



Scenario 2, March 2002 Never Trust a Draconum

The dwarf sensed it first. "Stay away from the walls," he yelled.

Two of his companions dove to the floor in the room they were in. The fourth, an elf, was too busy eyeing the treasure chest to take notice.

As if taking orders from a puppet master, the walls began to move. The process began slowly at first, the stones themselves unsure of what exactly to do.

First the doorways began to fill with stone and rock. Then new openings appeared leading off into new directions. Columns rose from the floor and melted from the ceiling, meeting in the middle to make pillars of unyielding, aged stone.

When the movement had ceased, and the dust from the moving rock began to drift back down to the floor, the Dwarf picked himself from the ground and brushed the dirt from his beard. "Simply amazing", he stated, "what magics the Draconum possess!"

"Well, they hold one less," the elf responded, holding up a cloak. Behind him stood an open treasure chest with its lock easily picked. Gold coins could be seen filling the chest up to its brim.

"This is going to be much easier than any of us thought," the elf stated confidently.

His dirt-covered companions just stared blankly as he tied on his handsome new cloak.

BACKGROUND

Rumors of ancient Draconum catacombs are as common as Orcs in the land. The tavern tales are always the same, that the powerful Draconum have filled these ancient labyrinths with treasure and powerful magic items. But whether the ancient Draconum mages were the ones who originally constructed these shifting labyrinths is unknown, as is whether the mazes have some darker purpose or secret. But the truth is plain about their contents, and about the bloodthirsty nature of their vicious Draconum guardians. The message is simple - be quick and fight well, brave Heroes – or be trapped within for all eternity.

OBJECTIVE

Gather the treasure and magic that is found in a newly discovered Draconum catacomb. Be clever and fast, or risk being lost forever in the Draconum's mystical trap maze.



TIME LIMIT

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

DIFFICULTY

Tough.

ARMY SIZE

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

DUNGEON POOLS

Each player places:

- Players must bring one treasure chest for each Hero in their Heroic Team. Only two chests are placed per player.
- 2 Weak and 2 Standard Wandering Monster Tokens. A Weak token may be replaced with a Tough token if the players want a more difficult challenge.
- A minimum of 100 points of Mage Spawn must be brought for the Mage Spawn pool.
A minimum of 50 points must be Whelps and Thralls (these figures are found in MKR Lancers or MKR Whirlwind)
The rest of figures can be taken up with any other figures, including Mage Spawn.
If playing with red Wandering Monster Token, each player must bring one Draconum figure that is not a Whelp or Thrall.
- A minimum of two Mysterious Darkness Markers must be placed in the Terrain pool.

TILES

For this scenario, players must bring six chamber tiles, and one hallway tile. All tiles are legal.

SPECIAL ITEMS

One player must provide a Draconum with Magical Special Ability. This figure can be from any set. If both players bring a Draconum, the first player chooses the one that will get placed.

SETTING THE SCENE

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

In The Central Chamber: Place the Draconum in this tile before placing any other items. This placement occurs before the first player begins placing items.

Treasure: Only two chests are placed per player.

Wandering Monster Tokens: Each player must place a minimum of 2 tokens.

Mysterious Darkness Markers: Each one must be placed in a separate tile.

SPECIAL RULES

1. As soon as any Hero enters a square on a tile not adjacent to their starting hallway or chamber, that player removes any tokens or markers (including exit markers), treasure chests or Mage Spawn. His opponent then flips over the tile and places it however they choose. After the tile is flipped over, the opposing player places any treasure chests or terrain markers back in any location they choose on that tile. Now the Hero or Heroes are placed by their owning player anywhere they choose on the tile. Finally, the opponent places any Mage Spawn or Wandering Monster Tokens anywhere on the tile.
2. Wandering Monster Tokens will convert when a tile is flipped, so place the Wandering Monster Token back on the tile and then convert it immediately, no matter what special abilities the Hero processes.
3. Heroes can continue to move after a tile is flipped if they still have movement points.
4. Only Heroes trigger the tile flip, not Wandering Monster Tokens or Mage Spawn.
5. Only the first Hero into the room flips the tile. A tile will not flip if a Hero is already in the room.
6. The Draconum can be activated to flip any tile (except starting hallways and chambers). If the Draconum activation is used to flip a tile, that player flips the tile and places any items first, and then Heroes are placed (if there are any on the tile) by their owner in any position with any facing. If the player activating the Draconum owns a Hero on the tile being flipped, that Hero cannot move this turn.
7. If the Draconum is defeated, all of the unplaced treasure chests from the treasure pool are placed as close as possible to the spot where the Draconum was eliminated. This represents the magic the Draconum had hidden from the Heroes.

VICTORY

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

