

# Winter Workshop

An festive Dwarf Mine expansion by James Hron.

# Winter Workshop

In this Dwarf Mine expansion, you get the opportunity to build a new room – the Winter Workshop!

## Materials

You will need the following materials to play this Dwarf Mine expansion:


- Dwarf Mine Rules (Found at <https://paperdicegames.com/dwarf-mine/>)
- Dwarf Mine Mountainsheet (Found at <https://paperdicegames.com/dwarf-mine/>)
- Pencil and Eraser
- Different Polyhedral Dice (4 sided, 6 sided, 8 sided, 10 sided, 12 sided, 20 sided)

## Setup

Setup for the Winter Workshop expansion is the same as a regular game of Dwarf Mine.

## How to Play the Expansion

This expansion is played exactly like a regular game of Dwarf Mine – however, the Winter Workshop room (explained below) is available for purchase!

Winter Workshop – New Room				
Room Name	Size and Shape	Cost in Gold	Special Information	Benefits
Winter Workshop		10 Gold	n/a	See Below



## Winter Workshop Benefits

Each turn, roll 1d6.

If the results is 1-4, roll on the **Nice List below** to determine your benefit for this turn.

If the result is 5 or 6, roll on the **Naughty List below** to determine your benefit for this turn.

Roll 1d6	Nice List	Naughty List
1	<i>The Winter Workshop builds lots and lots of toys! Add 1d8 population to your mine this turn.</i>	<i>The Winter Workshop builds a booby trap so you can ambush enemies. Add 1 Booby Trap to your resources. A Booby Trap can be used to roll 2d6 damage against an enemy of your choice <b>before combat begins</b>.</i>
2	<i>The Winter Workshop builds jewelry for the dwarves in your mine! Add 1 gemstone to your resources this turn.</i>	<i>The Winter Workshop builds a secret passageway to the lower levels of your mine. You may roll your treasure or combat roll on a mine level of your choice this turn.</i>
3	<i>The Winter Workshop builds necklaces for the dwarves in your mine! Add 1d10 gold to your mine this turn.</i>	<i>The Winter Workshop gives beard dye to the dwarves in your mine – there is no more gray here! Subtract 5 from your mine age.</i>
4	<i>The Winter Workshop builds new tools for the mining dwarves in your mine! Add 1d8 ore to your mine this turn.</i>	<i>The Winter Workshop creates a “front shop” for your mine, where business is not as usual. You can ignore all room requirements listed in the <b>Special Information</b> column when building rooms this turn. For example, you may build a sixth hovel for your mine this turn.</i>
5	<i>The Winter Workshop builds fearsome weapons for you to defend your mine with! Add one attack level to your mine. If you are at the maximum attack level for your mine, you may add an additional six sided die to your attacks going forward.</i>	<i>The Winter Workshop creates a casino for your mine. For the rest of the game, you may gamble! To gamble, bet any amount of gold, and roll 1d20. If the result is an odd number (except for the number 1), you double the money you bet! If the result is an even number or the number 1, you lose all the money you bet.</i>
6	<i>The Winter Workshop presents you with a Star of the Mountain. Add 1 mithril to your resources this turn.</i>	<i>The Winter Workshop creates a black market for your mine. Roll 1d12. You may build a room for free this turn, as long as the <b>Cost in Gold</b> is equal to or less than the result of your roll.</i>

## Thank You

Again, I want to thank everyone for playing Dwarf Mine. I'm hoping that adding the Winter Workshop may add a little cheer to your holidays this year.

If you have any feedback about this expansion, or any other suggestions for Dwarf Mine, please get in touch by:

- Chatting with me on r/DwarfMine
- Email: paperdicegames (at) gmail.com

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