

WAR JOURNAL

TOP STRATEGY FOR WARLORD: SAGA OF THE STORM

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FURY™**



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Editor's Note



Todd Rowland
Brand Manager, Warlord

Welcome back Warlords! So, notice that new little bug in the new Battle Box and on your Dragon's Fury cards? That's right, we've got a new edition of Warlord on the horizon! To celebrate the fifth anniversary of Warlord, Epic Edition will hit the shelves in March with a bang! Many of your old favorites will return, some cards you never thought you'd see again! We guarantee that this edition will remind you why you love Warlord and all the fun we've had these five years!

Dragon's Fury is double-bugged, so the cards you're incorporating into your Campaign decks right now will be fully legal for Epic! One thing you may notice is that the Warlords are not double-bugged. We have our reasons, and I'll explain those later this issue. One more double-bugged set is on the horizon as well, with *Eye of the Storm* releasing just before Epic.

By the time this issue releases, we will almost be ready to crown our Warlord World Conquest Champions! I hope that even if you didn't make the team, you had a great time playing in the events. Look forward to even more qualifiers in 2006!

So what else is coming up in this issue? Mike Leader takes you deeper into Morrigan's plans in his next RPG adventure supplement, the factions various starting line-ups get put under the microscope, Brent gives us a look at Dragon's Fury, and I tell you little about what we have planned for Epic!

It's an incredible time to play Warlord. Don't miss out on the action!

In his spare time Todd likes to engage in amateur home renovation.



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READY TO TAKE ON THE BEST IN THE WORLD?

The **Warlord World Conquest** will determine who has the best players in the World: North America or Europe! All this year, selected qualifier tournaments you attend will add to your World Conquest point totals. At the end of the season, the top six players plus one alternate from each continent will make up the team that represents their continent at King of the Hill 2005! The two teams will square off in a two-day competition of Singles and Doubles matches, determining who is the best!



For more information visit
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Special Feature

Dragon's Fury

"Look! Up in the sky!"

"It's a bird!"

"It's a plane!"

"NO - IT'S A DRAGON!"

"RUN!!!"

Out of the darkness comes the Dragon's Fury! This 168 card set, the fifth expansion since the release of Campaign Edition and the third to draw upon the creative skills of the Player Design Team, is also the first regular expansion to bear the mark of the Epic format. With the exception of the warlords, all of the cards in Dragon's Fury are legal in both Campaign events now and Epic events in the future. The set includes starters for Dwarves, Nothrogs, Deverenians, and Free

Kingdoms—one deck for each class.

Coming from the deepest ocean, the highest mountain, the darkest cavern, and the very heart of the Storm, the dragons have come to lay waste to the Accordlands. No faction is safe—even the Deverenians, who worship of the Storm, are suffering scorch marks where towns used to be. The dragons are hardly all working together, though. Each faction has found a dragon who is sympathetic—or at least more interested in destroying the other factions instead. Along with the six factional dragons, there are two support cards for dragons *Poisoned Tabas* and *Dragon's Breath*, a

dragon familiar *Dragon Coils*, and an ancient cursed artifact for controlling the dragons: the mystical *Orb of Dragon kind*. These cards are mixed in with the rares, but appear only half as often as a normal rare. Best of luck in your quest for the dragons!

With the arrival of the dragons, many other supernatural beings have become more active. Stormwraiths have come pouring out of the Storm into the Deverenian lands. Yscar's followers, the Lycanthropes, are stirring in the Free Kingdoms. More independent Gargoyles are rising from the Dwarven caves, and the devastation caused by the dragons has provided the Elves many





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new Undead. The Nothrog response? Hurl large rocks at all of them with their newly designed Siege equipment! All of the factions explore their special subtypes in Dragon's Fury, with warlords specially geared to work with the subtypes in fresh new ways. Also, each subtype is receiving two support cards—actions or items—designed to enhance their roles in the field of battle.

To fight the dragons—as well as other armies trying to take advantage of the confusion in their wake—the armies have begun training mixed forces, teaching fighters and rogues how to protect the wizards and clerics, clerics how to further enhance the front line troops, and so forth. There are actions reflecting new combined arms techniques, items which grow stronger with the presence of other classes, and characters trained to function especially well with members of other classes. To name a few examples, each “Finals” card is useful by itself, but stronger if the “Finals” of another class is already in the discard. Strategic Strike gives a fighter a boost for each non-fighter in his army. A rogue in an army with

other classes can learn a trick or two from them, declaring “Mimicry!” as he throws a lightning bolt. Twisting the Omens lets a wizard and cleric work together to deliver a devastating blow while supporting their own troops at the same time. On the flip side, there are also some cards which punish decks with all one class, such as Shadow of Murder and Shadow of Jealousy.

“Yeah, yeah—so tell us about the people already!”

I'm glad you asked. Weighing in at a few hundred pounds is Syvonne Ashenstorm, a fire giant who has renounced her race's traditional aversion to magic and followed in Sceth's footsteps for her own unique brand of fun with Siege equipment. While many Nothrog commence with smashing on their own, her abilities are more geared towards the army as a whole, and inflict a difficult tactical choice on the opposing warlord: does he really want to use that spend order and give her siege units greater range? Her followers in this set include a large number of Siege characters, of course, such as

Wheeled Pikes—a level 1 Siege with a decent melee strike, or a bigger strike when some poor unfortunate moves into range. Some players are tempted to think of the Nothrog as a one-dimensional blitzing army, and cards such as these two and Lars Trunk should dispel that illusion with the imposition of unpleasant choices between bad and worse. To help with the Siege carnage is a Wagon Team to pull the equipment along and [Rain of Fire], which marks a target for all the Siege to hit.

In the Elf camp, Cairbre Netheryn honors a request players have been making for a very long time: an Elf Assassin warlord. While he blazes his path of death, he and his undead followers leave a trail of poison in his wake weakening the opposition. Hungry Dead kicks those who are down, teaming up with Severed of Bone to stun and kill with ease. Elwyn Rowon fits in with any elf warlord, picking any class when entering play. Unfeeling Flesh gives the undead a longer unlife, while Alter of Flesh shows just how transient death can be. Finally, as a gift for those who want to bring on the pain with saves, Tyvast is a cute little

necromancer who lowers opposing skill while he is in the discard pile. How much did you want to get through that front line?

For a different rogue feel, the Dwarves arrive at the battle with Etor Chance, the Elton John of the Dwarf world. With him in the lead, all of your gargoyles possess that bit of extra energy—especially when someone is foolish enough to target them! While he is not a cleric himself, the gargoyles in this set are continuing the recent trend of being able to enter play without needing a cleric—though they still like having clerics around to fuel special abilities. For example, after one of the gargoyles readies, it can immediately attack with the help of Focus. Harkening back to the multi-class deck theme, Pious is useful for punishing mono-class decks, and Athril Gargoyle shows the flip side of the coin with lots of benefits for using all the classes in your own deck.

As is often the case, the Mercenaries are a mixed bag. Caitlyn the Free is a wild rebel, having no direct connection to the mechanical themes but filling the Merc wizard niche with great spell casting flexibility. Need a Magic Missile? No problem! Power Bolt? It's yours. Chain Lightning? It will cost you, but if you think it is worth it you can have it. The rest of the Mercs are a variety of dragons, Abyssals, and other monsters ranging from Mad Ysedaite,

Minor Dragonkin, and Dragon's Lair to the powerful Goldenpeak, a gold dragon from legends past. Regre's Shadow is a particularly interesting character—not because of his abilities as such (he is a level 1 abyssal with Stealth), but because of how he will suddenly improve when Epic rolls around. Want to know more? Just hold on for a couple of months...

From the heart of the Storm, Ghed Jaroslav leads a host of Stormwraiths into the Deveronian lands where they strike with lightning speed.

Solus D'Zlchant is happy to see this, because he can spend an adjacent Stormwraith instead of himself when attacking. With Bishop Ionna, the Stormwraiths blows hurt even more. Acolyte Dorra was apparently a follower of Latnok before entering the Storm, as she is



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a seer who allows two dice to be rolled for a roll, choosing which one she likes better. (Notice I did not say it had to be a Deveronian rolling...) Alexa Genecourt following the dictates of her order to protect the Stormwraiths, showing a bit more of the synergy between Paladins and Stormwraiths being developed as the Stormwraith trait comes into its own as a bold trait.

Finally, we come to the Free Kingdoms, where the warlord combines two themes of the set: factional traits, and dragons! In Valford begins play as a dragon in human form, but can change form during the game into a magnificent silver dragon! The dragon card, which bears the same name, can also be used in other decks as a normal level 7 Free Kingdoms dragon—if you can call a dragon normal! In keeping with the normal abilities of such dragons, he also

bears the Lycanthrope trait, as such dragons in the RPG are able to change into any human or animal form they desire. Speaking of Lycanthropes, they are rocking the Free Kingdoms! For a long time there has been an even split of Lycanthropes between the Free Kingdoms and Mercenaries, and Dragon's Fury marks the beginning of Lycanthrope as a Free Kingdoms trait in a similar manner to Undead for Elves and Gargoyle for Dwarves. Appropriately enough, it also marks a change in the mechanical approach to Lycanthropes. Gone are the days when they rely on special items which are completely useless outside of Lycanthrope decks. Now, the shifts in form are built in, in such cards as Kailtas Yscar, Barrett Yscar, and Tahmores Yscar. Just as the undead receive support from necromancers, the Lycanthropes now receive

support from rangers and druids, as exemplified by Warren Brood and Markappal Hag. Beware the Dragon's Fury!



Faction Focus: Deverenians

First Storm

WRITTEN BY TIMOTHY TAYLOR

When determining which starting characters to use for a Deverenian deck, it is always best to examine what your deck's purpose is and how you plan on fulfilling that purpose. Of the several strategies available to the Deverenians, blitzing has recently been their strongest option. Take *The Front Line*, a simple level 1 fighter with an amazing react speed effect of generating extra melee strikes before your opponent can fight back. Of course, his lightning fast offense is tempered with a low 10 AC and no skill, leaving him vulnerable to other react-speed characters like *Farrell Wadreth* and *Isadra*. In order to counterbalance his weakness, *Justinian* answers the call by modifying dice rolls once per turn to either help you hit with your strikes or make sure the opponent misses with his. Almost every Deverenian strategy is helped with two *Justinians* starting in rank two, although he is not the solution for every deck.

Another aspect for the Deverenians is their love for Steed and Cavalry-themed decks. This is where *Oubliette Hound* can shine. Allowing your characters to move forward at react speed after equipping a steed can bring a hard hitter to the front where your opponent can do little except cry. The *Oubliette Hounds* also have quality stats (like a 12 AC) for a level one fighter, but don't forget; spending the Hounds to move a character does subtract somewhat from your offensive capability, especially if you start with and spend all three Hounds. For

the second rank, Cavalry decks can use the versatile *Kane the Hunter*, with nice stats (+1 ATK and 13 AC), built-in forward movement and a +1 ranged strike to hit those annoying punks who like to hide in their armies' second ranks.

Sometimes the best offense is a good defense and the Deverenians have several characters that display this fact nicely. *Squire Trevet*, although underrated, can strike at opposing melee attackers BEFORE the strike is even rolled via his react-speed use of the *Riposte* feat. Of course, his low skill doesn't guarantee a successful parley, so maybe he isn't defensive enough for your tastes. How about the *D'Illchant Keeper*, with a 12 AC, *Defend* feat and ability to cancel melee strikes targeting adjacent Deverenians? Did I mention he is also a Paladin, which fits in well with Deverenian Paladin-themed decks? If you don't wish to roll a die for defense, try the *Genecourt Initiate*, whose ability says that after he dies, the next melee or ranged strike targeting characters in your army is a critical failure? This means that your opponent needs to use five strikes (minimum) to kill off your front rank. Since the *Genecourt Initiate* is also a cleric, he's great for those of you who run *Veiled Passing* (which should be all of you!) and *Sacrifice*.

However, nobody works best at holding ranks for the Deverenians like the *Deverenian Courtier*. His low stats and inability to attack are detrimental for

offensive purposes, but when you have two hit points, does offense really matter? Don't ignore his fighter class, as playing a surprise *Outmatched* from him can leave your opponent speechless. Most decks other than those attempting to bring out high level Dragons will shy away from the *Courtier* despite his rank-holding powers, but let's not forget how useful *Brine Fiends* are at being meat walls. The second rank has *Sethra the Spark* for defensive support. Not only does she have the *Illusionist* and *Summoner* subclasses, she can also create a level one *Astral* support character from your deck. If you really want a starting army meat wall, there is also the popular *Lady Meleagrance* with her two hit points.

The Deverenians possess a plethora of deck building choices and their versatility of starting-army characters ensures that you will always have a strong lineup to deal with whatever your opponent throws at you. Tempo control is the Deverenians' specialty, so never forget to utilize their react-speed abilities. Here are three powerful starting lineups to give your Deverenian decks that winning boost:

3 x *The Front Line*, 2 x *Justinian* (fast offense)
3 x *Oubliette Hound*, 1 x *Justinian*,
1 x *Kane the Hunter* (steed-based
character control)
2 x *Genecourt Initiate*, 1 x *Deverenian
Courtier*, 2 x *Sethra the Spark*
(defensive build)

Faction Focus: Dwarves

Unbreakable Wall

WRITTEN BY CHRIS DYER

In an environment where the first turn is crucial to determining the outcome of the game, the Dwarves are in the luxurious position of having some of the strongest starting line-ups going. As you'd expect, they can field one of the most resilient starts, guaranteeing stability for your hard-hitting level fours and fives. However, they also possess some fast and aggressive level ones and twos who make very strong starters in any blitz deck.

When you sit down at a tournament against a Dwarf, you're most likely to be staring at three copies of Defiance and a combination of Will and Wall, and with good reason. While the Dwarves can field other strong starters, notably Provider, Hymn or Serpentscale Gargoyle, this is the anvil against which most other factions will beat ineffectually. Will is great for tying up starters, who typically have very low skill, and is even useful later in the game when a stealthed Blacksand Gargoyle can make his check a concern even for warlords.

But why is Defiance so good? Sure, he's got two hit points, but he can't really attack until the end of the turn, can he? In fact, that is often his greatest strength. Take the typical and ever popular Elven starting line-up of Amatria Tansiq and Eirlas, which relies on its own characters dying to maximise potential damage. Defiance trumps this start: by not attacking you're reducing the amount of firepower coming your way by half. Defiance is also very good against another of the prevailing starting line-ups: the Deverenian start of three copies of The Front Line. While the vastly increased tempo of this start can often be crippling to many decks, it only triggers after killing a character, a feat, which is much harder to accomplish when facing Defiance, backed by Wall or Dwarven healing.

So, if that is the anvil, what is the hammer? One option is Talon flanked by two copies of War. By killing Talon and triggering the War's reacts you can achieve three strikes on your first action, with the added bonus of Power

attack in Ahdi Akhkar. If you draw Outmatched, the potential for breaking ranks is even greater. The great thing about this start is that even should you lose initiative and your opponent manages to kill one of your characters you'll still get two strikes by your second action.

Another strong line-up is two Dread flanking a Martyr, backed by two Lighstone Gargoyles. Martyr protects your front rank, and can potentially inflict retaliatory damage, and on your action Dread jumps back a rank to shoot, falling a Lighstone forward to react with a melee strike. This start boasts considerable tempo advantage, as well as provoking a look of surprise on the face of an opponent who hasn't seen it before.

Whether they use the hammer or the anvil, the Dwarves are very well equipped to fare well in the opening exchange of any game, and from there move onwards to an inevitable victory.



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Faction Focus: Elves

Bone Guard

WRITTEN BY LAURENCE SINCLAIR

When considering any starting line up, we need to think about how much damage the characters can inflict upon the enemy while avoiding collateral wounds. Rather fragile, Elves rely upon their ability to inflict hurt rather than trusting huge AC or multiple Hit Points to soak it all up. The most common opening formation for the boys in grey demonstrates this principle nicely. A trio of Amatria Tansiq, backed up by a pair of Eirlas, can dish out five strikes right off the bat. The fact that they can continue to kill as they are dying gives them that little bit of extra tempo, and they can be resurrected to repeat their performance when backed up by a Necromancer or two casting Severed of Flesh.

It of course there are times when it's best not to try and kill your killer like when one of your own Amatrias has been shot down by an opponent's Eirlas. To do so would be to basically give your tempo advantage away. Luckily, the Elves have another, slightly safer method of disrupting the enemy's plans. Javvyn fouls up ranks without getting into



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the messy business of killing. Being one of a select few Ethereal level 1 characters in the game, she's also the Elves' most resilient front ranker, unless facing a wizard. When backed up by Soma, with a similar ability that can be used on demand, you can get your opponent's characters to fall forwards without having to try to touch their superior AC.

More specialised decks require more specialised starters. Amatria/Eirlas is good all around, but what if you need a wizard? Naia Calix provides superior spell-casting abilities from your front rank, and can be pretty devastating for Ahdre or Bronwen Tansiq. Talyn takes pride of place in the second rank, where he can pitch dead cards to get more strikes. Elees, with his first turn Marksmanship, provides more options in the ranged strike department, from simply sniping an enemy's second rank to killing tougher characters with one shot. Specific warlords also merit starting

characters that would not be considered for most decks. Rustiq Umbala would be quite happy to have Kyalid or Narasis sitting in his front rank to benefit from his Undead boost, with Skyyrek sitting behind them to bring them back from the dead or pillage the enemy's Shallow Graves when his lord is otherwise occupied. Tepheroth, granting her Elves the ability to cast spells, can have Hippal tossing off quite impressive Power Bolts and Blasts, and Yanthorine possibly wiping out a front rank with Magic Missiles. When paired with Ilvion, the cleric helps Tepheroth scythe through those pesky multiple HP enemies. Long-regarded as a sub-par warlord, Raziel gained much when Isadra turned his discard ability into a means of generating more ranged strikes. The Elven starting armies vary in appearance, but share a common strength: killing the enemy quickly and painfully and that's the way they like it.

Faction Focus: Free Kingdoms

Worth Their Weight in Gold

WRITTEN BY GABE COVERT



One major Free Kingdoms character strength is their synergy which is reflected in the numerous starting armies they can field. While the other factions tend to standardize with one or two starting line-ups, often regardless of which warlord is running the show, several Free Kingdoms warlords have a starting army that is well-suited to their particular abilities.

Most Free Kingdoms warlords benefit from the dilemma that a solid front rank of Jiyacin Fret presents to the opponent: break ranks, or give the Free Kingdoms player the chance to get their Warlord up front and swinging very quickly. In a deck which relies on skill, throwing a single Aida between two Frets results in a significant boost to skill, while also giving the opponent the choice between letting the Free Kingdoms hold ranks, or giving everyone in her army a +3 skill bonus.

Dreiga is a solid second rank starter that turns those adjacent to her into attacking monsters, and if she ends up in the discard pile, makes every Free Kingdoms character in her army a little stronger. Bradley holds

ranks, being the only 2-hit-point starter the Free Kingdoms can field, and can also save his army from a poorly-timed critical failure. Darso the Mad is a great choice for holding ranks, as he is difficult for many low-level characters to hit, plus his wizard class allows him to toss good low-level spells, like Web or Blast. When it's critical for a Free Kingdoms army to build back ranks, Xerxes is a good choice, allowing a fourth rank quickly if you draw a fifth-level character.

In a Captain Dukat deck, the front line is most often made up of either Percy Dorn or Serah ni Fhionn, depending on whether the player wants more AC or more bonus to the ranged strike. Dukat has a great choice of second rankers, including Angus Hammerfall, who is always solid, Joseph Krieg, who becomes even more useful when dead, Farrel Wadreth, who punishes the opponent for taking out the rank in front of him, Ariella, whose Astral ability helps to hold ranks, and Calenar Archer, who performs a ranged strike with a bonus equal to the number of character in the target's rank.

Tonvan Veen was tailor-made for Laird Jon Hawthorne. A front rank of this evil little bugger will turn Hawthorne's +4 strike into a +10 bomb, and the ability of each one to add +2 to the ranged strike of someone who has moved is not limited to once per turn. Celinar Guard is another favorite of Hawthorne: Starting play with a copy of him guarantees Hawthorne movement he can attach first turn, and that stacks with a steed.

Free Kingdoms also have some choices to meta against the environment, with Kun Iacob to neutralize Astral and Ethereal opponents, and Shomari Jawara, who holds the line against good opponents, and provides a good stat line for a first-level character against the evils of the Accordlands.

For the faction which prides itself so much on synergy, the Free Kingdoms have good choices for starting armies which make the most of their abilities to work together.

Monstrous Starters

WRITTEN BY CHRIS VACCARO



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The Mercenaries have been known for their great starting armies since the old days of Open. However, during the early days of CE, they were considered to have the best starting army in the game. That army, which is still popular today, was 3 Brine Fiend and 2 Amoudasi's Wrath.

Brine Fiend was a starter with 2 HP and a +0 strike. He was the ultimate rank holder while he still had the ability to put some pressure on the opposing ranks. Sure, what can a +0 ATK do? Player lore tells of many warlords dying to the mighty Brine Fiend's swing. At this rate, it's only a matter of time before a Brine Fiend rolls a 20 to kill a Medusan Lord! A fan favorite 'til the end, Brine Fiend is hardly replicable.

Aside from the great and almighty Brine Fiend, there is Amoudasi's Fire. This starter does not come with a melee strike. The thing that makes him a choice over Brine Fiend is that he doesn't attack the opponents AC, rather their skill. The Fire's DC 13 check is very hard to pass for the average starter. The average skill for a level 1 start is about +1. So that means that the odds of the Fire wounding a level 1 starter are in your favor. The Fire also is strong against the

dreaded Nothrog combo of sitting 2 Uthanak's Tower next to each other and holding the ranks for at least 1 turn until someone can hit that 20 AC. The Fire gets around that easily as the Towers have a 0 skill. Not only is the Fire an offensive tool, he's also a great rank holder because of the Ethereal trait. Unless the opponent is playing a wizard warlord or is another Mercenary starting Amoudasi's Wrath, the Fire will definitely earn his keep as long as the opponent isn't rolling even all day long.

When discussing the level 2 starters, Amoudasi's Wrath is the primary choice. His ability is the equivalent of a +3 Ranged Strike that could target any character within 2 ranks, ignore Astral/Ethereal, and not be redirected by Urg's ability, the popular Nothrog starter. On top of that, he's an Ethereal character himself, making it a lot harder for him to get sniped out by a level 1 starter with a built in ranged strike. Plus, he was a wizard, giving him the selection of key Wizards toys such as Ring of Vorn, Blast, or Tzin's Attention. Despite the Wrath being this good, many people preferred starting only 1 Wrath and using the other slot to start 1 SS-Saurth. This lizard-man was very useful

in case your Brine Fiends ran into multi-wounding starters or your Fire's got shot down by Magic Missiles. The SS was the candidate to fix illegal ranks as, the very next action, he was able to perform a +3 Melee Strike. Also, if he manages to survive until turn 2, he might as well have 2 strikes with his ability and his base attack.

Finally, an up-and-coming level 2 starter is Gilbert Basc. This guy has an ability to give permanent bonuses to characters without the Monster trait. In an environment swarmed with Kapix and other item destruction, any bonus that's not item oriented is always solid. However, Gilbert's bonus is only +1 to ATK and AC. His true strength is shown when he equips The Cardinal's Blessing. So, with Gilbert Basc in play, The Cardinal's Blessing makes it so you have a +6 to ATK and AC. Needless to say, both Gilbert and The Cardinal's Blessing are auto-includes in any Mercenary "Uber" archetype.

Faction Focus: Nothrog

Brutal Strike

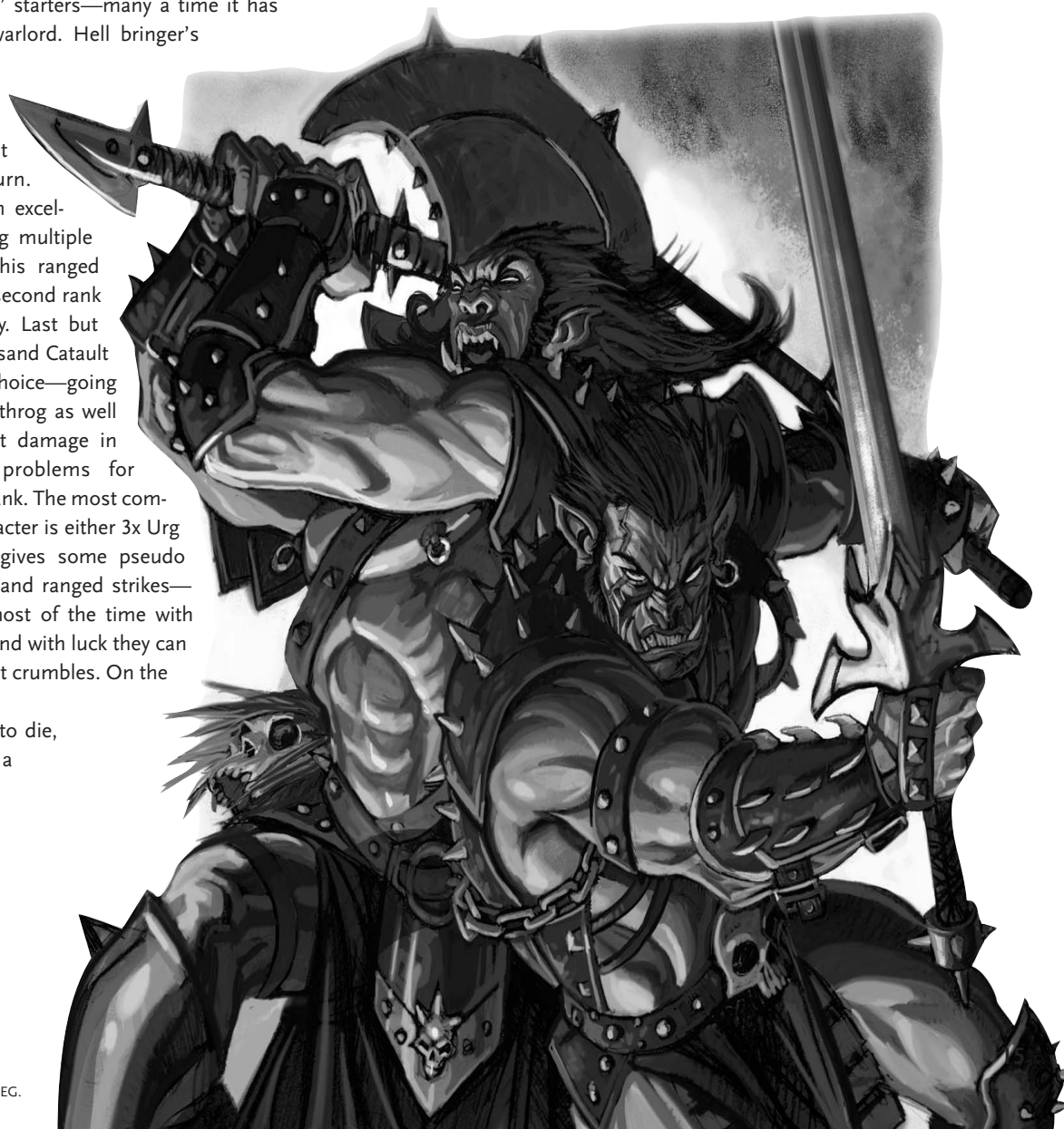
WRITTEN BY DIMITRIS LETSOS

The Nothrog have some of the most outstanding warlords in the game: *D'ezicrah*, *Ar'tek*, and *Uthanak*. With such versatile powerhouse warlords and notable characters like the Nothrog monks and fighters of 3rd and 4th level and with the well-known offensiveness of their whole army, one would expect them to reign supreme. But as most players know, Nothrog far from dominate the playing field and their starting army is one of the weakest in the kingdom.

Truth be told, the second rank Nothrog have quite a number of good choices. *Uthanak's Tower* is the only real reputable strength and is among the best starting characters: It provides much needed stability, gives the chance to go on the offensive and gives many armies a run for their money. *Uthanak's Tower* are usually found in pairs, and with a bit of manipulation they can almost always be put one adjacent to the other to assure the best results. *Ballista Crew* deals with the increasing number of 2 hit points' starters—many a time it has been the death of a warlord. *Hell bringer's*

Quill is defiantly impressive: A strike that can be up to +7 is almost bound to hit something first turn. *Temb'w'bam* is also an excellent character providing multiple options for hits with his ranged strike from the first or second rank of an opponent's army. Last but not least the new *Blacksand Catault* can be an interesting choice—going the dc road for the Nothrog as well as being able to inflict damage in some cases. The problems for Nothrog begin at first rank. The most common starting level character is either 3x Urg or 3x sken. The first gives some pseudo defense against melee and ranged strikes—the chance to strike most of the time with your entire front rank, and with luck they can also protect a tower as it crumbles. On the other hand sken is fragile and more likely to die, but this is not always a bad thing. If the opponent has spent a char-

acter in the front rank to do the job (that is most of the devs, dwarfs and some freeks) he can strike back. *L'sara* is not commonly used nowadays: her stats are ok-ish but the lack of ability does keep her from seeing much play. Other choices? Some players replace one Urg with a *Muddflek* in order to strike in the second rank. That strategy could work better with toothy rogue, with the added bonus of not losing the character. *Arrax* are very fragile, but might be worth it: they could prove quite strong against some starting formations. Other choices include the pseudo Jigoral-like *Lorik* that can damage your opponent's second rank, despite his relative fragility, and last but not least there are *Wyvern's Talons* and *Wheel Pikes*: Both are siege with abilities not overly interesting where most Nothrog warlords are concerned but which can be quite welcome in *Sceth* or *Syvonne Ashenstorm* decks.



Experience Points

HERO'S GAMBIT

+8/+4 Sir Geoffrey Drac 16

CHARACTER

Deveranian • Epic • Hero

Adjacent Deveranians have **Defend +10**.

Spend Order: Remove Geoffrey from the game. If Geoffrey was in your first rank, perform any number of Orders until you pass.

"As you wish." - Baron Fabrice Bellum

000111100

+3/+2 Lady Keithia 15

CHARACTER

Deveranian • Steel Rose

Lady Keithia has **+1 ATK** for each Deveranian in ranks behind her.

React: After Lady Keithia enters the first rank: Perform a melee strike.

"Truly, the dwarves know how to trade their pets!"

000211100

+6/+2 Kiyar Undying 15

CHARACTER

Dwarf • Epic • Hero

Order: Remove Kiyar from the game. Ready all of your Dwarves in the rank Kiyar was in.

"Our king would forsake his kingdom to save it? Insanity!" - Galle

002111100

+7 Mountain 16

CHARACTER

Dwarf

Mountain also counts as a character in the rank behind him.

React: Before an opposing character inflicts a wound on Mountain: Perform a melee strike.

"Knight, we have a word for heroes like your Sir Geoffrey: villians!"

000111100

+5/+3 Lorfimlin 16

CHARACTER

Elf • Epic • Hero • Nimble

Spend Order: Target a character 2 or 3 ranks away. Perform a **+5 ranged strike** against each character in the target's rank. Remove Lorfimlin from the game.

"You're throwing away your life by attacking Galle!" - Kella

000111100

+2 Dex Glyn 14

CHARACTER

Elf

If your Warlord is an Elf, Dex may enter play into an illegal rank.

Spend Order: Perform a **+2 ranged strike**.

React: After Dex falls forward from an illegal rank (even if stunned), Perform a **+5 ranged strike**.

000111100

+5/+3 Sir Thomas of Cellnar 16

CHARACTER

Free Kingdoms • Epic • Hero

When adjacent Free Kingdoms characters hit with a melee strike, they inflict an additional wound.

Order: Remove Thomas from the game. Until the end of the next turn, when your Free Kingdoms characters hit with a melee strike, they inflict an additional wound.

000111100

+4 Xiantha 14

CHARACTER

Free Kingdoms • Monster

May not equip Steeds. Xiantha has one additional strike while attacking (base **+1 ATK**) for every rank in your army.

000111100

+8/+5 Nightscale 17

CHARACTER

Mercenary • Unique • Dragon

Stealth +6

May not equip items.

Spend Order: Target and move a character in this rank backward two ranks.

Order: Once per turn, move forward or backward one rank.

000111100

+4/+3 Fylgia 15

CHARACTER

Mercenary

May not be targeted by actions from characters more than one rank away.

Order: Once per turn, if Fylgia is in your first rank, perform a **+6 ranged strike**.

"This is a vision most inspiring, my Emperor." - Dallen Stormlost

000111100

+10/+9 Jarz'an 14

CHARACTER

Nothrog • Epic • Hero

Spend Order: If Jarz'an is in your first rank, target all characters in an opposing first rank. Perform a **melee strike** against each target character. If Jarz'an hits with any of these strikes, he inflicts an additional wound. Remove Jarz'an from the game.

000111100

+7/-7 Kranig 12

CHARACTER

Nothrog

React: Once per turn, after Kranig moves forward. Until the end of the turn, if Kranig hits with a melee strike, he inflicts an additional wound.

"Here goes, grinding her teeth as she crushed the lesser 'Roaming First Haze before Kera does, or we'll be in it up to our necks!"

000111100

Haunted Forests

ACTION

Order: Remove up to 3 characters in a discard pile from the game. Target the same number of characters in an opposing first rank, who must each succeed with a fear save (DC 8 + caster's skill) or be unable to attack for the rest of this turn.

"Go and remind the world of who did this to you!"

- Rusty Umbala

000111100

Gahid's Stand

ACTION

Spend Order: Spend up to one character in each rank behind this character. Perform a **melee strike** (base **+5 ATK**) for each character spent in this way. Perform an attack without spending.

"I am here, Death Knight!"

000111100

Zaina's Treachery

ACTION

React: Before the roll for a melee strike targeting this rogue. Equip any number of items and perform a **melee strike** targeting the attacking character.

"These Deveranians think as their allies. The Soladins would be amused!"

000111100

Medusan Lords' Gambit

ACTION

Spend Order: Target up to two characters in different ranks who must each succeed with a magic save (DC 5 + caster's skill) or suffer a wound. If a target fails by 10 or more or has a critical failure, he suffers an additional wound. Characters may not react to or during this action.

000111100

The Simurgh

ITEM

Familiar

+5 Skill

React: After this cleric casts a spell, spend the Simurgh. Target another character and remove a wound from the target.

"It is Madala's pet, though 'tis far older than he or I. As the Storm takes the world, the Simurgh would just be in time!" - Chief Shetevor

000111100

+1 Battle Rhino

ITEM

Steed • Powerattack +5

Order: Spend Battle Rhino. Move forward one rank. This fighter may perform an attack.

"Mount up, men. Bring down their artillery!"

- Batia Nyota

000111100

Chained Claw

ITEM

Order: Spend Chained Claw. If this rogue is in the first rank of your army, target an opposing character within three ranks. The target must succeed with a dexterity check (DC 8 + this character's Skill) or move forward one rank.

"Deveranians talk too much!" - Akdre

000111100

Kassia's Bracers +1

ITEM

Shield

Opposing characters may not use reacts during melee and ranged strikes targeting this wizard.

React: After this wizard targets a character within one rank with a spell, spend Kassia's Bracers. Increase the DC save or ranged strike produced by that spell by **+3**.

000111100



Save your Experience Points!

Remember to clip out the Experience Points logo from all your Warlord boosters and deck boxes. You can redeem them for exclusive rare cards, listed every month in the War Journal.



Each order must be accompanied by the order form (photocopies are accepted). All selections are limited by availability — first come, first served. Send Your Requests and a Self-Addressed Stamped Envelope (S.A.S.E.) to:

Warlord XP Redemption, Alderac Entertainment Group
4045 Guasti Road, Suite #212
Ontario, California 91761

ITEM		COST: XP / DOLLARS	QTY	SUBTOTAL
HERO'S GAMBIT RARE CARDS (LIMIT ONE OF EACH CARD PER HOUSEHOLD)				
SIR GEOFFREY DRAC	SEND S.A.S.E. WITH ORDER	20 XP PER CARD		
LADY KEITHIS	SEND S.A.S.E. WITH ORDER	20 XP PER CARD		
KIYAR UNDYING	SEND S.A.S.E. WITH ORDER	20 XP PER CARD		
MOUNTAIN	SEND S.A.S.E. WITH ORDER	20 XP PER CARD		
LORFINNIN	SEND S.A.S.E. WITH ORDER	20 XP PER CARD		
DEX GLYN	SEND S.A.S.E. WITH ORDER	20 XP PER CARD		
SIR THOMAS OF CELINAR	SEND S.A.S.E. WITH ORDER	20 XP PER CARD		
XIANTHA	SEND S.A.S.E. WITH ORDER	20 XP PER CARD		
NIGHTSCALE	SEND S.A.S.E. WITH ORDER	20 XP PER CARD		
FYLGIA	SEND S.A.S.E. WITH ORDER	20 XP PER CARD		
JARZAN	SEND S.A.S.E. WITH ORDER	20 XP PER CARD		
KRANIG	SEND S.A.S.E. WITH ORDER	20 XP PER CARD		
HAUNTED FORESTS	SEND S.A.S.E. WITH ORDER	20 XP PER CARD		
GAHID'S STAND	SEND S.A.S.E. WITH ORDER	20 XP PER CARD		
ZANASTREACHERY	SEND S.A.S.E. WITH ORDER	20 XP PER CARD		
MEDUSAN LORDS' GAMBIT	SEND S.A.S.E. WITH ORDER	20 XP PER CARD		
THE SIMURGH	SEND S.A.S.E. WITH ORDER	20 XP PER CARD		
BATTLE RHINO	SEND S.A.S.E. WITH ORDER	20 XP PER CARD		
CHAINED CLAW	SEND S.A.S.E. WITH ORDER	20 XP PER CARD		
KASSIA'S BRACERS	SEND S.A.S.E. WITH ORDER	20 XP PER CARD		
EVENT PROMO CARDS (LIMIT ONE OF EACH CARD PER HOUSEHOLD)				
GREEN WYRM HELM	SEND S.A.S.E. WITH ORDER	50 XP PER CARD		
WHITE WYRM HELM	SEND S.A.S.E. WITH ORDER	50 XP PER CARD		
BLACK WYRM HELM	SEND S.A.S.E. WITH ORDER	50 XP PER CARD		
RED WYRM HELM	SEND S.A.S.E. WITH ORDER	50 XP PER CARD		
BLUE WYRM HELM	SEND S.A.S.E. WITH ORDER	50 XP PER CARD		
GRAND TOTAL				

NAME

STREET

CITY

STATE / PROVINCE

ZIP / POSTAL CODE

COUNTRY

PHONE

EMAIL

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Breaking Out of the Box

WRITTEN BY BRENT KEITH



In these difficult times, fights can break out between anyone, and battles occur everywhere. Grizzled veterans square off as fresh recruits enter the fray for the first time, setting their feet on the path which will lead them to become either corpses or experienced veterans themselves — or possibly both. Every veteran was once a raw recruit, and the new Battle Box is designed to help the new recruits on their way. The Call to War box contains two complete decks (one Elf and one Dwarf), two dice, a special rule book with a sample step-by-step first turn, and of course the box itself - useful for totting your decks to tournaments or your local game night. For new players, the step-by-

step guide should help simplify the learning curve. For experienced players, this is a tool you can use to draw your friends in. Each deck features a warlord never seen before with stunning art by Jason Engle, a new unique item, and a playset of a completely new action. There are also some nice rares and useful uncommons fixed within, so the box has something to offer whether you just started collecting or have been playing since the first Battle Box appeared.

The Dwarf deck is built around Jorn of the Summit, a fighter warlord who plays heavily on three themes of the Dwarves: item support, readying, and supporting his troops. His deck features a build up of fighters and clerics to support them, along with items and actions to get them moved forward into the fray where they can pound the

foe with a personal touch. Shield of the Summit provides a little extra protection for fighters or clerics, and Blood Oath makes it tougher for opposing characters to get rid of those items you worked so hard to equip.

On the opposing side, the Elf deck is all about ranged strikes, with some melee rogue tricks built in to keep the Dwarves on their toes. Cathel Rowan is a scout with an innate pair of ranged strikes, as well as two melee strikes when attacking—so he is useful in either the first or second rank. If he is lurking in the second rank, he offers a subtle extra protection to his front rank: he can spend anybody he hits with a ranged strike. Scythe of Souls, the unique weapon in his

deck, weakens anybody it hits—allowing the rest of his army an easier time of swarming the victim. Rowan's Duty offers an opportunity similar to "Leveled!," but much more useful to those trying to kill from a distance such as rogues and wizards.

With Epic Edition releasing in less than a year, we faced a difficult choice. Do we include the Epic icon on any cards at all? Do we only use cards legal in both Epic and Campaign? Do we use some cards which are not legal in one of the two formats, and if so do we double-bug them or only give them the bug from the appropriate environment? With the timing, we decided it would be a huge disservice to the new players buying the Battle Box if there were cards which would suddenly become illegal when Epic hit the streets. Thus, all cards in the set will be tournament legal when Epic Edition arrives. The same argument could hold true for Campaign legality, but there were two opposing arguments which swayed us. First, the deck simply would not be as strong if forced to be legal in both. Second, this gives us a good opportunity to show you some cards which will be returning in Epic, and get them into new players' hands quickly. I hope you enjoy such cards as Bloodthirsty and Vivian—because they are on their way back! We could have given them CE icons, but our experiences with other games taught us the hazards of introducing cards into a limited environment after they had been previously removed. The confusion it caused has always been a problem, so we deemed it wiser to simply keep them out, knowing that this issue would resolve itself in mere months.

Now, I invite you all—veterans and novice players alike—to take up the Call of War!



"The Most Frequently Asked Questions about the War Council & XP Redemption (and the answers)"

WRITTEN BY ERIC STEIGER

illus. Lisa Hunt © 2005 AEG



Q: "Is War Council Membership & a subscription to the War Journal the same thing?"

A: Yes. The War Journal is the official fan club magazine, available exclusively to members of the War Council. War Council Membership entitles you to 4 issues of the War Journal (complete with exclusive promo cards), early XP Redemption, and access to occasional special & promotional offers from AEG.

Q: What should I do if I haven't received my War Journal yet?

A: Don't panic! The War Journals are sent via US Bulk Mail, and arrival time can vary greatly, even within the same areas. If your neighbors have had their War Journals for at least 2 weeks, however, and you haven't received yours, then you should probably contact AEG.

Q: "What's the best way to send in my XP?"

A: Whatever way is convenient for you, as long as they're not loose scraps of foil. Tape them to a piece of paper, seal them in a card sleeve or separate envelope (with the total written on the front), rubber band or staple entire packs together. Whatever works best for you, as long as they're easy to count & dispose of.

Q: "What do I need to send with my XP?"

A: Only 2 things – the order form (filled out completely), and a self-addressed envelope with enough postage for your cards. In the US, this equates to \$0.37 for every 10 cards, in Canada, it's \$0.60 (US \$) for every 10 cards, and in other countries, \$0.80 for every 10 cards. If

you are unable to get US stamps, you can use 1 IRC (International Reply Coupon) for every 10 cards. Make sure you get the IRC stamped at your post office, or else it's no good. Even if you use an IRC, make sure you still enclose a self-addressed envelope. Always include the self-addressed envelope; that way, we decrease the chance of your order going to the wrong address.

Q: "How do I increase the chance of getting exactly the cards I want?"

A: If you're reading this, you're already ahead of the game – War Council members get to order for a month before anybody else does. Beyond that, it's important that you place your order as early as possible, that you fill out your form correctly & completely (with no more than 1 of each card requested), and that you enclose an addressed envelope & postage. However, there's always the chance of us being out of some cards. If you request specific alternates, we'll do our best to accommodate you.

Q: "What should I do if I've sent in my XP and haven't received anything?"

A: Check your calendar for when you sent in your XP. While we try to get cards back to you as soon as possible, it doesn't always happen. If it has been more than 6 weeks since you sent your XP in, then there might be a problem. Email xpredemption@alderac.com or call 909-390-5444 to check in on your XP situation.

Q: "Can I use other product points along-

side my XP?"

A: Absolutely! We take product points from any current or past AEG or FRPG game, and they're totally interchangeable with XP. Ghost Rock, Koku (of all varieties – CCG, Diskwars, & Clan War), Plunder, Ammo, Spice, Teeth, & Dinari.

Q: "When does my membership end, and what is my War Council (or AEG ID#)?"

A: Both the number of your last issue, and your AEG ID# (which is the same as your War Council #) are on the mailing label for your War Journal. The mailing label for your last issue will also say "THIS IS YOUR LAST ISSUE" in large, friendly letters. You will also receive a reminder postcard in the mail roughly 1 month after your last issue ships.

Q: "Who do I contact at AEG regarding any other questions I might have?"

A: For XP questions:

xpredemption@alderac.com

For magazine questions:

fanclubs@alderac.com

For any other questions:

customerservice@alderac.com

If your email doesn't receive an answer within roughly 2 business days, you should probably call: 909-390-5444.

Q: "How do I beat the Medusan Lords?"

A: For a complete listing of AEG staff members' favorite drinks, send \$50 (US) to Eric Steiger, care of ...ow, ow, Todd, quit it! I wasn't telling them anything, really! Put down the baseball bat! Ok, bye, everybody!

We've Reached Epic Level

WRITTEN BY TODD ROWLAND

Illus. Ed Cox © 2005 AEG.



Warlord has enjoyed five successful years in the CCG market, and we have no plans to slow down now! Epic Edition will release in March 2006, ushering in a whole new format and depth of gameplay for Warlord. As you may have seen from your Battle Box and Dragon's Fury, some cards are already legal for the environment, and more will release prior to the base set. But what, you may ask, will the cards in those sets have to work with from Epic?

What Warlords will be back?

Could General Lund show up again? Taoth? Mak and Makob? Behlial?!!!

Or what about the new kids? Will Trespass still be around? What about Chyre or Lekar?

Yeah ok, I'm not going to tell. I will tell you a few things though. One, Epic has been on the plate for a long time. We've been thinking ahead to this set and what we want it to accomplish for over a year. Epic is going to be an amalgamation of everything you love about Warlord. Even a few cards from our promotions that made Warlord famous might make the cut into the base set of Epic. It's going to be very exciting.

And there will be lot's of yelling of

"What were they thinking!?!?" on the message boards once a few of the card titles are announced. We look forward to it!

Yes, we were thinking. And each card has been considered on it's own merit before making the cut. So a card you may have thought was beyond the curve in open might fit nicely in Epic. You'll just have to wait and see.

Secondly, we decided to lay the groundwork for Epic beforehand. The Battle Box is fully Epic legal, and from it you've already seen a few of the cards coming back, such as Bloodthirsty and Vivian. Dragon's Fury and Eye of the Storm are both Campaign and Epic legal, giving you plenty of new things to use in the tournaments leading up to Epic's release, and many powerful tools for the new format.

One question that I'm sure will come up is the question of Dragon's Fury and Eye of the Storm warlords. Why weren't they Epic bugged? Good question, and our answer is play balance. We didn't want to end up with a Warlord in the environment before we can judge his/her power in the actual hands of players. We are sure some of the warlords will come back in the Epic base set, and oth-

ers we wanted to have a road test of before hand. This way we can assure a more balanced environment with as few distorting elements as possible.

No, I'm not going to drop any more names of cards in Epic, stop asking.

Anyway, back to what we were talking about. Epic Edition will receive a huge release, and we expect Epic to mean nothing but good things for you and your local tournament scene. From new players, to returning veterans, this environment has a little something for everyone. Ah heck, it has a lot for everyone!

Epic will of course usher in new Overlords, Dragon Lords, and Medusan Lords. And we expect Epic to bring a whole new level of competition to the Warlord World Conquest.

Epic is the future of Warlord, make sure you're a part of it!



Recent Rulings

Recent Rulings and Rules Clarifications

• A. Mass Targeting:

When an action sequentially targets multiple characters (e.g., Chain Lightning, Flamespitter, Magic Missiles) the first target must be valid; if there isn't an initial target, the action is invalid. If the only option for the next target in the sequence is invalid, or doesn't exist, the action stops further targeting. If a character cancels the action when they are targeted, and further strikes or other effects are lost; the action ends immediately, so when the cancellation happens determines what part of the action is cancelled.

[J, 4/18/05, ML]

Example: You may cast *Chain Lightning* on an opponent who only had their Warlord left in the front rank. Since the second and third targets are invalid (because they do not exist) the Chain Lightning stops after the first target.

[J, 4/18/05, ML]

Example: You may cast *Chain Lightning* on an opponent who has a Brine Fiend in the first rank, only a Will O' Wisp in the second rank, and their Warlord in the third rank. However, because the Will O' Wisp is an invalid target, the Chain Lightning stops after the first target.

[J, 4/18/05, ML]

Example: You may still use *Flamespitter* if there is only one character adjacent to the original target, or if there are two characters adjacent to the original target, or if there are two characters but one or more is incapable of being targeted (e.g., Signon's Armor). The other adjacent character is still targeted.

[J, 4/18/05, ML]

Example: If *Frost* hits a character with a critical success, but one of the two adjacent characters may not be targeted (e.g. Improved Invisibility), the action still continues, simply ignoring the character who may not be targeted.

[J, 4/18/05, ML]

Example: *Magic Missiles* only targets before each strike. So if a level 5 Wizard casts Magic Missiles, and if the 3rd strike is cancelled (e.g., Magic Resistance), strikes 4 and 5 are lost.

[J, 4/18/05, ML]

Example: *Chain Lightning* targets before its other effects take place. So if you cast Chain Lightning and pick 3 valid targets, but the 3rd target cancels the spell (e.g., Magic Resistance, Earth Elemental), the entire spell is cancelled, not just the third strike.

[J, 4/18/05, ML]

- B. Mass Targeting: When an action simultaneously targets multiple characters, by rank, army, all characters in play, etc., there must be at least one valid target; if there isn't the action is invalid. Any character which is an invalid target (because of a targeting restriction) is

ignored during targeting and is not affected. If any target reacts to cancel the spell, the entire spell will be canceled.

[J, 4/18/05, ML]

Example: When you cast *Blood Beneath Your Wings* with two spent Brine Fiends, one Shade Gremlin, and a ready Sorsha in play — you would target both Brine Fiends because they are spent, you would ignore the Shade Gremlin because it cannot be targeted by spells, and you would ignore Sorsha because she is ready. As long as there is at least one spent character in either army who can be targeted with spells, BBYW can be legally played.

[J, 4/18/05, ML]

Example: You cast *Mass Blessing* on your first rank which contains two Brine Fiends and a Shade Gremlin. Only the Brine Fiends will receive the bonus, because the Shade Gremlin cannot be targeted with spells. Since Mass Blessing only targets when it is cast, any Shade Gremlin coming into the rank at a later time would not be targeted, but would receive the benefit.

[J, 4/18/05, ML]

Example: You cast *Hail Storm* on an opposing first rank which contains 6 characters, including one equipped with Scales of the Storm. The ranged strikes will target every other character, and will ignore the one with Scales of the Storm equipped. However, if one of the characters plays Aura of Protection, none of the characters are affected by the spell.

[J, 4/18/05, ML]

Example: You may cast Minister the Wounds on a rank which includes Lord Winter as long as there is another character capable of having wounds removed. Other characters will have wounds removed, but Lord Winter will not because of his own restriction.

[4/18/05, ML]

Actions:

Infinity's End

- May be used if a character attacks twice as stated in the rules. However, if either attack is generated from another source (i.e. Bull Rush, Ahdi's react), *Infinity's End* may not be played.

[NS, 4/11/05, ML]

Misear Diplomacy

- May not be retrieved after you play Shallow Graves. You are retrieving the cards, not your opponent.

[NS, 5/16/05, ML]

- May not be played after Slow Fall, as it never hits the discard pile.

[NS, 5/16/05, ML]

- May be played after Treyik is discarded and comes intoplay.

[NS, 6/16/05, ML]

Veiled Passing

- May cancel any react to any part of a strike. E.g., targeting, wounding, rolling the die, etc.

[NS, 4/11/05, ML]

- May not cancel a react to the death of a character by wounds. Death by wounds is a separate rules effect. [NS, 4/11/05, ML]
- May cancel feats, provided they are reacting to an action, strike, or movement. [MD, 6/1/05, ML]

- May cancel healing effects (e.g. Banish the Wound, Kor's Banner). [NS, 4/11/05, ML]

Characters

Ghed Nuri

Errata: Now reads: **React:** After a melee strike or action targets one of your Deverenians, put Ghed Neri into play adjacent to the target: Redirect the strike or the action to Ghed Nuri.

Inquisitor Chyre

Errata: Now reads: **React:** Once per turn, after another character enters play and performs a React printed on himself: Chyre performs the same React.

[J, 4/26/05]

Errata: Should read: **Spend React:** After a character targets Chyre with a melee strike: Move Chyre back one rank. The strike is cancelled.

[J, 4/26/05]

Isadran Warrior

Errata: Should read: If your Warlord is Deverenian, you may bring Isadran Warrior into play in any of your ranks of 3 or higher adjacent to a rank you occupy. Isadran Warrior gains a permanent ATK bonus equal to the rank he entered play.

[J, 4/26/05]

Lekar Osud

Errata: Should read: **Order:** Reveal a card from your hand: Perform a Scribe check (DC 20). If successful, attach the card to Osud, face-down. You may DETACH AND play the card at any time as if from your hand. If unsuccessful, discard it.

[J, 5/25/05]

Huntress Volda

- Once a character affected with Volda's react dies, the game is over, regardless how many times Volda has affected characters with her react, and/or if Maxamilian/Black Banner is activated.

[J, 6/6/05, ML]

- If there is a Maxmilian or Black Banner in play when a character affected by Volda's react dies, they still activate as normal.

[J, 6/6/05, ML]

If Volda's react has been used, the game cannot end due to Negotiated Surrender or A Prophecy Fulfilled while the affected character is still alive.

[J, 6/6/05, ML]

Items

Myrdeth Ring

- Opponents may not react to any effect generated by the spell, or to any phase of its casting.

[NS, 4/11/05, ML]

Canceling

- When an action is canceled, the action still resolves, and is still considered to have been performed. Example: *Corisis* may return a spell he casts to your hand even if the spell is canceled.

Movement

- You may react to the forward movement of fixing ranks while there are still illegal ranks present. However, you may not react to the initial action that caused the illegal rank until all illegal ranks have been fixed.

Example: Duty has the Griffon of Miesear equipped, and is in an illegal rank. He can use the printed react on the Griffon to move forward instead of falling forward.

Example: Laird Jon Hawthorn, with the Amulet of Waking equipped, has been moved to rank 1,000,001. He falls forward to rank 1,000,000. Since he has moved (fixing ranks), he can use his react - which can shoot at a character in rank 999,998. He then falls to rank 999,999, and can react to shoot at rank 999,997. And so on.

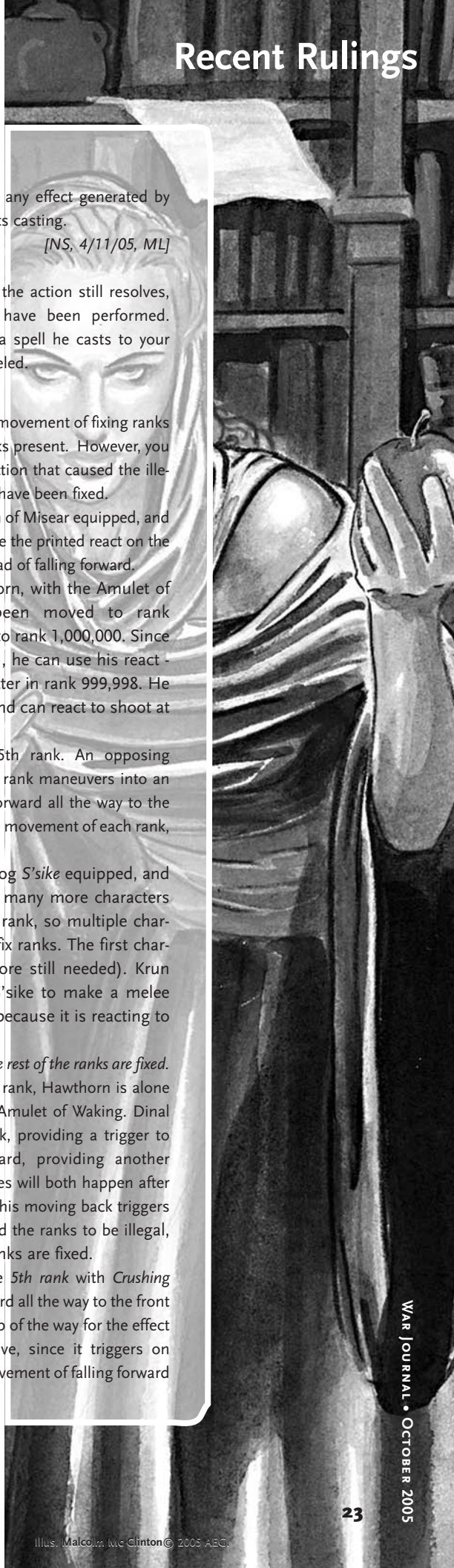
Example: Trail is in the 5th rank. An opposing character in an opposing 5th rank maneuvers into an illegal formation, then falls forward all the way to the 1st rank. Trail may react to the movement of each rank, moving to his own first rank.

Example: Krun has a Nothrog *S'sike* equipped, and the opposing 2nd rank has many more characters in it than the opposing 1st rank, so multiple characters must fall forward to fix ranks. The first character falls forward (with more still needed). Krun can use the react on the *S'sike* to make a melee strike at the first character, because it is reacting to the movement of falling

forward. *This resolves before the rest of the ranks are fixed.*

Example: Dinal is in the first rank, Hawthorn is alone in the second rank with the Amulet of Waking. Dinal moves Hawthorn back a rank, providing a trigger to react. Hawthorn falls forward, providing another opportunity. The ranged strikes will both happen after he falls forward. The react to his moving back triggers on the movement that caused the ranks to be illegal, so it has to wait until the ranks are fixed.

Example: A character in the 5th rank with *Crushing Weight* cast upon it falls forward all the way to the front rank. It would pause each step of the way for the effect of *Crushing Weight* to resolve, since it triggers on movement - including the movement of falling forward



“Pure Imagination Pt. 2”

by Mike Leader

This adventure is for PCs of 5th - 7th level. The party should consist of at least one healer. It helps to have played the previous adventure, “Pure Imagination,” from the previous War Journal. If your players haven’t played the previous adventure, consult the “GM Backstory” section below; it provides tips on how to insert your PCs into the adventure via flashback.

There are three major encounters; the CR of each encounter is a little higher than normal.

GM Backstory

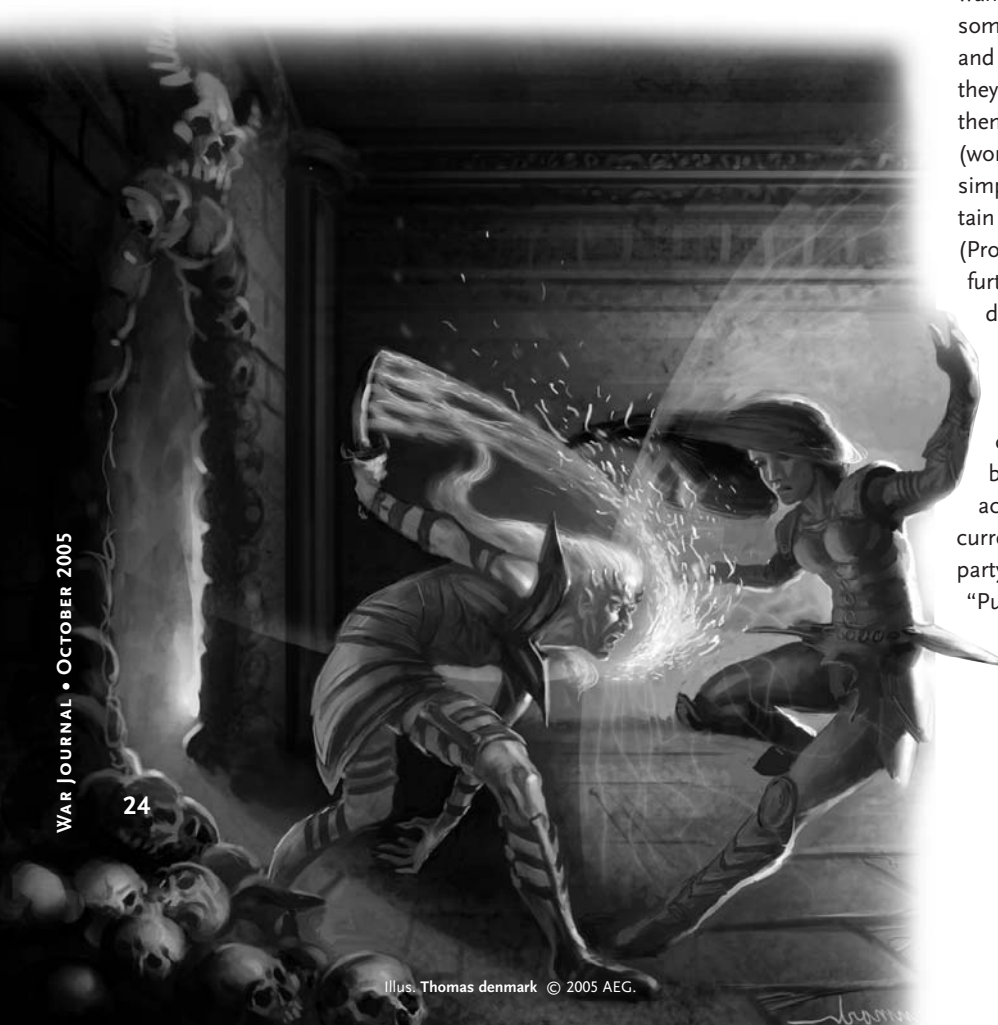
After the last adventure, Morrigan de Danaan was able to use the Quartzfire gem with fantastic results. Through her continued research, she learned of a holy relic that had been prophesied in many a text, which could grant one wish to any person. After deciphering the clues to where it was hidden (in an ancient abandoned Dwarven temple near a small mining town), she was horrified to find that she needed someone pure of heart and intention to open the chest in which it was sealed. She stretched long and hard throughout the Accordlands to find someone of such noble nature... someone who would also be gullible enough to work for her.

Erik Kaisen was an easy target; she knew that his great desire to destroy evil would press him to try and recover the Flail of Righteousness, at any cost. Disguising herself as a beautiful maiden named Laurena, Morrigan appeared to Erik Kaisen and told him the story of the Flail. She claimed she knew where he could find it, and offered to help him in his quest. Once he had agreed, she quickly seduced him with the help of a charm person spell. While her creatures wiped out the mining town and dug an opening to the Dwarven Temple, she made the journey alongside Erik Kaisen, keeping him under her charm person spell.

Meanwhile, the guardian of the Flail, a monk named Sallah, learned of Morrigan’s intent. While he knew the secret of the Stone of Mercy, and was confident that she could not use its power, he did not want the Flail of Righteousness to fall into evil hands. Working with a powerful seer, Sallah found the PCs, and, since they have crossed her plans before, knew that they would be ideal to help stop her malicious plan.

While your PCs are resting up from a previous adventure in a town or city, an old man with dark leathery skin who calls himself Sallah will approach one of them. He knows the PCs to be adventurous types, and wants to hire them to do a simple job for him. He has some inkling of the PCs’ desires through his scrying, and will offer a reward which matches what he thinks they want; it could be anything from a promise to aid them with a particular enemy to a simple cash payment (worth no more than 7,000 gp total). The job sounds simple enough: they must take a small chest to a fountain in the center of the mining town of Blaidd Drwg. (Pronounced “blide droog.”), where they will receive further instructions. The town should be a couple days journey from the PCs’ current location, and in an outlying, sparsely populated area.

If your players have not played the previous adventure, “Pure Imagination,” here is where you can surprise them. After Sallah approaches them, but before they accept the job, produce new character sheets and ask your players to recreate their current characters at level 1 (or level 2 depending on party size). Once you have done that, play through “Pure Imagination” as if the players were experiencing a flashback sequence in a movie. Once that is accomplished, they’ll be better-equipped and more involved in this adventure.



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You can find the Pure Imagination adventure online at the <http://www.warlordccg.com> website.

The Chest

The Chest is a small ironwood box encircled in metal bands, which are themselves covered with magical runes. A spellcaster who wishes to try and decipher these runes must make a DC 25 Spellcraft check. Success reveals that the runes are a powerful protection magic that will only open the chest when it has been delivered to a specific location or person. If they beat the DC check by 5, the spellcaster can make out an abjuration enchantment of some sort held inside the chest by the protection magic.

Inside the chest are enough magical amulets for each PC, and a note. The note is detailed in the primary text and is discussed below. Each amulet is an *amulet of proof against detection and location*, keyed only to Morrigan de Danaan. While the PCs wear these amulets, she will not be able to sense them with magic or scrying devices.

The PCs should reach the town without incident. The nearby vegetation seems withered, some crop fields are overrun with weeds, and there is scarcely an animal to be found. If the PCs are able to speak with local wildlife, the animals will only be able to communicate that a terrible evil came here and killed indiscriminately. Then the terrified animal flees as if to save its life.

A successful DC 15 Knowledge (local history) check reveals that mining operations only started in the last 5 years here. Rumors abounded of treasure hidden in the rocky hills in this area, but no treasures were ever found. Mining in the area slowed recently, but not so much as to account for such dilapidation.

The characters reach the mining town of Blaid Drwg to find it in shambles. Foodstuffs and other sundries have been torn out of their bags, and tossed half-eaten into the streets; doors and windows are smashed in those buildings that haven't burnt to the ground; dead livestock lie mangled in their pens; and not a person is in sight. In the center of town stands a pile of mildew-covered stone rubble — the fountain they are looking for.

Only one human is left in the town: old man Penwaan. He managed to hide from the creatures who destroyed it, and has been living on breadcrumbs and rainwater ever since. If the PCs stay out in the open while walking toward the center of town, Penwaan will quietly stalk them to make sure they aren't an enemy, and then approach the group, begging for food and water.

Penwaan will beg the PCs for food and water, which he promptly wolfs down. After he has eaten, he'll answer any questions they have. He knows that several monsters have attacked the town over the past months, and they have driven off or killed the people who lived here. Several times he has overheard the lizard-like monsters referring to their "mistress seeking treasure," but that was all he could make out. In the past two weeks, he's noticed increased activity at the mines, but all of the miners he knew were killed prior to the new activity.

If the players ask Penwaan about the fountain, he will take them to the mildew-covered rubble at the center of the ruined town. There, the box will begin to vibrate, then shake, and then leap from its holder's hands, falling to the ground. It will open with the loud snapping of the metal bands and a crackle of mystic energy. Inside are enough amulets (see sidebar) for each of the party to have one, and a letter. The letter reads:

"My friends, thank you for proving to me that you were who I knew you to be. These amulets will help keep you from the mind of the one who seeks to steal a holy treasure once thought lost. The Flail of Righteousness is a powerful artifact of good, and has been hidden away to keep it out of evil hands. Its last user broke it into three parts: the Rod of Honor, the Chain of Truth, and the Stone of Mercy. It is said that only one that is pure of heart, and represents all that is good in the world may piece it together in the Accordlands' darkest hour. However, it is believed that if it falls into evil hands, its goodness can be turned to disastrous ends. I believe that Morrigan de Danaan, a powerful and wicked sorceress, has come to the ancient Dwarven temple to steal this item and use it to wreak all manner of havoc. Since you have crossed her in the past, I believe you can again thwart her plans. Go to the mines and stop her from taking the Flail of Righteousness. Thank you, Sallah."

As the PCs finished the letter, a pack of Spiritwings flies into town from the direction of the mines. They immediately see the PCs as a threat and attack. There is one Spiritwing for each member of the party.



Spiritwing

LARGE MAGICAL BEAST

Hit Dice: 3d10+9 (24hp)

Initiative: +1

Speed: Fly 60ft. (12 squares) (average)

Armor Class: 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15

Base Attack/Grapple: +3/+11

Attack: Bite +6 melee (1d6+6 plus poison)

Full attack: Bite +6 melee (1d6+6 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Frightful presence, improved grab, poison

Special Qualities: Scent

Saves: Fort +6, Ref +4, Will +3

Abilities: Str 18, Dex 13, Con 16, Int 2, Wis 10, Cha 10

Skills: Listen +3, Spot +3

Feats: Flyby Attack, Iron Will

Environment: Temperate and warm forest, hill, mountain and plains

Organization: Brace (2), Pack (3-9), or brood (10-20)CR: 3

Alignment: always neutral

Advancement: 4 HD (Large), 5-8 HD (Huge)

Frightful Presence (Ex): opponents who hear the Spiritwings cry must make a DC 11 Will save or become shaken for 2d6 rounds. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a Spiritwing must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Poison (Ex): Bite, Fortitude DC 14, initial damage 1d6 Strength, secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-like abilities: magic missile 1/hour, minor illusion 3/day, dimension door 1/day, caster level 4th.

After the Spiritwings suffer 50% or more losses, they will retreat back to the mine. Two potions of darkvision and 3 potions of cure light wounds can be found either in the bodies of the Spiritwings or in the surrounding town after the combat.

Blaid Drwg Mine

The area around the mine is a bit marshy from all of the rain in the past month. It's now a perfect habitat for Morrigan's trained Brine Fiends to guard against intruders. She currently has ten of them guarding the area around the mine. Your PCs can either ambush one of these creatures to try to get by it, or simply sneak past it. If combat with a Brine Fiend occurs and it uses its Howl ability at any time, 1d4 Brine Fiends will arrive upon the scene in 1d6 rounds.

Trained Brine Fiend Stats:

MEDIUM MONSTROUS HUMANOID

Hit Dice: 3d8+6 (18, 20 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +2/+5

Attack: Claw +6 melee (1d4+3), bite +4 melee (1d4+1)

Full Attack: claw +6 melee (1d4+3), bite +4 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Howl

Abilities: Str 16, Dex 14, Con 16, Int 10, Wis 11, Cha 8

Skills: Hide +6, Listen +4, Spot +4

Feats: Alertness

Organization: 1 or 2

Challenge Rating: 2

Treasure: (1d10 SP found inside creature if cut open)

Alignment: Neutral

Advancement: 4-8 HD (Medium), 9-12 (large)

Howl (Ex): Once per day a brine fiend can howl as a standard action. The howl sounds like the gurgling of a drowning man, and is disquieting at best. Any creature within a 30 ft. cone must succeed a DC 14 will save or become confused for 1d4 rounds. This is a sonic mind-affecting affect. The save DC is constitution based.

The Blaid Drwg Mine is nothing but a series of holes dug into a rocky hillside about a mile in diameter. There is a ramshackle staging area near the main shaft containing great piles of rocks 15 to 20 feet tall, as well as some storage shacks for supplies (empty and torn bags), and mining tools (broken). A DC 15 Spot check notices little creatures scurrying around the torn up sheds and piles of rocks. These are Ketek (also known as ratmen) who are scavenging through the piles of rocks looking for food and other items.

The Ketek are creatures who reward devotion with gifts of magical baubles, and through coaxing, the PCs could get one of these creatures to help them. They reward cruelty with a turn in kind, however, and if they are trapped and forced to lead the PCs into the mines, they will turn on them at the earliest opportunity. If PCs attack them for any reason, a pair will make a run for the mines and try to lure the Barrowgrim out to deal with the PCs.

Without a Ketek to guide the characters, they'll have to make a DC 15 Survival check, or a DC 20 Search check to find the correct passage into the ruined Dwarven Temple. Failure on this check will delay the PCs several minutes and they will encounter at least one patrol of Morrigan's Sutek on their way in.

SUTEK MINING PATROL: 8-12 MEMBERS

Hit Dice: 1d8+1 (hp 5)

Initiative: +1

Speed: 30 ft. (6 squares). Swim 60ft.

Armor Class: 16 (+1 Dex, +2 natural, +3 hide), touch 11, flat-footed 15

Attack: Claw +2 melee (1d4), or short sword +1 melee (1d6)

Full Attack: 2 claws +2 melee (1d4), or short sword +1 melee (1d6)

Space/Reach: 5ft/5ft

Special Qualities: Sutek traits

Abilities: Str 10, Dex 13, Con 12, Int 12, Wis 10, Cha 12

Challenge Rating: 1/2

Treasure: Standard

Alignment: Neutral Evil

If the PCs can convince a Ketek to guide them into the mines and to the temple below, it will warn them that "a dangerous creature has been set to guard the entrance by the evil woman." If the PCs aren't afraid to venture into the mines, the Ketek will lead them directly to the shaft that leads down into the collapsed Dwarven City and the intact Dwarven Temple therein. GMs feel free to add any traps to the mines, or more random encounters if you feel your PCs are rushing through the story.

Just before the entrance to the ruined city, the PCs will come to a series of chambers littered with bones. A Knowledge (anatomy) check at DC 15 (or an

Intelligence check at DC 25) reveals that the bones are a mixture of human and animal, but that the majority of them are equine in origin. As the PCs investigate this lair, their Ketek guide will find an opportunity to desert them; it knows that the Barrowgrim is waiting to strike. A DC 22 Spot check reveals the Barrowgrim hiding in the shadows. Characters who make this check will be able to act during the Surprise round of combat that follows. The Barrowgrim has been trained to guard the entry into the ruined Dwarven City and Temple, and will not allow the PCs to pass, even at the cost of its life. Its howls and snarls are incredibly loud, and serve as an alarm to Morrigan and her thrall, Erik, while they are in the Temple.

Barrowgrim (Guardian)

LARGE MAGICAL BEAST

Hit Dice: 8d10+24 (72 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

Armor Class: 28 (-1 size, +3 Dex, +16 natural), touch 12, flat-footed 25

Base Attack/Grapple: +8/+16

Attack: Claw +11 melee (1d6+4)

Full Attack: 2 claws +11 melee (1d6+4), bite +6 melee (1d8+2)

Space/Reach: 5ft/10ft

Special Attacks: Improved Grab

Special Qualities: Low-light Vision, Scent

Abilities: Str 18, Dex 17, Con 16, Int 4, Wis 10, Cha 14

Skills: Hide +3, Intimidate +3, Listen +3, Spot +4

Feats: Diehard, Endurance, Run

Climate/Terrain: Any hills or mountains and underground

Organization: Solitary or mated pair

Challenge Rating: 6

Treasure: Standard

Alignment: Always Neutral

Advancement: 9-12 HD (Large), 13-16 HD (Huge)

Level Adjustment: +4

Improved Grab (Ex): To use this ability, a Barrowgrim must hit a creature with its claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If the PCs search the Barrowgrim's lair they will find 5 pp, 40 gp, 100 cp, a potion of cure moderate wounds, and a wand of magic missile (15 charges, 1st level caser) scattered among the bones.



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Inside the Ruined Dwarven City

When the PCs come out into the open expanse of the collapsed Dwarven City, what little they can see through the darkness is amazing. Beautifully constructed buildings have crumbled to ruin from age and carelessness — abandoned perhaps for hundreds of years. The city's name has long been stricken from the Dwarven archives, and it is doubtful if even they know it still exists. Recently-erected braziers light the way through the rubble towards the only free standing structure, the Temple.

The Temple is beautifully conceived, enough to make any Dwarf characters remember how much they miss home. Many columns, some three to four times thicker than a human being, hold the open aired structure together. Statues of ancient Dwarven heroes glower down, almost as if they were looking into the souls those who walk into the Temple. The sights however are not as important as the words being spoken within the Temple.

With a successful DC 15 Listen check, the PCs can clearly hear a female voice saying, "Hurry my darling Erik, we must get the Flail...our evil enemies are almost upon us! They must have killed the guardian I summoned...you must save us!" Arriving on the scene near the grand altar, the PCs see a young woman wrapped in a cloak, talking to a human wearing Free Kingdoms colors, kneeling in front of the altar. The young woman is Morrigan de Danaan in a disguise.

As the PCs arrive, Erik stands and says "It is done...the freedom of the Accordlands is nigh. Retrieve the Flail m'lady and I shall deal with the miscreants who would try and stop us..." At this point, Erik will turn to face the PCs...and finally realize something is amiss. PCs who are either Nothrog or Free Kingdoms humans can make base Int checks at DC 13 to recognize Erik Kaisen, a hero of the Free Kingdoms. A Spellcraft at DC 22 will show him to be under the influence of a charm person spell.



However, if the PCs take what fleeting seconds they have to tell him what's going on, he can automatically make a save to resist the spell he's under, and turn to face Morrigan who (while Erik was distracted) has now shed her disguise and grabbed the Stone of Mercy from inside the Altar.

Erik is amazed and angered at the deception he has been under, as he knows her face.

"Morrigan de Danaan! I know your evil! Your treachery will not keep this holy artifact from my quest to rid the world of evil like yours!"

Morrigan laughs, "Erik you are nothing but a fool. I only wish this gem. The rest of the baubles are something you and your friends can discuss...if you live to see the morning!" Looking at the PCs she hisses, "I see that someone has prepared to keep you from mine eyes, and while I do not know who you truly are, you have crossed me for the last time!"

With that, Morrigan motions with her hands, and a terrible screeching and howling noise rises as the fabric of reality is torn asunder in the open air around the Dwarven Temple. Out of the rift in the universe flaps a creature made out of the essence of nightmares...one of Morrigan's Pets! This creature immediately attacks the PCs and Erik. Two rounds later, another one exits the rift and attacks Erik directly, while a third comes to Morrigan's aide the round after that. Afterwards, the rift closes.

Morrigan's "Pets"

MEDIUM CONSTRUCT DRAGON

Hit Dice: 14d10+80 (160 hp)

Initiative: +3

Speed: 60 ft. (12 squares), fly 150 ft (poor)

Armor Class: 28 (-1 size, +3 Dex, +16 natural), touch 12, flat-footed 25

Base Attack/Grapple: +13/+17

Attack: Bite +17 melee (2d8+6)

Full Attack: Bite +17 melee (2d8+6), 2 claws +12 melee (1d6+4), 2 wings +12 melee (1d4+2)

Space/Reach: 5ft/5ft

Special Attacks: Frightful Presence, spells

Special Qualities: damage reduction 5/magic, darkvision 120ft, spell resistance 5

Saves: Fort +18, Ref +14, Will +10

Abilities: Str 22, Dex 22, Con 28, Int 26, Wis 14, Cha 10

Skills: Bluff +20, Climb +20, Concentration +22, Intimidate +38, Jump +38, Kn: (Arcana) +38, Listen +34, Sense Motive +30, Spellcraft +37, Spot +34, Survival +34

Feats: Cleave, Flyby attack, Great Cleave, Hover, Power Attack

Climate/Terrain: Summoned by Morrigan de Danaan

Organization: non-unique construct

Challenge Rating: 8

Treasure: Standard

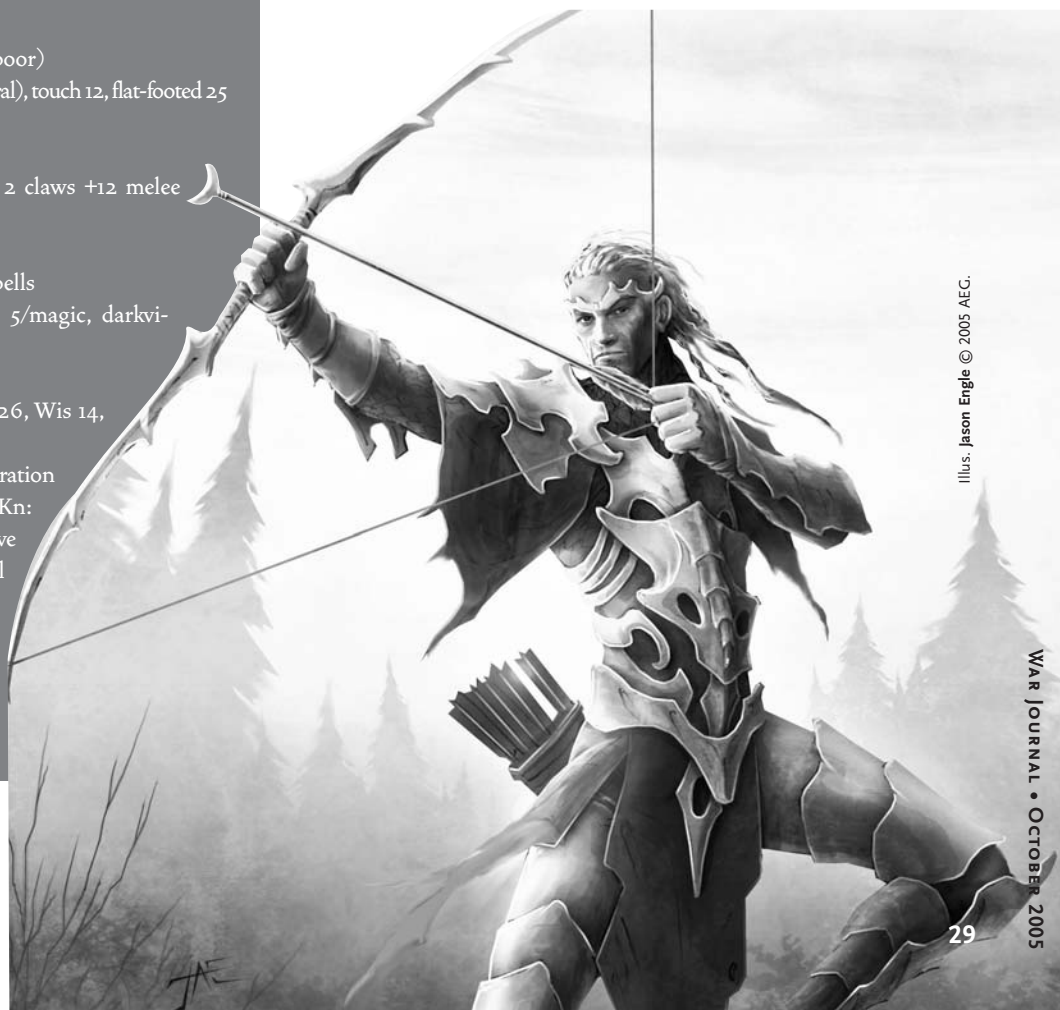
Alignment: Chaotic Evil

Frightful Presence (Ex): 10 ft radius, HD 12 or less, Will DC 20 or flee.

Wizard Spells Prepared: (4/6/5/5/4/3/1; save DC 15 + spell level) 0-level — detect magic, flare, light, read magic; 1st — heightened senses, magics missile (x2), protection from good (x2), ray of enfeeblement; 2nd — flame arrow, invisibility (x2), shatter (x2); 3rd — fireball (x2), imperviousness, lesser whirlwind (s2); 4th — stoneskin, wall of fire (x3); 5th greater bull's strength, teleport (x3), 6th — acid fog

In the confusion, Morrigan makes her escape on the third to fourth round of combat riding astride her third pet. She blasts her way out of the mountain using a spell unknown to the PCs, but it damages the structure of the caves the Temple is in. Once the PCs defeat the Pets, they will have to make their escape quickly, with or without Erik and the 2 parts of the artifact.

Note: Erik Kaisen's stats may be found in the Warlords of the Accordlands Campaign Adventure Book.



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