

## The Battle for Stonekeep! Scenario #1: Stone Gorge

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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:

	<b>Champion Awards</b>	<b>Sportsman Awards</b>
<b>LE</b>		
	<b>Amotep Norda</b>	<b>Enderek os Fena</b>
<b>PIN</b>		
	<b>Redemption Awards</b>	<b>Redemption Awards</b>
<b>LE</b>		
	<b>Sir Mishler</b>	<b>Searle of Congers</b>



## The Background :

When the unstoppable armies of the Knights Immortal lay siege to the ancient border fortress of Stonekeep, the capable warriors of the Elemental League must defend their homeland at all costs! It is a battle between the High Elves and the Forest Elves and all the allies each can muster, and the price of failure is nothing less than death!



### Sir Mishler

As the armies of the Necropolis Sect battle their way south into Elemental League territory, the Knights Immortal charge the trusted Sir Mishler with the task of retaking Stonekeep. Mishler knows it is critical that the High Elves regain control of the castle to protect his homeland from invasion in the months ahead!

VS



**Searle of Congress** Commander Searle knows she must successfully defend Stonekeep against the Knights Immortal armies. If she fails to stop the High Elven armies at South Pass, the League will be forced into a two-front war, and the Forest Elves will be in danger of losing their ancestral homelands. She must not fail!

## The Story:

### Scenario #1: Stone Gorge

The Knights Immortal begin setting plans into motion that will allow them to capture the old fortress of Stonekeep. The Elemental League has learned of these plans, and begin to prepare for the war to come.

### Sir Mishler

The morning air was crisp this high in the mountains, and the two Elves standing at the edge of the tall cliff gazed out over a sea of orange, yellow and red, as the first leaves of fall were starting to turn. Infantry Captain Mishler of the Knights Immortal planted his battle standard in the ground and surveyed the territory below. In the distance, down the rocky, winding length of South Pass, stood the gray turrets of Stonekeep. Built more than a thousand years ago by the Knights Immortal, the castle had traded hands between the Wylden Elves and the Rivvenheim Elves a dozen times over the centuries.

"I'm putting you in charge of the attack," said the second Elf: Council Lord Jamus, Mishler's commander. Unlike Mishler, who served the leaders of the Hundred Armies and was guided by the Elven Council, Jamus answered only to

the Relishan—a council that drew its members from the oldest families in the Rivvenheims. They wielded a level of authority that few High Elves could ignore.

“I am honored, Council Lord,” Mishler said.

“There are many in Freyhaven who wish to lead this battle,” Jamus replied. “But you have fought bravely in my brother’s command for a hundred years, and I trust you to carry out this vital task. We must retake Stonekeep from the Elementals, lest the armies of the Necropolis Sect break through their faltering defenses and claim our ancient citadel. By seizing Stonekeep, we will have gained an added bulwark to protect the High Elves against chaos.”

Mishler thought for a moment, pondering his options. “I have warlords I would use from the lowlands as well as from within the ranks of the Knights Immortal,” he ventured. “Would the Relishan accept foreign warlords fighting to retake Stonekeep?”

“As long as no outsiders breach our border-keeps atop the pass, that will be acceptable,” Jamus assured him. “Once Stonekeep is in our hands, we plan to recall one of the Hundred Armies to man the fortress and hold off any forces that threaten Rivvenheim’s borders. Your allies will be honored with payment and tribute according to their merits.”

Sir Mishler smiled. “Then I accept your task. It will be difficult, but the cause is worthy.”

Jamus smiled back. “Excellent. As the leader of the siege of Stonekeep, I hereby dub you Sir Mishler, a Knights-Commander of the Relishan. May you bring honor to your station.”

“Yes, Council Lord,” Mishler said, his eyes glowing with pride. “And may I bring our enemies an ugly death.”

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### **Commander Searle**

Flags bearing the four-pointed insignia of the Elemental League snapped in the unceasing mountain winds that roared over Stonekeep. The day was beautiful and sunny, with no sign of clouds or rain. Commander Searle, the Centaur Medic in charge of defending the mountain keep, stood at the edge of the parapet, looking up the length of the switchback pass that climbed farther up into the mountain heights.

“They will come,” said the old Elf next to her, clinging to his ornate staff for support against the force of the wind. “We have foreseen it. They will come to reclaim what is theirs.”

“I will not let them, Prophet-Priest,” Searle vowed. “With the Sect pushing deep into the Wylden forests, this fortress gives us a rallying point to protect the League’s heartland, and to keep the Knights Immortal at bay. We must hold it.”

Tremelen looked at the Centaur approvingly. She had been here only a short time before she had grasped the complex tactical importance of the old castle. Through countless hours of exploration, Searle had learned every advantage and secret the old fortress had to offer. When her hooves had skidded on the slick stone, she had her Elven blacksmiths forge special horseshoes that gave her perfect traction—even on the treacherous, winding stairs that led from level to level and tower to tower.

“The Circle of Nine has decided that you will continue to lead the defense of Stonekeep,” Tremelen informed her. “The Elves, the Forest Trolls, the Faerie Queens—all have deemed you worthy and have placed their warriors at your disposal.”

“I have my own allies as well, Prophet-Priest,” Searle said, still gazing at the mountain pass above. “Veterans of battle who are friendly to our cause. With your permission, I would call upon them to guard the walls of Stonekeep.”

“If they are of warriors of valor and integrity,” the old priest stated, “then they are welcome within these walls.”

“I will summon them, and send them out to skirmish with the High Elves’ scouts.”

“You must not fail,” Tremelen said emphatically. “Stonekeep stands as a symbol of Elemental might. Its loss would be a terrible blow. The ongoing war with the Sect Elves to the north has been hard on our people, and Stonekeep’s fall would strike fear into their hearts.”

“I understand, old father,” Searle said gently. “We shall not fail.”

"May the Spirit of the Land smile upon you," he replied. The Centaur inclined her head, acknowledging his blessing, and then looked back up at the pass, confidence shining in her eyes.

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### Background

The mighty fortress of Stonekeep marks the border between the territories of the Elemental League and the highlands of the Knights Immortal. While the Elemental League has held the castle for fifty years, the Relishan Council, leaders of the High Elven nation, has decided to retake the keep. The Knights Immortal swiftly dispatch war parties to test the Elemental defenses. Soon High Elves and Forest Elves clash in a deadly struggle for dominance along a winding mountain road.

### Objective

Each side seeks to break through the mountain pass and reach their opponent's starting area.

### Army Size

300 points, 3 actions per turn. Each player's army must contain at least 3 warriors with either the Knights Immortal faction symbol or the Elemental League faction symbol. No player's army may contain both Knights Immortal and Elemental League warriors.

### Rule Set

Mage Knight Unlimited

### Time Limit

50 minutes

### Setting the Scene

Players set up the terrain as per the battlefield map. No additional terrain items or castle pieces are placed. Terrain Piece F is considered as blocking terrain.

### Special Rules

- 1) Before this scenario is played, the players should determine who is going to play the Knights Immortal, and who is going to play the Elemental League.
- 2) Players receive additional Victory Points equal to twice the point value of all friendly non-demoralized warriors under their control that are in the opponent's starting area at the end of the scenario.

### Victory Conditions

The winner is the player with the highest Victory Point total.

### Battlefield Map:

