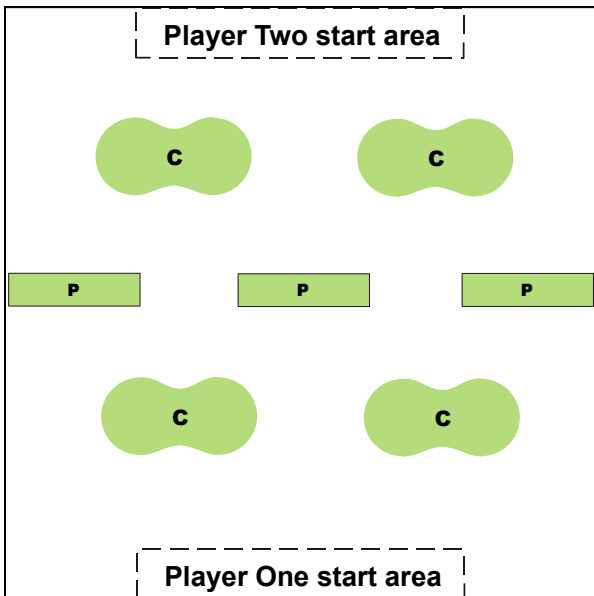


# The Quest for the Sunstone

## Scenario # 1: Slash the tomb raiders!

**Background:** Evil is spreading within the land! Hundreds of evil orcs and other undead and horrendous creatures have been raiding, destroying and murdering the inhabitants of villages near the Enos Joppa city, north of the land. Rumors say this evil magic comes out from a mysterious Sunstone, hidden deep within the crypts and catacombs of Varsfield ghost town. King Taksen has offered a substantial reward to your quest team to successfully bring out the Sunstone from the crypts of Varsfield in order to be destroyed, and eliminate all forms of evil from the land. The first part of this quest is to get to the Varsfield crypts, passing through the Kuttar Depths; a cursed region within the mountains located north of the land where heavy monster activity has been reported recently. The hero quest team has hired several mercenaries from different sects for entering the catacombs, who are also looking for fame, glory and the gold that may be found deep in the crypts.

**Objective:** As player One you play the role of a powerful heroes quest team, traveling through the cursed forest at Kuttar Depths, in order to reach Varsfield ghost town. Your objective is to survive the orcs' and monster's ambush within the forest. As player Two, your objective is to ambush and destroy as many heroes of the quest team, by controlling both Orc and Mage Spawn warriors.



**Rules:** Mage Knight Unlimited Rules are to be used, except for the special rules below

**Time limit:** 60 minutes

**Army size:**

Player One has a 250-point army, three-actions per turn. Player One army which must include at least 100 points out from Mage Knight Dungeons warriors, from the 1<sup>st</sup> and 2<sup>nd</sup> levels only. No uniques, titans, multi-dial figures or mounted warriors may be used.

Player Two has a 200-point army, two-actions per turn. Player Two must use warriors from Orc Raiders (Mage Knight Unlimited) and/or Mage Spawn warriors only (both Mage Knight Unlimited and Mage Knight Dungeons game systems).

**Setting the scene:** Lay terrain pieces as showed in the figure above, per Mage Knight Unlimited Rules. No other terrain will be put in the scenario.

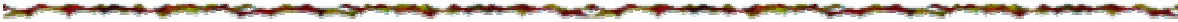
**Special rules:**

1. The Kuttar Depths haunted forest is very dark and scary, which cause visibility decrease. As a result, no warrior may have more than 6" of long attack range. Also, no attack or special ability with the word "Magic" may be used in this scenario.
2. This scenario is intended for Mage Knight Unlimited rules. Heroes may not increase their level throughout this scenario at any time.
3. For purposes of the whole campaign, those warriors and heroes of player One army who are demoralized or eliminated from each scenario can not be used in following scenarios. Damaged warriors may be fully restored to their original starting position for the following scenarios, without passing the initial level (heroes only)



**Victory conditions:**

1. To determine the winner of this scenario, follow the standard Mage Knight Unlimited rules for scoring, with the additional special rules:
  - Player One gets 100 bonus points if his army survives this scenario, with no demoralized or eliminated figures.
  - Player Two gets 150 bonus points if he successfully eliminates all player One army.
  - Player One receives 100 bonus points if he successfully eliminates all player Two army.
2. If both players have the same victory points at the end of the game, the player who made his army with less points wins the game
3. If both players tie victory points at the end of the game, the player with more non-demoralized warriors in the battlefield wins the game
4. If both players tie victory points at the end of the game, both players make a two dice roll. Whoever gets the highest number wins the game





# The Quest for the Sunstone

## Scenario # 2: Entering the Catacombs

**Background:** After successfully evading the orc raiders' ambush, the Hero team stands at the entrance of the Varsfield crypts. The crypts are divided in two levels, so heroes must find out where the secret entrance to the Sunstone level is in order to find it.

**Objective:** As player One you must find out the secret entrance to the Sunstone level, and destroy as many evil monsters and figures as possible. As player Two you must prevent the Hero quest team to reach the second level of the dungeon.

**Rules:** Mage Knight Dungeons **Advanced** Rules are to be used, except for the special rules below

**Time limit:** 60 minutes

**Army size:**

Player One must use the surviving heroes from last scenario. Damaged figures may return to their original starting level, without passing their original level (heroes). Demoralized and eliminated figures from last scenario cannot be used any longer during this campaign.

Player Two will be controlling Orc Raiders and Mage Spawn figures (both Mage Knight Unlimited and Mage Knight Dungeons)

**Tiles:** For this scenario, 12 chamber and 2 hallway tiles will be used

**Dungeon pool:** The following items should be gathered for playing this scenario:

- Only six treasure chests will be being used for this dungeon
- 4 Weak and 3 Standard tokens for the wandering monster pool. There must be available at least 300 points worth of Orc Raiders and Mage Spawn (both Unlimited and Dungeons) figures
- Mage Knight Dungeons artifacts

**Setting the scene:** Lay dungeon items according to Mage Knight Dungeons and artifacts rules.

**Special rules:**

1. The number of actions for each player will be determined by the number of the Hero faction figures present in player One's army. In other words, if player One has 2 Hero figures and 3 Unlimited figures, player One has two activations available per turn. Player Two receives the same number of activations as player One. If player One army has no hero figures on it, only one activation will be made for the entire turn.
2. Player one heroes gain their experience levels as normal
3. Each Hero may carry up to two chests per figure, while the accompanying mercenaries (non-hero faction warriors) may carry only one chest per figure. Mercenaries may use special abilities provided by the chests.
4. When the first chest is opened, or an artifact is being activated, roll a six-sided die. If the result is 1, then the stairway to the next level has been found. The last chest to be opened, or artifact to be activated, if no stairway has been discovered, reveals the stairway. When the treasure chest is removed from play, place a stairway token on the square the chest was occupying. If an artifact reveals the stairway, put the indicating token at one side of the artifact figure.
5. Any hero that moves onto the stairway automatically leaves the dungeon and is removed from play.
6. If any hero or figure carrying a treasure chest is eliminated from dungeon, treasure chest must be brought back where the warrior was eliminated. Player Two must close the treasure chest and turn the trap dial to its blank position. Any hero wishing to open the treasure chest must make a trap roll as Dungeons rules so a new trap is facing the hero wishing to open this treasure chest.



**Victory conditions:**

1. To determine the winner of this scenario, follow the standard Mage Knight Dungeons rules for scoring, with the additional special rules:
  - Both gold and eliminated figures points are worth the same at the end of this scenario
  - If player One successfully sends all of his hero figures to the next dungeon level, his army receives 200 bonus gold. If player sends all of his mercenary figures to the next dungeon level also, his army receives 100 bonus gold.
  - Player Two obtains 50 bonus points for every player One demoralized or eliminated figure from the dungeon
  - If player Two successfully eliminates player One figures, his army receives 1000 bonus points
2. If both players tie victory points at the end of the game, the player with more non-demoralized warriors in the dungeon wins the game
3. If both players tie victory points at the end of the game, both players make a two dice roll. Whoever gets the highest number wins the game





# The Quest for the Sunstone

## Scenario # 3: Sunstone has been found

**Background:** Heroes and their mercenaries have done it. The secret entrance to the sunstone at the Varsfield crypts has been revealed. The hero quest team must investigate and eliminate whoever is behind the evil of the Sunstone, and bring it to the surface for it's final destruction

**Objective:** As player One you must find the Sunstone, and destroy as many evil monsters and figures as possible. As player Two you must prevent the Hero quest team to find the Sunstone.

**Rules:** Mage Knight Dungeons **Advanced** Rules are to be used, except for the special rules below

**Time limit:** 60 minutes

### Army size:

Player One must use the surviving heroes from last scenario. Damaged figures may return to their original starting level, without passing their original level (heroes). Demoralized and eliminated figures from last scenario cannot be used any longer during this campaign.

Player Two will be controlling Orc Raiders and Mage Spawn figures (both Mage Knight Unlimited and Mage Knight Dungeons)

**Tiles:** For this scenario, 12 chamber and 2 hallway tiles will be used

**Dungeon pool:** The following items should be gathered for playing this scenario:

- Only six treasure chests will be being used for this dungeon
- 1 Special monster token must be available for the dungeon
- 4 Standard and 2 Tough tokens for the wandering monster pool. There must be available at least 300 points worth of Orc Raiders and Mage Spawn (both Unlimited and Dungeons) figures. Also, a Revenant Priest figure (D#067) must be available for being used with the Special monster token. If no Revenant priest is available, other unique figure from Mage Spawn (Unlimited or Dungeons) may be used instead
- Mage Knight Dungeons artifacts

**Setting the scene:** Lay dungeon items according to Mage Knight Dungeons rules.

### Special rules:

1. The number of actions for each player will be determined by the number of the Hero faction figures present in player One's army. In other words, if player One has 2 Hero figures and 3 Unlimited figures, player One has two activations available per turn. Player Two receives the same number of activations as player One. If player One army has no hero figures on it, only one activation will be made for the entire turn.
2. Each Hero may carry up to two chests per figure, while the accompanying mercenaries (non-hero faction warriors) may carry only one chest per figure. Mercenaries may use special abilities provided by the chests.
3. When the first chest is opened, roll a six-sided die. If the result is 1, then the Sunstone has been found. The last chest to be opened, if Sunstone has not been discovered, reveals it.
4. Sunstone replaces whatever treasure is found in the chest, even if it is a trap. The Sunstone grants it's finder: **Speed +0 (Magic Levitation), Attack +2 (Magic Blast), Defense +1 (Magic Retaliation) and Damage +1 (Magic freeze)** and has a gold value of **1000**. This special abilities must be used instead of warrior's original special abilities.
5. If player One exits the dungeon carrying the Sunstone, player One is considered winner of the scenario
6. If any hero or figure carrying a treasure chest is eliminated from dungeon, treasure chest must be brought back where the warrior was eliminated. Player Two must close the treasure chest and turn the trap dial to its blank position. Any hero wishing to open the treasure chest must make a trap roll as Dungeons rules so a new trap is facing the hero wishing to open this treasure chest.
7. Whenever the Special Monster token reveals, remove it from play and place the Revenant Priest (or the chosen unique figure for this token)



8. If the warrior carrying the Sunstone is eliminated from play, the token used to mark this warrior as the carrier must stay in the place the figure was eliminated.
9. Any other warrior may pick up the Sunstone and carry it. For this purpose, any warrior attempting to get the Sunstone must make a successful close combat attack. The Sunstone has a defense value of 16. If the warrior hits the Sunstone, he carries it and must be clearly indicated with the token or bead so it can be identified during the game

**Victory conditions:**

1. To determine the winner of this scenario, follow the standard Mage Knight Dungeons rules for scoring, with the additional special rules:
  - Both gold and eliminated figures points are worth the same at the end of this scenario
  - Player Two obtains 50 bonus points for every player One demoralized or eliminated figure from the dungeon
  - If player Two successfully eliminates player One figures, his army receives 1000 bonus points
2. If both players tie victory points at the end of the game, the player with more non-demoralized warriors in the battlefield wins the game
3. If both players tie victory points at the end of the game, both players make a two dice roll. Whoever gets the highest number wins the game

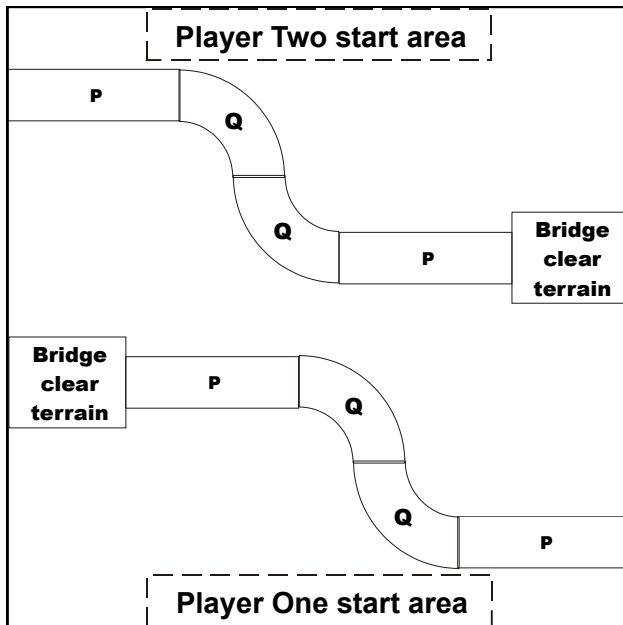


# The Quest for the Sunstone

## Scenario # 4: Defending Blood!

**Background:** Evil creatures couldn't stop the hero quest team for getting the Sunstone, so they'll prepare the final assault on them for restoring their sacred treasure. For this to happen, they have assembled a great ambush army using the best warriors and evil creatures available. The final confrontation will take place at the Varsfield swamps, where the evil creatures believe they will have the most advantage to slash the hero quest team and return the Sunstone to it's resting place and preserve evil forever.

**Objective:** As player One you must successfully defend your heroic quest team from the ambush and attacks of the evil Orc Raiders and their Mage Spawn powerful allies, so the Sunstone can be finally destroyed at King Tasken palace. As player Two, you must successfully ambush and destroy the hero quest team while gathering and saving the Sunstone from destruction.



**Rules:** Mage Knight Unlimited Rules are to be used, except for the special rules below

**Time limit:** 60 minutes

**Army size:**

Player One must use the remaining warriors that successfully exit the Varsfield crypts during last scenario

Player Two has a 300-point army, two-actions per turn. Player Two must use warriors from Orc Raiders (Mage Knight Unlimited) and/or Mage Spawn warriors only (both Mage Knight Unlimited and Mage Knight Dungeons game systems).

**Setting the scene:** Lay terrain pieces as showed in the figure above, per Mage Knight Unlimited Rules. No other terrain will be put in the scenario.

**Special rules:**

1. Player One must indicate with a token, bead or any other indicator, which warrior is carrying the Sunstone. As the Sunstone is a very powerful and heavy object, warrior carrying it may not use the flight and/or the Aquatic special abilities.
2. The last warrior that was carrying The Sunstone in the previous scenario, starts this scenario carrying the Sunstone. That warrior still uses the Sunstone magic powers: **Speed +0 (Magic Levitation), Attack +2 (Magic Blast), Defense +1 (Magic Retaliation) and Damage +1 (Magic freeze)**. This special abilities must be used instead of warrior's original special abilities
3. If player One's warrior carrying the Sunstone reach player Two starting area, player One is considered the winner of the scenario.
4. If the warrior carrying the Sunstone is eliminated from play, the token used to mark this warrior as the carrier must stay in the place the figure was eliminated.
5. Any other warrior may pick up the Sunstone and carry it. For this purpose, any warrior attempting to get the Sunstone must make a successful close combat attack. The Sunstone has a defense value of 16. If the warrior hits the Sunstone, he carries it and must be clearly indicated with the token or bead so it can be identified during the game.
6. If player Two successfully eliminates player One army, his army is considered the winner of the scenario.



**Victory conditions:**

1. To determine the winner of this scenario, follow the standard Mage Knight Unlimited rules for scoring, with the additional special rules:
2. If both players have the same victory points at the end of the game, the player who made his army with less points wins the game
3. If both players tie victory points at the end of the game, the player with more non-demoralized warriors in the battlefield wins the game
4. If both players tie victory points at the end of the game, both players make a two dice roll. Whoever gets the highest number wins the game

