







Dark Omens Scenario #3: Shattering Hills

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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:

	Champion Awards	Valor Awards
LE		
	Stilleto	Splinter
PIN		
	Redemption Awards	Redemption Awards
LE		
	Wolfwitch	Torg Boneknitter



The Background :

Wolfwitch and Torg Boneknitter clash in the Blasted Lands in the name of two of the strongest Factions in the Land! Only one warlord will survive to conquer the haunted land and unearth the truth behind the dreams of awesome power emanating from the western deserts!



Wolfwitch, Sect Sorceress

The Dark Prophet has divined a hidden cache of ancient artifacts in the heart of the Blasted Lands, and it is up to Wolfwitch to claim the treasure in the name of the Necropolis Sect! Shown the path to the hidden location by visions of dark prophecy, Wolfwitch must reach the heart of the Blasted Lands before her adversary Torg Boneknitter—at any cost!

VS



Torg Boneknitter

Prophet-Priest Tremelen, leader of the Elemental League, has sensed a great power rising in the distant western deserts of the Blasted Lands. The Prophet-Priest orders the Medicine Troll Torg Boneknitter and his veteran warriors to travel to the Blasted Lands and prevent the Necropolis Sect from unleashing evil across the Land!

The Story:

Scenario #3: Shattering Hills

Wolfwitch, Sect Sorceress Necropolis Sect

Stiletto looked up at Wolfwitch, her face pale in the light of the setting sun. "I fear the Troll may have robbed me of my life," she gasped. The bandages around her torso were stained with blood, and every motion betrayed the pain of her broken ribs.

The old witch spat onto the ground. "The wound is nothing," she scoffed. "You'll suffer far worse before this quest is at an end." She reached into her robes and withdrew an old vial, covered in dried blood and dust. "Drink this. It will help."

Stiletto made a face. "It's going to taste awful," she complained. "You know it will."

Wolfwitch squatted down beside her, glaring. "Do you want to be a zombie instead?" she inquired with false concern. "I can do that with a twist of a knife and a few words. Then you'll be with me forever, a shambling mass of bone and rotted tissue serving my every whim. Do you want that, little assassin, or would you prefer to hold your nose and drink?"

"You know," Stiletto said, uncorking the bottle with a grimace, "when you put it that way, I think I'm starting to feel better already."

"Excellent." Wolfwitch paused for a moment, listening.

"What is it?" Stiletto asked.

"The breath of prophecy ..." she whispered. She lowered herself the rest of the way to the ground and began to prepare herself for the calamity that was about to occur.

Torg Boneknitter, Medicine Troll Elemental League

"You know, Bright Eyes, you don't look much like a Mending Priestess," the Troll quipped.

"Funny, you don't look much like a Troll, either," the Elven Ranger retorted. "You look more like a drowned rat." Leaning heavily on his staff, still dripping water from the fierce rainstorm, Torg waited patiently as the Ranger changed the dressings on his injured knee.

"It's your own fault, Troll," Bright Eyes complained. "If you wouldn't go charging into every fight, I wouldn't have to bandage you up so often. For that matter, if you had any patience, you wouldn't have run into that Spirit Taker's knife in the first place." Tugging ungently on the ends of the bandages, the Ranger finished his task.

"Nonsense, Bright Eyes," Torg said. "We have been charged by the Prophet-Priest himself with following these defilers and learning what evil they seek to unleash-and then preventing them from using it at all costs. The Land, the Council of Nine, and revered Tezla guide us on this quest."

Bright Eyes suddenly looked up, startled. His unfocused eyes widened, and his ears twitched as he sensed something he'd only heard once before.

"What?" Torg asked, a trace of fear in his voice. "What is it?"

The Elf braced himself as a low rumble began to build. "An earthquake!" he shouted.

And then the Land itself began to tear asunder.

Background

A powerful earthquake shakes the Blasted Lands, tearing apart the landscape in a mere forty-five seconds of violent tremors. When the dust settles, a dark shape is revealed on the horizon, illuminated by the setting sun. The Elemental army must destroy the Sect warriors now, before they can recover from the deadly quake and seize their prize.

Objective

Engage and eliminate the enemy forces.

Army Size

2-player game, 200 points per player. Single-dial figures only. Player 1 is the Elemental League player. Player 2 is the Necropolis Sect player.

Rule Set

Mage Knight Unlimited

Time Limit

50 minutes

Preparing the Battlefield

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

Special Rules

1) The Elemental League player must have at least one figure from the Elemental League Faction in his army. The Necropolis Sect player must have at least one figure from the Necropolis Sect Faction in his army.

2) Aftershocks plague the Blasted Lands, interrupting and injuring warriors at the most inconvenient times. If any player rolls a critical miss on an attack roll, every figure in play takes 1 click of damage. This damage is negated by Toughness or Invulnerability in the normal way.

Victory Conditions

Use the standard *Mage Knight Unlimited* victory conditions.

Battlefield Map: