

# CLASH OF THE TITANS

*You have followed the path of death and destruction to this mine location. For the few survivors encountered along the way, the story is the same.*

*"Giant demons... One incredibly muscular with massive tentacles. The other a horned, winged beast swooping silently from the sky. They were really going at it, killing or destroying anything in their paths to get to one another... They won't stop until one of them is dead."*

*Or both of them. With that thought in mind, you bravely (or is that foolishly?) enter the mine.*

## Set Up

This Mission uses the standard set up and all Heroes start on the Mine Entrance Map Tile as normal.

## Mission Goal

Find and defeat the rampaging demons responsible for the annihilation of the towns. Find 2 Clue Icons to battle the Goliath and Harbinger, ending their wake of destruction.

## Special Rules

### Enemy Confrontation (Goliath, Harbinger)

During the Mission Objective Fight, the Harbinger and Goliath will re-target each turn, if able. Also if able, they will follow the pattern of random Hero from Posse, Enemy, Hero Posse, Enemy.

For every hit these enemies take from one another, they may make a special Defense roll against each hit. If the roll is equal to or less than their printed defense, damage from that hit is blocked. These Enemies can make Critical Hits against each other. Horror Hits have no effect on them.

Enemies added during this battle will always attack the Heroes.

If an Enemy defeats another Enemy, it is invigorated, healing D6 Wounds.

*For 1-2 players, replace these enemies with Night Terrors and Slashers (or some other Large size Enemy) equal to the number of Heroes +1 for each Enemy group.*

### Immediate Dread

Reveal all Growing Dread cards immediately as they are drawn.

## Objectives

### Defeat the Harbinger and Goliath

Once the second Clue Icon is revealed, ignore everything else on that token. Choose a random exit from that room and draw from the Map Deck until you reveal a non-passage room card. Attach that room to that exit, capping all exits in the new room. Place the Goliath in that room. Repeat this process and place the Harbinger in that room.

Once all Enemies have been defeated, the Heroes have successfully completed the mission! The Mission Objective Fight adds two Loot Cards. Additional Threats from cards add additional Loot (to a max of 3).

## Reward

Each hero gains 50 XP. During their next visit to a Frontier Town, the Heroes may stay at the Hotel for free and get \$50 off of all items and services (Gambling excluded), to a minimum of \$10.

## Failure

The rampage continues and the nearest Frontier Town is destroyed. Heroes must proceed directly to their next Adventure.

