







The Khan's Road Scenario #4: Jewels in the Sun

The Prizes * The Background * The Story * The Map * Rules

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:

	Champion Awards	Valor Awards
LE		
	Sovalis	Hadim
PIN		
	Redemption Awards	Redemption Awards
LE		
	Shadowbane	Boronx



The Background :

When a group of Knights Immortal warriors investigate the region known as the Khan's Road, they soon discover suspicious behavior by the Orc Raiders. While every year for countless centuries the Orcs have raided south out of the Khan's Road area, this year the Khan's Road is guarded by groups of the Orcs' greatest warriors, preventing any intruders from moving too far into the Fist! By the end of this battle, either the Orc Raiders will preserve their secret plans to invade Prieska, or the Knights Immortal will learn the truth and send word throughout the free lands of the Orcs' plans for domination!



ShadowBane, War Bard

As the leader of the Knights Immortal Outriders, Shadowbane is assigned to patrol the area between Khamsin and the steppelands belonging to the Orc Raiders. But when Shadowbane discovers suspicious activity on the part of the Orcs, his investigation takes him and the Outriders into the heart of danger, revealing a dangerous plot that may well change the balance of power in the Land!

VS



Boronx

With the Orcish war-leader, Kzar Nabar, leading the Orcish hordes west to the rendezvous point with the Galeshi scouts, it is up to the brave Ironclad warrior, Boronx, to ensure that no one learns of Nabar's plans too early. But when a patrol of Knights Immortal soldiers investigates the lack of summer raiders on the Khan's Road, it is up to Boronx to distract or destroy the High Elves before they learn the truth!

The Story:

Scenario #4: Jewels in the Sun

Just as the Knights Immortal and the Orc Raiders are about to clash in final combat, a powerful presence appears before both of the Warlords and raises the stakes.

Boronx, Orc Ironclad Orc Raiders

The Orcs shied away from the bright blue radiance emanating from the entity, covering their eyes with their stumpy fingers or raising their shields to block the light. Where only a moment ago had hunched an old man in a woolen cloak, alone and humble on the grassy plain, now floated a powerful creature of light and power. It shone in the sunlight like a living jewel, dazzling the Orcs with its presence.

"Attend me," the Solonavi demanded. "Come forth, Khan, and hear my words."

Boronx reluctantly pushed his way through the throng of cowering Orcs, with Hadim close behind him. "What you want, thing?" Boronx said, trying to sound bold. "I not afraid of you."

"I seek the strongest amongst you to serve, to gain power and to unearth the secrets of the world," came the reply.

"I serve no one," Boronx snarled, "but myself and my Kzar."

The Solonavi turned to Hadim. "Galeshi, you understand the old legends," it stated. "You know what it is I offer, and what we are capable of."

"Boronx," Hadim said quietly, "you may wish to consider its offer. According to the legends passed down among my people, this creature is a being of limitless power and loyalty. It offers to serve you unconditionally, as would a sand jinn or a desperate slave."

"I only serve the strongest, Khan," the Solonavi corrected, "and strength must be proved in order to become a Seeker."

"I am strongest of my kind," snapped Boronx. "I will have you."

"Then prove yourself," the Solonavi said, raising one arm toward the horizon. "Even now the Elves of Rivvenheim ride to battle with you. Defeat them, and you shall have the strength of the Solonavi at your side for as long as you live."

The Orc looked at the Galeshi suspiciously. Hadim nodded emphatically, gesturing for him to accept the offer. "Yes!" shouted Boronx, raising his hammers. "Yes, I take you as my servant, and we destroy all enemies!"

ShadowBane, War Bard Knights Immortal

The High Elven commander watched helplessly as Tryn, the fresh-faced Lancer who had precipitated the last days of battle, breathed one last time before passing beyond the reach of any healer or priest. Run through by an Orcish Launcher, in death the Lancer looked as peaceful as any veteran warrior ready to face his Heirraman gods, the pain he had struggled with now gone from his face.

Taking his Heirraman medallion in his hand, the War Bard began to chant one of the oldest songs the High Elves possessed. A death dirge, short and quick, calling upon the gods to spirit away the soul of a fallen warrior, so the Necromancers could not call it back to the Land.

Then, calling upon his arcane lore, the War Bard began chanting an old prayer for deliverance from death. He knew now that the Orc hordes were heading west through the Blasted Lands, with the cursed Galeshi guiding them through the supposedly unpassable territories. He needed the blessing of the gods to break through the Ironclad's army and get the news to the High Elven Council.

The smells of blood and death faded as the energies of the Blessed Ones filled his senses. But in a heartbeat, it was gone, his communion interrupted by a blinding, searing light.

"You have called us," said the being that had appeared before Shadowbane.

Looking up at the entity, the War Bard shook his head slowly, numb with shock. "I have called, but not for you," he said finally. "I sought mine own gods."

"My masters heard your call and sent me. It is their right," the being said. "Win this battle, and I will serve you for the remainder of your life, High Elf. Your enemies shall fall as rain. You shall become our Seeker, this land shall belong to the High Elves, and you will bear our strength for as long as the stars burn. You shall fight evil, and know all. Do you agree?"

Shadowbane realized he was nodding slowly. Winning the battle here, on the plains to the south of the Fist, was his most immediate concern. But far more compelling for the scholar-warrior was the prospect of learning for himself the secrets of these unknowable, ancient beings.

"Yes," he found himself saying, and the Solonavi regally inclined its head in agreement.

Background

When a mysterious Solonavi comes to both Boronx and Shadowbane, promising them power and knowledge, the two sides clash in a final battle to determine which will win the Solonavi's prize and control the region-and to decide whether the Knights Immortal will learn of the Orc horde descending on the distant country of Prieska!

Objective

Engage and eliminate the enemy forces.

Army Size

2-player game. 400 points per player, 4 actions per turn. Single-dial figures only. (Titans and Multi-Dial Warriors are not allowed)

Rule Set

Mage Knight Unlimited

Time Limit

90 minutes

Setting the Scene

Set up terrain per the Mage Knight Unlimited rules. Castle pieces are not used in this scenario.

Special Rules

- 1) The Knights Immortal player must have at least one Knights Immortal figure in his army. The Orc Raiders player must have at least one Orc Raiders figure in his army.
- 2) Calculate both players' victory points at the end of each player's turn.
- 3) If a player has earned more victory points than his opponent, at the beginning of his turn he may roll for one additional Command action, as if he had a figure in his army with the Command special ability. (The Solonavi is helping the winner destroy the weaker army.) If the player has equal or fewer victory points than his opponent at the beginning of his turn, he does not get to roll for an extra Command action.

Victory Conditions

Use standard Mage Knight Unlimited victory conditions

Battlefield Map:

Player 1 Starting Area

Player 2 Starting Area