



# HEROIC QUESTS

The Citadel

Heroic Quests  
**Scenarios**  
The Citadel

### Scenario #1: Vengeance for Arista

**Background:** Brave Heroes must board and fight their way through an Atlantean sky-chaud to defeat Captain Salidar.

**Goal:** Invade the Callias, gather enough experience and magical capability to confront Captain Salidar, and then attack and destroy him in the name of vengeance!

**Time Limit:** 60 minutes.

**Difficulty:** Tough.

**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. Captain Salidar is included in the Mage Spawn pool but is only placed when the Master Adversary token is converted.

**Map:** Use the Libraries map.

**Special Items:** You must have the Captain Salidar figure to play this scenario. 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:** To ensure that Captain Salidar 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 Captain Salidar on the space the token occupied. Captain Salidar may not be brought into play before his token is converted.

**Special Rule #3:** At the end of each player's turn, if there are Mage Spawn figures in play, roll 1 six-sided die. On a result of 1, the Alarm is sounded throughout the Citadel. From that point on, whenever a wandering monster token is converted, add 2 to the conversion roll result. Treat all results greater than 12 as 12. The Alarm can only be sounded once.

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

### Scenario #2: Searching for Bones

**Background:** Teams of Heroes must invade the Callias and discover the whereabouts of Arista's bones. Whichever team manages to recover her bones and escape from the Citadel will receive a sizable reward from the Necropolis Sect.

**Goal:** One of the treasure chests holds the bones of Arista the Nightwitch. Gather her remains and exit the dungeon with them.

**Time Limit:** 30 minutes per player.

**Difficulty:** Moderate.

**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.

**Map:** Use the Prisons 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 Captain Salidar 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:** Whenever a treasure chest is opened, roll 1 six-sided die. On a result of 6, the chest contains Arista's bones in addition to its indicated treasure or trap. If the bones have not yet been found when the last treasure chest is opened, then Arista's bones are contained in that chest.

**Special Rule #3:** At the end of each player's turn, if there are Mage Spawn figures in play, roll 1 six-sided die. On a result of 1, the Alarm is sounded throughout the Citadel. Once the Alarm is sounded, whenever a wandering monster token is converted, add 2 to the conversion roll result. Treat all results greater than 12 as 12. The Alarm can only be sounded once.

**Victory:** The team that exits the dungeon with Arista's bones wins. If no player exits the dungeon with Arista's bones, the team that exits the dungeon with the most gold wins.

### Scenario #3: Rescue the Dwarves!

**Background:** The Atlantis Guild has captured a number of key Dwarven warriors and imprisoned them in the dungeons of the *Callio sky-citadel*. The Rebel team must penetrate the Atlantean fortress and rescue as many of the Black Powder Rebel warriors as possible. The Atlantean team must move the Dwarven prisoners to safety, away from the Rebels that hope to free them. To complicate matters, the slaves and prisoners are robbing, filling the halls of the *Seythian citadel* with rampaging prisoners and *Mage Spawns*!

**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.

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

**Time Limit:** 1 hour 20 minutes.

**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. The *Captain Salklar* figure is not used in this scenario.

**Map:** Use the Prisons map.

**Special Items:** Six Dwarf figures from *Mage Knight* with point values less than thirty points each are required for this scenario. The Dwarven Berserker, Dwarven Miner and Dwarven Platoon are examples of appropriate figures to use. Select six of these Dwarves and place them to one side to create the Prisoner 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 prisoner'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 prisoner. Select a Dwarf figure from the Prisoner 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:** At the end of each player's turn, if there are *Mage Spawn* figures in play, roll 1 six-sided die. On a result of 1, the Alarm is sounded throughout the Citadel. Once the Alarm is sounded, whenever a wandering monster token is converted, add 2 to the conversion roll result. Treat all results greater than 12 as 12. The Alarm can only be sounded once.

**Victory:** If at least one Hero from your team escapes the dungeon before the time limit is up, each rescued prisoner that 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 dungeon, you gain 1 victory point and you may raise one of your Heroes one level to represent the information gained from the Dwarven prisoners. 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: Sky Sabotage!

**Background:** The Necropolis Sect sends a team of Heroes into the *Callio* to destroy the *Mage-spawn control panels* that keep it aloft. The Atlanteans send in a secret strike force to foil the Sect's Heroes. On high alert, the defenders of the *Callio* are ordered to eliminate all intruders.

**Goal:** The Necropolis Sect player damages control panels throughout the sky-citadel, while the Atlantean player repairs damaged control panels to prevent the Citadel's destruction.

**Time Limit:** 1 hour 20 minutes. **Difficulty:** Tough. **Map:** Use the Libraries 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. *Captain Salklar* must be included in the *Mage Spawn* pool but is only placed when 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 #3* 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:** If he is in a chamber tile without a damaged control panel in it, a Necropolis Hero with a damage value of 2 may spend 6 speed points to damage a *Magestone control panel*. Create a damaged control panel by placing a treasure chest from the treasure pool in any square adjacent to your Hero. No control panels may be damaged on the first turn. Damaged control panels may only be placed in clear or hindering terrain squares and may not be placed within 3 squares of each other. Only one damaged control panel may exist in a chamber tile.

**Special Rule #6:** At the end of every turn that there are damaged control panels in the dungeon, roll 2 six-sided dice for each panel. On a result of 11 or 12, the panel explodes. Remove the treasure chest from the map and place it in front of the Necropolis player. Every figure in the same chamber tile with an exploding panel takes 2 clicks of damage.

**Special Rule #7:** The Atlantean player may repair a damaged control panel by disarming the trap on the treasure chest using the *Mage Knight Dungeons* rules. Only the trap dial in the lid of the treasure chest is used to represent damaged control panels; control panels contain no treasure. *Necropolis Heroic Team* members may not attempt to repair damaged control panels. If successfully disarmed, the damaged control panel is removed from the map and placed in front of the Atlantean player. If the trap is sprung, the control panel explodes; remove the treasure chest from the map and place it in front of the Necropolis player.

**Victory:** At the end of the game, the Necropolis player gains 1 victory point for each panel that exploded. The Atlantean player gains 2 victory points for each panel they defused. The player with the most victory points wins. If the victory point totals are tied, 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.