

Return to the Black Pyramid

June 2004 Mage Knight Quest Scenario

Overall Background

Over a year ago, the Troll Warlord Torg Boneknitter fought and destroyed a band of Necropolis warriors determined to solve the mystery of the Black Pyramid. Although he succeeded, and imprisoned the Wolfwitch within the Pyramid, Torg knew that he and his warriors would have to guard the haunted temple, fighting both Mage Spawn and intruding Heroes in an ongoing struggle to keep the Wolfwitch in—and the Black Pyramid safe from outsiders.

Battle Background

This morning at dawn, a band of Galeshi warriors arrived at the Elemental camp. Much as Torg and the Wolfwitch both shared visions of the rise of the Black Pyramid more than a year ago, the Galeshi leader had received omens from his Sun gods that a terrible evil was about to be unleashed from within the ancient temple. Although Torg was at first skeptical of the Sunborn's claim, the rising sound of screams and unearthly beasts emanating from the pyramid soon convinced the Troll to join forces with the Galeshi.

Objective: The player who controls the most objectives at the end of the game wins the game.

Army Size

300-point armies; three actions per turn. No titans or multiple-dial warriors are allowed. One player represents the combined Elemental/Revolutionaries army; he or she must have at least five warriors from either the Elemental Freehold or Revolutionary factions in his or her army to begin the game. The other player represents the warriors of the Apocalypse; he or she can choose warriors from any faction to build his or her army.

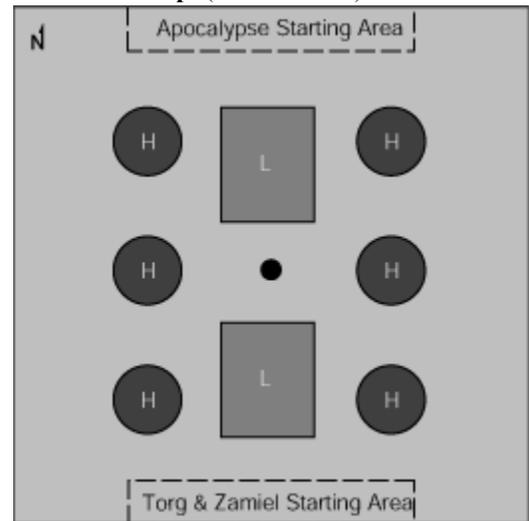
Time Limit: 50 minutes

Rules Set: Mage Knight

Preparing the Battlefield

No terrain features or castle sections are placed. Place the center objective token as indicated by the black dot. Place the other two objective tokens normally.

Battlefield Map: (Scale 1"=10")



Special Rules

- Lords of Apocalypse:** The Apocalypse player's warriors gain the Apocalypse faction symbol instead of their faction and/or subfaction symbols; they can create formations of between three and ten members. The Apocalypse player's warriors cannot capture other warriors. This special rule cannot be canceled by any domain.
- Defenders of the Land:** All the Elemental/Revolutionary player's warriors that are from either the Elemental Freeholds or Black Powder Revolutionaries faction can create formations with each other.
- Sealing the Temple:** The Elemental/Revolutionaries player can permanently control (seal) an objective. To do this, he or she gives a special action to a warrior that has no action tokens and that started the turn in base contact with the objective token. If the objective is contested, it cannot be sealed. Once an objective is sealed, note it with a token. If all of the Elemental/Revolutionaries player's warriors are eliminated, the Apocalypse player automatically wins, no matter how many objectives are sealed.

Victory Conditions: The winner is determined per standard Victory condition rules.

Story Results

If Torg wins, the Apocalypse army will be contained, and the Elementals will control the region. If Torg fails, Torg dies. The Wolfwitch's army will then be freed, and the Elementals will lose control of the region.