







Dark Omens Scenario #4: The Black Pyramid

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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		
	Stiletto	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 #4: The Black Pyramid

Torg Boneknitter, Medicine Troll Elemental League

The Necropolis forces stood between the Elementals and the distant pyramid. A shape that hadn't been there the day before loomed as tall as a mountain today, breaching the sky with its smooth black sides and massive bulk.

"This is what they've been searching for," Torg said with a snarl. "A tomb the likes of which we've never seen."

"Or a city," suggested Bright Eyes, shielding his face from the rising sun with one slender hand. "A city that's lain under the earth for a thousand years."

"We can't let the Sect Elves get near that thing," Torg said grimly. "There's no more time to waste. We must stop them now, and live or die in the attempt." The Elf Ranger nodded absently, entranced by the alien beauty of the massive structure. Torg shook the scout's shoulder violently. Bright Eyes blinked, the spell broken.

"What is it?" the Troll demanded.

"It was ..." the Elf trailed off, searching for the words.

"It was what?" Torg asked irritably.

"It was singing to me," the Elf said quietly. "It was singing to me to come and open it."

The Troll shivered, a feeling of unease stealing over him. "Enough of that kind of talk. Arm up. Get the others ready. Let's finish this." The Elf nodded, tore his eyes away from the structure with difficulty, and went to rally their warriors for the final battle.

Wolfwitch, Sect Sorceress Necropolis Sect

The dawn's heat burned away the last of the night's chilly fog, clearly revealing the huge black pyramid rising up out of the sands. Without flaw or sigil or door, the massive structure stood out like a bruise in the morning light, an obscenity even in this evil, tainted place.

Wolfwitch loved it. The ancient structure had seemingly risen from the depths in the previous night's quake. It was only a matter of time before they could plunder its contents.

"Tezla protect us!" Stiletto panted as she came up beside her mistress, winded from the hard climb up the dune. "That's bigger than anything I've ever seen. Including Atlantis."

"Atlantis is bigger," she contradicted, "but this is much, much more important to the Sect. My visions have shown me the people who built it countless centuries ago, and the treasures they brought here from the hidden places of the Land. Now it is guarded by restless spirits, the most hideous of Mage Spawn, and ancient guardians devoted to protecting its riches from those who would claim them."

Stiletto inhaled sharply as realization struck her. "This is why you brought me," she said. "All the way out here. You want me to crack open the biggest tomb in history."

"Who better to earn the biggest share of the spoils?" she said with a smile. "But there is a problem." She gestured behind her, where the remaining League warriors were beginning to crest a distant ridge. "Finish them off, and I'll give you the first shot at the pyramid."

Stiletto gazed for a moment at the oncoming attackers, her mind racing. Without another word, the assassin bowed and turned to gather her troops for the final confrontation.

With an evil grin, the Wolfwitch began to walk toward the waiting pyramid, her steps in perfect time with the unearthly music sounding in the depths of her mind. Within moments, she had magically vanished from sight. Nothing remained on the sand save for her footprints. And even those were being quickly devoured by the morning breeze.

Background

In the shadow of the massive Black Pyramid, Elemental and Necropolis forces clash one last time to determine who shall claim the ancient structure. However, partway through the battle, one Necropolis soldier is possessed by a strange and mysterious spirit. The soldier begins speaking in an unknown accent, whispering secrets of how to enter the pyramid safely. It is vital to capture or eliminate the possessed soldier so the enemy cannot use his secrets.

Objective

Engage and eliminate the enemy forces, capture the possessed soldier, and return him to your starting area.

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

No terrain pieces are used in this scenario. Castle pieces are not used in this scenario. The Necropolis player provides a Standard Nightblade to represent the possessed soldier and places it in the center of the playing area. This Nightblade does not count toward the total for the Necropolis Sect player's army. (In the event that a Standard Nightblade is not available, any other Necropolis Sect figure costing less than 15 points may be used.)

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) Treat the possessed figure as an opposing warrior to both players

Victory Conditions

Use standard *Mage Knight Unlimited* victory conditions with the following additions:

- + If a player begins his turn with the possessed figure in his starting area, he gains 10 victory points.
- + If the target is eliminated during play, each player loses 50 points.

Battlefield Map:

