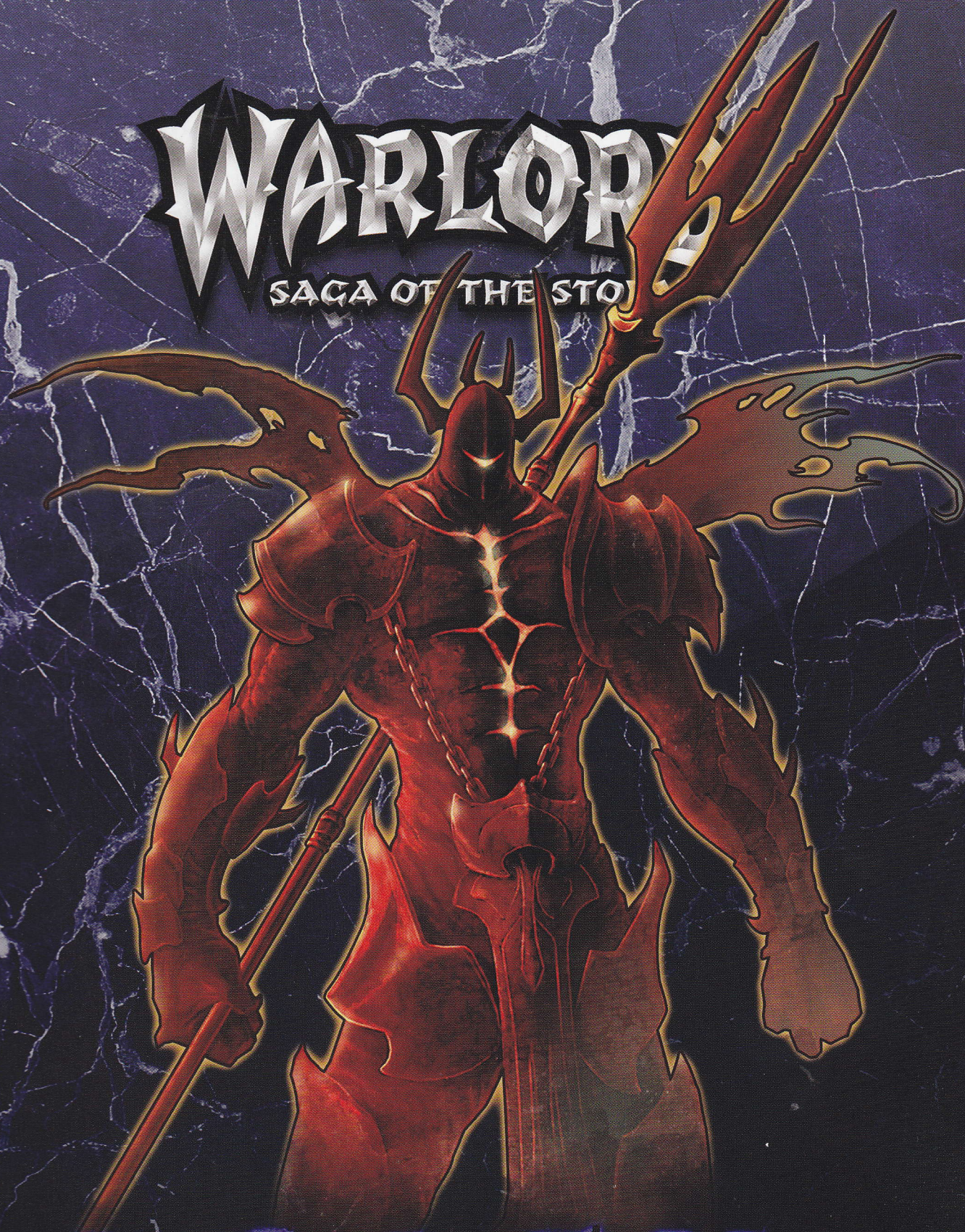


WARLORD

SAGA OF THE STOLEN DESTINY



STOLEN
DESTINY

Warlord: Saga of the Storm

S T O L E N D E S T I N Y

Lead Designer..... Jeremy Black
Design Team..... Richard Carter, Chris Dyer, David Scott, Jeremiah Uselton, Tommy Pistole
Brand Management..... Richard Carter
Original Concept & Design..... Raymond Lau, Kevin Millard, Ree Soesbee
Production Manager..... Ken Carpenter
Art Direction..... Ken Carpenter, Todd Rowland
Story Team Lead..... Laura Scott
Story Team..... Laurence Sinclair, Chris Schoenthal, Jon Sherefkin
Booklet Design & Layout..... Rodney Saenz
Cover Artist..... Jason Engle
Technical Editing..... Jeremy Black, Richard Carter

Playtesters:

Chris Aven, Josh Bates, Carl Bibby, Tracy Bovee, Aiden Boyle, Michael Bruen, Wayne Cantrell, Will Cabrera, Dennis Dreischmeyer, Chris Dyer, Nick Ellis, Babis Giannions, Evan Gibbs, Ray Ginn, Mike Harrington, Jeremiah Herman, Sy Hughes, Mike Hulsey, Dimitris Kaletsaris, Tom V. Kerkhoven, Kevin Kozak, Kevin Leech, Dimitris Letsos, Kevin McDonald, Alice Norman, Andrew Oleniach, Keri Oleniach, Jason Parks, Alex Pearce, Tommy Pistole, Tim Powell, John Ramser, Konstantinos Rentas, Jay Rosenberg, Matthew Scellato, Jeff Scifert, Laurence Sinclair, Andreas Stoimenos, Matt Swayze, PJ Torres, Jeremiah Uselton, Chris Vaccaro, Cesar Vasquez, Steven Wales, Bobby Zebrowski, John Zimmerman, Vasilis Zitros

Interior Artists..... Steve Argyle, Miguel Coimbra, Edwin David, Steve Ellis

If you are a player of our sister property, Legend of the Five Rings, then you are familiar with the concept of the direct to player set. A story concept, expanded to take the form of cards, awaits you, the player. Unlike a conventional expansion, you do not have to hunt for enough copies to build your dream deck, as you now have a 'playset' of our latest effort, Stolen Destinies.

The actual evolution of the ideas that would become Stolen Destinies is shrouded in a bit of a mystery, begun before my current tenure as Brand Manager. Promotional ideas begat story elements which begat mechanics which refined story elements in a whirlpool of ideas that often happens when you get multiple brand managers, lead designers, story team leads, and John Zinser in the same room. For years the players have wanted a say in the events of the Saga of the Storm, and it was decided to let them have it – sort of.

The decision was made to have the character portion of the set be subject to voting on AEG's website, done by faction each week. When the first round of voting went up, the on-line community was all abuzz. "What did they mean when they said that some characters were coming back?" "Aren't some of the characters on that list strong Open cards?" About this point is where I came in as a member of the player design team, but you can read all about that process in a couple of pages.

While Stolen Destinies could have been done solely as a re-imagining of the characters that the fans voted on, that would be a boring set, and not the best value to you, the players. To that end there are the 28 other cards in this set. Items that enable and enhance deck archetypes like never before, actions that work best in multiples, yet hurt most in multiples. Actions that work best late game, new pieces for item sets presented in Temple of Lore, and some less-than-conventional ideas from the minds of the design team.

Much of what is contained in this set should never have happened. This is the result of Malrog's machinations to achieve god-hood. In the Plane of Secrets, Malrog found and achieved dominance over a cult of destiny seekers, and with their knowledge and assistance he has manipulated events of those with mighty destinies. In the process Malrog and his cult have tampered with the very fabric of the world. Seers of all nations are having visions of false pasts and unlikely futures, and the consistency of these false visions has been disturbing.

Even though this set was conceived by my predecessor, in many ways this is my first set, and thus it has been a journey of discovery when it comes to the production of a CCG set. Design, art, flavor, production, packaging, timelines – while there is not more to producing a CCG than I expected, the individual elements are more interconnected and complex than I had first thought.

So enjoy this package of twisted timelines, shattered fates, and Stolen Destinies.

Richard Carter
Warlord Brand Manager

Nothing you read here is supposed to happen. This is a corrupted timeline. Warlord CCG players chose the forty-two characters printed in this set. In January and February lists of favorite characters, both old and new, were placed on our website for voting. The top seven for each faction were redesigned and placed in this set.

The six mini-vignettes here and the thirty-six paragraphs to appear on our website represent alternate pasts, presents and futures on the Accordlands. You deemed these characters worthy of a second look and we give you enough to inspire your imagination. As Malrog tries, for the final time, to become a god, the Accordlands is caught in a time warp. As the cohorts fight to steal the destinies of a chosen few, these characters are caught in the crossfire. Inside you will find beginnings; the endings are left up to your dreams.

THE PAST: MUDDFLEK AND STONEFIST, PHRYGAI 975

Muddflek, Master Tactician

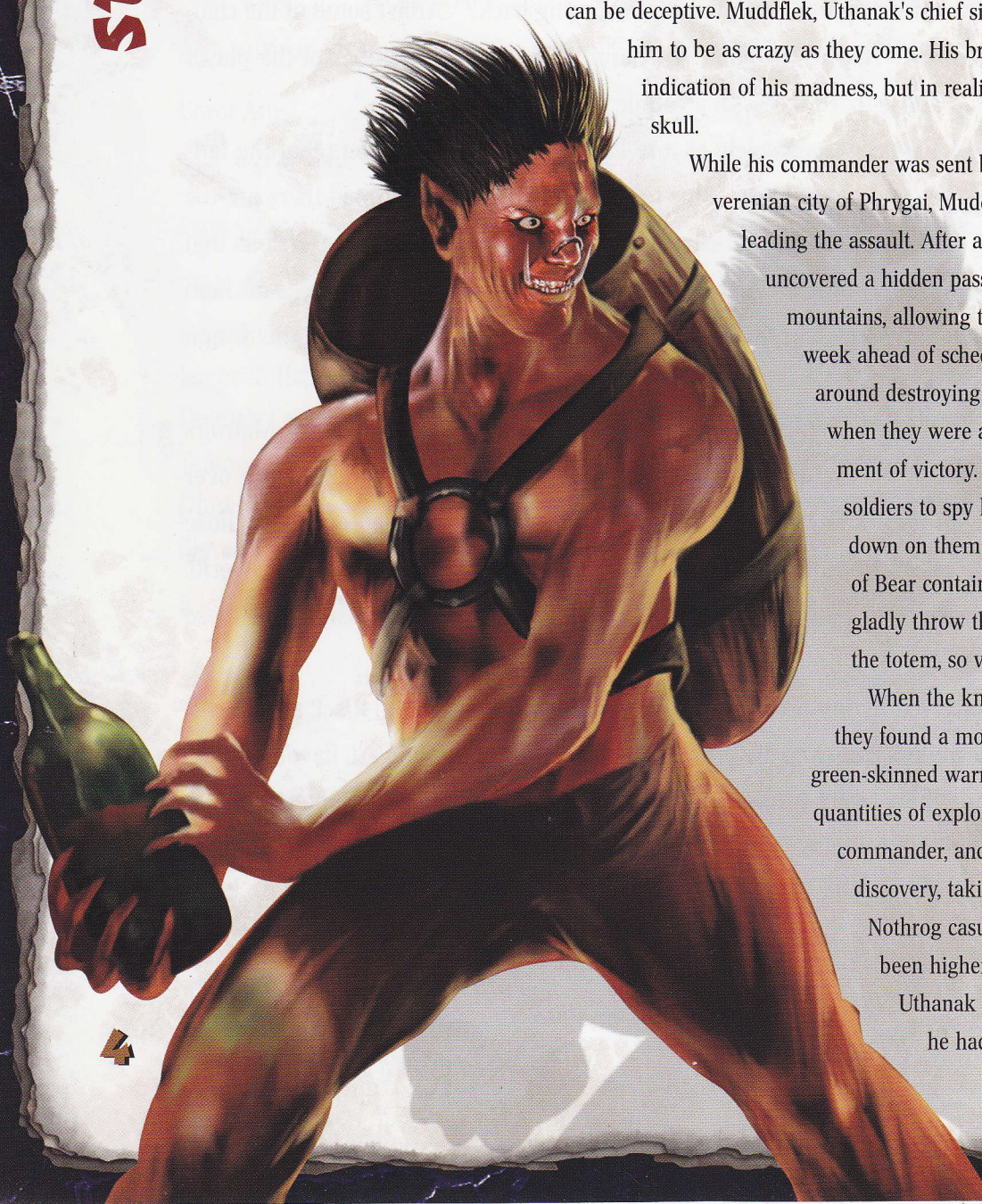
Uthanak, Warlord of the Bear Legion, is considered by his peers to be a lunatic, and attracts similarly-minded Nothrog to his banner. However, while this may be true of the majority of raging barbarians under his command, sometimes appearances can be deceptive. Muddflek, Uthanak's chief siege engineer, seems to all who meet him to be as crazy as they come. His bright red skin is seen as an outward indication of his madness, but in reality it is genius that burns inside his skull.

While his commander was sent by Nassiral Hate to take the Deverenian city of Phrygai, Muddflek was the soldier tasked with leading the assault. After all, it had been his brilliance that had uncovered a hidden pass through the southern Deverenian mountains, allowing the legion to reach their target a full week ahead of schedule. Muddflek's strategy revolved around destroying the superior Deverenian knights when they were at their most vulnerable: in the moment of victory. He allowed the verdatha-mounted soldiers to spy his own troops from afar, and swoop down on them with lances leveled. The Legion of Bear contained enough berserkers who would gladly throw their own lives away for the glory of the totem, so volunteers were not that hard to find.

When the knights slew the Nothrog barbarians, they found a most unwelcome surprise. Each of the green-skinned warriors had been saddled with great quantities of explosive blacksand by their erstwhile commander, and each exploded soon after this discovery, taking their attackers with them.

Nothrog casualties were high, but would have been higher had the battle been fought fairly.

Uthanak did not care either way, so long as he had a victory to report to Hate.



Now unopposed, the Nothrog legion took the city of Phrygai, Uthanak butchering every civilian there in a rage; denied battle against the knights, he had to have an outlet for his bloodlust or else turn on his men. Muddflek left him to it, busy-ing himself with strengthening the city's defenses for the inevitable counter attack that the Deverenians would stage. As he did so however, he made an interesting discovery within the blackiron mines. A new force of an unknown race was march-ing to the surface, and battle with them would be joined rather soon...

Stonefist Gargoyle

Stonefist left with Gnorrow Yaw on his journey to the World Above. He had hopes of forging an alliance with the other races of the Accord, as well as possibly finding a cure for his own condition. During a battle in his youth with the Abys-sals, he was struck by a magical attack from one of the demons. Rather than die, he was instead mutilated, his right hand becoming made of stone, a condition that has since steadily begun moving up his arm and spreading throughout his body. No gargoyle or dwarven cleric could think of any way to reverse the process, but who knew what was possible in the World Above?

En route, Stonefist caught wind of a plan being hatched by one of Yaw's disciples and the King's Assassin, Poison. The two planned to cause a cave-in that would force the expedition to turn back, and that was something that Stonefist would not al-low. He caught the two in the act, and revealed their treachery to Gnorrow Yaw. The cleric was outraged that such behavior was exhibited by fellow dwarves, whom he had thought would want to work with their fellows toward a brighter future together.

The confrontation was cut short by the approach of Abyssals. Yaw had called a halt to the march while he dealt with the saboteurs, which meant that Ter-Soth's army, shadowing the dwarves on their way to the surface, caught up with them in the tunnel, and battle was joined. Outnumbered, the dwarves were forced to make a fighting retreat to the World Above, Gnorrow Yaw staying behind to hold off Ter-Soth while Stonefist led the main body of the expedition onward and upward. Stonefist swore that he would not forget Yaw's sacrifice, even as the presence of the Abyssals



accelerated his condition, hastening his petrification. When it was complete, he found that he was not dead. The gargoyles journeying with the dwarves looked to him as one of their own, a curious hybrid of flesh and rock. Taking his survival as a sign from Kor and Sjonegaard, Stonefist encouraged the expedition to quicken its pace on its way to the surface. They found themselves in the depths of a strange mine, which they exited to meet a horde of green-skinned monsters. Stonefist wasted no time with words, leading a charge into the heart of what he saw as more Abyssals.

THE FUTURE: IAM HOTELEN AND LADY MELEAGRANCE, TORIS KELT, 985

Iam the Unsullied:

Iam knew something was not right as he soaked in the battle scene before him. Behind Iam was an exhausted army – the last line of defense for Toris Kelt – and in front of him stood a fierce Deverenian force. Unlike his own legion, these men looked almost fresh after an entire day of fighting. The Deverenians followed a holy seer, and from her they gained extraordinary strength.

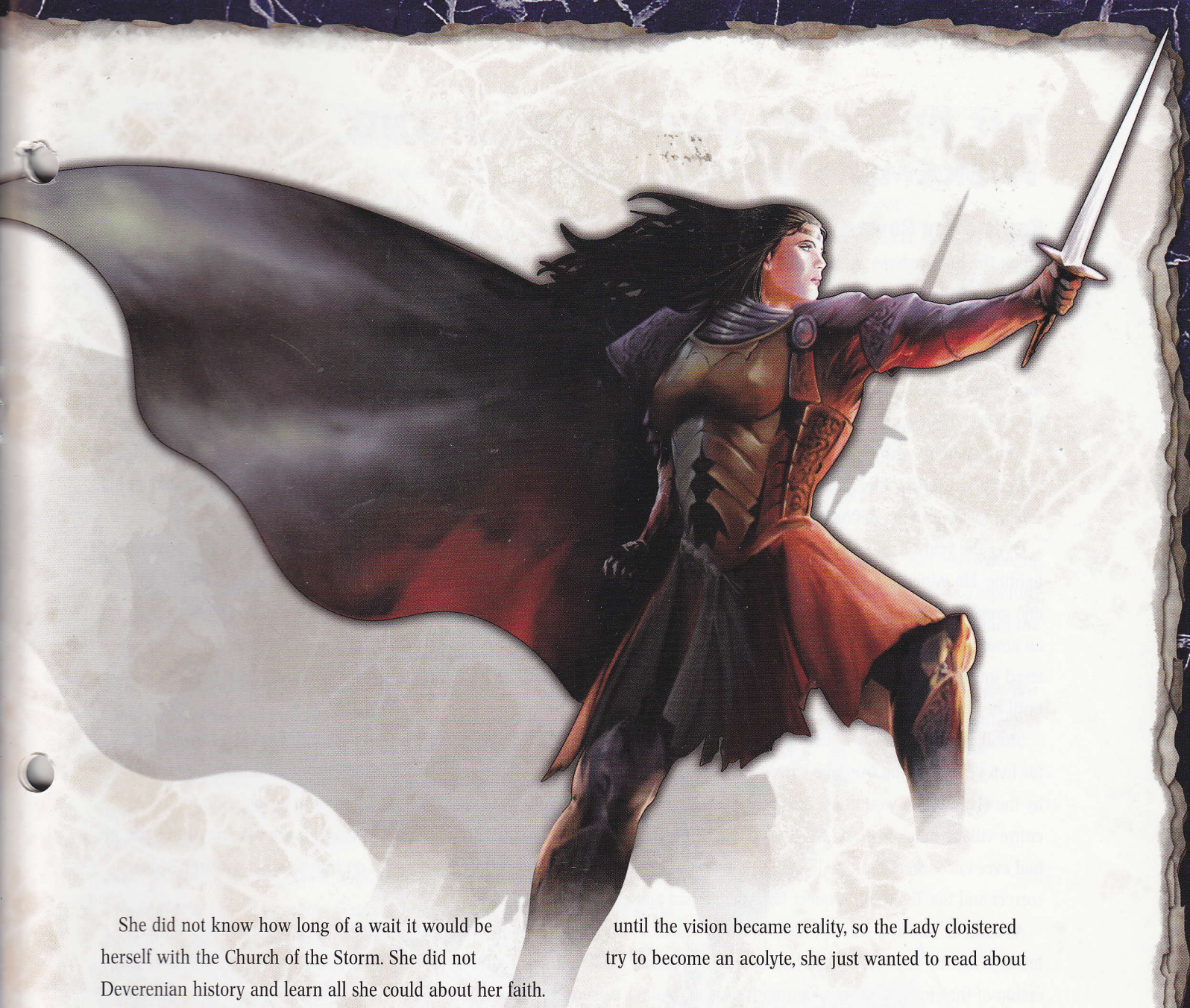
For what felt like the thousandth time that day the Deverenians sounded a charge. The noise brought Iam back the life. He lifted his sword and spurred his horse straight into the enemy line. Iam took one swing at his foe, before a great-sword caught him in the side. Fraught with exhaustion, Iam fell to the ground. As he struggled to regain his strength, he remembered the events that brought him to where he was now. Almost ten years ago, Iam was a fighter; nothing special, just one member of a small force from Toris Kelt. Responsible for protecting the leadership of the city he was a member of the watch, usually on the second shift of the night. One evening he went to sleep at the end of that shift and all was well, but when he awoke, the third shift was dead, along with the heirs of Toris Kelt.

From that day forward, Iam was inconsolable. Although in truth it was not he who failed, in his heart he felt completely responsible. Iam packed up his few belongings and left. The young fighter walked for weeks, not knowing where he was going. As he traveled he found himself on the road to Denska. Alone. A multitude of thoughts ran through Iam's head as he marched. He alternated praying and swearing at all the gods he could remember for the unfairness of life. "I just need a purpose," he repeated over and over. After two days, he got his answer as a young knight caught up with the disheartened fighter. Full of light and hope, the young knight talked and talked. He mentioned Albrecht (a Deverenian god?), had come to lead the Aroch Paladins to victory over the Deverenians in Denska. This man recently finished his training with the remaining Aroch Paladin, Terak Justicebringer and the Grey Riders and was off to join the battle. He spoke with such light and enthusiasm, that it was not long before Iam decided to join him. By the time they reached Denska, the paladins were fleeing, but they took Iam in as one of their own. Years of training followed, but Iam found a new home, and a purpose: to save the Free Kingdoms from the Deverenians, once and for all.

And now, on a bloody battlefield, Iam the Paladin kneeled in the dirt, staring at the cleric about to defeat him, and wondering what had gone so terribly wrong...

Ginerva of the Moon:

Over ten years ago Lady Meleagrance refused to swear an oath to any Deverenian order. She was raised and trained as a knight, but always knew that she had a different calling. As a child she had visions of leading a great army for the glory of the Empire. The dream was always the same. Dressed in shining plate armor she stood outside a great tower, moonlight streaming on her face and illuminating her appearance for all to see while in front of her stood an army, waiting breathlessly for her to speak. She wore no symbols of nobility nor of any Order, just a badge from the Emperor, a man who was not currently on the throne.



She did not know how long of a wait it would be herself with the Church of the Storm. She did not Deverenian history and learn all she could about her faith.

As the years passed, Lady Meleagrance learned many things from the origins of the Deverenian Empire, to how one became Emperor and how trade worked throughout the Empire. She also taught herself the geography of the Accordlands. Each time she studied about a new place, Denska, Phrygai, Toris Kelt, she would fall into a trance. The cities came alive for her, over and over again showing her their secrets. She also watched epic battles between the Deverenian army and its foes. Her countrymen may not win the first battles, but in the end they always succeeded.

After five years of education, Lady Meleagrance received permission to live in Luthlarius the capital city. She arrived just days before the eclipse of all three moons, knowing that within a week there would be a new Emperor. After the Eternal Emperor was crowned, she presented herself and told her story. Rhawn, immediately relalized the Lady was a charismatic, storm-kissed leader. He gave her a token, an army, and sent her to follow her fate.

Now, Ginerva of the Moon stands outside Toris Kelt surveying the scene around her, and the fallen Free Kingdom's commander at her feet. She smiled. The battle would go to the Deverenians and Toris Kelt would be *welcomed* back into the empire with open arms, just the same as the other provinces she had fought against over the past five years.

THE PRESENT: KAYLE ROWAN AND THEKEM, ANDOVER, 981

Kayle, King Rowan

When the hundred year geas against elven necromancy ended, Kayle Rowan was a young elf. Just into adulthood, he enjoyed the few privileges that nobility gave him. His happy, duty-free life ended almost as soon as it began as his cousin Alia, Queen of House Rowan, dissented with High Queen Tepheroth. Tepheroth wanted to completely punish the humans for the geas, which allowed several generations of the short-lived elves to die. Alia felt the destruction of Corinth and Llyr was more than enough and that the elves should instead concentrate on sorcery, finding means to extend the 30 year life span of the elves, whether through necromancy of something else.

Alia's disunity with the High Queen resulted in Rowan being banished. All of Rowan was banished, even those who did not agree with Alia. Most of the House joined their Queen in allying with the Free Kingdoms, but Kayle did not. Upset at his cousin for destroying his future, he decided to go his own way and become a mercenary.

Over the years Kayle worked his way across the Accordlands, doing his best to keep away from any place the elves were fighting. He joined any mercenary band that would take him, learning different fighting techniques. A wizard commanded one group and taught all his troops rudimentary magic. Another legion had a ranger for its head and there Kayle grew from an amateur bowman into a master. He fought along side exiles from every nation and against every nation. Kayle encountered unspeakable horrors as he earned his money, but most of the time he could put the pictures out of his head, at least, until he arrived in Andover.

Small, scattered towns dotted the landscape of the Free Kingdoms and Andover was no different. Kayle had avoided it for five years, but the troop he currently belonged to had been hired to protect a small village from an oncoming onslaught by the elves. Kayle would not break his contract, so he begrudgingly went with. His band was too late, arriving to find the entire village butchered and burnt to the ground. The remnants of battle turned Kayle's stomach more than anything else he had ever encountered. As he looked at the bodies of dead infants and children it dawned on him that his cousin had been correct and the Tepheroth's quest for revenge had gone too far.

As soon as his time was up, Kayle went in search of his cousin. He found her in Andover proper, being carried to her tomb. When he discovered Alia had been killed by her bridge-groom Rathe on Queen Tepheroth's orders, he took over leadership of the House instead of letting it pass to another cousin. He made it clear he would not swear allegiance to the Free Kingdoms, but would not require his relatives to disavow theirs. He promised to lead them as a mercenary, with the goal of keeping a balance between the humans and the elves, and the hope that someday the fighting would end once and for all.

A year later, Kayle found himself in yet another town in Andover, trying to keep the peace, but this time only one elf was attacking the city, and he was killing and raising every single citizen he saw.

Thekem Netheryn

Thekem always lived in the shadow of his King, Ichaerus, but everyone in Netheryn lived in that shadow. Ichaerus was centuries old and the son of the founder of the House. No one dared challenge him and they all were careful not to draw attention to themselves. Their King was not the most rational, even by elven standards.

Knowing that he would be banished to obscurity, with no opportunity to learn more about his life's passion, necromancy, Thekem offered his services to the High Queen while he was still a youth. He praised House Calix and the Queen herself, offering to swear his loyalty directly to her, if only she would train him in magic. Amused, Tepheroth agreed, sending Thekem from Myreth Forest, to her general Saunginel for training.

Sanuginel's idea of lessons involved throwing Thekem onto a battlefield with the simple instruction "kill everything." Thekem would spend entire campaigns by Sanuginel's side, watching the spells cast and then trying to repeat them. At night, he would study all the scrolls and tomes he could find. Occasionally Sauginel would give him pointers and Thekem would listen with rapt attention. He had the same raw power the general had, he just needed refinement.

After a few years Tepheroth ordered him sent to Rathe, as Rathe's army needed a powerful necromancer. Sorry to leave his teacher, Thekem made no complaint as he left, as he had promised to follow Tepheroth's wishes. Thekem became a star. As Rathe's soldiers died, the necromancer raised them from the dead on the spot and sent them back to battle. Thekem could kill a human and turn them so fast, that the Free Kingdoms' troops never knew what hit them.

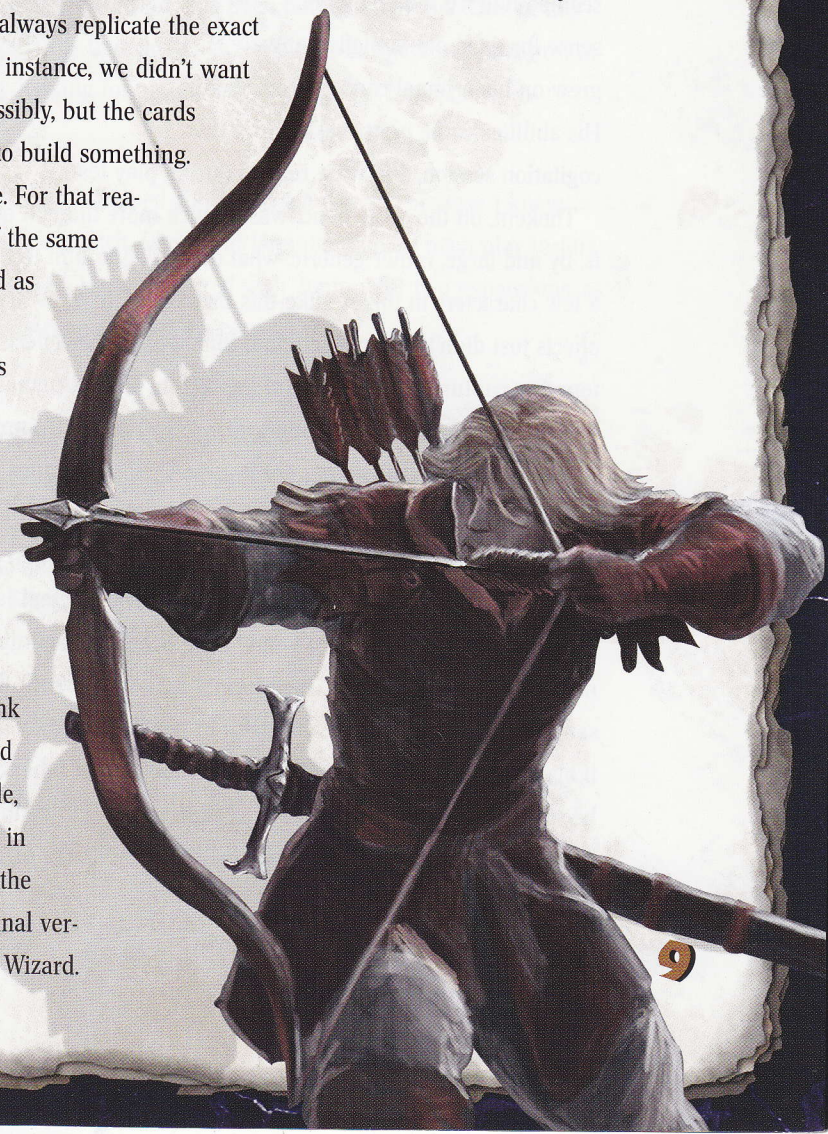
Unfortunately, back in Myreth a problem occurred that would ruin Thekem's life. King Ichaerus staged a coup against High Queen Tepheroth and lost. By virtue of the blood tying him to House Netheryn, Rathe cast Thekem out. The sudden change drove Thekem mad. Instead of swearing revenge against his own kind, Thekem instead made a vow to prove he could single handedly destroy a human city and the Rowan exiles aligned with the Free Kingdoms.

And so he traveled to the nearest Andover village not under siege by the elves and started killing anything that moved.

By now you have likely already perused through the Stolen Destiny card set. I can't imagine that after cracking open this binder for the first time that you would read the insert, instead of checking out the goods. Hopefully you are liking what you see. I'm guessing you probably have a few questions about the set, perhaps about the process that we used to evolve the previous versions of the characters, to their current state.

Let me start off by saying that it was actually one of the most difficult design issues that I've had to face with this game. You can't just reprint the character, especially ones like Jackals of Mourn, where the base character was so fundamentally strong that it defied recreation. Further more, we were unable to always replicate the exact effect types of the original character. As a Direct to Player set, for instance, we didn't want it to be chocked full of meta, of strategy killing bullets. A few, possibly, but the cards you pull out of the sleeves of this binder should make you want to build something. Make you want to start a new deck, or expand on an existing one. For that reason, characters like Forge and Kapix, who are clearly two sides of the same coin, needed to have versions which weren't so staunchly resolved as meta, while still having their own brand of item synergy.

Let's go back in time a bit, to around January of 2007. The votes for the factions have been trickling in, and a few of them have been nailed down. The design team and I sit down in our lovely web forum, and start discussing the roles for each character. We know that we need one of each level from 1st through 5th, and we also know that one must be a Warlord, and one must be what we called an "Alt-starter". It quickly turned into a logic puzzle similar to what one might find in a Big Book of Games. If Thekem is the Warlord, and Alesandressa cannot enter play in rank 4, then what level to we make Srykin? Changing one element, and all of a sudden everything else shifts around tangibly. All the while, attempting to also have a good spread of classless, and subclasses in the Warlords. Not a particularly easy thing to do, especially when the rough mechanics for each character is laid out for us in their original version. If Iam Hotelen is a Warlord, he has to be a fighter, and not a Wizard.

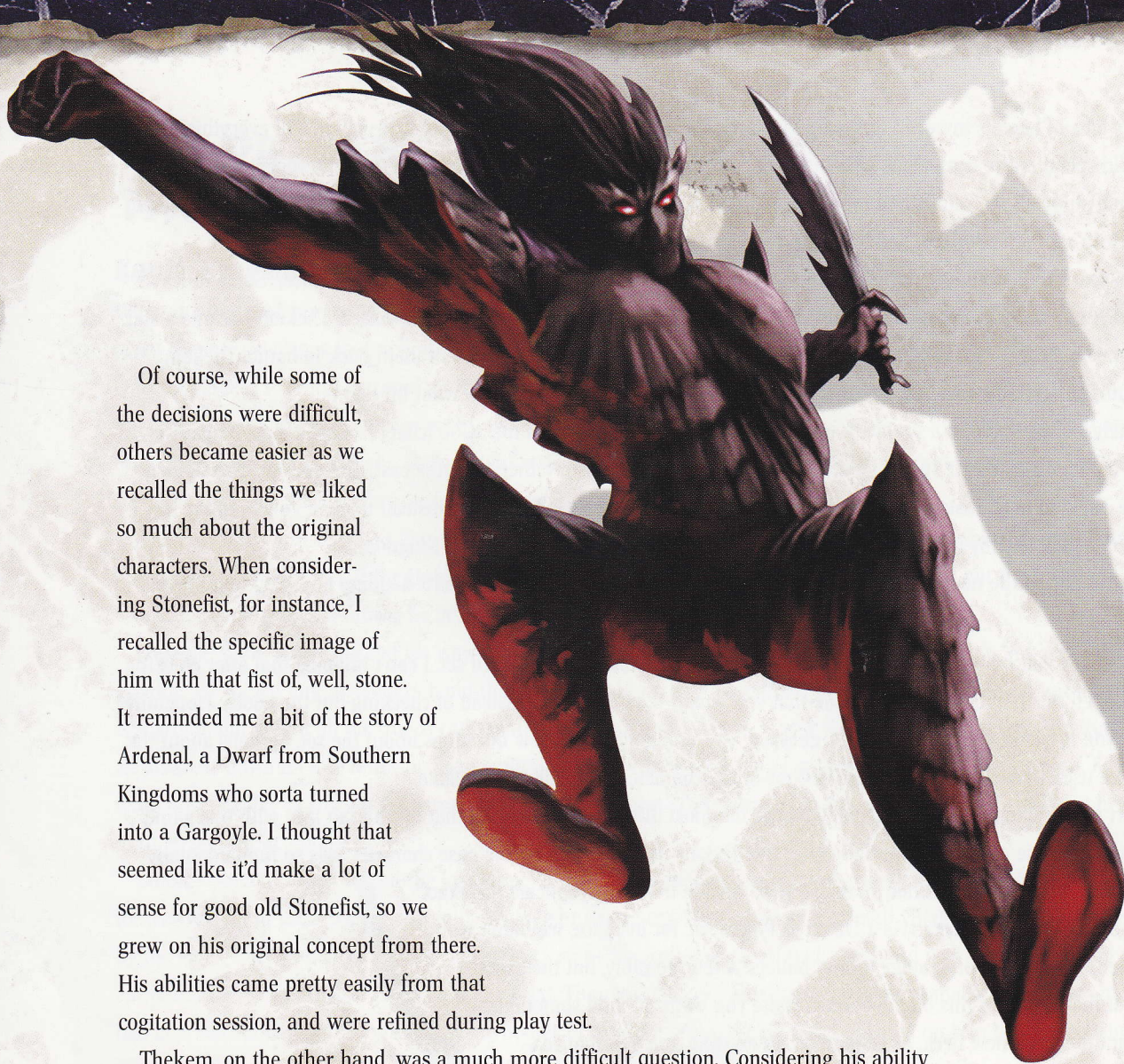


Of course, while some of the decisions were difficult, others became easier as we recalled the things we liked so much about the original characters. When considering Stonefist, for instance, I recalled the specific image of him with that fist of, well, stone. It reminded me a bit of the story of Ardenal, a Dwarf from Southern Kingdoms who sorta turned into a Gargoyle. I thought that seemed like it'd make a lot of sense for good old Stonefist, so we grew on his original concept from there. His abilities came pretty easily from that cogitation session, and were refined during play test.

Thekem, on the other hand, was a much more difficult question. Considering his ability is, by and large, rather generic, what do you do to him to make him a Warlord? There were a few characters in this set like this that I thought of as Blank Slate characters. Their previous effects just didn't go anywhere that hinted at further effects. For those we got to do some out of box design work, and attempt to capture at least some of the feeling of the original card, or at the very least give it a really cool ability. Thekem's extremely cool necromancy ability was suggested by Tommy, and was so intriguing that we simply had to use it. Every RPG I've ever played where I got to raise skeletal minions from the bodies of the fallen told me it was the right way to go.

Other than the Blank Slate characters, we also had to fit in one per faction that could be used as an alternate to the normal starting formation. A few were fairly easy to figure out, such as Guardian. Some took a bit more thought, like the Jackals of Mourn replacement character. The original Jackals were such an important part of the original format that making them less than good would have been a grave injustice. They had to have a bit of that same 'ooh' to them that made them a staple of the Open format for so long. With the Mourn Jackals in Stolen Destiny, you get to have a bit of that same excitement. Starting with them in the fourth rank can be an amazing way to bring out higher level characters, but it also brings with it an inherent risk. Whoever that other character is that's left in your second rank, they better be sturdy, because if they die, your whole formation is going to be hurting.

I've probably babbled on a good deal now, so let me give some rules information on the set, in case it wasn't obvious on the first read through.



The items that allow you to start them in play still require the normal equipping restrictions. That means class and level must still be met for the item to start equipped to one of your characters. Sorry Ablung, these aren't for you. Since you start with them equipped, they never 'enter play', and you can't react to the equipping of them.

Similar to the items, the alternate starting characters only get to replace starting characters of their own faction. You can't have a Jackals in the back of a Dwarf army, or sport the Reaver in the front of a Free Kingdoms force.

With both the characters and items, remember that they are affecting the normal numbers you are used to in deck construction. If you start Guardian in rank 1, you'll have only 5 characters in your starting formation, not the normal 6. This means your deck can include one more character than you are used to. Similarly, if Arden Tide starts with his wizard ring equipped, that's one less card that is likely to be in your deck.

Lady Meleagrance is one of the more unique Warlords we've designed recently, requiring some pretty unusual things to keep track of her abilities. When the two D20's are rolled to be put on her, cards that react to rolling a die can in fact react to those rolls. Also, remember that you cannot modify a Critical Failure or Critical Success. She cannot replace one of those with one of her dice.

If you aren't sure what the 'Item sets' are that are referred to on four of the items, I'd suggest you take a look at the Temple of Lore expansion. Each class had multiple item sets they could partake of, that had strong synergies with other cards in the set.

THE STOLEN DESTINY DESIGN TEAM

Chris Dyer

Chris has been working with the design team since the Temple of Lore expansion, and been doing a great job. One of the best players in Europe for the past few years, Chris tends to design cards that challenge the player to figure out how best to use them. I've often assumed it is because he himself is constantly looking for an interesting challenge himself.

Tommy Pistole

This was Tommy's first expansion for Warlord, and definitely not his last. I tapped Tommy about this set, because I knew that he hadn't been as inundated by the company as the other designers. Rich, Chris, and Jeremiah had all been play testers for a long time, and it was nice to get a comparable outsiders viewpoint. Having worked with Tommy for two expansions, as of the time I write this, it has become apparent that his Design skills even outpace his playing skills.

Jeremiah Uselton

A runner of Majeral, and Medusan slayer. Jeremiah is probably the most tournament oriented player of the team, and is well known to travel long lengths to be a part of the competitive scene. He has been running the Midnight madness events for the past few years, and has been doing a great job of it. I consider Jeremiah to be the reality check of design team. Not only are all the cards he designed generally pushing the buck of progress, but he's also the one who will point out when that buck has been pushed (by anyone on the team) too far.

Richard Carter

Before Rich was signed on as the Brand Manager for the game, he was working on design. Rich's accomplishments are indeed vast, and describing each and everyone one here would take more space than I have. However if you know Rich, you know he doesn't balk at a hard task. 4 card combo to let him stealth in with Varson Yscar and kill you? No problem! 3 Cards to prevent the opponent from doing the same? Cake. When it comes to design, this same courage, the courage to do what others say you can't, is very much noticeable. It brings us cards that try to bleed outside the box of what is allowable.

WARLORD

SAGA OF THE STORM™

Time itself has been twisted; past, present, and future have collided, and things are not entirely how they used to be. Malrog's machinations have resulted in echoes of worlds unseen. Player votes determined the characters to be included in this set, but what you thought you knew about these characters is no more, some have risen, some have fallen.

CONTENTS

- ✦ A Playset of the 78 cards in the set – 200 cards in all, all Epic Edition legal.
- ✦ Full Color Binder to store and display this set.
- ✦ Color Booklet with fiction featuring the new warlords.
- ✦ New Warlords and Heroes for all 6 factions, 42 new characters in all.
- ✦ New actions that work best in multiples, yet hurt most in multiples.
- ✦ New pieces for item sets presented in Temple of Lore set.
- ✦ New items that enable and enhance deck archetypes like never before.