



Scenario 1, February 2002 The Dungeon of Yellawn Grilash

The small opening in the rocks looked innocent enough.

It was the smell that lofted from the darkness that told another tale. It was the smell of death. The unmistakable miasma of decaying flesh mixed with dried blood and rotting bones that made the Hero know that they had found their foe.

"This is the place," he mumbled. "This is the place that must be purged of all that is evil."

He raised his sword to catch a last ray of sunlight, as the setting sun continued its blood-hued track towards the western hills. The flash of ruddy sunlight on the Hero's blade signaled the others to arise from their places of concealment. His companions slowly entered into the clearing from different directions, with wary looks in their eyes and their weapons at the ready.

"I found it. Yellawn Grilash entered through here." He pointed to the small cave with his sword.

The three other Heroes stood in silence, staring at the opening.

They knew that the Grilash was not alone. They knew that his minions were more than willing to sacrifice themselves for their master. Many of them already had already fallen to the might of the Heroes' weapons and magic. But Grilash had used the confusion to escape.

Now Grilash knew they were coming. They all knew he had enough of a head start to use his Necromantic arts against them.

The dead were alive in this small cave.



BACKGROUND

The Sect Necromancer Yellawn Grilash is fleeing from defeat at the hands of the Heroes, and has run back to his Dungeon base. In order to stall and hopefully defeat the Heroes he has left an apprentice, a Grave Robber, behind to raise an army of the undead to seal his escape. The Robber, wishing to please his master, begins immediately raising an army of the dead to use against the Heroes. His will to please is so powerful that he refuses to leave the center of the Dungeon, and will sacrifice his own life for the life of his master. The Heroes must eliminate the Robber, or else he will raise enough an army of Undead sizable enough to destroy the Heroes and then lay waste to the towns and villages surrounding his underground lair.

OBJECTIVE

Defeat the Grave Robber and clear the Dungeon of his Necromantic evil, gather as much treasure as possible, and become a Heroic Team of legendary status....



TIME LIMIT

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

DIFFICULTY

Easy.

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.
- 6 Yellow Wandering Monster Tokens in the Wandering Monster Token pool
- A minimum of 100 points worth of Mage Spawn in the Mage Spawn Pool with the following limitations:

A minimum of 50 points must be Undead (any figure with the word Zombie or Skeleton in their name)
No figure can be over 40 points.

- The rest of figures can be made up of Mage Spawn or Necropolis Sect figures.
 Mage Spawn can be from any **Mage Knight** set.
 • There are no limits to the type or amount of terrain that can be placed in the terrain pool.

TILES

All players must bring 5 chamber tiles, and one hallway tile. Each player must bring Tile #13. Tile #13 must be the first tile placed, as the center chamber. After that, tiles may be placed as normal. The player who isn't the first player can play Tile #13 or it's reverse Tile #20 at any time.

SPECIAL ITEMS

One player must provide a Grave Robber (#31-#33 Mage Knight Rebellion set) for the scenario. The Grave Robber can be of any rank. A different figure may be substituted as long as it has Necromancy in its starting slot. The Grave Robber does not count towards the Mage Spawn Pool.

SETTING THE SCENE

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

In Tile 13: Place the Grave Robber in the Central Chamber, before treasure chests and Wandering Monster Tokens are placed (this happens before player one begins the placement of items). The Grave Robber must be placed in the center of the skeleton circle of Tile #13. During play, this Grave Robber may never leave the central tile, although it may fight or move about the tile as normal.

Do not place any Wandering Monster Tokens in Tile #13. Treasure can be placed there as normal.

SPECIAL RULES

1. If a regular Mage Spawn is eliminated do not place them back into the Mage Spawn pool. Those figures go into the Dead Pool. Undead return to the Mage Spawn pool.
2. After the first turn, each player must spend one of their activations as the Grave Robber. His job is to bring back the Undead (Zombies and Skeletons) or those recently eliminated. The player uses the Necromancy skill of the Grave Robber to bring back either an Undead from the Mage Spawn Pool or any figure in the Dead Pool.
3. In any game with more than two players, the Grave Robber receives a Necromancy activation for each player. The Grave Robber does not get an action token for Necromancy.

VICTORY

If the player's Heroic Team eliminates the Grave Robber and all living members can successfully exit the Dungeon, they are the immediate winner. If no player successfully eliminates the Robber, or that player can't get his Heroes out of the Dungeon, use the standard **MK Dungeons** rules to determine victory.

