

# ELUSIVE ARTIFACT

## Optional Mission Trigger

The Heroes only have access to this Mission if they roll a 6-8 for a Location Event at a Street Market, Saloon, or Smuggler's Den. When this happens, read the following:

*"You hear two women talking in hushed whispers about a peddler who came through town about a week ago, with a powerful artifact for sale. You now have access to the Elusive Artifact Mission."*

*"You've traveled to this town looking for a peddler who is rumored to be selling a powerful artifact. But when you arrive, the town is under attack by all manner of foul creatures!"*

## Set Up

- This mission uses the Town Adventure Board. Choose which base deck you will be using for this scenario – City of the Ancients or Swamps of Death.
- Shuffle the following eight Exploration Tokens, and place one on each of the numbered buildings, face down: Encounter I, Attack I, Growing Dread Encounter I, Encounter x2 (2 of these), Encounter (2 of these), Ambush Attack. For this mission, ignore all Door/Gate icons on Exploration Tokens.
- For this mission, use only the following Encounter cards in the Encounter Deck:

**If you're using the City of the Ancients Deck:** Explosives, Shafts of Light, Massacre, Lucky Find, Look Out!, Piles of Bones, Traitor's Blood, Ransacked Vault, Void Lair, Summoning Circle

**Or, if you're using the Swamps of Death Deck:** Hanging Bodies, Warning from the Grave, A Crack in Space, Dark Altar, Mind Worms, Dusty Crates, Lucky Find, Mangled Remains, Look Out!, Hell Pit

- Start the Hero Posse Marker at 12 on the Depth Track. Start the Darkness Marker at Darkness Start on the Depth Track.
- Randomly determine the Heroes' Entry Area (A, B, C, or D). The Heroes may start in any of the three Entry Area spaces, or any of the three spaces directly in front of the Entry Area.
- Draw a Threat card. These monsters are set up at one of the remaining three town entry points. If there is more than one type of monster, determine an entry point for each monster type separately. (This is the only time you determine the entry point for each type of monster separately.)

## Mission Goal

The Heroes must locate the peddler by revealing 3 Clue icons on Exploration tokens, and then flee town with him by exiting into one of the lettered Entry/Exit Areas. If The Peddler dies, the mission is a failure.

## Special Rules

### Exploration Tokens

During the Room Exploration phase of the game turn, if any character is in a building with an unrevealed Exploration Token, that token is revealed. This may result in more than one exploration token being revealed. In this case, the tokens are revealed in the initiative order of the characters who explored the buildings.

Every time an Exploration Token is revealed, move the Hero Marker down one space on the Depth Track.

### Adding Monsters & Monster Movement

Any time you would add monsters to the board (except the Ambush Attack), randomly determine one of the four town entry points for all of those monsters to enter from. If you reveal the Ambush Attack token, the monsters appear in the same building as the token, in the normal checkerboard fashion, and then spilling out of the door(s), into the street. Monsters do not appear on rooftops. (Exception: When double 1's are rolled for a Depth Event)

If a monster cannot reach a character with its movement, it will move towards a random character that it can see (including line of sight through windows and doors). If a monster cannot see any characters, that monster will move towards a random building, until it sees a character. At that point, it will finish its movement moving towards that character.



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## Scavenging

Heroes can Scavenge any of the 8 buildings. When successful, instead of drawing a Scavenge card, they draw a Loot card. Each building may only be scavenged once.

## Desperation

Use the Desperation special rules in the Frontier Town - Town Overrun Mission (Mission 5).

## Clue Icons

When a Clue Icon is revealed on an Exploration Token, the Heroes have found a Townsfolk that has information on the peddler's whereabouts. Place a Townsfolk Token anywhere in the building. When the third Clue Icon is revealed, the Heroes have found the peddler!

## Townsfolk

Use the Townsfolk special rules in the Frontier Town - Town Overrun Mission (Mission 5). The only change to these rules is that Townsfolk are trying to exit the map by landing on any one of the lettered entry/exit points. Once a Townsfolk has exited the map, they are safe.

## The Peddler

*"Well, ain't you a sight for sore eyes! Git me outta here!"*

When the Heroes find the third Clue Icon, they have discovered The Peddler! Ignore any Attacks or Encounters listed on this Exploration Token. Use the "Escaping Prisoner" token to represent The Peddler.

Then, resolve the following Encounter:

### Dark Stone Charge (Encounter - Active - Repair)

*The Peddler pulls a strange metal contraption out of his bag. "This could help us get out of here," he says, "But I don't have any Dark Stone to power it!"*

If no Dark Stone is given to The Peddler, the contraption won't work, and this Encounter is over.

The party can give The Peddler up to 3 Dark Stone to power his contraption.

If the party gives the Peddler any Dark Stone to power his contraption, a Portal appears in the same building as him. Then, for every Dark Stone that the party gives to The Peddler, one other Portal (up to 3) appears in a random building on the map. More than one portal can appear in the same building. See Portals (below) for the Portal rules. The donated Dark Stone is used up, and not retrievable by the Heroes.

### SKILL TEST

(One Player who is in the building with The Peddler) **Luck 5+**

For every success, you may re-roll for the location of a portal.

Finally, draw a Threat card one level higher than normal. Place those monsters outside the entrance(s) to the building The Peddler is in. (Remember, per the Frontier Town expansion rules, Growing Dread cards are played as they are drawn [p. 7]. However, if you've forgotten this, all Growing Dread cards should now be revealed.)



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## Portals

Portals are 4x4 squares, and should be represented by the Otherworldly Portal map pieces from the Shadows of Brimstone base game. The players can decide where exactly a portal appears in a building.

Portals act as "teleportation" squares. When a hero or monster enters a Portal square, they have the choice to step through the portal, and appear in any square of another portal on the map. Stepping onto the Portal square costs movement as normal, but appearing in another Portal costs no movement.

If more than one portal appears in the same building, and is not moved by the Luck skill test, all portals in that building cancel each other out and disappear.

## Reward

Every Hero earns D6x25 XP. Draw Gear cards equal to the number of players, look at them, and discard one. Then, roll a D6. On a 1-4, draw a Mine Artifact card. On a 5-6, draw an Otherworldly Artifact card\*.

Every Hero earns D6x25 XP or D6x\$50 for each of the three Townsfolk markers that escaped the map. If more than one Townsfolk escaped, players may choose a mix of the two rewards.

\*According to the base set you're using. If you're using more than one set, determine this randomly.

## Failure

Every Hero earns D6x25 XP or D6x\$50 for each of the three Townsfolk markers that escaped the map. If more than one Townsfolk escaped, players may choose a mix of the two rewards.

Next time you visit a town, **P** buildings in this town have been destroyed (see p. 4 of the expansion rule book). In addition, the next time you visit a town, every Hero has an Unwanted Attention token for the duration of the stay.

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