



Scenario 4, March 2002 The Scalding Springs of Ereven

The Goblin Volunteer's screams finally stopped as its struggling body sank below the surface of the bubbling, steaming pool.

"I tried to save him," Priestess Wylune whispered as she walked to the edge of the frothing water. "But something in these caves caused my magics to fail."

Lord Oren stood protectively behind her, watching the shadows. "This is a haunted place. The legends say that the Dwarves carved this labyrinth for Mad King Ereven at the cost of many of their lives."

"The legends are true," Tor Thundercloud said sadly. "But my people protect their troves well, even in death. Indeed, many of the Dwarves that died during the construction are buried within this place. As result of their presence, the crypt of Mad King Ereven has taken on the properties of my race."

"You mean the caves themselves are magically immune?" Priestess Wylune looked sick. "Is that even possible?"

The Dwarf nodded solemnly. "I have heard of places like this before."

Lord Oren pulled out his sword, "Then we should be ready for the unexpected. Which way, Dwarf?"

"Forward," Tor said, raising his shield and war-hammer. "Forward to the Ereven's tomb and his horde of gold!"

BACKGROUND

Deep in the recesses of a Dwarven Mountain lies the chambers of Ereven, an ancient Dwarven King. The wealth that Ereven gathered in life was considerable, and his treasures rumored to be uncountable. But as the saying goes, "Uneasy lies the head that wears the Crown" As Ereven's wealth and power grew, the Dwarf became more and more paranoid of his riches.

Digging deep into the bowels of a great mountain, far from any Dwarven city, Ereven's miners carved a massive vault for his hoard of gold. Ereven chose the location for his vault carefully, for a great river formed from glacial runoff poured through the mountain in subterranean channels, which were in turn heated by glowing magma beneath. As result, the water that boils up from the fiery depths of Ereven's mountain could cook a Troll in minutes, and lesser creatures in mere seconds.

Due to the treacherous conditions and Ereven's haste to complete his vault, more than a hundred Dwarven miners died during the construction of the Dungeon. As result, their will and devotion soaked into the very stone of Ereven's vault, protecting his labyrinth for all time to come.

OBJECTIVE

Slip into Ereven's Vault, get as much gold as possible and escape before being boiled by the pools.



TIME LIMIT

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

DIFFICULTY

Standard

ARMY SIZE

150 points. One of a player's Heroes may begin at 3rd level.

DUNGEON POOLS

Each player must provide:

- One treasure chest per tile that they bring for the treasure chest pool.
- 2 Weak Wandering Monster tokens, 2 Standard tokens and 2 Red tokens for the Wandering Monster pool
- A minimum of 150 points worth of Mage Spawn in the Mage Spawn Pool with the following limitations:
 - 5 figures must be under 25 points.
 - 1 Unique Black Powder Rebel figure.
 - The rest of the Mage Spawn pool must be made up only of Black Powder Rebel and Mage Spawn figures.
 - These figures can be from any Mage Knight set.
- There must be at least two wooden doors and two water terrain markers.
- There are no limitations on other terrain markers for the Terrain Pool.

TILES

All players must bring 5 chamber tiles, and one hallway tile. Each player must bring chamber tile 17/19 AND 8.

SETTING THE SCENE

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

Treasure Chests: Players place three treasure chests, not the normal two.

Central Tile: The central tile must be a water tile. Place the toughest Steam Golem in the Central Chamber. It can be moved per normal. The other Steam Golem is placed in the Mage Spawn Pool.

SPECIAL RULES

1. Unlike normal Dungeon walls, the Dungeon of Ereven was infused with the blood of the Dwarves who built it. As result, all Special Abilities with the word **Magic** in the name do not work in the Dungeon of Ereven.
2. In addition to the negation of Magic, the boiling waters of the pools and streams will cause Heroes to take one click of damage for each water square they move into. Additionally, at the beginning of any player's turn, a Hero that is in a water square takes one click of damage. Heroes eliminated in this way are not worth any experience points. Figures placed into play from the Mage Spawn pools, as well as the Unique Black Powder Rebel figure, do not take any damage from the pools.
3. Immediately after three treasure chests have been collected (or removed from the Dungeon due to having been trapped), the first player takes the highest valued figure in the Mage Spawn pool and places that figure in the central chamber. After five chests have been collected or removed from the board, follow the same placement procedure using the highest point valued figure in the Mage Spawn Pool. If playing with more than two players continue this process for every two treasure chests gathered or removed until there are no more treasure chests remaining.

VICTORY

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

