

Heroic Quests

Nazul Leptra

While Nazul has a 6 inch range, he is much better in close combat. In the dungeons, his Dodge provides some protection, while his Weapon Master allows him to really damage the Mage Spawn. Once he reaches his top levels, he gains Command, possibly providing that useful extra action. In standard Mage Knight games he's a little pricey at full level but he would be a great piece to lead a Hero formation into close combat.

Overview:

A Galeshi Hero who seeks to destroy the Corpheus Golem and the Empire any way he can.

Autumn

A Sprite that can't fly? While she does gain flight as she dials down, she primarily has Magic Levitation allowing her to push allies or enemies away. Keep Autumn behind Sham-Rin and Nazul Leptra, healing them as necessary. In normal Mage Knight games she is super useful as a combined support piece. As she rises in levels she gains Magic Freeze, allowing her to slow down approaching monsters. A member of the Black Powder Rebels (and Heroes), she is the first warrior in that faction to have Magic Levitation. Throw in her healing and she is a bargain at level 1 or 2.

Overview:

A Crystal Sprite sent to help Nazul Leptra in his quest to find and defeat the Corpheus Golem. She can become human sized for an hour or two at a time.

Chromazar

Chromazar is the Hero that should be leveled up as soon as possible. At the 1st level he's nothing special, Weapon Master and average (at best) stats. However as he levels up he gets better abilities, eventually turning into a great ranged piece. Magic Blast and Toughness will make him a good stand off piece. His Magic Enhancement can beef up his comrades as well. Like other Heroes in standard Mage Knight games Chromazar contains a mix of abilities and, while expensive, can really boost armies (especially pure Black Powder Rebel armies).

Overview:

An Atlantean-turned-Rebel who is searching for his kidnapped son. His Orc-murdered wife was kin to Nazul Leptra, and Chromazar is helping him destroy Corpheus as a family favor.

Sham-rin

Sham-rin is a close combat monster, which is why everyone will run from her. Luckily she has a high speed of 12, allowing her to move fast. Once she gets in base to base contact, she can hit with sweep for up to 4 damage. If a Mage Spawn or opponent does move up to her, they will have to deal with her Pole Arm and then, next turn, her sweep.

Overview:

An Amazon Mancatcher who has laid marital claim to the Hero Nazul Leptra. She guards him until the time is right for her to take him back to Nepharus Mons as her husband and slave.

Corpheus

The Master Adversary for the Magestone Mines, Corpheus seems intimidating at first but land a

couple of good hits on him and he crumbles. As a Dungeons monster, Corpheus is best handled by close combat swarms. One or two good hits will slow him down, and bring him to his knees. In a standard Mage Knight game Corpheus can be deadly. With a 10 inch bound and a 12 inch range, Corpheus can hit a target 22 inches away! Swarms are still Corpheus' weak spot, and he can be taken apart by a couple of good ranged hits. Don't let Corpheus' long range intimidate you, he still has to come to your army to hit, and unless he pushes he'll have to wait a turn before running for cover.

Overview:

The Master Adversary of the Scythrian mines. The Black Powder Rebels failed to destroy this new Magic Resistance Golem, and the Atlanteans have begun to produce these Golems in limited quantities.

Jess Blacklock

Front line attacker or rear line defense is the first question some ask when they see the stats on this Fanged Gunslinger. Forget about defense, this guy is front line all the way. Spend the 62 pts. to get this guy to 4th level and you have an attacker that can get into cover on turn one without risk. Having put Blacklock in cover, his Limited Invisibility allows his player to have a gun emplacement that can wound small formations of attackers or critically wound powerful single figures. Having just divided the terrain to their advantage, Blacklock's player can then bring heavier and slower pieces into position. Choosing where to fight is half the battle. Jess Blacklock allows a player to do exactly that.

Overview:

A Khamsin Gunslinger who was rescued at the nick of death by Arista's vampirism spell. Seen as the leader of the Black Blades.

Astrus

Ever wanted a reasonable pointed healer that can kick-butt in combat? Astrus is exactly that. Get this Corrupted Priest at 4th level for 44 points and you quite possibly have one of the most versatile pieces in the MK universe. A Toughness of 17 allows this unholy man to take a punch while he is more than capable to give one with an attack of 11 and a damage of 3. A flight range of 11 allows Astrus to go almost anywhere he wishes. Now, step back and realize you have the only Necromancer in the MK universe with Healing. Then, throw in a damage of 3 and you have a Necromancer that can protect himself and bring back your men and heroes from the dead and heal them himself. Astrus definitely kicks butt!

Overview:

Lover to Arista, the Nightwitch that Captain Salidar captured and killed.

Sunbane

A Troll Gunner that went over to the "darkside", Sunbane is anyone's bane if you're on the wrong end of his gun. Get this Troll at 3rd level for 43 pts. and you've a great price for a range 10, 4 damage, flame/lightening attack. The only other pieces remotely approaching this in Mage Knight are the Solanavi Striker and the Great Fire Dragon. I don't see a need for more discussion on how great a deal Sunbane is.

Overview:

A Troll unlucky enough to be born on the lunar eclipse, which by custom doomed him to a life of darkness and hardship. Became a Troll Gunner after the Oracles brought him to Rokos for training. But when his Necromantic talents flared, he ended up under Arista's tutelage.

Erlin Boltripper

Boltripper is a dungeon specialist. Take Boltripper at 2nd level, back him up with some fighters and you use this top notch thief to grab the goodies, power up and get out with the gold.

Overview:

A Dwarf with a passion for mechanical devices. Rescued from a Magestone mine by Jess Blacklock; has worked with the undead Gunslinger ever since.

Captain Salidar

Valued at 128 points Salidar is truly a master adversary and is capable of taking on your average dungeon diving party without breaking a sweat. Using his skills and abilities to move dungeon denizens into combat with a heroic party, Salidar can then magic blast the heroes with an incredible 10 range & 14 attack. His 18 defense makes Salidar equally tough to handle in direct combat. Though he is incredible with his abilities a pure Dwarven party should feel confident in winning vs. Captain Salidar.

Overview:

The Elven turncoat Master Adversary, commander of the Callius sky-citadel. Captain Salidar captures, tortures and executes Rebels and Elves of all kinds as often as he can and has a personal disgust for Dwarves. He is revered as a hero of the Empire.

Conquest

Khumeret of Caero

Overview:

A human armed with a Magestone crossbow and riding a League Unicorn. Khumeret earned the respect of the Mysteries of the Glade after putting himself at risk with Sect forces near the Wylden Plateau. Khumeret is one of the few males to have seen the Emerald Glade and lived.

Therenody

Overview:

A Wylden Elf who rides a black unicorn; a Sect champion and a fearful commander. Therenody went over to the Sect in the hope of gaining immortality and great Necromantic power. Not originally an Elemental wizard, so she hasn't been driven mad.

Snake

Overview:

A Shyft who acts as an intermediary between the Shyft and the Orc tribes of the Fist. Snake has become a hero among the Orc Raiders for his bloodthirsty hatred for all humans and Elves.

Whisper

Overview:

A Shyft who rides an undead snake into battle and never speaks above a hiss or whisper. The Sect has experimented on Whisper to see if the Shyft could be transformed into Vampires. The

experiment worked, but not in the way the Sect Necromancers expected.

Bakus

Overview:

A Krugg who is renowned for finding ingenious ways of breaching castle defenses. The Atlantis Guild treats and pays Bakus just like any other warlord, though they don't assign him tasks that would take him into the interior of the Empire.

Moggran Nephret

Overview:

Moggran has been recruited by the Knights Immortal to act as an agent and scout in the lowlands controlled by the Sect and Wylden Elves.

Varex Swordbreaker

Overview:

Galeshi who fought with the Orcs and learned a thing or two about using his anger as a weapon. Varex wants vengeance against the Atlanteans, as he believes that they somehow orchestrated the sand-plague that wiped out the Galeshi's prized horses.

Winter

Overview:

A Galeshi who rides a Mechanical Ram. Winter came to the Knights Immortal to follow his true calling and fight for a cause larger than that of his own people. Winter, who has never been allowed into the Rivvenheims, receives his orders by High Elven courier.

Atlantis Guild Ram

Play Tips for the Ram

Ram 'em, and then smack 'em with the passenger! Do this by lining up your target exactly on the border of your front and side arcs. This Ram is durable, but it doesn't inflict too much damage by itself, so supply it with a strong passenger who can dish it out. Consider using a character with Sweep like the Minotaur Warrior, since Sweep hits everyone touching the Ram's back or side arcs!

Overview:

A chariot pulled by a drehj, an Atlantean beast of burden with a mean, fearsome temper. Drehj are hardy, but they smell foul.

Description:

This fully painted Chariot will make a fantastic addition to any miniature collector's game table. For Mage Knight players, the Atlantean Ram is a necessity adding mobility, versatility, and power to their army. MK Chariots transport powerful figures across the game board, freeing turns for combat! The Chariot also brings a new special ability to Mage Knight, RAM!

Knights Immortal Charger

The Knights Immortal Chariot is a strong attacker in 200-point games. This is because the chariot can move 10 inches and attack twice while using only two actions. The chariot moves forward with the front section, coming into base contact with an enemy on the right or left, and then attacks with a side section of the chariot--and with the passenger.

Overview:

A chariot pulled by a feisty, hot-tempered horse that likes to bite. The horse, through careful breeding by High Elven stablemasters, has no external ear cartilage.

Description:

Quick as lightning, the Knights Immortal Charger streaks across the field of battle faster than any other Mage Knight chariot! The Charger will take your most powerful warrior, the Paladin Prince for example, across the table in the blink of an eye. Aided by the special ability Quickness, the Knights Immortal, guardians of the Sturmonts Mountains, now possess a level of mobility previously unseen in Mage Knight. In the battle for tabletop advantage, this model is supreme! This fully painted chariot will make a fantastic addition to a gamer's table.

The Knights Immortal Charger will be packaged in a clear blister on a card similar to previously released single figures from WizKids.

The Knights Immortal Charger will be available the third week of November 2001.

War Wagon

Choose a cost-efficient passenger that packs a wallop, like a Nightstalker or Tribal Brute. Then charge your opponent's best figure for 5 damage. If you position the War Wagon on the border of its front and side arcs, the passenger can follow up with a close combat attack on the same target! This works best in big games, when you can use extra actions to set up your Wagon's charge.

Description:

The limited edition Mage Knight Chariot series allows MK figures to move across the battlefield in style, and with speed. The chariot has four combat dials that represent various components of the chariot. In addition, characters can mount and dismount the chariot during play, effectively moving and attacking in the same turn.

Great Fire Dragon

Play Tips for the Great Fire Dragon

No matter what age version you're using, Magic Enhancement can make the Fire Dragon the most destructive force on the battlefield. Run forward a cheap enhancer (or more than one), like the Elite Surok Apprentice, and then fly the Dragon ahead into range of your opponents while touching the enhancer with your front arc. Then use your Dragon's front action to direct a Flame/Lightning attack at your enemy's formations--with enhancement!

Overview:

Elemental Dragon that breathes great gouts of fire. Frequently found near the greater mountains of the Land. Dragons are not "intelligent." They recognize the Elemental League as an ally of the Land, but they do not cast spells, hold conversations or send Heroes on quests.

Polar Ice Dragon

Play Tips for the Polar Ice Dragon

Use the Polar Ice Dragon in huge games to freeze multiple enemy Uniques in the same turn. Be sure you have enough units to strike the finishing blow once the Dragon has frozen your foes. As with all dragons, don't hesitate to push it, especially when you have a chance to freeze a lot of figures.

Overview:

A Dragon that lives in the ice caves of the northern mountains. They recognize the Elemental League as an ally of the Land, but they do not cast spells, hold conversations or send Heroes on

quests.

Description:

The newest winged monstrosity from WizKids will freeze warriors in their tracks! The Polar Ice Dragon has four combat dials like other Mage Knight Dragons. This highly detailed, masterfully sculpted miniature is usable in any miniatures game, but will wreck havoc in Mage Knight! The Polar Ice Dragon introduces a new special ability-Magic Freeze! With this ability, the Dragon can "inflict" a movement token on his targets, effectively slowing their actions in the game. The Polar Ice Dragon is allied with the Elemental League and will have a variable starting point cost allowing players to deploy a young, adult, or ancient Polar Ice Dragon.

Venomous Shadow Dragon

Play Tips for the VSD

As the ultimate melee monster, the Venomous Shadow Dragon is best used to take out the strongest figure your enemy has. Use hindering terrain to close unscathed, and then fly in and attack with your ultra-powerful front arc before your opponent can get a shot in. If you can, put the borderline of the front and side arcs on your opponent, and you'll be able to attack with both sections. Use fodder to keep your flanks clear.

Overview:

A Dragon from the region of the Black Lake; currently an Elemental ally. Dragons are not "intelligent." They recognize the Elemental League as an ally of the Land, but they do not cast spells, converse with wizards or send Heroes on quests.

Description: The limited-edition dragon series gives a new dimension to the Mage Knight game. A larger base with four combat dials gives statistics to the dragon's head, tail and both wings. Though the dragon will be the biggest piece on any playing field, its significant power is offset by movement restrictions that make this character balanced within the game. Three different point values allow the players to field the dragon in both small and large groups. Characterized by the ability to move with stealth, the Venomous Shadow Dragon can attack with a bite from the front and flank. Also, the Venomous Shadow Dragon possesses a new special ability, Venom, making it even more hazardous for enemy troops to engage this Dragon in close combat!

Radiant Light Dragon

Description:

The Radiant Light Dragon is a fantastically detailed, colossal figure fit for display in any miniatures collection. It is the fourth in the widely acclaimed series of limited-edition dragons from WizKids.

The Radiant Light Dragon is for use in large Mage Knight armies, allowing allied figures to advance into battle using this Dragon's vast defensive values, and benefit from the healing celestial light that emanates from this Dragon's gaze. The Dragon will still pack a vicious punch with a strong ranged attack. The Radiant Light Dragon is allied with the Elemental League and has a variable starting point value, allowing players to deploy a young, adult, or ancient Radiant Light Dragon.

This is the last dragon WizKids is planning to release until the second half of 2002.

Dwarven Steam Behemoth

With its 12-inch range, the Behemoth can get the first shot at other multidiagonal figures. That said, given its slow speed, the Behemoth is easily swarmed. Soften enemy hordes with explosive damage, and be sure to play this Tank with many supporting figures to make sure it doesn't have to take on too many pieces at once. With its incredible durability, the Behemoth will survive as long as it can keep its opponents down to a manageable number.

Description:

Hello firepower! This massive war machine brings unparalleled mechanical might to the cause championed by the Black Powder Rebels, the unruly upstarts that sparked a revolution in the Mage Knight universe! This giant, imposing, spikey contraption is designed to roll over oppressors from any faction, and blow up the minions of tyranny with its enormous main gun! The Black Powder Rebel Tank is one of the most dynamic pieces produced by WizKids to date. This turreted death machine is a perfect piece to field in any mechanized miniatures army.

The Fist of Tezla

Game Play Tips for the Fist of Tezla

Like the Fire Dragon, the Fist of Tezla can wreak enormous damage using Magic Enhancement with its Flame/Lightning—run forward an enhancer, move the Fist forward, touch the enhancer and fire. Smart players will put the enhancer on the exact border of the Fist's front and side arcs so it can enhance the Flame/Lightning on both sections.

Overview:

A monstrous Atlantean Golem without need for crew or command—it kills on the psychic orders of its master. Levitates a few feet above the ground, supported by valuable pieces of Magestone.

Description:

This brilliantly painted, highly detailed miniature raises the bar for miniatures and miniature games everywhere! Hobbyists and collectors will find the Limited-Edition Atlantis tank to be the perfect centerpiece of their collection or the flagship of their army. Useable in larger Mage Knight battles, the "Fist of Tezla" has five points of articulation and "hovers" atop clear plastic posts that attach it to its combat base. In game play, the Fist of Tezla is overwhelmingly powerful with a wealth of Mage Knight special abilities including Flight, Flame Lightning, Invulnerability and Pierce! It is also has variable starting point costs allowing players to deploy a light or heavy version of the Fist. As they reclaim their position of supremacy, watch for Guild armies to use their new tank to ruthlessly crush rebellions and destroy their many enemies!

Titans

Description

Forward! Take down the walls! Tear up the tower! These Mage Knight figures and game aids are for the new, large-scale Mage Knight Conquest game and are especially useful for full-frontal castle assaults. This set includes the four popular pieces of siege equipment from the Mage Knight Conquest pack: Ballista, Mortar, Cannon, and Catapult. As with all Mage Knight figures, these are fully painted and assembled...ready to play! Also included are 15 large formation movement markers and 30 movement tokens that make it easier to keep track of individual unit actions in games, and two ladders that Mage Knight figures can use for scaling walls while laying siege to Mage Knight Castle pieces. This set will make Conquest games or any game including the Mage Knight Castle even more visually impressive.

Description

Complete rules for playing large-scale Mage Knight battles packaged with pieces of siege equipment! Now you can play Mage Knight games with armies running from hundreds of points per side to truly epic games of thousands of points! Mage Knight's rules were designed for smaller armies of only a few hundred points. Now, Mage Knight Conquest introduces rules engineered to make huge battles faster and easier to run. Also includes tournament structure outline, 28 pages of scenarios, campaign rules, and optional rules. Specially constructed Mage Knight Siege Equipment is included with the book.

Living Ballista

Artillery Peice

Stonethrower

Artillery Peice

Cannon

Artillery Peice

Mortar

Artillery Peice

Iron Rain Hill Giant

Description

The Hill Giant is the first Mage Knight Titan, large single-base creatures for use in Mage Knight and Mage Knight Conquest games. This incredibly detailed monster is 4½" tall and has surly dwarven gunners mounted on his shoulders for deadly ranged attacks. The three dwarven gunners also make this one of the coolest fantasy monsters ever offered. Th their ranged attacks don't cut down your opponents, the giant's axe will!

As a Titan this figure falls between regular Mage Knight pieces and the tanks and dragons. It's incredibly effective in regular games, in Conquest games, and against Mage Knight Castle pieces. As with all Mage Knight figures, it is fully painted and assembled.

Basic rules for Mage Knight Conquest are available online now for free downloading on this site. Additional rules for Titans and their inclusion in MK Conquest games are included in Mage Knight Conquest.

Doom Blade Orc Cyclops

Playtip: The Orc Cyclops is not the speedest guy on the field, but when he is finally within striking range, he can really lay on the damage. Using the Titan two action ability, rush the Orc Cyclops up, ramming a group of opposing units. With his second action attack with his huge 270 degree arc and 8 Damage! That's 9 possible damage for 2 actions, not a bad deal.

Overview: A huge Orc-like creature that fights alongside its Raider cousins. A great big bully that likes eating live prey.

Description

Drawn to the terrible conflicts in the Land like a dragon to a fine jewel, the first Doom Blade Orc Cyclops strode out of the mysterious mountains to the north, driving the Orcs of the Fist before him. Over time the Orcs convinced the terrible beast and its brethren that more entertaining prey could be found to the south. Now, these monstrous creatures fight at the side of the Orcs, ravaging and pillaging wherever the hordes may wander. The Mage Knight Conquest: Doom Blade Orc Cyclops is the perfect centerpiece for a large Orc Raider army, or for any warlord looking to add serious power to their offense.

As a Titan this figure falls between regular Mage Knight pieces and the tanks and dragons. It's incredibly effective in regular games, in Conquest games, and against Mage Knight Castle pieces. As with all Mage Knight figures, it is fully painted and assembled.

Basic rules for Mage Knight Conquest are available online now for free downloading at www.mageknight.com. Additional rules for Titans and their inclusion in MK Conquest games are included in Mage Knight Conquest (WZK800), now available.

Skyguard Griffon

Born in a rookery high in the Rivvenheim Mountains and magically enhanced to serve as a warrior to surpass all others, the Skyguard Griffon can cover vast distances and challenge any opponent. Its fearsome claws will tear into Atlantean and Revolutionary alike, and the beat of its wings will herald the coming of justice in the farthest reaches of the Land!

The Skyguard Griffon is the perfect centerpiece for any warlord looking to add the power of claw and wing to his or her army. Not only does the Griffon look great, but as a titan it is also one of the most versatile and powerful warriors in any army. This package contains complete rules for using titans in the **Mage Knight®** game. The Skyguard Griffon is compatible with all other **Mage Knight** warriors.

Spirit Eidolon Solonavi Celestial

Overview: Called into being by the most powerful Solonavi, the awesome Spirit Eidolon Celestial is created when a Solonavi channels the power of its elements – destruction, torment, and vengeance – into physical form. While most of these “Celestials” are used to inspire fear and ensure loyalty among those kings and warlords who owe favors to their Solonavi masters, there are a few of these powerful beings that command the very covens that created them in the first place.

Description:

Many favors have been asked of the Solonavi by warlords and generals across the Land. Now the Solonavi are calling in their debts, and the Spirit Eidolon is making sure that all favors owed are repaid in full.

The Spirit Eidolon Solonavi Celestial is the perfect centerpiece for a Solonavi army, or for any warlord looking to add serious power to his or her offense. Using the Mage Knight Titan rules, the Spirit Eidolon is well-equipped to serve in a variety of functions as part of any Mage Knight army. This figure is completely compatible with all other Mage Knight figures. The Solonavi Celestial has three different point values. The young Solonavi is 266 points, the Mature Solonavi is 358 points and the Ancient Solonavi weighs in at 414 points!

Gilgarsh

Description

The doors shook and rattled, but held against the attacking forces. Lord Maakha knew his troops would fight to the death and that the keep was strong enough to withstand such attacks indefinitely. This large, highly detailed, fully painted Keep measuring 5¼”L x 5¼”W x 6 3/8”H that includes two working doors and a unique Lord Maakha figure. The Keep is perfect for any adventure or miniatures game, but made with Mage Knight combat dials built in to keep track of damage and abilities. The Keep can be used with the rest of the Mage Knight Castle pieces to construct fantastic castles and other fortifications. Now you can create Mage Knight scenarios that include buildings—and let the gatehouse keep track of the damage for you! The Mage Knight Castle Keep is a great addition to small or large-scale Mage Knight games.

Description

A huge, beautifully sculpted, fully painted gatehouse standing 7” tall that includes a working gate and portcullis. The gatehouse is perfect for any adventure or miniatures game, but made

with Mage Knight combat dials built in to keep track of damage and abilities. The gatehouse can be used with the rest of the Mage Knight Castle pieces to construct fantastic castles, keeps, and other fortifications. Now you can create Mage Knight scenarios that include buildings—and let the gatehouse keep track of the damage for you! A great addition to large-scale Mage Knight games.

Get ready to storm the Castle gates! Releasing Jun 12, 2002, the Castle Gatehouse will be a handy addition to any Conquest battle or Castle scene. The Gatehouse is the center piece to any castle, and the Gatehouse Keeper is the head guy in charge! In the coming weeks we will highlight the Gatehouse and how to incorporate it into your existing fortifications.

From the parapets to the main gate, Bassan is your best option for holding the castle against a swarming tide of invaders. With Sweep, Defend, and Command starting at 4th level, Bassan can team up with a couple of heavy fighters and shred the enemy like damp lettuce. His consistent talent with the Pole Arm should make any Charging warriors think twice before rushing the gate! In between battles, send Bassan to the Dungeons to collect treasure for his Lord and witness his Weapon Mastery take apart pesky Mage Spawn and opposing Heroes!

Description

A special set of walls and accessories designed to fit the rest of the Mage Knight Castle series. Create walls to connect the other pieces of the Castle series together or freestanding walls to surround them. All the wall pieces include Mage Knight combat dials so you can keep track of damage without picking up a pencil. The walls are useful for Mage Knight or any adventure or miniatures game.

Description

Walls, ramparts, and buttresses designed to fit the rest of the Mage Knight Castle series. Create walls to connect the other pieces of the Castle series together or freestanding walls to surround them. All the wall pieces include Mage Knight combat dials built in so you can keep track of damage without picking up a pencil. The walls are useful for Mage Knight or any adventure or miniatures game.

Description

A large, beautifully sculpted and fully painted tower standing nearly 9" tall. The tower is perfect for any adventure or miniatures game, but made with Mage Knight combat dials built in to keep track of damage and abilities. The Tower can be used with the rest of the Mage Knight Castle pieces to construct fantastic castles, keeps, and other fortifications. Now you can create Mage Knight scenarios that include buildings—and let the tower keep track of the damage for you! A great addition to large-scale Mage Knight games.