



MAZTHERIDON'S LAIR™

FACE THE PIT LORD IF YOU DARE



OFFICIAL RULEBOOK

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Overview

Deep within the confines of the Hellfire Citadel lies a being seething with rage. Betrayed by his followers and held in bondage as they siphon away his lifeblood, it is only a matter of time before the once-mighty overlord of Outland, the pit lord Magtheridon, breaks free and is returned to his former glory. His vengeance will be swift and his wrath merciless.

In this game, one player pilots the denizens of Magtheridon's lair while the other players form a raiding party. The Magtheridon player plays the Magtheridon Raid deck, and the raiding players play their own decks built from the World of Warcraft® TCG card pool.

The *Magtheridon's Lair™* Raid Deck is designed to be played against three to five players. In general, the more raiding players in a game, the easier it is to defeat Magtheridon.

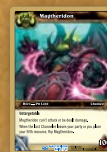
For complete World of Warcraft® TCG rules, please visit www.WoWTCG.com.

What's in This Box?

- 65-card Magtheridon Raid deck (2 copies each of 31 different cards, and 3 copies of another card)
- 2 two-sided, oversize Magtheridon hero cards
- 29 Magtheridon's Blood cards
- 5 Channeler cards
- 5 Abyssal ally tokens
- 5 Manticron Cube cards
- 1 two-sided Magtheridon's Lair card
- 10-card treasure pack



Magtheridon
Raid Card



Hero



Blood



Channeler



Abyssal



Manticron
Cube

Object of the Game

For the Magtheridon player, the object of the game is simple: destroy all who dare to oppose you. A raiding player is destroyed if his or her hero takes fatal damage (damage greater than or equal to its health), or if that player has to draw a card from an empty deck.

For the raiding players, the object of the game is to work together to defeat Magtheridon. A raid in *Magtheridon's Lair*™ has two stages:

- During the first stage, the raiding players must defeat the five Channelers who are keeping Magtheridon at bay. If a Channeler would leave play for any reason, it is removed from the game.
- When the last Channeler leaves the Magtheridon player's party or the Magtheridon player places his or her fifth resource, the second stage begins and Magtheridon himself is UNLEASHED!



If Magtheridon is destroyed, it's a victory for all raiding players, even those who fell before the pit lord was defeated.

Setup

Each raiding player brings a standard 60-card (minimum) deck and hero. The raiding players' heroes must belong to the same faction, either Horde or Alliance.

Players should also bring a six-sided die for cards that require die rolls.

The Magtheridon player sets aside the five Abyssal ally tokens, the five Manticron Cubes, and the Magtheridon's Lair card. There are two Magtheridon hero cards in this game: one has "Chained" on its type line, and the other has "Unleashed." Set aside the Unleashed Magtheridon card for later.

Chained



Unleashed



Next, the Magtheridon player shuffles the Magtheridon Raid deck. He or she then puts the Magtheridon's Blood cards in a pile. There's no need to randomize the Blood cards because they are all identical.

The Magtheridon player starts the game with Chained Magtheridon and the five Channeler allies in play.

Each player (including the Magtheridon player) draws a starting hand of seven cards. All players may choose to mulligan as normal. The Magtheridon player's maximum hand size is ten cards. (Each other player's maximum hand size is seven cards.)

The player to the left of the Magtheridon player goes first, and then play proceeds clockwise. Unlike in a traditional game, the first player does **not** skip drawing a card.

Gameplay

Overview

In many ways, the game plays like a traditional multiplayer game of the WoW® TCG.

- A hero or ally with protector can protect **any** friendly character. A friendly character is controlled either by you or the players on your team.
Example: Hukkath has protector. Magtheridon attacks Ozzati, a friendly hero in another player's party. Hukkath can exhaust to protect Ozzati.
- If a raiding player's hero is destroyed, all cards he or she owns are removed from the game, including abilities attached to other players' cards.
- Each **raiding player's** turn follows the phases and steps of a traditional game, as described by the diagram below:



While there are many similarities, there are several important differences between a traditional multiplayer game and a *Magtheridon's Lair™* raid scenario.

Magtheridon Turn Sequence

The Magtheridon player's turn sequence is shown below:



At the start of the Magtheridon player's ready step, he or she readies all of his or her cards. At the same time, he or she also places a card from the Blood pile face down into his or her resource row. If Magtheridon is Unleashed, the Magtheridon player also puts a Blood card into play face up. None of these actions uses the chain. (See the "Blood" section for more information.)

As the Magtheridon player's draw step starts, he or she draws one card. If Magtheridon is Unleashed, he or she draws an additional card.

The Magtheridon player's action phase is the same as a standard player's, except that the Magtheridon player can't place a resource.

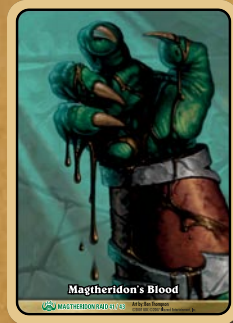
During the Magtheridon player's wrap-up step, he or she discards down to his or her maximum hand size (ten cards).

Blood

Blood cards have two different functions in the game.

1) At the start of each of his or her turns, the Magtheridon player places a Blood card into his or her resource row face down. This happens at the same time as cards are readied, and doesn't use the chain. These cards behave like normal resources for the rest of the game; they are no longer considered Blood cards.

2) After Magtheridon is Unleashed, the Magtheridon player also gains a Blood at the start of each of his or her turns. To gain a Blood, take a card from the Blood pile and put it into play face up in a designated "collection area." This collection area can be located anywhere that doesn't interfere with the rest of the game. Raiding players can't interact with these cards in any way.



The number of Blood cards in play is a representation of Magtheridon's growing power following his release. Some cards count the number of Blood cards that are currently in play. For example, Unleashed Magtheridon has an ATK bonus while attacking for each Blood in play.

Other cards allow the Magtheridon player to destroy Blood cards in play to pay a cost. A Blood that has been destroyed doesn't enter a graveyard; it's simply put back into the Blood pile.

Unleashed!

When Magtheridon is Unleashed, the Magtheridon player puts into play all five Manticron Cubes and the Magtheridon's Lair card.

MANTICRON CUBES

The Cubes are a new card type. Raiding players can't interact with the Cubes except as follows:

- During each raiding player's turn, that player may exhaust a hero or ally in his or her party to attach a Cube to that character.
- The same player can exhaust multiple characters this way, but no more than one Cube can be attached to the same character at the same time.
- A character can exhaust to attach a Cube even if that Cube is already attached to another character. If a character does this, that Cube detaches from the old character as it attaches to the new one. The old character stays exhausted.
- If a character readies while it has a Cube attached, that Cube detaches.
- While a Cube is not attached to a character, it stays in the middle of the play area.



THE MAGTHERIDON'S LAIR CARD

The Magtheridon's Lair card enters play with its "Cooldown" side face up, and remains in play for the rest of the game. Raiding players can't interact with it in any way. At the end of each of the Magtheridon player's turns, the Magtheridon's Lair card flips.



While its Nova side is face up, at the start of the Magtheridon player's turn, if any of the Cubes are unattached, Magtheridon deals 10 damage to each opposing hero and ally (including those with Cubes attached).



When it flips to its Cooldown side, 2 damage is put on each character with a Cube attached, and then all Cubes detach and go back to the middle of the play area.

Boss Immunity

Magtheridon can be destroyed only by fatal damage.

Opposing modifiers can't:


- Turn Magtheridon over or remove his powers.
- Destroy the Magtheridon player's resources or otherwise remove them from his or her resource row.

If the Magtheridon Raid deck runs out of cards, the Magtheridon player replenishes it by shuffling the deck's graveyard and turning it face down.

If the Magtheridon player runs out of Blood cards, he or she can use another means, such as dice or counters, to represent the amount of Blood in play.

Customizing

The Magtheridon Raid deck can be played straight out of the box, or it can be customized by combining cards from two *Magtheridon's Lair*™ Raid Decks. A customized Magtheridon Raid deck must contain a minimum of 64 cards, and can contain no more than 4 of each card.

Only ability and equipment cards with the Magtheridon Raid icon () can go into the Magtheridon Raid deck. The other aspects of the *Magtheridon's Lair*™ Raid Deck are not customizable.

The Treasure Pack

The treasure pack comes with ten randomized cards.

Some of the treasure pack cards are especially good in raid scenarios. All of the treasure pack cards are playable in traditional games.

You can save opening the treasure pack to reward raiding players who finally defeat Magtheridon, or you can open it right away. It's up to you.



Notes

Notes



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WORLD OF WARCRAFT™ TCG

TURN DIAGRAM



Start Phase

Ready
Step

- Ready Cards,
Place a Resource
- If Magtheridon is
Unleashed, Add a Blood

Draw
Step



Action Phase

Combat
Step(s)

- Play Cards
- Use Powers
- Make Attacks



End Phase

Wrap-Up
Step



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LICENSED
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ENTERTAINMENT
PRODUCT

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