



Warcraft: The Roleplaying, Game Manual of Monsters

Rebecca Borgstrom, Eric Brennan, Genevieve Cogman, Michael Goodwin

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From the merciless Burning Legion to the five draconic broods, from the undead Scourge to the savage centaur, the world of Azeroth is rife with malevolent creatures. Manual of Monsters takes the many monsters and allies from the hugely popular series of Warcraft real-time strategy computer games and translates them for Dungeons & Dragons Warcraft the Roleplaying Game.

This core rulebook has all the game statistics required to put over 200 Warcraft creatures in conflict with your player characters. Each monster features a complete description and background -- much of it previously unknown, even to players of the RTS games!

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