

**New to Warlord? Getting back in
and looking for a starting point?**



The Hoagie Helper Series™

Getting Started With Wizards



Pictured above: a wizard that I will not bring up in any way whatsoever in this guide.

Before I continue, I must say the following: **THERE IS TOO MUCH WIZARDY STUFF TO COVER IN ONE GUIDE.** Almost every wizard warlord operates completely different with few exceptions, and it is difficult to sort them into distinct archetypes! I must also stress that this is not intended to be a guide for the competitive meta, so while some of my rec's may coincide with the meta, this won't be a guide that you can rock all the way to a seat at the top 8's table. And if this guide **DOES** get you all the way to #1, then it's your fault :P

WIZARDS: The Five Food Groups

Warning: many of the wizards will fall into more than one group, or fit in none of them! Wizards are diverse and tend to do their own thing.



Magic Pew-pew



Wizards who de-buff
or otherwise confound



Summoners



Fell Blow/Golden Gun



Ubers

Magic Pew-Pew

Aka spellslinging or "magic go brrr," this archetype focuses on spamming spells that maximize your number of ranged strike/magic save output. Taoth is perhaps the face of this archetype, as she adds large bonuses to all her ranged strikes and spell DC saves. Loki was errata'ed to +2 bonuses to his spells, but his bonuses also apply to any action he performs and not just spells - this will come in handy as he is useful in stocking up on high-level wizard items to make an uber/spam hybrid.



One limitation of spells is the range, i.e. "within two ranks," which often forces you to expose your wizard to unnecessary risk. Kassia has a built-in way to increase the range of her spells, allowing you to murder from a safer distance!

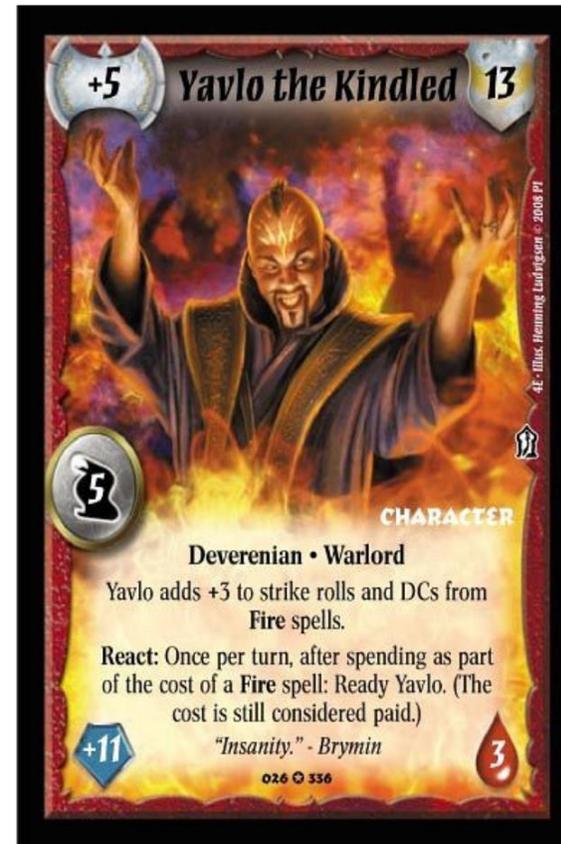
Biana meanwhile is another uber/spam hybrid, in that you can build around increasing her level in order to get the most out of her once-per-game volley of ranged strikes. The best part is that these strikes will benefit from almost any of your cards which increase ranged strike bonuses!

Magic Pew-Pew



The spells above are some of the most common spells you'll see in spell spam decks. The items to the left aren't as common but are good tools to boost your theme: Archer Tower further buffs your spells' ranged strikes, and Nehil and Skyborne Tome help alleviate the problem of the all-too-frequent spend cost of many spells.

Magic Pew-Pew



Before moving on I just gotta present two of the coolest Dev Wizards around: Slayer, the original Don't-make-me-hit-you-twice spellslinger, and Yavlo, a sort of 2.0 of Slayer who focuses on fire spells and learned to work well with others (or at least enough to not have to kill his own buddies.) If you want a nice Slayer-meets-Taoth type, play Yavlo and don't look back!

Summoners



The basic strat for summoners is to use their spells and abilities to play and/or cheat out big characters, whether they be dragons, daemons, monsters, etc. While this archetype doesn't technically require a warlord with the summoner trait (i.e. Behlial used to be the king of running high-level dragons), these two warlords are definitely up to the task!

Both Sorscha and Allisara have abilities that let you search for exactly whom you need to bring to the table, and neither require spending as a cost. My favorite between the two is Allisara, but mostly because that third HP makes me feel a little safer!



Summoners



It is imperative you make it easier to play high-level characters! Many summon decks like using dragons as the payoff since most dragons have built-in movement to offset how far back they enter play, even after using some of these cards. Build your deck to hold ranks and play defensive until you can drop the big guns!



Summoners

Here are some examples of some of the big payoffs for lasting long enough to set up your board:



Not a dragon, but still really good!

"Yes, I'll have one spent warlord, to go please"

Supremus + Magic Missile. You're Welcome.

Summoners



A few final recommendations for a summoning deck:

Phantasm has a lot of great uses and the summoned character really only needs one action to do serious damage.

Rise And Obey, Extensions, and Toren Yscar add more to your deck's ability to sift through and find/draw into what you need.



Venomhiss is easy to drop into play and can share the spellcasting burdens.

Finally, Paymaster Corr is a flexible character who can help build ranks.

Fell Blow Shenanigans



The goal of Fell blow decks is to get a necromancer geared up to score a O.H.K.O., I suspect mostly because necromancers are lazy and can't be bothered with moving. Feyd is a prime pick for this theme since he can equip more items to improve his strike, but Coreos is guaranteed a 20. And Mekk'iah is here because he's dual-classed and can equip an item to make him a necromancer.



Fell Blow Shenanigans



Feyd and Mekk'iah can equip this sword, and use stuff like the glyph or Light to guarantee a kill.



Mekk'iah can alternatively equip Excessus, and make the other wizards jealous.



Coreos needs a little help to get his strike to kill in one hit, so run cards like Bracers of Ogre Power and Treason's Wages.

Golden Gun Shenanigans



Similar to Fell Blow, some wizards have a built in way to disregard ranks and go directly for the kill. For Averisk, it's

1. scribe an action
2. perform the action
3. Use his React text and win



Example spells that disregard ranks



Use these to improve the quality of the strike - Marksmanship helps!!

Ubers (not the car service)



These wizard decks live for one purpose: to hold ranks, hide in the back, and stock up on items and/or bonuses granted by other characters. Fell Blow decks operate sort of like Ubers in that they're attempting to achieve a special setup, but Ubers differ in that their goal is to either equip big items or cast high level spells.



Anton and Loki's strengths lie in their ability to equip high level items with ease. Morghen has strong traits and begins the game with his Essence in play. Nemesis, a longtime favorite, is really REALLY good at not dying, helping him survive long enough for you to set him up for big endgame blowouts!



Ubers (not the car service)

Sometimes the uber's goal is to just increase in level to cast the big spells. Two such spells are Time Stop, turning the game into solitaire, and Mass Hallucination, one of the most annoying spells ever!



Nemesis's jank is also fun: run Minor Dragonkin in your starting army. After using one of your abilities to kill MD, react with Dragon's Hoard to instantly equip a high-level item! And it works because your kill is an effect, not cost.

Aside from his Essence keeping him alive longer, you can equip him with Necro items. The goal: to bring back characters to hold ranks and pile on attacks!

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Select character highlights



Discard these to lower their skill

Use these as starters to manipulate DC saves of your spells



A wizard who can start in play and cast level 3 spells right off the bat!



A Free Kingdoms favorite, just stick him in any deck that wants more strike quantity! He's also a good caster for Phoenix Fire.

Two More Cool Wizards



Sanguinel has been showing up a LOT lately as he is essentially operating with an additional card each turn, is a necromancer, has scribe, 4 HP, high skill, and is in a great faction. He isn't pigeon-holed into any one theme, so try him out with whatever theme you like!

Arden Tide feels so weird to me because he feels like a Deveronian Wizard cosplaying as a Free Kingdoms character. The Goal with Tide is a bit more straightforward compared to Sanguinel - spamming DC saves and skill de-buffs - but his ability is powerful and hits like a truck. If you can't find enough skill de-buffs, just remember that buffing your own skill usually increases the DC for most spell saves too.



Cool Items



Skill is very important to wizards!

Useful to recycle key spells in some decks



Extend the range of your spells!



Get that army moving!

Can't Leave Without Showing You All The Cool Spells

