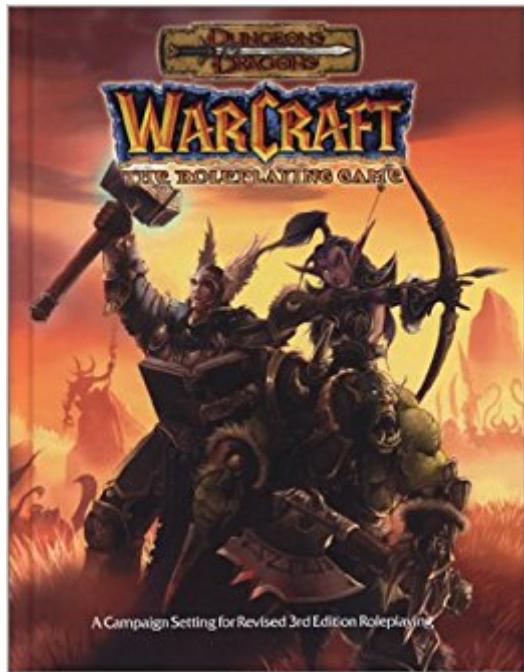


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Warcraft: The Roleplaying Game



Synopsis

Over 6 million fans around the world have enjoyed the #1-selling Warcraft RTS (real-time strategy) computer game series. The Dungeons & Dragons Warcraft Roleplaying Game translates this hugely successful series into a fully interactive print roleplaying game world. Play humans, dwarves, high elves and night elves -- or even inventive goblins, shamanistic orcs and minotaurlike tauren -- as you strive against the demonic Burning Legion and undead Scourge for dominance over the war-torn world of Azeroth.

Book Information

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Customer Reviews

I ordered this book with high hopes, but at the same time, I had a nagging feeling that it might not be all it could. However, when I received it, I was most pleasantly surprised. Lets start with the classes. This is not your traditional D20 D&D game, I could tell that from the getgo when it did away completely with Bards, Clerics, Druids, Paladins, Monks, and Rangers. The Core classes available to players are the standard Fighter, Barbarian, Wizard, Sorceror, and Rogue...with an additional Three new classes added. These are the Healer - A new version of the cleric with more sphere restrictions - The Scout - Personally I feel this class is what rangers should have been - and the Tinker - An inventor skilled at using a variety of odd gadgets. Why are these class changes a big deal? Because WarCraft D20 puts emphasis on Prestige classes like no other D20 D&D game I've ever seen. This is a game where Prestige classes are used properly, there's more reason to work at a prestige class, in many cases it's essential to do so. For Example, Wizards and Sorcerors don't have access to the Necromancy and Conjunction spheres, to get these spells, they need to take the corresponding magic-user prestige class that'd give them access. Paladins are now a prestige class

as well, which is something many of us have always felt it should be - afterall, that's the sort of thing that you grow into, you shouldn't start as a Paladin. Some of the prestige classes included in this book are the Druid of the Wild, Shaman, Mounted Warrior, Paladin, and a slew of others. Each prestige class is nicely built and one can tell they didn't simply throw these together, a fault that many D&D supplements have suffered from.

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