

The World of **MAGE KNIGHT**



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Introduction to Mage Knight

Mage Knight™ is a game of battle between powerful warlords who send out their armies to fight for cause, glory, or conquest. Races of fantastic beings armed with magical weapons and incredible mechanisms populate these armies, allowing groups of Humans, Elves, Dwarves, Trolls, and hulking Draconum to clash in mortal combat. Raiding bands of loathsome Orcs pour out of the northern steppes, intent on plunder and murder. Agents of the powerful Solonavi spirit-beings roam the Land, searching for warriors willing to sell their souls for power.

It has been 435 years since Grand-Magus Tezla, the greatest wizard that ever lived, was born on the wizards isle of Delphane. As result of his successes during the 278 years of his magically extended life, the Land became dominated by the three magic-wielding factions: Atlantis, the Elementals, and the undead. Tezla's thirst for knowledge and his legacy of magic resulted in wizards from all walks of life subjugating the nonmagical nations of the Land with spells and unstoppable armies.

In the year 419 Tz, a single shot from a black powder fuser rifle changed everything. With the assassination of the Prophet-Magus of Atlantis by the newly risen Black Powder rebels, a war began between the mages and normal people armed with black powder weapons and Dwarven-made steam-powered war machines. Centuries of carefully crafted magical superiority were swept away with a single pull of a trigger, and the Land's elite rulers are now challenged on all sides by warriors armed with a new kind of "magic"—technology.

Timeline of the Land

-175 Tz: The Oracles of Rokos predict Tezla's birth and declare his destiny to rule humanity.

0 Tz: Tezla is born on the isle of Delphane.

37 Tz: Tezla masters the twin arts of Elementalism and Necromancy—a feat previously thought to be impossible.

44 Tz: Tezla creates Technomancy, and has five pieces of Magestone surgically implanted in his skull.

62 Tz: Grand-Magus Tezla leads the Elemental, Necromantic and Technomantic schools in Delphane.

63 Tz: Tezla founds the Atlantean Empire and becomes Emperor.

100 Tz: On his hundredth birthday, Tezla completes the flying city of Atlantis.

Fall, 278 Tz: Tezla's body finally fails; the top mages from all three schools attempt to save Tezla's soul, "capturing" his essence in Avatar Golems they have constructed specifically to preserve his life energy. In the end, each school claims that they alone succeeded in preserving Tezla's essence. As it is universally believed that a soul is indivisible, it appears that two of the three schools must be lying.

Spring, 279 Tz: No longer welcome, the Necromancers depart Atlantis.

Summer, 279 Tz: Speaking from his Brass Avatar, Tezla appoints Magus Karrudan as the Prophet-Magus before a crowd of nearly a million, and states that Karrudan will act as intermediary between Tezla and his beloved people. This act restores the Empire to order.

291 Tz: Thousands of Dwarves are enslaved by the Empire to work in the Magestone strip mines.

292 Tz: For opposing the Dwarf enslavement, the Elementalists are driven from Atlantis and retreat to the Wylden.

419 Tz: Prophet-Magus Karrudan is assassinated by the Black Powder assassin Snow. Karrudan's death sets off the Black Powder Rebellion. Throughout the Land, thousands of Dwarves are freed from slavery.

Winter, 435 Tz: The Solonavi reveal to the peoples of the Land that they alone have the true spirit of Tezla, and that the other factions have been lying to their citizens for centuries. While the Dark Crusaders, the Freeholders, and the citizens of the Empire believe that the Solonavi's claim is a lie, as each know that they alone have the only true Tezla, this declaration sets off a massive frenzy of near-religious hysteria among the commoners and the rulers of the Land.

Checklist

W S T Number/Name

- 000 1-3 Shocktrooper
- 000 4-6 Empire Veteran
- 000 7-9 Infantry Golem
- 000 10-12 Atlantean Swordmage
- 000 13-15 Khamsin Trooper
- 000 16-18 Amazon Scout
- 000 19-21 Steam Knight
- 000 22-24 Dwarven Axeman
- 000 25-27 Dark Crusader
- 000 28-30 Deathsinger
- 000 31-33 Vampiric Skeleton
- 000 34-36 Zombie Centaur
- 000 37-39 Orc Marauder
- 000 40-42 Orc Hunter
- 000 43-45 High Elven Warrior
- 000 46-48 High Elven Archer
- 000 49-51 Mortar Altem
- 000 52-54 Magestone Golem
- 000 55-57 Combat Magus
- 000 58-60 Guild Enhancer
- 000 61-63 Khamsin Artillerist
- 000 64-66 Steam Mauler
- 000 67-69 Dwarven Mechanic
- 000 70-72 Vampire Archer
- 000 73-75 Skull Golem
- 000 76-78 Rage Paladin
- 000 79-81 Crusader Priest
- 000 82-84 Troll Smasher

W S T Number/Name

- 000 85-87 Harka Orc
- 000 88-90 Gulthak Orc
- 000 91-93 Blood Shaman
- 000 94-96 Orc Warbeast
- 000 97-99 Ub-Khan
- 000 100-102 Cloud Warrior
- 000 103-105 Apprentice Conjurer
- 000 106-108 Master Archer
- 000 109-111 War Priestess
- 000 112-114 Rock Griffin

U Number/Name

- 0 115 Horned Hunter
- 0 116 General Volkare
- 0 117 Anunub
- 0 118 Black Thorn
- 0 119 Blackwyn
- 0 120 Deathspeaker Aeradon
- 0 121 Kossak Darkbringer
- 0 122 Khan Harrowblade
- 0 123 Khan Rava
- 0 124 Prophet-Priest Tremelen
- 0 125 General Vale
- 0 126 Master Cyrus
- 0 127 Drakor
- 0 128 Caldera
- 0 129 Vithzerai
- 0 130 Varatrix

The Age of Power

Within the space of the last few months, a series of sweeping alliances and betrayals, victories and losses has redrawn the political maps of the Land. With a massive Orc raid against the human nations loyal to Atlantis, the treacherous betrayal of the Elves by their Atlantean allies at the final battle of Khamsin, and the crushing of the life-loving Elementals beneath vampire armies, the year 434 was marked by fire and death.

Ultimately, with the powerful Solonavi claiming the Atlantean cities of Rokos and Luxor as their own, and their spells enhancing the network of magic-providing ley lines throughout the Land, the amount of magical energy available to power spells, enchantments, and magical weapons suddenly doubled. Ancient swords suddenly thrummed with deadly power. Spellbooks long thought worthless became priceless tomes of both knowledge and destruction. In the space of a single day, the very essence of how wizards and generals conducted battle in the Land changed, and a new age of warfare began—one where the balance between magic and tactics, sorcery and science may well determine the fate of the factions and control of the Land as a whole.

In reaction to these great changes, the common people of the Land are swarming to join the fight. Larger armies, lightning attacks, and high casualties have become essential to victory. Within the factions that transform and adapt to these new changes, subfactions are forming, each with their own determined beliefs concerning what is best for their nation. Leaders will rise and fall, factions will crumble, and bloody conflict alone will determine the dominance of the strong and the hideous fate of the weak.

The year is 435 Tz, and every faction in the Land is at war.



Atlantean Empire

Leader: Emperor Nujarek

When you think of Atlantis, with its famed legions armed with lightning weapons and towering War Golems, think of the height of the Roman Empire. While the mages of the Guild once controlled Atlantis with an iron fist, Emperor Nujarek's public confirmation by Tezla's Avatar makes him the most powerful man in the Empire. With his destiny laid before him, Nujarek seeks to reform Atlantis in Tezla's name, and seeks to lead humanity into an era of conquest and victory.



Solonavi

Leader: Unknown

Beings of ancient power and mysterious origins, the Solonavi offer their superb military capability to anyone willing to meet their price. Payment for battlefield labors is not in gold or riches, but in fealty, favors, and promises.



Draconum

Leader: Unknown

When you think of the Draconum, think of mystical Dragon people. Draconum are solitary, wandering warrior-monks seeking physical, magical, and psychological evolution.



Elemental Freeholds

Leader: Circle of Nine

When you think of the Elemental Freeholds, think of small, hidden enclaves of warriors and nature priests fighting a guerilla war against incredible odds. The Freeholders are a force of Forest Elves, Centaurs, Trolls, and Faerie cowarriors armed with the magical tools to expand their influence and strike their enemies dead.

Subfaction: Wylden Host

Leader: Unknown

After the Spirit of Tezla recalled the warriors of the Elemental Freeholds to the castle of Roanne Valle, one out of every ten warriors refused the order, stating that it was better to die defending the Land than to hide inside a stone coffin while the forests burned. While the rest of their fellow warriors and their families obediently entered the massive mountain castle, the members of the Wylden Host picked up their bows and swords and vowed to—somehow—protect their homeland from invasion by the Dark Crusaders.

Subfaction: Imperial Legion

Leader: General Volkare

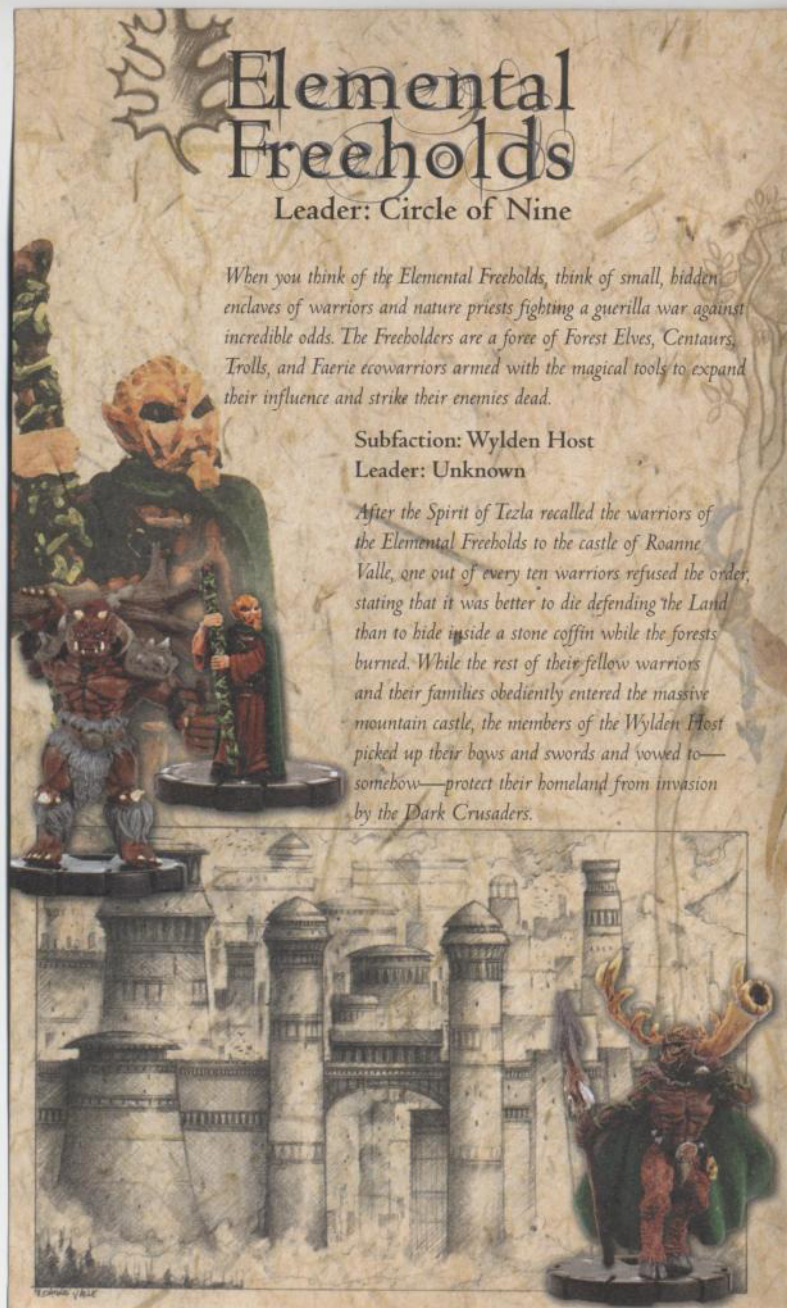
Filled with veteran warriors ready to fight and die for the glory of Tezla and the Empire, the Imperial Legion stands armed with the best warlords and Technomantic weapons that Atlantis has to offer.



Subfaction: Golemcore

Leader: Magus Anunub

Composed of the brightest mages in the Atlantis Guild, the Golemcore stands as a combination of a top-notch Golem factory and a deadly Technomantic magical strike unit.



Black Powder Revolutionaries

Leader: Unknown

When you think of the Black Powder Revolutionaries, think of desperate freedom fighters battling tyrannical mages with rifles, cannons, and steam-powered Golems. After centuries of persecution by the domineering Atlantean magocracy, the Revolutionaries have started to even the score. With the Khamsin and Northlands republics having carved out their own territories from the Atlantean Empire, the real fight now begins, as the Revolutionaries strive to maintain their hard-won freedom while liberating the millions of people still under Atlantean control.



Subfaction: Broken Tusk
Leader: Khan Harrowblade

Composed of traditional Orc warriors who follow Rababn's laws of "might makes right" and "the greatest spoils belong to the strongest," the warriors of the Broken Tusk swear to destroy the thieving Shadow Khans and take their rightful treasures.



Orc Khans

Leader: In Dispute

When you think of the Orc Khans, think of the Mongol hordes boiling out of the grasslands to plunder and pillage. Orcs possess deep cunning and an innate understanding of combat, strategy, and tactics. They are not an easy opponent to face, and often turn the tide of battle with their sheer ferocity and rage.



Subfaction: Shadow Khans Leader: Khan Rava

After Kzar Nabar failed to conquer the city of Rokos, his armies scattered across the plains. While many retreated to the Fist to lick their wounds, a number of tribes elected to stay in occupied Prieska, and greedily keep the spoils of war for themselves.



Subfaction: Bloody Thorns Leader: Black Thorn

Handpicked by the Black Thorn, these loyal warriors fight for the revolution in ways that few Khamsin citizens would approve of. Through bribery, intimidation, spying, and even assassination, the members of the Bloody Thorns will do nearly anything to ensure that freedom never fails.



Subfaction: Northlanders Leader: Blackwyn

Blackwyn's Northlander armies are devoted to the cause of freedom. Made of up volunteers—never mercenaries—Blackwyn's soldiers are fighting not only for their own freedom, but also to allow their neighbors to rise up and reclaim their homelands from their Atlantean oppressors.



Dark Crusaders

Leader: The Dark Prophet

When you think of the Dark Crusaders, think of armies of Skeletons, Zombies, Vampires, Necromancers, and pit-fighters slaughtering their enemies in their quest to dominate the Land. In time, if a warrior performs well enough, he or she might be lucky enough to be made into an immortal Vampire, or to become a Necromancer trained to animate and control the restless dead.



Subfaction: Temple Masters
Leader: Master Cyrus

Armed with age-old magical weapons, enchanted armor, and spellcasting ability only hinted at in ancient legends dating from the Age of Mists, the griffon-riding Temple Masters now are ready to destroy chaos—and Atlanteans—wherever they find them.



Subfaction: Free Armies
Leader: General Vale

By leaving their Rivvenheim homelands and joining the Free Armies, these High Elves devote their lives to protecting the weak, destroying tyrants, and ensuring that people of all races have someone to turn to in times of need.



Elven Lords

Leader: The High Elven Council

When you think of the Elven Lords, think of a self-appointed peacekeeping force armed with enchanted weapons, the strongest magical capabilities, and centuries of martial practice. Now, with the amount of magic in the Land doubled, the true power and might of the High Elves of Rivvenheim will become apparent, and the Elven Lords will root out and destroy chaos wherever they find it.



Subfaction: Deathspeakers

Leader: Deathspeaker Aeradon

Deathspeaker Aeradon, one of the most powerful Necromancers in the Dark Crusaders, commands his armies of Vampire Generals to dominate the Land in Dark Tezla's name. While Darg the Corrupt, Kossak Darkbringer, and the Order of Vladd are loyal to Aeradon by word, with Darg's sudden domination over the Galesbi desert peoples and Kossak's near victory over the Elementals at Roanne Valle, will Aeradon soon be forced to defend himself against power-plays by the generals of his own vampiric armies?



Subfaction: Order of Vladd

Leader: Kossak Darkbringer

The Order of Vladd has long stood as the dominant Vampire faction in the Dark Crusaders. With Darg the Corrupt controlling the Galesbi territories, and Kossak Darkbringer leading the Crusader armies against the Elemental Freeholds, the Order of Vladd shall lead the Dark Crusaders to victory!



