

The Vampire Civil War Scenario #4: The Death Pits

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Players vow their allegiance to one of two competing sides each month, and their battle results will directly affect the Mage Knight™ story line. Each participant, for the cost of shipping and handling, will receive a great new LE figure representing the actual Warlord that player decided to fight for and a special enamel pin representing that player's chosen side in the campaign. There will also be exclusive LE figures for the weekly champion and sportsmanship winner! Sign up at your local Mage Knight retail store to play, and shape the future of Mage Knight with every victory!

The Prizes:

	Sportsman Awards	Champion Awards
L E		
	Chofni	Foster Gray
P I N		
	Redemption Awards	Redemption Awards
L E		
	Ribhan Crag	Rax Coldstone



The Background :

When a group of warriors from the Order of Vladd violates a sacred Uhlrik temple in an attempt to seize a powerful Necromantic relic called the Arm of Jassad, a bloody civil war erupts between the two orders. By the end of the conflict, one order will rule, and the other will be defeated and destroyed!

Ribhan Crag

Enacting the will of his master, the Deathspeaker Aeradon, the power-hungry Death Merchant Ribhan Crag competes in a bloody civil war with the Order of Uhlrik to maintain Aeradon's control over the Necropolis Sect!

VS

Rax Coldstone The Order of Uhlrik is led by the cruel Nightfiend Rax Coldstone. Under the direction of his master, Deathspeaker Spider, Rax seeks to destroy Uhlrik's only opposition—the Order of Vladd—to clear the way for his Order to rule the Sect!

The Story:

Scenario #4: The Death Pits

The Dark Prophet has decreed that the best warriors from the Order of Uhlrik and the Order of Vladd shall fight each other in the death pits. Only when one side has destroyed the other will the civil war finally be resolved.

Rax Coldstone

Coldstone stalked up and down the line of his champions, inspecting their armor and weapons one final time. All around them, twenty thousand Sect warriors crowded the massive auditorium, struggling for a view of the fighters lined up on the torch-lit stone platform below.

As Rax adjusted an armor strap on one of his Nightblades, he spotted his rival, Ribhan Crag, walking toward his own warriors. Rax had heard that the Vladd warrior had sworn blood-revenge against him for slaughtering the Amazon, but the Death Merchant wasn't showing the slightest hint of anger right now. It was too bad, Rax thought—his rage would have made a better show for the crowd.

Rax glanced down the length of the arena toward the twin sets of iron doors at the far end. Once those doors sealed Rax and Ribhan's Heroes into the death pits, they wouldn't open again until one side was victorious—and the other side was dead.

Then, much to Rax's surprise, Ribhan looked at him coldly. As the Death Merchant's gaze locked with his own, Rax could finally see the anger that seethed within his enemy.

"Mikala," Ribhan whispered, remembering his dead Amazon Queen. His words were just barely audible over the roar of the crowd. "Vengeance."

"Mikala," Rax returned mockingly. He pitched his voice so that only Ribhan could hear his next words. "Although when I killed her," he said, staring directly into his enemy's eyes, "your little Amazon Queen didn't put up much of a fight. Perhaps she preferred death to life with you?"

Ribhan's fists clenched, and he took one step in Rax's direction before barely regaining control over himself. Seeing the expression of raw hatred on his face, the crowd went wild.

Rax smiled. The battle was already half won. All that was left was to goad Ribhan to his death in the pits below.

Ribhan Crag

Ribhan looked up as the monstrous crowd suddenly quieted. On a wide balcony above the massive arena, he could see the thirteen robed Deathspeakers – the rulers of the Necropolis Sect—taking their seats. All but two of the shadowy figures had their cowls drawn around their faces. The two whose faces were visible were seated at either end of the long balcony: Aeradon, master of the Order of Vladd, and Spider, master of the Order of Uhlrik.

Ribhan's soldiers saluted Aeradon before turning to salute the crowd, as Ribhan had instructed them. On the platform across from him, Rax Coldstone's fighters followed suit, paying tribute to their traitorous Deathspeaker and then to the audience. The arena echoed once again with their howls for blood. Ribhan could feel the stones beneath his feet vibrate with the dark chorus. As Rax swaggered his way down the platform, hands raised in the air like a pit-champion, Ribhan stood utterly still, glaring at Rax with cold hatred. It had taken Ribhan more than six months to capture the object of his desire, and now, thanks to Rax, Mikala was lost to him forever.

The Dark Prophet stood, bearing the tall, serpentine silver staff of Sect rulership in his right hand. He held up his left hand, palm facing the crowd, and the Sect warriors fell quiet once again.

"The dispute between the Order of Uhlrik and the Order of Vladd ends this evening," the Prophet declared in a ringing voice. "Two warbands will enter the death pits and be sealed within, according to the custom of our people. When only one team stands, the doors will be opened, and they may come before me to earn their honor. Then, the Deathspeaker who championed the losing side will be burned alive on the pyre of his fallen warriors."

The Dark Prophet raised his silver staff, gesturing for the twin sets of iron doors to be opened. At opposite ends of the arena, Zombie Trolls hauled with all their might on the heavy doors, revealing twin maws of darkness beyond as the doors slowly swung open. At the Dark Prophet's signal, Ribhan and Rax marched their warriors across the sand to the double doors and disappeared into darkness.

As the Zombies pushed the giant iron doors closed and secured them from the outside with three stout iron bars, Ribhan mentally prepared himself for the battle to come. He could hear the other set of iron doors clanging shut, trapping his hated rival within the dungeon of death. Now it was Rax and Ribhan in a final struggle that would shape the Necropolis Sect for years to come.

"Kill them all," Ribhan hissed to his warriors, "but leave Rax to me."

Rules Set

Mage Knight Dungeons

Background

The Dark Prophet has decreed that the civil war will be settled in the death pits of the Necropolis. Each Deathspeaker chooses a band of Heroes to represent him in the shadowy labyrinth filled with shifting traps. If his team loses, the Deathspeaker will be put to death.

Objective

Hunt down and destroy the opposing team.

Team Size

200 points. Each player's team must include at least one warrior with Vampirism at some point on its combat dial, such as the Order of Uhlrik, the Order of Vladd or Hitash Levat.

Time Limit

50 minutes

Setting the Scene

Set up the tiles (or map) as per the standard rules. This scenario has no Mage Spawn, Artifacts, **dungeon features (doors, tables, etc.)**, **terrain squares** or Treasure Chests.

Each player contributes Wandering Monster tokens: 4 yellow, 2 blue and 1 red.

Special Rules

1) There are no treasure chests or Mage Spawn in the death pits. The Wandering Monster tokens are used instead as trap tokens. Normal rules for placement and movement of Wandering Monster tokens are used except as detailed in 2, below.

2) Whenever a trap token is adjacent to a Hero, reveal the token and consult the chart below to determine the effect of the trap token. A revealed trap token must be resolved before a hero uses speed points for other purposes. Disarm a trap token as a Hero would disarm a treasure chest. If a hero does not have sufficient speed points to disarm the trap token, the trap is sprung and the effect resolves.

- Weak: Blade Trap. The triggering warrior must make a disarm roll against a trap number of 8 or suffer 2 clicks of damage.
- Standard: Prophet's Coin. Magical coins embossed with the Dark Prophet's seal can be found throughout the dungeon. It costs 2 speed points to pick up a coin. Once gathered, that coin will heal the Hero to full health. If a figure with Vampirism gets the Prophet's Coin, he also gains one experience level. A coin is used immediately when it is picked up, and can only be used once.
- Tough: Fire Trap. The triggering warrior must make a disarm roll against a trap number of 12 or trigger a type "T" trap, with an attack value of 10 and a damage value of 3. All figures on the tile are affected by this trap.
- Successfully disarming a trap is worth 50 experience points. Springing a trap is worth 25 experience points. Finding a Prophet's Coin is worth 25 experience points.

3) Warriors may not exit the Dungeon. There is no escaping the death pits!

4) For the Dark Prophet's entertainment, the Necromancy special ability may not be used in this scenario.

Victory Conditions

The Order of Vladd and Order of Uhlrik are the worst enemies. Neither will pass the opportunity to slice the other one down, and both sides should attack each other as aggressively as possible!

The winner is the player with the last figures standing. If both players still have figures in play when time expires or if all figures are destroyed simultaneously, then the highest total of experience points gained during the scenario determines the winner.

1. **If a player eliminates all the warriors in his opponent's army before or when the round ends, that player is the victor.**
2. **If neither army is eliminated by the time the round ends, the winner is the player with the highest number of surviving warriors (for example: a player with 2 surviving warriors defeats a player with 1 surviving warrior).**
3. **If both players have an equal number of surviving warriors when the round ends, the victor is the player who has earned the most total experience levels.**
4. **If both players have an equal number of surviving warriors with an equal number of experience levels with the round ends, the winner is determined by a random die roll (2d6).**