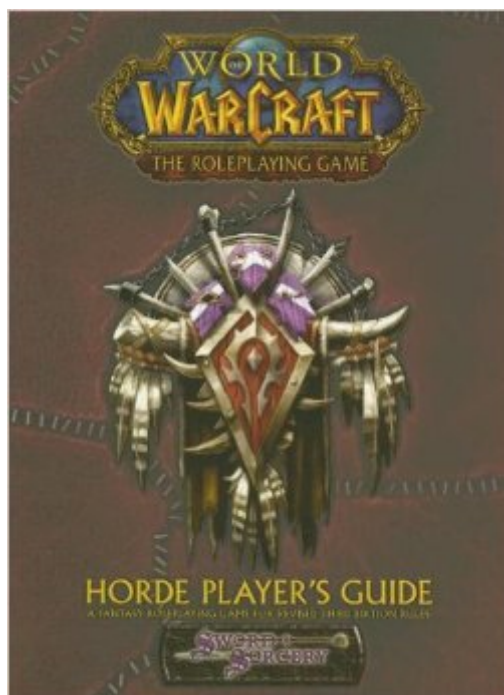


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# WoW Horde Players Guide (World Of Warcraft)



## Synopsis

Glory for the Horde! Grab hammer and axe to crush the Horde's enemies! Dominate the Ranks This character sourcebook plunges you into the Horde. Mok'nathal warriors range across new frontiers. Shamans and witch doctors teach their skills to young adepts, and the Horde's many enemies learn its secrets to strike at its weaknesses. Learn of the Horde's history, its structure and its political climate, and gather details about its members. Discover new races, feats, magic, technology, and classes unique to the Horde. A character sourcebook book for World of Warcraft: The Roleplaying Game

## Book Information

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Average Customer Review: 4.2 out of 5 stars Â See all reviews Â (6 customer reviews)

Best Sellers Rank: #111,967 in Books (See Top 100 in Books) #3 in Â Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

## Customer Reviews

This book delves into the rich background and history of the primary Horde races - namely orc, tauren and (forest) troll and it accomplishes this feat surprisingly well, while also introducing other playable races like the half-ogre, half-orc and abomination. You will also find several horde only prestige classes like the Lightslayer, Plagueshifter and Shadow Ascendant along with new magic items (e.g. kodo helm of devouring & wyvern tamer gloves), tech-devices (e.g. doubleslammer, totem wings) and feats. The book is well worth the purchase if you are a fan of the horde, if you plan to enrichen your WoW rpg experience or if you want more credible foes for your Alliance themed game. Enjoy!

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 Samwise is wonderful as well.

This is a good book. While its production values are nothing like many other books in the series, it still has a lot of interesting information. Specifically, there are a myriad number of feats that make playing a forsaken character far easier. There are also feats that lend a greater feeling to interacting with spirits. Several of the prestige classes are good. However, some seem redundant, like the fact that they have shadow hunters and spirit champions, both of which fulfill a similar theme. The monster classes in the book are a tad over power (ie the ogre mage). All in all I found it useful.

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