



HEROIC QUESTS

Magestone Mines

Heroic Quests
Scenarios
Magestone Mines

Scenario #1: Corpheus Must Die!

Background: Brave teams of Heroes must invade one of the largest Atlantean Magestone strip-mines and destroy the golem Corpheus at all costs.

Goal: Invade the Magestone mines of Sychria, gather enough experience and magical capability to confront Corpheus, and then attack and destroy it without mercy!

Time Limit: 30 minutes per player.

Difficulty: Tough.

Army Size: Each player constructs a 100-point Heroic Team.

Mage Spawn Pool: Both Mage Spawn and figures from the Atlantis Guild Faction may be included in the Mage Spawn pool. Corpheus is included in the Mage Spawn pool but is not placed until the Master Adversary token is converted.

Map: Use the Undermines map.

Special Items: You must have the Corpheus figure to play this scenario. The use of Artifacts and Dungeon accessories is recommended.

Setting the Scene: Set up the map using *Mage Knight Dungeons* rules, modified by the *Special Rules* below.

Special Rule #1: To ensure that Corpheus may eventually end up in play, add the Master Adversary token to the monster token pool when creating the pool. Once wandering monster tokens are placed in the dungeon during set up, reveal any remaining wandering monster tokens in the monster pool. If the Master Adversary token is revealed, remove all wandering monster tokens from the dungeon and recreate the monster token pool with them. Repeat placement of these tokens until the Master Adversary token is not revealed.

Special Rule #2: When the Master Adversary token is converted, place the Corpheus figure on the space the token occupied. Corpheus may not be brought into play until its token is converted.

Special Rule #3: Freshly-mined Magestone has many magic-disrupting and mutating qualities. Every time a special ability with the word *Magic* is used or an action is modified by a *Magic* special ability, roll 1 six-sided die. If you roll a 1, then the *Magic* special ability's effect is ignored. If this makes the action impossible to perform, then the action is lost.

Victory: The Heroic Team that eliminates Corpheus wins the scenario. If Corpheus is not eliminated, the team that exits the dungeon with the most gold wins.

Scenario #2: Steal That Magestone!

Background: A team of Heroes must sneak into the Sychrian strip-mines and steal as much Magestone as possible. A second team of Heroes, loyal to the Atlanteans, must recover as much Magestone as possible before the Rebel thieves make off with this valuable Atlantean resource! But the Heroes should beware: raw Magestone can have unpredictable effects on a warrior's magical capabilities.

Goal: The treasure chests in the dungeon contain no treasure besides Magestone. Tear the gold value of a treasure as Magestone instead of gold. Ignore all speed bonus, attack bonus, defense bonus and type of treasure information on all treasure chests, but not any trap information.

Time Limit: 1 hour.

Difficulty: Moderate.

Army Size: Two-player game. Each player constructs a 100-point Heroic Team.

Mage Spawn Pool: Both Mage Spawn and figures from the Atlantis Guild Faction may be included in the Mage Spawn pool.

Map: Use the Undermines map.

Special Items: The use of Artifacts and Dungeon accessories is recommended.

Setting the Scene: Set up the map using the *Mage Knight Dungeons* rules.

Special Rule #1: To ensure that Corpheus may eventually end up in play, add the Master Adversary token to the monster token pool when creating the pool. Once wandering monster tokens are placed in the dungeon during set up, reveal any remaining wandering monster tokens in the monster pool. If the Master Adversary token is revealed, remove all wandering monster tokens from the dungeon and recreate the monster token pool with them. Repeat placement of these tokens until the Master Adversary token is not revealed.

Special Rule #2: When the Master Adversary token is converted, place the Corpheus figure on the space the token occupied. Corpheus may not be brought into play until its token is converted.

Special Rule #3: Magestone causes unpredictable effects. If you roll a 2 on an attack roll, choose one of your Heroes and inflict one click of damage for every 1,000 points of Magestone your team is carrying in addition to any critical miss damage. If you roll a 12 on an attack roll, choose one of your Heroes and heal one click of damage for every 1,000 points of Magestone your team is carrying. Critical hit damage applies as normal. Heroes may not be healed beyond their current level.

Special Rule #4: Freshly-mined Magestone has many magic-disrupting and mutating qualities. Every time a special ability with the word *Magic* is used or an action is modified by a *Magic* special ability, roll 1 six-sided die. If you roll a 1, then the *Magic* special ability's effect is ignored. If this makes the action impossible to perform, then the action is lost.

Victory: The team that exits the dungeon with the most Magestone wins.

Scenario #3: Rescue the Dwarves!

Dungeon Campaign Note: This scenario may be played as the first part of a larger Dungeon Campaign. Scenario #4 completes the Campaign. Follow the Dungeon Campaign rules described below if both players agree to play Scenarios #3 and #4 as a campaign.

Background: The Atlantis Guild uses Dwarven slaves to mine their Magestone. Your team must penetrate the Atlantean strip-mines and rescue as many slaves as possible.

Goal: Collect as much gold and rescue as many Dwarven slaves as you can.

Time Limit: 40 minutes per player.

Dungeon Campaign Time Limit: 1 hour.

Difficulty: Easy.

Army Size: Each player constructs a 100-point Heroic Team.

Dungeon Campaign Army Size: Two-player game. Each player constructs a 100-point Heroic Team. One player is the Atlantean player; the other is the Rebel player.

Mage Spawn Pool: Both Mage Spawn and figures from the Atlantis Guild Faction may be included in the Mage Spawn pool. The Corphelus figure is not used in this scenario.

Map: Use the Strip-mine map.

Special Items: Six Dwarf figures (costing less than thirty points each) from Mage Knight are required for this scenario. The Dwarven Berserker, Dwarven Miner, and Dwarven Pileman are optimal choices. Place all six of these figures aside to create the Slave Pool. The use of Artifacts and Dungeon accessories is recommended.

Setting the Scene: Set up the map using the *Mage Knight Dungeons* rules.

Special Rule #1: Each treasure chest contains the keys to one Dwarven slave's shackles and gold only. Ignore all speed bonus, attack bonus, defense bonus and type of treasure information on all treasure chests, but not any trap information.

Special Rule #2: When you open a chest and gather the treasure, your Heroic Team gains the services of one rescued Dwarven slave. Select a Dwarf figure from the Slave Pool and place that Dwarf in a square adjacent to the Hero who opened the chest. Rescued Dwarves become members of your Heroic Team. Rescued Dwarves do not earn additional actions for their Heroic Team.

Special Rule #3: Freshly-mined Magestone has many magic-disrupting and mutating qualities. Every time a special ability with the word *Magic* is used or an action is modified by a *Magic* special ability, roll 1 six-sided die. If you roll a 1, then the *Magic* special ability's effect is ignored. If this makes the action impossible to perform, then the action is lost.

Victory: If at least one Hero from your team exits the dungeon before the time limit expires, each rescued Dwarven slave on your Heroic Team who exits the dungeon is worth 1,000 gold. The Heroic Team with the most gold wins.

Dungeon Campaign Victory: For each Dwarf you rescue and exit from the mines, you gain 1 victory point and you may raise one of your Heroes one level to represent the information gained from the Dwarven slaves. Record your victory point total from this scenario. Your surviving Heroes retain their levels between games, and eliminated Heroes begin Scenario #4 at Level 1. Rescued Dwarves are not used in Scenario #4. Start Scenario #4 with your Heroes fully healed.

Scenario #4: Black Powder Bombs!

Background: The Black Powder Rebels send a team of Heroes to bomb the Strythian mines. The Atlanteans send an opposing team of Heroes to foil the Rebels' plan. On top of this, Corphelus has gone berserk and is attacking everyone on sight!

Goal: The Rebel player places black powder explosives throughout the Magestone mine, and the Atlantean player tries to prevent the mine's destruction by defusing the bombs.

Time Limit: 1 hour. **Difficulty:** Tough. **Map:** Use the Strip-mine map.

Army Size: Two-player game. Each player constructs a 150-point Heroic Team.

Dungeon Campaign Army Size: Two-player game. Each player begins with their fully-healed Heroic Team from Scenario #3.

Mage Spawn Pool: Both Mage Spawn and figures from the Atlantis Guild Faction may be included in the Mage Spawn pool. Corphelus must be in the Mage Spawn pool but is not placed until the Master Adversary token is converted.

Special Items: The use of Artifacts and Dungeon accessories is recommended.

Setting the Scene: Set up the map using the *Mage Knight Dungeons* rules, modified by the Special Rules listed below.

Special Rule #1: See Special Rule #1 from Scenario #2.

Special Rule #2: See Special Rule #2 from Scenario #2.

Special Rule #3: Do not place any treasure chests when constructing the dungeon, but create the treasure chest pool for use in the game (see Special Rule #5 below).

Special Rule #4: Instead of 4 Weak and 2 Standard wandering monster tokens, each player contributes 4 Standard and 2 Tough tokens to the monster token pool.

Special Rule #5: The Rebel player may plant a black powder bomb in a chamber tile that his Hero occupies. No bombs may be placed on the first turn. A Hero must have a damage value of 2 and spend 6 speed points to place a bomb. Represent a bomb by placing a treasure chest from the treasure pool in any square adjacent to your Hero. Bombs may only be placed in clear or hindering terrain squares and may not be placed within 3 squares of each other. Only one bomb may exist in a chamber tile.

Special Rule #6: At the end of every turn that there are bombs in the dungeon, roll 2 six-sided dice for each bomb. On a result of 11 or 12, the bomb explodes. Remove the treasure chest from the map and place it in front of the Rebel player. Every figure in the same chamber tile with an exploding bomb takes 3 clicks of damage. Special abilities like Toughness or Invulnerability will reduce this damage.

Special Rule #7: The Atlantean player may defuse a bomb by dismantling the trap on the treasure chest using the *Mage Knight Dungeons* rules. If successfully dismantled, the bomb is removed from the map and placed in front of the Atlantean player to track victory points. If the trap is sprung, the bomb explodes; remove the treasure chest from the map and place it in front of the Rebel player. Only the trap dial in the lid of the treasure chest is used to represent the bombs. Rebel Heroic Team members may not attempt to defuse bombs.

Victory: At the end of the game, count the number of treasure chests in front of each player. The Rebel player gains 1 victory point for each bomb that exploded. The Atlantean player gains 2 victory points for each bomb they defused. The player with the most victory points wins. If the victory point totals for each player are the same, the Atlantean player wins.

Dungeon Campaign Victory: If you are playing Scenario #3 and Scenario #4 as a two-part campaign, use the same victory conditions listed above. The player that earned the most total victory points in Scenarios #3 and #4 wins the campaign.