

THE MINES OF MEDINA

Risk level: ☠☠☠☠☠☠☠

MiniQuest: At setup, draw 4 Item cards. Keep two between players.

"They say the mines of Droskar are cursed. I have seen the truth: miners torn apart, their blood staining the stone. The killer is no phantom... he is real. The Troll lurks in the tunnels, hiding in the dark, striking with brutal strength, and dragging the living into the shadows.

No one can return to the mines until the beast is slain. That is why you have been chosen. You must descend into the labyrinth, recover the master builder's map, the only record of the mines' layout, lost when he was killed, and then put an end to the monster.

The tunnels shift like a living maze. Each step may bring you closer to the Troll... or closer to your doom. The darkness awaits, and he waits within it."



Draw a Map card and place Room tiles (face down) for each feature (Guard Posts and the Treasure Room). Place the Troll Boss in the Treasure Room. Unless it sees or hears a Hero, during the Troll's turn draw an Item card and check the direction shown below: move the Troll 1 step in that direction (N, E, W, S). If the direction is not valid, draw another card. You must reach the Treasure Room and perform a Search action to find the Mines Map. Then you must slay the Troll.

When you find the map, remove the Room closest to the Entrance and replace it with a new Room. Remove any incompatible adjacent Rooms and replace them as well. Replace the removed tiles, with new Room tiles to increase the distance from the nearest Hero to the Entrance. In case of a tie on distance, you decide. In this procedure, rooms may also be placed behind the Entrance.

The Traitor's goal is to take the Map and escape the Dungeon.