

MAGE KNIGHT DUNGEONS SCENARIO: THE MINOTAUR'S MAZE

In one corner of the darkened pub, an old man sat hearthside, a mug of ale in one hand. He spoke with a voice cracked by age, Dwarven ale, and the pain of a thousand battles.

"I have only one regret," he croaked after he finished his last story. "I have never been able to gather the treasure of the Minotaur." He began to speak of gems the size of a baby's head, of piles of gold pieces that could drown a Troll, of magic so powerful even the Draconum wouldn't venture near the caves.

Hardened warriors listened, intoxicated by the rich images. Their faces were stoic, but one thought ran through each of their minds: How hard could it be to defeat such Mage Spawn?

When the old man finished, only the crackle of the fire could be heard. The old man whispered, but his word seemed to echo throughout the room. "If only there were still adventurers worthy of the name 'Hero.'"

The next day the old man sat alone in front of the fire. All the warriors left at daybreak, racing toward the mountains. The old man smiled. "Fools and simpletons," he mumbled, and then began to laugh.

BACKGROUND: The riches of the Minotaur's lair are legendary, but so is the deadly maze of chambers and hallways. Because so few have survived the Minotaur's maze, little is known of the other Mage Spawn that inhabit those caves. The Heroic Team that defeats these Mage Spawn and survives to describe their adventures will surely earn a fantastic treasure.

OBJECTIVE: Defeat the Minotaurs, gather their treasure and become a Heroic Team of legendary status... .

TIME LIMIT: 50 minutes (begin timing after set-up)

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

DUNGEON POOLS: Each player places:

3 Treasure Chests in the Treasure Pool.

6 (4 Yellow and 2 Blue) Wandering Monster Tokens in the Wandering Monster Token Pool.

Use a minimum of 100 points worth of Mage Spawn made up of at least 6 figures. Mage Spawn can be from both *MK Dungeons* and *MK Rebellion*.

SETTING THE SCENE: Place items according to the standard Dungeons rules. Items can only be placed in the following locations:

In Tile 28 and Tile 6: One Wandering Monster Token each.

In Tile 29 and Tile 20: One Treasure and two Wandering Monster Tokens each. Treasure must be placed in the upper most row of the tile.

In Tile 10: Two Wandering Monster Tokens.

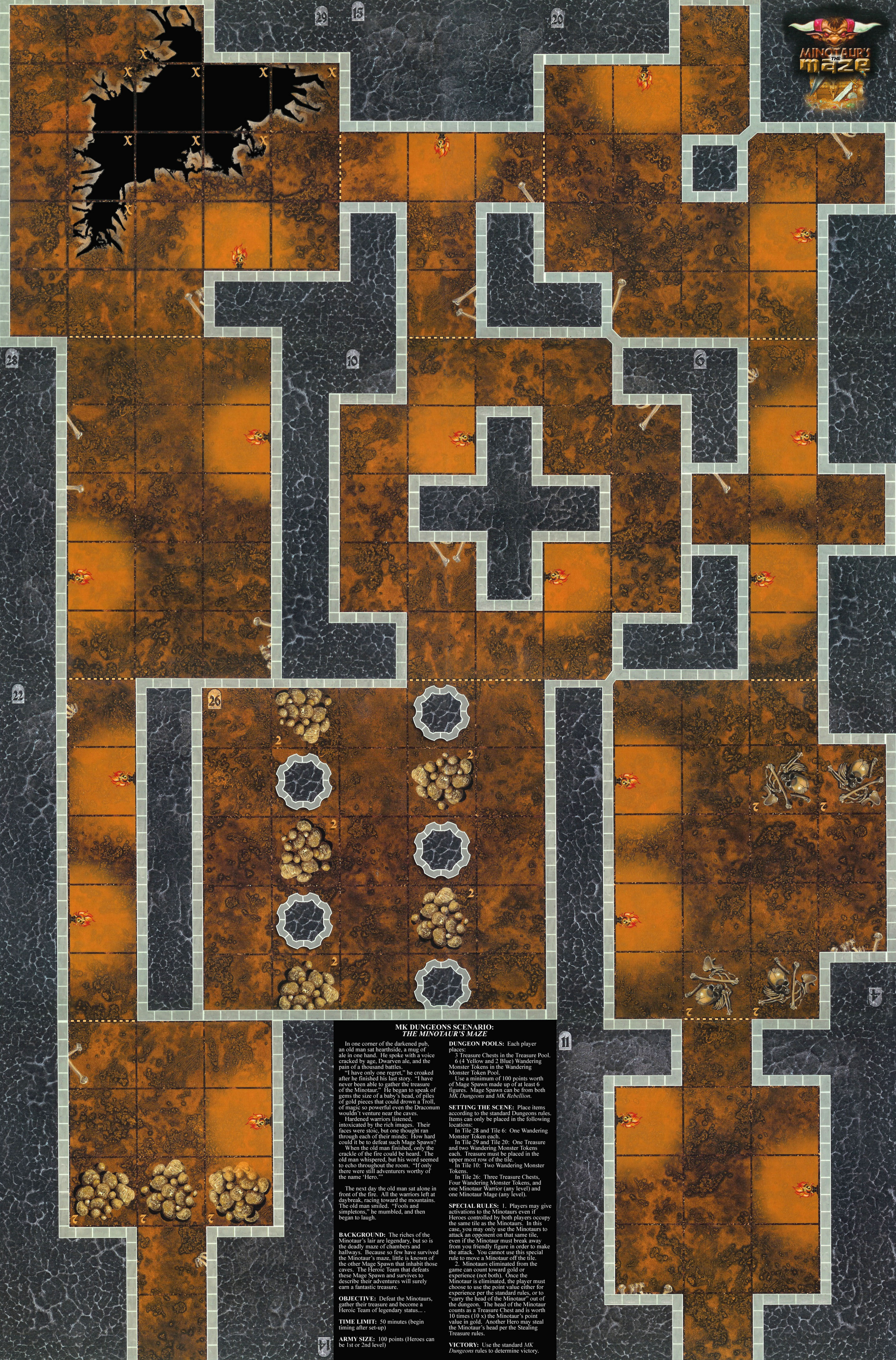
In Tile 26: Three Treasure Chests, Four Wandering Monster Tokens, and one Minotaur Warrior (any level) and one Minotaur Mage (any level).

SPECIAL RULES:

1. Players may give activations to the Minotaurs even if Heroes controlled by both players occupy the same tile as the Minotaurs. In this case, you may only use the Minotaurs to attack an opponent on that same tile, even if the Minotaur must break away from you friendly figure in order to make the attack. You cannot use this special rule to move a Minotaur off the tile.

2. Minotaurs eliminated from the game can count toward gold or experience (not both). Once the Minotaur is eliminated, the player must choose to use the point value either for experience per the standard rules, or to "carry the head of the Minotaur" out of the dungeon. The head of the Minotaur counts as a Treasure Chest and is worth 10 times (10 x) the Minotaur's point value in gold. Another Hero may steal the Minotaur's head per the Stealing Treasure rules.

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



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