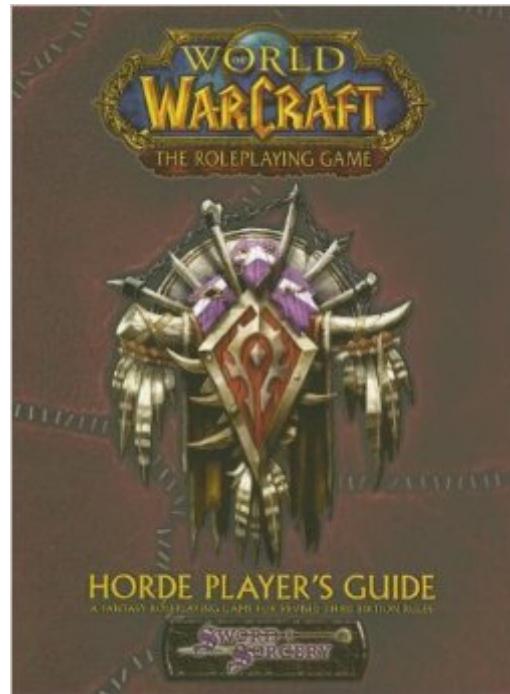


The book was found

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

Series: World of Warcraft

Hardcover: 240 pages

Publisher: White Wolf Publishing; Assumed First Edition edition (June 1, 2006)

Language: English

ISBN-10: 1588467724

ISBN-13: 978-1588467720

Product Dimensions: 8.3 x 0.9 x 10.9 inches

Shipping Weight: 2.2 pounds

Average Customer Review: 4.2 out of 5 starsÂ See all reviewsÂ (6 customer reviews)

Best Sellers Rank: #111,967 in Books (See Top 100 in Books) #3 inÂ 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 Samwize 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.

[Download to continue reading...](#)

WoW Horde Players Guide (World of Warcraft) World of Warcraft: Arthas: Rise of the Lich King (World of Warcraft (Pocket Star)) Hiking from Here to WOW: Utah Canyon Country (Wow Series) The Horde Rises: Total Apoc Trilogy World of Warcraft: Ultimate Visual Guide, Updated and Expanded World of Warcraft TCG Assault on Icecrown Citadel 4-Player Game Dark Factions (World of Warcraft RPG) World of Warcraft: Arthas: Rise of the Lich King World of Warcraft: Dawn of the Aspects: Part I Players Making Decisions: Game Design Essentials and the Art of Understanding Your Players Advanced Dungeons & Dragons Players: Players Handbook Warcraft: Behind the Dark Portal Warcraft: The Roleplaying Game The Adobe Illustrator WOW! Book for CS6 and CC iOS Wow Factor: UX Design Techniques for iPhone and iPad Cards That Wow with Sizzix: Techniques and Ideas for Using Die-Cutting and Embossing Machines - Creative Ways to Cut (A Cut Above) Make Learning Personal: The What, Who, WOW, Where, and Why O Wow: Discovering Your Ultimate Orgasm The Wow Factor: Insider Style Secrets for Every Body and Every Budget Finding the Wow: How Dreams Take Flight at Midlife

[Dmca](#)