

Mage Spawn Generators

A Mage Knight Dungeons Variant Rule

By Philip Reed



A typical Dungeons game involves pushing the wandering monster tokens around on the board until they are converted to Mage Spawn. This variant gets a lot more Mage Spawn on the board and has a lot of the feel of the Gauntlet arcade game. Using this variant works best if a neutral player controls all of the Mage Spawn but games without a referee can use this rule just as easily as they do wandering monster tokens.

You'll need one "generator" for each Hero. Generators are represented by using dice of different sizes depending on how difficult you want the game to be. Anywhere from 4-sided to 100-sided dice could be used in a game but I recommend player's stick to 4-sided, 6-sided, and 8-sided dice. The more sides a die has the more difficult the game will be. All players should use the exact same type of dice for the generators.

Placement of Generators

This rule replaces Step 4: Place Wandering Monster Tokens in the game rules. Generators are placed on the map following the exact same rules as placing wandering monster tokens. Place the die with the highest number facing up. This is the number of Mage Spawn this generator will create during the game (if it is not destroyed, see below). [*Ibson the Grey Variant: I have included actual generator tokens to use instead of dice - Have FUN!*]

Generating Mage Spawn

As an activation a player can materialize a Mage Spawn on the map adjacent to a generator. All generators can create a Mage Spawn equal to a number of points equal to its size x 5. (Not the value currently showing but the size of the die.) You must place the Mage Spawn with the closest point value to this number on the map. Rotate the die to show the next lowest number once the Mage Spawn is placed. [*Ibson the Greys's Variant: When operating a generator, rotate the die to show the next lowest number and roll 1 dice; on a 1-2, 1 Mage Spawn of the total point value is spawned, on 3-5, 2 Mage Spawn of the total point value is spawned and on a 6 there are 3 spawned. The total point value generated is equal to: [(Die size - current number) * 5]+d6. (Use a 10x multiplier for a tougher game) This means the generators will create more and more dangerous creatures as time goes on. Chests must be placed within or next to generator containing tiles. In this variant, place the generators prior to placing chests.*]

If there are no empty spaces adjacent to the generator you may not place a new Mage Spawn. Mage Spawn use the standard Dungeons rules once they are generated.

Destroying/Depleting Generators

Generators can be attacked. Generators have a defense value equal to the number currently showing x 2. Every click of damage a generator suffers reduces the current number by one. Rotate the die to show the new value. Attacking generators keeps the map from filling with Mage Spawn. [*Ibson the Grey Variant: defense equals current number *3. The generator gets easier to hit as it depletes. Also, a successful attack will only do 1 click of damage, regardless of the Hero's damage value.*] Each click of damage a hero causes to a generator earns him 15 experience points.

When a generator reaches 1 the next hit of damage (or the next monster generated from it) will destroy (or deplete) it. Remove the die from the map.

And that's it. Use generators in your next Mage Knight Dungeons game for a little added variety.



