

Shadows of Brimstone: This Time It's Personal! (Two part Scenario)

Sipping his whiskey in a corner is the only pleasure our hero finds these days. Whiskey and vengeance is a dangerous cocktail, but it's the only thing keeping him going. Almost of a sudden a familiar face appears. His old partner the Sheriff.

"You look like shit partner." The Sheriff remarks. "I have a lead on that thing you asked. I know it's been months, but everyone I asked told a different side of the tale. What I know for certain is this: It was a almost gargantuan creature who destroyed the town, our town! Wreaking havoc along with his army of demons meant every single building was destroyed! Most got out, but I know you suffered loss of course. I"...

"That's enough partner! I don't care about details, I care about vengeance! I want that son of a bitch dead, he will pay for destroying my town, the killing of my family, everything!"

"Look" The sheriff says "It's not easy. The beast have seeking refuge in a portal. Finding him won't be easy" Hesitating he adds "I have heard rumor of a strange artifact, known as The book of Ancient Terror. It should lead us to him, but its located a days ride from here in an old mine, but those who have read it have gone rambling mad and I don't know if the book is even in the mine anymore..."

"I don't care." he says finishing his whiskey. "If rumors what we got, then rumor we will follow" Hesitating he adds: "I might need your help on this one, but I will get that abomination. No matter what the cost!"

Set up:

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

Mission:

For the first part of this scenario, the mission is to find The Book of Ancient Terror

(The special token simply called **THE BOOK**).

Before starting the mission however, two conditions must be met.

1: A hero of motivation must be chosen.

2: The player must decide what otherworld will be in play (This will affect this scenario, as well as part 2). This can be done randomly or chosen openly.

Part 1 of the scenario **MUST** be completed before playing the second part.

Objective:

The objective of this mission is to find the Book of Ancient Terror. Upon finding the book, the heroes will have to fight the guardians in the room.

As soon as the first part of the scenario is complete, the heroes goes directly to the second part (meaning they don't get to visit the town).

Special Rules:

Hero of motivation: For one of the heroes, there is a personal motivation for this mission: *The loss of his family!* The hero does not have to be a male character, but since there are so many in the base sets, the story is written from a male perspective.

The hero of motivation is given the ability

Motivation for both parts of the scenario.

Motivation grants the chosen hero the ability recover/help another hero recover from being KO'ed, without giving up his turn. The KO'ed hero must still roll on the injury/madness chart and heal 2 D6 Wounds/Sanity (Any Mix). This can only be done 1 time in each scenario.

The book of Ancient Terror: Finding The Book of Ancient Terror is done through scavenging.

To find the book, roll 2D6 on successful scavenging. If the combined roll is equal to or

higher than the Hero Posse position on the depth track, the Heroes find the book among stone rubble

(For example: If the hero marker is on step 11 on the depth track, if you successfully roll a D6 on a Scavenge check, before drawing a card, you roll 2D6. If the result is 11 or above, you have found the room with the book. What happens when you find the book is explained in the objective: Guardians of the Book.)

(If you want to make it a bit easier, you can add +1 to passing the hero marker test. This can be done for each 6 rolled at the scavenge test. If you want to make it harder, move the hero marker 1 space for each successful scavenge attempt as the heroes explore the path of darkness. This also moves darkness marker 1 space!)

Guardians of the book: As soon as you match or exceed the scavenge roll, you have found the book among the rubble. You don't get to draw a scavenge card, but you are *AMBUSHED* by the guardians of the book.

If you are in a corner passage or small passage, you are ambushed as you draw the next exploration token on a mine tile. Ignore the text on the token and place the enemies on the board.

The enemies attacking you depends on the otherworld. For the Targa Plateau, the guardians are Night terrors and 2 peril dice void spiders.

For the Swamps of Jargono, the guardians are Slashers, 1 corpse pile and 2 peril die hungry dead.

The number of night terror or slashers depends on the number of heroes:

A posse of 1-2 heroes = one large monster.

A posse of 3-4 heroes = two large monsters.

A posse of 5-6 heroes = three large monsters.

Portals: Any exploration marker containing a portal simply counts as having an entrance.

You CANNOT travel to the void without The BOOK.

Reward:

Clearing the room and finding the book triggers the second part of the scenario (see part 2), however the heroes also find a nice stash containing both loot and Darkstone. Each hero gains \$100 and 1 Darkstone. All heroes also gain full health/sanity for the next part of the scenario (but keeps their injuries/madness).

Failure:

Being KO'ed: The heroes are allowed to continue to part 2. However any injuries/madness taken along the mission carries over to next scenario. So does any wounds/sanity damage.

Darkness escaping/fleeing: 2 of the Town Shops are closed for the next town visit!

**The Mission Continues in the next scenario:
The Ancient Terror!**

The Targa Edition of Shadows of Brimstone: Objective:

The Ancient Terror!

Just holding the book in his hands, our hero knows that this book contains unspeakable evil. Yet he knows he cannot turn back. Upon opening the book, to his great surprise he discovers the pages are completely blank! However slowly but suddenly our hero has a vision. His mind burn, his whole body on fire, images flashes before his mind faster than the speed of light. Space, time, all collides! He sees everything and nothing. Strange worlds, inhabited by gargantuan creatures with tentacles, molten worlds where the only describable world would be hell. His dead family, real as rain. Only his personal goal keeps him from losing control and suddenly words burst from his lips: Yo lizuk a mon'vq'aa zita ru'qe'zze xlai! As the words escapes him a quick glimpse appears, he sees Be... As he suddenly snaps back to reality, to his great amazement he discovers that a portal has appeared. Now his mission is right before him, the Ancient Terror is about to learn that revenge is a dish best served cold!

Set up:

For this mission, the scenario begins on the tile where the battle with the Guardians ended. From there, all exits are sealed off, except one where a gate is now open!

Mission:

The hero(es) must travel through the portal and find the Ancient terror. Their mission is to bring down the menace for the sake of our hero's loved ones. The heroes must explore the otherworld, looking for the lair of the Ancient terror. Along the way they must also fight off evil minions, while attempting to weaken the beast with The Book of Ancient Terror (Otherwise the threat is too great)!

Hunting Evil: To find the Ancient Terror, following conditions must be met:

You must have explored at least 5 tiles in the otherworld.

You must have had at least 2 separate combat encounters (via Exploration tokens). This means you must have had 2 separate combat encounters on two separate tiles. The number of threat cards does not affect this in any way.

The Ancient terror must have at least been weakened by the book and lost at least one ability.

Once these conditions are met, the heroes hear a gigantic roar, meaning that the next tile is the lair of the Ancient Terror.

The next tile will not be revealed by a map card, but when exploring, simply draw the tile: The Deep Svamps and close off any exits. Draw an epic threath card (must contain at least 1 Harbinger). Gates leads to a different parts of the same otherworld.

Reading from the book of Ancient Terror:

Every time a hero reads from the book of Ancient Terror, he rolls dice equal to his Lore. For every roll of 6+ add a sanity token to the XXL Enemy sheet. Once the enemy has 5 tokens on him, remove one ability (see The Ancient Terror Objective).

Each failed hit results in a sanity hit. Every hero in the posse can read from the book, but there is a penalty to one hero simultaneously attempting to

read the Book however. For every attempt made to read the Book, add 1 (No Save) sanity hit to a failed result. *(So for example, if preacher attempts to read the book on turn 1, he rolls 3 lore dice. Let's make the result rolls 6,6 and 1. This means he takes 1 horror hit and the XXL Enemy takes 2 Sanity. If the preacher then attempts another reading on turn 2 and rolls 6,4 and 2, the XXL enemy takes 1 sanity hit. The Preacher then takes 1 No Save sanity hit*

*and 1 regular sanity hit. Increase the number of
No Save Sanity Hit for each reading attempt made
by the same hero.*

Reading from the book additionally gives +10 xp

The Ancient Terror: This enemy is not like any
XXL Enemy. This is an ancient enemy, which
means he has the following abilities (besides
normal abilities!):

Failure:

If you fail the adventure before finding the Ancient
Terror, the motivated hero gains one madness,
because he did not succeed at his personal mission.
If you loose to the Ancient Terror, our hero is KO'ed
and must roll on both the Madness and Injury
Chart!
Additionally all heroes lose all darkstone as they
are ripped from them upon escape.

Spikey Tentacles – When the Goliath Activates, as
a free attack it deals 2 auto wounds to every hero
withing 3 spaces (no saves).

Devour – A hero starting their activation adjacent to
the Goliath must succeed at a strength 5+ Check.
Failure results in permanent death!

Eyes of a Thousand Terrors – A hero starting their
activation on the same map tile as the Goliath takes
2 corruption hits.

*(Remember once he has 5 sanity tokens on his
card, one of these abilities are removed – this can
be done until all abilities are gone, but he must
have a total of 15 Sanity Tokens - Ouch!).*

Should you want a bit more of a challenge, you can
give the Ancient Terror the Permanent ability:

Darkstone Master!

This gives the terror +1 health for each darkstone a
hero is carrying (so if a posse of 4 is carrying 5
darkstones, the terror have +5 health).

Reward:

Our main hero has a new quest in life now. Protect
the innocent people of the west from the evil
menace of the void. To aid him, he gets to draw an
artifact card and 1d3 darkstone.

Each additional hero gets to draw 1 artifact card on
the roll of a 6 on a D6. Otherwise draw 3 gear
cards, keeping 1.

The Jargono Edition of Shadows of Brimstone: Objective:

The Ancient Terror!

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No Save Sanity Hit for each reading attempt made
by the same hero.*

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XXL Enemy. This is an ancient enemy, which
means he has the following abilities (besides
normal abilities!):

Harbinger of Doom – If the harbinger is not dead
within 5 turns (from the battle begun), he devours
all heroes on his tile, killing them permanently
(They can still be resurrected at the church).

Nemesis – The Harbinger can only be damaged by
heroes with the keyword: **Motivated**

Ultimate Survivor – The Harbinger's defense is 4+
*(Remember once he has 5 sanity tokens on his
card, one of these abilities are removed – this can
be done until all abilities are gone, but he must
have a total of 15 Sanity Tokens - Ouch!).*

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Each additional hero gets to draw 1 artifact card on
the roll of a 6 on a D6. Otherwise draw 2 gear
cards, keeping 1. Also gain 1 Darkstone.

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