

## Dungeons Marquee Event, June 2002

June is Dungeons Month, and WizKids presents the Dungeons Marquee Weekend - June 28 through June 30! The event format is Sealed Booster. Players will bring some of the required elements (Wandering Monster Tokens, Maps, etc.), and purchase at least two Mage Knight Dungeons booster packs. Your Warlord may have decided to increase the number of boosters, check with him/her before the beginning of the event. The Background story to the event is below, with a link to a copy of the MK Dungeons Sealed Booster tournament rules. What about the Treasure?!? Prizes for this event include Limited Editing Level 6 Mage Knight Sinister figures, including two that are available exclusively through this tournament:

Bek  
Tournament Champion

Zopheratu  
Warlord Prize

These two figures are available ONLY at this MK Dungeons Marquee Tournament. (The kit also includes two random LE figures, one each for the 2nd Place and Mage Knight Fellowship Winner.)

The Lighthouse at DhokoniosFor three days the storm's winds had howled and roared in from the sea, stripping the young trees along the cliff's edge bare of leaves and branches. Today, the wind and rain had finally stopped, and the storm had been replaced by bright sunshine and blue skies. But from Tosca's vantage atop the ancient signal tower, the old man knew that the real storm was about to begin.

"What do you want me to write?" asked Tosca's grandson, Kirk. The boy dipped the quill into a pot of ink, and readied his hand over the clean parchment.

"That I'm offering my entire fortune, ten thousand Atlantean gold coins, to the first band of Heroes that destroys the threat that lies beneath our Lighthouse."

"Ten thousand coins? That's our entire fortune?!"

"Send word anyway." Just a few hundred feet north of the tower where Tosca had lived for the last thirty years, a sizable section of the cliff had fallen away during the storm. In the bare spot that remained, a series of cracked marble steps curved down to the maw of an ancient stone tunnel. Beyond that entrance lay a dark passage, burrowing inward, beneath the sentinel Lighthouse on which Tosca stood.

"But we'll have every treasure-seeking mongrel within a hundred miles coming here to pillage it."

"Aye, that and Warlords and Heroes too. But they can have whatever they find down there, and they're welcome to my fortune. What I'm the most concerned about, grandson, is the horrible things that might decide to come out."

Kirk looked puzzled. "Why would you think that? It's been buried for a dozen lifetimes?"

"Because the glowing glyphs written over the entryway read "death" in the High Elven tongue. I wouldn't think the High Elves of millennia ago, with all their magics and warriors and priests, would lightly make such a warning - then leave it?"

Kirk swallowed hard. "What do you think they trapped down there?"

"I don't know child," Tosca said grimly, "but unless some Heroes come here and put an end to it, I think we're due to find out."