

## **Throne Key July 2004 Mage Knight Storyline Event Venue Instructions**

This **Mage Knight** scenario is designed to be run as an in-store event. Each month's champion and Fellowship winner receive special prizes. Your scenario kit includes everything you need to run the Throne Key scenario. The winner of the Throne Key scenario receives the champion Limited Edition figure, Throne Monk, and the Vengeance Limited Edition relic. The Fellowship winner of the Throne Key scenario receives the Fellowship Limited Edition figure, Nepherea Pike. On the back of this venue instruction sheet, you will find a copy of the Throne Key scenario. The scenario is also available on our website as a .pdf file. We recommend displaying a copy of each month's scenario in your venue so that your players can prepare their armies, and having a copy on hand for each player when you're running the in-store event.

### **How to Run This Storyline Event**

By the time you receive this kit, you will have already scheduled your event night on WizKids' website. It's a good idea to advertise your event night so that your players know when and where to meet. Display the prizes to show your players what they can win! Post a sign-up sheet, and encourage your players to swear their allegiance to one of the two sides for the month. WizKids has listed your event, free of charge, on our website so that new customers can find your venue. On the event night, your envoy runs a tournament using the Throne Key scenario. We recommend using the Swiss pairing system for your tournament, but you can also use the single-elimination, double-elimination, or round-robin pairing system or another pairing system that works for you and your players.

After the completion of the event, the envoy has until the last day of the month to report the name of your champion, and the side for which he or she fought, to WizKids. (There are complete reporting instructions available on your envoy's personal home page at the WizKids website. Please note that individual battle results for Storyline events are not reported; Storyline events do not count toward official player ratings.) Visit the WizKids website to follow the results of the Throne Key scenario. As each venue's results are tabulated, you'll be able to see which side is winning the battle.

Questions, concerns, or problems? Don't hesitate to contact WizKids!

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# Throne Key

## July 2004 Mage Knight Quest Scenario

### Background

After defeating the Dark Crusader defenders guarding the Citadel of Ice, the only thing that stands between the victorious **Elemental** warband and a labyrinth filled with powerful relics is a single immortal Drakona defender. While the modern-day Draconum are the equivalent of warrior-monks, their millennia-old Drakona ancestors are a much more deadly, conquest-driven race. The guardian of the Throne Key will do anything in her power to prevent the interlopers from gaining her relic and using it to unlock the mirror gates that lead to the dungeons beneath Cainus Mons. The key is reputedly hidden within a secret compartment in a massive throne large enough for a giant to sit in.

### Special Note

As the **Elemental Freeholds won the Citadel of Ice scenario**, this scenario represents a battle between the Elementals and the Drakona defenders.

**Objective:** Control the objective when the game ends.

### Army Size

300-point armies; three actions per turn. No titans or multiple-dial warriors are allowed. One player represents **the Wylden Host (and must have at least three warriors from the Elemental Freeholds faction in his or her army to begin the game)**. The other player represents the immortal defender guarding the Throne Key, and he or she must have at least two warriors from the Draconum faction in his or her army to begin the game.

**Time Limit:** 45 minutes

**Rules Set:** Mage Knight

### Preparing the Battlefield

Set up terrain per the battlefield map. Only one objective token is placed, as indicated by the black dot.

### Special Rule

**King's Shield:** Any warrior in base contact with the objective cannot be the target of ranged combat actions.

### Victory Conditions

When time expires, whichever player controls the objective wins. If neither player controls the objective, the Drakona player wins.

### Story Results

If the Drakona win, the **Elemental Freeholders fail** to retrieve the key and is driven from Cainus Mons. If the Drakona lose, The **Freeholders retrieve** the key, and will have access to the relic-filled dungeons of Cainus Mons.

**Battlefield Map:** (Scale: 1"=10")

