

# MAGE KNIGHT™

## SHYFT WAR

Origins Convention  
Mage Knight Dungeons

Two rival bands of Shyft are raiding an abandoned Shyft Hive to claim gold, treasures, and Mage Spawn prisoners to empathically enslave. The battle will be fierce as these determined warriors gamble their lives for gold, magic items, and Mage Spawn. Will the Shyft of the Red Fen or the Shyft of the Blue Waters conquer the abandoned Stone Tree hive, and make their Shyft Matriarch the dominant Shyft leader in all the Land?

**HERO TEAM DESIGN:** Only non-mounted figures from the Shyft faction (Heart Seeker, Bond Maker, Mind Thief, Soul Stealer, Shyft Fiend, Shyft Matriarch) will be allowed for use in this Dungeon. Each team of Shyft should start with a maximum of 200 points.

**MATCH DESIGN:** Each pair of players will play three different Mage Knight Dungeon scenarios over the course of a four-hour period. One player should choose to play Methesokoi of the Red Hills Hive, and one to play Hambulandroika of the Blue Water Hive.

### SCENARIO #1: COLONY WAR

*The hive structure, for being dug out of sandy soil, was impressive and remarkably stable. So far Methesokoi had come across breeding chambers, food cots, empathy cells, treasure rooms, and private chambers by the dozens — and there was no sign that the twisting labyrinth of corridors ended anytime soon. The Stone Tree Hive was massive, and its burrows ran for miles in every direction.*

*Meth didn't know why the Stone Tree Shyft had picked up and left so suddenly. But he knew that his Matriarch, the leader of the Red Fen Hive, wanted to unconditionally claim the site and all of the treasures the maze contained. While there were a number of masterless Mage Spawn roaming the abandoned hive's tunnels, with a bit of hard work Meth's teams of soldiers, empaths, and assassins would round them up and present them to their beloved leader.*

*Meth heard a shuffle of footsteps up ahead in the corridor. The Shyft pulled himself back into one of the dozens of egg-alcoves that dotted this section of the maze, and waited patiently for his prey.*

*While he'd hoped for an interesting Mage Spawn to subdue and present to his Domina as a gift, Meth was greatly surprised to see another Shyft skulk into his view. But it wasn't a Red Fen or Stone Tree Shyft that appeared — but a Shyft with blue-black scalp braids. A warrior from the Blue Waters hive! His mortal enemy!*

*Meth hissed his challenge; the hated intruder spun and confronted him, flexing his claws in deadly preparation for the fight to come!*

**BACKGROUND:** The leaders of two powerful Shyft war-bands, Hambulandroika and Methesokoi, come across a nearly abandoned Shyft hive near Khamsin. Their two war-tribes smash their way into the Dungeon, and take all the gold, magic items, and Mage Spawn they can gather. Only one Shyft group will win this subterranean war and claim the abandoned hive for their Matriarch!

**OBJECTIVE:** Gather as much gold and treasure as possible from within the ruins, and subdue as many Mage Spawn as possible. Every defeated Mage Spawn means one more monster for the Shyft to empathically dominate and use in their armies.

**TIME LIMIT:** 50 minutes

**DIFFICULTY:** Standard

**ARMY SIZE:** 200 points of figures from the Shyft faction. (Be sure to label your Shyft figures with ownership stickers before beginning play.)

**DUNGEON POOLS:** Each player must provide the following:

- One treasure chest per tile that they bring for the treasure chest pool.
- 2 Weak tokens and 2 Standard tokens for the Wandering Monster pool
- A minimum of 200 points worth of Mage Spawn in the Mage Spawn Pool.

**TILES:** All players must bring 5 chamber tiles, and one hallway tile.

**SETTING THE SCENE:** Place items according to the standard Dungeons rules

### SPECIAL RULES

- 1) Any Mage Spawn eliminated in combat is considered to be "subdued" and brought back to the surface as a prize for the subduer's Matriarch. As result, any Mage Spawn that is eliminated by a Shyft is worth ten times its value in Gold Pieces to the team that dealt the killing blow. (A 130-point Gate Lord is worth 1300 gold pieces).
- 2) Due to the nature of the Magestone deposits found throughout the hive, the Necromancy Special Ability does not work in this scenario.
- 3) Note how many gold pieces are collected. Keep a running total throughout all three scenarios.

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### SCENARIO #2: BREEDING CHAMBERS

*Hambulandroika could hear the monsters growling and snarling even from the labyrinth's edge. For the last two days the Red Fen and Blue Water tribes had fought for control over the Stone Tree hive. Dozens of warriors lay injured or dead throughout the maze, and dozens more would die before this day was done. But to gain control of one of the largest hives ever dug by the Shyft would make his queen, his Matriarch, dominant over all other Shyft. The armies that she could breed within this massive structure would be unstoppable. But one question still nagged at his mind.. why did the warriors of the Stone Tree leave so suddenly?*

*"We've herded the remaining Mage Spawn into the central chambers," the young Heart Seeker announced. "But we need to collect them quickly, before the warriors from the Red Fen can stop us."*

*"Gather all of your hive-mates. I want to make a concerted effort to capture all of those creatures."*

*The young Shyft bowed. "If we encounter the Red Fen? Should we engage and capture them?"*

*"Destroy them without mercy, and leave their bodies for the rats."*

#### BACKGROUND

Gather as much gold and treasure as possible from within the ruins, and subdue as many Mage Spawn as possible. Every defeated Mage Spawn means one more monster for the Shyft to empathically dominate and use in their armies.

**OBJECTIVE :** Defeat as many Mage Spawn as possible in the time limit.

**TIME LIMIT :** 50 minutes

**DIFFICULTY :** Standard

**ARMY SIZE :** 200 points of figures from the Shyft faction. (Be sure to label your Shyft figures with ownership stickers before beginning play.)

**DUNGEON POOLS :** Each player must provide:

- 4 Weak tokens and 2 Standard tokens for the Wandering Monster pool
- A minimum of 300 points worth of Mage Spawn in the Mage Spawn Pool.

**TILES :** All players must bring 5 chamber tiles, and one hallway tile.

#### SETTING THE SCENE

Place items according to the standard Dungeons rules with the following exceptions:

- 1) Place all 12 of the Wandering Monster tokens in the Central Chamber. If all 12 tokens will not fit, then fit as many as possible in the Central Chamber, and place the others as close as possible to the Central Chamber.

#### SPECIAL RULES

- 1) Any Mage Spawn eliminated in combat is considered to be "subdued" and brought back to the surface as a prize for their Domina. As result, any Mage Spawn that is eliminated by a Shyft is worth ten times its value in Gold Pieces to the team that dealt the killing blow. (A 130-point Gate Lord is worth 1300 gold pieces).
- 2) Due to the nature of the Magestone deposits found throughout the hive, the Necromancy Special Ability does not work in this scenario.
- 3) Note how many gold pieces are collected. Keep a running total throughout all three scenarios.

### SCENARIO #3: POWER SHYFT

*Meth gasped at the carnage strewn throughout the hallway. A dozen Shyft, from both his Red Fen tribe and from the hated Blue Water clan, lay bloody and torn down the length of the corridor. Something huge had torn apart the teams of Shyft warriors, and its retreating, bloody footprints marked the likely path to the center of the shadowy labyrinth.*

*Now Meth knew why the Stone Tree Shyft had fled this place. They had unearthed something ancient with their digging, perhaps a beast of legend that had been trapped for untold years. He suppressed the panic and fear that rose within him, and tried to convince himself of the rewards of success. After all, capturing a Mage Spawn big enough to tear apart two Shyft war parties would serve as the perfect prize for his Matriarch, and would prove his worth as her trusted lieutenant for the rest of his life.*

*Provided he lived long enough to deliver his gift, that is.*

*"Line up!" Meth ordered. His Shyft war party readied their weapons, and geared themselves for the fight to come. In the distance, he could hear high-pitched screaming. Shyft screams, specifically, as the warriors of the Blue Waters hive discovered the true strength of their opponent.*

*"For our Matriarch!"*

**BACKGROUND :** Gather as much gold and treasure as possible from within the ruins, and subdue as many Mage Spawn as possible. Every defeated Mage Spawn means one more monster for the Shyft to empathically dominate and use in their armies.

**OBJECTIVE :** Defeat the enemy Shyft team and claim absolute dominion over the hive.

**TIME LIMIT :** 50 minutes

**DIFFICULTY :** Tough

**ARMY SIZE :** 200 points of figures from the Shyft faction. (Be sure to label your Shyft figures with ownership stickers before beginning play.)

**DUNGEON POOLS :** Each player must provide:

- Two treasure chest per tile that they bring for the treasure chest pool.
- 2 Standard tokens and 2 Tough tokens for the Wandering Monster pool
- A minimum of 250 points worth of Mage Spawn in the Mage Spawn Pool.

**TILES :** All players must bring 5 chamber tiles, and one hallway tile.

**SETTING THE SCENE :** Set up the battlefield per Mage Knight Dungeons rules.

#### SPECIAL RULES

- 1) Any Mage Spawn eliminated in combat is considered to be "subdued" and brought back to the surface as a prize for their Domina. As result, any Mage Spawn that is eliminated by a Shyft is worth ten times its value in Gold Pieces to the team that dealt the killing blow. (A 130-point Gate Lord is worth 1300 gold pieces).
- 2) Whenever a Wandering Monster token is activated, and a roll is made to determine the number and strength of the Mage Spawn it represents, add 2 to the roll. If the total would be higher than 12, consider the roll to be a 12.
- 3) Due to the nature of the Magestone deposits found throughout the hive, the Necromancy Special Ability does not work in this scenario.
- 4) Note how many gold pieces were collected. Keep a running total throughout the scenario.

#### VICTORY

Whichever team has collected more gold throughout all three scenarios is the winner.

#### RAMIFICATIONS

Whichever side gains the most gold claims the Stone Tree hive, and gains control over the entire region. The resources available in the Stone Tree hive will allow them to become a major force to be reckoned with in the upcoming battles in Khamsin. The few losers that survive the bloody war will likely be subjugated beneath the stronger tribe, and turned into slaves and drones for the Matriarch's amusement.