

# The Mage Stone

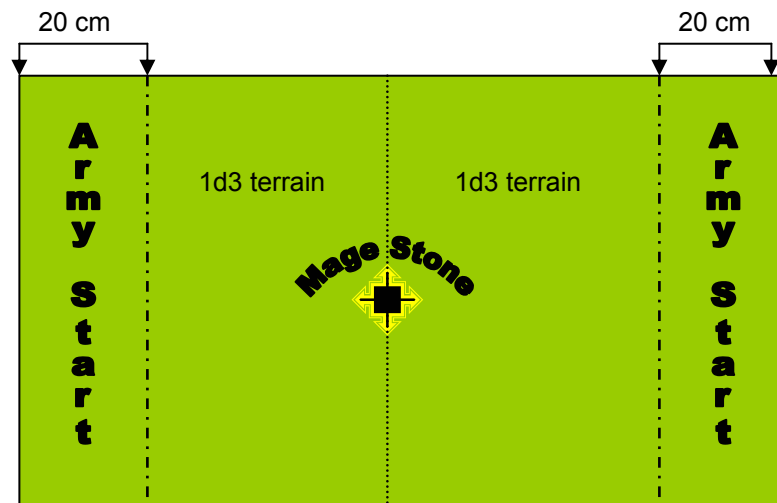
By Jason Wilsey

This is a meeting engagement between two 2000 point armies. This match will last until a general is killed or a army's breakpoint is reached. 1d3 terrain pieces will be placed on each side of the map.

In the center of the terrain there is a large rune covered stone, the Mage Stone. This stone allows wizards to cast a spell from anywhere on the map as if was being cast from the stone itself. But beware if a spell is cast and is NOT channeled through the stone your wizard casting the spell will be sucked into the stone itself and lost forever.

If this happens, a unnatural storm forms above the stone and the stone will rain fire (fireball spell with automatic success) from the skies on every unit within a 60cm range. The storm will then subside until the next wizard foolish enough to test the stone's magic.

The stone also has the ability to improve a units armor rating by spending a full turn within 30cm of it. The bonus given to a unit will be 1 better than the current armor rating (i.e. 6+ armor becomes a 5+). This will last for the remainder of the match.



Victory Points:

Standard.