MAGE KNIGHT
DUNGEONS

DRAGON'S GATE

RULES

English

Mage Knight™
Additional Special Abilities

SPEED

Mage Knight Rules
FRENZY [Orange Circle] This warrior must be given an action first.
This warrior may not be a part of any formation. At the beginning of your turn, all warriors with zero or one action tokens that have Frenzy must be given a nonpass action before you can give actions to figures that do not have Frenzy. If you have more warriors with Frenzy than you have actions, you may choose which warriors with Frenzy will be given an action. A warrior with Frenzy cannot capture other figures or be captured. If this warrior already controls a captive, the captive is no longer a captive.

Mage Knight Dungeons Rules
FRENZY [Orange Circle] This warrior must be given an activation first.
If a Hero, this warrior must be given an activation before any other figure without Frenzy. If a Mage Spawn without a movement marker, this warrior must be given an activation before any other Mage Spawn without Frenzy.

Mage Knight Rules
SUMMON [Gray Circle] This warrior can bring one of your eliminated Mage Spawn figures back into play. (Optional)
Give this warrior a move action, but do not move it. It may not be in base contact with an opposing figure. Choose one of your eliminated Mage Spawn figures with a point value no greater than this warrior's point value. Turn the chosen figure's combat dial to the starting position and place it in base contact with this warrior.

Mage Knight Dungeons Rules
SUMMON [Gray Circle] This warrior

can bring a Mage Spawn figure into play. (Optional)

Give this warrior an activation. It has 0 speed points for the turn and may not make an attack. Choose a Mage Spawn figure with the lowest point value from the Mage Spawn pool. Turn the chosen figure's combat dial to the starting position and place it adjacent to this warrior. A figure summoned by a Mage Spawn is considered a Mage Spawn. A figure summoned by a Hero is considered part of the Hero's Heroic team and is no longer considered a Mage Spawn. This warrior may not summon another figure until the chosen figure has been returned to the Mage Spawn pool. The addition of the chosen figure does not give this player any additional activations for his or her Heroic team.

DEFENSE

Mage Knight Rules
CURSED [Orange Circle] This warrior takes additional damage from magic effects.
If an action would cause this warrior to be affected by one or more special abilities with the word "Magic" in the name, it receives 1 click of damage after the action is resolved.

Mage Knight Dungeons Rules
CURSED [Orange Circle] This warrior takes additional damage from magic effects.
If an activation would cause this warrior to be affected by one or more special abilities with the word "Magic" in the name, it receives 1 click of damage after the action is resolved.

Mage Knight Rules
TERRIFY [Gray Circle] Opposing non-Hero warriors may not be able to enter into base contact with this warrior. (Optional)
Whenever an opposing player gives a move action to a non-Hero figure that would put it in base contact with this warrior, that player rolls 1 six-sided die. On a result of 1 or 2, the figure may not move into base contact with this warrior this turn. This warrior is not affected by Terrify.

Mage Knight Dungeons Rules
TERRIFY [Gray Circle] Opposing warriors may not be able to move adjacent to this warrior. (Optional)
Whenever an opposing player attempts to move a figure adjacent to this warrior, that player rolls 1 six-sided die. On a result of 1 or 2, the figure may not move adjacent to this warrior this turn. This warrior is not affected by Terrify.

Changeling Mage Spawn

Two figures in the **Mage Knight™ Dungeons**: *Dragon's Gate* set look like treasure chests, but they're anything but. These shapechanging Mage Spawn only appear to be treasure chests, even mimicking traps. This new type of Mage Spawn is called a Changeling, and it follows all the normal rules for Mage Spawn, except for those outlined below.

These Changelings are added to the Treasure pool (Step 3 of setup), not to the Mage Spawn pool. Place them in the dungeon as you would place regular treasure chests.

Changelings have the same trap information that normal treasure chests have, and are encountered exactly as treasure chests are. Once the "trap" is either disarmed or triggered, and speed points are used to open the chest and collect the treasure, the monster is "revealed."

Inside, the stats are standard Mage Spawn stats, rather than treasure chest stats.

Once the Changeling is revealed, ensure that its dial is at its starting position. On the sticker, to the left of the speed value, is either an arrow, a skull, or a green square. The starting position is the green square. Turn the treasure spindle until the green square appears. The arrow indicates that you're not at the beginning of the dial and directs you to the starting slot.

After turning the Changeling's spindle to its starting position, place it back in the square it was lifted from, in the same direction it was facing before. The Changeling can attack or counterattack per the standard rules for Mage Spawn.

Changelings each have a standard front and rear arc (three squares). They use all special abilities per the normal rules. The only exception is ranged combat. Changelings use the rules for an R-based (range-based) attack per the **Mage Knight Dungeons** rules. Also, they can make this ranged attack even if an opposing character is in their front arc. If a Changeling takes damage, turn the spindle in the direction the arrows indicate (just like clicking a base). Once all skulls appear, the Changeling is eliminated and should be removed from play.

The Heroic team that defeats the Changeling gains experience per the normal **Mage Knight Dungeons** rules.

Once removed from play, a Changeling is placed in the Mage Spawn pool and can be placed as a Mage Spawn as the game continues. Note: A Changeling does not appear until its trap is successfully disarmed or triggered—until then, the monster cannot be targeted as a Mage Spawn.