Mini Expansion
By Scott Almes

Quest for the Golden Mushrooms

"*Save me!*" screams a Mushroom from the clutches of the vile Goblin. You race to the Portal, sword drawn, in the hopes of vanquishing this foe and saving one of the Mushroomfolk. This deed will earn you a great reward for sure! Just watch your back as your treacherous opponents may try to "*take credit*" for your hard-earned rescues...

Contents



- 7 Golden Mushroom Tokens
- 3 Golden Grotto Map Cards

Setup

Before setting up the game, take the following steps:

1. Remove the following **3 Map Cards** with Grottos from the deck of Regular Map Cards. They can be identified by their abilities:
   - *Advance one of your Heroes one space...*
   - *Conjure 2...*
   - *Deal 1 to a Goblin...*



2. Add the **3 Golden Grotto Map Cards** into the Regular Map Card deck and shuffle.

Then proceed with regular Game Setup. After Setup, place **1 Golden Mushroom Token** next to each Goblin Portal. The Mushroom Tokens should be laying down, to show that they are captured.



Gameplay



In addition to your regular adventure, you can rescue Mushroomfolk from their Goblin captors. Keep them safe in your Castle, and receive a reward at the end of the game. Or, bring one to a Golden Grotto for a powerful boost! But be on your guard, for other players can steal them from you. You can also steal rescued Mushrooms from other players' Castles and return them to your own.

Rescuing Mushrooms



When you defeat a Goblin guarding a Mushroom, the Mushroom is rescued and the Mushroom Token is immediately placed on your Castle standing upright.

Stealing Mushrooms



You may steal a Mushroom from **another player's Castle.** To do so, one of your Heroes that is currently not escorting a Mushroom must be at their Castle, and there must be more of your Heroes present than the player who owns it. *For instance, if the other player has 1 Hero at their Castle, you must have 2 or more.* Then, when one of your Heroes moves from the Castle, a Mushroom may be taken from their Castle and escorted by your Hero.

Escorting Mushrooms

Mushrooms may move with Heroes, either stolen from a castle or by a player leaving their own Castle. The Mushroom follows the Hero to any Map Card region it travels to.

A Hero may only escort 1 Mushroom at a time.

There is one exception: A Mushroom **WILL NOT follow a Hero into a Temple**. If this happens, the Mushroom is **abandoned** (see below).

Abandoning a Mushroom

At any time, when your Hero moves it may **abandon your Mushroom**. The Mushroom instead remains standing upright on the Map Card's Region the Hero started from. The abandoned Mushroom may be picked up and escorted by any Hero that moves into that Region.



Becoming Exhausted

If you become *Exhausted* (*your* ♥ *is 0*) while one of your Heroes is escorting a Mushroom, you immediately return your Hero to your Castle and leave the Mushroom abandoned.

Golden Grottos

Golden Grottos offer new and powerful benefits to Heroes escorting a Mushroom:

Passing Through Grottos



When a Hero escorting a Mushroom makes a movement **passing through** a Map Card that has a Grotto (*regular or golden*), that Hero **gains 1 per Grotto passed**. *The is not gained if that Hero ends their movement on a Grotto Map Card.*

Returning the Mushroomfolk



When a Hero escorting a Mushroom moves onto a Golden Grotto Map Card, they may return the Mushroom to activate the Grotto's listed special ability. Returned Mushrooms are placed into a Returned Pile next to the Goblin Tokens (*see next page*).

Replacing Returned Mushrooms

If any Mushrooms are in the Returned Pile, during *Resolution* when new Goblins are placed, the player with the **fewest scored Goblin Tokens** places any Returned Mushroom Tokens onto any Goblin Portals (without Mushrooms) of their choice. The Mushroom Tokens should be laying down, to show that they are captured. If there is a tie for who has the defeated the fewest Goblins, then compare the lowest *Spell Level*, and then the lowest amount of completed Quests.

End of Game



You earn **2 victory points** for each rescued Mushroom in your Castle at the end of the game. Mushrooms that are **still being escorted** are worth 0 Victory Points.



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