

The Battle of Ashon Rye

Dec 2000, the first Grand Storyline Torunament

Sheltered among the northern mountains for the Ailons lies Ashon Rye. Here, captains and demi-mages lead their troops in search of elusive mage stone. Here, fortunes are made and lost as humans, dwarves, elves, and trolls battle one another for glory, profit, and, occasionally, honor.

Rebellion has swept the lands. For four years near constant fighting has pitted brother against brother, clansman against clansman. The old factions still cling to the shattered remains of their power while a new order struggles to rise from the ashes of the old.

Many come to Ashon Rye to test their skills and seek their fortune. The lucky leave with their lives and plunder. Those smiled upon by fate and skilled in the arts of war leave with much, much more – they leave with knowledge and take the first steps down the road of Glory.

Now five Warlords gather their hosts and prepare to do battle. Representing their factions or themselves, they come to permanently break the balance of power at Ashon Rye and claim the magestone there for themselves. Each leads an impressive array of warriors.

- Kho'Ta – A former Elemental Priest, Kho'ta was corrupted by the machinations of the Necropolis Sect. Breaking free after battling his former mentor, Kho'ta traveled to the Ailons, setting up a new domain. From the mountains he continues to fight the Necropolis Sect in whatever manner possible.

- Raydan Marz, The Outlaw - Marz fled Atlantis under suspicion, fighting his way free through the royal guard. He has set camp in the northern reaches of the empire, where he works to garner the resources necessary to oppose the emperor. He remains loyal to the empire; however, flying the ensign of Atlantis over his command post.

- Darq, The Corrupt, of The Order Of Vladd - Said to be touched by the gods, his clansmen named him 'Darq the Immortal' and 'The Uncorrupt One.' Ages ago, however, Darq succumbed to the Necropolis Sect and betrayed his clan, becoming a prince of the nopheratus and a leader within the Sect he fought as a mortal.

- Carmine Sura – Born the pampered daughter of a northern Duke, Carmine became an implacable opponent of the Necropolis Sect when her father was turned into a vampire. Turning her back on her family dukedom, she takes a more aggressive role in the fight. Where the Necropolis gathers in strength, Carmine can be found thwarting their efforts.

- Kossak Mageslayer – Kossak claims blood kinship to the legendary Troll chieftain Paragon, though no such proof can exist. He is one of the League's proactive warlords, traveling beyond the confines of the Wylden Plateau as necessary to halt corruption of The Land or danger to the League before it begins.

WizKids Games is pleased to announce the first nationwide tournament for Mage Knight – Rebellion. The tournament format for the collectable miniatures game will be head-to-head 200-point constructed army rules. Games are being fought throughout the land on the weekend of December 15, 2000 to determine control of Ashon Rye and the fate of the gathered hosts. On the plains of Ashon Rye a new hero will emerge.

The Battle of the Roa Kaiten
Jun 2001, the second Grand Storyline Tournament

the story thus far...

Darq has acquired the Vermillion Crown. He now must lift the curse to use the power within. Rather than take his prize to his leaders in the Necropolis Sect where it could be stolen, he decides to unlock the power alone. Gathering his forces he sets off toward a place of power, where his cleansing ritual can be performed far away from prying eyes.

After the Battlefield of Ashon Rye his allies and lackeys raised a veritable army of undead trolls, humans, and elves. He pressed south toward the borders of the Atlantean Empire, but the troll chieftain Kossak Mageslayer, infuriated about the desecration of the fallen trolls, vows to stop him.

In their first fight Kossak gained the upper hand, however Darq rebounded with the addition of a small Atlantean warhost who abandon the empire for promised riches with the Sect. As Darq closes in on the goal, Kossak once more rallies his troops to fight the Sect. After months of minor skirmishes and hesitant clashes between the scouts and outriders, the real battle is about to begin.

WizKids presents:

The Battle of the Roa Kaiten, the second Grand Storyline Tournament.

As many of you know, the first Grand Storyline Tournament was the Battle of Ashon Rye, held back in December 2000. That battle determined significant directions in our universe and product decisions that will be revealed this summer.

The Battle of the Roa Kaiten will be held during the weekend of June 22-24th only. Your participation will determine the direction of the Mage Knight universe as well as additional product decisions! So bound, no, CHARGE to your local registered Mage Knight venue! Demand that you participate in the Grand Storyline Tournament and determine the outcome of this decisive battle!