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You must purchase Mage Knight Dungeons and/or **Mage Knight Dungeons: Pyramid Starter Set** to be able to play these custom rules. It is strongly suggested that you also purchase Mage Knight Dungeons: Builder Kit, Mage Knight Dungeons: Artifacts Set 1, Mage Knight Dungeons: Artifacts Set 2.

These are just additional rules that you can use with Mage Knight Dungeons. These are not stand alone rules.



## INTRODUCTION

Dungeon Quest is a new way to play the game Mage Knight Dungeons™. In Dungeon Quest there are several different ways in which to play it.

### Heroic Quest

Each character in the Heroic Team is played by 1 player. Heroic Teams consist of 3 to 6 players all working together to complete the goals. You can play the Heroic Quest version with or without a Game Referee. It is suggested that when playing with more than 4 players that one person assumes the role of Game Referee.

### Heroic Challenge

Much like regular Mage Knight Dungeons™ each player builds a team and is pitted against each other to complete the quest(s) first. The difference is the added use of Quest Cards, Domain Cards, Artifacts and Relics, as well as new S.A.T. and Sorcery Tokens. Players can choose to use living dungeon rules, standard rules, and may or may not include a Game Referee.

### Dungeon Gang War

In Gang War you play Mage Spawn fighting for dungeon territory. The person who controls the most area wins.



# Heroic Quest

## Step 1: Choose your Heroes

In Heroic Quest each player controls one hero and plays co-operatively with the other players forming a heroic party. Heroic parties are best formed using the standard format of a fighter, a thief, a mage and a healer, however the party can choose whatever mix of heroes they prefer.

First look at the maximum points allowed for the game. A standard game is the average 100 points. If problems arise about the point cost of each Hero then split the cost evenly at 25 points per player. Make sure your team is balanced or that each Hero can support the other team members.

Choose carefully which hero you would like to play as unlike MKD it will take many games to progress your hero through the levels until the hero completes it's own ultimate heroic quest.

## Step 2: Fill the Pools

Use the following table as a guide to fill your pools. To figure out your dungeon level add up the entire experience of the party including levels, items, artifacts, but not gold. Then divide the total number by how many Heroes are in the group. This will give you the average dungeon level of the group.

Remember that this table is just a guide line to use. You may adjust it however you want.

| Dungeon Level | Treasure Chests | W.M.T. |   |   |   | Artifacts | Artifact Tokens | S.A.T. | Traps | Dungeon Deck |
|---------------|-----------------|--------|---|---|---|-----------|-----------------|--------|-------|--------------|
|               |                 | W      | S | T | U |           |                 |        |       |              |
| 25            | 8               | 5      | 5 | 0 | 0 | 0         | 2               | 0      | 0     | 10           |
| 50            | 8               | 5      | 4 | 1 | 0 | 1         | 2               | 1      | 1     | 10           |
| 75            | 10              | 4      | 4 | 2 | 0 | 1         | 2               | 2      | 1     | 15           |
| 100           | 10              | 3      | 4 | 3 | 1 | 2         | 4               | 2      | 2     | 15           |
| 125           | 10              | 4      | 4 | 3 | 0 | 2         | 4               | 3      | 3     | 20           |
| 150           | 12              | 3      | 4 | 4 | 1 | 2         | 6               | 3      | 3     | 20           |
| 175           | 12              | 4      | 4 | 5 | 0 | 2         | 8               | 4      | 3     | 20           |
| 200           | 14              | 4      | 4 | 6 | 0 | 3         | 10              | 5      | 4     | 20           |
| 250           | 14              | 6      | 6 | 1 | 1 | 3         | 10              | 5      | 5     | 20           |
| 300           | 14              | 5      | 5 | 4 | 0 | 3         | 10              | 5      | 5     | 20           |
| 350           | 16              | 4      | 5 | 4 | 1 | 4         | 12              | 6      | 6     | 25           |
| 400           | 16              | 5      | 5 | 4 | 1 | 4         | 12              | 6      | 6     | 25           |
| 450           | 16              | 3      | 4 | 6 | 2 | 4         | 12              | 6      | 6     | 25           |
| 500 +         | 16              | 2      | 4 | 7 | 2 | 5         | 12              | 6      | 6     | 30           |

## Step 3 Dungeon Layout

### Using the Dungeon Deck

The Dungeon Deck is used to make a completely random dungeon. When you assemble your deck make sure you have the tiles to go with the cards. The dungeon is not laid out right away as it is in normal Mage Knight Dungeons. Instead flip over the top card on the deck for your entrance. The entrance card is always empty, so ignore placements of tokens, cards and artifacts.

When exiting the tile draw another Dungeon Deck card. Find the tile that is shown on the card and place it on the board adjacent to your exit. If the tile does not fit place it randomly back into the deck and draw another card. Continue to do so until you find a tile that matches. If you can not find a tile that will fit then consider that exit as a dead end.

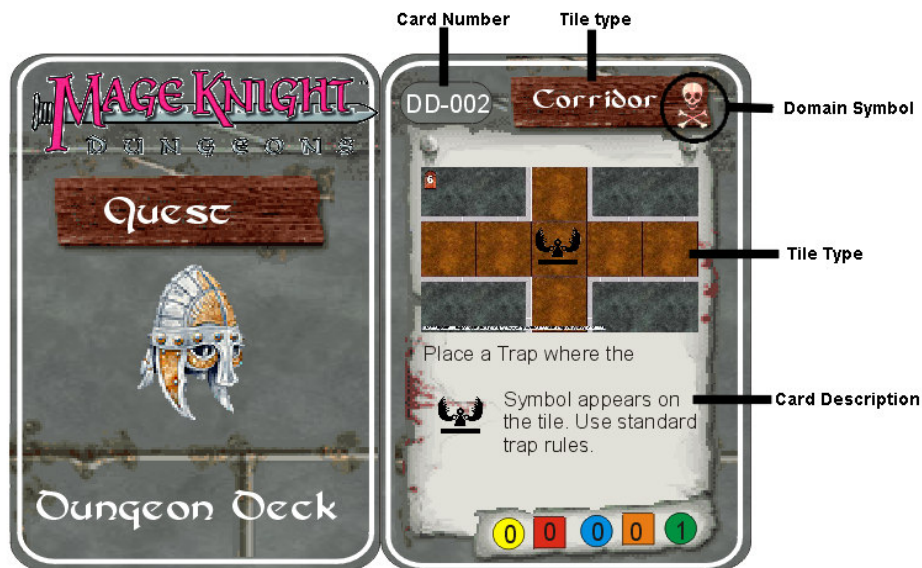
When you enter the next tile resolve all tokens and cards as normal.

The exit appears after a certain amount of chests have been opened.

| # of Heroes | # of chests to open |
|-------------|---------------------|
| 1           | 2                   |
| 2           | 3                   |
| 3           | 4                   |
| 4           | 6                   |
| 5           | 8                   |
| 6           | 12                  |

Once the proper amount of chests have been opened the exit will appear in the farthest spot away from your current position.

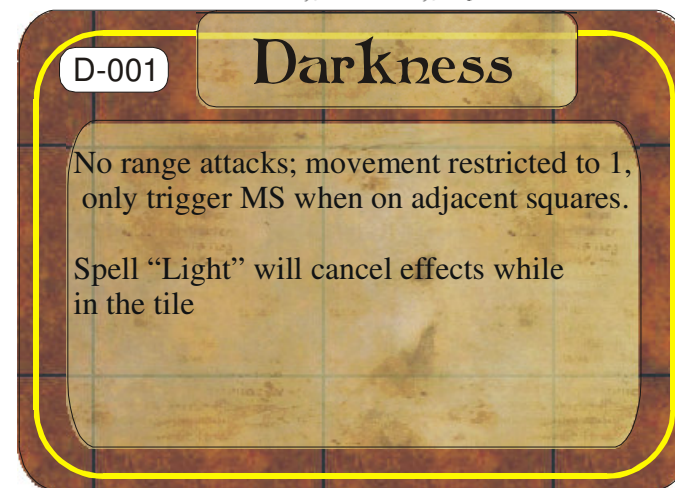
Use the character sheets to record your experience, gold as you will retain them for the next game. Any items and/or artifacts are not retained for the next dungeon.



- Yello Circle = # of Mage Spawn
- Red Square = # of Chests
- Blue Circle = # of Doors
- Orange Square = # Artifacts
- Green Circle = # Traps



## DOMAIN CARDS



Domain Cards are only played when the Dungeon Deck indicates the Domain symbol in the upper right hand corner. Flip over the top card, apply all feature of the card to the tile.

## QUEST CARDS



One quest card may be given to each player. Quest cards allow each player to earn more expereince, gold, or items during play. A word of caution, Quest Cards can slow down the game, players need to work together to complete the quests.

## ARTIFACT AND ITEMS

Objects can only be given to one hero and, with the exception of food and potion tokens, they can not be switched to other characters or players



after they have been assigned. Some artifacts and items can be purchased at special Domains or may be received through artifact tokens. Each Artifact (which is equivalent to Relics) has a card with all the statistics and rules on it. As long as

a player is in possession of the artifact they must apply all bonuses and negatives to the character. A character can wield many objects but only one Artifact. No more than one item with the same requirement can be wielded by the warrior. No duplicate Artifacts are allowed. A character must have a slot for each item they wish to use/carry.



Wielder Requirements

## SPELLS

Browsing does not really apply too much. It costs 4 speed to browse and change your loaded spell.

Loaded spells must remain on the top of your spell token pile.

Spells cost 4 speed to cast.

Each spell has a page cost and each spell book has a Capacity just like in MK2 Sorcery.

Only Heroes with a SAC that has the word "Magic" in it can use spell books and cast spells.

All spells (unless specifically stated) are once use items. That means that if Centaur's Gait is cast the target is enchanted with it until they perform a Charge. If they level they can keep the enchantment as long as they don't use it. If when leveling they gain the same ability as the spell, the spell will be negated and removed from play (or back to the casters spell book) when that ability is used.

