



DUNGEONS



△ PYRAMID △

RULEBOOK

# TO BE A HERO....

## MAGE KNIGHT DUNGEONS: PYRAMID

IS A FAST PACED, FUN GAME OF HEROIC COMBAT.

YOUR HEROES SLOG THROUGH DEEP, DARK DUNGEONS AND BATTLE TERRIFYING MAGE SPAWN MONSTERS IN A RACE AGAINST OTHER HEROES TO FIND HIDDEN TREASURES FILLED WITH MAGIC ITEMS AND GOLD.

THESE PRIZES ARE WHAT A HERO NEEDS TO CARVE HIMSELF A LEGEND: THE MORE GOLD, THE GREATER THE LEGEND. IF YOU ARE READY TO TURN YOUR WARRIOR INTO A HERO, READ ON.

## INTRODUCTION

In **Mage Knight Dungeons: Pyramid**, you take turns moving your Hero through the dungeon to win treasure, defeat monsters and other Heroes, and fight to make it out alive. On your opponent's turn, you play the monsters who are trying to eliminate his Hero. Along the way your Hero must face the traps that protect the treasure chests, battle monsters and search for the fastest and safest way out of the dungeon.

## COMPONENTS

This starter set contains:

- 2 Mage Knight Heroes
- 6 Mage Spawn figures
- 2 treasure chests
- 6 wandering monster tokens
- 2 sets of level markers
- 4 arrow markers
- 1 30" x 20" dungeon map
- 2 dice
- Special Abilities Card
- This rulebook

## THE GOAL: TREASURE!

Your Hero's goal in **Mage Knight Dungeons: Pyramid** is to gather treasure and escape from the dungeon alive—and to deny his opponent that same glory. Treasure contains gold and gold is the only measure of victory. The player with the most gold at the end of the game wins.



## SET UP THE BOARD

**MK Dungeons: Pyramid** can be played using a map or tiles as the board. Each starter set contains a two-sided map; tiles are included in other **Dungeons** products.

If you are using tiles for your board, go to p. 4 for set-up rules.

## STEP I: CHOOSE YOUR HEROES

Each player in a game of **Mage Knight Dungeons: Pyramid** creates a Heroic Team. A standard Heroic Team consists of a group of Heroes whose total point value does not exceed 100 points. Use the point value printed on the sticker attached to each figure's base to choose the Heroes for your Team.

Heroes can begin the game at Level 1 or Level 2.

Heroes are unique. A Heroic Team can include only one of any Hero.

If you are playing with only one Hero per player, use the rules for the Lone Wolf game on p. 21.



### STARTING PLAYER

Each player rolls two dice to determine who plays first. The person with the highest die result is called the starting player and plays first. Play proceeds to the left.

**MK Dungeons: Pyramid** contains two types of warriors: Heroes and Mage Spawn. You use your Heroes to explore the dungeon and find the treasure. Mage Spawn are the monsters you must defeat to carry away the gold. Each warrior is composed of three parts: the miniature figure, the base and the combat dial.

### THE BASE

The figure base provides the following information.

### THE FIGURE

Each warrior is a fully painted miniature.

#### Rear Arc

If an attack passes through the rear arc on the warrior's base, the attacker receives bonuses to his attack.

#### Faction Symbol

The group to which the warrior belongs. This Hero is an elite with 2 factions.

#### Point Value

The number of points the warrior is worth when building an army.

#### Set Icon

#### Collector's Number

There are 92 different characters in **Mage Knight Dungeons: Pyramid**. The collector's number allows you to track the figures in your collection.

#### Warrior's Name

The name of the warrior.

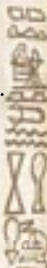
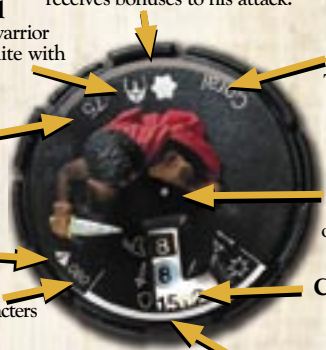
#### Center Dot

Used to determine line of fire for any ranged attack.

#### Combat Dial Stat Slot

#### Front Arc

Defines the warrior's facing. All attacks must be made through the front arc.



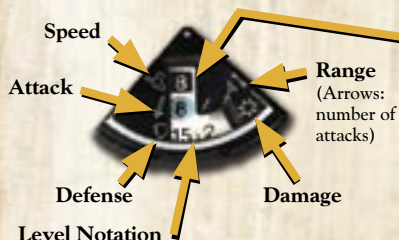


## THE COMBAT DIAL

The combat dial is the rotating dial under each figure's base. Each warrior's combat dial shows a set of numbers that tell you how good that warrior is at doing certain things. When you turn the dial clockwise, you reveal a new set of numbers.

## COMBAT VALUES

Each warrior has five combat values: speed, attack, defense, damage and range. The combat value symbol is printed on the base; the value is printed on the combat dial and shows through the slot. The combat value for range is printed on the base.



## SPECIAL ABILITIES

Colored squares and circles on a warrior's combat dial indicate special abilities associated with each combat value. Descriptions of the special abilities appear on the Mage Knight Dungeons Special Ability Card.

## Level Notation

Most Heroes begin the game at Experience Level 1 and can gain up to 4 more levels of experience. Use a level counter to show your Hero's experience level. The sticker on the bottom of a Hero's base shows that Hero's point value for each level.



HERO LEVEL COUNTER



HERO BASE STICKER

# STEP 2: LAY OUT THE DUNGEON

## USING THE MAP

Unfold the map and lay it out on the table or floor, or wherever you are playing. Dashed lines indicate the edges of the tiles on each map.

Each map is divided into tiles, which represent hallways or chambers. The tiles are divided into squares, which determine location and define movement.

## USING THE DUNGEON TILES

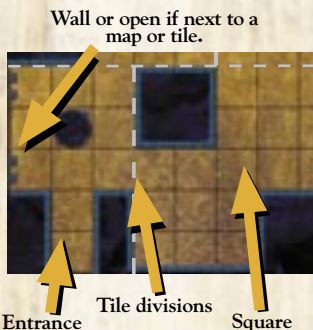
If you are using the tiles, then creating the dungeon is part of the game.

The maps and tiles use the same terminology; squares for movement and icons to distinguish types of terrain or obstacles. The maps were created using the tiles. Hallway tiles are 3 squares by 5 squares; the chamber tiles are 5 squares by 5 squares.

To create the dungeon, each player chooses five Dungeons tiles, including a minimum of three chambers and one hallway. Set aside the remaining tiles. If your Heroic Team is larger than 100 points, each player places an additional tile for every additional 50 points in their team, rounding up to the nearest 50. For example, in a 200-point Dungeons game, each player would place 7 tiles.

The starting player places a chamber tile in the center of the playing surface. This is the central chamber of the dungeon. Next, the player to the left places a tile according to the following criteria:

- You must be able to draw a continuous path of playable squares from the new tile to the central chamber.



- The last tile each player places must be a hallway tile. Place this tile so that it creates an entrance to the dungeon. This tile must connect to only a single chamber.

#### TILES THAT DON'T FIT

If you have a tile in which neither side fits the current dungeon formation (according to the above criteria), set aside that tile and randomly choose another tile from the ones left over in the initial selection. If there are no tiles left to select or no tiles fit the dungeon formation, then you are finished placing tiles. All players must then place their hallway tiles.

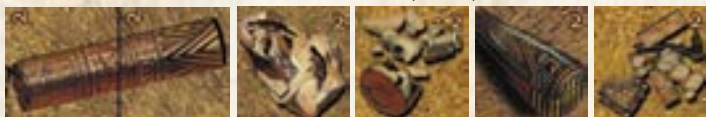
#### DEAD ENDS

Most tiles have multiple entryways. Entryways that end in walls or with “open ends” to nothing are considered dead ends. All these paths are considered to end in blocking terrain at the edge of the tile.

#### TERRAIN

Some squares contain an illustration or color that identifies that square as special terrain or a terrain feature. A figure cannot move through a blocking terrain wall using normal movement or any special ability.

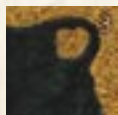
##### HINDERING TERRAIN (LEGAL)



##### BLOCKING TERRAIN (ILLEGAL)



##### WATER TERRAIN (LEGAL)



##### CREVASSE (ILLEGAL)



##### CLEAR TERRAIN (LEGAL)



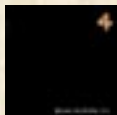
## STEP 3: PLACE SPECIAL TERRAIN AND DOORS

The MK Dungeons Premier Box provides four different terrain markers and four doors. Players should agree on the terrain and doors to be used before beginning play, and use those pieces to create a pool from which each player draws a single piece. Each player then places terrain or doors, beginning with the starting player. Special terrain and doors cannot be placed in any player's starting hallway tile or connected chamber tile.

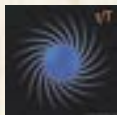
#### TERRAIN MARKERS

One side of the terrain markers corresponds to standard hindering and water terrain. The other side represents unique terrain features: shadowed terrain, the vortex, the teleporting chamber and staircases. The terrain on the marker replaces the terrain on the map or tile.

##### SHADOWED TERRAIN



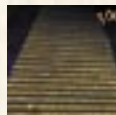
##### VORTEX



##### TELEPORT



##### STAIRCASE





Two squares have a 1/t indication, Teleport and Vortex. Use of a teleport or vortex movement is optional. To teleport, it costs 1 speed point to enter the square. This movement ends the character's activation. On the next turn, the character is placed on another open Teleport square. A character cannot teleport to an occupied teleport square. Teleporting uses all the character's speed points.

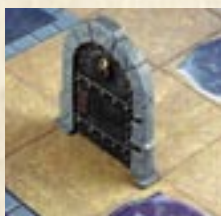
The Vortex square costs 1 point to enter. This movement ends the character's activation. On the character's next turn, the player rotates the tile 90 degrees in either direction. Spinning the tile uses all the character's speed points. The staircase can be used to move between levels of a dungeon and is best suited for campaign games.

#### DOORS

There are two types of doors: wooden and iron. Once opened, wooden doors remain open. Iron doors swing closed after each use.



CORRECT PLACEMENT  
THE DOOR'S SIDES CONNECT  
TO WALLS ON EITHER SIDE.



INCORRECT PLACEMENT  
THE DOOR IS NOT  
CONNECTED TO WALLS.

When placing a door, the sides of the doorway must connect to a wall on either side.

Doors function as obstacles and block line of fire when closed. Doors cost 2 speed points to open. Wooden doors can be closed for 1 speed point.

A door can be opened and can be destroyed with an attack using the standard close combat rules. A wooden door has a defense value of 10 and an iron door has a defense value of 15.

The only way to open a door with a ranged attack is to use the following special abilities: Magic Blast, Flame/Lightning, or Shockwave. Flame/Lightning and Shockwave affect other Heroes and Mage Spawn per their special abilities descriptions. A door opened using an attack can never be closed.

## STEP 4: PLACE TREASURE CHESTS

Before the game, set the trap dials (the top visible dial) on the treasure chests to the blank position.

Each player must place at least a number of treasure chests equal to the number of Heroes or figures in his Heroic Team into a Treasure Chest Pool. The starting player takes one treasure chest from the pool, spins the treasure dial (the lower, hidden dial) and places it in a tile at least two tiles from any entrance.

All treasure chests have a front arc, which corresponds to the square directly in front of the chest and one adjacent square on either side of that square. Treasure chests must be placed in such a way that a figure can enter the front arc.

The opponent then takes a treasure chest from the pool, spins the treasure dial and places the chest in any other tile at least two tiles from any possible entrance. You can place only one treasure chest in each tile.

Each player may place only two treasure chests, as long as there are spots for them. Depending on how they are built, some dungeons may not allow many chests. Once all the tiles that can have treasure chests are filled, no more are



**CORRECT PLACEMENT**  
THE TREASURE CHESTS ARE ACCESSIBLE FROM AT LEAST ONE FRONT ARC SQUARE.



**THE TREASURE CHEST**  
Each treasure chest consists of two parts: the trap (located in the lid) and the treasure (located in the chest).



#### THE TRAP

The trap dial is a tumbler containing six positions of information. Five positions are traps, and the starting position is blank. The numbers on the dial represent various powers of the trap.

#### THE TREASURE

The treasure inside the chest also appears on a tumbler. There are six positions of treasure. Treasures give individual figures new powers through magic items, gold, or both.

## STEP 5: PLACE WANDERING MONSTER TOKENS

Wandering monster tokens have three levels: Weak (printed in yellow), Standard (printed in blue) and Tough (printed in red). For each color token there are two different tables.

To create a wandering monster pool, each player contributes 2 Standard tokens and 4 Weak tokens. The monsters generated by the Tough tokens can easily defeat low-level Heroes, so use Tough tokens only if you want a more difficult challenge. If using the Tough tokens, replace one Weak token with the Tough token.

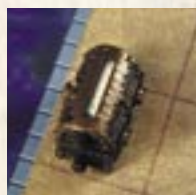
Each player places a maximum of 3 wandering monster tokens.

The starting player chooses a wandering monster token and places it in a tile containing a treasure chest. The opponent then chooses a token and places it according to the following criteria.

- A wandering monster token cannot be placed in the same square as a treasure, but it may be placed in the same tile.
- Only one wandering monster token may be placed on each tile. However, if a tile contains a treasure chest, two wandering monster tokens can be placed on that tile.



**INCORRECT PLACEMENT**  
THE FRONT ARC IS NOT ACCESSIBLE.



Wandering Monster Tokens





- Wandering monster tokens cannot be placed on an entrance tile or any tile adjacent to an entrance tile.
- Before the game begins, players may agree to increase or decrease the number of wandering monster tokens placed in the dungeon. Adding more wandering monster tokens may make the game take longer to play.

## STEP 6: CREATE THE MAGE SPAWN POOL

All players contribute to the Mage Spawn Pool, which supplies all monsters that appear when Heroes encounter wandering monster tokens or when a trap is sprung.

Each player must contribute a minimum number of Mage Spawn equal to the number of figures in their Heroic Team. The minimum total point value of Mage Spawn contributed to the pool must be 100 points. You can contribute as many Mage Spawn as you want; the more monsters, the merrier.

WEAK  
YELLOW HIGHLIGHTS  
★



STANDARD  
BLUE HIGHLIGHTS  
★★



TOUGH  
RED HIGHLIGHTS  
★★★



Some Mage Spawn appear in three versions, Weak, Standard and Tough. Each version is indicated in two ways:

The highlight color should match the number of stars on the base. If a Mage Spawn has no stars on its base, then it is a unique figure. Each version of each Mage Spawn has its own collector's number.

## STEP 7: CHOOSE ENTRANCE AND EXIT

The starting player chooses a hallway tile entrance for his Heroic Team and places a colored arrow on the opening to the dungeon at that location. The opposing player chooses the remaining arrow of the same color and chooses the exit for the first

GREEN'S ENTRANCE. RED'S EXIT.

player's team. Any square that opens to the exterior of the dungeon can serve as an exit; the exit does not need to be on a hallway tile. The opposing player then chooses the entrance for his Team, and the starting player chooses the exit.

If you are only using one set of six tiles, designate the other player's entrance as the opposing player's exit. This change makes for better dungeon construction.



RED'S ENTRANCE. GREEN'S EXIT.

## STEP 8: START THE GAME

Heroes begin the game off the board. Place your Hero next to his or her entrance to the dungeon.

IT'S TIME TO SEARCH FOR TREASURE, ELIMINATE  
MAGE SPAWN AND BECOME A HERO!



# PLAY THE GAME

DURING YOUR TURN, YOU CAN MOVE YOUR HERO THROUGH THE DUNGEON TO GATHER TREASURE, AND YOU CAN MOVE MAGE SPAWN AROUND TO STOP YOUR OPPONENT'S HERO FROM GATHERING TREASURE. THE FOLLOWING RULES TELL YOU HOW TO MOVE AND FIGHT, AND HOW TO GATHER TREASURE.

## IMPORTANT GAME CONCEPTS

The following game concepts are used in **Mage Knight Dungeons: Pyramid**.

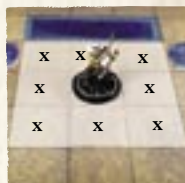
### FRIENDLY AND OPPOSING FIGURES

Friendly figures are characters that you control. Opposing figures are any characters controlled by an opponent. Mage Spawn are considered opposing figures to both players and are considered friendly figures only to other Mage Spawn.

### ADJACENT SQUARES

Adjacent squares are squares on the map that are touching one center square, including squares on the diagonal. This means most squares have eight adjacent squares.

Characters occupying adjacent squares are considered adjacent to one another. Characters on opposite sides of blocking terrain are not considered adjacent.



X = SQUARES ADJACENT TO  
SQUARE OCCUPIED BY FIGURE.

### SPECIAL ABILITIES

The colored squares on each figure's combat dial are associated with specific values on the stat slot and represent your character's special abilities. Special abilities come and go as warriors take clicks of damage and healing. Descriptions of all special abilities appear on the **MK Dungeons: Pyramid Special Ability Card**.

Special abilities are in effect as long as they appear in the stat slot. If a special ability is described as optional, it is assumed that the warrior is using that power unless the player controlling that warrior states that the power is being canceled. The owning player may cancel the effect at any time, in which case it is canceled until the end of the current turn. At the beginning of the next turn, it is assumed to be in effect again.

Players familiar with **Mage Knight Rebellion** or **Mage Knight Unlimited** should review the **Mage Knight Dungeons: Pyramid Special Ability Card** before beginning to play. Even though the names of the special abilities are the same, some special abilities work in a different way.

## ACTIVATIONS

Each player receives a number of activations per turn equal to the number of Heroes with which they begin the game. If you are playing with only one Hero, you receive 2 activations.

A Hero, Mage Spawn, or wandering monster token can only be activated once per turn. You can perform the following activations in any order.

- **Activate A Hero:** An activated Hero may move through the dungeon, fight and open treasure chests. The Hero's activation ends immediately after a combat or according to the use of a special ability. A Hero may make an attack only once per activation.
- **Activate A Mage Spawn Monster:** An activated Mage Spawn may fight and move through the dungeon. The Mage Spawn's activation ends immediately after a combat or according to the use of a special ability.

A Mage Spawn may make an attack only once per activation. A player may not activate a Mage Spawn on the same tile or room as a Hero they control.

- Move Wandering Monster Token: Wandering monster tokens have 4 Speed Points.
- Pass/No Action: A player can declare a pass action for a specific figure or the player can just forfeit the remaining activations and end his turn.

The player does not lose an activation when a Hero is eliminated. For example, if the player begins the game with four Heroes, he has 4 activations per turn. If one Hero is eliminated, the player still has 4 activations per turn.

### FIRST TURN MOVEMENT

A player must move his Heroes into the dungeon on the first turn. Heroes can then encounter and fight Mage Spawn, encounter wandering monster tokens, or attempt to disarm treasure, if they have the required speed points. Players may not move wandering monster tokens or activate Mage Spawn until their entire Heroic Team has entered the dungeon. The Quickness special ability cannot be used on the first turn.

### ACTION COSTS

When you activate a Hero or Mage Spawn, it may take a variety of actions. Each action costs speed points. A warrior's total speed points is equal to the speed value on the figure's combat dial. The cost for various actions appears in the sections describing those actions. Unused speed points are lost at the end of activation. They do not carry over to the next turn.

### MOVEMENT

It costs 1 speed point to move from square to square. A square with a number printed on it costs that many speed points to enter.

To move diagonally, add 1 to the base speed point cost for that square. You may move diagonally between walls if they are not linked together.

A character cannot move into a square marked with an X, unless allowed by a special ability. To enter the dungeon, you must spend the speed points indicated on the entrance square.

Exiting the dungeon costs 1 speed point.

### FREE SPIN

Whenever a Hero or Mage Spawn ends its movement next to or is placed next to an opposing figure, the opposing figure gets a free spin opportunity. The player controlling the figure may immediately turn the figure within its square to face the opposing figure. A figure may have several free spin opportunities during a single turn. You may make a free spin on your turn at any time during your figure's activation.

### BREAKING AWAY

Any figure that begins the turn in or moves into the front arc of an opponent must break away before it can move to another square. Breaking away means that character must make an effort to get away from an opposing figure. It costs 2 speed points to attempt to break away. A figure may attempt to break away any number of



AMIR'S MOVEMENT

YELLOW PATH: 1 (CLEAR) + 1 (CLEAR)  
+ 2 (CLEAR ON DIAGONAL) + 1 (CLEAR) = 5 SPEED POINTS

WHITE PATH: 1 (CLEAR) + 4 (WATER ON A DIAGONAL)  
+ 2 (CLEAR ON DIAGONAL) = 7 SPEED POINTS



times per activation, as long as it has enough speed points available to break away and move to another square. A figure need only roll one successful breakaway to break away from multiple opposing figures.

In order to break away, the player rolls a six-sided die. On a result of 1, 2 or 3, the figure does not break away and must stay in that square. It can perform other actions if it has the speed points available.

On a roll of 4, 5, or 6, the figure breaks away and can move normally, spending its speed points as needed.

Only one successful breakaway is needed to move past a figure, even if the character breaking away must move past the figure over multiple squares. Only one roll is necessary to break away from all adjacent figures and move to a new square.

You do not need to break away if you are only spinning and staying in the same square, or if you declare you are passing through that figure.

A figure can move past an opponent without breaking away as long as it does not enter the opponent's front arc.

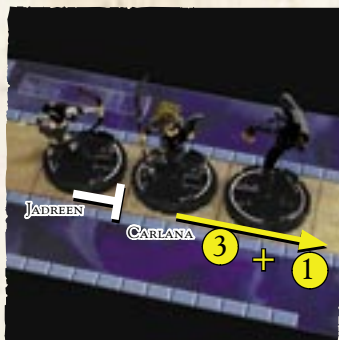
If a figure makes a free spin that takes an opposing figure out of its front arc, the opposing figure can move normally without needing to make a breakaway roll on its next turn.



AFTER A SUCCESSFUL BREAKAWAY ROLL, GEDDION LONGBLADE MAY CONTINUE TO MOVE NORMALLY (IN YELLOW) UNTIL HE ENTERS THE FRONT ARC OF A DIFFERENT OPPOSING FIGURE

## PASSING THROUGH

Warriors can pass through friendly and enemy figures and treasure chests for a cost of 3 speed points, plus the cost of the destination square. There is no additional cost if the figure being moved through is on a hindering or water square. A warrior can only pass through a figure if that figure is not in a square adjacent to an opposing figure; there must be an empty square for the warrior to move into. Two figures cannot end their movement in the same square.



WHITE (JADREEN) CANNOT PASS.

YELLOW (CARLANA) CAN PASS AT A COST OF 4 SPEED POINTS

Warriors can pass through multiple friendly units if they have sufficient speed points.

Once a figure passes through an opposing figure, the opposing figure gets a free close combat attack at the passing figure through that character's rear arc. The passing figure then gets a counterattack through the front arc. (See Close Combat Attacks, p. 15).

No breakaway roll is needed to pass through, and the figure can continue moving even after the attack/counterattack, if it has speed points remaining.



## MOVING MAGE SPAWN

A player may assign one or more of their activations to Mage Spawn. Use the standard speed costs and rules for activations, with the following exceptions.

- You cannot activate Mage Spawn occupying the same tile as or a square adjacent to your Hero.
- You cannot move Mage Spawn into a tile with or into a square adjacent to your Hero.
- Mage Spawn will not attack other Mage Spawn.
- Mage Spawn cannot disarm traps, open treasure chests or gather treasure.
- You may activate Heroes or Mage Spawn in any order.

## WANDERING MONSTER TOKENS

A player may assign one or more of their activations to wandering monster tokens.

Wandering monster tokens have 4 speed points.

If a wandering monster token enters a tile containing any player's Hero or moves adjacent to any Hero, the token immediately ends its activation and is converted into one or more Mage Spawn. If a Hero enters a tile, all the tokens in that tile convert to Mage Spawn. If a Hero moves adjacent to a token, that token converts to Mage Spawn. The Hero can continue moving if he or she has speed points left, but only after the Mage Spawn have been placed on the tile.



AN OPPONENT MOVES A WANDERING MONSTER TOKEN INTO A TILE OCCUPIED BY AMIR, AND ITS ACTIVATION ENDS. IT WILL CONVERT AS NORMAL.

## CONVERTING TOKENS TO MAGE SPAWN

To convert wandering monster tokens to Mage Spawn, use the following procedure.



1. Flip the token over to reveal the Mage Spawn table. The table has three columns.
2. The opponent of the player whose figure caused the conversion rolls 2 six-sided dice, adds the results and compares the total to the first column on the table. Read across the appropriate row to determine the number and point value of Mage Spawn that will appear.
3. The opponent of the player whose figure caused the conversion places the Mage Spawn according to the following rules.

- Choose Mage Spawn from the pool of Mage Spawn created at the beginning of the game.



PLACING MAGE SPAWN

- The player placing the Mage Spawn chooses the direction it faces when placed.
- Replace the token with the first Mage Spawn. Place the second Mage Spawn in a square adjacent to the first Mage Spawn, the third Mage Spawn adjacent to the first or second Mage Spawn, and so on. Mage Spawn may be placed in squares diagonal to each other. If a Mage Spawn cannot be placed according to these criteria, it cannot be played and must be returned to the pool.
- If the Mage Spawn pool does not

contain a monster of the point value indicated on the table, the player must choose the Mage Spawn closest to the point value without going exceeding that value. For example, if the only Mage Spawn remaining have point values of 5 and 10, and the table indicates one 15-point Mage Spawn, the player must choose the 10-point monster. When placing multiple Mage Spawn, it is more important to place the correct number of Mage Spawn than to match exactly the overall point total.

#### CONVERTING TRAPS TO MAGE SPAWN

Use the rules for Converting Tokens to Mage Spawn to convert treasure chest traps that generate Mage Spawn (see *Springing the Trap*, p. 17)

When a Hero fails to disarm a trap, the opposing player places the Mage Spawn indicated by the trap dial. The first Mage Spawn is placed in a square adjacent to the square occupied by the treasure or Hero. Use the criteria in Converting Tokens to Mage Spawn for placing Mage Spawn.

## COMBAT

All attacks cost 4 speed points.

A warrior can attack any unfriendly figure, which includes both Mage Spawn and any other player's figures.

A warrior cannot attack a wandering monster token, treasure chest or any dungeon terrain feature.

## OVERVIEW

The following rules apply to both ranged and close combat actions. These rules use some terms that are explained in the sections on Ranged Combat and Close Combat.

#### THE ATTACK ROLL

To determine the success or failure of an attack, the attacking player makes an attack roll. Roll 2 six-sided dice and add the result to the attacker's attack value. Compare the attack roll result to the defense value of the target. If the result is equal to or higher than the defense value, the attack succeeds. Certain special abilities or game modifiers may alter attack values.

#### ARCS

The front arc of a figure is the area indicated by the white line on the base of the figure dial. The standard front arc is 3 squares: the square directly in front of the figure and the square to the left and right of that square.

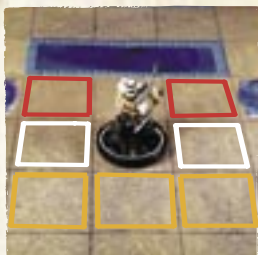


Larger arcs include more adjacent squares. An enhanced arc (one that covers half of the figure's base) covers 5 adjacent squares, starting with the square directly in front of the figure and the two to either side of it, around the figure. A superior arc (one that covers over half the figure's base) covers 7 adjacent squares, starting with the square directly in front of the figure and the two to either side of it, around the figure.

All attacks must pass through a square in the front arc of the figure making the attack.

Rear arc is the area covered by the gray line on the base of the figure dial. The standard rear arc is 3 squares – the square directly behind the figure and the square to the left and right of that square.

Figures with a superior front arc still have a 3-square rear arc. The overlapping squares count as a front arc when attacking. If the figure is being attacked through an overlapping square, the attacker receives the rear arc bonus, and if possible, the defender can make a counterattack.



STANDARD FRONT ARC  
(ORANGE)

AN ENHANCED FRONT ARC IS  
180 DEGREES  
(INCLUDES WHITE)

A SUPERIOR FRONT ARC IS 270 DEGREES.  
THE RED SQUARES ARE CONSIDERED TO  
BE BOTH THE FRONT AND REAR ARCS.

## DAMAGE

When your character makes a successful attack, look at your character's damage value. That number equals the number of clicks of damage inflicted on the target. Your opponent must click the target figure's dial clockwise that many times. Special abilities and game modifiers can change the number of clicks of damage a target actually takes.

## TARGETING FRIENDLY FIGURES

You cannot target a friendly figure with a damaging attack. In addition, a warrior cannot target himself or herself with any kind of attack or special ability, except healing (or unless specifically allowed in the special ability description).

## ELIMINATING CHARACTERS

As soon as three skulls appear in the stat slot, your character is eliminated. Remove him from the dungeon.



SHAMAN OG CAN ATTACK EITHER THE  
TEMPLE CAT OR THE SKULL WARDER,  
BECAUSE THEY ARE BOTH  
IN HIS FRONT ARC.

## ROLLING 2 AND 12

If you give a ranged or close combat action to a warrior and your attack roll dice result is a "2," you automatically miss the target, even if your attack roll result is high enough to hit the target. This is called a critical miss. Your warrior must immediately take 1 click of damage, which represents a weapon backfire or your warrior straining or wounding himself during the action.



If your attack roll dice result is a “12,” then you have automatically hit the target. This is called a critical hit. If you were trying to damage the target, then the critical hit delivers 1 extra click of damage. If your attack is against multiple ranged-combat targets, this extra click of damage will affect all targets hit, for a total of 2 clicks of damage to each target.

#### HEALING AND OTHER REPAIRING ABILITIES

Using special abilities such as Healing, Magical Healing or Vampirism, characters can heal clicks on a combat dial. When healing, click the combat dial counter-clockwise, but stop applying clicks of healing once you reach the character’s starting position or current level.

If you roll a 12 while using the Healing special ability, your attempt to heal automatically succeeds. Add 1 click of healing to the die roll result.

#### CLOSE COMBAT ATTACKS

The warrior making a close combat attack is called the attacker. His target is called the defender. The defender must be in an adjacent square and in the attacker’s front arc.

When a Hero or Mage Spawn attacks another figure, there is an exchange of blows.

The activated Hero (or Mage Spawn) attacks first, if it has enough speed points remaining. If the figure does not have enough speed points left to attack, it cannot attack in this turn.

The player with the activated warrior makes an attack roll and applies any damage that results.

Regardless of whether the attack hit or missed, the defender must make a counterattack AFTER the damage from the initial attack has been applied. However, if the defender is demoralized as a result of the attack, the defender cannot make a counterattack. The counterattack costs no speed points and does not count toward activation for the figure. A counterattacking figure may use any applicable special abilities during the counterattack.

#### RANGED ATTACKS

A ranged attack is any attack made against any target not in an adjacent square. A character may not make a ranged attack if an opposing figure occupies a square adjacent to it, or if the target occupies a square adjacent to a friendly figure.

The warrior making a ranged combat attack is called the attacker. His target is called the defender.

Every character has a range value printed on its base. This is the maximum number of squares that a character’s ranged attack can reach. If range is 0, you cannot make a ranged attack.

Before making a ranged combat attack, you must determine if the attacker has a clear line of fire to the target, and if the target is within range.

To determine if there is a clear line of fire, use any straight edge or draw an imaginary line from the center of the attacker’s square through any adjacent front arc square of the attacker to the center of the defender’s square.



YELLOW LINES SHOW UNBLOCKED LINE OF FIRE FROM ATTACKER TO TARGET.

WHITE LINE SHOWS BLOCKED LINE OF FIRE.

Line of fire is blocked and the attack cannot be made if the imaginary line passes through any square that contains a figure other than the attacker or defender or if the line of fire crosses blocking terrain, a closed door, or a shadowed terrain square. Treasure chests and wandering monster tokens do not block line of fire. You may check to see if line of fire is blocked prior to declaring the attack. If the attacker has a clear line of fire, then count the shortest route to the target in squares using the imaginary line as a guide. Do not count the square the attacker is standing in for determining range. Also, ignore the diagonal movement or any printed movement modifier.

If the attacker has a clear line of fire and the target is within range, make an attack roll. If line of fire passes through, or the target occupies a square that contains hindering terrain (any square printed with a 2), a treasure chest or a wandering monster token, add 1 to the target's defense against ranged attacks. Regardless of how many squares of hindering terrain, treasure chests or wandering monster tokens the line of fire passes through, add only a single +1 modifier.

Add 1 to the attack dice roll result if attacking through the target's rear arc.

If a warrior is attacking multiple targets, use the following rules:

- The same figure cannot be targeted more than once in a single attack.
- The attacker must have clear line of fire to each target. Use the rules above to determine line of fire.
- The targets must all be within the maximum range of the attacker.
- Make an attack roll and compare the result to each target's defense value.
- Each target hit by the attack takes 1 click of damage, regardless of the attacker's damage value.

The target(s) of a ranged attack can make a counterattack. To counterattack, the target must have a ranged attack capability, be able to draw a clear line of fire, and be within range of the attacker. The counterattack must target the attacker.

#### ATTACKS BY OBJECTS

Objects with an attack value and a damage value, such as treasure chests, can attack a warrior. Use the rules for close combat attacks; the opposing player rolls the dice for the attack. An object has only one attack. Damage from objects ignores all special abilities. The warrior cannot make a counterattack.

### TREASURE AND TRAPS

Treasure is what you need to win the game. Treasure is almost never free. You must deal with the traps, Mage Spawn and opposing Heroes before you can gain the gold and win the game. The maximum number of treasure chests a player can possess at any time is equal to twice the number of Heroes he currently has in the dungeon. No member of a player's Heroic Team can exit the dungeon until the Team has gathered at least one treasure chest.

#### EXPOSING THE TRAP

All treasures may have traps. Before the Hero can gather the treasure, he must face the trap. It costs 0 speed points to expose a trap, and a Hero can be in any square adjacent to the treasure chest to expose the trap. The player exposes the trap by rolling 1 six-sided die and clicks the trap tumbler clockwise a number of clicks equal to the result.



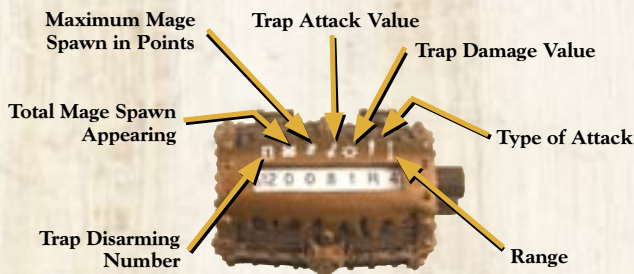
HEROES MUST BE IN THE FRONT ARC OF A TREASURE CHEST TO DISARM THE TRAP OR GATHER THE TREASURE.



The trap that appears must be encountered before the Hero can gather the treasure. If the trap space is blank, the Hero has lucked out and found a trapless treasure! If the treasure chest has a trap, it must be disarmed.

#### DISARMING THE TRAP

The Hero must be standing in the front arc of the chest to disarm the trap and gather the treasure. The Hero can disarm the trap quickly or slowly.



To disarm the trap quickly, the Hero spends 3 speed points and rolls 2 six-sided dice, adding the results. If the total is equal to or greater than the disarming number, the trap has been disarmed. If the total is less than the disarming number, the trap is sprung.

To disarm the trap slowly, the Hero spends 6 speed points and uses the rules for disarming the trap quickly, adding 2 to his dice roll result.

Certain special abilities can affect this action. If the Hero is successful, the chest may be opened without facing the effect of the trap.

#### SPRINGING THE TRAP

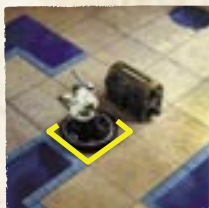
If the Hero has failed in his attempt to disarm the trap, the trap has sprung.

First, the player's opponent consults the trap dial to see if numbers appear in the slots under Total Mage Spawn Appearing and Maximum Mage Spawn in Points. If numbers appear in these slots, place Mage Spawn according to the rules for placing Mage Spawn in Converting Tokens to Mage Spawn, p. 12.

If these slots are blank, then no Mage Spawn appear. The next four slots indicate the damage the trap can inflict. The letter in the slot for the type of attack indicates one of three types of attack.

An H in this slot indicates that the damage is only applied to the Hero working with the trap. Resolve

this attack as a close combat attack; the player's opponent makes the attack dice roll. A T in this slot indicates that the trap has an area of effect attack that affects all Heroes and Mage Spawn on the same tile or chamber as the treasure chest, as if the trap had belched out a cloud of gas. This attack ignores line of fire.



H MEANS ONLY THE HERO THAT SPRUNG THE TRAP TAKES DAMAGE.



T MEANS ALL FIGURES ON THE TILE WITH THE HERO AND THE TREASURE CHEST ARE ATTACKED.



If the Hero is on a different tile than the treasure, this attack affects all figures on both tiles. The player's opponent makes the attack dice roll and adds the result to the attack value. Compare the result to each Hero and Mage Spawn on the tile(s). Each figure hit takes the damage indicated on the trap.

An R in this slot means the trap has a ranged attack. The range is measured through the front arc of the treasure as if darts were shooting from the chest. The player's opponent makes the attack dice roll. Use all rules for ranged attacks against multiple targets, except that every figure hit takes the damage indicated on the trap. Heroes and Mage Spawn can block line of fire, though the Hero opening the treasure chest never blocks line of fire in a ranged attack.

An area-effect (T) or ranged (R) attack from a treasure chest trap takes effect even if other Heroes or Mage Spawn are standing in squares adjacent to the treasure.

#### WANDERING MONSTER TOKENS

If a wandering monster token is located so as to take damage from a sprung treasure trap, the token is converted. Place the Mage Spawn using the standard rules, then compare each Mage Spawn's defense value to the treasure trap's attack value. If the attack value is higher than the defense value, the Mage Spawn take the damage indicated. This damage can eliminate Mage Spawn as they are placed.

#### GATHERING THE TREASURE

Once the trap has been disarmed or sprung, the Hero can open the chest. It costs 2 speed points to open the chest and gather the treasure. Treasure chests contain special abilities, gold and magic items.

If a colored circle or square appears in the first three slots, the Hero can gain the corresponding special ability.



R MEANS ALL FIGURES IN THE FRONT ARC OF THE TREASURE CHEST ARE ATTACKED. THE STANDARD LINE OF FIRE RULES APPLY.

#### Hero Attack Bonus

A number here indicates an increase in the Hero's attack value.

#### Hero Speed Bonus

A number here indicates an increase in the Hero's movement.



#### Hero Defense Bonus

A number here indicates an increase in the Hero's defense value.

#### Gold

The number of gold pieces the treasure contains.

#### Type of Item

The name of the item the Hero finds in the chest.

#### MAXIMUM TREASURE

Players who have collected their maximum allowed number of treasure chests cannot expose new traps, disarm traps, voluntarily abandon treasure, or swap treasure with another player.

## TRAPS!

Some treasure chests are nothing more than a devious trick. Instead of treasure, it's another trap. The **TRAP!** word will appear in the treasure slot when the chest is opened.

The player whose Hero is opening the trap shuts the treasure chest, rolls 1 six-sided die and turns the trap tumbler a number of clicks equal to the result. That Hero now faces the new trap. The Hero does not get an opportunity to disarm the new trap. It is automatically sprung. Roll to attack, or place Mage Spawn as normal. Once the encounter with the trap has ended, the treasure chest is removed from the dungeon. No additional experience is gained from the second trap.

## USING THE TREASURE

Once a Hero has gathered the treasure, the player removes the treasure chest from the dungeon and places the treasure chest in front of him. The player must show the treasure to the other players to prove it is not a trap.

At the start of each player's turn, he or she can assign a treasure's magical abilities to his or her Heroes.

To assign magical abilities to a Hero, the player places the open treasure chest near the Hero on the board. For the remainder of that player's turn, the Hero (and only that Hero) may use the bonuses the treasure grants. Each Hero can be assigned a maximum of two treasures. A Hero cannot have two of the same type of magic items at the same time.

The items' effects last until the beginning of the player's next turn, at which point the player can reassign the treasure items. The effects of items can be used multiple times, with the exception of Potions.

If the word **Potion** appears, the effects of the treasure can only be used once. An item with the word **Potion** on it lasts until the beginning of that player's next turn. Once the potion is used, close the lid of the chest until the end of the game. This treasure chest cannot be assigned to a Hero for the rest of the game.

The gold in the treasure is still used to determine victory.

## MAGICAL SPECIAL ABILITIES

If a treasure grants a special ability, this magical ability replaces the special ability in that Hero's stat slot. For example, if a Hero has the **Weapon Master** special ability (the red square over the Attack value) and a treasure offers **Sweep** (the black circle over the Attack value), **Sweep** replaces **Weapon Master** for that turn. A Hero without a ranged attack cannot use a special ability that would affect a ranged attack ability; any other bonus (to speed, attack or defense) can still be used.

If any conflict occurs in special abilities affecting the same action, only one can be used. Attack and damage resolution are considered to be two separate elements of the same action, so a special ability that affects the Damage value and one that affects the Attack value can be used in the same action. For example, **Weapon Master** and **Berserk** can be used together, but **Magic Blast** and **Magic Freeze** cannot.



AMIR AND SHAMAN OG HAVE TREASURES ASSIGNED TO THEM AND GAIN THE MAGICAL ABILITIES THE TREASURES GRANT. ON THE NEXT TURN, THE PLAYER MAY ASSIGN ONE OF THESE TREASURE CHESTS TO GEDDION LONGBLADE INSTEAD.



## LOSING TREASURE

When a Hero is eliminated before he or she can exit the dungeon, check to see if the player will exceed the treasure chest limit when the Hero is removed from play. If the limit is exceeded, the extra treasures are placed back in the dungeon.

The player shuts all of his treasures and mixes them up. His opponent randomly chooses as many as needed to restore the two-treasure-per-Hero ratio. The player whose Hero was eliminated places the first treasure on the square from which the Hero was eliminated. The second treasure (if applicable) must be placed in the same tile.

All treasure chests returned to the dungeon are reset to the blank trap space. Do not reset the treasure dial. The next Hero who attempts to gather the treasure must attempt to disarm it according to the Disarming the Trap rules, p. 17.

## STEALING TREASURE

You can also acquire treasure by stealing it from an opposing Hero. To steal a treasure from an opposing Hero, your Hero must have the target in their front arc. First, declare that the Hero will make a theft maneuver. A theft maneuver costs 4 speed points. Roll 2 six-sided dice and add the result to your attack value. Compare the result to the defense value of the target, adding 2 to their defense value. If the number equals or is greater than the revised defense value, the theft is a success.

If the targeted Hero has a treasure chest assigned to him, your thief must take that chest. If the targeted Hero has two treasure chests assigned to him, the player of the thief chooses the treasure. If the targeted Hero does not have a treasure chest assigned to him, the player of the thief chooses a treasure chest at random from his opponent's unassigned treasure chests.

The targeted Hero can make a counterattack, except if the thieving Hero has one of the following special abilities: Nimble, Limited Invisibility, Stealth or Quickness. If the counter-attack inflicts damage, the thieving Hero drops the treasure on the tile in the legal square nearest the attacker. Reset the trap. A theft maneuver does not end a figure's movement. If the treasure contains a potion that has already been used, the potion is still gone but the gold still counts toward winning the game.

## STORING TREASURE

As soon as one Hero exits the dungeon, the owning player can store two of his gathered treasures with that Hero. Those treasure chests cannot be stolen (using the theft maneuver) or lost if another Hero is eliminated. If the treasure chests are stored with a Hero, the magic items cannot be assigned to a Hero still in the dungeon. A player can store treasure chests at the beginning of his turn.

Once stored, the treasure chests cannot be brought back into play.

## GAINING EXPERIENCE

Heroes improve their levels by collecting Experience Points. They collect experience points by defeating enemies and facing traps. As Heroes gain experience, they improve their level, gain new powers and become specialized characters in the game. A Hero gains experience points for disarming or springing traps. In addition, if during combat a Hero successfully delivers an attack that eliminates the opposing figure from the game (its combat dial shows all skulls), that Hero is considered the victor, the eliminated figure is removed from the dungeon and the victor receives experience points for the eliminated figure.

The victor gains experience points as follows.

- For Mage Spawn, use the monster's point value. Note the point value on a piece of paper, and return the Mage Spawn to the pool.

- For Heroes, use the point value of the maximum level the Hero achieved in the game. Note the point value on a piece of paper, and return the Hero to the owning player.
- Successfully disarming a trap earns 50 experience points.
- Springing a trap earns 25 experience points.
- If a treasure is trapless, no experience points are gained.
- If a figure is eliminated from play by a damage effect from Mage Spawn or a treasure chest or other object, no one is awarded experience.

You can improve a Hero by one level for every 50 experience points accumulated. As soon as you have earned 50 experience points, choose a Hero to improve by one level. Turn the Hero's combat dial clockwise to the next level number. For example, if the Hero improving a level is a Level 1 Hero, click the base so that the 2 in the green circle shows between the damage and defense values in the stat slot.

Improving a level automatically heals any current damage.

Experience points must be calculated immediately every time an opponent is eliminated or a trap is encountered. You should keep a running total; you can improve a Hero by one level at 50 experience points, then at 100 experience points, then at 150, and so on. As soon as you reach one of these thresholds, you must immediately improve a Hero. If you accumulate enough points to improve multiple levels at once, each level must be assigned to a different Hero.

If a Hero is at Level 5, each threshold of experience points that could improve him by a level effectively heals the figure back to Level 5.

Use the level counters to track the current level of a figure.



#### LEVEL IMPROVEMENT MID-ACTIVATION

If a Hero improves by a level in the middle of their activation, they may immediately begin using their new attack, defense and damage values as well as any new special abilities their new level grants them. However, they must finish their activation using their current speed points.

### ENDING THE GAME!

As soon as a player gathers treasure, he can maneuver his Hero out of the dungeon through its designated exit. A Hero cannot exit the dungeon until the player has acquired at least one treasure chest. The game ends when there are no longer any Heroes left in the dungeon.

Once all the Heroes have left the dungeon or been eliminated, the players add up their gold.

The player with the highest total of gold successfully carried out of the dungeon wins the game.

### OPTIONAL GAME RULES

The following rules add new dimensions to your MK Dungeons: Pyramid game.

#### LONE WOLF

A Lone Wolf game is played by two or more players, each using a single Hero. The Point Value of each Hero chosen in a Lone Wolf game must be within 5 points of each other Hero at the beginning of the game. Within that limitation, Heroes may begin

Pyramid  
game



at any level. For example, one player may take Trollkiller at 1st level (32 points) and their opponent could take Carlana at 2nd level (34 points).

Make the following rules changes when playing a Lone Wolf game.

- Each player receives 2 activations per turn.
- You cannot attack other Heroes.
- You cannot steal a treasure from an opponent.
- If you accumulate enough experience to improve more than one level, at the beginning of your next turn you may improve that Hero again.
- All other rules for set-up, combat and victory are the same.

## MULTIPLE PLAYERS

In all versions of **MK Dungeons: Pyramid**, including the Lone Wolf version, more than two people can play. More players means larger dungeons and more monsters, which will add extra time to the game.

Use the standard rules, with the following exceptions.

Any time a rule states "the opposing player," this role should be taken by the player to the right.

At the beginning of the game, the starting player receives a token that designates them as the Monster Master. You can use anything to represent this token. This token will be passed from player to player as the game proceeds.

When a Mage Spawn or wandering monster token is activated, place a movement marker on or next to it. Mark Mage Spawn with movement markers as soon as they are converted. This marker can be anything the players agree to use; pennies, glass or plastic beads, or anything else that doesn't take up too much space. Once a Mage Spawn or wandering monster token has been marked with a movement marker, that figure or token cannot be activated again until the marker is removed. Mage Spawn can counterattack as normal and wandering monster tokens convert as normal when encountered.

When the player who has the Monster Master Token gets his next turn, he plays as normal. At the end of his turn he passes the Monster Master Token to the player on his left. That player is the new Monster Master. The new Monster Master removes all the tokens from the Mage Spawn and wandering monster tokens, and can activate any of them on his turn according to the standard rules.

## USING MAGE KNIGHT WARRIORS IN MK DUNGEONS: PYRAMID

Using Mage Knight warriors in **MK Dungeons: Pyramid** adds options to your Mage Knight games, including interior battles and campaign adventures. When playing **MK Dungeons: Pyramid**, make sure you use the **MK Dungeons: Pyramid** rules, including the **MK Dungeons: Pyramid** Special Ability Card.

Any team entering the dungeon, regardless of which figures make up that team, is still considered a Heroic Team. Mage Spawn cannot be part of a player's Heroic Team.

### RULE CHANGES

The following Mage Knight rules do not apply in **MK Dungeons: Pyramid**.

- There are no ranged or close combat formations.
- There are no movement formations.
- Figures cannot be pushed or captured.
- Dragons are the only multi-dial figures that can be used in **MK Dungeons: Pyramid**. Mounted figures cannot be used in **MK Dungeons: Pyramid**.

- Any **Mage Knight** figure can be used in the Mage Spawn pool.
- Only one of any figure can be used on a Heroic Team.

#### EXPERIENCE

**Mage Knight** figures used on your Heroic Team gain experience per the **MK Dungeons: Pyramid** rules, but can only use the experience points to heal damage. For every 50 experience points gained, the player can heal one warrior to starting level.

#### USING MK DUNGEONS: PYRAMID WARRIORS IN MAGE KNIGHT

**Mage Knight Dungeons: Pyramid** Heroes and Mage Spawn can join outdoor battles using the rules for **Mage Knight** or **Mage Knight Conquest**. When playing **Mage Knight**, make sure you use the **Mage Knight** rules, including the **Mage Knight Special Ability Card**.

#### FACTIONS

**Mage Knight Dungeons: Pyramid** Heroes are a unique faction. The Hero faction uses the standard **Mage Knight** rules for formations. Heroes may be elite warriors.

#### STARTING LEVEL AND POINT VALUE

All **MK Dungeons** Heroes should start at Level 5 in **Mage Knight**, using the Level 5 point value cost. You can start your Hero at a lower level if you choose by paying the point value for the lower level and using a **MK Dungeons** level counter to show your Hero's level. A Hero cannot be healed above its starting level. Hero figures are considered unique in **Mage Knight** and **Mage Knight Conquest**.

### CREDITS

**Combat Dial System, Mage Knight Dungeons: Pyramid** High Concept, and Universe:  
Jordan Weisman

**Mage Knight Dungeons: Pyramid** Rules and Development: Michael Mulvihill

**Mage Knight Dungeons: Pyramid** Stats and Warriors: Scott Hungerford, Jim Long, Jon Lietheusser, Michael Mulvihill, Matt Robinson

**Original Mage Knight Rebellion** Rules: Kevin Barrett

**Editor:** Sharon Turner Mulvihill

**Playtesting Director:** Kelly Bonilla

A special thanks to all the playtesters who tested **MK Dungeons**. Thanks to Chris Philbrook for diving into the Dungeon with us – your help is indispensable.

**Art Direction:** Sandra Garavito, Dawne Weisman

**Sculpts:** Jeff Grace, Bob Naismith, Tim Prow, Jeff Wilhelm, Steve Saunders, Dave Summers, James Vanschaik, Brian Dugas, Elizabeth Dunlap, James Carter

**Graphic Design Team:** Ethan Pasternack, Shane Hartley, Shane Small, Sandra Garavito

**Packaging Illustration:** Dave Dorman

**Map Illustration:** David Michael Beck

**WizKids Print Production:** Tina Wegner

**Photography:** Cathy Brigg



The logo for 'MAGE KNIGHT DUNGEONS' is centered at the bottom of the page. 'MAGE KNIGHT' is written in a large, stylized, red serif font with a white outline and a drop shadow. A sword is positioned horizontally behind the letters 'M', 'A', and 'G', with its hilt on the left and its tip pointing to the right. Below 'MAGE KNIGHT', the word 'DUNGEONS' is written in a smaller, white, blocky font with a black outline and a drop shadow. A small 'TM' trademark symbol is located to the right of 'MAGE KNIGHT'.

# MAGE KNIGHT<sup>TM</sup>

## DUNGEONS

© 2002 WizKids, LLC. All rights reserved. MAGE KNIGHT, MAGE KNIGHT DUNGEONS, PYRAMID, MK, and WizKids are trademarks and/or registered trademarks of WizKids, LLC. Patent Pending.

**WIZKIDS<sup>TM</sup>**