

HEART OF THE TEMPLE

Ahhhhh! Nothing beats a sip of whiskey after a successful adventure. The posse is quenching their thirst in the camp saloon after a hard day of work. They are always eager for more work though as coin isn't easy to come by these days.

Spotting a couple of Pinkerton agents in the corner the adventurers greet them asking for work. "Well" one of the Pinkerton agents reply, a smirk upon his face. "There is always plenty of monsters to kill. Go play heroes and get rich. Now off with you!"

Not taking kindly to insults you ready your fist, for a punch but before you can deliver an old prospector grabs you by the shoulder. "I might be able to help you out if you'll buy me a whiskey" he says with a grin.

10 minutes after, the prospector still drinking on your tab he begins his story. "Two days ago some Injun fellow came crawling into town, half mutilated and bloody from scalps to toe. Now I helped him get along to the doc' but he died right on his doorstep...He did mumble a few words before he departed however."

Smiling, the prospector goes on "It was hard to make out but from what i gather he said these words: Jargono, Temple and Fortune, or treasure to the common tongue. He also carried this map and crystal with him.

I have seen such a crystal before and you will need it in order to reach this Jargono. It's a sort of key. Just don't go activating it anywhere now. It might be safest to use it in the mines nearby. We don't want to risk some terror being unleashed upon this fine camp, now do we?"

Finishing his drink he continues. "The map is a drawing of the temple the Indian mentioned and where it should be located. You can have both the items as a thank you for the whiskey. I'm too old for adventures."

Having heard enough the heroes eagerly get up to ready their horses. Before the adventurers exit the saloon however the Prospector yells after them, a grave mine now upon his face. "The Indian also said one final word about this temple: Death!"

Set up:

Using the crystal, the Mine Entrance Map Tile has a gate leading directly to the Swamps of Jargono.

The heroes starts on the Mine Entrance tile as normal.

Mission:

The heroes must locate the Temple mentioned by the dead Indian. Afterwards it's up to the heroes to escape with the treasure...Alive!

Objectives:

To find the Temple, you are awarded a map which will guide you there. This map is represented by the Gear card **Old Map**. However it can only be used to Re-Draw Map Cards.

Finding the Temple:

Remove following map cards from this mission:

Tribal Fountain, Boneyard Lake, Burial Grounds.

Locating the Temple is done by finding the Deep Swamp Map tile, as the Temple is located deep within Jargono.

Note: The exploration token revealed on this map tile only has one exit. Portals counts as a normal exit here.

This tile connect directly to the temple (the Temple tile is the Mine Entrance tile of Swamps of Jargono simply flipped over.)

If you want to avoid the risk of finding Deep Swamp right from the start of the mission simply mix the Deep Swamp map card into the bottom half of the **Swamps of Jargono Map Deck**.

All portals founds within the Swamps simply leads to a different part of Jargono.

Entering the Temple:

The temple is clouded in a foggy mist and the floor is flooded with water, making it hard to move.

Standing in the entrance, the adventurers have a hard time moving forward because of the hindering swamp water. All movement on the Temple map tile is halved (to a minimum of 1).

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1 Hero has to reach the back of the Temple, as the artifact is located there. Every other hero has to get at least 5 spaces within the temple in search of loot.

The Heart of the Temple:

Every time all heroes have activated, roll a D6 for what happens to the heroes in the Temple.

1. **Demonic Mist:** Ambush attack, draw a threat card.
2. **Poison Arrows:** Each hero must make a Cunning 5+ check. If failed, that hero gains a poison marker from a poison arrow trap.
3. **Falling Stones:** Each hero must make a Luck 5+ check. If failed, that hero takes D6 hits as they weren't fortunate enough to get out of the way in time!
- 4-5. **Silent Mist:** *The place is eerily quite. Almost too quiet.* Nothing happens.
6. **Fortunate find:** Each hero draws a darkstone as they stumble upon scattered nuggets.

When all heroes have successfully moved far enough into The Heart of the Temple you grab the shining idol, along with some well placed loot. However doing so makes the Temple unstable and it starts collapsing!

Escaping the Temple:

The fog lifts and the water level starts getting shallow.

Heroes can move normally again. However this time, when end your movement on the Temple tile, roll a D3.

On the roll of 1: *It's a Falling Boulder!*

Each hero within takes D6 wound with no save as they only avoid the boulder in the nick of time but not without scratches.

On the roll of 2: The heroes begin getting aware of their surroundings, the mist lifted. Horrible visions unfolded. Each hero within takes D6 Sanity Damage - no save.

On the roll of 3 = The heroes make haste for the exit.

When one of the heroes reach the end of the Temple tile a completely new tile is placed (see next rule). It can be moved directly onto.

For instance if a hero roll a 5 for move in the Temple and he reaches the exit in 4 moves, he can move 1 space

into the newly placed tile.

The Final Push.

Roll a D6 in order to determine which tile will be placed. No exploration tokens are placed on either tiles.

Growing Dread cards are resolved as soon as the heroes encounter one of the following tiles:

Roll of 1-2 = Boneyard Lake: *The heroes founds themselves waist deep in a lake flushed out of the Temple by a floor trap, hollow eyes meeting their gaze!*

Ambush attack! This tile contains 2 Corpse Piles and 3 **Peril Die** Hungry dead (2 **Peril Die** for 1-2 players.)

Clear the tile and reach the exit in order to enter a portal to either your home world town or the Tribal Village - Your choice.

Roll of 3-4 = Burial Grounds: *A huge crash makes a emergency exit for the heroes in wall of the Temple. The adventurers hurry down the passage.*

The heroes exit the temple reaching an Indian burial ground. The crash has attracted deadly creatures!

1-2 heroes encounters 1 **Peril Die** Bog Bats and 1 Swamp Slashers.

3-4 Heroes encounters 6 Bog Bats and D3 Swamp Slashers.

5-6 Heroes encounter 6 Bog Bats and 3 Swamp Slashers.

Every time you reach an exit on this tile, roll a D6.

On a 1-4: Kindred Spirits - Choose one hero to gain 6+ Spirit Armor for the next adventure.

On a 5-6: Portal to home - The heroes can choose to travel to their homeworld town or the Tribal Village.

Roll of 5-6 = Tribal Fountain: *The Temple doors shuts before the heroes can escape. Out of panic you lob some dynamite into a wall. Luckily a new path opens.*

The heroes reach a Tribal Fountain. However they are not alone as the blast attracted some unwanted attention!

The heroes must face an Epic Threat card.

A posse of 1-2 Heroes draws a High Threat instead.

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When reaching an exit, roll a D6:

On a 1-2: Wishing well – Each hero may make a wish and try to succeed at a luck +5 check to gain 20 xp.

However this has a cost of \$10.

On a 3-4: Fountain of Healing - Choose a hero to cure an injury/madness/mutation. This can only be done once in this scenario. If encountered twice the fountain has no effect on you.

On a 5-6: Portal to home - The heroes can choose to travel to your home world town or the Tribal Village.

Rewards:

The idol itself is worth a small fortune. Selling the Idol to a local merchant, each hero gains \$200. Additionally each hero may draw a loot card, from their adventure in The Temple ruins.

Failure:

Each hero starts next adventure with a poison marker, contracted from the swamps. Additionally, both the Doc's office and Church are closed off due to a plague in