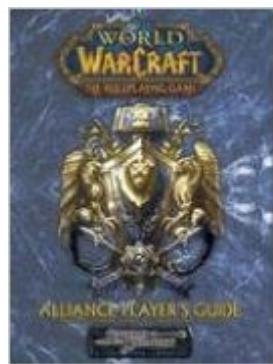


The book was found

World Of Warcraft: The Role Playing Game, Alliance Player's Guide



Synopsis

World of Warcraft: The Role playing Game, Alliance Player's Guide

Book Information

Hardcover: 240 pages

Publisher: White Wolf Publishing (June 28, 2006)

Language: English

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Average Customer Review: 4.7 out of 5 stars See all reviews (3 customer reviews)

Best Sellers Rank: #809,784 in Books (See Top 100 in Books) #109 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

Customer Reviews

The book has a great range of new character directions, from expanding the ones that are already existant to complete new prestige classes,(i.e. Savagekin and Ursa totemic)The book contains great story lines and together with the history of the races of the Alliance it provides a big content to a new campaign hosted in the world of Azeroth. For the experiences players it is a great addition, certainly for the ones that like just a tad more diversity then the main world of warcraft rpg book already has to offer.

Okay, yes this is book for a "dead" system that was brought back as Pathfinder, then re-released because people like that it was broken to the players benefit. However I like the setting, it is fun. if you don't and you are just looking for OP characters, then this is likely for you as well. The art by Metzen and Samwize is wonderful as well.

just as promised/arrived on time

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