

The Wizard's Gate

A minigame scenario accessory for Compact Combat™

by Gary M. Williams

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While moving through the Great Woods from one town to another, your party comes upon an old toll gate. The banks on either side of the gate are much too steep to go around, so the only way to continue down the path is through the gate. Unfortunately a large, rather well-armed knight blocks your path. He proclaims that no one can pass through this gate without first facing him, and he will fight to the death to prevent your passing. When pressed for a reason, the knight will explain that he is the devoted servant of a very powerful wizard who uses this gate to transport himself from one place to another and left him in charge to guard it with his life. He has been standing fast at his post for nearly a year now, and has bested many a champion to prevent them from passing through this gate.

The true story is that the knight attached himself to a very powerful wizard some time ago. The wizard considered the knight little more than a pest and always in the way, finding the bodyguarding he provided greatly hampered his freedom. Finally wishing to put an end to his troubles, the wizard lead the knight to the long abandoned tollgate and told him that it was a magical portal and once the wizard passed through it, no one else could — lest they upset the magical balance of the gate and prevent the wizard's eventual safe return. With that, the wizard walked through the gate, and (using a spell of invisibility that he had prepared before hand) vanished. The misguided knight now spends his time gallantly guarding the gatehouse, awaiting his master's return. Local farmers who admire the knight's loyalty provide him with food and other supplies. The wizard, now established in a major city many miles away, has never given the knight a second thought and will probably never pass this way again.

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Assembly Instructions

Tools Required for Assembly:

Sharp bladed hobby knife or scissors, metal ruler or straight-edge, cutting surface, white glue, and glue stick, wax stick or double sided tape.

General Note:

All GRAY lines are fold/score lines. Glue tabs are indicated by the letter "G".

Figure Stand-Up Assembly:

Cut out and score along the lines. The small bottom flaps fold in and glue on top of one another forming a triangle.

Wall Assembly:

Cut out and score along all gray lines. Fold in the side walls and glue to the flaps on the wall top. Fold glue flaps in and glue to rear wall. Set aside to dry. Note: Both walls assemble the same way.

Gateway Assembly:

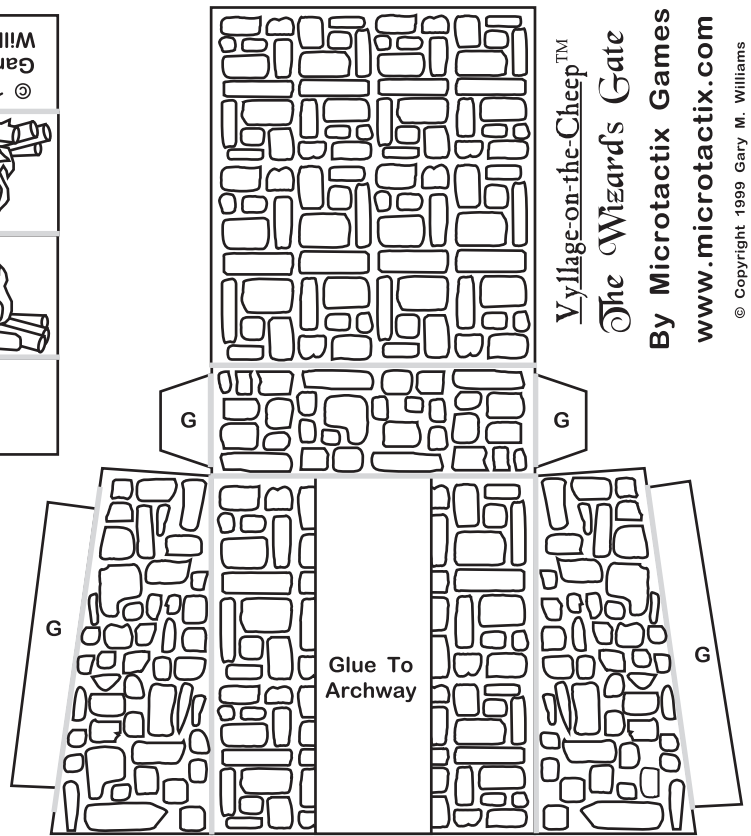
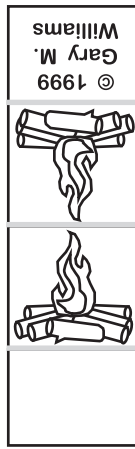
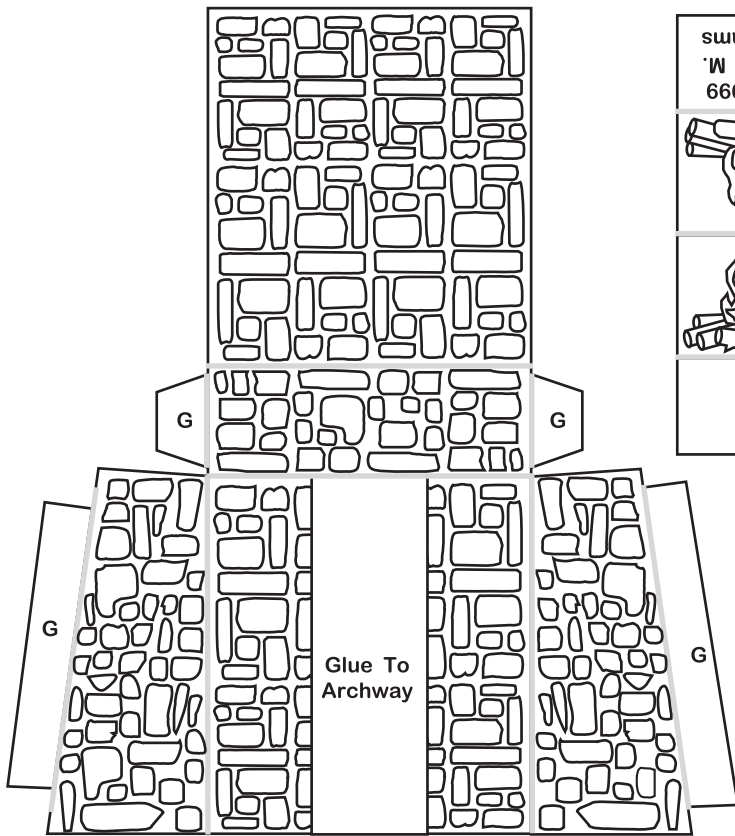
Cut out and score along all gray lines. Cut out the gateway on both sides. Fold in side walls and glue to glue flaps on the wall top. Fold in glue tabs on back wall and glue to side walls. Note: There is no front or back to this piece, so any way you put it together, it's right.

To Assemble the Entire Gate:

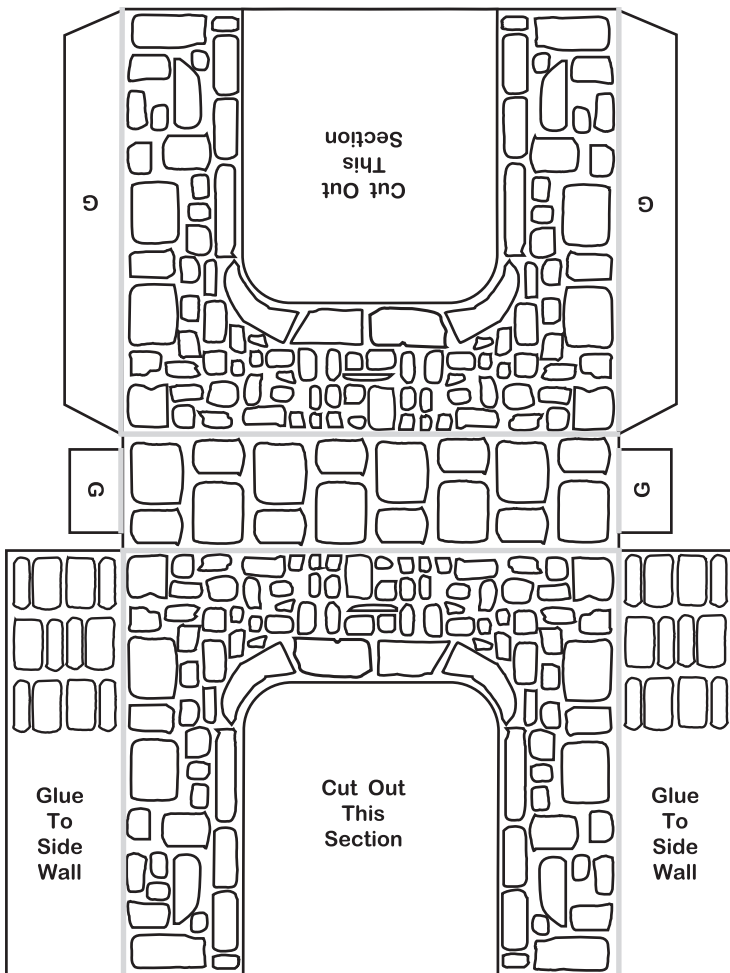
Glue the sides of the Gateway to the Walls in the indicated location, making sure all pieces are level.

Tent Assembly:

Cut out and score along all gray lines. Fold in the triangular sides and after folding glue tabs in, glue together.



Village-on-the-Cheep™
 The Wizard's Gate
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Knight of the Gate



S:8 H: 7 C:6 I:4
 Speed: 3
 HP: 35
 +2 Initiative

Skills:
 Sword C/14
 Shield C/10
 Combat Awareness C/18

Armor:
 Plate -12

Hand to Hand Damage Max Dmg = 10

ROLL	1	2	3	4	5	6	7	8	9	10
DMG	1	1	2	2	3	3	4	4	5	5

ROLL	11	12	13	14	15	16	17	18	19	20
DMG	6	6	7	7	8	8	9	9	10	10

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