

# **In the Shadow of Mallus**

A Warcry Narrative Event - Adepticon 2022

## **Narrative**

Excelsis, the City of Secrets, a corpse of prophecies and rubble. Skaven, hedonites of Slaanesh, and Kragnos, with his horde of gargants, orruks, and grots have brought the city to its knees. It stands, or rather, it slouches, but it is still controlled by Sigmar and those who favor Order. Mallus stands majestic, tall against the skyline and brooding over Excelsis. Forever weeping it's prophecies; tantalizing with its glimpses of the future. Is that why you are here? Do you seek to steal the city's secrets for your own? Do you wish to pick the bones of its carcass clean? Perhaps you are filled with noble purpose and wish to help rebuild this bastion of civilization in an untamed land? Some of you may wish to tarnish or snuff out this jewel of Sigmar. Or is it treasure and knowledge you seek? Whatever your purpose here, you'll find danger and glory in equal measure, in the shadow of Mallus.

## **Warband**

Muster a 15-warrior warband, of which you will use to play 1,000 pt games. Only one model with the Leader runemark to be your leader and no thralls, allies, or monsters allowed. Rules and points adjustments from Tome of Champions 2021 will be used, which means you may also have Bladeborn Champions as your leaders or included in your warband. Note, models which die during the event are unable to be replaced, as reinforcements cannot reach while you are in Excelsis. **Note:** This is a narrative event, so please design a warband which fits your story and is fun to play against (i.e. no 4+ swarms). We will be reviewing lists prior to the event, so please share your lists with us at [dogsofwarcry@gmail.com](mailto:dogsofwarcry@gmail.com). If you are unable to send them prior to the event, we will review them prior to playing and reserve the right to request list modifications.

## **Gameplay**

3 games will be played as you follow your quest. While you all seek Glory, there will be 5 branching quests, which you can choose from the following categories:

1. Order: Hope is a Light Worth Sharing - your purpose is to help reclaim, rebuild, and cleanse this crown jewel of Sigmar.
2. Chaos: Promises Promises - you seek to undermine the efforts to rebuild this city and seed it with corruption for the Dark Gods. Your choices may help a variety of chaos factions, but will include carnage, corruption, and the plundering of secrets.
3. Destruction: A Job Worth Doing is Worth Finishing - you seek to finish the work started by Gordrak and Kragnos! While their attention is drawn elsewhere, you know you must help finish the work they started! Your choices will involve interrupting supplies, seeking, reclaiming the city for Ghur, and of course, having a good scrap!
4. Death: A City of Raw Materials - you seek to plunder the city for the wealth of materials left behind after such a large battle. Your choices will include harvesting bones, seeking magical items and prophecies, and spreading the influence of Death.
5. Dogs of War(cry) - you are an independent contractor, or at least, here for the sake of your ambition alone. Your choices will involve searching the city for your own ends.

## Requirements

Models must be from Games Workshop and represent the model you are playing close enough for your opponent to differentiate it appropriately. We definitely appreciate narrative twists, representations, or counts-as, so just make sure it is clear to your opponent. Painting is not required, but encouraged.

## Gamesome

You will get out of this event what you put into it. We want to create a space where everyone is welcome to celebrate all aspects of this hobby; gaming, painting, converting and narrative. We may all be outside our comfort zones. Be the best human you can be and be generous in enhancing the group's fun.

## Rewards

Besides having a good time sharing stories, we will have some prizes available, including Best Painted/Theme - which will be decided by the players.

**Legacy Artifacts** - each branching quest will reward a major artifact at the end of your journey. These artifacts can be brought with your warband in any future Dogs of Warcry run/sponsored event. If you don't bring the same warband which won the artifact, you must present a narrative reason how the artifact changed hands.

## Player Checklist

- 1 Leader model
- Up to 14 fighter models with the same faction runemark
- Your Fighter & Ability Cards or Book reference
- Ruler, Dice, Tokens
- Positivity and inclusiveness

## Tentative Event Schedule

**10:00 am Arrival, Check-In, and Overview**  
**10:30 am Game 1 (1.5 hour)**  
**12:00 pm Lunch & Warband Judging (1 hr)**  
1:00 pm Narrative Progression  
1:30 pm Game 2 (1.5 hour)  
3:00 pm Narrative Progression  
3:30 pm Game 3 (1.5 hour)  
5:00 pm Narrative Progression  
**5:30 pm Wrap-up and Prizes**  
6:00pm Goodbyes

**Note:** At Adepticon we also had an optional multiplayer challenge battle with 4 players/board, 500 pts each, vs 1 mega-gargant. For the purposes of sharing this event pack, that has been left out as it went beyond the normal time-frame.

## Legal Note

Warcry, Excelsis, and all the related intellectual property belong to Games Workshop and we do not claim ownership of any of the materials. Missions, Hidden Agendas, and all artifacts/command traits were all derived from Warcry materials. The written narratives and assembly of all of this information to form the "In the Shadow of Mallus" event pack was provided by Joshua Arrington and Vint Quamme. If you use this material directly, please just provide credit to Dogs of Warcry or the individuals named. Thank you!

Sincerely,  
Josh Arrington & Vint Quamme