

Campaign Tracker

Mission 01

Unlocked ☒ Prerequisites met ☒ Completed ☐

Mission 02

Unlocked ☐ Prerequisites met ☐ Completed ☐

Mission 03

Unlocked ☐ Prerequisites met ☐ Completed ☐

Mission 04

Unlocked ☐ Prerequisites met ☐ Completed ☐

Mission 05

Unlocked ☐ Prerequisites met ☐ Completed ☐

Mission 06

Unlocked ☐ Prerequisites met ☐ Completed ☐

Mission 07

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Mission 08

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Campaign Tracker

Mission 01

Prerequisites

None

Mission Status

Unlocked ☒ Prerequisites met ☒ Completed ☐

Material Requirements

Core Sets, Towns Expansion, Scaffold Gang

Modifiers

Clue 1: Safe for work

Remove the tentacles from the second fight.

Clue 3: Short breather

Heroes can heal D6 or 2D6 Health/Sanity before the fight starts.

General: A not so quiet place

Cancel the A Quiet Place rule allowing attacks to be happening before Clue 1.

Clue 1: A bigger horde

Add an additional enemy to each group (Void Spider, Tentacle, Strangler) in the second fight.

Clue 3: More outlaws

Heroes must fight 3/4/5 Bandits, 2/3/4 Scaffold Gang Members and 1/1/1 Dark Stone Brute instead.

Mission 02

Prerequisites

Completed Interlude 01 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Swamps of Death, Serpentmen of Jargono

Modifiers

Clue 2 in Jargono: Short Breather

Heroes may recover (2)D6 Health/Sanity before starting the fight

Clue 2 in Jargono: Fast Ritual

The Sacrificial Ritual trigger after two combat rounds

Clue 2 in Jargono: Immediate Ritual

Ignore the Sacrificial Ritual rule. Instead the Shaman sacrifices its victim immediately and all enemies gain 1/2/3 Elite Abilities at the start of combat.

Mission 03

Prerequisites

Completed Interlude 01 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

City of the Ancients, Custodians of Targa

Modifiers

Clue 2 in Targa

The heroes may heal 2D6 Health/Sanity before the final fight

Clue 2 in Targa: Active Defense Network

Add 1/2/2 Targa Pylons to the fight

Clue 2 in Targa: Fully Operational

Instead of a Damaged Guardian, the posse must fight a normal Guardian enemy

Mission 04

Prerequisites

Completed Mission 02 ☐

Completed Mission 03 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Core Set(s), Scaffold Gang, Town Expansion, Masters of the Void

Modifiers

Clue 3: Short Breather

Before the fight starts heroes may heal (2)D6 Health/Sanity

Clue 1, Clue 3: No heavies

Remove the Dark Stone Brute from the fights

Clue 1, Clue 3: Reinforcements

Add 1/1/1 Bandits and 1/1/1 Scaffold Gang Members to the fights

Clue 1, Clue 3: Heavy reinforcements

Also add 1/1/1 Dark Stone Brute to the fights

Clue 1, Clue 3: Full Force

Add 2/2/2 Bandits and 2/2/2 Scaffold Gang Members to the fights

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Mission 05

Prerequisites

Completed Interlude 02 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Core Sets, Towns Expansion, Scaffold Gang, Masters of the Void, Dark Stone Brutes

Modifiers

Battle of Serafin: Slowed Invasion

Enemy waves show up on Turns 1/4/8/11 instead.

Battle of Serafin: Only Human After all

Remove all Void Hound enemies from all fights

Battle of Serafin: Rushed Invasion

Enemies show up on turn 1/3/5/7 instead.

Battle of Serafin: Larger invasion

Increase the size of all Bandits and Scaffold Gang groups by 1/1/1 enemy.

Battle of Serafin: Who let the dogs out?

Add 1/1/1 Void Hound to each of the four waves.

Mission 06

Prerequisites

Completed Interlude 03 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Any Core Set, Werewolf Feral Kin

Modifiers

General: Shorter Exploration

The Werewolf Lair is found at a Depth of 8 instead.

General: Smaller Pack

Remove 1/1/1 Werewolf from the fight

Survival Instincts: Fight to the end

The Pack Leader does not flee. From a narrative point he still manages to escape instead of being "killed".

General: Specialized Pack

Draw a Werewolf Trait card and apply it to the final combat.

Mission 07

Prerequisites

Completed Interlude 03 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Swamps of, Serpentmen of Jargono, Swamp Slugs

Modifiers

Short Exploration

The Crimson Hand is encountered at Clue 1 in Jargono and the Temple is found at Clue 2. Read the respective Clue 2 and Clue 3 sections under Objectives one Clue earlier.

Clue 2 in Jargono: Empowered Cultists

Drawn a Crimson Hand Trait Card for the fight.

Clue 2 in Jargono: More Beasts

Roll a D6 and add the following enemies to the fight based on the results

1-2: 1/1/1 Swamp Slasher

3-4: 1/1/1 Swamp Slug

5-6: 4/4/4 Bog Bats

Repeat this roll to increase the difficulty further if so desired

Mission 08

Prerequisites

Completed Interlude 03 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Core Set(s), Scourge Rats, Hell Vermin, Flesh Stalker

Modifiers

Clue 3: Not so big

Ignore the Not so Big rule thereby not adding additional health

Clue 3: Small Brood

Spawn Scourge Rats on a roll of 5+ instead when using the King of the Rats rule.

Clue 3: Big Brood

Spawn Scourge Rats on a roll of 3+ instead when using the King of the Rats rule. Start with an additional 2/2/2 Scourge rats in the fight

Clue 3: Hot Fire

The Fire Breathing Rule deals 3 damage per hit and applies 1 Burning marker for each point of damage suffered.

Clue 3: A tough rat

The Hell Vermin takes only a maximum of 3 damage per hit.

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Mission 09

Prerequisites

Completed Interlude 03 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Core Sets, Order of the Crimson Hand

Modifiers

Stronger NPC

Otto gains an addition +5 Health and +5 Sanity

Final Battle: Less Cultists

Remove 2/2/2 Crimson Hand cultists from the fight

Final Battle: Stronger Demon

Draw a Trait Card for the Goliath

Shadow of the Ruins: Deeper Shadows

Ignore the rule laid out in the Special Rules section. Instead, whenever a Darkness Card is drawn, draw a second one.

Mission 10

Prerequisites

Completed Interlude 04 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

City of the Ancients, Trun Hunters

Modifiers

Depth 2/4/7: Weaker Traps

All Skill Checks rolled in these encounters are +1

Engineering Chamber: Really Broken Sentinels

When fighting the Targa Sentinels, the enemies start with -2 Health

First Clue after Engineering Chamber: Weak Pack Leader

In the final fight the Trun Hunter does not have additional health.

Broken Sentinels?

In the fight against the sentinels the enemies gain +4 health

First Clue after Engineering Chamber: Empowered

Equipment

The Pack leader has improved equipment

Energy Shield

The Trun Hunter is immune to critical hits.

Power Fist

In addition to its other properties the weapon gives the Trun Hunter an addition +2 Attack and +1 Damage

Mission 11

Prerequisites

Completed Interlude 04 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Any Core Set, Caverns of Cynder, Flesh Stalker

Modifiers

Safer Drilling

New Threat Cards are drawn at Round 4 and 8 only while defending the Reality Drill.

Powerful Allies

Igor gains +5 Health and +5 Sanity and his ranged attacks deal +2 damage

Malfunctioning Drill

While defending the Reality Drill draw Threat cards on round 2/4/6/8 instead.

Leader of the Succubi

Add a Shadow Witch to the Succubi fought in the final fight.

Mission 12

Prerequisites

Completed Interlude 04 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Core Set(s), Dark Stone Brute, Masters of the Void, Scaffold Gang, Trederran Scouts

Modifiers

Clue 1: Smaller Vanguard

Remove 1/1/1 Scaffold Gang members and 1/1/1 Dark Stone Brute from the fight.

Clue 3: Smaller Retinue

Remove 1/1/1 Scaffold Gang Members and 1/1/1 Void Hound from the fight.

Clue 1: Improved retinue

Add 1/1/1 Void Mage to the fight

Clue 3: A small army

Add 1/1/1 Scaffold Gang members to the fight

Clue 3: Extra magical support

Add 1/1/1 Void Mage to the fight

Clue 3: Extra heavy support

Add 1/1/1 Dark Stone Brute to the fight

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Mission 13

Prerequisites

Completed Interlude 04 ☐

Completed Mission 08

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Blasted Wastes, Black Fang Tribe, Dark Stone Hydra

Modifiers

Clue 3: Just a normal Snake

On a posse level of <5 fight a non-brutal Hydra. Otherwise fight a "normal" brutal Hydra instead.

Empowered Allies

Hemingway gains +5 Health and +5 Sanity

Even less of a threat

Hemingway is only targeted by enemies on a 5+

Victim is victim

Ignore the Still remarkably non-dangerous rule. Monsters target Hemingway normally.

Clue 3: Empowered Snake

The Hydra can only lose 3 health maximum per succesful hit.

Mission 14

Prerequisites

Completed Interlude 05 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Core Set(s), Scaffold Gang, Dark Stone Brutes, Masters of the Void

Modifiers

Clue 1: Weaker Transformation

The Dark Stone Brute is non-brutal for Posse Level <5 and does not gain all Elite Abilities at Level 5+

Clue 3: Weaker Healing

The Void Magus only heals himself by five health when sacrificing a cultist. He also heals Scaffold only by D3-1/D6-2/D6 health per turn.

Clue 3: Catch a Breath

Each hero may heal for 2D6 Health/Sanity before starting the fight

Clue 1: Stronger Vanguard

Add 1/1/1 Scaffold Gang members and 1/1/1 Void Hounds to the fight

Clue 3: Stronger Retinue

Add 1/1/1 Scaffold Gang Members and 1/1/1 Crimson Hand Cultists to the fight

Clue 3: Support from Beyond

Add 1/1/1 Void Hound to the fight

Clue 3: Master of the Void

Every time the Void Magus sacrifices one cultist, he fully heals.

Clue 3: Improved healing

Scaffold is healed every turn by D3+1, D6+2, D6+5 instead

Mission 15

Prerequisites

Completed Mission 07 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Core Set(s), Caverns of Cynder, Cult of the Crimson Hand

Modifiers

Clue 1: Weakened Aura

Undead enemies do not get +1 Defense

Clue 2: Weaker Undead

Undead do not gain +1 Attack and +1 Damage

Final Fight: Less control over the dead

Remove 2/2/2 Crimson Hand and 1/1/1 Souls of the Damned from the fight

Clue 1: Aura of horrific dread

Undead gain an additional +1 Defense and +2/3/4 Health for the rest of the mission

Clue 1: Unkillable Dead

All Undead also gain Tough (3): They cannot loose more than 3 health from successful hits.

Clue 2: Empowered Dead

Undead gain an additional +1 Attack and +1 Damage

Clue 3: Undead Horde

Add 2/2/2 Crimson Hand and 1/1/1 Souls of the Damned to the fight.

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Mission 16

Prerequisites

Completed Campaign Mission 06 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Blasted Wastes, Trederran Scouts, Werewolf Feral Kin

Modifiers

Clouded Moon

Apply the Full Moon Darkness Card but Werewolves deal -1 Damage

Blood Moon

Apply the Full Moon Darkness Card but Werewolves gain +2 Defense and have Regenerate (2): Heal 2 health at the start of their activation.

Mission 17

Prerequisites

Completed Mission 13 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

City of the Ancients, Flesh Stalker

Modifiers

General: Slower Patrols

Roll 2D6+2 instead of 2D6 to determine if a patrol has found the posse.

General: Weaker Patrols

The posse is attacked by 1/2/3 Sentinels only. Remove the Custodians from the fight.

Clue 1: Unfinished Prime

The Sentinel Prime starts with Posse Level x 2 Damage

Clue 3: Inactive Defense Systems

Remove 1/1/1 Custodians and all Targa Pylons from the fight

Clue 3: Catch a Breath

Each hero may heal for 2D6 Health/Sanity before starting the fight.

General: Faster Patrols

Roll 2D6-2 instead of 2D6 to determine if a patrol has found the posse.

Clue 3: Self-Repair Systems

The Targa Guardian heals by Posse Level x 2 Health at the start of its activation.

Mission 18

Prerequisites

Completed Mission 07 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Swamps of Jargono, Flesh Stalker, Cult of the Crimson Hand, Masters of the Void

Modifiers

Depth 4: Smaller Cult Expedition

Remove 2/2/2 Crimson Hand Cultists from the fight

Depth 10: Catching a Breath

Heroes may heal 2D6 Health/Sanity before starting the fight

Depth 10: Reduced Vanguard

Remove 1/1/1 Elite Serpentmen Warrior from the fight

Depth 10: Injured Mommy

The Swamp Raptor starts with 20 Damage

Depth 4: Supernatural Support

Add 1/1/1 Void Hound to the fight

Depth 4: Larger Expedition

Add 2/2/2 Crimson Hand Cultists to the fight

Depth 10: Enlarged Vanguard

Add 1/1/1 Elite Serpentmen Warrior to the fight

Depth 10: Enraged Mommy

The Swamp Raptor gains 2 Elite Abilities

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Mission 19

Prerequisites

Completed Campaign Mission 09 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Core Set(s), Caverns of Cynder, Hellfire Succubi, Magma Fiends, Magma Gigant, Cult of the Crimson Hand, Masters of the Void

Modifiers

Clue 2: Reduced Heavy Support

Remove 1/1/1 Lava Men from the fight.

Clue 3: Catch a Breath

Heroes may heal 2D6 Health/Sanity before starting the fight

Clue 3: Smaller Horde

The Endless Horde of Minions ability triggers only on a 5+

Clue 3: Smaller Horde+

When using the Endless Horde of Minions ability, spawn only 1/2/3 Magma Fiends

Clue 3: Reduced Heavy Support

Remove 1/1/1 Lava Men from the fight

Clue 3: Larger Horde

The Endless Horde of Minions ability triggers on a 3+

Clue 3: Larger Horde+

When using the Endless Horde of Minions ability spawn 3/5/7 Magma Fiends instead (or whatever you think is challenging enough).

Clue 3: Hardened Shell

The Lava Gigant gains Though (3): Lose only a maximum of three health per successful hit.

Mission 20

Prerequisites

Completed Mission 07 ☐

Completed Mission 13 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Core Set(s), Cult of the Crimson Hand, Masters of the Void

Modifiers

Power of the Ritual: Weakened Ritual

Each Black Fang enemy only gains +1 extra health for each Clue found

Depth 5: Smaller Cult Expedition

Remove 2/2/2 Crimson Hand Cultists from the fight

Depth 10: Catching a Breath

Heroes may heal 2D6 Health/Sanity before starting the fight

Depth 10: Reduced Protection

Enemies only have Armor 5+

Depth 10: Resistant to Corruption

Heroes do not take 1 corruption damage per turn

Power of the Ritual: Empowered Spirits

All Black Fang Enemies gain +4 additional health per Clue

Depth 5: Full Unveiling

The summoned Goliath or Harbinger starts at full health

Depth 10: Empowered Protection

Enemies have Armor 3+ instead.

Depth 10: Dark Regeneration

All enemies also regenerate 2 health at the start of their activation.

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Mission 21

Prerequisites

- Completed Mission 15 ☐
- Completed Interlude 06 ☐
- Heroes must be in Seto's Mill ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Frontier Town, Ferla Vampires, Lost Army, Undead Outlaws, Caverns of Cynder

Modifiers

Slower Invasion

After an event resolves, move the turn tracker backwards by one space, effectively giving the heroes one extra turn before the next event triggers.

Enhanced Vision

Ignore the A Foggy Night rule

Calm before the Storm

After each event in the Objective Section is triggered, each hero heals D6 Health/Sanity and recovers 1 Grit

Not at full strength

All enemies are at -1 Defense

Air support

Add 2/2/2 Blood Bats to each group of enemies that is spawned as result of an event.

Power of the Grave

All Undead enemies gain +4 Health and +1 Defense

Lord of the Dead

The Vampire Lord gains 3 Elite Abilities

Mission 22

Prerequisites

- Completed Mission 08 ☐
- Completed Mission 11 ☐
- Completed Mission 17 ☐
- Completed Mission 18 ☐

Heroes must be in Lestina to start this mission

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Core Set(s), Frontier Town

Modifiers

Shorter Assault

The Brood Mother appears already after Turn 10

Final Fight: Catching a Breath

Heroes may heal 2D6 Health/Sanity before starting the fight

Weaker Brood Mother

Select one or more modifiers to reduce the power of the boss

Bloated Body: Only gains Posse level x 1/2/3 or 2/3/4 health

Void Phasing: Defense 4 and/or ignores Damage on a 4+

Lesser Offspring: Void Eggs Spawn only 2/4/6 Void Spiders

Weaker Eggs: Void Eggs can take up to 2 damage per attack

Brittle Eggs: Void Eggs have only a defense of 2

Void Assault: The Brood Mother does not heal itself

More active Void Rift

The Void Rift already starts spawning enemies on a 3+

Brood Mother Queen

Select one ore more modifiers to increase the power of the boss

Bloated Body: Gains Posse Level x 4/5/6 or 5/6/7 health

Bloated Body: Gains +2 Attacks

Void Phasing: Has Defense 6 and/or ignores damage on a 2+

Endless Brood: Void Eggs Spawn 6/8/10 Void Spiders

Fast Spawns: Void Eggs hatch after 1 turn

Impenetrable Eggs: Void Eggs have a Defense of 6

Area Void Assault: After teleporting the Boss does the attack and corruption hits to every target within 3 spaces.

Campaign Tracker

Mission 23

Prerequisites

- Completed Interlude 06 ☐
Heroes must be in Seto's Mill ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Core Set(s), Masters of the Void, Cult of the Crimson Hand, Ancient Horrors

Modifiers

Depth 5: Smaller Horde

Choose one, more or all of these modifiers

Turn 1: Remove 1/1/1 Hellbat and 1/1/1 Strangler from the fight.

Turn 3: Remove 2/2/2 Void Spiders from the wave.

Turn 6: Remove 2/2/2 Tentacles from the wave.

Turn 8: Remove 4/4/4 Hellbats from the wave.

Final Fight: Short Breather

Every hero may heal 2D6 Health/Sanity.

Final Fight: Smaller Retinue

Remove the Crimson Hand cultists from the fight.

Final Fight: Smaller Summoning

Remove 1/1/1 Void Hound and/or 1/1/1 Strangler from the fight.

Final Fight: That's the Leader?

The Void Archmagus does not gain additional health.

Depth 5: Larger Horde

Choose one, more or all of these modifiers:

Turn 1: Add 2/2/2 Tentacles to the fight.

Turn 3: Add 4/4/4 Hellbats to the wave.

Turn 6: Add 4/4/4 Void Spiders to the wave. They attack from behind as they climbed up from the chasm

Turn 8: Add 2/2/2 Tentacles to the wave.

Final Fight: Larger Retinue

Add 2/4/6 Crimson Hand Cultists to the fight

Final Fight: Supernatural Support

Add 1/1/1 Void Mage to the fight (if you don't have the Void Magus Miniature, please use something as replacement)

Final Fight: Scattering Horde

Add 4/6/8 Void Spiders to the fight

Final Fight: Summoning Something Big

Add 1/1/1 Harbinger to the fight.

Mission 24

Prerequisites

- Completed Interlude 06 ☐
Heroes must be in Last Chance ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Core Set(s), Caverns of Cynder, Belial, Trederra, Hellfire Succubi

Modifiers

Clue 1: Weaker Outpost

Remove 0/1/1 Z-4 Grenadiers and 2/0/0 Trederran Soldiers from the fight.

Clue 2: Less Golems

Remove 1/1/1 Lava Golem from the fight.

Clue 3: Smaller Coven

Remove 2/2/2 Hellfire Succubi from the fight

Clue 3: Catch a Breath

Each hero may heal for 2D6 Health/Sanity before starting the fight

Clue 3: Specter of Belial

The Shade of Belial has an additional 5 health per hero.

Clue 3: Infernal Support

Add 1/2/3 Lava Golems to the fight

Campaign Tracker

Mission 25

Prerequisites

- Completed Interlude 06 ☐
- Completed Mission 17 ☐
- Heroes are in Stone's Crossing ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Core Set(s), Blasted Wastes, Targa Guardian

Modifiers

Lights from the Sky: Weaker Bombardement

Targets directly hit from a blast take D6 damage and everyone around takes D3 damage.

Checkpoints: Mobile Checkpoints

Remove 2/2/2 Targa Pylons from the fight.

Depth 10: Catching a Breath

Heroes may heal 2D6 Health/Sanity before starting the fight

Depth 10: Reduced heavy support

Remove 1/1/1 Sentinel Prime from the fight

Depth 10: Weaker Custodian Prime

Apply one or more modifications to the Custodian Prime

Hardened Shell - Do not gain additional defence

Hardened Shell - Gain only 2/4/6 additional health

Phase Armor - Take a maximum of 2 or 3 damage per hit

Advanced Repair - Heals only for D6 health

Energy Beam - Heroes take only D6 damage and negate on a successful Agility 6+ check.

Lights from the Sky: Improved aiming systems

Beams bounce only twice

Depth 10: Stationary support

Add 1/2/2 Targa Pylons to the fight

Depth 10: Enhanced Custodian Prime

Apply one or more modifications to the Custodian Prime

Hardened Shell - Gain 6/8/10 health

Phase Armor - Gain Immunity to Critical Hits

Advanced Repair - Heals two targets

Overdrive - Do not roll to determine the Custodian Prime's behaviour. Instead it uses the both the Energy Beam and the Advance Repair every activation.

Mission 26

Prerequisites

- Completed Mission 22 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Core Sets, Caverns of Cynder, Trederra, Derelict Ship, Flesh Stalker

Modifiers

Lesser Experimentation

Remove 2/2/2 Flesh Drones from all fights

Proper preparation

The heroes can heal 2D6 Health/Sanity after concluding each encounter with the Flesh Stalker

Weakened Drones

The Flesh Drones do not gain the additional abilities listed for each encounter.

Flesh Stalker: Improved Equipment

The Flesh Stalker has a considerable more powerful equipment. Apply one or more modifiers to each encounter

Jargono

The Acid Sprayer has 2 or 3 shots, targeting different heroes.

Cynder

Defense of the heroes is reduced by 2 against the hits from the Flame Whip. The Hell Armor adds an additional 10 health.

Trederra

The Flesh Stalker gains an additional Masterforged War Gear

Targa

The Force Field also conveys 10 health.

Derelict Ship

The Flesh Stalker uses 2 Tools of Terror simultaneously during its activation.

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Mission 27

Prerequisites

Completed Mission 23 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Core Set(s), Masters of the Void, Serpentmen of Jargono, Blasted Wastes

Modifiers

Hunting the Pack: Stronger Barrier Between Reality

Ignore the Hunting the Pack rule. Instead for every fight roll a D6. On a 1-3 fight 1/2/3 Void Hounds. On a 4-6 draw a random Other World and a random Threat from that Other World to fight.

Void Hound Alpha: No Resilience

Ignore the Otherworldly Resilience Rule

Void Hound Alpha: Reduced Summoning Power

The Void Hound Alpha Summons enemies on the start of its activation on a D6 roll of 5+ only.

Final Battle: Catching a Breath

The Posse may heal 2D6 Health/Sanity before starting the fight

Void Hound Alpha: Increased Power

The Void Hound Alpha gains an additional 4 x Number of Heroes Health.

Void Hound Alpha: Improved Summoning Power

The Void Hound Alpha summons enemies on the start of its activation on a D6 roll of 3+ (or 2+ to further increase the difficulty).

Mission 28

Prerequisites

Completed Mission 24 ☐

Completed Mission 26 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Core Sets, Trederra

Modifiers

Clue 1 in the Mines: Reduced Vanguard

Remove 2/2/2 Trederran Scouts from all fights

Third Room in Trederra: Less Soldiers

Remove 1/1/1 Trederran Legionnaire from the fight.

Fourth Room: Duds

Mines activate only on a D6 roll of 4+.

Fifth Room: Increased Casualties

Remove 2/2/2 Trederran Scouts from the fight.

Sixth Room: Incoming!

The bomb is dodged on an Agility Roll of 4+ already.

Seventh Room: Smaller Forces

Remove 1/1/1 Trederran Legionnaire and 1/1/1 Trederran Mutant from the fight.

Ninth Room

Remove all Trederran Scouts from the Fight

Scouting Support

Add 2/2/2 Trederran Scouts to all fights.

Heavy Support

Add an additional Weapon of War to all fights involving Trederran Legionnaires.

Ninth Room: Failing support

Ignore the Unseen Help Rule.

Campaign Tracker

Mission 29

Prerequisites

Completed Interlude 07 ☐

Completed Mission 21 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Core Set(s), Feral Vampires, Undead Outlaws, Lost Army

Modifiers

No Empowered Dead

Undead enemies do not get extra health in the Vampire Camp and no extra damage in the Lost Army Camp.

Reduced Lesser Undead

In both camps the Feral Vampires and Lost Army enemies get additional lesser undead only on a D6 roll of 4+ (or 5+).

Final fights: Catching a Breath

Heroes may heal for 2D6 Health/Sanity before starting the fights with the Elder Vampire or the Lost Army Marshall.

Completely separate camps

Each camp can be played as its own mission. To do so, shuffle one Exploration Token with a Clue together with three tokens without a Clue. Next, add 4-8 (players choice on mission length) Exploration tokens without a Clue on top the pile.

Weaker Elder Vampire

The Elder Vampire's Drain Aura ability can be resisted on a successful Spirit roll of 5+ (or 4+ for more reduced difficulty).

Weaker Lost Army Marshall

The Lost Army Marshall's Collector of Souls Ability only triggers on a 5+ (or 6+ for even more reduced difficulty).

Final Fights: Reduced Retinue

Remove 2/2/2 Feral Vampires from the fight with the Elder Vampire and 2/2/2 Lost Army Soldiers from the fight with the Lost Army Marshall.

More empowered Undead

Instead of the individual bonuses in the respective camps, all Undead gain +2 Health and +1 Damage.

Frenzied Undead

All Undead gain +1 Attack

Empowered Elder Vampire

The Elder Vampire's Drain Aura ability cannot be resisted and/or drains for an additional +3 health.

Empowered Lost Army Marshall

The Lost Army Marshall's Soul Collector ability triggers on a 3+ (or a 2+ or automatically every turn for an extra challenge).

Mission 30

Prerequisites

Completed Interlude 07 ☐

Completed Mission 27

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Derelict Ship

Modifiers

Igor: The Power of Science

Igor gains +8 Health, Defense 4+ and/or Armor 3+

Fourth Room: Less Spieder

Remove 2/2/2 Warp Spiders from the fight

Final Fight: Reduced Horde

Remove all Dark Stranglers from the first Wave

More Resilient Spiders

All Warp Spiders gain an additional +4 Health and +1 Defense

More Dangerous Spiders

Warp Spiders gain +1 Attack and +1 Damage

Final Fight: Slower Charge Rate

The heroes must survive for 7, 9 or 11 turns

Final Fight: More Critters

Each wave after the first spawns an additional 1/1/1 or 2/2/2

Dark Stranglers and or 1/1/1 or 2/2/2 Warp Spiders

Final Fight: Heavy Reinforcements

Each wave after the first also spawns an additional 1/1/1 Space Terror

Campaign Tracker

Mission 31

Prerequisites

Completed Interlude 07 ☐

Completed Mission 18 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Core Set(s), Frontier Towns, Swamp Slugs, Raptor, Serpentmen of Jargono

Modifiers

Slower invasion

Add one (or two) extra turns between waves

Final fights: Catching a Breath

Heroes may heal for 2D6 Health/Sanity before starting the fights with the Elder Vampire or the Lost Army Marshall.

Final Fight: Weaker Retinue

Remove 2/2/2 Elite Serpentmen Guards from the fight.

Final Fight: Young Swamp Hydra

Pick one or multiple modifications to the Swamp Hydra

Swamp Creature +2 x Number of heroes health

Fast Regeneration Regenerates 4 health per round

Toxic Spit The hydra has a ranged To-Hit of 4+ only and deals D6 damage.

Swarming Bats

Add an additional 2/4/6 Bog Bats to all Waves

Final Fight: Ancient Swamp Hydra

Pick one or multiple modifications to the Swamp Hydra

Swamp Creature The hydra also loses only a maximum of 3 health per hit.

Fast Regeneration Regenerates 6+2/4/6 health per round

Toxic Fumes All heroes in a radius of 3 tiles take 1 Poison Marker at the start of their activation

Toxic Spit The hydra has a ranged To-Hit of 3+ uses the Assault rules and its "Weapon" has Shot 4, Range 10, D6+4 damage. Each shot targets a different hero. On successful hit also give the hero 2 Poison Markers

Mission 32

Prerequisites

Completed Interlude 07 ☐

Completed Mission 19 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Core Set(s), Caverns of Cynder, Lava Gigant

Modifiers

Realm of Malygos: Less Lava

Spawn only D3+1 Lava spaces in each room.

Before starting any boss fight: Catching a Breath

Heroes may heal 2D6 Health/Sanity before starting a Boss

Fight

Malygos: Reduced Retinue

Remove 2/2/2 Lava Bats and/or 2/2/2 Lava Fiends from the second phase.

Realm of Typhos: Lesser Hordes

Do not add additional enemies to the random fights.

Typhos: On their own

Remove all Tentacles and Void Spiders from the fight

Realm of Daimos: Lesser Specters

Enemies do not gain Armor 4+ when using the Spectral Servants rule

Daimos: Weaker Collector

Daimos can take a maximum damage of 4 per hit and/or summons new enemies only on a D6 roll of a 5+

Malygos: Truly Everburning

All heroes on the same map tile than Malygos gain one Burning Marker at the start of their Activation.

Malygos: Servants of Cynder

At the start of the first Phase add 2/4/6 Succubi to the fight.

Malygos: Defensive Regeneration

Malygos is Immune to Damage during the second Phase.

Malygos: Enraged Fire Lord

Malygos gains +2 Attacks in Phase 3 of the fight

Typhos: Enhanced Protection

Add another 5 x Number of Heroes Health to the Pool and are +2 Defense.

Daimos: Master Collector

Summons additional allies on a roll of 3+ (or 2+ for extra challenge).

Variant

This can be played as a set of three individual missions, one for each boss. Each boss is then encountered at a Depth of 8.

Campaign Tracker

Mission 33

Prerequisites

Completed Interlude 07 ☐

Completed Mission 17 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Core Set(s), Burrower

Modifiers

Reduced Earthquakes

When rolling for the Agility test for Earthquakes rule, heroes take no damage on a Pass and D6 damage on a Fail.

Muffled Screeching

When rolling for the Agility test in the Terrible Screeching rule, heroes take no sanity damage on a Pass and D6 sanity damage on a Fail.

Second Clue: Wounded Monstrosity

In this fight the Burrower starts with 10 damage.

Third Clue: No Retinue

Remove the Ancient Horrors from the fight.

Third Clue: Catching a Breath

Heroes may heal for 2D6 Health/Sanity before starting the fight.

Second Clue: The Burrower's Spawn

Add 1/1/2 Ancient Horros to the fight.

Second Clue: Brave Opposition

The Burrower retreats only at 25% Health

Third Clue: Endless Hordes

At the beginning of the Burrower's activation roll a D6 on a 4+ add 1/1/1 Ancient Horror to the fight.

Third Clue: Strength of the Earth

The Burrower heals for D6+0/2/4 damage at the beginning of its activation.

Mission 34

Prerequisites

Completed Interlude 08 ☐

Mission Status

Unlocked ☐ Prerequisites met ☐ Completed ☐

Material Requirements

Core Set(s), Caverns of Cynder, Hellfire Succubi, Cult of the Crimson Hand, Masters of the Void

Modifiers

Clue 1: Weaker Vanguard

Remove 1/1/1 Succubus and 2/2/2 Crimson Hand cultists from the fight.

Clue 2: Catching a Breath

Heroes may heal 2D6 Health/Sanity before starting the Boss Fight

Clue 2: Delayed Reinforcements

Reinforcements arrive only after Turn 5 (or 6) and 10 (or 12).

Clue 2: Void versus Shadow

The enemies either cast a Void Magik or Shadow Magik spell, alternating each turn.

Clue 2: Faster Reinforcement

Reinforcements already arrive on Turn 3 and Turn 6.

Clue 2: More Reinforcements

Add 2/2/2 Succubi and/or 4/4/4 Crimson Hand Cultists to each wave of Reinforcements.

Clue 2: Massive Constructs

Add 1/1/1 Magma Gigant to the first wave of Reinforcements.

Repeatable Mission Tracker

Introduction

This is an overview of all Repeatable Missions that can be found during the main campaign. They are directly taken from the Adventure Books and Mission Packs and integrated into campaign in a way to make sense from a narrative point. The idea is that players can take a "break" from the sometimes highly scripted campaign missions to play rounds of a more randomized variety as experienced in "classic" Shadows of Brimstone. Especially since most story missions do not feature random gates, the randomness of stumbling across other worlds from the mines can sometimes be missed. Therefore these missions.

Some Repeatable Missions were altered slightly - and not all original missions could be included to that end - to ensure that the motivation to go on these Repeatable missions is placed within the narrative of the campaign.

As soon as a Repeatable Mission is unlocked (as instructed during the campaign), it can be played as often as the players want.

HexCrawl Only: Unless instructed otherwise the mine location on the map, where the mission takes place, can be randomly determined. (Alternatively the players can simply chose).

This Repeatable Mission Tracker is designed to allow players to keep track over which Repeatable Missions have been unlocked, and what alterations are proposed in order to fit these into the campaign. In addition, a short overview is included for the narrative place of the Repeatable Missions within the campaign.

To unlock a mission for play simply cross the respective checkbox after the campaign instructs you to.

For a Few Dark Stone More

Origin

Mission 1 of the Core Set Adventure Books

Unlocked ☐

After Interlude 1

Background

The Brimstone Wastes are littered with abandoned mineshafts in all of the mining areas. The posse can enter one such abandoned mine to see if they can find a few scraps from themselves.

Alterations

None

Exploration

Origin

Mission 2 of the Core Set Adventure Books

Unlocked ☐

Interlude 3

Background

After the Brimstone Incident many mines across the Wastes were overrun by monsters. Interested parties would like to take up mining operations on those abandoned mineshafts again. Before they can send in miners these mines need to be explored and all threats removed if need be.

Alterations

None

Search Party

Origin

Mission 4 from the Core Set Adventure Books

Unlocked ☐

Interlude 3

Background

The Brimstone Wastes are a dangerous place to be in. People go missing all the times. Sometimes it might not be too late to save them. Such rescue parties are a lucrative opportunity for any gun for hire looking for work.

Alterations

HexCrawl only: First pick a town where the abduction happened (randomly or per choice). The posse needs to travel to that town first in order to learn where the missing people can probably be found. Then select a nearby mine as you destination.

Bank Robbery

Origin

Mission 3 in the Frontier Town Adventure Book

Unlocked ☐

Interlude 3

Background

Roaming gangs of bandits are plagueing all towns within the Brimstone Wastes. Most of the time they are content with waylaying travellers and caravans but sometimes a more cocky bandit gang is attempting to rob a local bank.

Alterations

HexCrawl only: The players can trigger this mission at any time after a Town Phase as concluded.

Repeatable Mission Tracker

Jailbreak

Origin

Mission 4 of the Frontier Town Adventure Book

Unlocked ☐

Interlude 3

Background

Even though the Law is working hard to bring the bandits to heel they cannot maintain their presence everywhere at all times. Unfortunately this allows the outlaws opportunities to free their companions. Therefore sometimes mercenaries are hired in order to try to prevent an impending jail break.

Alterations

None

Temple of Dread

Origin

Mission 6 from the Swamps of Death Core Set

Unlocked ☐

Completing Campaign Mission 07

Background

The Collector is sending you to find another ancient temple in Jargono hunting for another relic. The location is roughly known but the heroes must explore the area to find it first.

Alterations

None

City of the Ancients

Origin

Mission 4 from the City of the Ancients Core Set

Unlocked ☐

Completing Campaign Mission 07

Background

One of the Collector's informants has found a hint where still intact pieces of ancient technology could be found on Targa. You are tasked to find and retrieve it.

Alterations

None, the "Trinkets" found are actually the piece of technology the Collector was looking for.

Frozen Expedition

Origin

Mission 6 of the City of the Ancients Adventure Book

Unlocked ☐

Interlude 4

Background

Sometimes an expedition sent out by the Inventor's guild does not return and they are hiring you to at least recover the samples the other expedition has collected. If possible.

Alterations

None

Cursed Idol

Origin

Mission 5 from the Swamps of Death Adventure Book

Unlocked ☐

Interlude 4

Background

Sometimes brave - or foolish - citizens from the Wastes find their way into Jargono. Often they disappear forever but occasionally they make their way back with untold riches. Unfortunately these are sometimes cursed and their new owners have no desire in returning to Jargono. Therefore they are hiring you to bring back the cursed treasure to break the curse.

Alterations

None

Repeatable Mission Tracker

Cracks in Reality

Origin

Mission 1 of the Caverns of Cynder Adventure Book

Unlocked ☐

Completing Campaign Mission 11

Background

After opening a way into the Caverns of Cynder using a "Reality Drill", said reality had become a bit unstable and cracks are appearing all over the Brimstone Wastes and in connected Other Worlds. The need to seal these cracks may be seen as a problem to many can be a lucrative opportunity to some.

Alterations

None

Fire and Ash

Origin

Mission 4 from the Caverns of Cynder Adventure Book

Unlocked ☐

Completing Campaign Mission 17

Background

After the initial breach into Cynder, many more pathways have been opened between the Brimstone Wastes and that hellish place. This has drawn the attention of many factions, including the Collector. He is now offering contracts to willing partners for retrieving eldritch - and often dangerous - artifacts from this forsaken place.

Alterations

None

Blow the Mine

Origin ☐

Basic Mission 6 from the Core Sets

Unlocked

Completing Chapter 2 Prologue

Background

Some mines within the Wastes have been too overrun or corrupted for any chance of reclaiming them. In order to prevent this from spreading the mine needs to be destroyed.

Alterations

None

Terror in the Night

Origin

Non-basic Mission 1 of the City of the Ancients Adventure Book

Unlocked ☐

Completing Chapter 2 Prologue

Background

A certain kind of horror from the Brimstone Ruins likes to stalk the innocent citizens of the Wastes at night, sometimes taking them away. Maybe they can be saved.

Alterations

None

Dark Deal

Origin

Mission 3 of the Caverns of Cynder

Unlocked ☐

Completing Chapter 2 Prologue

Background

Some of the more powerful beings from the Ruins, or escaped from their confines in Cynder, have started to corrupt the weak minded. Sometimes with catastrophic results. Capable guns are required to stop this kind of corruption from spreading.

Alterations

None

Hunt for Liquid Dark Stone

Origin

Mission 5 of the Caverns of Cynder

Unlocked

Completing Chapter 2 Prologue

Background ☐

The Igors have made large progress with their Dark Stone research and their investigations of ancient technology from Targa. For the next phase of their projects they require liquid Dark Stone, only found in the Caverns of Cynder. Thankfully there are always gullible foo...brave helpers to aid in the progress of science.

Alterations

None

Repeatable Mission Tracker

Night of the Dead

Origin

Non-basic Mission 1 in the Swamps of Death Adventure Book

Unlocked ☐

Completing Campaign Mission 15

Background

Due to the release of a powerful being from an ancient crypts, several mines are now infested by hordes of undead. Capable guns are needed to clear them out.

Alterations

None

First Blood

Origin

Mission 1 from the Werewolf Feral Kin Adventure Book

Unlocked ☐

Completing Campaign Mission 16

Background

As bands of Werewolves are spreading out over the Brimstone Reaches like a plague, more and more caravans are getting attacked. Sometimes it might not be too late to save some victims marked for transformation into Werewolves.

Alterations

None

Full Moon

Origin

Mission 2 from the Werewolf Feral Kin Adventure Book

Unlocked

Completing Campaign Mission 16

Background ☐

It started out as simply guard duty. But when the full moon appeared behind the clouds and you suddenly heard terrible howling in the distance you knew that you should run from this place as fast as possible.

Alterations

None

Cleansing Ritual

Origin

Mission 1 from the Werewolf Feral Kin Adventure Book

Unlocked ☐

Completing Campaign Mission 16

Background

The Werewolves have spread like a plague over the Brimstone Wastes. Everywhere, local Shamans are trying to perform rituals in order to cure victims of the curse. As this is a difficult undertaking they need protection.

Alterations

None

Dark Deal

Origin

Mission 3 of the Caverns of Cynder

Unlocked ☐

Interlude 4

Background

Some of the more powerful beings from the Ruins, or escaped from their confines in Cynder, have started to corrupt the weak minded. Sometimes with catastrophic results. Capable guns are required to stop this kind of corruption from spreading.

Alterations

None

Blood Harvest

Origin

Mission 1 of the Black Fang Tribe Adventure Book

Unlocked

Completing Mission 20

Background ☐

The Black Fang Tribe has begun large scale abductions of citizens all across the Brimstone Wastes. Unable to respond to every incident the Law is now enlisting outside help to deal with this issue.

Alterations

None

Repeatable Mission Tracker

Rain Dance

Origin

Mission 2 of the Black Fang Tribe Adventure Book

Unlocked ☐

Completing Campaign Mission 20

Background

Using their mystical Dark Stone enhanced powers and the sacrifice of citizens from the Wastes the Black Fangs are attempting to conjure a mighty Void Storm to wreak havoc upon nearby towns.

Alterations

Failure: The void storm sweeps over a nearby town, destroying one random location.

Tribal Relics

Origin

Mission 3 of the Black Fang Tribe Adventure Book

Unlocked ☐

Completing Campaign Mission 20

Background

The other peaceful native tribes living in the Wastes are reporting raids by the Black Fangs attempting to steal their holy tribal relics. They fear that they want to use the to summon their gods from the 'Dark Realm' into this world. They are asking for help to retrieve these relics.

Alterations

None

Black Ritual

Origin

Mission 1 from the Order of the Crimson Hand Adventure Book

Unlocked ☐

Completing Interlude 06

Background

The cultists have started a ritual to summon more creatures from beyond to do their bidding. This ritual must be stopped before they gain even more supernatural allies.

Alterations

Failure: During their next town visit, D3+1 buildings are temporarily destroyed and unavailable during the next town visit only.

Captured

Origin

Mission 2 from the Order of the Crimson Hand Adventure Book

Unlocked ☐

Completing Interlude 06

Background

Even though the posse successfully intervened with one of the cult's operations, they have become captured in the process. They must find a means of escaping before they become unwilling sacrifices in one of their next rituals.

Alterations

None

Race for the Relics

Origin

Mission 3 of the Order of the Crimson Hand Adventure Book

Unlocked ☐

Completing Interlude 06

Background

The cult is always busy claiming more artifacts of power to use in their nefarious schemes and they do not hesitate from going into other worlds to achieve their goals. If the posse responds fast they can lay claim to these artifacts before the cultists.

Alterations

None

Feeding the Beast

Origin

Mission 4 of the Order of the Crimson Hand Adventure Book

Unlocked ☐

Completing Interlude 06

Background

The cult abducted a number of townsfolk and are planning to use them in a ritual aimed to summon something big and dangerous into this world. This cannot be allowed to happen.

Alterations

Failure: D3 buildings are temporarily destroyed and unavailable during the next town visit only.

Repeatable Mission Tracker

Find the Coffins

Origin

Mission 1 of the Feral Vampires Adventure Book

Unlocked ☐

Completing Campaign Mission 21

Background

A nest of vampires has been discovered in an abandoned mine. A quick strike could take them out before they awake from their coffins.

Alterations

Failure: During their next town stay, half locations (chosen at random) have been closed temporarily as the people fled from the terrible vengeance of the vampires.

Supply Chain

Origin

Mission 1 of the Lost Army Adventure Book

Unlocked ☐

Completing Campaign Mission 21

Background

A gathering ground has been found in an abandoned mine, where the Lost Army is awakening more of its troops. Someone is required to put a stop to their activities

Alterations

Failure: The heroes take D6 Corruption hits each.

Wanted: Undead or Alive

Origin

Mission 1 from the Undead Outlaws Adventure Book

Unlocked

Completing Campaign Mission 21 ☐

Background

Since their awakening by the Vampire Lord bands of undead outlaws are roaming the Wastes. Every time one of their hideouts is discovered, a request is put out to take them down for good.

Alterations

Failure: Each hero loses 150 gold as they are robbed by the outlaws. At least the get to keep their lives.

Seal the Void Gate

Origin

Basic Mission 3 from one of the Core Set Adventure Books

Unlocked ☐

Completing Mission 23

Background

The cult has started opening Void Gates more and more often now to call forth hordes of otherworldly monstrosities. Willing mercenaries are required to seal off the Void Gate before things are getting out of hand.

Alterations

Failure: The heroes have been exposed to too much void energy. Every hero gains D3 Corruption Points without Willpower saves.

Last Stand

Origin

Non-basic Mission 3 of the City of the Ancients Adventure Book

Unlocked ☐

Completing Mission 23

Background

The cult opened another portal. You tried to intervene before they could conclude their operation but came too late. Now you are trapped in a mine swarming with enemies and have only goal: Survive

Alterations

None

Defend the Bridge

Origin ☐

Mission 2 of the Caverns of Cynder Adventure Book

Unlocked

Completing Mission 23

Background

Another group of mercenaries has failed to prevent the cult from opening another Void Gate. You were now sent there as emergency responders to prevent the hordes of enemies from escaping the mines.

Alterations

Failure (HexCrawl Only): On their way back to town the posse is hounded by the evil they could not contain in the mine. For every hex they enter they must roll a D6. On a 4+ they are attacked by a random Threat Card. This persist until they enter a town.

Repeatable Mission Tracker

Deadly Dreams

Origin

Mission 1 of the Hellfire Succubi Adventure Book

Unlocked ☐

Completing Mission 24

Background

The Succubi are using their mysterious powers to influence the dreams of mortals and lure them into their bloodstained hands. Unfortunately the heroes are affected by this as well and need to do something about it, lest they end up the same as those poor fools who already succumbed to their dark temptation.

Alterations

None

Seeds of Evil

Origin

Mission 2 of the Hellfire Succubi Adventure Book

Unlocked ☐

Completing Mission 24

Background

The Succubi are using the dark power of a so-called 'Argus Tree' - one of the few plants native to Cynder and infused with the evil of that place - to sow corruption in a town of the Brimstone Wastes. Someone is required to find where the tree is located and destroy it.

Alterations

None

Hunted

Origin

Mission 1 from the Masters of the Void Adventure Book

Unlocked ☐

Completing Mission 27

Background

Recently packs of Void Hounds have been roaming the countryside, preying upon travellers and even causing trouble in the towns. Good money is paid to anyone who is willing to exterminate such a pack of these otherworldly predators.

Alterations

Failure: Each hero loses 150 gold as they are robbed by the outlaws. At least the get to keep their lives.

Lost in Space

Origin

Mission 3 from one of the Derelict Ship Adventure Book

Unlocked ☐

Completing Mission 30

Background

After discovery of the the mysterious ship floating through space the Inventor's Guild as well as the Collector have taken an interest into that place. The heroes can chose to work for either of them

Alterations

Reward: If a mine artifact is found as result of the die roll the finder can either keep it, sell it to the Collector for its value + 150 gold or to Igor for its value + D6+2 Dark Stone

Once Bitten

Origin

Mission 2 of the Feral Vampires Adventure Book

Unlocked ☐

Completing Mission 29 ☐

Background

Someone has been abducted by the vampires in an attempt to turn them into one of them. All with the goal to increase their ranks. A punitive force is required to put an end to this. And maybe it is not too late to save the victim.

Alterations

Failure: The posse is cursed by a dark force and cannot visit any Church during their next three town stays.

Burning Souls

Origin

Mission 3 of the Lost Army Adventure Book

Unlocked ☐

Completing Mission 29

Background

The Lost Army are burning the souls of hapless townsfolk in their unholy pyres to increase their strength. If this goes on they will become an unstoppable force. Someone needs to put a stop to this.

Alterations

None

Repeatable Mission Tracker

This is no Cave

Origin

Mission 1 of the Burrower Adventure Book

Unlocked ☐

Completing Mission 23

Background

Recently there have been reports of gigantic worms awakening deep underground and disturbing the "peace" in the Wastes. Requests for brave hunters are sent out to bring these monsters down.

Alterations

None

Seeds of Evil

Origin

Mission 2 of the Hellfire Succubi Adventure Book

Unlocked ☐

Completing Mission 24

Background

The Succubi are using the dark power of a so-called 'Argus Tree' - one of the few plants native to Cynder and infused with the evil of that place - to sow corruption in a town of the Brimstone Wastes. Someone is required to find where the tree is located and destroy it.

Alterations

None

Hunted

Origin

Mission 1 from the Masters of the Void Adventure Book

Unlocked ☐

Completing Mission 27

Background

Recently packs of Void Hounds have been roaming the countryside, preying upon travellers and even causing trouble in the towns. Good money is paid to anyone who is willing to exterminate such a pack of these otherworldly predators.

Alterations

Failure: Each hero loses 150 gold as they are robbed by the outlaws. At least the get to keep their lives.

Lost in Space

Origin

Mission 3 from one of the Derelict Ship Adventure Book

Unlocked ☐

Completing Mission 30

Background

After discovery of the the mysterious ship floating through space the Inventor's Guild as well as the Collector have taken an interest into that place. The heroes can chose to work for either of them

Alterations

Reward: If a mine artifact is found as result of the die roll the finder can either keep it, sell it to the Collector for its value + 150 gold or to Igor for its value + D6+2 Dark Stone

Once Bitten

Origin

Mission 2 of the Feral Vampires Adventure Book

Unlocked

Completing Mission 29 ☐

Background

Someone has been abducted by the vampires in an attempt to turn them into one of them. All with the goal to increase their ranks. A punitive force is required to put an end to this. And maybe it is not too late to save the victim.

Alterations

Failure: The posse is cursed by a dark force and cannot visit any Church during their next three town stays.

Burning Souls

Origin

Mission 3 of the Lost Army Adventure Book

Unlocked ☐

Completing Mission 29

Background

The Lost Army are burning the souls of hapless townsfolk in their unholy pyres to increase their strength. If this goes on they will become an unstoppable force. Someone needs to put a stop to this.

Alterations

None

Town Tracker

Introduction

This sheet provides a means to track the status of towns within the Brimstone Wastes and provides a short background story for each place. All towns are permanent, but the first time a town is visited players are asked to establish its properties and locations. To that end first determine the town's size by rolling a D6:

1 Small Town

2-5 Medium Town

6 Large Town

Next check the Town Type, predetermined starting locations and sometimes excluded locations either within the story mission where the city is visited first or in this Town Tracker. Fill any non-predetermined locations randomly according to the normal rules. Note everything down in this city Tracker as the Town is now permanent.

Sometimes the Town Size is also predetermined as referenced in the Tracker.

Wood's End

This town exists at the very fringes of the Brimstone Wastes and serves mostly as a mining center, although some trading is conducted with the outside world by caravans. More importantly the town is one of the main entry points for all kinds of mercenaries, guns for hire, soldiers of fortune and other kinds of less reputable folk, who are looking to gain fame and fortune in the wastes.

Wood's End is a Medium Town with No Specialty Town Type.

01: General Store	07:
02: Street Market	08:
03: Doc's Office	09:
04: Blacksmith	10:
05: Church	11:
06: Frontier Outpost	12:

Lestina

Lestina serves as a central trading hub for the Brimstone Wastes, predominantly due to its well established train railway system. Tracks are leading deeper into the Wastes as well as to the outside world. For that reason it has become a critical place for importing and exporting all kinds of wares - both legal and illegal - and a central place for Dark Stone trading. For that reason the town's main focus is one of trading and shops can be found everywhere. It also serves as one of the main gateways for entering and leaving the Wastes.

Lestina is a Large Town with the Rail Town Specialty.

01: General Store	07:
02: Street Market	08:
03: Smuggler's Den	09:
04: Blacksmith	10:
05:	11:
06:	12:

Serafin

Serafin was founded to be a center for the mining operation of the surrounding area, where incredibly rich Dark Stone nodes have been found. To that end heavily armored and guarded warehouses are dominating the image of the town, where Dark Stone can be stored more or less safely. The presence of train tracks allow for a quick transport of Dark Stone to either Lestina to the south or farther into the center of the Brimstone Wastes. Due to a constant exposure of the miners living in the town to Dark Stone, a considerable percentage of the local population has been mutated and live in a special secluded portion of the town.

Serafin is a random-sized town with the Mining Town specialty.

01: General Store	07:
02: Trading Post	08:
03: Mutant Quarters	09:
04:	10:
05:	11:
06:	12:

Town Tracker

Fringe

The focus of this town is not Dark Stone mining, Dark Stone trading or Dark Stone processing but merely one of entertainment and focus. Due to its centralized location within the Wastes and its access to the a main road as well as the rail network easily accessible from everywhere within the Brimstone Wastes. Therefore all kinds of folk mingle in the town: From off duty soldiers hailing from the nearby military forts, miners enjoying some free time to all kinds of mercenaries, guns for hire and other shady folk. All looking to forget the daily tribulations living in a place like the Brimstone Wasted brings with it. Therefore Saloons, Gambling Halls and other establishments all dedicated to offer all sorts of pleasure fulfillment can be found all over the place. Naturally, the local police has an increased presence here to keep the peace.

Serafin is a random-sized town with no Town Specialty. The town can not have a Blacksmith or General Store.

01: Saloon	07:
02: Gambling Hall	08:
03: Sheriff's Office	09:
04:	10:
05:	11:
06:	12:

Fort Lopez

This town is one of several fortresses built around the Brimstone Ruins in the aftermath of the cataclysmic events surrounding the Brimstone Incident. The main purpose of these forts is to protect the citizens of the Wastes from the horrors that still lurk within the ruins of Brimstone. Fort Lopez is the biggest of these installations as it also serves as the central command of the Brimstone Law, a military organization formed after the Brimstone incident sworn to keeping the peace.

Fort Lopez is a Medium Town with no Town Specialty.

01: Frontier Outpost	07:
02:	08:
03:	09:
04:	10:
05:	11:
06:	12:

Adlerville

Surrounded by sprawling forests, Adlerville's main exports are not Dark Stone but instead lumber and all kinds of woodcrafts. Therefore it is of little interest to outlaws, mercenaries and other soldiers of fortune, making Adlerville one of the most peaceful places in the Brimstone Wastes.

Serafin is a small sized town with no Town Specialty. The town cannot have a Blacksmith or Mutant Quarter.

01:	07:
02:	08:
03:	09:
04:	10:
05:	11:
06:	12:

Hilltown

Hilltown is a rich town and one of the central trading hubs of the Brimstone Wastes. This is mostly due to large river connecting the town to some of the richer mines in the Wastes as well as the world outside. Therefore the center of activity of the city is its sprawling harbor with many ships, big and small, constantly coming and leaving.

Hilltown is a Medium Town with the River Town Specialty.

01:	07:
02:	08:
03:	09:
04:	10:
05:	11:
06:	12:

Town Tracker

Fort Landy

Fort Landy is one of several fortresses erected around the ruins of Brimstone in order to contain the horrors still lurking in that desolate place. To that end the Brimstone Law has a strong presence here with the mission to protect the citizens of the Wastes from all dangers, no matter from where it comes from.

Fort Landy is a Small Town with No Town Specialty.

01: Frontier Outpost	07: _____
02: _____	08: _____
03: _____	09: _____
04: _____	10: _____
05: _____	11: _____
06: _____	12: _____

Conrad's Claim

Even in the standards of the Brimstone Wastes this is a harsh place to live as the town has been haunted by evil spirits as long as people can remember. If it is from an ancient curse, the punishment of some collective sin or simply the closeness to the Brimstone ruins, no one knows. Still, people hold on to life here with a grim determination, even in the face of despair.

Conrad's Claim is a Medium Town with the Haunted Town Specialty.

01: _____	07: _____
02: _____	08: _____
03: _____	09: _____
04: _____	10: _____
05: _____	11: _____
06: _____	12: _____

Seto's Mill

Seto's Mill is a place shunned by most citizens within the Brimstone Wastes. For months now, the town is struck with a terrible plague. Currently there is no cure known for it and even though some do survive the disease, many do not. The town itself looks almost deserted with many citizens either staying at home taking care of relatives, or in the care of the clergy of San Miguel's mission to the north. Due to strict quarantine rules by the Law, a spread of the plague was avoided so far but the situation still is grim.

Seto's Mill is a random sized town with the Plague Town Specialty.

01: Doc's Office	07: _____
02: Frontier Outpos	08: _____
03: _____	09: _____
04: _____	10: _____
05: _____	11: _____
06: _____	12: _____

West Witold

West Witold is located near the northeastern border of the Brimstone Wastes and one of the most remote towns in the region. This made the place a haven for all kinds of less reputable folk. From mercenaries who had fallen on hard times, smugglers trying to buy and sell Dark Stone via illicit sources and outlaws preying on the brave citizens of the Wastes. Therefore the Town itself is a dangerous place without any semblance of order being upheld.

West Witold is is a Random-sized Town with the Outlaw Town Specialty. It can never have a Sheriff's Office or a Frontier Outpost.

01: Smuggler's Den	07: _____
02: _____	08: _____
03: _____	09: _____
04: _____	10: _____
05: _____	11: _____
06: _____	12: _____

Town Tracker

Stone's Crossing

Stone's Crossing is one of the more peaceful towns in the Brimstone Wastes and mostly serves as a logistics hub for transporting Dark Stone from the surrounding mines as well as lumber from Adlerville to the east. The town maintains a strong presence of the Law to defend against the multiple bandit raids hailing from Larberg's Landing farther in the south

Stone's Crossing is a **random-sized town** with **No Town Specialty**.

01: Frontier Outpost	07: _____
02: _____	08: _____
03: _____	09: _____
04: _____	10: _____
05: _____	11: _____
06: _____	12: _____

San Miguel Mission

This town has become a center of religion within the Brimstone Wastes and caters to the spiritual needs of its citizens, which have grown immensely after the Brimstone Incident. In addition it also provides medical aid to plague victims of Seto's Mill to the South.

San Miguel Mission is a **random-sized town** with **no Town Specialty**. It can never have a Saloon or Gambling Hall as town location.

01: Church	07: _____
02: _____	08: _____
03: _____	09: _____
04: _____	10: _____
05: _____	11: _____
06: _____	12: _____

Last Chance

Last Chance is located to the north of the Brimstone Wastes and serves as one of the main entrypoints into and out of the region. The town is well connected to the rest of the Wastes and to the Outside World by its well established network of roads and railroads. This allows travel and trade by train, caravan and on foot, making Last Chance a central hub for trading and immigration. The name is aptly chosen as it is the last chance for many newcomers to turn back before it is too late.

Last Chance is a **random sized town** with the **Railroad Town Specialty**.

01: _____	07: _____
02: _____	08: _____
03: _____	09: _____
04: _____	10: _____
05: _____	11: _____
06: _____	12: _____

Larberg's Landing

This town is one of the poorest places in the Wastes. Removed from rich Dark Stone veins it serves as a refuge for all kinds of washed up existences who could not cope with the life in the Wastes. The only kind of commerce is of an illicit one.

Larberg's Landing is a **Small Town** with the **Outlaw Town Specialty**. It can never have a **Sheriff's Office** or a **Frontier Outpost**.

01: Smuggler's Den	07: _____
02: _____	08: _____
03: _____	09: _____
04: _____	10: _____
05: _____	11: _____
06: _____	12: _____

Town Tracker

Fort Burk

Fort Burk is one of several fortresses built after the Brimstone Incident to contain the horrors within. It is a main command center of the Law and serves as a main recruiting and training facility.

Fort Burk is **Medium Town** with **No Town Specialty**.

01: Frontier Outpost	07: _____
02: _____	08: _____
03: _____	09: _____
04: _____	10: _____
05: _____	11: _____
06: _____	12: _____

Flamme's Folly

This town is exclusively inhabited by townsfolk with mutations. Due to its closeness to the Brimstone Ruins the place is not really inhabitable by anyone else. Therefore this town originally has become one of the first safe havens for mutants after the Brimstone Incident, when they were still shunned by society and hunted down. And though mutants have become a normal sight within the Wastes and are overall accepted, the community still very comfortable in having a place to themselves.

Flamme's Folly is a **Medium Sized Town** with the **Mutant Town Specialty**.

01: Mutant Quarters	07: _____
02: _____	08: _____
03: _____	09: _____
04: _____	10: _____
05: _____	11: _____
06: _____	12: _____

Last Chance

Last Chance is located to the north of the Brimstone Wastes and serves as one of the main entrypoints into and out of the region. The town is well connected to the rest of the Wastes and to the Outside World by its well established network of roads and railroads. This allows travel and trade by train, caravan and on foot, making Last Chance a central hub for trading and immigration. The name is aptly chosen as it is the last chance for many newcomers to turn back before it is too late.

Last Chance is a random **sized town** with the **Railroad Town Specialty**.

01: _____	07: _____
02: _____	08: _____
03: _____	09: _____
04: _____	10: _____
05: _____	11: _____
06: _____	12: _____

Larberg's Landing

This town is one of the poorest places in the Wastes. Removed from rich Dark Stone veins it serves as a refuge for all kinds of washed up existences who could not cope with the life in the Wastes. The only kind of commerce is of an illicit one.

Larberg's Landing is a **Small Town** with the **Outlaw Town Specialty**. It can never have a **Sheriff's Office** or a **Frontier Outpost**.

01: Smuggler's Den	07: _____
02: _____	08: _____
03: _____	09: _____
04: _____	10: _____
05: _____	11: _____
06: _____	12: _____

Campaign Modifiers

Introduction

This section lists modifiers that are unlocked after completing certain milestones. These modifiers permanently add or modify rules to the campaign. These modifiers remain active until instructed otherwise. This player aid is ment to help keeping track of the different modifiers. Mark the box next to the modifier's title when it is unlocked. Cross out the title when the modifier is removed.

Scaffold Gathering Power ☐

By using the power found within Dark Stone and the help of their new allies the Scaffold Gang gains additional power. Each Scaffold Gang enemy now has **extra hitpoints** equal to the posse level. Also, in every encounter with the Scaffold Gang, roll a D6. On a 4+ draw an **additional hideous mutation**.

Friendly Natives ☐

If using the Swamp Village Fan Expansion

After each future mission that ends in the **Swamps of Jargono** you can perform a town stay in the **Native's Village** using the Swamp Village fan expansion (Check Boardgamegeek)

When not using the Swamp Village Fan Expansion

After each future mission that ends in the **Swamps of Jargono**, the heroes can either buy **Swamp Herbs** for 100 gold per piece or start the next adventure with one extra grid.

Rise of the Ghost Snake ☐

This particular tribe has found a way of controlling the beasts of the jungle using Dark Stone necklaces infused in human blood.

Whenever the posse need to fight **Serpentmen** from the **Ghost Snake** tribe during a random fight roll a D6 and add the following enemies to the fight:

- 1-2 1/1/1 Swamp Slug
- 3-4 1/1/1 Swamp Slahser
- 5-6 4/4/4 Bog Bats

Growing Strength of the Scaffold Gang

With their stash of Dark Stone and the help of the Void Mages, Scaffold and his henchmen further empower themselves. All Scaffold Gang enemies now have **+1 Defense**. Scaffold Liutenants gain one extra hideous mutation and are immune to critical hits.

Supernatural support

During random encounters with the **Cult of the Crimson Hand**, roll a D6. On a 4+ add 1/1/1 Void Sorcerer and 0/1/2 Void Hounds to the fight.

Security System ☐

The machines in the city of Targa have come alive and most of the cities facilities are functional again. This results in increased security measures against intruders.

While the posse is in the **Plateau of Targa** other world apply the following rule:

Everytime a **Hold Back the Darkness** roll is failed, add a **patrol marker** to the stack of Patrol Markers (either from the Trederra expansion or using random markers to track progress if Trederra is not available). Then roll 2D6. If their combined result is higher than the number of Patrol Markers + the size of the group, the heroes remain undetected. If the result is lower, the group is attacked by 1/2/3 Targa Sentinels.

Targa Sentinels use the **Harvester** enemy sheet, have the keyword **Robot & Targa** and have **Posse Level x 2 additional health**. In addition each has one additional weapon as determined by a D6:

1-2 Power Claws

+1 Damage and the hero hit has -1 to all defense rolls

3-4 Laser Cannon

The Sentinel has a 4+ to hit for ranged attacks and acts according to the **Shootout** rules.

The laser cannon has the following attributes

Range 12, Shots 3, Damage 4, each missed to-hit roll is re-rolled once. Each shot targets a different random hero.

5-6 Plasma Blaster

The Sentinel has a 4+ to hit for ranged attacks and uses the **Assault Rules**. The plasma blaster has the following attributes:

Range 6, Shots 1, Damage D3+1 without defense or armor rolls. Targets one eligible hero and damages the hero and every space around the target. If missed, bounces three times according to dynamite rules before exploding.

Roll for each Sentinel individually, which weapon they use.

After resolving the fight, remove all Patrol Markers from the pool.

Campaign Modifiers

Domination of the Ghost Snake □

Whenever a non-story related combat involving the Serpentmen of Jargono starts roll a D6 and add the following enemies to the fight depending on the result:

- 1-2 4/4/4 Bog Bats
- 3-4 1/1/1 Swamp Slugs
- 5-6 1/1/1 Swamps Slashers

Elite Serpentmen □

Whenever a Serpentmen Shaman or Grand Shaman is encountered in a non-story combat, all Serpentmen Warriors are Elite Serpentmen Warriors instead.

The Elite Serpentmen Warriors use the same enemy sheet as the Serpentmen Warriors but have **Combat +1**, **Health +4** and **Defense +1** and critical hits reduce their defense only to 2.

Jungle Patrols □

Everytime the posse is in the Jungle of Jargono other world they might be attacked by patrols of the Serpentmen:

Everytime a Hold Back the Darkness roll is failed, add a patrol marker to the stack of Patrol Markers (either from the Trederra expansion or using random markers to track progress if Trederra is not available). Then roll 2D6. If their combined result is higher than the number of Patrol Markers + the size of the group, the heroes remain undetected. If the result is lower, the group is attacked by 2/4/6 Serpentmen of Jargono from a random tribe.

Minions from the Void

The cult is now actively summoning and enslaving monstrosities from the void to do their bidding. Every time a non-story related fight involving Void Mages and/or Crimson Hand Cultists occurs roll a D6 and add to the fight based on the result:

- 1 1/1/2 Night Terrors
- 2 2/2/4 Stranglers
- 3 4/4/6 Hell Bats
- 4 2/2/4 Tentacles
- 5 4/4/6 Void Spiders
- 6 Nothing

Vengeance from the Grave □

The Undead Gunslinger harbors a Grudge against you and will stop at nothing to take his revenge. From now on, every time a Growing Dread Card has to be drawn as a result of a failed Hold Back the Darkness Roll roll a D6. On a 1, ignore the Growing Dread card and Resolve an The Undead Gunslinger Challenge as referenced on the Threat Card. This can only happen once per mission.

Hunted from the Shadows □

The posse is stalked by a pack of otherworldy predators. Whenever a Hold Back the Darkness roll is failed roll 2D6. On a 11-12, the heroes are ambushed by 1/2/3 Void Hounds.

HexCrawl Only

At the end of every day during travelling roll a D6. On a 5+ the heroes are attacked by 1/2/3 Void Hounds.

Growing Dominion over the Dead

The dark influence of the Alliance of the Dead allows them to raise all kinds of minions to their cause. Every time a random fight involving Feral Vampires, the Lost Army or the Undead Outlaws begins draw a random Threat Card that does not have the keyword Mechanical or Construct and add half the numbers as indicated on the threat card (rounded up) to the fight.

These enemies gain the keyword Undead and

- 1 Initiative
- 2 Movement (Minimum of 1)
- +2/4/6 Health
- +1 Defense