COSMOPALADIN



HOT
WRECKS!
69 NEW WAYS TO DIE IN
DRAGON LAIRS!

NEW PINK
PALADIN ARMORS!

50 SHADES
OF SLAY

ARTIX
IS HE REALLY
ALLERGIC
TO PINK?

Love slaying the UNDEAD!

YOUR EXTRA 14-PAGE
PICK-UP GUIDE FOR LOOT

Aug 2019

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♠Featuring:



♠Is Artix Really Allergic to Pink?

Why Do Lucy's Hips♠ Shake So Much?

♠Hot Wrecks: 69 New Ways to Die in Dragon Lairs

Community Interview♠

♠50 Shades of Slay

Battleon Fun Facts♠

♠Exclusive Pick Up Guide For Loot

Cosmopaladin Editor in Chief:
Fife M

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PINK; NOUN

1: any of a group of colors bluish red to red in hue, of medium to high lightness, and of low to moderate saturation

For a long time, famous hero and paladin, Artix, has claimed to possess a strange and mysterious allergy.
But is it real?

Paladin trainer and undead-slaying champion Artix Von Krieger is famous across Lore for his heroism and kindness. He is a reliable and trustworthy force, aligned with the side of good, who fights against evil and necromancy.

Almost as famous as his deeds and his smile is his aversion to pink. Those who know him personally are very familiar with his so-called allergy to the color. He has been known to go to great lengths to dodge and weave through situations where pink is a danger to him.

When interviewed, Artix relayed to us how he remembers first becoming aware of his ailment.

"I first realized it, as far as I can recall, when I was a ward of Lady Celestia. At the time, I was undergoing my Paladin training.

"One day after vacation, one of my classmates returned with his nails painted..." he then paused to shudder, "*PINK!* His little sister had done it and he hadn't bothered to wash it off, so there is was--bright pink, on every finger! I started to choke, felt my throat close, and my eyes start to burn. I had to be taken to the healer."

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Ever since that day he has been unable to look at, or be near, pink. However, many are skeptical about the severity of his intolerance. How close to the color pink does he need to be in order to trigger a reaction? Do all shades of harm him equally? Has anyone ever seen Artix's skin break out in hives or swell? Who last saw him touch something pink? Does he realize his lips are pink?

Is this just an elaborate ruse? Is it an illness of the mind?

The easiest way to confirm the reality of his condition would be to catch it in action. However, Artix spends most of his time in areas with little to no pink as he fights the undead. In fact, the only place on Lore he could be found for his interview was busily fighting alongside heroes at nercromancy's doorstep.

Could this be purposeful?

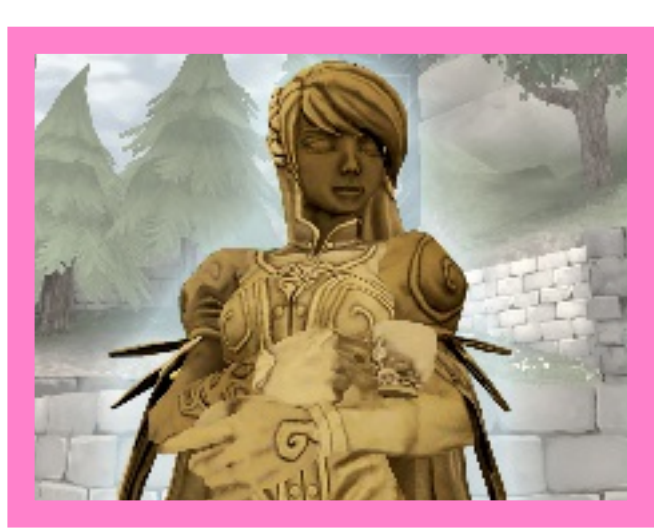
Since it would be unethical to subject him to potential harm, we were relegated to merely observing his interactions with the world around him. Doomwood itself is completely devoid of pinks, so the danger of environmental colors couldn't be verified during our time with him. He also didn't seem to be visibly affected when talking to pink-wearing heroes.

Our team decided to contact his long-time best friend, Warlic, for comment. When asked about the limitations of Artix's allergic aversion, Warlic remarked,

"Artix has become a bit hardier towards it. He might just have been strengthened through exposure. But who *really* knows with him?"

If Artix really does possess varying levels of tolerance, then simple day-by-day observations would not be enough. We dove into his life and his stories to find out.

We found some very interesting data.



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There is no way to know if Artix was allergic to pink before his first memory of the reaction. After all, allergies change all the time.

In all situations he claims to have avoided the color pink, and, for as long as he has been acting publicly as a good hero of Lore, he has maintained that his allergy is legitimate. Could having an allergy to a color be real?

Evidence might suggest otherwise.

One of the animal breeds Battleon Pet Shop owner Aria offers to customers is the trobble. These tamed and docile creatures have been popular pets since they were first discovered. As a famous hero, Artix is well acquainted with the Kingdom and is friends with most of the inhabitants.

Being friends with most residents in Battleon, including good friends with Aria herself, he has undeniably been in the Battleon Pet Shop before. This means that he has to have been in proximity to the pink trobbles she sells at one point or another. Is he allergic to trobble fur if he doesn't know it's from a pink trobble? We tried to reach him for comment on this, but received no answer.

We were able to interview some Battleon residents on the matter, and according to those who owned pink trobbles, Artix never seemed bothered by the remnants of pink fur their trobbles shed, unless he saw it on their clothes or items.

His symptoms themselves vary from "itchiness" to "kersloded [skin]" to his limbs being "caught on fire" to even "death," depending on when you talk to him. Seems rather serious, doesn't it?

One time, before the identity of the villain of the Throne of Darkness was discovered, Artix's vision went entirely pink. He screamed about it before telling fellow heroes, "I am being a bit over dramatic." At old



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Snugglefest events Artix would offer to change the UI from pink to either blue or black, and has been reported as saying "I cannot take anymore pink!"

Magical evidence and leaked photos show that in another dimension Artix is a heroic pony who lives and fights in a field of pink flowers. In this form, he is said to be a horse of few words, still acting like the friendly *neigh*-bor we know him to be in our dimension with no impediment, despite galloping in an endless field of pink flowers. Is our Artix the only one





allergic to pink out of all his dimensional versions? Could there be one that loves pink?

In defense of the allergy, since the death of Noxus, his sworn enemy, Artix's passion for undead eradication has only skyrocketed. Sources say that the new leader of the Necro U is a girl who adores pink and wears it on every occasion. Could his undead hatred be fueled by his fear of injury?

In the past he has been known to get put out of commission by pink plagues, being unable to fight against it for fear of allergic reaction. This suggests that his war against Sally's necrotic forces is solely for his hatred of the undead.

Both Artix and his closest friends confirm that when faced with pink-related alterations of his armor, he would choose adventuring in his underwear over donning the allergy-inducing pinkified Paladin garb. He has been quoted in the past as saying:

"But, uh, why am I still not wearing any pants, you ask?! ... Beleen turned my Red Cape into a Pink Cloak of Destruction, and it contaminated my Paladin Armor."

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It does seem that pure shades of pink are the only shades that noticeably affect him. He has been seen dancing in Mythsong by the purple-ish pink singing crystals, as well as crafting and selling Shadowed Blood armor that is colored in maroons that, to some eyes, tip into the range of pink.

The most notable event that we searched was his wedding. Married in late 2013, Artix and his wife, Trini, invited everyone in Lore to attend their ceremony and the following festivities.

Artix provided the guests colorful formal attire, ranging in color from purples to blues and blacks. Having purple-adorned guests supports the idea that non-pink colors don't bother the paladin, however, more egregiously, the wedding was also providing hot pink dresses and pink-accented suits with pinks vests to guests, crafted by Artix and his wife, and purchased from Artix's own shop.

Artix used his Blinding Light of Destiny axe to cut the wedding cake, and when the weapon emerged it was coated with pink frosting from inside the cake. Some of the presents visible on the gift table were in solid pink wrapping paper. Artix and his wife unwrapped these gifts and his hands did not combust, nor did his skin "ker-sploat".

Most shockingly and notably of all was that the wedding venue was the Don CeSar Hotel. The Don CeSar is known as the "Legendary Pink Palace." Yes, indeed, of all venues and locations, Artix got married willingly and voluntarily in a completely pink building.♠

So is he allergic?
We don't believe so.
Go smother him, heroes!



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Why Do Lucy's Hips Sway So Much?

Lucy Ingersol--well known love magnet and purveyor of gossip--is known for the tragic backstory that links her broken heart forever to the city cemetary, but also for her sulty stride.



It is structurally impossible for a maiden's body to move in such a slow and rolling way as Lucy's does. Regardless of her model-tier hourglass corseted waistline, her hips, measuring the fantastic width of her shoulders, should by no means rock as much as they do during her very slow-paced stroll.

Is she trying to attract a love, one that won't be killed by the plot and buried in her backyard? Has she had magical adjustments made? Are her thighs dislocated?

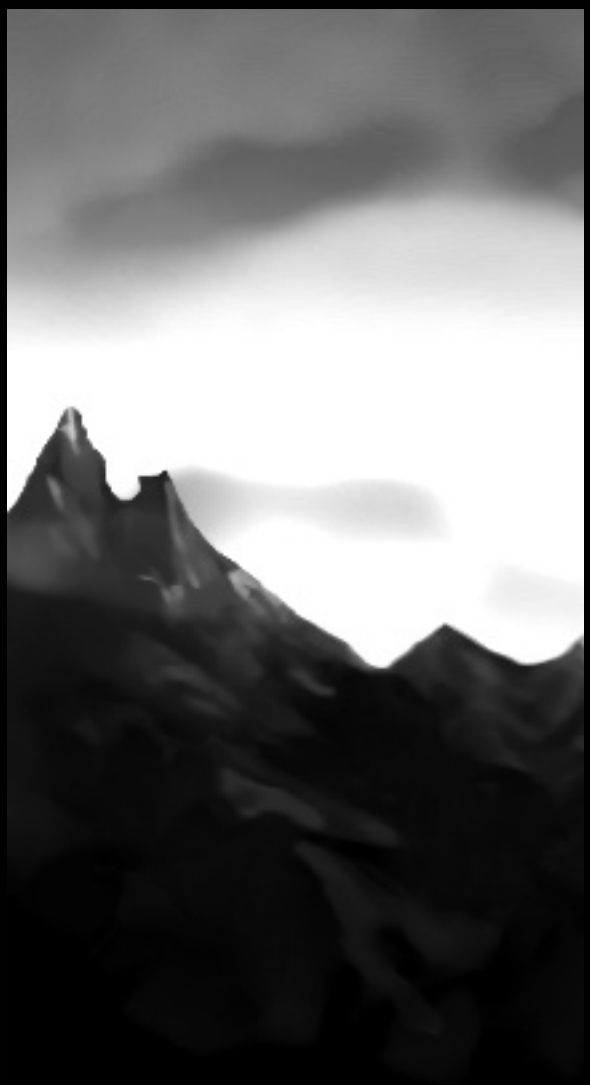


Someone really needs to reach out to her. Besides setting impossible hip standards for the rest of Lore's population to follow, she cannot physically be capable of this. Save her swaying hips from their endless discomfort!♠

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HOT WRECKS:
69 New Ways to Die in Dragon Lairs



Here it is, the newest edition of our monthly **"Ways to Die"** survival guide!

In this issue we'll be covering dragon lairs, by request of many of our subscribed heroes.

Now, with dragon-infested mountains looming in the distance, let's swoop into all the unplannable ways heroes can die exploring dragon lairs.

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1| Eaten By Dragon



Now, every adventurer worth their salt knows this one. It's rather simple: the dragon opens their jaws and just chows down on your fleshy body. Try not to get near their swooping mouth or picked up like an hors d'oeurve, ready to eat. If you are eaten, try to be as stinky as possible.

2| Become A Dragon's Chew Toy



Here at Ways to Die, we firmly stand by the belief that becoming a chew toy is entirely different from being eaten. In this Hot Wreck, you are merely used as a dog-toy-like tooth buffer. With the assistance of your limbs and shiny armor, rest assured that dragon will have a prizewinning smile by the time they're done!

3| Eat Poisonous Dragon Remains



As it goes by word of the gastronome: "Not all meat is worth eating." Starving a little longer on your heroic adventure might seem like the smarter idea once you feel that prickling poison run through your veins. Be very careful what meat you eat on your journey, or, at the very least, make sure to cook it safely.

4| Paralyzed By Dragon Spit



If you are a germophobe, here is your warning: dragon spit is full of nasty bacteria. If you don't want to get sick like King Coal, give up the dragon hunting. In the literal sense, certain breeds of dragons have toxic and paralyzing slobber. If you manage to get out of a dragon's jaws, make sure you wash yourself off asap.

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5| Choke on Smoke



Dragon lairs are often full of fumes. If you're taking on an ice dragon, you're probably just going to be cold, but if you're taking on a fire dragon be prepared to inhale a lot of sulfur-laden gas. Due to the confined nature of many lairs, dragon smoke takes a very long time to dissipate.

6| Lose Your Way And Starve



Here at Ways to Die, we are no stranger to getting lost. This one is a direct shout-out to all of our directionally challenged viewers (you know who you are!). Know who you are and plan ahead, since even the simplest caves can be mazes, and make sure you have a backup plan for forgetfulness.

7| Bitten By A Bat And Get Rabies



Everyone loves these flying cuties (unless they're viciously attacking you in Darkovia), but not all of them are safe to cuddle. Good advice every adventurer should heed is: When dealing with wild monsters, be extra careful to avoid any that carry incurable, fatal diseases.

8| Laugh So Hard You Can't Breathe



Dragons have had centuries to perfect their stand-up comedy. If you can get your reptilian foe to perform a set for you, you will almost always end up trapped in guffaws. However, on a rare occasion, if you can get a dragon to laugh at your jokes, they will be bound to serve you.

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9| Drink Too Much Tea At Tea Time



Liquids are wonderful and necessary for all creatures, though many people aren't aware that overdosing on liquids can kill you. If you are anxious, do not let that cause you to down gallons and gallons in mere minutes. Remember the saying: Moderation in all adventuring.

10| Take Their Picture Without Asking



Among avid fans, dragons are revered for their wonderful grins. Make sure you have a way to break an enchantment before you meet your beast. Even with good intentions, always ask before you take a picture of someone or something. Aggravating a shy dragon is a death sentence in battle.

11| Crushed By Dragon Foot



The classic "Get stepped on!" It wouldn't be a Ways to Die without one. This is no joke, though. you'll be fine if your dragon is a pygmy wyvern, but if you're up against a shadow dragon, be afraid. Their feet are the size of ten of you. You either have to be fast or you have to be safe to survive a moving dragon.

12| Sat On By Dragon



Stealth tactics are already a hazard in lairs, especially if it is home to a young dragon with excellent hearing. If you make it to the dragon, you cannot risk being distracted. If you are too focused on something that isn't vital, then you could get sat on and crushed by a dragon bum. How embarrassing.

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13| Crushed By Boulder



A clear hazard in lairs, especially common in cave or mountain lairs. Rockslides are not to be messed around with, since they can crush you faster and more effectively than any dragon stomp. Not much can prevent this except awareness and the brains not to go exploring caves in earthquake zones.

14| Stampeded By Dragons



New adventurers might not be aware that lairs often hold more than one draconian beast. Dealing with dragons one by one is easy to manage, but if you tick off a group of them and get them running you are in big, big trouble. A shield spell might help you for one stomp but that's all it will do against a stampede.



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15| Impaled By Dragon Talon



Swords and staffs are strong, yes, but very very few weapons rival the tearing power of talons. When dragon fighting, the foot isn't the only part you should be worried about. Some good advice is that the older the dragon the sharper and harder their talons are.

16| Picked Up, Flown Up, And Dropped



According to our sources, this one has been a big shock for a lot of dragon tamers and handlers, especially young and bold ones who forget that taming one is far from taming all. Have fall damage reducing supplies packed and at the ready for situations like this. Take note of rooms with tall ceilings.

17| Slammed By A Tail



Like any bludgeoning force, tails are very deadly. The interesting thing about this one is that, in general movement, tails aren't out to get you. They act as an arena hazard. Flying heroes have less to fear from tail swipes, and there are a lot of strategic formations to help you keep a dragon locked in front-side combat.

18| Thrown Into The Wall



The phrase "caught between a rock and a hard place" should be taken very seriously when going into lairs of any kind. Humanoid heroes are not known for their ability to take boss-level blunt force. Being caught midair during a fall is much more survivable with the deceleration issue than being shot into a wall.

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19| Fed To Baby Dragons



Parents, especially single parents, sometimes have a very hard time balancing their responsibilities. Many of our readers eat beasts and many beasts eat readers. That is just how it goes. Some lucky souls, if put into these situations, are known to have won their safety by promising to help gather food.

20| Pet Baby Dragons



Dragon parents are just as protective as any other parents, and just like holding a lady's baby without permission, be very careful about touching draconic babies. You could get bit by the kids themselves if they aren't social, or you could get punished by other dragons in the lair. Dragons are protective of their kind.

21| Step On A Dragon Egg



This one might earn you death or glory depending on who you talk to. Since we have readers from all perspectives and races Ways to Die won't weight in on the matter, but know that any guardian over the eggs is going to try to kill you with powerful fury if you destroy one of their children.

22| Interrupt A Dragon Birthday Party



Dragon culture is very meticulous with their meetups, so showing up uninvited to a birthday party is a death wish. This is one of the only events where dragons who are foes will gather in neutrality to celebrate a flock's birth. Ticking them off is not a wise idea.

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23| Live Out Your Days As A Nanny



Appealing to those readers who are more of universal empaths, you never know when something could touch your heart in a special way. Adventurers are known to have given up questing to raise dragons, both children with guardians and orphan flocks. Sometimes you find your purpose in the process of questing.

24| Flambe'd



This is a big heads up for anyone that likes to carry around bottles of special brews--get touched by fire, either from magic, torches, or dragons--you will get set on fire. On the positive side, you will make a wonderfully cooked snack. Know that mountain caves and palace lairs are pseudo-pans due to the iron content.

25| Clothes Caught On Fire



Not all adventurers wear armor. Regardless of clothing choices, do not neglect extra magical protection. If you don't think fireproofing is important, avoid fire minions and dragons. As far as magic specialists go, consider gearing up in armor for lair quests. No capes!

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26| Fall Into Lava



Pretty self explanatory, but frankly being anywhere near lava without proper protection should kill you from the heat alone (yet we see you all running around in close proximity to the death liquid, as if heat doesn't exist for heroes in Lore). Land in it, and you die. Remember not to eat before you swim.

27| Blown Up



Know your dragon types, because if you have a fire and gas dragon in a room together, you have to run or be ready to hide under dragonscale mesh. Also be aware of where you walk with mages around. A tip: Don't walk in front of anyone that looks like they're casting. Keep a wide berth around your mage.

28| Shocked By Dragon's Beauty



Dragons are dangerous, majestic, unique creatures. Make sure your lair visit is not the first time you've seen what a dragon looks like, or you could be stunned into terror. While your comrades are beginning their fight, and the beast is taking flight, you will just freeze.

29| Blinded By Light On The Scales



Unless you have a reckless mage and a mirror-scaled silver dragon this is really only a concern in aboveground lairs. Take note of the reflective nature of the scales. Do not underestimate how fast sunlight can fry your body. Dragon-reflected light is worse than sunlight through a magnifying glass.

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30| Caught In A Cave In



Going back to underground lairs in earthquake zones: just don't. Don't do it. You might also get trapped if your dragon gets irritated or last-breath reckless. In other words, try to keep an angry or desperate dragon contained, don't freeze and melt a whole cave, and try not to blow everything up.

31| Drowned By The Lair Flooding



Cave-ins are not the only environmental danger to squishy small adventurers. Floods are just as dangerous without a well-educated magic user. If you go after a water dragon, do not expect it to be any easier than a fire dragon. Water dragons are known for picking strategic lairs that let them drown opponents.

32| Choke On Gas In The Lair



This counts for any kind of gas besides flatulence (you'll be miserable but you will live). Avoid a small spaces when taking on a gas dragon. Be aware of gases coming up from the ground. Preserve your air, and if you are trapped, know that sleeping or knocked out beings use less air than ones who are awake.

33| Speared By Falling Stalactites



Holding tight to the roof, stalactites are a danger anywhere. Roof hazards come in the form of icicles, chandeliers, and, well, stalactites. Map out your area and avoid parading under such hazards when you can. Avoiding roof hazards isn't always possible, so one strategy is to knock them down as you go.

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34| Thrown Onto Stalagmites



Standing mighty on the ground, stalagmites can be dangerous when you are in precarious situations. If a dragon throws you down onto these, you better have a shield that can help you slide down so you don't get kabob'd. A good mage might have time to push you to a safer place midair. Don't make any leaps of faith.

35| Fall Into A Crypt



This one could be traumatizing if you survive it. Few paladins could handle a full-on catacomb of undead. Even if a necromancer hadn't been there, they are terribly dark and winding. A normal hero, if they survived the fall, would have to be incredibly lucky to make a torch last until they escaped.

36| Locked In A Hidden Passage



This is a lonely way to die. Caution should be taken when exploring alone. If in a group, you should still be careful when looting around treasure rooms. Make sure your party knows where you are and that you know where they are. You don't have to make it weird, but glance around often.

37| Trip Down A Hole



Pits can be deadly. Many of them hold stalagmites, but those without are still dangerous. Fall damage is not to be mocked. Well, at least in theory. We know a lot of you act like you have never taken a hit when jumping off high structures, but you must either be liars or lucky. All of you... really, really lucky.

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38| Step Into A Dragon Trap



Slayers and poachers can be a threat to hunters. Dragon traps are better concealed and far more deadly than a bear trap. There is no chance you will be able to pry one open. If you are new to an area with a lair, make sure to learn about any existing poaching activity from townsfolk who live nearby.

39| Fall In Love, Live Out Your Days



Either with a dragon or a nanny, sometimes the heart calls and you listen. Hopeless romantic heroes are known to fall into situations like this. Sometimes though, it isn't romantic love. It could be any kind of love really. But as long as you're not doing anything illegal and are legitimately happy... why not?

40| Cursed By Midas' Touch



This may seem great at first, but, depending on the potency of your touch, it really only benefits your allies. Next time you go to eat you'll regret it. Quite the depressing way to go. Unless it was intentional--to each their own (but give our studio a notice if you are going to midas people's items and ruin the economy).



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41| Crushed By Dragon Gold



Big dragons mean big loot. The loot you get from lairs varies massively. Some dragons collect stained glass, some collect books, but most of the dragons adventurers go after collect gold. Be careful around precarious gold piles, large gold relics, and statues.

42| Added To The Dragon's Collection



Look, some dragons are weird. You could be intriguing, maybe wearing something intriguing--there is no way to know if you could be considered a collectible. Try talking to locals if you're concerned, but it might be a wise idea to have a backup plan. If other races are there with you, ask for their help.

43| Have A Panic Attack



Mental health should be taken very very seriously. If you have anxiety problems or inner demons... maybe exploring dragon lairs is really the wrong profession for you. Yes you can accomplish what you put your mind to, but that doesn't work when you've broken your mind. Take care of yourself first.

44| Haunted By A Ghost



Sometimes the dead get restless. Some spirits are nice. Some spirits are not. The envious ones are the ones to watch out for. They see other heroes and get filled with the desire of their past dreams. They are fueled by an urge of "I went down, and I am going to take you with me." Get exorcized as soon as you can.

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45| Suffer From Liver Failure



You never know what could happen. In fact, the Ways to Die team found an awful lot of reports of such incidents. Maybe that is because it is a very unusual way to die in a lair, so when it happens, people report it. Our advice is to make sure your innards are healthy before you do things.

46| Suffer From A Heart Attack



This one is hard on your party. Adventurers should never go lair hunting without healing supplies or spells. Different genders often have different heart attack symptoms. Chest tightness is the most common, but be alert for dizziness, shoulder pain, heartburn, nausea, fainting, and a feeling of impending doom.

47| Meet A Vengeful Dragon's Spirit



Spirit dragons often are harder to fight than their living counterparts. They can show up at any time after death, so every hero should be prepped for random dragon spirits to show up at any time. Vengeful dragon spirits will attack you even if the killers left years before and it spawned while you were visiting.

48| Killed Off For Plot Purposes



This one is taboo to mention in Lore, but Ways to Die is breaking that taboo wide open here. Sometimes it just be like that. Non-immortal heroes should be careful not become too noteworthy. The pull of glory is very strong, but having glory means you are relevant to the plot of Lore. Some say plot isn't real. It is very real.

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49| Encounter Evil Moglin Minions



Adorable things can also be a pain in the butt. Never let your guard down in unfamiliar places, and be on alert if the news reports moglin migrations. The friendly allies and adorable foes are not easy to read sometimes. Culturally, they use different body language than us, so pull out your resident moglomancer!

50| Swarmed By Giant Arachnids



The nightmare to surpass all nightmares. Sadly, we cannot provide much comfort to aracnophobes on this point--since swarms of this kind do happen. Knowing that won't help you sleep at night, but maybe it will keep you out of dangerous areas. It's just a good healthy dose of fear, that's all.

51| Swarmed By Endless Bats



This isn't just a bat attack. No, we're talking about a bat stampede that never truly ends. Sometimes they come and they come and they just keep coming. Maybe you'll have time to regret dropping that cymbal on the ground before you get clawed to death or suffocate in small, tendon-y wings.

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52| Hypnotized



Unlikely to happen to any hero who is strong-willed. Likely to happen to any hero with a weak heart. This is one of those things that you never really know unless you're embarrassing a hypnotist. If you were hypnotized, you likely won't remember it, so you'll be caught in an endless cycle of ignorance. Sorry.

53| Zombified



This is truly a nasty way to go. Bad news is that you'll feel pain, good news is that your mind won't be alive enough to feel it. Zombified creatures aren't often found around the world, but soothsayers' tales indicate that mass zombification is a possible thing. Cross your fingers that Death doesn't get himself killed.

54| Frozen



This may not seem like a big deal at first glance, but ice is colder than you think. Ice dragons and water dragons are capable of freezing you out. Heroes are very hardy, but be careful about frostbite. That is a one way trip to looking like an amputated pirate.

55| Turned Into Stone



Certain heroes can get you out of this one, but contacting them seems to us like it would be rather difficult considering your newly acquired form. You do gain extra defense, but if your limbs break off they can't be fixed. With enough practice, you might be able to speak like a golem and call for help.

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56| Touch A Cursed Gem



Shiny things are terribly enticing, yes. However, beauty always comes with danger. Curses come in so many forms that listing them all is impossible. If you can dream it, someone has made it. Cursed items are most often found in rich dragons' lairs. Please note that picking it up with a cloth is risky. Use a shovel.

57| Killed By The Dragon's Stench



Some of these beasts have been marinating in dark, moist, bat-filled caves for centuries. You don't know stank until you've met a stinky dragon. Smells that are that bad invade your brain and make it hard to think. Do not walk yourself down a path of no return. If it starts smelling bad, get out. It only gets worse.

58| Lose Your Memories



This is called amnesia. You might not know who you are or where you've been, but unless it was mentally traumatic, your memories will come back in time. Don't panic too much. Not that you'll remember this information... but just be patient, rest, and drink some soup. Ponder if cereal is a soup.

59| Fail To Solve The Dragon's Riddle



Some dragons spend a little too much time around sphinxes and pick up some unfair tricks. Hopefully you meet a young dragon who thinks that "What gets bigger as you take more and more from it?" is a classy riddle. Old dragons are terrifying in comparison.

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60| Close A Chest On Your Hand



It really depends on the chest. Don't put your hand anywhere that you're not able to control. If someone closes a chest on you, or if you do it yourself, pray that the chest can be re-opened. Some lids are surprisingly heavy and sometimes your trapped positioning can make lifting difficult. Be sure not to bleed out.

61| Prepared For The Wrong Dragon



Do your research before you go places. Check your sources. If you're going to a snowy frigid climate to lair hunt, don't prep for a fire dragon. However, there could be lair changeovers or unorthodox dragons. If you don't know for sure, have a backup plan in mind.

62| Drop Your Sword On Your Foot



A lot of Lore's heroes are klutzes. Don't run with scissors and don't carry swords when not necessary. Come on, people. We can't believe we are going to be the ones to speak up about this, but can you not go sprinting through Battleon with your swords and guns and warhammers flying everywhere!?

63| Speared By A Party Member



Maybe it was an accident. Maybe they're just trying to backstab you. If you do get impaled with an object, the fastest way you can die is by yanking it out. The object in you is preventing you from bleeding out. The object outside you is not. We aren't kidding. If you do yank it out like an idiot, do not put it back in.

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64| Betrayed By A Companion



If you're with new people, be aware that you don't know them. Stay on your guard, even when they're introducing you to their grandma who bakes cookies for the poor. Betrayal usually happens after you've served your purpose. When the dragon is dead, don't celebrate. Always be on guard.



65| Maimed And Left Behind



If you hang out with ruthless people, you're asking for this. You are not invincible and if you're expendable--with certain people you always will be--make sure you told someone who is fond of you where you went. At worst they'll recover your body. At best they'll save you.

66| Shot By Dragon Conservationists



We are once again getting into controversial areas here, but it is the purpose of Hot Wrecks to inform adventurers of all Ways to Die in dragon lairs. Conservation overall is very important for society, and people dedicate their lives to it. Beast rescuers can get very protective when they spot heroes nearby.

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67| Slayed By A Dragon Mage



There is a magic specialty dedicated to dragon magic, and mages studying it might not have friendly dispositions when faced with dragon slayers. The pupil will defend the draconic master they toiled to find. In other situations, you could just get hit by a newbie's spell gone awry.

68| Hear An Eardrum-Rupturing Noise



If your hearing gets knocked out you'll be vulnerable to auditory cues. If you have someone who can hear and share thoughts you have a much better chance. If it was one of your party members that caused the hearing loss, be sure to give them a good punch before the dragon kills you.

69| Hear The Dragon's Mixtape



Dragons are very wise creatures with a lot more life experience than a young adult hero. Most dragons actually have custom mixtapes born out of years of musical critique and study. If you find the right one they could have a really fire mixtape. If you're unlucky it might be mortally cacophonous.

BONUS 70| Snakes



As one of our team members said during the research and drafting of this bonus Hot Wreck, "I, too, live my life in fear of lost pouches filled with snakes." Snakes are everywhere. They can come from anywhere and take you. Mages can spawn snakes. Sucking poison out of your ankle absolutely does not work.♠

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What is your name?

Warlic.

How old are you?

Decline to answer. If Cysero knew he would never let it go.

What is the biggest threat you've faced?

Ideology. Sometimes people get crazy things into their heads that they think will help the masses. I've seen good intentions create persecution far too many times.

What what advice would you give new heroes?

Talk before you swing.♠

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50 Shades of Slay

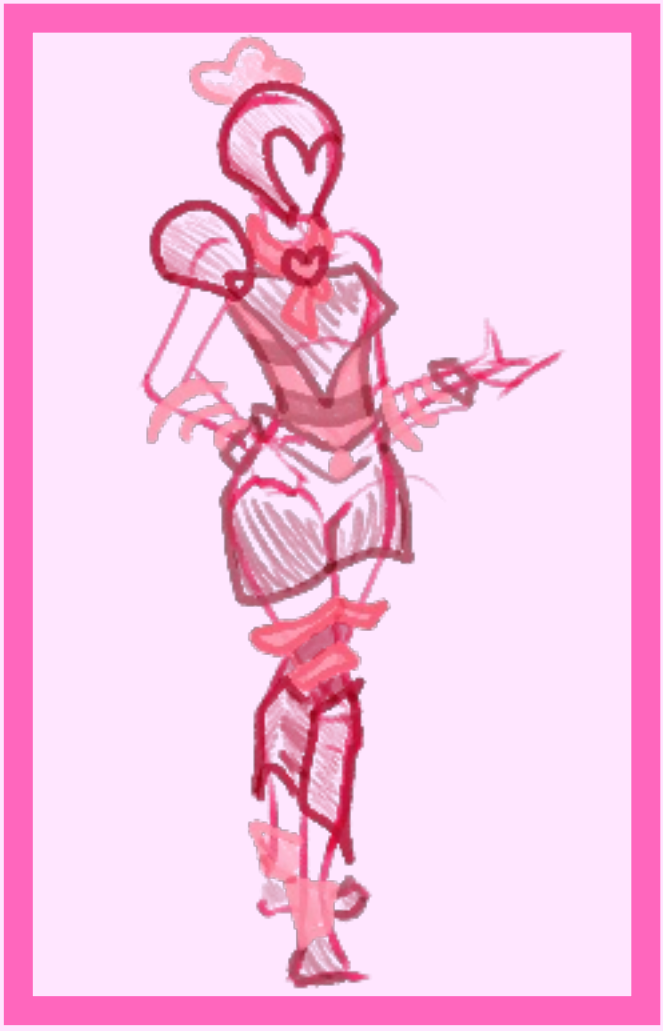
The long-awaited Fashion of Lore show is coming up, and here is an exclusive sneak peek at some of the paladin pieces that will be coming--and going--down this summer's fateful runway.

All part of the exclusive "50 Shades of Slay" collection, prepare yourself for some never-before-seen designer sketches and insights.

Woodland Fae Song

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One of the first pieces sketched, *Harlequin Hope* confidently fulfills its role as a futuristic and playful take on the heavy armors often seen in use. Gravity-defying gloves and a strong single shoulder help the unorthodox, flowing message of the collection speak.



Harlequin Hope

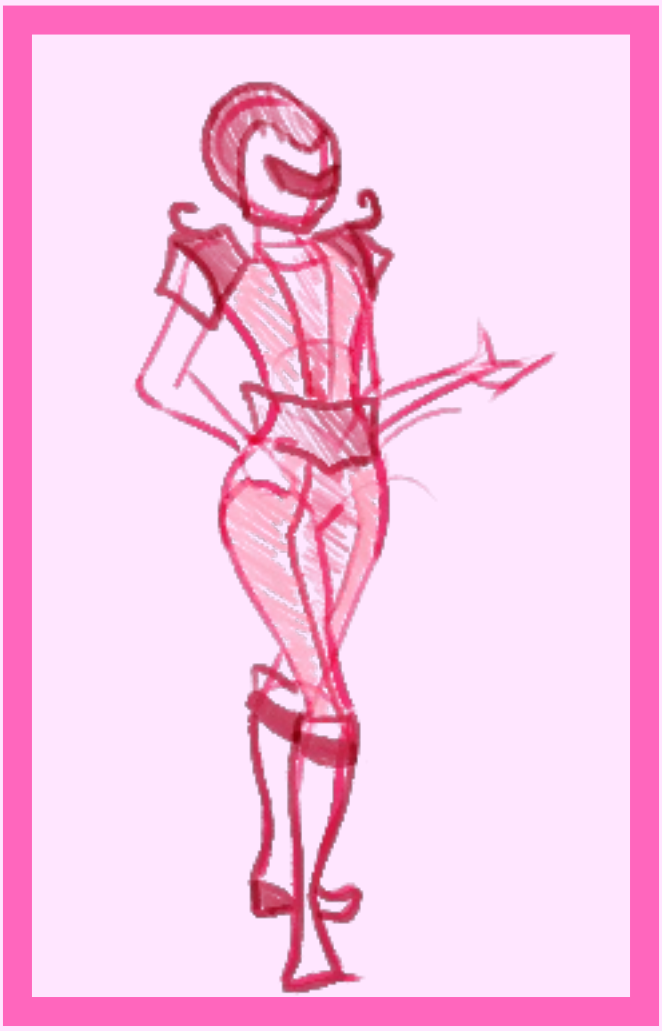
Wist-Filled Being



Entering into the field of plus-size design, *Wist-Filled Being* acts as a strong and eye-catching statement piece, very carefully crafted to show off the beauty of Lore's diverse populations. This armor is a mere sneak peek into the other plus-size pieces that are coming soon.

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Steam



Sleek and protective, *Steam* is a piece made for the bold. The tight, light armor shows off the body in all the best ways as the intimidating figure brings confidence and power. Wedge-heeled boots provide strength, stability, and extra height in combat.

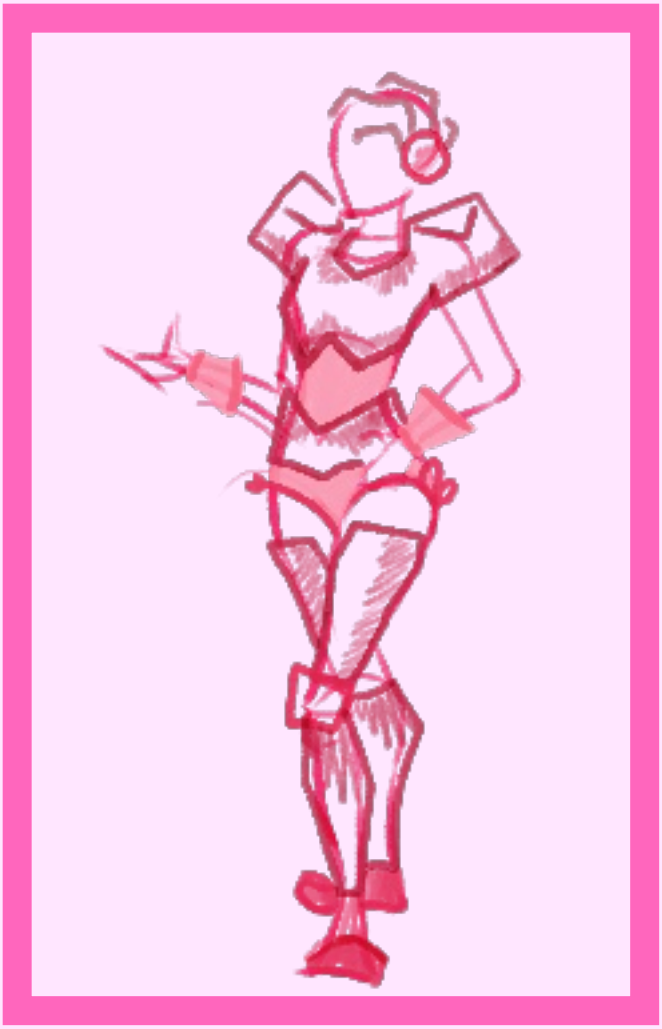
Bringing girlish fun to the battlefield, this piece escapes time to be the envy of the show. *Jester Magica's* floaty tutu defies gravity and gore as it protects the brave wearer. Pockets are sewn into the folds to ensure the wearer easy access to all their stored items.



Jester Magica

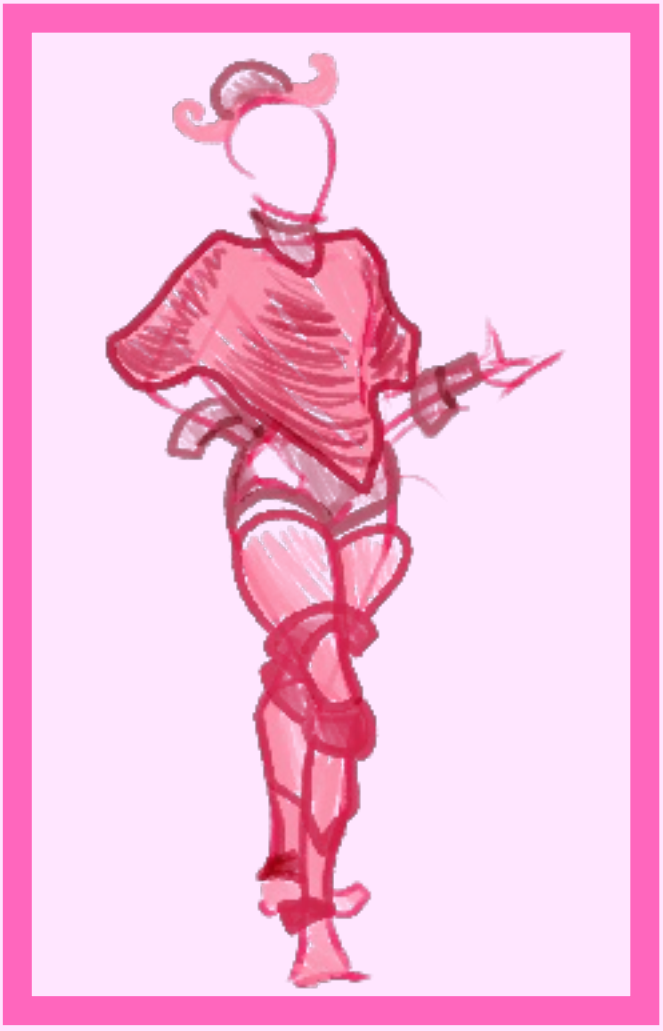
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Welded Centipede



Unlike anything ever seen before, *Welded Centipede* challenges the drudgeries of modern garb, bringing thrill with its visual geometry and flattering tenderness. No spirit can be broken while fighting alongside this inspiring, state-of-the-art masterpiece.

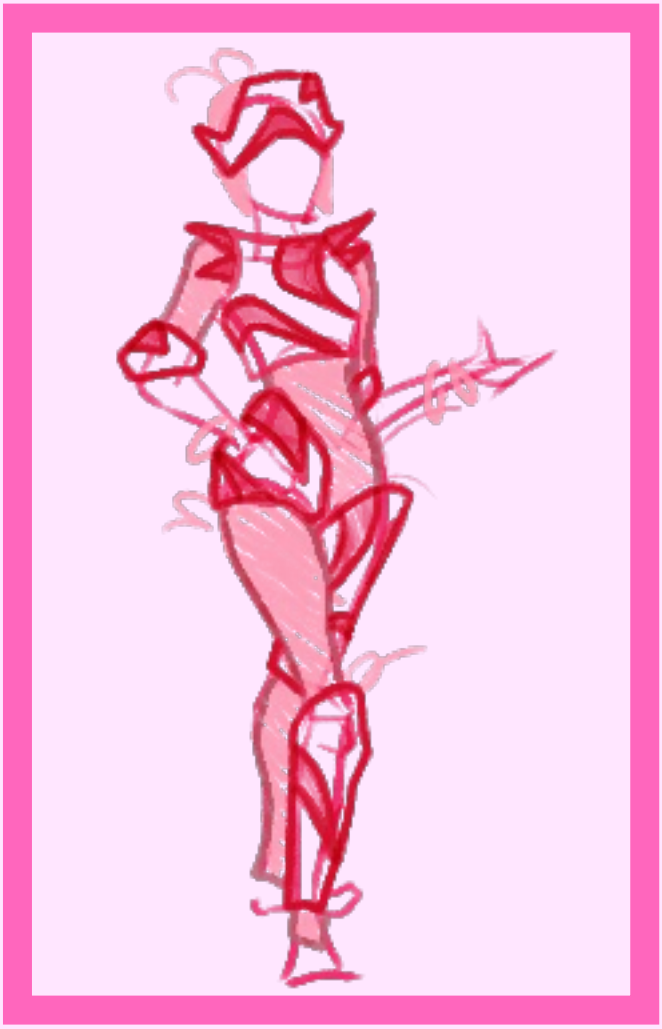
The market is over-saturated with bulky and constricting plate metals. *Light Breath* introduces a new concept of protection to the paladin order. Constructed from painstakingly designed bullet-proof fabrics, this piece shows safety can be fun, light, and pink.



Light Breath

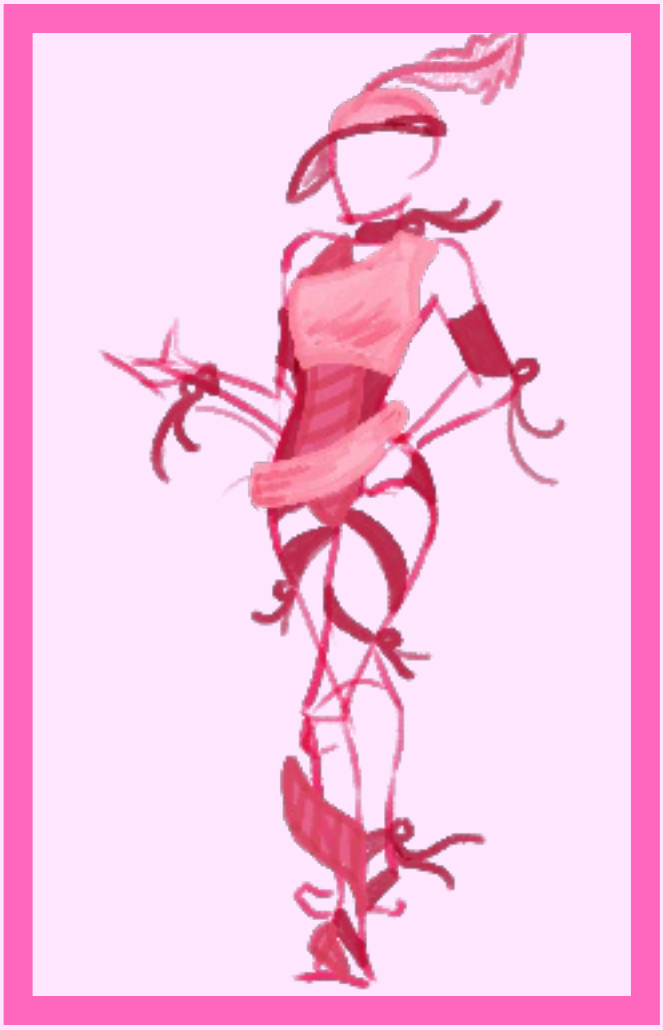
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Speed of Light



Imposingly beautiful, the design and artistic process behind *Speed of Light* cannot be fathomed by simple textual description. Hands-on analysis of the composition of this heavily-defensive holy set is the only way to witness the effort that went into its quality build.

With summer giving way to fall, this collection is the last chance to see the wave-breaking *Celestia Suit*. Modest and hottest, ladies can rock the one and only one-piece bathing suit in Lore. Hopefully next summer will bring more one-piece designs to the beach scene.♠



Celestia Suit

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Battleon Fun Facts

Unidentified Flying What?



There's nothing to worry about concerning this floating family of flying saucers! Keep an eye out, as rumors say that a picture is worth a thousand gold if you send it to the right place!

Un-Well Mysteries...



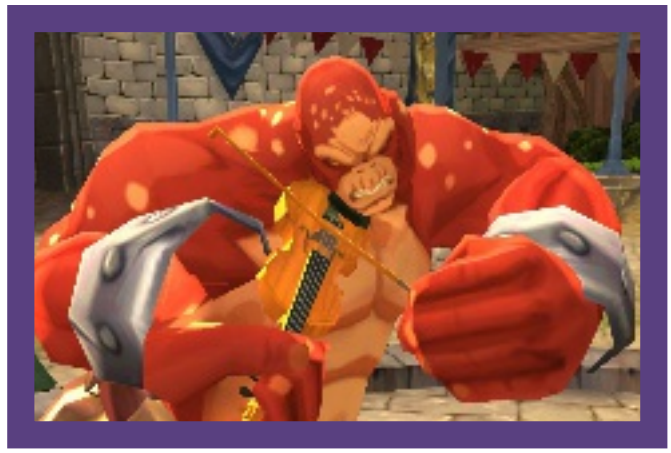
No one has been brave enough to find out where Battleon's well water comes from, but it is thought that it has immense magical properties. Legend says that the water is solid and can be walked upon.

Hair Salon Hijinks!



Busybody adventurers could be unaware, but Bev makes sure to keep her store stocked with some time-consuming reads! If you get a moment, be sure to drop by and check out some magazines.

A Vio-Twin?



Some suspect that the violinist at Yulgar's has powers of time travel. Some think it is a coincidence. Others think that these two musicians are twins. The truth is something that only you can find out.♠

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Your Exclusive Pick-Up Guide For Loot



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Nearly everything you fight in the world of Lore will reward you with loot. Loot comes in many different forms, including but not limited to: gold, weapons, armor, and temporary quest items.

A lot of the loot you will find is essentially meaningless and worthless. What counts as disregardable loot could vary from hero to hero. Such winnings can be generally categorized as low sale items, high sale items, crafting items, rare items, etc..

Keep in mind that the loot you get to complete quests will rarely need to use inventory space, since much of it you give away almost immediately, but some quests will require items that necessitate a hero to have open inventory spaces. Don't pack full, but don't pack too empty. Carry your potions and gear, but leave spots free for scraps from the battlefield and items you want to keep.

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The most important thing about choosing which loot you pick is how much it's worth. Here are some economics, but broken down for easy reading. Mindlessly grabbing a bunch of random drops that don't sell for anything and that you won't use in a merge shop is unadvised.

The impatient hero often ends up the poor one. With lots of patience, a young hero can make a pretty fortune off slaying the proper enemies. Livingstone Caverns is an excellent place to farm the Broodmother with some friends. Skinning and selling wolf pelts is another popular way for young heroes to make it big.

Though it is our recommendation to toss random unusable drops, if you are going to be in an area for a while feel free to stock up. Long dungeons like Shadowskull Tower are often given as an example of picking up the small drops for big sales.

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Brand new adventurers may not be familiar about how loot works. Does something prompt you? Do you get rewarded automatically? The answer, once again, is it depends. As a hero, the gold that drops from your targets gets added automatically to your storage. Robina is really the mastermind behind gold drops, but she cannot make items automatically add themselves to your inventory.

Items that drop from enemies can be found in nicely packaged sacks. These sit around awhile, but if you leave items in them for more than 45 seconds, they get lost in the battlefield.

This can be a bit stressful if your inventory is full and you are trying to sort and throw out unneeded items to make way for important ones that just dropped. Remember to always keep spaces open. Made easier by universal sack checks, you are now always in range to grab what you need.



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Sometimes you may be sent on quests that don't require fighting for resources. Lore is full of resources you can gather free of violence. Whether your quest requires gathering or stealing, most adventurers have a really good radar for where to to find the things they need.

Sometimes when new areas connect with the known world, heroes flood them, and it can be hard to get the resources in the locations you see them in. Do not fret, because the magic innately filling the world you quest on takes care of its people.

If you wait patiently where you last saw your pick-up spot, the resources will refresh themselves. With all the adventurers that have torn it apart, it is safe to say that Lore has built in some self-preservation tactics, such as fast resource regeneration. Heaven only knows what might happen if the regenerations had no limit...



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When massive events happen and heroes gather together, large chests are known to appear. These chests, known around Lore as event chests, hold event coins, an item which can be exchanged to Serenity, an employee of Yulgar's Inn. In return, she offers items related to the different situations where the Event Chests originally appeared.

Artix, the famous paladin, is known to have armor pieces he awards to fellow heroes. Every now and then, he gives them out one by one to heroes who vanquish event chests.

Other chests can be found hidden in the dungeons of Lore, and are known to hold all kinds of rarities. Greenguard is a good place to start chest hunting, though more skilled heroes also travel to Doomwood to find their spoils. Dungeons in Doomwood are all pretty much fair game, though taking on Shadowskull Tower can yield very promising results.

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Adventurers use more than gold to purchase desirable items. Dragon crystals are a high-end form of currency that is accepted all across Lore. However, getting a hold of dragon crystals is unlikely during the casual process of quests and rewards.

One reliable way to find dragon crystals and purchase items with them is with custom chests, made for each adventurer, that can be opened and looted every 23 hours. These chests provide items such as dragon crystals, pet feed, potions, weapons, and armor.

Also available are treasure shards, which can be used to purchase extra loot. Treasure shards can be received as part of your daily chest rewards, or if you don't like an item from any of these specially-made chests, you can sell it in a shop, and you will get treasure shards in return instead of gold. Different item rarities provide different amounts of shards in return.

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The richest heroes can afford a plethora of items. If you find yourself limited in currency, you tend to be more careful with what you buy. Merge shops, besides requiring the pieces needed to make a given item, also require gold to be put down for the labor. Be sure not to rush purchases from these shops by forgetting their gold charges.

Beyond just merge shops, there are stores all over Lore. A clumsy hero who habitually takes on more than their experience suggests should spend gold on potions. Heroes who rapidly throw themselves into situations and gain their experience quickly might forego buying or farming for completely new gear to match their level.

If you struggle winning fights, you might just be using your loot wrong. Maintain your armor and your weapon. If you buy something and it works for you, stick with it until it no longer does.



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Not all weapons you loot from creatures will be better than whatever ones you are using. All weapons have stats and such stats can be key to surviving difficult combat experiences. Weapon stats include attack, mana, critical hit, hit percentage, and haste.

Determining which stats you prefer over others depends on your fighting style. Not all level 14 weapons will have the same damage or haste. It could take some thought to figure out where your stats should lean. Maybe you prefer having more health or maybe you like being able to dodge more than you get hit.



Since no two weapons are alike, especially considering armor and level combinations, choosing to use looted items can be tricky. Keep inventory spots open when you go questing so that you can pick up the new gear you find in battle and sort it when you have a moment to rest.

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Experienced heroes often take up item hunting at one point or other in their careers. In between major happenings, which seem to occur about once a week, heroes who have run out of things to do use their time to hunt down rare loot.

Sets can be difficult to collect, ranging from three pieces to full sets of eight. Some of these are difficult due to merge shop crafting requirements, others because of difficult enemies, or even a singular enemy, that complicate looting.

Lucky players can get rare single pieces, such as Midas' Curse, Corrupted Brain Slime, A Frogzard Ate My Head, Red Dragon Plate, etc., in the first hundred attempts. Unlucky players could take more than 100,000 battles to earn one piece of loot.

Heroes have created directories for these rare items, in hopes of helping patient fighters find spotlight items.

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Some activities will make you more money than others. The key to getting rich with gold is to take on high-rewarding quests. Many of these only allow you to provide your help once, but there are repeatable quests out there that have big rewards.

A good tip is to check out the people who train heroes taking up the mantle of different nontraditional classes. Thyton is an excellent example. Gathering his samples for him, though tricky for inexperienced adventurers, rewards you with thousands of gold.

Not all trainers are as richly rewarding, but some of them might be a good first place to stop by. Young heroes trying to master classes can kill two birds with one stone, gather loot and gain experience.

Sometimes easy quests are the way to go. You can do them more than once a day and you can also sell loot you get from the monsters for hundreds apiece.

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Fledgling heroes might not know this, but there is no need to fret about your physical needs. As someone who will inevitably end up doing good for people, people will do good for you too.

Don't worry about having the bullets you need, getting tools sharpened, armor cleaned, or clothes washed. Long sleepless nights are good for the polish kit. Staying the night in a home or inn comes with food, bed, and laundry services, all for free. It is safe to assume that if you have a quest, there isn't anything to worry about.

Hunting loot is hard, but it inevitably leads to getting a reputation. If you work hard, you won't have to introduce yourself to anyone, and your fellow heroes will ogle your clean, rare, aesthetic pieces.

Don't try to spend your loot on free services. Free is good, and once you get used to it, you find you're not dishing out much of what you take.



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Despite everything, remember that you are a hero. Loot or not, rich or poor, play your life out the way that makes you love it. If you aren't having fun, what are you doing? Getting cool stuff is wonderful. A good indicator that this isn't for you is if you are dissatisfied both before and after you find your desired loot.

Don't just hop from one checklist to another. Enjoy the journey it took to get there. Adventuring with other heroes makes adventuring much more fun. If you're willing to meet and help other heroes, you'll find that all parties involved end up bolstered in strength, loot, and efficiency.



Whether you are tabbing through aggravated enemies you see others fighting or farming a difficult boss, the loot you get is not indicative of your self worth. In a sense it is meaningless beyond the feeling of accomplishment you get when you win it.

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Over time you will find the loot that works for your playstyle, has the stats you want, and makes you look the way you want to look. After all, no one else will see the rarity of your items plastered on your countenance, so consider looting a personal journey.

Choose to do what makes you happy, utilize your patience--or your impatience--to achieve your goals. There are all sorts of activities and quest lines that reward patience. There are also many that reward impatience. There are places and enemies, even quests, that can offer whatever you are searching for. Your version of loot might be found in shops, or in droosters, or worn by massive terrors.

Explore Lore. Visit dungeons, meet new people, find new lands. You are a hero, above anything else, but remember to pick up your drops quickly before you lose them. Oh, and keep your inventory clear!♠

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Radioactive Shack









NEW LUXURY PRODUCTS

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