuse their essence into physical objects. The latter trait is the source of ghosts' ability to manipulate the physical world. One can use this to their advantage if dealing with a hostile ghost; by damaging the object a ghost is manipulating, the focus of the ghost will be disrupted for a moment – valuable time that can be used for retaliation or escape. Beware that you or your allies do not let their guard down however; ghosts are capable of possessing the living in addition to the inanimate. It's more challenging to do so, but removing a ghost in control of a mortal is no easy feat.

Ghosts are almost always the souls of sentient beings. It is rare, but not impossible for an animal or other non-sentient being to return as a ghost. Therefore, it's safe to assume if you've encountered a hostile ghost that it has some level of intelligence comparable, if not surpassing your own.

Some ghosts may choose to try and physically touch mortals. This is rarely done for benevolent reasons, as the attempt invariably results in the ghost's essence attempting to draw from the mortal's vitality. This is unavoidable; even well-intentioned ghosts will have this effect if they attempt to touch a mortal's physical form. The result is commonly referred to as a malediction, or curse, because the effects will linger for as long as the ghost remains in proximity, or until purged from the victim.

If you're expecting to interact with a specific ghost, acquiring some of its belongings it once held in life is highly recommended. If your intentions are peaceful, you can present the belongings with reverence, and that will tell the ghost you have no ill intentions. If you seek to banish it, then all ghosts are vulnerable to their past lives. When used in rituals of banishment or even when combined with a simple weapon, a ghost's former possessions will give you an enormous advantage over a ghost.

Skeleton



Alternative Terms: None of note.

Height: Varies, dependent on size of creature in life.

Physical Traits: Deceptively potent strength and perception.

Common Temperament: Aggressive, but they will typically not pursue foes very far.

Noted Abilities: None. Their additional abilities depend on what the necromancer that's risen them has granted them.

Weaknesses/Weak Points: Spine, Skull.

Common Locales: Crypts, Graveyards, and Tombs. They won't be found as often as spirits, as skeletons almost always require necromancy to be reanimated.

Risen by necromancy, skeletons make up the vast majority of undead by sheer numbers and ease of reanimation. It's commonly a necromancer's first or second trick learned: calling the lingering essence of lost souls into bones so that they may move once more. Note that the aforementioned method is not the only way to animate a skeleton; more powerful, but less knowledgeable magi may brute force the animation of a skeleton by manipulating their bones with the direct application of magical energy. As a general rule of thumb, skeletons reanimated with life essence are more dangerous foes than those simply puppeted with magic.

Skeletons are notable for being a sort of 'blank canvas' for an undead army. At their core, they're nothing but bones and dark magic – resources available in spades for an enterprising necromancer. Skeletons may be equipped with armor far too heavy for living soldiers. Their arms do not tire or waver, making their aim as true as the Farstriders' best. When properly prepared with etched runes and carefully selected bones, risen magi are even more dangerous than their mortal counterparts. The skeleton is the enduring face of necromancy because it is never outclasses. They can always be made stronger, faster, deadlier. There exist rituals that enable skeletons to be infused with elemental forces as well, allowing them to endure the harshest of temperatures, or to spread fire and frost with a simple touch.

The saving grace for us mortals is that skeletons are exactly what they seem. If you see a hulking, armored warrior with a rib cage large enough to hold a man, then you know you're facing a powerful fighter. A corpse in ragged robes, alight with the arcane? A mage, their spells as vulnerable as any mortal's. Skeletons suffer not the weaknesses of flesh, but they've all died before. Returning them to the earth is never impossible.

Wraith



Alternative Terms: None of note. Commonly mislabeled with terms for ghosts.

Height: Varies, but commonly within 7-9 feet.

Physical Traits: They are always bound by ethereal chains and wearing a cloak of shadows.

Common Temperament: Aggressive and cunning. A wraith that isn't defeated is as dangerous, if not moreso than a wraith on the attack.

Noted Abilities: Temporary Incorporeality, the ability to manipulate shadows, and maledictions..

Weaknesses/Weak Points: Salt.

Common Locales: Dark, lightly traveled places not far from civilization. Often, these places are where the wraith lived when they were alive.

Of all the spirits of the restless dead, few are as dangerous as a wraith. What sets them apart from their ethereal kin is their sheer malice. They hate the living because they envy them; they desire what they can no longer have. This seething hatred empowers them in death, allowing wraiths to reach into the murky abyss of purgatory and wield powers normally reserved for minions of the Scourge.

Any who attempt to engage a wraith in close combat will likely fall victim to their potent maledictions. Unlike other spirits, wraiths are able to consciously wield and control the energies that make up these potent afflictions. They will often sap the strength of warriors, muddle the minds of magi and even draw life from mortals to restore their own form, or simply to try and literally steal the mortality they so covet.

Wraiths are adept at twisting shadows, enabling them to hide in the smallest of crevices and seemingly be everywhere at once in total darkness. If you face a wraith, light is your ally. Eliminate shadows, and you can at least ensure the wraith cannot make a surprise attack. Even if you do not intend to be hostile, only the foolish living or fellow dead will grant a wraith the comfort of shadows.

They are harsh, merciless entities that should never be truly trusted. However, if you are truly desperate then you can attempt to bargain with a wraith. Rarely will they listen and it is even more unlikely that they will agree, but once a pact is formed they will honor it. Unfortunately, wraiths will never agree to a deal that they do not benefit from, and what benefits such a malevolent spirit is likely to be nearly as bad a fate as succumbing to their attacks.

If engaging a wraith in combat, do not let it escape. A wraith who survives will remember you, and may form a vendetta against you. Oftentimes when wraiths prevail against their chosen nemesis, they will drain their victim's soul from their body, transforming the victim into a wraith like their killer. Remember: the wraith revels in misery, and cannot envision a fate worse than its own tortured existence. If given the opportunity, it will seek to spread its curse. Remember: undead are not innately evil, but it's difficult for noble beings to endure such a harsh existence.

Zombie



Alternative Terms: *Cadaver, Shambler, various other folk terms.*

Height: *Equivalent to their forms in life.*

Physical Traits: *Considerable fortitude, even more than their enhanced strength.*

Common Temperament: *Aggressive, but easily led astray without a master.*

Noted Abilities: *None.*

Weaknesses/Weak Points: *Fire; limbs, neck, head.*

Common Locales: *Crypts, Graveyards, and Tombs. They won't be found as often as spirits, as zombies almost always require necromancy to be reanimated.*

If skeletons make up the backbone of a necromancer's army, zombies make up the foundation. They are easy to raise, require little maintenance, and are by far the weakest of the undead. All a zombie is, is the unaltered and arisen body of one who was once alive. They often wear what they were buried with if it has not rotted away, and are not significantly stronger than they were in life.

Their danger comes not from the individual zombie, but the horde. A common villager with a pitchfork could make quick work of a single zombie if not taken by surprise; two dozen could soon overtake a town of over a hundred. They work best in numbers because of their formidable endurance; a wicked wound to the chest that'd spell the end for any mortal will barely slow a zombie down. Their rotten flesh acts as armor, their bones as sturdy as any reanimated skeleton. A horde of zombies reinforces itself, allowing damaged zombies to lean against the others and still press onward.

It's because of this trait that they're not an insurmountable threat in groups: zombies are particularly weak to fire. This is in addition to their normal vulnerabilities shared by many of the undead, but a pot of oil and a torch, or a wizard's fireball can make short work of dozens of zombies at once.

Do not let their weaknesses lead you to complacency. Tainted grain took down the greatest kingdom humanity ever saw; a single bite from a Scourged corpse can spell a mortal's doom as surely as any blade to the heart.

Creations of the Scourge



In just a few short years, the Scourge overran Lordaeron, the largest of the human kingdoms since ancient Strom. It forced proud Gilneas into a fearful retreat, and led to the desecration of the heart of quel'dorei civilization. This was not accomplished through a massive wave of fearless undead, but through intelligent and malevolent forces guiding specialized undead. An army is as only as good as its commanders, and a commander is only as good as its soldiers. The undead can be made to obey without question, and the Scourge's initial commanders were pulled from the greatest fallen strategists of the First and Second Wars. As the Third War continued, their potency grew even more as they added more damned souls to their undying army.

The devious fleshcrafters and acolytes of the Thuzadin sub-cult are the minds behind many of the Scourge's creations. They focused on not just pure efficiency, but practicality as they perfected the designs of constructs such as abominations and ghouls. They were easy to create, and effective enough to justify their creation en masse. Corpses became canvases; souls became clay to be molded as the Scourge saw fit. When morality is no question and your resources are effectively endless, you can mold paragons of undeath beyond even a madman's wildest dreams.

Abomination



Alternative Terms: *Flesh Golem, Patchwork Behemoth, Stitched Horror.*

Height: 10-30 feet. Rarely, they are constructed in larger sizes.

Physical Traits: Monstrous strength and exceptional resilience.

Common Temperament: Aggressive, but mindless.

Noted Abilities: They can expel incapacitating fumes. Their rear arm is exceptionally strong and frequently carries additional weapons. Occasionally, they can consume people whole by taking them into their open belly.

Weaknesses/Weak Points: Legs, eyes. Their stomach is only a weak point if you're able to pierce past its rotten bulk. Their head is not much of a weakness due to their lack of need for a brain.

Common Locales: Scourge strongholds. They're rarely seen on the outskirts of Scourge holdings unless the Scourge is preparing an attack.

Exclusively the product of necromancers of the Scourge (with several notable exceptions), abominations are living siege weapons constructed of numerous corpses, body parts, and other detritus used to make up their bulk. Despite their ramshackle appearance and utter stupidity, they should not be underestimated. What they lack in finesse and composition relative to golems they more than make up for with sheer destructive power. A single abomination can almost trample a house outright. Dozens of them have formed the vanguard of city-breaking Scourge assaults.

If you're ever facing off with an abomination by yourself and don't have magic to call on, run. While it is not impossible to defeat them in single combat, even veteran warriors have fallen to a single blow from an abomination. Even if you survive the attack, an abomination's strength is such that they can stun their victims from the sheer force of the strike. If you do have support, it still is not going to be an easy fight.

When in doubt, aim for the legs. If you can stop an abomination from being able to move, then you've all but won outright. The only danger at that point is from their arms, particularly the one commonly sewn into their upper back. It's far stronger than it looks, able to physically lift even the abomination's full weight. It's common for this arm to have a long chain sewn into it, a chain that has a large hook at the end. Abominations can hurl this hook dozens of feet with ease, pulling distant foes into their cleavers – or pulling themselves to places their attackers thought were out of its reach.

For abominations intended to assault villages and cities, they're frequently stuffed with plagued meat and slime. This often leeches out through their skin, steaming off into a foul gas as horrid as it is deadly. Even if the plague itself isn't a concern, the sheer stench has been known to daze and even incapacitate their victims en masse.

The one saving grace is that abominations are both 'expensive' to create, and time-consuming. Often, Scourge slaughterhouses are solely devoted to their production – meaning if your goal is eliminating the Scourge from a region, these fleshworks should be a high priority target.

Bone Golem



Alternative Terms: *Risen Flayer, Skeletal Ravager, Bone Construct.*

Height: 6-14 feet.

Physical Traits: Great speed and uncanny agility.

Common Temperament: Aggressive, so much so that it will seek only to kill the first, or easiest target it sees no matter the danger to itself.

Noted Abilities: They have a preternatural ability to sense the living and ever-sharp bones.

Weaknesses/Weak Points: Spine, Skull, Arms.

Common Locales: Scourge strongholds. They're rarely seen on the outskirts of Scourge holdings unless the Scourge is preparing an attack.

While not a true golem, this creature is similar to the abomination in that it's composed of multiple beings' remains, and has a singular purpose. The abominations are created to destroy. The bone golems are created to kill.

Creating a bone golem is not easy; the blood of several acolytes must be shed to bring them to their true power. Even still, the magics infused into them to grant their potent resilience demand lengthy periods of focus during the reanimation process. In the Scourge's eyes? The result is worth the time and resources.

Their deadliest weapon is their most obvious: the two massive scythes sprouting from their forearms. An entire human skeleton's worth of bone is used to create one of these, condensed and hardened until the scythes are razor-sharp and as durable as mithril. So mighty are they, and so sharp are their scythes that they frequently cleave through several of their foes – armor flesh and bone – in one swing. It's common that, in cases where an entire bone golem is incinerated by overwhelming fire, their scythes are the only thing left not reduced to ash.

While not as dangerous, their entire body is a weapon thanks to the sacrifice of the acolytes. Their eagerness to spill their own blood is reflected in an enduring sharpness to the bone golem's entire body (their scythes very much included): the slightest edge will cut effortlessly, and even smooth bone can shred flesh, much like if coarse sandpaper were dragged across the skin. Do not blindly strike at a bone golem, or you risk it dealing as much damage to you as your blow did to it.

Lastly, while it does not have the sheer might of an abomination, the blows of a bone golem are brutal and merciless. Repeated strikes in mere seconds, even if absorbed by armor can still rattle the mind and send the senses into disarray. Steel yourself, lest you be stunned and inadvertently provide your would-be butcher an opening.

Crypt Fiend



Alternative Terms: *Nerubian Horror, Risen Webspinner.*

Height: 9-13 feet.

Physical Traits: Considerable dexterity, and a hollow thorax typically infested with carnivorous beetles.

Common Temperament: Aggressive. They prefer to ambush enemies with their fellow allies before they themselves are seen.

Noted Abilities: Adept spellcasting, web sprays, and their ability to command the beetles that infest their body.

Weaknesses/Weak Points: Their thorax. Beware that the beetles contained within will lash out for a short time before they perish.

Common Locales: Scourge ziggurats and underground strongholds. They are almost never seen outside of Scourge-controlled territory, and frequently accompany members of the Cult of the Damned.

The bulk of the fallen nerubian race, the crypt fiends serve as the Scourge's response to riflemen and offensive magi. While some of them do wield magic directly, their favored method of attack is found within their bodies. At will, they can call out swarms of beetles and send them toward their foes. The beetles can scurry underground and are guided towards their target by the crypt fiend, so it's rare that their attacks miss. These beetles deteriorate rapidly when outside of the crypt fiend, so often they only manage to bite their victims once or twice. However, the crypt fiend has many beetles and their species breed rapidly. Hoping that a crypt fiend will run out is condemning yourself to death by a thousand bites.

If you are able to avoid their attacks or are a particularly agile foe, a crypt fiend may simply negate that advantage with a burst of webbing. It's stronger than steel, but mercifully is as frail as their beetles. In just a few moments it often dissipates, but that's more than enough time for either them or their allies to land a decisive blow. If you anticipate going up against crypt fiends regularly, an overcloak is recommended: it more likely than not will take the bulk of the webbing, allowing you to shed it and resume the attack unfettered.

Finally, while not common, some crypt fiends will leverage their bulk and talon-like legs to pierce right through their victim, tearing through even steel as if it were linen. Beware of a crypt fiend if it rears back - but if you're particularly daring you can try to bait it into striking some place it may get that leg stuck, allowing you to cut it off with impunity. This was markedly more effective on the crypt fiends when they first appeared, but after the Third War the Scourge grafted two more legs onto their twisted forms, likely in direct response to tactics like this.

Crypt Lord



Alternative Terms: Nerubian Guardian, Anub'ar, Siege Beetle.

Height: 30-70 feet.

Physical Traits: Overwhelming strength and a nigh-invulnerable carapace.

Common Temperament: Fiercely territorial. They'll rarely pursue foes outside their domain and prefer to let their minions attack first whenever possible.

Noted Abilities: The ability to command and breed swarms of locusts, and to propel spikes from their body.

Weaknesses/Weak Points: The space between their underbelly's segmented plates.

Common Locales: Icecrown. They're rarely seen anywhere else, save for overrun nerubian holdings beneath the earth.

The one saving grace of the threat of crypt lords is their limited number, and the Scourge's tendency to use them for defensive purposes. The nerubian race is all but extinct, so it stands to reason that there are a finite number of them still in existence. Perhaps this is why the Scourge does not use them as the living siege towers they are. The smallest of their kind tower over even the ogres, able to stand up to the famed kaldorei ancients. The largest crypt lords overshadow all but elder dragons in scale and destructive potential.

Their size is not just for show: might enough to knock whole buildings aside is a trait shared by all crypt lords. Stalwart defenders, clad in enchanted armor with a shield more durable than the walls of most fortresses may be able to withstand the blows of a crypt fiend for a time, but anything short of that will not hold. Soldiers have been impaled, then torn to shreds by a single piercing strike from a crypt lord's enormous scythe-like claws, or crushed into lumpy jelly as the crypt lord leaves nothing but carnage in its wake. Even if one is able to endure their punishing blows, finding an opening to strike back is a challenge. There are no true vulnerabilities on their bodies save for the cracks between their underbelly plates, but those aiming to strike here must accept the risk of the crypt lord simply letting its immense bulk fall upon them.

There's more to these terrors than unstoppable might and formidable endurance however. They will burrow underground, either to retreat or to catch their victims off guard. Much like their smaller brethren, they can also command swarms of insects. These locusts fill the air around the crypt lord, never straying more than roughly two dozen yards from their host. They chew through anything they can reach, frequently returning to the crypt lord and transferring what scraps of life essence they devoured. Individually it's a pittance, but collectively these locusts can help the crypt lord recover from even severe damage if the locusts eat their fill.

The final surprise these undead titans hold is within the razor-sharp spikes on their limbs. These are able to detach, propelled by pent-up gases towards their prey. Some manner of control can be exerted by the crypt lord even after they launch, which allows these spikes to tunnel beneath the earth and erupt to impale their targets in a gruesome display. The crypt lord is even able to do this while burrowed underground - a tactic they are exceptionally fond of.

Darkfallen



Alternative Terms: *San'layn; commonly mislabeled as Vampyres.*

Height: *6-10 feet.*

Physical Traits: *Bat-like facial features, clawed hands, and occasionally large bat-like wings.*

Common Temperament: *Arrogant, cruel and cunning.*

Noted Abilities: *Innate invisibility and a unique connection to life essence via blood.*

Weaknesses/Weak Points: *After ending their state of invisibility, they will need a moment to gather their senses during which time they will be slow to react.*

Common Locales: *Icecrown glacier. The vast majority of the darkfallen reside within Icecrown Citadel itself. So-called 'Blood Princes' of the San'layn occasionally act as commanders of the Scourge in a given region, typically operating out of a necropolis.*

Created by the Lich King during his initial conquest of Quel'thalas and bolstered by the doomed Sunfury expedition to Northrend, the darkfallen are a distillation of the vampyre. The vampyre is a type of bloodthirsty fiend covered in the final pages of this bestiary, but the key distinction between darkfallen and vampyres is that the darkfallen do not truly require the life essence of others. They crave it, but only because they can draw on life essence to improve their already formidable abilities. Undead risen by the Lich King are almost without fail stronger than they were in life, and those that became darkfallen were some of the high elves' fiercest combatants. These are to be overestimated if anything; few in service of the Lich King are more cunning, or more merciless.

All darkfallen share an affinity for life essence, more than most undead. They are able to draw upon it to mend flesh and empower their abilities, and are able to condense life essence into concentrated vessels that can be drawn upon to increase the abilities of the user considerably. These vessels can be used by the living if one is fortunate to access one; the long-term effects are as yet unknown, but the immediate result is indeed, enhanced strength, speed and alacrity—as well as a dangerous feeling of euphoric invincibility that does not reflect an increased level of endurance. Be cautious if you choose to utilize this power when fighting darkfallen; tunnel vision and overconfidence has been the death of many greater than you.

Owing to their mastery of blood manipulation, darkfallen are able to channel stolen life essence through themselves and others of their kind. If you see darkfallen bathed in crimson magic, with ephemeral tendrils of sanguine energy traveling between them then prepare for the fight of your life. You cannot kill them one by one; you must exhaust all of the life essence shared by each bound darkfallen before they succumb. No method to break this bond has been discovered yet.

This ability to bind the life essence of others is not limited to themselves, either. The most powerful darkfallen are able to enjoin the fates of their foes, ensuring that any harm done to one is inflicted upon all. This is not subtle magic, but it is powerful. Be doubly cautious if you fight the darkfallen with allies. If even one of you falls victim to such magic, then you all are only as strong as your weakest link.

You may hear the darkfallen referred to as 'San'layn.' This is the term chosen by the darkfallen who serve the Lich King; it is not necessarily applicable to every darkfallen. Some darkfallen now serve the Knights of the Ebon Blade, and others do not serve the Scourge.

Death Knight



Alternative Terms: None of note.

Height: Varies, dependent on their race in life.

Physical Traits: Unnatural speed and resilience. Powerful, innate connections to the Shadowlands. An affinity for necromancy that is second nature.

Common Temperament: Arrogant, sadistic and utterly without mercy. Often aggressive, particularly when facing routed or weak foes.

Noted Abilities: Reanimation of lesser undead, blasts of destructive shadow magic, transmission of magical plagues, and exceptional martial prowess.

Weaknesses/Weak Points: Their runeblades. For some, separation from their runeblade renders their body inert. Yet all death knights are the lesser when they cannot wield their chosen weapons. Disarming them is another matter entirely.

Common Locales: As the vanguard and battlefield commanders of the Scourge, death knights will be found where the Scourge is either attacking, or entrenched.

Few undead are so iconic, and so feared as the Lich Ring's chosen elite, the death knights. Perhaps it is because the Lich Ring himself was once one of these unholy warriors, or simply because the death knight embodies the battlefield philosophy of the Scourge: powerful and singular foes bring forth swarms of fodder to overwhelm either through numbers, or attrition. There is no easy way to categorize death knights, particularly the ones created during the Third War, before the Lich Ring was able to refine the process. A few common traits are shared between all death knights, the most prominent being their bond to their runeblades.

A runeblade, when referring to a death knight's weapon, is an armament that contains either a piece of, or the death knight's entire soul. This intimate union enables any and all death knights to call upon shadow and death as naturally as the living draw breath. They can raise skeletons, ghouls and ghosts with a simple gesture; they can hurl blasts of dark magic and virulent diseases as magical as they are unnatural as easily as they may cut a bloody swath through a defenseless village. Their magic is heavily based in the runes emblazoned on their weapons; through these runes, a death knight can call upon a myriad of powerful abilities. They can sheathe themselves in sickly magic that utterly negates magic, instead leeching the mana infused in the spells into energy they can call upon to fuel their own attacks. Their strikes can wound foes and steal life for themselves at once, and even when defeated, a vengeful death knight may arise as a broken wretch, assaulting their slayer with the last of their dark might. Even cornering a death knight alone is not guaranteed, as some are able to summon dark gates that can call forth deadly gargoyles or even swarms of hungering ghouls in seconds.

In short, there is no guaranteed way to defeat a death knight. If you are not a veteran combatant, do not fight a death knight. Your death will merely add to the Scourge's army. Flee. Run and live to fight another day. If you have no choice, then your sole chance is to disarm the death knight. They will be furious, but also weakened. They are foes that command the magical as easily as they do the martial, so the best combatants are those that share these strengths. Battlemages, paladins, druids—these will have the best odds of facing down a death knight. However, death knights have been felled even by simple warriors. No battle is decided until either the enemy is dead, or you.

Flesh Giant



Alternative Terms: *Flesh Titan, Decaying Colossus, Walking Graveyard.*

Height: *50-80 feet. Rarely, they are taller.*

Physical Traits: *Immense strength and resilience. Slow, even for their size.*

Common Temperament: *Mindless and aggressive. Easily misdirected.*

Noted Abilities: *Crude electromancy. Rarely, they can expel acidic slime.*

Weaknesses/Weak Points: *Their simple minds allow for trickery and misdirection, but beware rousing their anger if you cannot defeat them in combat. They will relentlessly pursue a foe they've chosen to hate.*

Common Locales: *They guard the entrances to Icecrown glacier and are occasionally set loose into the wilderness near settlements and fortifications as a deterrent, and to instill fear in the enemies of the Scourge. Their reputation is almost as potent a weapon as their actual abilities.*

Forged by the Scourge's most talented flesh sculptors, these walking nightmares are nearly beyond imagination. Created largely from the corpses of Northrend's storm giants, these living mountains have no battlefield analogue. They tower over stone-wrought keeps, and can crush siege tanks beneath their heels. They may look as if they're about to crumple under their own weight, but a flesh giant is capable of withstanding an entire broadside volley from an Alliance icebreaker and not only survive, but retaliate by hurling a boulder as big as the icebreaker's main deck. They can stop platoons in their tracks with a single stomp, and roar with such bestial ferocity that seasoned fighters will revert to primal fight or flight instincts before they have a chance to regain their senses. Some flesh giants even retain a shade of the power they once held in life, able to muster the fury of the storm itself in the form of lightning strikes potent enough to vaporize individuals and topple stone walls.

There is no key weakness that will allow a skillful strike to fell a flesh giant. Unless you have a gnomish aircraft ready to fly or the swiftest Gilnean courser, outrunning a flesh giant is impossible. However, these are not intelligent beings. Misdirection, and wily comrades can level the playing field considerably. Distracting a flesh giant while your allies assault it from range is a common tactic, as is using magical means to ensnare them while closing in for lethal strikes. A particularly enterprising and insane dwarf once felled a flesh giant single-handedly by allowing himself to be grabbed by it, hurling a large bundle of explosives into the giant's maw as it prepared to swallow him whole.

These are success stories, but they should also tell you that these are not foes to be taken lightly. If you do not have large supplies of ordinance, supreme magical talent or a military detachment, then this will be a battle of life and death weighted heavily in the flesh giant's favor.

There is a similar creation of the Scourge, too few in number to justify an entry but worthy of note. Referred to as 'flesh titans,' these horrific behemoths live up to the legends of our world's creators. One was faced in the dread citadel of Naxxramas; it was said to have stood at such a height that were they fighting in the open air, its head would have been in the clouds. It had the strength of a thousand men, and was created from the unwilling flesh of a thousand innocents. More details I cannot share, only a warning: when contending with the Scourge, never assume you've met their most powerful creation.

Gargoyle



Alternative Terms: Stonebat.

Height: 6-9 feet.

Physical Traits: Razor-sharp claws, considerable weight and an exceptionally loud screech.

Common Temperament: Cautious and accustomed to hunting in packs. It's rare to find lone gargoyles anywhere but deep within Scourge territory.

Noted Abilities: Crude electromancy and the ability to petrify their bodies at will.

Weaknesses/Weak Points: Neck.

Common Locales: In packs on the fringes of Scourge territory, or perched in a stone form at Scourge strongholds.

Native to Northrend, gargoyles are a peculiar beast. Many are undead, but their living counterparts are unknown. They greatly resemble bats, so a popular theory is that the Lich Ring created gargoyles from bats native to the continent. It still does not explain why they alone have the unique ability to turn their bodies into nigh-impervious stone, nor why some gargoyles are actually living beings who can still call upon this power. One particularly outlandish theory is that gargoyles are related to the Kalimdorean thunder lizards, beasts that have similar powers to create and use lightning as a weapon.

Whatever their origins, gargoyles are generally as dangerous as a chimearok or gryphon. Perhaps moreso thanks to their at-will endurance and lightning breath. A gargoyle can spew this emerald energy from their maws with little warning, either as a direct shockwave or as a pulse that amplifies their screech to dangerous levels—so dangerous in fact that all but the most steel-minded sorcerers will have their spellwork interrupted.

When you have a gargoyle weakened, press the attack and do your best to keep it as discombobulated as possible. If they are able to do so, a gargoyle outmatched or near death will turn to stone. This process takes only a few seconds and once completed, renders them invulnerable to most hand-held weaponry and all but the most potent of spellcraft. A cannon blast may destroy them while in this stony state, but that's hardly a reliable nor even desired method. They are cunning creatures, but not particularly capable at defending themselves while attempting to turn to stone; when you notice this process start, attack with impunity. Note that gargoyles can enter this stone form **at will**, therefore when in or near Scourge territory you should assume that any statue which resembles a gargoyle is in fact one lying in wait. They are not ignorant of their surroundings, even when fully petrified.

The greatest danger in the gargoyle is their persistence. They rarely are the sole Scourge forces in an area; indeed, they play a role similar to scouts. If you're ever engaged with a gargoyle pack and notice one trying to fly away, stop it at all costs or flee the area. If you do not, it will return with reinforcements.

Geist



Alternative Terms: Hanged, Leapers.

Height: 5-7 feet.

Physical Traits: Rasping and constant coughing, grotesquely mutated face with a large singular eye.

Common Temperament: Opportunistic and aggressive. They will press the attack as long as they have the advantage, but will quickly retreat if they decide they're outmatched.

Noted Abilities: None.

Weaknesses/Weak Points: Eye.

Common Locales: They are largely restricted to Northrend, but it's common to find them near ghouls, lurking in dark crevices or in nearby treetops.

Bodies that are particularly well-kept seem to be risen as geists by Scourge necromancers. They are not more formidable than ghouls, but the Scourge does not create a new type of undead on a whim. If ghouls and skeletons are the first line of attack for the Scourge, then geists are their support. It's common for ghouls to engage and occupy their foes while geists leap out at an opportune moment, commonly attacking the most vulnerable looking targets in a group.

They have an unmistakable silhouette, wearing a hangman's noose and death hood. It's difficult to discern whether geists are the corpses of the hanged, or if they're dressed that way intentionally. Perhaps their curious blend of aggression and low cunning is a product of their state of mind in their final moments; it is a common trait of the undead to embody their final living moments more than any other period in their lives. Regardless, their noose is not merely for decoration. The geist has a firm grip, one they gleefully use to tighten their own noose around the neck of the living. Many have breathed their last in futile struggle with a geist, their ears filled with its harsh, manic laughter. Protect your neck above all else when fighting geists; if one manages to begin strangling you, it will not let go unless it is either slain or its arms are severed from its body.

They are more difficult to kill than ghouls if only because they favor agility rather than mindless onslaught; however, they have a large, particularly unmissable vulnerability. The massive eye in the center of their head is no more durable than a mortal's; it can be poked, struck or even gouged out to incapacitate the geist long enough for a decisive strike. However, do not let your guard down. If the geist recovers from the blow, it will attack with vengeance and malice—and zero regard for its own existence.

Ghoul



Alternative Terms: None of note.

Height: 4-6 feet.

Physical Traits: Their limbs and face are misshapen. Their digits are clawed, intestines putrefied and jaws unhinged. Their teeth are both jagged and warped. They bear little, if any resemblance to the person they once were.

Common Temperament: Aggressive and utterly mindless.

Noted Abilities: Regenerative cannibalism, and the production of bile which ensnares enemies and revitalizes their bodies.

Weaknesses/Weak Points: Waist, neck, legs.

Common Locales: Scourge holdings. They roam freely, and are used as manual labor. Attacking Scourge forces will always send these among the vanguard.

The wretched, misshapen fodder of the Scourge, ghouls are almost entirely the reanimated corpses of noncombatants. Villagers, clergy, the young and infirm—it does not matter if they can't fight. A ghoul's purpose is to terrorize and overwhelm with numbers, not individual skill or lethality. A ghoul may break its own arm off when striking, or collapse under its own weight. Some ghouls don't survive the reanimation at all. Indeed, the process of reanimating ghouls is quick and haphazard, which is the source of their grotesque mutation. The quicker and sloppier the raising, the less stable and cohesive the undead.

However, even the lowly ghoul is not without some ability to endure that sets them apart from common undead. They can consume flesh and sinew, living or dead to restore their own forms. It's crude and will not let a ghoul cloven in two renew itself, but do not let damaged ghouls retreat. Odds are, they'll either sniff out or 'create' food to mend what was broken. Ghouls are also known to be able to retch copious amounts of plagued bile; as contagious as it is, the immediate danger is its viscosity. It isn't glue, but it can slow and distract enough to tip the scales. This bile is also able to slowly allow ghouls to restore themselves, although such a feat requires several ghouls to constantly retch up bile so that a constant pool is maintained. Reports of ghouls doing this during the early days of the Lich Ring's renewed assault arose, but this behavior seems to be beyond the average ghoul.

Some ghouls will be infused with elemental power by talented necromancers. The fallen city of Andorhal is infamous for playing host to swarms of ghouls that are ever-burning, able to erupt in flame and hurl fiery debris at great range. Still others are infused with eternal frost, ensnaring their foes with the briefest of touches while being able to endure blows that would sever lesser ghouls in twain. It's questionable whether or not the effort needed to empower a ghoul like this is worth the result, but the fact still remains that some ghouls are not so easily slain.

They have many weak points, they are not intelligent and are not particularly lethal for a minion of the Scourge. They are cheap, and disposable. Yet, therein lies their danger. One ghoul can be taken out by an alert farmer. A dozen ghouls might overwhelm the whole farmstead. Any acolyte in the Cult of the Damned granted the power of necromancy will in short order be capable of such a feat without much effort. If you know the Scourge is near a village, ensure all graveyards are protected. Any source of corpses fresh or ancient must be guarded, lest you find out just how many ghouls you can cut down before you are overwhelmed.

Plague Eruptor



Alternative Terms: Various, mostly some derivative of 'horror' or 'pustule.'

Height: 8-18 feet. Rarely, they can be taller.

Physical Traits: Hyperactive glands that constantly secrete the undead plague. This constant expenditure of energy enables the plague eruptors to move deceptively fast.

Common Temperament: Aggressive. They will attack wildly, and with such ferocity that they risk tearing themselves apart.

Noted Abilities: They constantly generate the plague in their bodies and can expel it with ease.

Weaknesses/Weak Points: Joints, legs. They have numerous weak spots, but care must be taken to avoid being overwhelmed by the bursting plague.

Common Locales: They commonly patrol Scourge holdings on the outskirts, and may be sent in conjunction with an initial Scourge assault to more easily spread the plague.

Before the war in Northrend, the Scourge utilized Plague Cauldrons to create and spread their contagion. The advent of the plague eruptor is a sign that the Lich King's ability to corrupt the dead to new horrors advanced faster than anyone had believed. A single plague eruptor if left unchecked can work just as effectively as a Plague Cauldron, except it is now able to move and defend itself.

Despite their haggard appearance, a plague eruptor is borne from a single corpse. Their advanced state of rot is partially due to the plague, and partially due to their reactivated and enhanced metabolism. Plague eruptors create more plague where a normal body's digestion would produce bile; they create it at such a rate that their body is consumed over time. Most plague eruptors do not endure more than several weeks before collapsing into a rapidly decaying pile of diseased muck if left alone, but it's easy for Scourge necromancers to restore their flesh.

Facing a plague eruptor down is simple, if not easy: they will attack without heed for their own existence and have no greater tactical thought than a ghoul. However, care must be taken as they are designed to spread the plague no matter their fate. If a limb is hacked off, plague will spew like blood. If they are attacked at range, they will spew it with great force. If they are near death, plague eruptors will at times explode, spraying infected remains at great range. It's therefore safe practice to have curative elixirs in great supply if you expect to face off against these foes—as well as access to clean water and fresh soap.

Plaguehound



Alternative Terms: Darkhound, Hellhound (mislabels.)

Height: 4-10 feet (length); 3-7 feet (height). They are slightly bigger than most breeds of mastiff.

Physical Traits: Weeping sores containing virulent disease, and their gnarled claws and teeth.

Common Temperament: Aggressive and persistent. Once they see their prey, they pursue it until either it or they die.

Noted Abilities: Their bites frequently carry disease even beyond the plague, and damages with shadowy energy as much as their actual teeth.

Weaknesses/Weak Points: Eyes, Neck.

Common Locales: The outer edges of Scourge holdings. Occasionally they accompany important Scourge-aligned individuals.

Risen as undead and infused with magic from the twisting nether, plaguehounds straddle the line between undead and demon. Their bites wound the spirit as much as their fangs mar the flesh, and they carry the plague in their veins and slaving jaws. They hunger for fresh kills, and have as sharp a nose as the most well-bred southland mastiff. They are essentially wolves, in both ability and locale.

Their hide is somewhat tougher than a wolf's, but the flesh beneath their jaw is soft. If you manage to trick them into charging you, be prepared to block their bite. If you get them latched on, slitting their throat is child's play. These are not true undead; they bleed, and they will die from any mortal wound as you might expect. However, plaguehounds often bear runes branded into their flesh that grant them supernatural abilities. They may move faster, or have hide as strong as steel. Plaguehounds chosen by members of the Scourge to act as guard dogs will often have these enhancements, so plan accordingly. The magic is too deeply infused to be easily dispelled; depending on the threat of their master, it may be prudent to pacify these beasts and focus on the more imminent danger.

The origins of the plaguehounds are unknown; they were not created by the Lich King. Legends of terrible hounds that stalk the dark woods are abound, particularly in Lordaeronian and Gilnean myth. It's possible that until the destructive Third War, these creatures were relegated to the most remote corners of the land. Only now have they been able to roam with more freedom, and come into contact with those who seek to use their viciousness for their own ends.

Risen Wurm



Alternative Terms: Frost Wurm, Frostbrood.

Height: 12-30 feet. Elder wyrms may be considerably larger.

Physical Traits: Very little meat save for the sinew stringing their wings together. Their rib cage contains the core of magic that fuels both their reanimation and their magical breath.

Common Temperament: Aggressive and predatory.

Noted Abilities: Elemental breath (commonly ice).

Weaknesses/Weak Points: Their core. Talented magi may be able to disrupt the magic at their core, but it is just as likely to cause the contained magic to erupt, consuming the wurm and all nearby beings—friend or foe.

Common Locales: The skies above the most vital Scourge strongholds. They're often sent in after the vanguard when part of an attacking force.

Dragons are fierce enemies, and the same is true for their reanimated counterparts. The vast majority are the risen corpses of the blue dragonflight, embodying the ice of their native homeland and lashing out with the arcane as only a being so closely tied to magic can.

'Common' wyrms, typically raised from adolescent dragons are often used as the second wave of a Scourge attack from above, after gargoyles have already occupied the defenders. The endless chill within a frost wyrm's heart is not decorative; they can call upon this enchanted rime to unleash bursts of frigid wind so harsh that soldiers may be frozen on the spot, and metal will grow as brittle as the very ice itself.

Wyrms may attempt to devour their foes, which is almost invariably fatal. If their jaws do not finish their prey off, then the condensed mass of volatile magic at their core will freeze, incinerate, or simply tear apart the poor soul who couldn't escape the wyrm's clutches.

It takes great power to reanimate a creature so massive. That power only increases with older, larger dragons—at a far greater rate than one might expect. The feared frost wyrm Sapphiron was reanimated by the Lich King personally, as was the so-called Queen of the Frostbrood, Sindragosa. It is unlikely that you will even see a wyrm outside of the most steadfast of Scourge holdings, but what they lack in numbers they more than make up for in sheer destructive power.

There are other wyrms, risen from other flights. Red dragons brought into undeath burn perpetually, corrupting the very ground they touch and the air bitten by their fire. I have not personally come across wyrms of other flights, but a general rule of thumb to follow when facing any undead dragon is to assume the worst and keep your distance. Give yourself time to witness their attacks and live to devise a strategy.

Shade



Alternative Terms: *Eidolon Watcher, Unseen, Dark Phantasm.*

Height: *7-10 feet.*

Physical Traits: *A nebulous, incorporeal form only broken up by baleful glowing eyes.*

Common Temperament: *Cautious, observant and unwilling to directly engage with mortals.*

Noted Abilities: *Invisibility and the ability to see through others in the same state. Perfect memories.*

Weaknesses/Weak Points: *Salt.*

Common Locales: *Patrolling as watchmen in Scourge strongholds. Occasionally they serve as spies in settlements that do not ward against their presence.*

A shade is the ultimate representation of devotion for an acolyte of the Damned. They are created when a living cultist stands at a pit of dark magic touched by the Lich King himself, slitting their own throat before allowing their dying body to collapse into the miasma. From this end rises a shade; they fully abandon the mortal realm in exchange for the ability to travel unseen, while witnessing both the material and the immaterial.

In practical terms, a shade is foremost an observer, and only when pressed a direct threat. They can become visible or invisible at will, and even fully withdraw into the Shadowlands for a time. They have difficulty interacting with the material world, much like a ghost, and will retreat when confronted by foes if at all possible. This does not mean they are not dangerous; a shade can see through lesser forms of invisibility entirely, and is able to peer through most concealment charms. It can comprehend mortal languages with ease, and has a flawless memory. It revels in relaying this information to its masters, which is why they may be the most dangerous creations of the Scourge. Many Scourge victories were likely won on the backs of perfect intelligence gleaned by these unseen watchers.

While they excel at masking their presence, shades will torment mortals if they can get away with it. They relish dampening spirits, twisting moods and spreading misery. A populace that is unhappy for no apparent reason may be a populace infested by shades. There are ways to keep shades away, or at least at a distance. Magical wards are generally effective, as are relics infused with divine magic. The former is like a wall to a shade; the latter is something shades struggle to endure. A determined shade will still be able to be in the presence of these relics, but will be tormented every moment they linger. Salt is also a useful, if only moderately effective deterrent. A ring of salt around an area will make it unpleasant for a shade to approach; if they do not immediately see anything of note, then a shade will likely not look more closely. Due to the nature of their creation, this is not as effective as it is when dealing with ghosts or wraiths.

One particularly risky method to 'deter' shades is to draw them out. Mirrors, or any reflective surface that allows one to see their face can be placed around an area for shades to see. When they gaze upon their own reflections, they see an echo of their mortal selves. For those in the Cult of the Damned, this is a reminder that they were once mortal—a grievous insult. Shades may be so enraged by this reminder that they will attempt to assault any mortals they can find—which gives you ample opportunity to vanquish them. Naturally, this is dangerous and not recommended unless you have no other alternative.

Val'kyr



Alternative Terms: *Scourge Maiden, Deathcallers.*

Height: *16-25 feet.*

Physical Traits: *They passively absorb the life essence of any they physically touch. They also keep much of the strength they possessed in life.*

Common Temperament: *Arrogant, aggressive and as honorable as they are stalwart.*

Noted Abilities: *Reanimation mastery, command over frost and shadow magic, and the ability to freely travel between the Shadowlands and the material world. Their mastery over reanimation may even extend into raising recently fallen mortals back to life.*

Weaknesses/Weak Points: *None.*

Common Locales: *Supporting Scourge assaults by raising new forces. Otherwise, they dwell at vrykul villages and Scourge strongholds, acting as spiritual guides and taskmasters.*

As beautiful as they are deadly, the val'kyr are an enigma in the Scourge. They are spirits, yet retain the ability to fully interact with the material world, even to the point of willing their forms corporeal. They appear as angels cloaked in mesmerizing darkness, and act as guardian spirits to the Scourge. They revive the fallen with such ease and rapidity that a single one of these battlemaidens can allow a small Scourge force to overwhelm living defenders that outnumber them several times over.

Val'kyr are borne of vrykul women who prove themselves the strongest, fiercest warriors worthy of 'ascension' in competitions held to gain the favor of the Lich King, whom they revere as a deity. Through power known only to the Lich King himself, he is able to pull the spirits of these chosen warriors into the Shadowlands, granting them a portion of his considerable power. It is from this power that they draw their prestige, acting as arbiters of the Scourge. They oversee contests held by their former kin, battles fought without restraint—for both the winner and loser will die. The winner is risen as a powerful undead imbued with ferocity and rime, known by the vrykul as Ymirjar. The losers are crudely revived into wretched husks known as Vargul—little better than ghouls in the Scourge hierarchy.

A val'kyr's power in reanimation is not used lightly. Cultists and necromancers who serve the Scourge toil with the raising of fodder; val'kyr only do so if they must. These statuesque beacons of undeath are not merely tools for bolstering the Scourge's numbers, however. Val'kyr won their status through combat in life; all are at the very least capable warriors—and not so incorporeal that they cannot engage with the material world. While they are not fully flesh and blood, a val'kyr is very much a physical as much as ethereal being. Killing one is difficult with only martial prowess, but it is not impossible. Be cautious of a val'kyr who makes the first move; they can wield magic that chills like the northern wind and corrupts like the darkest shadow. This dangerous fusion of otherworldly energies may be them drawing upon the deathly energies of the Shadowlands directly, as they are capable of existing within that realm and the material world simultaneously.

True conduits between our realm and the afterlife, val'kyr have shown the ability to even truly revive the recently dead—though such instances are exceedingly rare, as val'kyr who would do such a thing would almost certainly incur the wrath of the Lich King. Still, it is not unheard of. Val'kyr can embody a code of honor almost as rigid as the Knights of the Silver Hand; of all the servants of the Lich King, they are the most independent minded.

Vargul and Ymirjar



Alternative Terms: None of note.

Height: 8-16 feet.

Physical Traits: Icy flesh and enhanced fortitude (Ymirjar.)
Reduced muscle mass and tremors (Vargul.)

Common Temperament: Arrogant and aggressive. Vargul are somewhat more prone to attacking with caution.

Noted Abilities: The Ymirjar are exceptional combat abilities, owing to their status as the most elite of vrykul. Even the vargul are not to be taken lightly, as not just anyone is even allowed to fight for the 'honor' of being risen as Ymirjar.

Weaknesses/Weak Points: None (Ymirjar.) Knees and elbows (Vargul.)

Common Locales: Vrykul villages in Northrend, particularly ones closer to Icecrown. Vargul are commonly kept in the deep places of these villages.

The winners and losers of the contests held by the val'kyr, these are both risen vrykul warriors. Vmirjar are slain, then reborn as icebound warriors that view themselves as the Lich King's elite. Their already formidable martial prowess and innate endurance is only magnified by undeath as bestowed by the val'kyr, making them able to match even the lethality of a death knight—if not the scope of necromantic power.

The Vargul are considerably lesser, perhaps even less than they were in life. They are not as badly rotted away as the Scourge's true fodder, but a Vargul is treated no better. They toil in mines and serve as the guinea pigs for countless experiments, yet much like the wights they still possess the ability to think and reason for themselves. Some vargul even entertain thoughts of betraying their masters, but rarely do so. The vrykul culture of honorable victory and shameful defeat is strong; few dare go against such tradition even when they are cursed to an ignoble eternity as a mockery of what they once were.

In the case of either one, treat them as you would a vrykul foe. Avoid their blows when at all possible, ensnare them, and do not be above taunts and mockery. Their pride is easily wounded, and undeath has only made them even more prone to heedless charging into the fray.

Wight



Alternative Terms: None of note.

Height: 9-14 feet.

Physical Traits: Metal bolts screwed into ears, massively increased muscle mass and an advanced state of decay.

Common Temperament: Aggressive; ravenous.

Noted Abilities: Empowered strength and speed (when amplified by electricity of any origin.)

Weaknesses/Weak Points: The metal bolts in their ears.

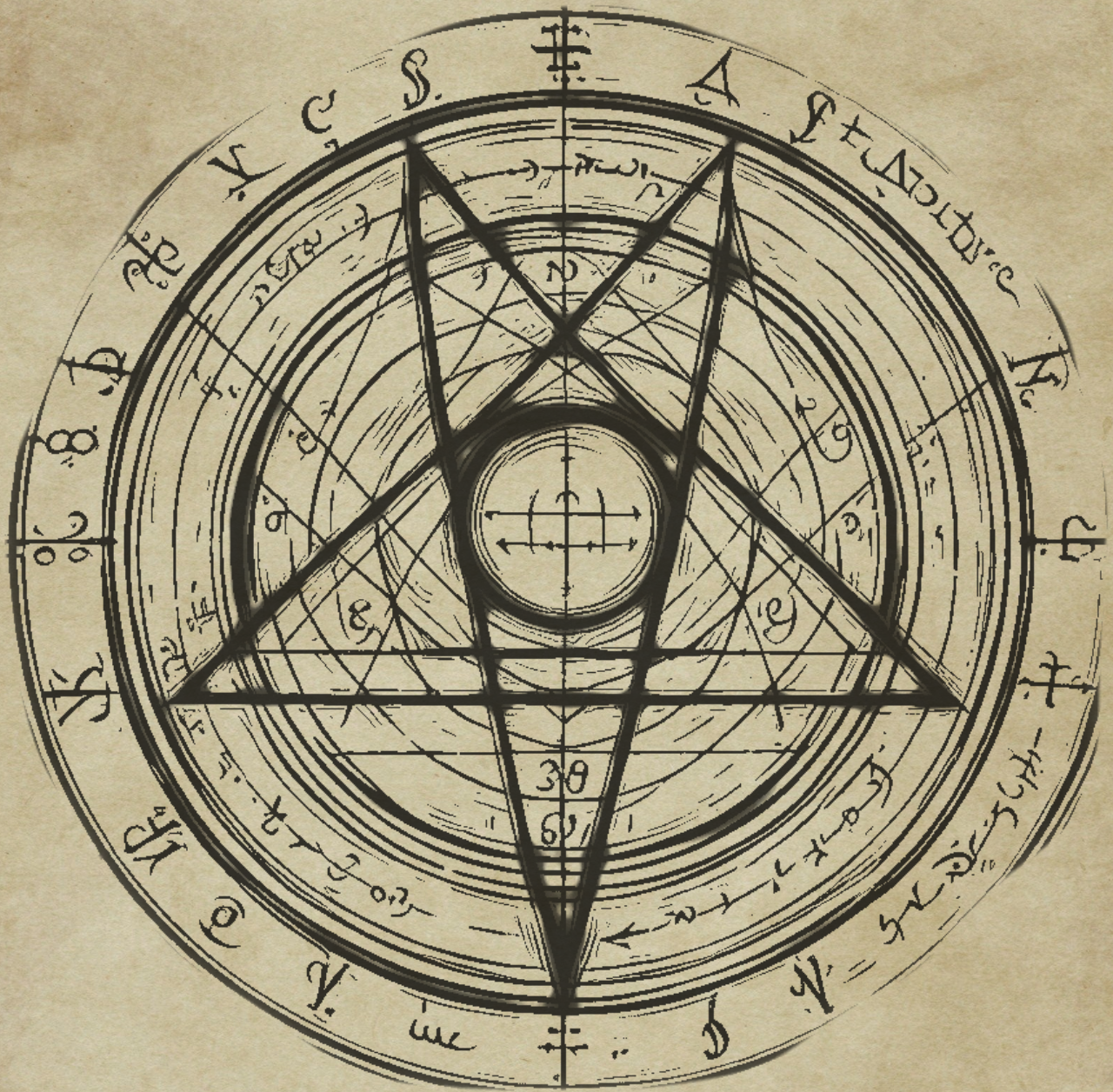
Common Locales: Occasionally found in Scourge laboratories or crypts as guardians. They are the experiments of necromancers within the Scourge, and are never allowed to stray too far from their masters.

The result of wild imagination, untethered by morality or mortality, wights are a peculiarity among the Scourge. They have no clear role within the Lich King's army not already filled, and the methods involved in their creation are too intricate for mass reanimation. It must be assumed that they are the product of idle musings and experimentation, and of minds that must be constantly entertained in order to create. All wights, regardless of their body's state or origin will have large metal bolts screwed into their ears, breaking past bone and embedding deep into their brains. This does not diminish their hearing; the purpose of these bolts is for their creator to use them as a focal point for infusing a wight with more power. Raw electricity is a common source of power; great arcs of lightning are sent into the wight through these bolts, exponentially increasing its torment in exchange for considerable might and haste.

Unlike common fodder for the Scourge, a wight is not mindless. They're commonly possessed by a hunger that drives them to desperate acts of cannibalism—even of their own allies—but if they are able to be restrained and calmed, wights are able to converse, and even think. Such intelligence puts them in the unenviable state of being aware of the Lich King's control over them but incapable of resisting it. On more than one occasion, a wight freed from the grasp of the Lich King has anguished in its wretched state, begging for either mercy or a merciful end between cries of pain and eventual twisted roars of forced obedience. Of all the creatures of the Scourge, the wights are arguably the most deserving of an end—as challenging as that end may be to deliver. When empowered, they are as strong as an abomination and have a uniquely cunning mind for brutal carnage. Ambushes, feints and even basic battlefield strategy are not beyond them—so engage a wight carelessly at your own risk.

If you have the ability, removing their bolts from their head quickly handicaps their awareness and mobility. The bolts quite literally hold their brain together, and wights are not risen as mindless horrors. While they will be no less dangerous if their brain is damaged in this way, they lose their higher reasoning and ability to contemplate strategy. In essence, you can turn a wight into nothing more than a very large, very dangerous ghoul. Do not allow them to close in, lest they with a single swipe of their massive hand smear your broken body across the wall in a reddened heap. Your last moments will be filled with screams, overpowered by the sound of your crushed flesh and snapped bones mulching in a wight's bottomless maw. Would that these words are exaggeration.

Ancient Legends



Before the Scourge, undead existed on Azeroth. Some may even predate the Sundering. A world such as ours, steeped with magic is prone to such corruptions of the natural cycle. Whether they are evil or benign, dangerous or merely a curiosity varies from culture to culture. This is far from an exhaustive list; rather, I present the most common types of undead here. These are undead that have appeared throughout the ages under different names and not always with the same origin. I have made efforts to determine their physical origins, but some remain a mystery. The true origin of the vampyre is likely a tale that requires its own book—and considerable searching. In the process of writing this book I only came across the one, and she was less than agreeable to my questions.

Banshee



Alternative Terms:

Galam Sidhe, Balvenshi, Nightscreamer (Possibly).

Height: 4-8 feet.

Physical Traits: Incorporeality.

Common Temperament: Wary, vengeful, and envious.

Noted Abilities: Unnaturally powerful screams, magical negation, and possession.

Weaknesses/Weak Points: Salt.

Common Locales: Places where great and violent tragedy has taken place. In land controlled by the Scourge, they will commonly roam less populated regions.

Banshees are the spirits of individuals slain, in particular circumstances. Despite common belief, they are not solely composed of fallen elven and human women. Banshees can be of any race and any gender. They must have been individuals who endured immense emotional trauma shortly before their demise, and they must have been slain in a particularly sadistic manner. Powerful necromancers are able to purposefully raise the souls of these people as banshees, but they may also arise on their own power. Much like the restless ghosts of those who have unfinished business in the realm of the living, banshees will not enter the spirit world. They will persist in anguish, perpetually reliving their trauma and screaming in futile expressions of their torment.

Technically, there are two 'types' of banshees, one more dangerous than the other. The first type is as described above. The second type is borne of the Scourge. These consist of banshees that have agreed to serve the Lich Ring in return for vengeance upon the living. They are infused with dark power, enabling their already terrible screams to cause physical harm, disrupt magic and sap the will of all who hear them. There are no visible distinctions between these two types; if you are unsure, always treat a banshee as if they are servants of the Lich Ring until proven otherwise.

As mentioned above, a banshee's power is in their unearthly voice. Stalwart warriors have become so shaken they lose the grip on their weapons in the wake of their wailing cries, and entire groups of soldiers become so disturbed they can't land a single blow. Even magi who are capable of focusing through their aural onslaught are not guaranteed victory; banshees who serve the Scourge are able to draw upon their newfound power to deflect any and all magic for a short time.

All banshees are prone to jealousy. They crave life that they no longer can have, and the peace of existence without their torment. To that end, they will attempt to possess the bodies of those mortals whom they deem sufficient. A banshee will fade into the body of their victim, struggling with the victim's will for dominance. They become more capable of enduring their torment when possessing a physical body, but still must constantly suppress the victim's mind for as long as their possession holds. They can only overpower the souls of the weak-willed, resulting in a purely physical possession of those with high willpower. In theory, a willing host to a banshee could allow for total possession, but this would leave them entirely at the mercy of the banshee. Naturally, such a thing occurring is exceedingly rare, if not entirely in the realm of the hypothetical.

Golem



Alternative Terms: Unshem, Basar, The Heretical Alchemy

Height: Varies, but typically within 8-12 feet. They can be larger.

Physical Traits: Exceptional strength and durability owing to their nonliving state.

Common Temperament: Neutral. Their temperament is entirely dependent on their creator's will.

Noted Abilities: Varies, depending on what their creator has imbued them with.

Weaknesses/Weak Points: The etched words and phrase adorning their body. Powerful golems may not have this weakness, but all golems will be unmade if their creator dies.

Common Locales: Accompanying their creator, or guarding their creator's domain.

Golems are the creation of necromancers who wish to perfect the art of reanimating the dead as warriors. They see the bodies of the dead as remains, but reagents. Far from the stitched horrors of the Scourge, golems are as much an art form as they are a tool of conflict.

They may be composed entirely of flesh and bone, or blended with nonliving material such as clay, metal or even elemental fire. They require a keen alchemical as well as necromantic mind, as the creation of a golem calls upon techniques in both disciplines. The methods of creating golems are as varied as the necromancers and alchemists who create them, but several elements of their creation are shared across all methods. All golems are first molded, then infused with life. All golems have no will or mind of their own, no more sentient than a gnomish mechanostriider. All golems have magical incantations and words of significance etched into their form that serve as the conduit of the magic that perpetuates their existence. It is these etchings that is their biggest weakness; damage that is significant enough to render them incomprehensible will result in a golem becoming inert and collapsing into a mass of its components. However, the same energies that animate a golem also protect it. Damaging the etched words of its animation requires either significant force or skillfully woven magic. Powerful enough golems may be so well protected that it's more expedient to simply dismantle the golem instead of attempting to nullify the etchings.

No golem exists by itself. All golems were created by an individual with conscious effort, and cannot exist or act without their creator. They are linked to their creator's essence; the demise of their creator is the death of the golem. Some golems are even more intimately linked, and both they and their creator are able to share one another's life essence. This is popular with some necromancers, who imbue their golem with the power to leech life essence from its foes. Combined, the two may be nearly immortal—as long as one does not become overwhelmed, dooming the other.

It is rare for a golem to not be large, powerful and durable, so plan your attack accordingly. Consider whether it might increase your odds to attack the golem's etchings directly, or even avoid them and go for their creator if applicable. A golem is no easy foe to defeat.

Homonculus



Alternative Terms: *Simulacrum, Fleshdoll.*

Height: *Varies, ranging from shorter than to equal to expected height of their intended species.*

Physical Traits: *Perfect mimicry of their intended species' outer traits; their inner bodies are composed entirely of a gelatinous ichor and bones.*

Common Temperament: *No base temperament. It all depends on their purpose.*

Noted Abilities: *Self-sustaining; they need no sustenance or breathable air.*

Weaknesses/Weak Points: *They are not very durable; their flesh parts easily, and large enough wounds that are not sealed quickly will ensure their demise.*

Common Locales: *They can be located anywhere, but are exceedingly rare and usually remain in the holdings of their creators and serve as assistants.*

While their status as 'true undead' is debatable like the golem, there is enough common confusion about the origins of homonculus (plural: homonculi) that warrants an entry. Homonculi are above all else a creation of alchemy. Magical skill is not needed to create them, although creatures of startling similarity may be forged through magical means. The following two pages in this bestiary will feature two methods to create homonculi, presented for completion's sake.

At their core, a homonculus is an artificial version of a person. They do not have a unique appearance, as a significant element of their creation is material from the body of another person. The resultant homonculus will resemble, but not perfectly mirror the 'donor.' Common divergences are shortened height, pale skin, unnaturally colored eyes and traits from the other components of their creation. In addition, blood does not course through the flesh of a homonculus. Instead, they are fueled by a gelatinous substance that is both their blood and their inner flesh. They do not have muscles nor organs, merely bones not their own and an outer layer that leaves no hint as to their internal makeup. Splitting the skin of a suspected homonculus is the easiest way to find out their true nature, and arguably the only definitive method. They do not need to breathe, eat or drink; they believe that they must do these things however, so starving or strangulating them is not guaranteed to prove their true nature. Despite not possessing an actual brain, homonculi are able to think and reason like a typical person. They can speak coherently, and even develop their own desires and preferences.

A homonculus that lives in ignorance of their true nature will be able to persist in that state indefinitely. If they discover that they are not what they thought they were, it's common for their mental state to deteriorate. They may become obsessed with finding the 'donor' that they resemble, or even taking over their life. It's not so much a unique phenomenon to homonculi as it is the expected result of discovering that they aren't what they believed, and that they are in all physical regards merely a construct of flesh. The implicit revelation that there is no afterlife for them, as they do not possess a soul is also another complicating factor. It is because of this that it's recommended you do not reveal the truth to a homonculus that you do not intend to immediately slay. There is no great danger if you do; it is merely a mercy.

Homonculi are typically used as infiltrators if created for nefarious purposes; the Scourge does not typically utilize them, as they offer no advantages to a mortal servant and can be discovered with something as simple as a pinprick. However, we cannot assume that the Lich King or those that serve him will not discover a way to remove this weakness, or that circumstances will not make using homonculi more appealing.

Creation of a Homonculus:

The Alchemical Method

Components Needed:

- An existing person's, also known as the donor's, 'matter.' This can be flesh, blood, the entire body or any fluid or substance produced by them.
- A diamond. Whether it is uncut or cut does not matter, but the higher the quality, the closer the homonculus will look to the donor.
- The womb of a living creature. This does not need to be the same species as the donor.
- One vessel fully filled with the blood of the same living creature that the womb came from.
- Four liters of urine from the same species as the donor.
- One and one-half kilograms of lime.
- One hundred grams of saltpeter.
- Eighty grams of sulfur.
- One large barrel of graveyard soil.
- Three liters of broth composed of boiled bone, blood, hearts and brains. These do not need to be from the same individual or species.

- Insert the donor's matter and the diamond into the womb. Place the womb in the vessel of blood, being careful to not spill more than is necessary. Seal the vessel and place it in a dark, cool environment for a period of two months.

- Carefully remove the womb from the vessel. Ensure that it does not break into pieces, as this will contaminate the donor's matter. Drain the donor's matter from the womb into a cauldron large enough to hold twice the mass of the donor's matter, but not any larger. You should not see the diamond; if it is still there, then the process was performed incorrectly.

- Place the cauldron over a flame, and heat the donor's matter until it begins to bubble.

- Add the lime, saltpeter, and sulfur to the cauldron, then the urine until it is nearly full.

- Bring the cauldron to a boil. When able to, add more urine until you have added it all to the pot. Continue the boil until the mass within is of a similar consistency to gelatin.

- Line a coffin with graveyard soil, packed tight. Pour the cauldron's contents into the coffin, then add more soil atop it until the cauldron's contents are covered.

- Add the broth to the coffin, then seal the lid for at minimum four weeks. Do not unseal it until you hear movement within, even if it takes longer than four weeks. If done correctly, when you unseal the coffin, the finished homonculus will be within.

Creation of a Homonculus:

The Magical Method

Components Needed:

- The living person you wish to make a homonculus of, referred to as the 'template.'
 - The blood of a demon that was once a living person of the same species as the template.
 - One empty soulstone.
 - Six candles made of wax blended with the blood of mortals.
 - Graveyard soil of sufficient amount to bury the template in.
-
- **Draw** a runic circle of transmutation in an area large enough so that the empty center of the circle can fit the template's body. Incorporate the Taam, Xiur, Amn, and Tal runes into the circle.
 - **Lay** the template in the center of this circle with their head directly under the incorporated Amn rune, restraining them if necessary. All restraints must be soaked in the template's blood.
 - **Place** the empty soulstone in the ritual circle center and bind the template's soul to it. Ensure the soulstone is situated above the template's head.
 - **Place** the six candles equidistant from the ritual circle's center, exactly one inch from the circle's edges. They must be uniformly placed, with one aligned with the template's head.
 - **Slice** the template's body open from the neck to the navel. Allow their blood to drain until it ceases, then remove their heart from their body.
 - **Place** their heart in their mouth, and then light each of the six candles.
 - **Channel** magical energy into the ritual circle until the six candles burn out. During this time, you will see the template's body slowly consume their heart, and the soulstone glow ever-brighter.
 - **Cease** channeling magical energy once the candles have burned out. Retrieve the soulstone and cover the template in graveyard soil entirely.
 - **Channel** magical energy into the soulstone. Do this until the graveyard soil stirs, and the homonculus emerges from the soil.

The homonculus will be able to comprehend your language and will obey your orders without question. It will be intelligent, but if instructed to display lower levels of intelligence it will do so. To create more homonculi from the template, add a filled soulstone and heart from the same entity of the same species as the template to the graveyard soil, then channel magical energy into the soulstone until the new homonculus arises.

Lich



Alternative Terms: None of note.

Height: At or above 6 feet; this varies considerably as a lich's manifested form is based on their whims.

Physical Traits: Partial incorporeality and a skeletal form usually exaggerated or warped in some manner. Elongated fingers, a ghostly lower half and ossified spikes are common alterations.

Common Temperament: Patient. A lich is someone who has undergone great strain and worked hard and long to become what they are; instant gratification and shortcuts are not their way.

Noted Abilities: Exceptional skill in magic. Immortality and automatic resuscitation as long as their phylactery is intact.

Weaknesses/Weak Points: Their phylactery.

Common Locales: Far from civilization. Though it is possible for a lich to guise themselves as a mortal, this would only fool those not skilled in magic.

A lich is a being who, for various reasons and through various methods, has willingly transformed into a spectral being of undeath that is both remarkably hard to vanquish and exceptionally attuned to the magical arts. It's all but unheard of for a mortal not inclined to magic to become a lich, and the vast majority of liches are undoubtedly malevolent beings. There are examples, in folk legends and tales from the remote corners of Azeroth, of liches who are more concerned with knowledge than power. They keep to themselves, taking advantage of an existence unbound by mortality to study the art of magic for all eternity.

For all those liches you may encounter that have let their lust for power lead them into undeath, know that your fight is not with the being of flowing cloth and ghostly bone, but their true form. A soul sealed in a gem, itself held in anything from a decrepit barrel to a gem-encrusted strongbox. This true form is known as a phylactery, and it is where the lich has stored their soul, bound to their earthly remains. As long as this phylactery remains whole, a lich cannot be truly slain. When defeated, they will fade from the material plane for a time while their essence reforms within their phylactery. The time this takes varies; weaker liches without a secure lair may take years to reform. An elder lich with a hidden sanctum replete with stored magical energy might return to unlife in mere days, if not sooner. For this reason it is paramount that if you defeat a lich, you search for their phylactery immediately and destroy it. A lich will no doubt take great offense at being pushed so close to demise, and remember you as an enemy to be hunted and slain lest you pose a continued risk to its existence. Beware of traps and guardians of a lich's phylactery; it will be their most treasured possession. Do not assume that it is nearby either; powerful liches can manifest far from their phylacteries.

While destroying a lich's phylactery is the key to their true defeat, do not treat their manifested form lightly. A lich is invariably a powerful sorcerer who has knowledge of arts both forbidden and obscure. Be prepared to face anything from an elemental onslaught to demonic servants, and everything in between.

Note that destroying a phylactery does not destroy the lich; their manifested form will still persist until slain. They will hold nothing but the most cruel hatred and thirst for vengeance towards those who have ensured their eventual demise.

Mummy



Alternative Terms: *Embalmed.* Other terms exist that are based on local culture.

Height: *Dependent on the being that was mummified.*

Physical Traits: *Leathery, durable flesh commonly wrapped in enchanted cloth that can withstand additional damage.*

Common Temperament: *Territorial and aggressive. Risen mummies will rarely pursue invaders beyond their tomb.*

Noted Abilities: *Exceptional fortitude and strength.*

Weaknesses/Weak Points: *None, but they are slower than most undead.*

Common Locales: *Burial sites, particularly ones devoted to figures of importance. Trolls mummify their dead most of the time, so be especially wary of ancient troll ruins.*

Mummification is a common practice in many cultures, though it has fallen out of favor in recent centuries. The embalming process is performed with the intention of preserving the corpse through alchemical and surgical means, and mummies are rarely buried in places where they will be exposed to the elements. The result is a remarkably well-preserved corpse which, depending on the mummification method, maybe infused with latent magical energy.

Most mummies are not created with the intention of reanimating them. There may be wards and magical traps infused into the tomb that will awaken mummies when broken, so if your journeys take you to long-untouched burial sites then beware. While rare, it isn't unheard of for mummies to be reanimated to be a part of a necromancer's retinue. They will follow their new master out of their tombs, serving as a startlingly effective vanguard thanks to their considerable fortitude.

Mummies are always durable, even when compared to the recently deceased. Their flesh is be tougher than leather, and their bones hardened by arcane concoctions. Since as much of their body is preserved as possible, mummies often have most if not all of their muscle mass, making them far stronger than common undead. The wrappings that commonly envelop a mummy are generally infused with magic, acting as a sort of armor. Mummies also may hold scores of flesh-eating insects, corpse gas and other contagion, as any long-dead corpse might. The saving grace of facing a mummy in combat is that they are never fast and never agile. Their wrappings and embalmed forms were never intended to be able to move as freely as they did in life, so if you do not have to fight a mummy, you may always retreat.

Death Revenant



Alternative Terms: Reaper, Grave Lord, Harvesters.

Height: 9-14 feet.

Physical Traits: Partial incorporeality (solid equipment, ethereal body).

Common Temperament: Territorial, mercurial. Each may be angered by different things, but all are fiercely defensive of what they claim as their domain.

Noted Abilities: Reanimation.

Weaknesses/Weak Points: None.

Common Locales: Places of death. Crypts, graveyards, battlefields in particular. They are at the time of this writing found exclusively in Northrend.

Revenants are not true undead, but rather a personification of this force in the same way a fire elemental is a personification of flame itself. Indeed, it could be argued that death revenants are as much elemental beings as they are undead, as they are most notably **not** vulnerable to the same weaknesses other undead are, save for one: elementium. Weapons made of, or at the very least plated with this rare material will harm them as easily as mundane steel used on the living—but all revenants are not immune to regular arms, merely resistant.

Their inner nature is as inscrutable as all elementals, yet at the same time plainly simple. In practical terms, death revenants are drawn to death. They dwell in graveyards and battlefields, drawing corpses from the earth simply to look upon them. They are comforted, in a sense, by signs of death. The act of dying is not of particular interest to them, nor are the presence of living beings. They are sentient and able to speak mortal languages; some will even be willing to converse with the living. Yet, do not expect a straight answer—revenants will rarely deign to give mortals such a thing.

Death revenants are fiercely protective of the places they've chosen as their domains.

Requesting to pass through is risking their wrath; requesting them to leave is guaranteeing it. In combat, death revenants can and will reanimate the dead they surround themselves with before using the wisping scythe all revenants carry to dreadful effect. Fortunately, despite their status as an embodiment of death, these beings are almost purely martial fighters. They can muster blasts of unholy magic similar to the energy a death knight is able to hurl at their foes, but little else. If you can withstand or avoid their vicious strikes and not be overwhelmed by their risen minions then you stand a fair chance of vanquishing the death revenant. Additionally, the dead they raise are not stronger than they were in life, nor do they have new abilities. Consider these minions roughly equal to skeletons or zombies when determining your course of attack.

You may note that these beings resemble depictions of Death as an entity in human culture. While death revenants are today found entirely in Northrend, it is possible that they used to be more widespread, their presence contributing to early human myth. Perhaps it is the rise of the Scourge in Northrend that drew them from the rest of the world.

Vampyre



Alternative Terms: *Stygiri, Drochlu, Vedaze, Blood-Crazed.*

Height: 4-9 feet.

Physical Traits: Nocturnal lifestyle, increased resilience, heightened senses, and the ability to alter their appearance so that they do not appear undead.

Common Temperament: *Cunning, patient and predatory.*

Vampyres will rarely act impulsively (those that do tend to meet an early end.)

Noted Abilities: *Shapeshifting and preternatural persuasion.*

Vampyres are even known to convert some of the living into undead, even fellow vampyres.

Weaknesses/Weak Points: *Sunlight (indirectly), potent scents, open bodies of water.*

Common Locales: *They're difficult to pin down. They are more likely to appear in remote villages but at times they may live in cities and freely walk among the living. The single constant is that they will always live near at least some mortals for feeding purposes.*

Few undead are as varied, dangerous or compelling as the vampyre. Often confused with the recently-arisen darkfallen, in truth the darkfallen are an attempt by the Lich King to emulate these ancient stalkers. The truth is that the word 'vampyre' refers to the same creature, but these creatures are not all made equal. Many cultures have their own legends and folklore describing vampyre; despite some clearly originating from the same source, not all can be explained away by a shared experience. Some vampyre originate from an ancient curse. Others, forays into forbidden magic and the quest for eternal life. Some even have demonic origins, but for the sake of categorization we can say that the vampyre is a once-mortal who by some manner of curse either accepted willingly or forced upon them, has died and arisen as a powerful undead that requires life essence to perpetuate their existence.

This need for life essence—commonly in the form of blood—is a key difference between vampyre and darkfallen. The Lich King ensured that his chosen servants would not truly *need* to feed on the living, and merely draw even greater power from consuming life essence. For vampyre, their hunger is due to their great power: the curse that granted them life is not eternal. It slowly draws on their stolen vitality, ensuring that any vampyre who do not feed will weaken and eventually succumb to death once more. This second death is not permanent; a vampyre's curse will linger in their desiccated corpse, and sufficient quantities of life essence delivered to their body will be able to light the spark of unlife anew.

The term 'life essence' is used because in truth, vampyre do not need blood—merely the vitality infused in the substance. It's easy for them to draw such essence from consumed blood, and is no less efficient than using dark arts to drain the life of their foes from a distance. Do not presume that you are safe if you have a vampyre at range. Nor should you feel at ease if you have them subdued entirely. The powers of persuasion vampyre can call upon are legendary; every culture has some variation of the tale. A talented hunter of undead, so confident that they don't realize their strung along like a puppet by their manipulative prey until they either become food, or fellow vampyre. There is a presence they exude beyond the mundane; they can enchant their words and ensorcell the senses as easily as we might breathe. The legends of a vampyre's seduction are not mere myth or fantasy: what better way to make vulnerable your prey than to tempt them into naked seclusion?

Fortunately, they are not without weaknesses. Their heightened senses make them vulnerable to extremes related to those senses; strong odors, loud noises and bright lights in particular can give them pause. Garlic is popular for this reason; it holds no particular power beyond the strong stench, however it's seen as a must-have for any would-be vampyre hunter. Perhaps this is due to its relatively small size and ease of preservation (pickled garlic crushed and hurled at a vampyre will more often than not give you precious seconds while they regain their composure.) This is also the source of the belief that vampyres are weak to sunlight; it's exceptionally bright, so they have difficulty seeing or even keeping their eyes open when enduring the full brightness of the sun. Cloudy days are more manageable; the night is ideal for them, as with even scant moonlight they can see as clear as day.

Vampyres are also weak to bodies of water. Discovering the source of this weakness has proven challenging; sensory overload does not seem to be the case. Perhaps it's related to some shared common strand of their origins? While the answer remains unclear, the effect is undeniable. To cross even a modest river requires considerable mental fortitude and constant focus. No vampyre in recorded myth and folklore has ever been capable of crossing lakes, let alone Azeroth's oceans while conscious.

Lastly, what follows are a list of common mistaken beliefs about vampyres.

- Their mortal possessions. This likely originated from the real connection ghosts have to their past lives, a connection not shared by vampyres. Any effect the sight of their former life's belongings may have is dependent on the vampyre's personality.
- Grave soil. There is no concrete evidence to support this having any impact on vampyres. However, it seems to be something many of them find comforting; it's common to see their places of rest surrounded by rings of grave soil. It has no proven bearing on their abilities.
- Sacks of rice. The source of this rumor escapes me. For those who do not know, it is purported that if you present a vampyre with rice, they will be compelled to count every grain before doing anything else. Make your conclusions as you please with this one.
- Decapitation. Vampyre who have not fed in some time may be vulnerable to this, but only because of their limited life essence. Owing to their power to shapeshift or even disperse their physical form entirely, a removed head or even bisected body is a temporary setback.

Afterword

This started as a whim, a self-indulgent urge to write in detail about the beings I've devoted my life to—at least in part. It grew into many more things, and had to be condensed into a little less. It is my first hope that this bestiary aids you in surviving any unfortunate encounters you have with the undead. It is my second hope that as you read this bestiary and take the knowledge held here into your own mind, you also take some of my intent.

The undead are not inherently evil. Not even those risen by the Scourge. The magic the Scourge uses is foul, and it twists the mind as much as the body. The Lich King himself was once a man of righteousness and love for life. Whatever their fate now, whatever end they deserve, they did not start in evil.

Many undead simply wish to live in peace, such as their existence might be called life. Others may desire this, but are unable to resist their darker impulses. I am not someone who believes the living and the dead can live in harmony, much as I would love to see such a utopia become reality. I understand that I and others of the Ostusani, and those who may align with our way of thinking are an extreme minority. So I simply ask you reader: consider the undead as you might consider your fellows. As your neighbor. As the beggar on the street. As the cutthroat who must be caught and hanged for their crimes. As the noble priest and as the shifty rogue. To be undead is to have once been alive, and no state of existence holds as much potential for good or evil as the living.