

Dungeon

MAGE KNIGHT DUNGEONS

Crawlers



Scenarios



Prisons of Necropolis

Scenario Background

Che Heroes are recruited by the local lord to rescue his craftsmen that were abducted by members of the Necropolis Sect. The lord not only fears for the safety of his subjects but for the safety of his land, for it is these craftsmen that make and repair the weapons and armor for the local garrison.

Scouts have tracked the kidnapers to an old crypt some miles away. It is the job of the heroes to retrieve the craftsmen and get out alive!

Objective: To rescue as many craftsmen as possible and get out of the dungeon.

Time Limit: 90 minutes (begin time after set up) for two players, add 30 minutes for each additional player to the game.

Difficulty: Medium

Army Size: Each player constructs a 100-point Heroic Team

Wandering Monster Tokens: Each player contributes 1 Tough, 2 Standard, and 4 Weak tokens

Mage Spawn Pool: Both Mage Spawn and figures from the Necropolis Sect may be included in the Mage Spawn pool. Monster Advisory Token can be used only if agreed by all players. The monster Advisory should be no less than 100 points and should be Mage Spawn that represents the Undead or Necropolis Sect figure.

The pool should be at the minimum of 150 points of Mage Spawn.

Map: All players must bring at least 4 chambers and 2 hallways each. 2 tiles must have a 2x2 square area that is Blocking Terrain. These will represent the prison cells. Sample tiles are provided with this scenario for your convenience.



WizKids, LLC has sole ownership of the names, logos, artwork, marks, photographs, sounds, audio, video and/or any other proprietary material used in connection with the game. WizKids, LLC has granted **Dungeon Crawlers** permission to use such names, logos, and/or marks for promotional and informational purposes on the **Dungeon Crawlers** website, but it does not endorse and is not affiliated with the **Dungeon Crawlers** website in any official capacity whatsoever. All WizKids characters, names, logos, and distinctive likenesses are property of WizKids, LLC.

©2003 WizKids, LLC. All rights reserved.
MechWarrior, BattleTech, BattleMech, 'Mech, MW, Mage Knight, MK, Shadowrun, HeroClix, SportsClix, Creepy Freaks, Freak Out, and WizKids are trademarks of WizKids, LLC.

Special Items: The use of Artifacts and Dungeon accessories is recommended. For harder game play try the Dungeon Door inserts found at Dungeon Crawlers.

Setting the Scene: Set up the map using the **Mage Knight Dungeons** rules, modified by the Special Rules listed below.

Special Rule #1: Use Dwarven Miners, Golem Mechanics, or any figure that represents the prisoners. All prisoners are Demoralized and can not be healed. If no proper figure is at hand then use the special prisoner tokens provided with this scenario. Figures should not be more than 30 points. Prisoners can be subject to attack by Mage Spawn.

Special Rule #2: At the end of each player's turn, if there are Mage Spawn figures in play, roll 1 six-sided die. On a result of 1, the Alarm is sounded throughout the crypts. Once the Alarm is sounded, whenever a wandering monster token is converted, add 2 to the conversion roll result. Treat all results greater than 12 as 12. The alarm can only be sounded once.

Victory: The team with the most rescued prisoners wins. In case of a tie then gold will determine the winner as normal.