



Game Trade Magazine Mage Knight Dungeons Scenario Buried Treasure!

By Mike Mulvihill

The Heroes fought their way into the dungeon chamber, hacking and blasting the pair of Hydra Serpents guarding the heart of the underground labyrinth. Alsyn Vale and her Altem Guardsman companion took on the Mage Spawn directly, while Zenephret sprinted for the treasure chest. Dividing their forces to maximize their time and effort had become a routine procedure for the Heroes, and the strategy had earned them satchels of gold and treasure throughout the last two days of their subterranean campaign.

Within moments, the Hydra Serpents were dead, and the treasure chest was open and looted. Gold was shared, and a shiny potion bottle tucked into Zenephret's belt. All three of them nodded approvingly to one another, proud of their skill and daring.

Then, as if struck by the hammers of the Dwarven gods, the room shook violently, knocking all three of them off of their feet onto the shuddering floor. Then one of the walls collapsed down into darkness, and a sizable crevasse erupted through the center of the room. When the shaking stopped, and the dust settled, the two Heroes grimly noted that the Altem Guardsman that Alsyn had brought with her on their journey was gone, swallowed up by the angry black hole in the floor.

Then another great quake struck, sending the two Heroes to the ground again. This time, a huge pillar that stood in the center of the room began to collapse. Stones rained from the ceiling, and the crevasse devoured another forty feet of the shrinking stone floor.

"If this keeps up we'll never be able to get out!" Zenephret shouted.

"We already have what we came for," Alsyn replied. "We'll just need to double back and use the other path." She was always confident. Everything was simple – kill things, find new path, leave – simple.

Alsyn charged ahead into the darkness, with Zenephret running right behind. Then, as if on cue, another quake hit.

A pair of sharp screams echoed back down the hallway.

Then everything went quiet, save for the sound of creaking stone.

BACKGROUND

This ancient Dungeon is collapsing on itself. The crevasses keep growing larger and rooms are disappearing altogether. It will take a quick, smart and savvy group of Heroes to be able to navigate the shifting Dungeon, and escape with the treasure before the gold — and the Heroes — become buried for all time.

OBJECTIVE

Get the treasure and...GET OUT!



TIME LIMIT

90 minutes (begin timing after set-up) for two players. Each additional player adds 30 minutes to the game time.

DIFFICULTY

Medium

ARMY SIZE

100 points (Heroes can be 1st or 2nd level).

DUNGEON POOLS

To be provided to by all players.

Treasure: 4 treasure chests

Wandering Monster Tokens: 4 Yellow and 2 Blue Wandering Monster Tokens

Mage Spawn: A minimum of 100 points worth of Mage Spawn in the Mage Spawn Pool with the following limitations:
No figure can be over 40 points.
Use any Mage Spawn figure from any **Mage Knight** set for the Mage Spawn Pool.

Terrain: Bring all the hindering tokens you have. There are no limitations on other terrain markers or artifacts.

TILES

All players must bring 5 chamber and 1 hallway tiles. Each player must bring one Tile #5 and one Tile #29.

SPECIAL ITEMS

There are no special items, although extra marking tokens are a good thing to have handy.

SETTING THE SCENE

Place items according to the standard Dungeons rules with the following exceptions:

Central Chamber: The Central Chamber must be either Tile 5 or Tile 29. Only place one Tile 5 and one Tile 29 within this Dungeon. If both are already placed, use the reverse side of the tiles and continue building the Dungeon as per the standard rules.

Do not place any hindering Terrain markers at set-up. You can place any other ones as per Mage Knight Dungeons rules.

SPECIAL RULES

1. After each player has finished their turn they must place one of the marking tokens in a square adjacent to any crevasse square. This square is now considered a crevasse square.
2. If any of the following were on the square that just got changed into a crevasse they are removed from play: Heroes, Mage Spawn, Wandering Monster Tokens, Artifacts, Doors and Treasure Chests. Artifacts that take up more than one square are removed from play even if only one square become a crevasse.
3. Heroes that are removed from play by a crevasse cannot be brought back to the game via Necromancy. However, Mage Spawn are placed back in the Mage Spawn Pool.
4. Terrain tokens lost this way return to the pool of tokens.
5. A player can retreat through their starting area, but only after his opponent agrees there is no way for him to make it out via the prescribed exit.
6. If a Team is forced to use their own entrance as an exit, remove 500 gold from the total treasure they have at the end of the game.

VICTORY

Use the standard **MK Dungeons** rules to determine victory.

