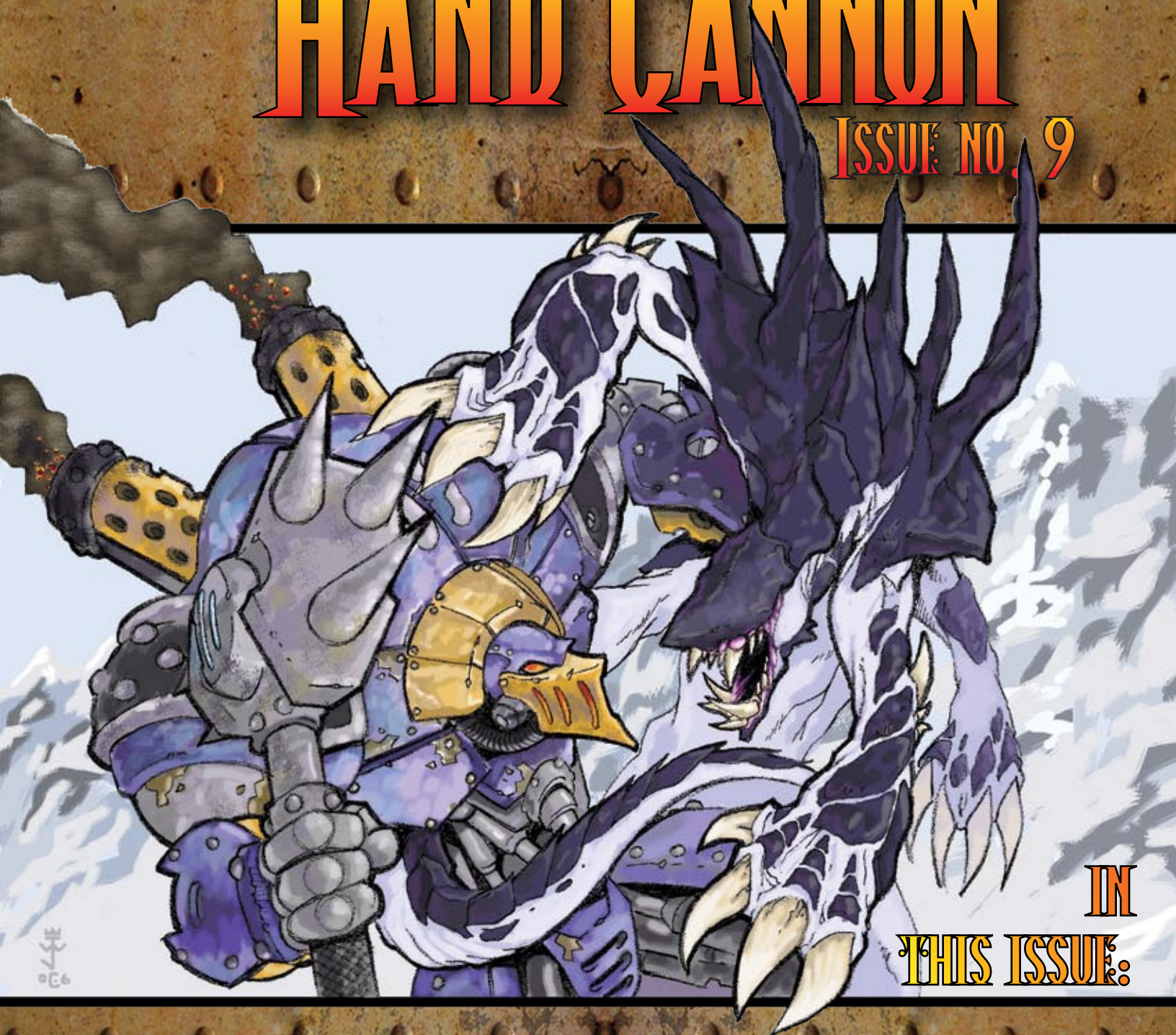


HAND CANNON

ISSUE NO. 9



IN
THIS ISSUE:

BRIGHTEN NYSS

FLAIL RESISTANCE

TROLL WHIPS

ON THE COVER:

The stunning front cover of the battle of two iconic figures from HORDES and WARMACHINE, was done by Chris Walton.

ABOUT CHRIS WALTON

Chris Walton is a freelance illustrator working in the wild suburbs of New Jersey. He has recently worked for Privateer Press as a concept artist and illustrator on Warmachine:Superiority. When not slaving over a hot drawing board, he enjoys throwing the metal down with his Khador army.

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CHANGING OF THE GUARD...

As most of you will realize by now, Hand Cannon has once again undergone a change in editorship. This has no doubt prompted many questions and concerns, and the fact that I'm writing this in the front of issue 9, instead of issue 10, makes it all that much more bittersweet. First after having spent that about 40 hours working on squaring up this layout should give a very solid understanding of why Hand Cannon is so hard on the editor. So before I get to far into this, I feel I need to bring up a couple of very important points.

First to all the guys who helped make Hand Cannon what it is today,

Corbin Cook, Chris Houle, Lucas Smith, Anthony Bouvier, Patrick Taylor, Brian Solomon, Jason Lang, And everyone else who has contributed to Hand Cannon both past and present. Past and present.

Second, I'm not too sure how many folks realize this, but Hand Cannon is over 3 years old. The first issue was released back in the first half of 2003.

And through it all, Hand cannon has burned through quite a few editors, and during that time the folks before have managed to always put out a great fan based (read free) magazine for everyone clamouring for more and more stuff for the Iron Kingdoms.

So without further adieu, I present to you, the very next issue Hand Cannon #9

MATT "TEKNOMANCER" RUTCHINS

EDITOR #7 (I THINK)

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DEDICATED TO

“GREEDO1379”

KNOWN BY MANY, MISSED BY ALL.

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WANTED

YOUR SUBMISSIONS

Battle Reports
Fan Art Fan Fiction
Modeling Articles
Scenarios

If you would like to contribute
you can join the yahoo group
"HandCannon"
or e-Mail

submissions@handcannon.org.uk



BLIGHTED NYSS

BY ST. JASON

With the release of Hordes, it brings forth a cache of new critters and situations for your PCs to encounter. Here is an exploration upon one of these, the Blighted Nyss.

For your PCs, a nemesis or ally. The lamentable 3-stage progression of one Nyss with a wee bit o' the Blight, Shas Larysar.

Shas is a young, inexperienced scout for his Shard. The blight has not hit yet, but the rumors of something dark stirring in the north continue. More pressing are the constant Khadorian timber parties coming onto Shard territories. Shas has become quite adept at hunting them down...

Shas Larysar, male Nyss Ranger1: CR 1; Size M; HD 1d8+1, 9hp; Spd 20'; AC 16 (+3 dex, +3 studded leather); Attacks: Claymore +5 (+1 base, +3 finesse, +1 masterwork), or composite longbow +5 (+1 base, +3

Dex, +1 masterwork); Damage: 2d6+1 Claymore, or 1d8+1 comp longbow; SV Fort +3 (+2 base, +1 con), Ref +5 (+2 base, +3 dex), Will +1 (+0 base, +1 wis), Immune to magic sleep effects, +2 vs. Enchantment, +4 vs. cold, -2 vs. fire/heat; AL LN; Str 13 (+1), Dex 16 (+3), Con 12 (+1), Int 10 (+0), Wis 13 (+1), Cha 8 (-1).

Languages: Aeric (spoken), Khadoran (spoken)

Skills & Feats: Hide +9 (4 rank, +3 dex, +2 race), Listen +6 (3 rank, +1 wis, +2 race), Move Silently +7 (4 rank, +3 dex), Search +4 (4 rank, +0 int), Spot +7 (4 rank, +1 wis, +2 race), Survival +7 (4 rank, +1 wis, +2 race). Weapon Finesse, Favored

Enemy (human), Socially isolated.

Gear: Shas typically has his Nyss Claymore (+1 to hit, 2d6 dam, 19-20/x2) and his favorite bow (MW Compound Longbow (+1 to hit, 1d8(+1) dam, x3)), and at least a dozen arrows. Studded leather armor (+3 AC), while hunting. Shas may also carry additional supplies to make traps or to sabotage, depending on what he may be doing.

The worst has happened. First it was strange creatures found in the forest. Nuts and berries were found, blackened and misshapen. Then the children began to change. In less than a month, half the Shard had died from the changes. The ones who



BLIGHTED NYSS	
Medium Humanoid (Elf)	
Hit Dice	1d8+1 (5 hp)
Initiative	+1 (+1 dex)
Speed	30 ft.
Armor Class	15 (+1 Dex, +4 natural), touch 11, flat-footed 14)
Base Attack/Grapple	+0/+0
Attacks	Nyss claymore +2 melee (2d6); or short sword +0 melee (1d6); longbow +1 ranged (1d8); or bite +0 melee (1d4); or claw +0 me-lee (1d4)
Space/Reach	5 ft./5 ft.
Special Qualities	Nyss traits, Scent, Blighted traits
Saves	Fort +1, Ref +2, Will -2
Abilities	Str 11, Dex 13, Con 13, Int 10, Wis 5, Cha 10
Skills	Survival -3, Hide +4, Listen +2, Ride +2, Spot +0, Knowledge: Nature +2
Feats	Martial Weapon Proficiency (longbow), Exotic Weapon Proficiency (Nyss Claymore), Weapon Finesse (Nyss Claymore), Alertness
Environment	Cold mountains
Organization	Patrol (2-8), Hunt (9-16), war band (12-60), Shard (80-200), or tribe (200-800)
Challenge Rating	3
Alignment	Usually chaotic neutral
Advancement	by character class
Combat	Weapon Finesse (Nyss Claymore)

Nyss Traits (Ex)

Note that Nyss do not receive elven traits from the PHB. Instead they get the following benefits;

+2 racial bonus to Listen, Spot, and Hide checks.

+4 racial saving throw bonus versus cold-based spell attacks.

Nyss are resistant to the effects of cold weather and do not suffer penalties from cold conditions until 40F lower then normal

Immune to sleep effects, +2 vs. Enchantment spells or effects

-2 racial saving throw penalty to heat or fire attacks. Nyss are vulnerable to hot weather when wearing any armor greater then studded leather, suffering hot or extreme heat conditions at 20F lower then others.

Socially Isolated: -2 to Bluff, Diplomacy, Gather Information, and Sense Motive against non-elves. Against Iosians, this penalty is -4



Blighted Traits (Ex)

Due to the touch of the dragon, Blighted gain the following abilities

Darkvision 60'

Immune to fear, sleep, and paralysis effects.

Regeneration: Fire and acid inflict damage normally, all other damage regenerates at +2hp a round.

Spell Resistance: Equal to their hit dice

remained were darker, meaner, and tougher. The hunt against the Khadorans began in earnest

Shas Larysar, male
Blighted Nyss Ranger3: CR 5; Size M; HD (2d8+2)+(1d8+2), 20hp; Spd 20'; AC 16 (+3 dex, +3 natural); Attacks: Claymore +7 (+3 base, +3 finesse, +1 masterwork), +4 claw (+3 base, +1 str), +3 bite (+3 base), or composite longbow +7 (+3 base, +3 Dex, +1 masterwork); Damage: 2d6+1 Claymore, 1d4 bite/claw, or 1d8+1 comp longbow; SV Fort +5 (+3 base, +2 con), Ref +6 (+3 base, +3 dex), Will +0 (+1 base, -1 wis), Immune to sleep, fear, and paralysis effects, +2 vs. Enchantment, +4 vs. cold, -2 vs. fire/heat; AL LN; Str 13 (+1), Dex 16 (+3), Con 14 (+2), Int 10 (+0), Wis 9 (-1), Cha 8 (-1).

Languages: Aeric (spoken), Khadoran (spoken)

Skills & Feats: Climb +4 (3 ranks, +1 str), Creature Lore +1 (1 rank, +0 int), Handle Animal +0 (1

rank, -1 Cha), Hide +9 (4 ranks, +3 dex, +2 race), Jump +2 (1 rank, +1 str), Knowledge (geography) +1 (1 rank, +0 int), Knowledge (nature) +1 (1 rank +0 int), Knowledge (tactics) +1 (1 rank, +0 int), Listen +6 (3 ranks, +1 wis, +2 race), Move Silently +7 (4 ranks, +3 dex), Ride +4 (1 rank, +3 dex), Search +4 (4 ranks, +0 int), Search +4 (4 ranks, +0 int), Spot +7 (4 ranks, +1 wis, +2 race), Survival +7 (4 ranks, +1 wis, +2 race), Swim +2 (1 rank, +1 str), Use Rope +4 (1 rank, +3 dex), Weapon Finesse, Point Blank Shot, Favored Enemy (human), Favored Terrain (mountains), Socially isolated, Alertness, Scent, Darkvision 60', Regeneration 2, Spell Resistance 3.

Gear: Shas typically has his Nyss Claymore (+1 to hit, 2d6 dam, 19-20/x2) and his favorite bow (MW Compound Longbow (+1 to hit, 1d8(+1) dam, x3)), and at least a dozen arrows. Studded leather armor (+3 AC), while hunting. Shas may also carry additional supplies to make traps or to sabo-



tage, depending on what he may be doing.

The Truth is known. Shas has travelled north and seen Everblight in all His glory. Dropping to his knees, he was greeted, and indoctrinated into the growing Cult of Everblight. The Skirov have a real blight upon their villages, as he leads his Nyss and Dragonspawn into battle.

Shas Larysar, male
Blighted Nyss Ranger7: CR 9; Size M; HD (2d8+2)+(4d8+8), 48hp; Spd 20'; AC 16 (+3 dex, +3 natural); Attacks: Claymore +12/+7 (+7/+2 base, +3 finesse, +1 focus, +1 masterwork), +8/+3 claw (+7/+2 base, +1 str), +7 bite (+7/+2 base), or composite longbow +11/+6 (+7/+2 base, +3 Dex, +1 masterwork); Damage: 2d6+1 Claymore, 1d4 bite/claw, or 1d8+1 comp longbow; SV Fort +9 (+7 base, +2 con), Ref +8 (+5 base, +3 dex), Will +4 (+4 base, +0 wis), Immune to sleep, fear, and paralysis effects, +2 vs. Enchantment, +4 vs. cold, -2 vs. fire/heat;

AL LN; Str 13 (+1), Dex 16 (+3), Con 14 (+2), Int 10 (+0), Wis 11 (+0), Cha 8 (-1).

Languages: Aeric (spoken), Khadoran (spoken)

Skills & Feats: Climb +4 (3 ranks, +1 str), Creature Lore +7 (5 rank, +0 int, +2 synergy), Handle Animal +0 (1 rank, -1 Cha), Hide +9 (4 ranks, +3 dex, +2 race), Jump +2 (1 rank, +1 str), Knowledge (geography) +5 (5 rank, +0 int), Knowledge (nature) +5(+7) (5 rank +0 int, +2 critters), Knowledge (tactics) +1 (1 rank, +0 int), Listen +6 (3 ranks, +1 wis, +2 race), Move Silently +12 (9 ranks, +3 dex), Ride +4 (1 rank, +3 dex), Search +5 (5 ranks, +0 int), Search +4 (4 ranks, +0 int), Spot +7 (4 ranks, +1 wis, +2 race), Survival +13(+15/+17) (10 ranks, +1 wis, +2 race, +2 nature, +2 to find tracks), Swim +2 (1 rank, +1 str), Use Rope +4 (1 rank, +3 dex), Weapon Finesse, Weapon Focus (Nyss Claymore), Point Blank Shot, Far Shot, Leadership, Favored

Enemy +4 (human), Favored Enemy +2 (trollkin), Favored Terrain +2 (mountains), Endurance, Woodland Stride, Socially isolated, Alertness, Scent, Darkvision 60', Regeneration 2, Spell Resistance 7.

Gear: Shas typically has his Nyss Claymore (+1 to hit, 2d6 dam, 19-20/x2) and his favorite bow (MW Compound Longbow (+1 to hit, 1d8(+1) dam, x3)), and at least a dozen arrows. Studded leather armor (+3 AC), while hunting. Shas may also carry additional supplies to make traps or to sabotage, depending on what he may be doing.

Finally, should it intrigue your players enough (and not give your DM's headaches), a PC race version:

Blighted Nyss PC class.

"You hear it a lot now. You know what the Skirov call them? Drakol-aelf.



Dragon-elves. Sounds like another fairy-tale to me.”
- Conversation overheard in the Trovicholvik Tavern, Porsk

Blighted Nyss can also be a PC class, though not recommended. Ask your DM first.

Alignment: While PCs can be of any race, the blight inevitably creeps into the soul. Blighted Nyss begin with any Evil alignment, though they can attempt to change their alignment over the course of adventuring.

Ability Adjustments: +2 Dexterity, +2 Constitution, -6 Wisdom
+4 racial save bonus versus cold-based spell attacks.
-2 racial save penalty versus fire or heat-based attacks.
+4 natural armor due to leathery, scaly skin.
Claws and a bite, which do 1d4 damage

Level adjustment +2

Movement: Medium creature, base speed 30 feet.

Bonus Feats: Nyss receive the following: Martial Weapon Proficiency (long-bow), Exotic Weapon Proficiency (Nyss claymore), and Alertness as bonus feats. They are also proficient with their new natural attacks (bite, claw)

Automatic Class Skill: Survival

Skill Bonuses: +2 racial bonus on Hide, Listen, and Spot checks.

Special Qualities:
Immunity to fear, sleep, and paralysis effects, and a +2 racial saving throw bonus against enchantment spells or effects. Nyss are resistant to the effects of cold weather and do not suffer penalties for cold conditions until 40 degrees lower than normal.

Nyss are particularly vulnerable to hot weather when wearing armor heavier than studded leather, suffering as if enduring hot or extreme heat conditions at 20 de-

grees lower than others.

Scent

Darkvision 60'

Regeneration: fire and acid heal as normal. All other damage regenerates at 2 hp a round.

Spell Resistance: Blighted gain spell resistance equal to their hit dice.

Favored Class: Ranger

Social Flaws: Socially isolated (-2 to Bluff, Diplomacy, Gather Information and Sense Motive checks on non-elves. Against Iosians, a -4 penalty instead)

Automatic Languages:
Aeric (spoken)

Bonus Languages: Aeric (written, clerics and sorcerers only), Cygnarian (spoken), Khadorian (spoken), Shyr (spoken)

Base Height: Male 5' 5", Female 4' 11" (+2d8 in)

Base Weight: Male 143lbs, Female 83 lbs (+ height mod. x1d6 lbs)



ADVENTURE HOOKS

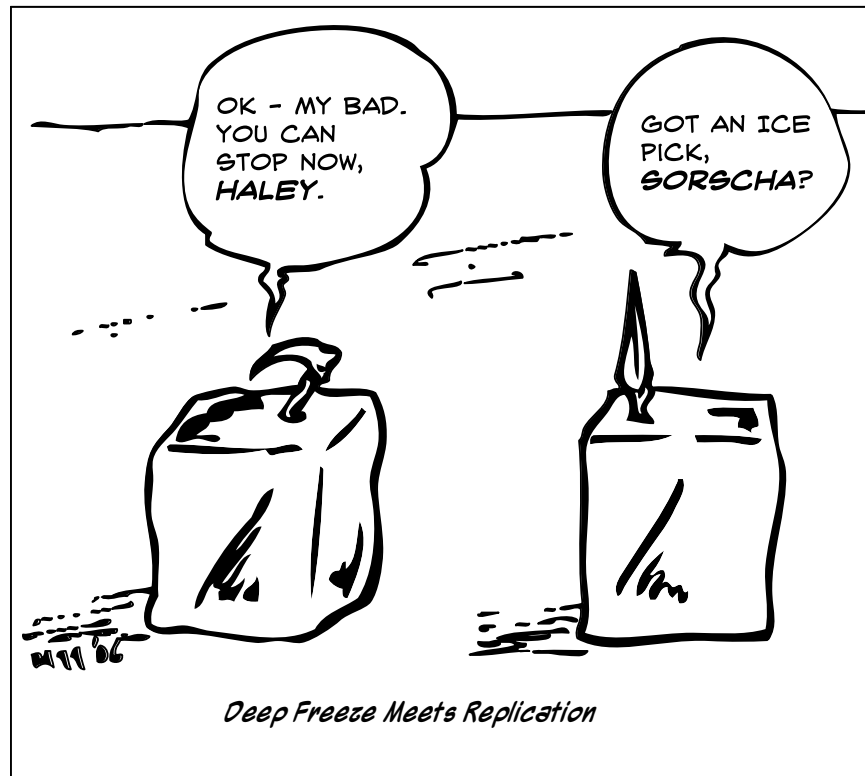
Choosing Sides

While wandering the wild areas, the players overhear the sounds of battle. They close to find a Legion force battling a Skorne/Troll/Circle/Khadoran/Cryxian force. When the battle sweeps over them, which group do they help? And can they extract themselves before the victor turns their attention to them?

Dude Looks Like A Monster

While dragonblight eventually turns all but the most strong-willed to darkness, what happens to those strong wills? A priest of Nyssor flees persecution of his own kind, his skin slowly crawling with scales, but is still obliged to do good. What happens when the players come across a hideous monster healing a child, visiting the sick? What if he has begun a small clinic hidden near civilization (the Corvis under-city, for example), helping the poor, downtrodden, and destitute? And how long can he resist the corruption of body and soul? Is there a cure?

If one of the players is a Nyss, what will be their reaction when they learn of the problems up north? Are they prepared to face their people corrupted by the dragon? Are they prepared to face their family?



BY COLLEEN "M99" WINTERS



LIAEL RESISTANCE

BY MATT "LIAEL RESISTANCE" C.

"THE SOVEREIGNTY OF LIAEL ENDED HARSHLY IN THE WINTER OF 604 AR WHEN, IN A LIGHTNING ATTACK, KHADOR INVADED AND CAUGHT ITS PEOPLE AND THEIR CYGNARAN ALLIES OFF GUARD. A FEW MONTHS OF FIGHTING LATER, LIAEL WAS AN OCCUPIED STATE."

-Iron Kingdoms World Guide pg. 238

The country of Liael has always been a peculiar country. Its customs and traditions are unique and, some would say, more civilized and enlightened than the other kingdoms of Immoren. Despite all of its nobility and grand history, the country of Liael was no match for the iron might of Khador. In modern times, the population of Liael is not renowned for its strength of arms. Since the peak of Rynnish power during the Orgoth rebellion, Liael has become complacent. Its military power has slowly withered to no more than several hundred Royal Guards backed up by hired Mercenary Companies and its long time ally, Cygnar. Although Liael has been the scene of numerous battles against Khadoran aggression, the rapid Khadoran assault was a surprise.

Even if there had been some advance warning, it's doubtful that Khador could've been repelled for long. Queen Ayn Vanar IX, driven by her

grandfather's vision of a new Khardic empire, was determined to annex Liael no matter what the cost. The military might of Khador has risen to impressive proportions, greater than any other of the Iron Kingdoms. With Cygnar's attention divided between its northern and southern borders, its military is stretched too thin to press a counter attack aimed at driving Khador out of Liael. For now, they are more concerned about containing the Khadorans and shoring up their own borders. To complicate matters more, activity in the Thornwood Forest, long a place of dire warfare, has further weakened Cygnar's ability to confront the Khadorans in Liael. As it stands, Liael will remain under Khadoran occupation for the near future, perhaps longer if measures aren't taken to reduce the potency of Khador's military might.

The situation among the Iron Kingdoms is tedious to say the least. The



level of aggression has been escalating for many years, culminating in all out warfare. Now is a time of woe for the people of Immoren, their livelihood threatened on multiple fronts. Many citizens have been pressed into fighting at the behest of their royal leaders. In Llael, the people are undergoing a paradoxical change, their culture of frivolity and excess harshly suppressed by their new Khadoran masters. The country of Llael has become a virtual slave of Khador. The wants and needs of the Llaelese are considered immaterial to the greater goal of strengthening the Motherland and its vast armies. Valuable material goods and natural resources have all been diverted to Khador. The businesses and institutions of Llael have either been abolished or confiscated. Many Llaelese citizens have suffered under the oppression of Khador. Family estates and fortunes that have existed for centuries have been liquidated to appease the Khadoran throne. What was once Llaelese is now Khadoran.

WARCASTER ASHLYNN D'ELYSE, LADY DI LA RESISTANCE

"THOUGH FORCED FROM HER HOMELAND, ASHLYNN HAS NOT LOST HER FIGHT. SINCE THE OCCUPATION SHE HAS TURNED TO FREELANCING TO FUND HER ONGOING OPERATIONS AGAINST KHADOR.

THOUGH SHE HAS NO LOVE FOR THE PROTECTORATE AND BLAMES CYGNAR'S WITHDRAWAL FOR LLAEL'S DEFEAT, SHE GLADLY ACCEPTS THEIR GOLD. THE COIN FROM THESE ENTERPRISES GOES TO REBELLIOUS GROUPS IN THE HOMELAND, AND TO SUPPORT HER OWN OPERATIONS. VENGEFUL AND INDEPENDENT ENOUGH TO ACCOMPLISH ANYTHING, SHE WAGES A GUERILLA WAR THAT COSTS KHADOR THOUSANDS IN SUPPLIES AND STOLEN FUNDS. THOUGH ONLY BITING AT THE MOTHERLAND FOR NOW, ASHLYNN HOPES NOT ONLY TO REPEL THE INVADERS, BUT ONE DAY TO DRIVE HER SABER THROUGH THE HEART OF THE MAN WHO ROBBED HER FATHER OF AN HONORABLE DEATH WITH INDISCRIMINATE MORTAR FIRE – KOMMANDANT GURVALDT IRUSK HIMSELF."

-No Quarter #1 pg.31

For several months following the defeat and occupation of Llael, Ashlynn found employment with both Cygnar and the Protectorate, aiding each faction to their own ends. Despite her work for the Protectorate, Cygnar found her to be a valuable ally. However, once they found out she was revealing Cygnaran troop locations to the Protectorate; she was ejected from all Mercenary contracts with the Cygnaran crown. Also, after the destruction of Myrr by Protectorate forces under Priestess Feora, Ashlynn no longer had any desire to fight for the Menite kingdom. Finding this turn of



events more of an annoyance than anything, Ashlynn used the bulk of her own funds to hire Rhulic warcaster Gorten Grundback and form the Highborne Covenant Mercenary Company. Together, Ashlynn and Gorten marched into Llael during the summer of 606 AR to harass the Khadoran garrisons in the southern provinces.

**THE FOLLOWING
IS A TIMELINE OF
EVENTS CHRONICLING
THE HIGHBORNE
COVENANT'S
ACTIONS IN LLAEL.**

606 AR

Malleus 4th, Rowen

The Highborne Covenant including over 1200 mercenary soldiers, 18 warjacks, and 20 mechaniks enters Llael south of Merywyn and confronts Khadoran border guard units stationed along the Great Northern Tradeway.

Malleus 7th, Rowen to Donard 2nd, Solesh

Following several days of skirmishes with the Khadorans, the Highborne Covenant moves quickly into the Voxsauny Province and the city of Rhydden, which is unoccupied by the Khadorans. Along the way they raid supply trains traveling on the Merywyn - Rhydden Short Line and sabotage the railway, wrecking several locomotives.

Vendarl 6th, Katesh

The Highborne Covenant starts building a secret base camp outside the city of Rhydden. From here the Mercenary Company plans to send out war parties to harass the Khadorans. Upon their arrival, about 300-400 Llaelese refugees join the Covenant, sparking the first of many feuds between Ashlynn and Gorten over money.

IRON KINGDOMS

Donard 3rd,
Katesh

Khadoran garrisons in the cities of Leryn, Merywyn, and Rynyr are put on alert. The presence of the Highborne Covenant is reported to Kommandant Gurvaldt Irusk who dismisses them as a weak threat. Khadoran Winter Guard units throughout Llael are ordered to hunt down and kill any mercenaries not loyal to Khador.

Malleus 4th,
Doloven

The Highborne Covenant suffers its first major defeat losing nearly 200 soldiers and 4 warjacks in a failed ambush near the ruins of Riversmet. During a fit of rage Ashlynn engages a patrolling unit of Winter Guard,

slaughtering all of them single-handedly. Afterwards, she places the decapitated heads of the slain Winter Guards in a sack of horse manure and leaves it hanging from a sign along the Tradeway. This action leads the Khadorans to declare the lives of all Highborne Covenant Mercenaries forfeit and all enemy mercenaries in their custody are summarily executed. Kommander Sorscha Kratikoff vows to hunt down Ashlynn herself to avenge the defiled Winter Guards.

607 AR

Gorim 5th to Gorim
7th, Casteus

The largest battle of the campaign occurs near the town of Iryn on the northern border of the Southryne Province over the course of two days. During the battle, over 500 Highborne Mercenaries and nearly 400



Khadorans are killed. Even though the mercenaries suffered more casualties, the Khadorans lost a large number of seasoned Winter Guard and Iron Fang Pikemen as well as 9 heavy warjacks. The battle was considered neither a win nor a loss by either side, but after the battle the frequency and strength of Highborne Covenant attacks decreased. During the battle, Brogan Blackheel, a long time friend of Gorten Grundback was slain. Gorten begins to accumulate more disdain for Khador leading him to draw more of his personal resources into the conflict and rejecting all Khadoran contract offers.

Vendarl 2nd,



Cinten

Ashlynn receives a large sum of money from a refugee group of Llaelese nobles. She immediately hires more mercenaries from Cygnar and Ord, having to offer double wages for their service. Ashlynn also buys a number of retired Cygnaran warjacks to reinforce her army. Gorten receives word that an alliance of Rhulic clans is offering secret support for their campaign against Khador. The Rhulic clans are upset about the lost trade with Cygnar and have not been able to make headway with Khador over the issue. Gorten accepts their support, and from this point on, no longer fights under Ashlynn's command but remains allied with her.

Vendarl 1st, Solesh

Nearly one year after the start of the campaign, the Highborne Covenant scores its first and only major victory against Khador. While escorting a large contingent of approximately 300 Kossite recruits from the north, the 5th border legion, under the command of Orsus Zoktavir "The Butcher" is attacked along the road from Laerdy to Rynyr. Through good reconnaissance and careful planning, Gorten and Ashlynn attack the heavily armed convoy simultaneously, resulting in a muddled response from the Khadorans. During the battle, which lasts only a few hours, nearly all of the Kossites are either killed, wounded, or flee. Every warjack in Zoktavir's battlegroup

is either destroyed or disabled. The 5th Border Legion troops, including a full unit of Man-o-war Shocktroopers are utterly defeated with nearly every Khadoran being either killed or wounded. This victory gives Ashlynn more confidence that Khador can be defeated. This confidence will gradually work against her in the months to come. At this point in time, the Highborne Covenant Mercenary Company is at the peak of its power.

Donard 3rd to Donard 6th, Katesh

Kommander Sorscha Kratikoff finally engages the Highborne Covenant as they are performing

IRON KINGDOMS

raids against the trains carrying troops and supplies between Elsinberg and Merywyn. The mercenaries are without a warcaster at this point and are decimated by Sorscha's forces. Every mercenary, over 100 of them, are all killed. Unknown to Ashlynn or Gorten, brutal interrogations following the battle give the Khadorans valuable information about the Covenant and their operations.

Malleus 7th to Donard 3rd, Goloven

Khadoran forces under the command of Kommandant Irusk and Kommander Sorscha Kratikoff lead an incursion into the Voxsauny Province to attack the base camp of the Highborne Covenant

directly. Fortunately for the Covenant, both warcasters were present, and despite a fierce battle, the Highborne camp was successfully defended. However, it was obvious to Ashlynn and Gorten that the Khadorans were determined to completely destroy them. Gorten makes plans to move his forces north to the mountains around Leryn and the Rhulic border. Ashlynn, refusing to give in, insists on staying in Rhydden. At this point, Ashlynn's forces are weakened by the loss of Gorten's Rhulic support units due to their move north. The two warcasters still fight together.

Gorim 7th, Khadoven

At this point, Ashlynn has been making numerous incursions into the Southryne Province. She is determined to



liberate the city of Merywyn by year's end. However, her overconfidence has blinded her to the obvious. She has a shrinking pool of recruits and she is nearly out of funds. Despite Gorten's advice, she continues to push into Southryne. She even sends word to Cygnar and Ord that she needs more mercenaries and makes offers she does not have the money to back up. During her raids, Ashlynn discovers a small group of mercenaries operating independently, The Blackshields. Their leader, Sir Fane Galbraith, offers to make an alliance with Ashlynn. Although she is pleased with the offer, she demands that Sir Fane come up with



more troops before he can join her.

*Vendarl 1st to
Malleus 6th,
Ashtoven*

Ashlynn learns of a large shipment of supplies heading for Merywyn by rail. Against all advice Ashlynn gathers her remaining forces and heads north to Rynyr. She intends to intercept the train as it leaves the city. The weather has grown bitter cold, making the journey difficult. Gorten decides that he can't let Ashlynn go it alone and forms a small Rhulic force to follow her. Even though Gorten doesn't agree with Ashlynn's desperate and risky maneuver, he realizes that if the supply train is stopped, the Khadoran garrison at Merywyn will be severely

weakened and could be defeated. His intuition, however, tells him to be wary of the situation.

*Malleus 7th to
Donard 1st,
Ashtoven*

Ashlynn and Gorten move their forces into position outside of Rynyr. The normally frigid winter weather had grown even more unbearable, culminating into a full blown blizzard of blinding snow and ice. When Ashlynn's scouts detected the oncoming supply train, they reported that it was being escorted by a large number of heavy warjacks. Undeterred, Ashlynn ordered the attack to commence and the ensuing battle would be the last for the Highborne Covenant. During

the battle, Ashlynn was surprised to find that the supply train was guarded by no less than Karchev the Terrible. His heavily armored battlegroup consisted of nothing but heavy warjacks and full units of Man-o-war Shocktroopers. In the freezing winter storm, Ashlynn's mercenaries didn't have a chance. When Gorten discovered the nature of their enemy, he immediately ordered a staged withdrawal. He was able to escape with a small portion of his forces. However, when he discovered that Ashlynn had not retreated with him he doubled back only to discover the worst.

When the sun finally rose on Donard 1st, the vast white plains of snow barely concealed the carnage underneath.

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All the mercenaries in Ashlynn's attack force were dead; their frozen bodies a macabre testament to the horrors of war. After a desperate search, only the remains of Ashlynn's three warjacks could be found. Her precious mechanical saber, Nemesis, was found stabbed into the earth like a simple grave marker. Gorten instructed his men to scavenge any parts and weapons they could find, but he left Ashlynn's sword stuck in the snowy ground as a memorial to a fallen warrior.

THE BEGINNING OF THE LLAELESE RESISTANCE MOVEMENT

Donard 1st,
Ashtoven

Following

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the battle outside of Rynyr, warcaster Ashlynn D'Elyse is found barely alive, buried in the snow, and surrounded by her slain mercenaries. Due to Ashlynn's warcaster armor and arcane powers, she was able to survive the bitter cold despite her severe injuries. The peasants who found her are sympathetic to those fighting the Khadorans and she is taken to Wren de'Alyr, a former healer and aid of the late King Rynnard. Wren is able to stabilize Ashlynn. Her wounds are great including multiple broken bones, internal bleeding, and a head injury resulting in a coma. Only by the arcane talents of Wren de'Alyr was Ashlynn able to remain alive. She remained cloistered in Wren's home, hidden from Khadoran patrols. She is considered dead by the Khadorans any way but, in her condition, it is impossible to move her



to a safer location.

608 AR

Malleus 3rd,
Glaceus

The Blackshield Mercenary Company, under the command of Cygnaran Knight Sir Fane Galbraith, begins a guerilla campaign against the Khadorans in Llael. Sir Fane, in a quest to find Ashlynn and the remnants of her mercenary company, travels to Rynyr in disguise. When he arrives he learns the fate of Ashlynn and the Highborne Covenant. Before leaving the city, he is contacted by a small group of peasants who inform him of Ashlynn's whereabouts. Sir Fane makes plans to move her south to a safer



location. He manages to procure Ashlynn's sword, Nemesis, and her damaged warcaster armor from a local mechanika dealer before he leaves.

Gorim 3rd to Gorim 7th, Glaceus

Warcaster Gorten Grundback begins settling into his new base of operations in the mountains just north of Leryn. As a son of Rhul, Gorten is extremely comfortable in the mountains. He contacts the Rhulic Merchant Clans funding his mercenary army and makes a simple request, to build him a powerful heavy warjack using the finest materials available. He gives them the remains of a scavenged Vanguard to use in its construction.

Malleus 1st, Casteus

Construction of "The Avenger" heavy warjack begins. Gorten uses the last of Ashlynn's mercenary funds to help pay for it. The warjack chassis is based on a Rhulic design using large quantities of the legendary dwarven metal, Serricsteel. It's powered by an experimental steam furnace built by The Order of the Golden Crucible that was smuggled out Leryn before it was conquered by the Khadorans. Gorten hopes he can rebuild his army quickly so he doesn't lose any of the ground Ashlynn fought so dearly for.

Vendarl 2nd, Trineus

Warcaster Ashlynn D'Elyse, now partially recovered

from her injuries and able to travel, arrives in Grynstone, a small village along the banks of the Black River. While there, she begins building up her strength. Residing in the village is a legendary duelist named Vahn de'Gilfyn. Through his tutelage Ashlynn will become even stronger than she was before her defeat. Sir Fane Galbraith continues to direct guerilla attacks against Khadoran instillations in the Southryne and Wessina Provinces. His Mercenary Company, the Blackshields, are successful in hampering the build up of Khadoran garrisons stationed at Merywyn and Elsinberg. Despite a concerted effort to track Sir Fane and the Blackshields down, Kommander Sorscha Kratikoff and Kommandant

IRON KINGDOMS

Gurvaldt Irusk are unable to engage them in any capacity.

*Malleus 5th,
Cinten*

- The Rhulic Mercenary Company led by warcaster Gorten Grundback scores a series of victories in the Lyngblad Province, severely weakening the Khadoran garrison in Leryn. Rhulic emissaries are unable to enlist the support of The Order of the Golden Crucible to aid the Llaelese rebels due to the objections of its corrupt headmaster.

*Donard 4th,
Cinten*

- Umbrian Prince, Vladimir Tzepesci, moves his army into the Esmynya Province just north of Leryn, halting any further

advances by Gorten's Rhulic Mercenary Company.

*Vendarl 3rd, Solesh
to Malleus 2nd,
Octesh*

Sir Fane and a small group of his peasant scouts join up with Ashlynn at the northern border of the Southryne Province and covertly travel from there to Leryn. Along the way Ashlynn and Sir Fane gain each other's friendship. Ashlynn is grateful to Sir Fane for coming to her aid, but her extreme hatred of Khador fuels a dark rage that threatens to consume her. With Sir Fane's help she is able to conquer her hatred and channel her anger into even greater arcane strength. It is rumored that Ashlynn and Sir Fane had a romantic affair, but it is never confirmed nor denied.



*Malleus 2nd to
Malleus 5th,
Octesh*

Ashlynn is reunited with Gorten Grundback, who is overjoyed to see she is still alive. Gorten reveals the completed Avenger heavy warjack to Ashlynn at his hidden base in the mountains and presents it to her as a gift. Together the two warcasters make plans to liberate Leryn and drive the Khadorans out of the Voxsauny and Lyngblad Provinces for good.

Upon their arrival in Leryn the Khadoran Greylords stationed at Thunderhelm Fortress learn of Sir Fane's presence and are able to capture him and his small band of peasant rebels. Their public



IRON KINGDOMS

execution by beheading is planned for Malleus 7th at the market square. Attendance by the citizens of Leryn will be mandatory. Upon hearing the news Ashlynn and Gorten rush back to Leryn to see if they can rescue Sir Fane before he is executed. The loss of Sir Fane would be a huge setback for their cause.

Gorten musters all the mercenaries and Llaelese rebels under his command and hurries to Leryn to join Ashlynn. Their plan for liberating Leryn will have to occur sooner than they'd thought.

Malleus 7th, Octesh

Ashlynn confronts the Greylord Koldun as the public execution of Sir Fane and his accomplices begins. In a dramatic display of guile and willfulness

Ashlynn kills the Greylord Koldun and his Winter Guard escort in the market square. This rouses the citizens of Leryn who promptly gather under Ashlynn's command and begin fighting to liberate the city. Sir Fane, who is now repaid for aiding Ashlynn, calls for his Blackshields to rally and join the fighting. The ensuing battle becomes the stuff of legends.

Although successful in driving the Khadorans out of the city, Kommandant Irusk arrives in just enough time to set up a heavy bombardment of the city. Determined to level it to the ground, Leryn suffers heavy damage during the bombardment. With the tables now turned on the liberators they suffer heavy casualties, as well.

During the

battle to liberate Leryn Order of the Golden Crucible corrupt headmaster Colm Dromore is killed by former Order of the Golden Crucible Alchemist, Gorman di'Wulfe. Renowned Rhulic craftsman Herne Stoneground is able to activate the ancient, hidden defenses of Thunderhelm fortress which are made up of several massive cannon mounted behind secret doors and turrets in the towers and ramparts. These massive cannon were built during the Orgoth Rebellion and are among the first black powder weapons ever developed. Although old and unused for centuries, these high powered weapons decimate the Khadorans outside the city walls and put an end to the destructive bombardment of the

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city.

With Khadorans pushed out of the city and their heavy mortars destroyed Kommandant Irusk's reluctantly orders a withdrawal. After a desperate and destructive battle Leryn is liberated from the Khadorans. This battle is the start of the Llaelese Resistance Movement.



TROLL WHELPS

BY MATT “TEKNOMANCER” KUTCHINS

ILLUSTRATIONS BY COLLEEN “M99” WINTERS

Troll Whelps are creatures that are created by a troll’s regeneration ability. Most whelps are immature whelps that come about when a limb is severed or some other body part is separated from the rest of the Trolls body. After every battle, Trolls and trollkin armies can be seen scouring the field making sure to pick up all their lost body parts in order to ensure that they will have a steady food source as well as their very own fighting force by the sheer volume that the whelps create. The whelps most commonly used are the immature whelps of the regular trolls as it is not very often that the Dire Trolls are fielded and that it is truly not often that a whelp will survive long enough to become fully grown and brought into maturity. Soon after the first several battles it was found out that much like the Pygs, the whelps could provide quite a few opportunities that the full sized trolls were not able to provide. By having a Warlock tap into the inner abilities of the whelp, it has been found that most whelps while normally would only last a few weeks, many a whelp that has been linked with a trollkin sorcerer has ended up with a whelp living for several years.

TROLLBLOODS

STRONGLIMB

TROLLBLOOD WHELP

A Stronglimb is the result of a troll losing his arm in battle. This results in the Stronglimb to have one full sized troll arm while the rest of its body is of the standard whelp size. A Stronglimb when tapped into by a warlock is able to be able to increase the power of those it uses. The stronglimb is by and large one of the most common whelps seen around due to the fact that the loss of an arm in battle is an incredibly common event.

ANIMUS	FURY	POW	RNG	AOE	UP	OFF
THUMPER	2	--	6	--	--	--
TARGET FRIENDLY MODEL GAINS A BOOSTED DIE TO THE FIRST MELEE DAMAGE ROLL THIS TURN.						

SPECIAL ABILITIES:

Snack Food: Trollblood whelp may be removed from play in order to regenerate d3 wounds on friendly Trollblood Warbeast. Whelps removed from play by this method, do not generate Victory Points.

Whelps: A whelp is a lesser warbeast.



STRONGLIMB				CMD 5	
SPD	STR	MAT	RAT	DEF	ARM
5	6	4	4	14	12
MELEE WEAPON		BIG OL' FIST			
		SPECIAL		POW	P+S
		--		2	8

FURY	2
THRESHOLD	8
FIELD ALLOWANCE	U
POINT COST	25
BASE SIZE	SMALL

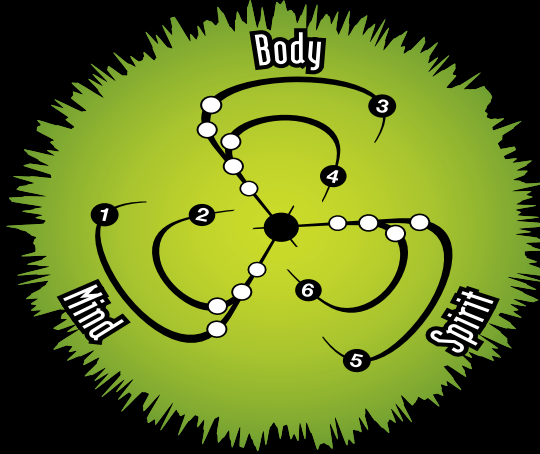
TROLLBLOODS

CLUBFOOT

TROLLBLOOD WHELP

A Clubfoot is a whelp produced by the growing of a whelp from a foot sliced off a troll. A clubfoot when tapped into by the the potential of a warlock is able to grant boosts of speed to those around him. The clubfoot for all its oddity is a surprisingly fast little guy who is capable of covering vast distances quickly. Clubfoots have also been known to group together and have fun creating mini quakes in the area as a way to pass the time.

ANIMUS	FURY	POW	RNG	AOE	UP	OFF
SWIFTFOOT	2	--	6	--	--	--
TARGET TROLLBLOOD MODEL/UNIT GAINS +1 MOVEMENT THIS TURN.						

CLUBFOOT			CMD 5		
SPD	STR	MAT	RAT	DEF	ARM
6	5	4	4	14	12
MELEE WEAPON		STOMPER		POW	P+S
		SPECIAL			
		--		3	8
					
FURY				2	
THRESHOLD				8	
FIELD ALLOWANCE				U	
VICTORY POINTS				1	
POINT COST				23	
BASE SIZE				SMALL	

SPECIAL ABILITIES:

Snack Food: Trollblood whelp may be removed from play in order to regenerate d3 wounds on friendly Trollblood Warbeast. Whelps removed from play by this method, do not generate Victory Points.

Whelp: A whelp is a lesser Warbeast.



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TROLLBLOODS

TUSKJAW TROLLBLOOD WHELP

Tuskjaws are whelps formed by remnants of broken teeth and jaws. The tuskjaws are known for their extreme extreme tempers and insatiable appetites, even for a troll. They have been known to tap into their inner animal and let loose a mighty roar that shakes their enemy to the very core.

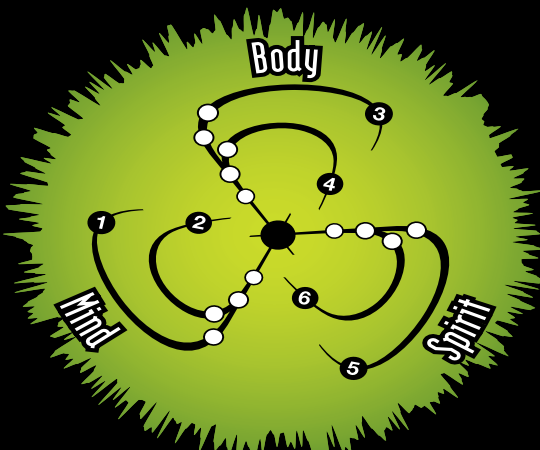
ANIMUS	FURY	POW	RNG	AOE	UP	OFF
BLOODY ROAR	3	--	6	--	--	--
TARGET ENEMY MODEL/UNIT MUST PASS A CMD CHECK OR SUFFER -1 MAT FOR ONE ROUND.						

Special Abilities:

Snack Food: Trollblood whelp may be removed from play in order to regenerate d3 wounds on friendly Trollblood Warbeast. Whelps removed from play by this method, do not generate Victory Points.

Whelp: A whelp is a lesser Warbeast



TUSKJAW			CMD 5		
SPD	STR	MAT	RAT	DEF	ARM
6	5	4	4	14	12
MELEE WEAPON	TOOTHY MAW				
	SPECIAL			POW	P+S
	--			4	9
					
FURY			2		
THRESHOLD			8		
FIELD ALLOWANCE			U		
VICTORY POINTS			1		
POINT COST			22		
BASE SIZE			SMALL		

TROLLBLOODS

BROADEYE TROLLBLOOD WHELP

Broadeyes are whelps created by the regeneration of a troll's eye. The broadeyes are known for there abilities with the spear and throwing the spear. And many a wralock has learned that by tapping into the Broadeye's inner beast, they are able to enhance the aim and accuracy of others.

ANIMUS	FURY	POW	RNG	AOE	UP	OFF
EAGLE EYE	3	--	6	--	--	--
TARGET ENEMY MODEL/UNIT GAINS AN ADDITIONAL DIE TO THEIR FIRST RANGED ATTACK.						

BROADEYE			CMD 5		
SPD	STR	MAT	RAT	DEF	ARM
5	5	4	5	14	12
RANGE WEAPON	THROWN DAGGER				
	RNG	ROF	AOE	POW	
	6	1	--	4	
MELEE WEAPON	DAGGER				
	SPECIAL		POW	P+S	
	--		4	9	

FURY	2
THRESHOLD	9
FIELD ALLOWANCE	U
VICTORY POINTS	1
POINT COST	25
BASE SIZE	SMALL

Special Abilities:

Snack Food: Trollblood whelp may be removed from play in order to regenerate d3 wounds on friendly Trollblood Warbeast. Whelps removed from play by this method, do not generate Victory Points.

Whelp: A whelp is a lesser Warbeast.

Dagger

Thrown: Add STR to POW of weapon when determining damage.



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TROLLBLOODS

THORNQUILL TROLLBLOOD WHELP

Thornquills are whelps formed by the regeneration from a trolls quill. Thornquill whelps wehn tapped into by a Warlock are able to boost the natural armor of other trolls

ANIMUS	FURY	POW	RNG	AOE	UP	OFF
HARDENED QUILLS	2	--	6	--	--	--
TARGET FRIENDLY TROLLBLOOD MODEL GAINS +1 DEF FOR ONE ROUND.						

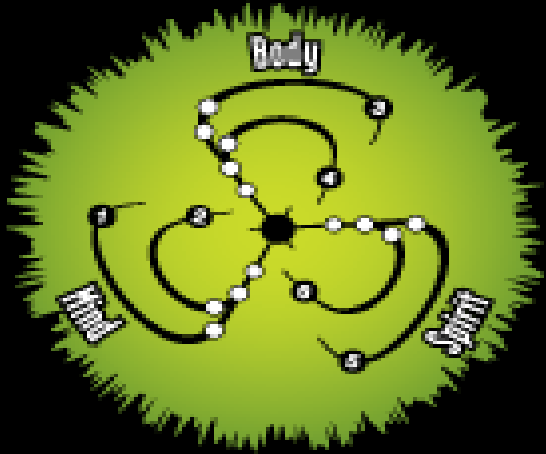
Special Abilities:

Snack Food: Trollblood whelp may be removed form play in order to regenerate d3 wounds on friendly Trollblood Warbeast. Whelps removed from play by this method, do not generate Victory Points.

Whelp: A whelp is a lesser Warbeast.

Spear

Thrown: Add STR to POW of weapon when determining damage.

THORNQUILL			CMD 5		
SPD	STR	MAT	RAT	DEF	ARM
6	5	4	5	14	12
RANGE WEAPON	THROWN SPEAR				
	RNG	ROF	AOE	POW	
	8	1	--	4	
MELEE WEAPON	SPEAR				
	SPECIAL		POW	P+S	
	--		4	9	
					
FURY			2		
THRESHOLD			9		
FIELD ALLOWANCE			U		
VICTORY POINTS			1		
POINT COST			25		
BASE SIZE			SMALL		





MINIONS

BLACK TROLL

MINION LIGHT WARBEAST

Black Trolls have always been a bane to the Trolls. Black trolls caused by a Black Troll sucking the life force out of another troll. No one knows first certain where the first Black Troll came from, although some suspect that the first Black Troll was created by a flawed ritual experiment of the Orgoth during the occupation. Others think that the Black Troll goes even further back and came about by a troll who had come from Blight tainted area, perhaps one of the many battlefields that Toruk used to slay his treacherous progeny. Or perhaps they were tainted by the dread Everblight in the land of Morrdh. Not even the trollkin know for certain. Black Trolls have turned to the armies of the Legion and the Skorne in ever increasing numbers. This has led to the black trolls massing with those armies in order to take their revenge against the Trolls in general for turning against them back in their time of need.

Special Abilities

MINION: Black Troll will not work for Trollbloods

MINION WARBEAST: A minion Warbeast may be part of any warpack controlled by a warlock that the minion will work for.

REGENERATION: may be forced to remove d3 from life spiral

COMMAND WHELP: Black Troll may attempt to assert his will over a whelp in his command range. Make a CMD check, if CMD check fails, whelp becomes under the command of the Black Troll's controller.

MINIONS



ANIMUS	FURY	POW	RNG	AOE	UP	OFF
BLOODDRINKER	4	--	6	--	--	--
TARGET WARBEAST GAINS THE SNACKING ABILITY. ANYTIME A MELEE ATTACK BY TARGET WARBEAST DESTROYS ANOTHER MODEL, IT MAY REGENERATE UP TO D3 POINTS OF DAMAGE.						

ABOMINATION: All models in Black trolls CMD range must make a CMD check, or flee

TROLL BANE: Any Trollblood model hit by any attack by a black troll is unable to be forced to regenerate its next activation.

CLAW

- **REACH** – 2" Melee Range

JAW

- **BLOOD DRAIN** -- Any time a Warbeast is damaged by a Black troll Jaw attack, The black troll is able to remove one wound from anywhere on its life Spiral.

BLACK TROLL			CMD 7		
SPD	STR	MAT	RAT	DEF	ARM
5	9	6	4	13	15
MELEE WEAPON	CLAW				
	SPECIAL REACH		POW 2	P+S 11	
MELEE WEAPON	CLAW				
	SPECIAL REACH		POW 2	P+S 11	
MELEE WEAPON	JAW				
	SPECIAL BLOOD DRAIN		POW 4	P+S 13	

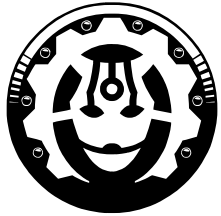
The diagram is a circular life spiral on a green, textured background. It features a central black dot from which six paths of white dots radiate outwards, each ending in a numbered black dot (1-6). The paths are labeled 'Body' at the top, 'Mind' on the left, and 'Spirit' on the right. The spiral is a continuous line of white dots that winds around the central point, passing through the numbered dots in a specific sequence.

FURY	3
THRESHOLD	7
FIELD ALLOWANCE	2
VICTORY POINTS	2
POINT COST	88
BASE SIZE	MEDIUM

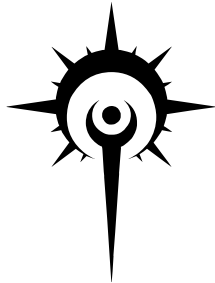
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PARTING SHOT

IN THE NEXT ISSUE...



SECRETS FROM THE
CULT OF CYRIUS



ORDER OF ILLUMINATION:
A NEW MERCENARY CONTRACT

AND MUCH MORE...



THE ELDEST DAWN
A NETWORK OF SPIES FOR THE
NIGHTMARE EMPIRE

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