

MAGE KNIGHT™

THE TOMB OF KHAMITA

Origins Convention
Mage Knight Dungeons

After the great founder of the country of Khamsin died centuries ago, King Khamita's remains were nobly entombed in a vault beneath the Royal Museum of Khamsin. Day and night, the defenders of Khamsin ensure that Khamita's tomb isn't disturbed by tomb robbers or wicked Necromancers, and guard his remains with their lives. With the hostilities that recently erupted along Khamsin's southern border, the Council of Merchants assigned the Rebel Hero Jarl Frostriven to help guard the tomb. However, the mages of the Atlantis Guild, knowing what a blow it would be to the Khamsin people to have the remains of their country's founder violated, send Koranub of the School of Surok to perform an extra-curricular assignment in Rebel territory...

HERO TEAM DESIGN: Each Hero Team should start with a maximum of 100 points, and Heroes start may start at either 1st or 2nd level.

MATCH DESIGN: Each pair of players will play three different Mage Knight Dungeon scenarios over the course of a four-hour period. Each pair of players should decide which one is fighting for Jarl Frostriven, a Rebel Dwarf, and which one is fighting for Koranub, for the Atlantis Guild.

SPECIAL RULES: Levels earned in one scenario carry over to the next scenario. Heroes killed during the course of a scenario may be used again in concurrent scenarios, but they may only start at Level 1.

SCENARIO #1: STORMING THE MUSEUM

Jarl Frostriven was not a superstitious Dwarf. But the Khamsin Museum after hours gave him the creeps – and rightfully so. The high-ceilinged, marble and granite structure was full of windows, and the invading moonlight turned gloom into unpierceable shadow. While it seemed to him that certain portraits followed him with their eyes, he was sure that the chairs sometimes moved by themselves – as he'd seen a bunch of them a few weeks back pirouetting and dancing in the main hall.

The Museum was a scary place.

The Jarl lit his pipe with a shaking hand, and tried to get his bearings. Unknown to him, hidden somewhere within the labyrinth of glass display cases, was the solitary stairway down into the dungeons below the Museum. When he received the prestigious assignment, the Jarl asked directly where the stairway was – but got told abruptly that the location was knowledge that he didn't need to know. "If you knew where it was," they said, "then eventually, somebody else would too."

Just thinking about it gave him indigestion.

A stocky mountain Dwarf, one of the Jarl's trusted warriors, stalked down the main stairwell from the second floor. He looked bored and surly, and ready to open fire with his fuser rifle on anything that moved.

"Anything up there?"

"Nothing. Just dust. And ghosts."

"Don't make fun of me, boy. Just do your job, and leave the-

A scrape of a chair on stone echoed down the hallway.

"Tell me you heard that!" the Jarl whispered. "It's ghosts I tell you! Ghosts!"

The stocky Dwarf didn't answer, but steadily turned paler than moonlight with fright.

Then came the sound of breaking glass, and whispering voices in the dark.

"Those aren't ghosts!" the Jarl exclaimed. "They're thieves!"

BACKGROUND: The band of Heroes commanded by Koranub has broken into the Museum of Khamsin, and they must quickly search for a way into the hidden tomb below. Jarl Frostriven must stop them at all costs, even if it means following them into the haunted tomb himself.

OBJECTIVE: One of the treasure chests on the map holds the way down to the Tomb of Khamita. Use the treasures of the Museum to defeat your enemies at any cost. Discover the hidden passage before your opponent and venture down to the level below.

TIME LIMIT: 50 minutes.

DIFFICULTY: Standard

ARMY SIZE: 100 points. Heroes may begin at either 1st or 2nd level.

DUNGEON POOLS: Each player must provide the following:

- One treasure chest per tile that they bring for the treasure chest pool. At least six treasure chests must be placed in this scenario.
- A minimum of 150 points worth of Mage Spawn in the Mage Spawn Pool.

TILES: All players must bring 5 chamber tiles, and one hallway tile.

SETTING THE SCENE: Place items according to the standard Dungeons rules with the exception that there are no Mage Spawn tokens placed at the beginning of this scenario.

SPECIAL RULES

- 1) When the first treasure chest is opened, roll a six-sided die. If the result is 1, then the Stairway to the lower levels has been discovered. When the second treasure chest is opened, roll a six-sided die. If the result is a 1 or a 2, then the Stairway to the lower levels has been discovered. Continue along this progressive pattern until the Stairway is discovered, or the last chest is opened. The last chest to be opened, if no Stairway has been discovered beforehand, reveals the Stairway. When the treasure chest is removed from play, place a token on the square it previously occupied. This square becomes the stairway.
- 2) Any Hero that moves onto the Stairway automatically leaves the Dungeon and is removed from play.
- 3) Whichever player has the most Heroes exit through the Dungeon before time expires earns the right to go first in the next scenario.

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SCENARIO #2: THE GAUNTLET

"Were Minotaurs some kind of Khamita family crest?" Koranub shook his head, not knowing how to answer the student's question. The giant, eight foot high Minotaur statue dominated the center of the chamber, motionless amidst the black stillness of Khamita's tomb.

"I've seen three of these," Koranub said, "and two more statues that could only be a kind of Mage Spawn that I don't recognize." He stepped into the room to get a better look at the statue, when the object did the impossible.

The statue turned to look at him.

The Minotaur suddenly sprang to life, and swung its axe towards Koranub in a vicious arc. The wizard managed to get out of the way – barely – and just missed having his head taken off by the Mage Spawn's weapon. The other Atlantean graduate students opened fire on the golem-monster, blasting it into pieces with their Magestone weapons and arcs of magical lightning. When the smoke cleared, one of the students stepped through the rubble and helped Koranub back to his feet.

"What in Tezla's name was that?" Koranub demanded.

"I haven't a clue," said one of the mages. "I've never read about anything like that before." Koranub reached down and picked up one of the rocky pieces. As he did so, from down the hall came another answering growl, and the sound of combat. "But I think the Rebels just found them too."

BACKGROUND : Faced with a host of dangerous guardians, the two teams of Heroes know that they must retrieve Khamita's bones before the other does. The Dungeons are well guarded by dangerous monsters, so the Heroes will need to use caution if they are to survive.

OBJECTIVE : Collect treasure, defeat Mage Spawn monsters, battle opposing Heroes – then continue down to the next level of the Dungeon!

TIME LIMIT : 50 minutes

DIFFICULTY : Standard

ARMY SIZE : Whatever levels that Heroes earned in the first scenario carry over to this scenario. Heroes eliminated in the first scenario may be used again in this scenario, but they must start at 1st level.

DUNGEON POOLS : Each player must provide the following:

- One treasure chest per tile that they bring for the treasure chest pool.
- 3 Tough tokens each for the Wandering Monster pool

TILES : All players must bring 5 chamber tiles, and one hallway tile. Tiles with more open space are preferred, but are not required.

SETTING THE SCENE : Place items according to the standard Dungeons rules.

SPECIAL RULES

- 1) Khamita's tomb is well defended by monsters that turn to impervious stone whenever no one is around for them to fight. Any Wandering Monster that is in a tile where there are no Heroes is considered to be Petrified. As long as that Hero is not on their tile (or in an adjacent space) Petrified Mage Spawn may not be attacked and do not attack back.
- 2) Wandering Monster tokens placed may not be moved by players. They are activated normally.
- 3) When the first treasure chest is opened, roll a six-sided die. If the result is 1, then the Stairway to the lower levels has been discovered. When the second treasure chest is opened, roll a six-sided die. If the result is a 1 or a 2, then the Stairway to the lower levels has been discovered. Continue along this progressive pattern until the Stairway is discovered, or the last chest is opened. The last chest to be opened, if no Stairway has been discovered beforehand, reveals the Stairway. When the treasure chest is removed from play, place a token on the square it previously occupied. This square becomes the stairway.
- 4) Any Hero that moves onto the Stairway automatically leaves the Dungeon and is removed from play.
- 5) Whichever player has the most Heroes exit through the Dungeon before time expires earns the right to go first in the next scenario.

SCENARIO #3: KHAMITA'S TOMB

Jarl Frostriven looked on with awe at the exquisite stonework that decorated the walls and ceiling of the extensive burial crypt. Everywhere he looked, the stone surfaces were covered with designs, runes, and patterns.

"The Dwarves must have loved him," the mountain Dwarf said. "This is the tomb of a king."

"That they did," Frostriven answered. "He brought order to Khamsin, and formed an military alliance with the Dwarves that served both of them well for centuries. Right up until the Tezla ordered Khamsin crushed, killed all Khamita's heirs, and had his soldiers take over the place."

Just down the hall from their chamber, something snuffled. The Jarl raised his hand, motioning for silence from his warband. Moments later, a nearly transparent apparition glided around the corner, and made its way into the room. The silhouette of the Wereboar could be plainly seen in the torchlight, though the Mage Spawn seemed to be made of smoke and vapors rather than solid flesh.

The Jarl swore a foul Dwarven oath under his breath. "I knew there were going to be ghosts."

BACKGROUND : Recover Khamita's bones and escape from his tomb before the enemy Hero team does the same. Avoid destruction at the hands of the crypt's spectral guardians.

OBJECTIVE : The single treasure chest placed in the center of the labyrinth holds the bones of the great Khamita. Recover Khamita's bones and escape from his tomb before the enemy Hero team can. Avoid destruction at the hands of the crypt's potent guardians.

TIME LIMIT : 50 minutes

DIFFICULTY : Tough

ARMY SIZE : Whatever levels that Heroes earned in the second scenario carries over to this scenario. Heroes eliminated in the second scenario may be used in this scenario, but they must start at 1st level.

DUNGEON POOLS : Each player must provide the following:

- One treasure chest per tile that they bring for the treasure chest pool.
- 3 Standard tokens and 3 Tough tokens for the Wandering Monster pool
- A minimum of 200 points worth of Mage Spawn in the Mage Spawn Pool.

TILES : All players must bring 5 chamber tiles, and one hallway tile.

SETTING THE SCENE : Place items according to the standard Dungeons rules.

SPECIAL RULES

- 1) Place one Treasure Chest in the Central Chamber. This treasure chest contains the Bones of Khamita along with whatever regular gold and treasures are contained within.
- 2) All of the Mage Spawn guarding this level are somewhat ghostly in nature, and should be considered to have a Defense Value two points higher than indicated on their dial.

VICTORY

Whichever player escapes with the Bones of Khamita is the victor. In the event that neither player escapes with the Bones of Khamita, whichever one of them is in possession of the Bones of Khamita when time expires is the winner.

RAMIFICATIONS

If Jarl Frostriven manages to recover the Bones before his opponent does, then the remains of Khamsin's founder are relocated to a safe location. If Koranub manages to recover the Bones, then morale will drop in Khamsin upon the news that Khamita's tomb has been violated by Atlantean mages.