

WARLORD LEAGUE RULES (QUESTS 8 TO 22)
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Quest 8 - Strength of Mercy :

* Reward: Balmtear's potion and any one level 4 action.

* Type: Add-on.

* Attempts per week: 1.

For your act of mercy, your restriction on using Balmtear's
Potion is removed.

* Rules: May only be completed by an army of level 3 or greater.
Once during the game, after you successfully inflict the killing blow on a character with more
than one wound, you allow your opponent to remove all wounds on that character
(preventing the death of their character).

Quest 9 - Only the Best :

* Reward: Various, depending on the class of your Warlord.
A player with a dual class Warlord must choose one of the Warlord's classes for this quest.

- Fighter: Anandale's Armor, Thunderhammer and The King's Lady.

- Cleric: Hammer of Peronor, Mail of Virtue and, either Bracers of Hember or Tears of the
Storm.

- Roque: Dwarven Signet, Sword of the North, and Yedraw's Tooth

- Wizard: Crystalsphere Staff, Wyvernskin Robe and Rod of Roaring Flames.

* Type: Add-on.

* Attempts per week: 1.

Your skills have greatly improved through battle, but do you have what it takes to lead your
army to victory in the future?

Each class-specific quest must be completed in a single game, and is considered completed
once the condition is met.

* Rules: May only be completed by an army of level 4 or greater.

- Fighter : So fierce is your might that no one may stand, against you ! Land the killing blow
against an opposing Warlord to complete this quest and claim the reward.

- Cleric : Your hand brings the gift of life to your army.

Your Warlord must be personally responsible for preventing or removing at least two wounds from your army to complete this quest and claim the reward.

- Rogue : Secret are the paths that the rogue travels, and the skills that he possesses.

Your Warlord must personally use at least three rogue actions cards which either a) inflict a wound by their successful action (Backstab, Throw, etc.) or b) prevent your Warlord from being hit by a melee or ranged strike (any card which alters or cancels a strike, and which prevents a successful hit is valid) to complete this quest and claim the reward.

- Wizard: The art of destruction is yours.

Your Warlord must be personally responsible for causing at least two wounds in the opposing army through spells to complete this quest and claim the reward.

Quest 10 - Knowledge of the Ancients :

* Reward: Various, depending on the faction of your Warlord.

- Deveronian : Lothian Law-Hammer, any one level 5 action, any one level 5 item and any one level 4 character.

- Dwarf : Hember's Fist, any one level 5 action, any one level 5 item and any one level 4 character.

- Elf : Edge of Silverflame, any one level 5 action, any one level 5 item and any one level 4 character.

- Free Kingdoms : Andover's Quill, any one level 5 action, any one level 5 item and any one level 4 character.

- Mercenary : Blade of Syneri, any one level 5 action, any one level 5 item and any one level 4 character.

- Nothrog : Grimsteel, any one level 5 action, any one level 5 item and any one level 4 character.

* Type: Add-on.

* Rules: Successfully complete 5 quests in one week.

Quest 11 - And Then There Were None...

* Reward: Any one Level 5 fighter action and any one Level 5 fighter item.

* Type: Add-on.

* Attempts per week: Once per game as long as no other add-on quest is in effect.

* Rules: May only be attempted by an army with a fighter Warlord. One of your fighters must kill two or more characters with one attack. You gain 10 XP and have brought the ferocity of your fighting technique to your army.

Quest 12 - Dance of Death :

* Reward: Any one level 5 rogue action and any one level 5 rogue item.

*Type: Add-on.

*Attempts per week: Once per game as long as no other add-on quest is in effect.

*Rules: May only be attempted by an army with a rogue Warlord. One of your rogues must kill two or more characters with one attack. You gain 10 XP and have returned to teach your fellow shadow walkers the "dance of death".

Quest 13 - Pressuring the Enemy :

* Reward: Any one level 5 cleric action and any one level 5 cleric item.

* Type: Add-on.

* Attempts per week: Once per game as long as no other add-on quest is in effect.

* Rules: May only be attempted by an army with a cleric Warlord. You must successfully perform at least one Order which stuns one or more of your opponent's characters. You gained the understanding of how to prevent an enemy from engaging you.

Quest 14 - Mastering the Elements :

* Reward: Any one level 5 wizard action and any one level 5 Wizard item.

* Type: Add-on.

* Attempts per week : Once per game as long as no other add-on quest is in effect.

* Rules: May only be attempted by an army with a wizard Warlord. A Wizard in your army must cast a spell in which two or more characters die as a result you gain 10 XP and, have had an epiphany regarding the use of fire.

Quest 15 - Under Fire :

* Reward: Horn of fog, Phonestone, or Scalemail and any one level 5 item.

* Type: Add-on.

* Attempts per week: Once per game as long as no other add-on quest is in effect.

* Rules: Maintain a separate discard pile of those characters which are killed by ranged, strikes. To successfully complete this quest, you must lose the game to your opponent, and, there must be at least 3 characters who were killed by ranged strikes.

Quest 16 - Cornered!

Reward: Portable Hole and. any one level 5 or 6 item.

Type: Independent.

Attempts per week: 1.

Your Warlord has foolishly walked, into a dark alley while attempting to procure supplies for your army.

Rules: You begin the game with only your Warlord. You may draw from your deck as normal each, round. but you may not play any characters. Your opponent begins the game with 5 Senek the Poisoners, but no deck. In addition, The speed of the assassins allow them to go first each round. Continue playing until either the assassins, or your Warlord is dead. If you survive, you gain 50 XP.

Bonus: If your opponent wins, he may use « The „Mission of Death" terrain in his next game (regardless of/in addition to other terrains in effect) as well as lifting the restriction on any one level 5 or 6 item and one level 5 action.

Quest 17 – The People’s Champion.

Reward: Breastplate of power, Battle plans, and. any one steed or level 5 or higher.

Type: Add-on.

Attempts per week: Once per game as long as no other add-on quest is in effect.

A great leader protects his army, even in the heat of battle.

Rules: To complete This quest, you must win the game against your opponent and still have 5 characters in your army alive. You gain no additional experience for this quest.

Quest 18 – That Whish Doesn't Kill Us ...

Reward: Rod of Resistance and. any level 5 item.

Type: Add-On.

Attempts per week: Once per game as long as no other add-on quest is in effect.

Anton knows the value of those things he finds in his travels. Unfortunately, he doesn't always have room to take everything with him that he would like.

Rules: May only be attempted by an army with a wizard Warlord. To complete this quest you must first attach, and then voluntarily discard (as an Order) an item of level 4 or greater to your Warlord.

You gain no additional experience for this quest.

Quest 19 – The Forces of Good.

Reward: Valorous Shield and any one level 4 or 5 character of good alignment

Type: Add-on.

Attempts per week: Once per game as long as no other add-on-quest is in effect.

In the Face of evil, even the bravest sometimes falter. Stay true to your path and your triumphs will be rewarded.

Rules: May only be attempted by an army with a Warlord of good alignment. To complete this quest you must defeat a Warlord of evil alignment in combat. You gain no additional experience for this quest.

Quest 20 – Pillars of Faith.

Reward: Blessed Vestments, any level 4 or 5 cleric character and any one level 5 cleric action.

Type : Add-on.

Attempts per week: Once per game as long as no other add –on quest is in effect.

Your clothing marks you as a favored follower of your god. No matter where you travel, you are easily recognized -some-times out of fear, and other times out of awe. You are proud to be a vestibule of Faith.

Rules: May only be attempted by an army with a cleric Warlord. To complete this quest, you must prevent or remove 6 or more wounds during a single game.

Quest 21 – Dragon’s Den.

Reward: Thunderhammer, Doombringer, Nightmist Cloak, or Vorpall Blade as well as Blackwind.

Type : Independent.

Attempts per week: 2.

It has long been known by treasure hunting adventurers that dragons hoard the best treasure. Luckily, a map leading to the lair of a relatively small dragon has made its way into your possession. Not wanting to take any chances, you dispatch your entire army to handle the serpent.

Rules: May only be completed by an army of at least level 4.

Your opponent begins the game with (1) Blackwind. You have 3 rounds to defeat the dragon before your magical equipment is destroyed by the battle.

You gain 75 XP for this quest.

Bonus: Should your opponent survive the three rounds he gains 25 XP and Blackwind.

Quest 22 – Trollkin.

Reward: Bracers of Ogre Power and any level 4 or 5 character with the Monster trait.

Type: Independent.

Attempts per week: 2.

Ogres and their ilk have roamed the wastelands for centuries, terrorizing the countryside. They are brutal and fierce fighters. Many things can be learned from their fighting techniques however, and you have set out to bring this knowledge back to your army.

Rules: May only be completed by an army of at least level 3.

Your opponent begins the game with the following characters in the first rank {3} Tanner Trollson (3) Phar'Dunn (2) Belsamoreth, and (1) Vadrok the Crippler (equipped with Bracers of Ogre Power in the second rank. You have 3 rounds to defeat the beasts before the call goes out for reinforcements.

You gain 50 XP for this quest.

Bonus : Your opponent gains 20 XP if the secret Islands of the wastelands is protected.

For The Terrains See Other PDF Dropbox File.

