



World Of Warcraft The Roleplaying Game (d20 3.5)

Rob Baxter

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More than just a setting guide, World of Warcraft: The Roleplaying Game translates the hugely popular computer game setting into a pen-and-paper roleplaying game. Published under the Open Game License, it features complete rules for play that are 100% compatible with revised 3rd Edition rules and the d20 System. Everything you need is now in one book — from character generation to 10 races and 12 core classes, from extensive technological creation rules to a wide variety of spells, from combat rules to details on generating settlements and cities! Also compatible with existing Warcraft RPG game material.

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