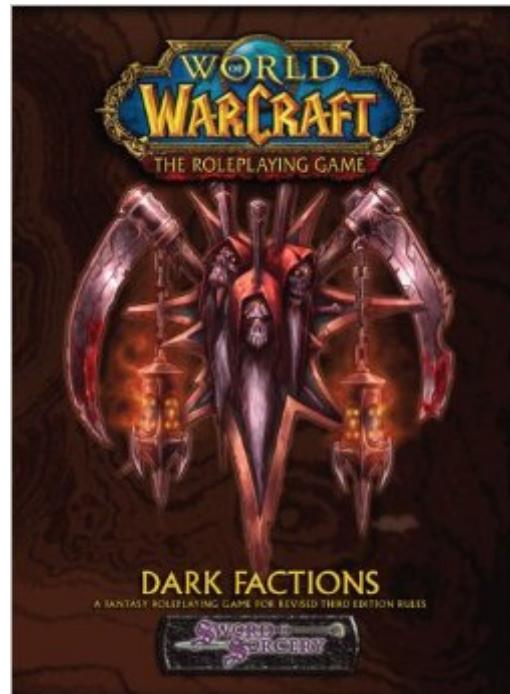


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# Dark Factions (World Of Warcraft RPG)



## Synopsis

Crush the Alliance and Horde! Naga and satyrs stir in dark places. Goblins invent crazy devices. The Atalâ™ai summon a bloodthirsty god. Azeroth is home to more than just the Alliance and Horde. Discover eight new races and fifteen factions. New game elements • classes, spells, technological devices, and the like • further enhance these characters. • Contains eight new races, including naga, pandaren and satyrs. • Contains nine prestige classes, including the brewmaster, death knight, and naga anomaly. • Includes variant classes, racial iconic classes, and creature classes, allowing you to play just the sort of character you want. • Brims with new feats, spells, magic items, technological devices, and other abilities and items to decimate your opponents. • Contains information on the fifteen factions unaffiliated with the Alliance or Horde, including their leaders and strategies, narrated by famed dwarven explorer Brann Bronzebeard. • Includes two adventures to challenge heroes of any affiliation.

## Book Information

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Average Customer Review: 4.2 out of 5 stars • See all reviews (4 customer reviews)

Best Sellers Rank: #1,306,684 in Books (See Top 100 in Books) #215 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

## Customer Reviews

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.

good source material. will aid my campaign

I grew up playing Dnd advanced so found this version very easy to refer to and understand. The book condition was extremely good and it arrived very fast. Very satisfied!

The World of Warcraft was the first new dungeons and dragons based world design that actually did new things with an old game that made it worthwhile to play. It took a table top imaginative game and put it on the world stage online. to then go and try to put it back on the table top was a great idea but the reason the line failed was not due to lack of interest. The artwork phenominal, the concepts great. The issue lays in the use of the D&D D20 system. The conversion was bad and players can more easily play online than sit around a table once again force to come up with house rules to try and do the things they can do online with their characters. For example: my biggest pet peave is the lack of rules for hunter traps. Where are they. Using normal AD&D type traps means a trap is an encounter all itself. The lack of the having the hunter or even the rogue being able to throw a trap into combat leaves alot to be desired. When you take an existing product and modify it you need to think outside the box. I say that WoW created a whole new paradigm in its online design and how the powers work for their characters. THAT should have been how they translated it to the RPG. I bought the books because i love the artwork and of course i have the energy and time to make my own rules for the game if i get around to it. I just think most of the fans would rather play WoW how it was made not a modified D20 based system.

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