

MISSION DOCTOR STRANGE

STRANGE ACADEMY

MEDIUM / 4-6 PLAYER HEROES

This Mission requires the rules and components found in

- Marvel Zombies
- MZ X-Men Resistance or MZ Heroes Resistance (if playing as the living)

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We were studying under Dr. Stephen Strange when the zombie apocalypse broke out. Now, we find ourselves on the opposite side of the fight as the Sorcerer Supreme. He quickly cast a protection spell and scattered the enchantment pages we'd need to reverse it. This much power is going to hurt, because magic always comes at a price.

Tiles needed: **2R, 7V, 8R, 9R**

OBJECTIVES

- Accomplish these objectives in this order:
1. **Required reading.** Take all objectives.
 2. **The student becomes the master.** Eliminate Doctor Strange.
 3. **Graduation.** Escape through the Exit Zone. Any Hero may leave through the Exit Zone at the end of their turn if there are no enemies in it.

SPECIAL SETUP

- **Sacred ground.** Spawn Doctor Strange in the zone with the Green spawn point.

SPECIAL RULES

- **Summoning circle.** Doctor Strange does not move during activation until after the Green Door has been opened.
- **Book of Vishanti.** Each objective gives 10 XP to the Hero that takes it.
- **Spellbound.** Doctor Strange cannot be eliminated until all the objectives have been taken. He is ignored for target priority.
- **Applied magical knowledge.** The following spells can be used by Heroes if they have enough XP to spend on the spell:
 - **Improved probability.** Reroll any misses for this attack. Costs 3 XP before attacking.
 - **Rejuvenation.** +1 power or -1 hunger. Costs 2 XP.
 - **Distort reality.** Discard and draw a new spawn card. Costs 5 XP.
- **5-6 Player Heroes.** The first spawn point draws 2 spawn cards.

9R	8R
7V	2R

