

Shadow of the Mountain

Mage Knight 2004 Storyline Event B

Overall Background

After losing almost a week of travel time due to continual Elemental harassment, the Atlantean forces finally arrive at the Magestone mines of Ashon Rye. Warlord Ahzan immediately sends a detachment to capture the nearby town of Vale of Dawn, even though his main strategy is to capture the lucrative crystal mines. Although Ashon Rye lies on the outskirts of Crusaders territory, both the Atlantean Ahzan and his new nemesis, Emerald of the Wylden Host, have more to fear from dangerous Mage Spawn and unpredictable magical effects than they do from Crusader border patrols.

Battle Background

Claiming the Magestone mines at Ashon Rye is critical to Atlantean mining efforts, and preventing the Atlanteans from reopening the strip-mines is very important to the Elementals. Emerald must not be distracted by the shadow of the haunted slopes of Cainus Mons, the highest mountain in the Land that stands prominently to the northwest. With three sizable Magestone deposits in plain sight, her warriors will need to work quickly to keep their enemies from claiming the precious resource.

Objective: The player who controls the most objectives at the end of the game wins.

Army Size

300-point armies; three actions per turn. No titans or multiple-dial warriors are allowed. One player represents the Wylden Host, and he or she must have at least one warrior from the Elemental Freeholds faction in his or her army to begin the game. The other player represents the Atlantean Empire, and he or she must have at least one warrior from the Atlantean Empire faction in his or her army to begin the game.

Time Limit: 50 minutes

Rules Set: Mage Knight

Preparing the Battlefield: No additional terrain features or castle sections are placed.

Special Rules

1. **Magestone Poisoning:** At the end of each player's turn, any warrior in base contact with an objective token is dealt 1 pushing damage.
2. **Wild Magic:** At the beginning of each player's command phase, roll one six-sided die. If the result is 1, every warrior with the wand attack type and/or golem damage type is dealt 1 pushing damage. If the result is 6, every warrior in base contact with an objective token is healed of 1 damage.
3. **Magestone Disruption:** Each time a player gives one of his or her warriors an action to use a wand attack special ability, roll one six-sided die. If the result is 1 or 2, the special ability has no effect.

Victory Conditions: The winner is determined per standard victory condition rules.

Story Results

If Ahzan wins, the Magestone mines at Ashon Rye will be reopened, and the Empire will control the territory. If Emerald wins, the mines will remain closed, and the Elementals will control the territory.