



Scenario 3, March 2002 Lord Maakha's Nightmare

The doors of the throne hall burst open. The man stood hunched over holding his gut, his face could not be seen. He stumbled forward towards Lord Maakha.

"Who let this drunk in here!" the Lord bellowed.

Quickly two guards ran over the grab the drunkard and throw him out.

"I am no drunk," a voice cracked, "I am hurt. I am...T...Trey...Trey Kamman..."

"Trey Kamman? My daughter's bodyguard?" the Lord moved quickly. For an older man, his warrior skills still surprised those around him. "Where is she?"

"She has been captured, my Lord."

"Taken where? By whom?"

"A monster...in the...in the Dungeons of Wingfall..."

"The Dungeons!" the Lord screamed. "Where is she Trey? Where is Kaladonna?" The massive Hero shook the boy violently, trying to force the answer from him. From between Trey's hands, blood began to flow rapidly from his gut.

"My lord, please," said Maakha's cleric, Glyph. "You may unintentionally finish the job that the beast began, if you do not set him down. Killing Trey will not help you find Kaladonna."

Reluctantly, the ruler released his hands from the injured warrior. "Yes, you are quite correct Glyph." At Glyph's signal, two of his acolytes picked up the ailing warrior, and headed off to the chapel for immediate treatment.

Lord Maakha straightened his hair and fixed his robes. "Squires, mount your horses and ride out to every village and in the area. Let it be known that Lord Maakha will give a thousand gold pieces to the group that finds my daughter and returns her to me alive."

"A thousand gold pieces!" Glyph stated, shocked at the sheer amount. "My Lord, do you think that's advisable?"

"You're right, Glyph. Squires, make it two thousand. And find my armor. I'll get my own team together and head out immediately."

BACKGROUND

Lord Maakha is a retired Hero. The vast quantities of gold and magic items that he has gathered though the years has allowed him to build himself a castle and keep of impressive stature. But above gold or riches, he loves his daughter Kaladonna more than anything else. But, much to his irritation, she took after her father's adventurous ways. Just two days beforehand, unknown to her father, she had Trey Kamman hire a group of Heroes to aid her in the exploration of an ancient Dungeon far to the north of her father's keep. But when only one of her team came back to the castle, barely alive and barely able to describe any of what had happened. Lord Maakha put out a call to all the Heroes of his kingdom – a reward of two thousand gold pieces for any Hero who brought back his daughter alive!

OBJECTIVE

Find and rescue Kaladonna from the mind games of a Mind Thief who has trapped Kaladonna under his wicked spell.



TIME LIMIT

60 minutes (begin timing after set-up). For each player over two add 30 minutes to the scenario base time.

DIFFICULTY

Standard.

ARMY SIZE

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

DUNGEON POOLS

Each player places:

- Players must bring one chest per Hero in their Heroic team for the treasure pool.
- Players must bring 4 Yellow Wandering Monster Tokens and 2 Blue for the Wandering Monster Token pool
- 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 only Mage Spawn and Shift figures.
 - Mage Spawn can be from any **Mage Knight** set.
- There are no limitations on Terrain Markers for the Terrain Pool.

TILES

All players must bring 4 chamber tiles, and two hallway tiles.

SPECIAL ITEMS

One player must provide a Woodland Scout (#13-15 from the Rebellion Set) to represent Kaladonna.

Also, one player must provide the Shyft Mind Thief (#76-#78 from the Whirlwind set) for the scenario. The Mind Thief can be of any rank. The important element about the Mind Thief figure is that it possesses the Magic Confusion ability. For a harder scenario, players could use the Revenant Priest from Dungeons, though this will likely be a significantly harder fight.

SETTING THE SCENE

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

Central Chamber: Place the Mind Thief and Kaladonna in the central chamber. Kaladonna must be clicked to her last demoralized slot on her dial. The two figures do not have to be in adjacent squares.

SPECIAL RULES

1. The Mind Thief cannot be moved until...
 - a. A Hero enters a tile that connects to the central chamber.
 - b. A Hero makes any kind of range attack at the Mind Thief.
2. Kaladonna cannot be moved until the Mind Thief is eliminated.
3. If she is freed, but no team has or is capable of healing her, then she is a free agent and can be moved as one would move a Mage Spawn.
4. Kaladonna will only join a Heroic team if someone in that team heals her. For this purpose, the Command Special Ability's bonus of healing a demoralized figure counts as healing. Once Kaladonna joins a team, she cannot join any other team.
5. If you heal Kaladonna, she will join your team. You do not get an extra activation, but you gain 100 experience points when she joins with your Heroes. If you succeed in getting Kaladonna out of the Dungeon alive you will also gain 2000 gold pieces for victory.
6. If Kaladonna is eliminated while a member of your team, and a member of your team escapes from the Dungeon, you still gain 1000 gold pieces for bringing back her dead body to a grieving Lord Maakha.
7. If Kaladonna is eliminated before she can join a team, then nobody gets any reward.

VICTORY

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

