



# MAGE KNIGHT™

## RIVER DAM

Origins Convention  
Mage Knight Dungeons

### SCENARIO #2: THE SLUICE GULLEYS

The slim metal walkway bridged over one of the dam's sluice gulleys, providing access to the next of the dam's inner chambers. Beneath Kimble Garr's feet, a rush of thundering, foaming water roared by. While the metal rails to either side of the bridge looked strong enough from a distance, rust had obviously taken its toll on the metal structures. Kimble noted that all of the bolts holding the rails together were either rusty or corroding, and the bridge planks tended to vibrate with Kimble's every step. Not good, Kimble nervously thought to himself. Not good at all. One misstep, and he could be swept away like a leaf in a stream, his drowned body carried all the way down to the ocean's shores.

"I don't like this, boss," yelled one of Kimble's bodyguards. The Khamsin mercenary nervously stepped onto the bridge behind the Dwarf, his eyes never leaving the roiling water below.

"I don't like it either," Kimble said. "But keep your eyes in front of you."

With a start, Kimble saw a flash of color move in the shadows on the far side of the room. He managed to duck out of the way of the incoming crossbow bolt, but couldn't sound the alert quickly enough for the unfortunate soldier behind him. The bolt struck the Khamsin warrior squarely in the chest, toppling him through the rail, sending him down into the angry waters below.

"Ambush!" Kimble yelled to the rest of his team, then charged down the length of the bridge to attack!

**BACKGROUND** : The Heroes continue to descend down into the depths of the dam. In this level, they must once again cross paths with the enemy, but must also avoid being washed away by the powerful currents from the River Khamita!

**OBJECTIVE** : Reach the center chamber before the other player, and ensure that your Heroes are the only ones who exit the scenario alive.

**TIME LIMIT** : 50 minutes

**DIFFICULTY** : Standard

**ARMY SIZE** : 100 points. Heroes may begin at either 1st or 2nd level.

#### SETTING THE SCENE

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

- 1) Place no Treasure Chests or Wandering Monster tokens in this scenario.
- 2) All of the corridor tiles must be either #6 or #22, and form a continuous hallway from one end of the dam to the other.
- 3) Place a marker in one of the squares on the center tile as indicated on the map. This represents the stairway down to the next level.

#### SPECIAL RULES

- 1) No Wandering Monsters or Treasure Chests are placed in this scenario.
- 2) None of a player's Heroes may exit the level until that player has eliminated at least one enemy figure.
- 3) The player that reached the exit in the first scenario goes first in this scenario.
- 4) Any figure that moves onto the stairway square may choose to be removed from play (provided the conditions of Rule #2 are satisfied above.)
- 5) Any figure that ends up taking 3 or more clicks of damage from a single hit (once factors such as Toughness and Invulnerability are taken into account) and is standing on one of the corridor squares marked "Sluice" is knocked into the waters below, and are eliminated from play. These figures may not be used in the third scenario in this series.

### SCENARIO #3: THE CONTROL ROOM

Chaotic Grimm hunched his back, and squeezed himself down the narrow hallway. When he popped out the far side, his eyes were already adapting to the subterranean darkness. With the river rushing just a few feet over his head, Grimm wanted this part of the adventure to be over. He felt better under the open sky, or even in a mountain cave – but this human-built stone and metal tomb gave him the willies.

"What now?" growled one of his goblin scouts. The little creature's nose wrinkled at the smell of the metallic, damp air.

"The Magus said we're looking for a box. A big metal box. With gears and levers." The Goblin nodded, and carefully peered around the tiny corridor, looking for anything that might be the prize.

"Don't see one."

Grimm growled. "With lights."

"Oh!" the Goblin exclaimed, as if this explained everything. "Smash it, then?"

"NO!" Grimm yelled, cuffing the stupid Goblin with his fist. "Protect it. We need that box. Magus needs that box. Don't hurt the box."

"Good, good," the Goblin. "No hurt box." Then the little green creature pointed down the length of the corridor, where a pair of torches could be seen bobbing in the dark. "What about them? Can we hurt them?"

The Orc leader smiled widely, showing yellowed, pitted teeth. He could faintly make out the outlines of the Dwarves holding the floating torches. "Yes. Hurt them. Hurt them a lot!"

**BACKGROUND** : The ancient hinged sluice gates are controlled from the central chamber. The Rebel player must reach the center and smash the controls before the Atlantean Mercenaries reach them, and cause a flood the Rebels will not soon forget!

**OBJECTIVE** : Reach the marker at the center, and either defend or destroy it!

**TIME LIMIT** : 50 minutes

**DIFFICULTY** : Tough

**ARMY SIZE** : Whatever levels that Heroes earned in the second scenario carries over to this scenario. Heroes eliminated in the second scenario may be used in this scenario, but they must start at 1st level.

**DUNGEON POOLS** : Each player must provide the following:

- One treasure chest per tile that they bring for the treasure chest pool.
- A minimum of 200 points worth of Mage Spawn in the Mage Spawn Pool.

**TILES** : All players must bring 5 chamber tiles, and one hallway tile.

**SETTING THE SCENE** : Place items according to the standard Dungeons rules.

- 1) Set up the map per the attached illustration.
- 2) Each player should randomly draw and place four Treasure Chests from the Treasure Chest pool in the chamber closest to them.
- 3) Place a marker in the central chamber. This marker indicates the control mechanism for the sluice gates.

#### SPECIAL RULES

- 1) No Wandering Monsters are placed in this scenario.
- 2) The marker in the center tile, indicating the control mechanism for the sluice gates, has a defense value of 20. The marker may only be attacked by a close-combat attack. If the marker is successfully hit, (or the attacker rolls a critical hit with their close-combat attack) then the gate controls are broken, and the sluice gates will never again be able to be closed.
- 3) The player that was first to exit one of their Heroes in the second scenario goes first in this scenario.

#### VICTORY

If the controls are destroyed, the Rebels win. If the controls are not destroyed, the Atlanteans win.

#### RAMIFICATIONS

If the controls are destroyed the Atlanteans will not be able to flood the Khamsin countryside. If the controls are not destroyed, then Grimm and the Atlanteans will be able to use the dam as a weapon in the ongoing Atlantean war against the Black Powder Rebels.

