

Gate of Shadows

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 Gate of Shadows scenario. The winner of the Gate of Shadows scenario receives the champion Limited Edition figure, Valkalis, and the Paragon's Sledge Limited Edition relic. The Fellowship winner of the Gate of Shadows scenario receives the Fellowship Limited Edition figure, Gate Knight. On the back of this venue instruction sheet, you will find a copy of the Gate of Shadows 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 Gate of Shadows 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 Gate of Shadows 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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July 2004 Mage Knight Quest Scenario

Background

After being driven off by the Dark Crusader defenders guarding the Citadel of Ice and the onrushing Elemental Freeholders, the Atlantean warband has been forced to find an alternate route to the cache of relics beneath Cainus Mons. Guarding the entrance to the relic-filled labyrinth filled with powerful relics is a single immortal Elven Lords defender. This guardian of the Gate of Shadows will do anything in his power to prevent the interlopers from entering the massive dungeon that lies below the slopes of Cainus Mons.

Special Note

Since the Elemental Freeholds won The Citadel of Ice, this scenario represents a battle between the Atlantean Empire and the Elven Lord 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 Atlantean Empire (and must have at least three warriors from the Atlantean Empire faction in his or her army to begin the game). The other player represents the immortal defender guarding the Gate, and he or she must have at least two warriors from the Elven Lords 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, using quarters or similar coins (represented by the “.25” notations on the map) to represent pillars (blocking terrain). Place the objective token as indicated by the black dot.

Special Rule

Pillar Smash: A warrior in base contact with a pillar can topple that pillar to damage a single opposing warrior. Give the warrior a special action, and roll one six-sided die to determine how far the pillar falls in inches. If the opposing warrior is within that many inches of the pillar, you can choose to deal 2 damage to it. Remove that pillar token from the game.

Victory Conditions

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

Story Results

If the Elven Lords win, the Atlantean warband is defeated and driven out of the region. If the Elven Lords lose, the Atlanteans open the gate into the dungeons beneath Cainus Mons.

Battlefield Map: (Scale 1"=10")

