









The Vampire Civil War Scenario #1: The Temple of Uhlrik

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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 to play, and shape the future of Mage Knight with every victory!

The Prizes:

	Sportsman Awards	Champion Awards
LE		
	Chofni	Foster Gray
PIN		
	Redemption Awards	Redemption Awards
LE		
	Ribhan Crag	Rax Coldstone
PIN		

The Background :

When a group of warriors from the Order of Vladd violates a sacred Uhlrik temple in an attempt to seize a powerful Necromantic relic called the Arm of Jassad, a bloody civil war erupts between the two orders. By the end of the conflict, one order will rule, and the other will be defeated and destroyed!

Ribhan Crag

Enacting the will of his master, the Deathspeaker Aeradon, the power-hungry Death Merchant Ribhan Crag competes in a bloody civil war with the Order of Uhlrik to maintain Aeradon's control over the Necropolis Sect!

VS

Rax Coldstone The Order of Uhlrik is led by the cruel Nightfiend Rax Coldstone. Under the direction of his master, Deathspeaker Spider, Rax seeks to destroy Uhlrik's only opposition-the Order of Vladd-to clear the way for his Order to rule the Sect!

The Story:

Scenario #1: The Temple of Uhlrik The Order of Vladd launches an attack against the Order of Uhlrik's temple in an attempt to claim a sacred Sect relic: the Arm of Jassad.

Ribhan Crag

The underground cavern reverberated with the roar of the crowd, punctuated by the anguished cries of dying warriors. Teams of leather-clad Nightblades danced with lethal precision on the torch-lit sands of the blood-pit, while the crowd roared its approval at every atrocity.

In a shadowy balcony high above the carnage, the Death Merchant Ribhan Crag knelt beside his master, the Deathspeaker Aeradon. Ribhan wore his ceremonial armor and bone helm. The Deathspeaker, one of the thirteen masters of the Sect, wore his traditional black robes with the cowl pulled down low over his face. Together they silently watched the combat with hungry approval, observing the ritual dance of blood and steel. One Nightblade spun and viciously plunged her sword into her opponent's chest, and the crowd went wild! When she slowly began pulling it out, one jagged inch at a time, Ribhan involuntarily hissed in pleasure at the Nightblade's cruelty.

"You lead the Order of Vladd well in Darq's absence," Aeradon said abruptly.

"Darq's legacy is safe in my hands," Ribhan replied, "and the Order's dominance within the Necropolis Sect is assured. When Darq returns, I will once again entrust the leadership of Vladd to his hands."

"Indeed." Aeradon sipped at his fluted glass of marrow wine, the thick liquid leaving a greasy black smear on the rim. "But the Order of Uhlrik opposes us at every turn. It is time for us to move against our enemies."

"I agree, master," Ribhan concurred. "Spider goes too far in his quest for power. I would eat his heart for it."

"I have another task for you, Ribhan," the Deathspeaker said. "One that better suits your strengths. I want you to bring me the Arm of Jassad."

"The limb of the Deathspeaker Jassad?" Ribhan asked.

"Yes. Torn from Jassad's body by the Vampire-Lord Uhlrik after the Deathspeaker's failed assassination attempt against our Dark Prophet," Aeradon said. "The severed arm stands as a symbol of the Order of Uhlrik's strength, and as a token of their birthright. Without their talisman, the order will fall."

"I will do this for you," the Death Merchant promised.

"Good. Violate their temple. Slaughter its guardians. Take their relic. Remind the Order of Uhlrik that our mastery is absolute."

"And if Deathspeaker Spider attempts to stop us?"

Aeradon smiled invisibly under his cowl. "Then tear his tongue out before he dies, so that my colleague will tell no tales."

Rax Coldstone

"Rax, my champion... Attend me ..."

The Nightfiend came obediently to the side of his Deathspeaker master. Around them, the Temple of Uhlrik was silent and still, its granite columns standing sentinel in the chilly darkness. At the heart of the massive labyrinth, the Deathspeaker Spider stood before a bare stone altar layered with spiderwebs.

"Yes, my master. I am here to serve." Rax could smell the seductive aura of magical energy emanating from the Deathspeaker, so strong it almost overpowered him. Rax's unique gift to smell out magic could sometimes be distracting. But when it came to locating artifacts or hunting down enemy mages, his gift was priceless.

Deathspeaker Spider spoke in a ghostly whisper, his blind eyes staring sightlessly into the gloom. "Rax ... I have had a vision. The warriors of Vladd are coming to seize the Arm of Jassad. They must not succeed. The Arm is power. The Arm is our Order's birthright ..."

"I will stop them, my master," Rax vowed. "I will send for a team of my best warriors to hold the Temple safe against Aeradon's thieves."

"Very good, Rax," the Deathspeaker breathed. "If you succeed against the champions of Vladd, I will reward you with the teachings of Necromancy.. so that you may create Vampires of your own choosing ..."

The Nightfiend's eyes opened wide at the offer of precious Necromantic power. "Yes, my master," he stammered. "That would be a most welcome reward." For the two decades of the Order of Uhlrik's existence, Rax had climbed through the ranks of power, first under the Necropolis Judge Alabaster Fein, and now under the direction of the Deathspeaker Spider. Now, only the Deathspeaker Aeradon and Ribhan Crag stood between him and domination of the Sect.

"Lay your trap, Rax," the Deathspeaker urged. "Bring your warriors. Recover the hidden arm. Use whatever you need from the temple to seal your victory ..."

Rax bowed. "As you wish, master. I swear that no temple thief shall live to see the end of this night." *And, Rax thought to himself, I swear that in a year's time I shall rule the Sect, and you will be ground to dust beneath my heel.*

Rules Set

Mage Knight Dungeons [Advanced Rules](#)

Background

When a group of warriors from the Order of Vladd violates a sacred Uhlrik temple, a bloody civil war erupts between the two orders.

Objective

The Vladd player must ransack the dark crypts beneath the Temple of Uhlrik and recover the Arm of Jassad. The Uhlrik player must discover the hidden location of the Arm, and escape the Temple with their Order's most valuable artifact.

Team Size

100-point Heroic Team, with Heroes beginning at either 1st or 2nd level. Each player's team must contain at least one figure that has Vampirism at some point on its combat dial, such as the Dungeons Heroes Daketh Zhagrim, Hitash Levat, or even a Feral Bloodsucker.

Time Limit

50 minutes

Setting the Scene

Each player contributes:

- Chests: 3; each player places 2 chests.
- Tiles: 5, including a minimum of 3 chambers and 1 hallway
- Wandering Monster Tokens: 1 Tough, 2 Standard and 3 Weak.

- Mage Spawn Pool: 8 single-dialed figures from the Necropolis Sect faction, totaling between 100 and 200 points.
- Necropolis Sect warriors who have the Vampirism special ability may not be used in the Mage Spawn pool.

Special Rules

- 1) One of the Dungeon's treasure chests contains the ancient Arm of Jassad. Roll a single six-sided die when each treasure chest is opened. If the result is a "5" or "6" that treasure is the Arm of Jassad. Do not make this roll again after the Arm is found; there's only one! If the Arm has not yet been found when only one chest remains unopened, the Arm is automatically considered to be in that chest.
- 2) The Arm replaces whatever is inside the chest it is found in, including a "TRAP" result. The Arm grants Speed +0 (Flight), Attack +2 (Vampirism), Defense +0 (Toughness) and Damage +1 (Necromancy) and has a Gold Value of 1000.
- 3) Once revealed, the treasure chest containing the Arm should be marked in some way, such as with a sticker. In the event that a player steals or is forced to drop a random treasure, this will allow players to keep track of the Arm's location.
- 4) If Mage Knight: Dungeons Builders' Kits are not available, the maps included in the Dungeons starter set may be used instead. In this case, use 2 Standard and 4 Weak Wandering Monster Tokens. No doors should be placed.

Victory Conditions

The winner is the player who possesses the Arm (or was the last player to possess the Arm if no one has it at the end of the game). In the event neither player is able to retrieve the arm, the player who exits the Dungeon with the most gold wins.

1. If a Hero exits the dungeon with the Arm before the time limit expires, the game ends and that Hero's controlling player is the winner.
2. If no Hero exits the dungeon with the Arm, the winner is the player who controls the Hero that last possessed the Arm when the time limit expires.
3. If the Arm is not located before time expires, the winner is the player whose Heroes end the game in possession of the most gold (which they will contribute to their Orders' further plans to crush their rival, naturally!)
- 4 . The player with the Heroic Team that ends the game with the highest total experience levels wins. Example: a Heroic Team that ends the game with a 4th-level Hero and a 3rd-level Hero wins against a Heroic Team that ends the game with two 3rd -level Heroes.
- 5 . The player whose Heroic Team started the game with the lowest total points wins. Example: a Heroic Team with a starting point total of 100 points wins against a Heroic Team with a starting point total of 120 points.
6. Both players roll two dice; the high result wins.

Dungeon Map Set up per Mage Knight: Dungeons Advanced Rules