

NEXUS OF WORLDS

You feel it in your bones. Somethin' just ain't right. For two days you have traveled to this spot. You don't know why. Yet, here you stand at the mouth of the old mine. Inspecting the passage, you are startled by a rush of air from within. Was that a burst of cold air - or was it as sweltering as the fires of Hell? You can't seem to wrap your head around anything now - except for the unmistakable pull to enter that gaping hole into the darkness. As you step into the entrance to the tunnel, a quake rocks the ground beneath your feet. You watch the entrance disappear in a rush of rubble and dirt. Turning, a gate appears before your eyes. Only one way to go from here...

Set Up

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

Mission Goal

Locate the source of the strange phenomenon that is disrupting the fabric of time and space. Your posse must make it to the end of the Depth Track and put a stop to whatever is threatening reality as you know it.

Special Rules

Add a Gate Icon to Exploration Tokens

All exploration tokens in this Mission have a Gate Icon in addition to the other Door/Gate Icons already present. If there are not enough exits, all gates must first be placed before doors.

Passing through New Gates Advances the Hero Posse Marker

When the Hero holding the Old Lantern passes through a gate through which they have not already passed, advance the Hero Posse Marker by one.

Random Threats and Encounters

When you would draw a threat or encounter, first draw a random World Card. The threat or encounter should be drawn from that world's deck.

May Not Flee

Once the adventure begins, the Heroes may not Flee: they are trapped, and must see the adventure through to the end.

Objectives

Find the Nexus of Worlds

When the Hero Posse Marker is moved to the Darkness Start space on the Depth Track, the source of the disruption in time and space has been found. However, it has attracted other company who have come to feed off of the tremendous power emanating from this location.

At the end of the first turn in which there are no Enemies on the board, reveal all Growing Dread cards in the stack and spawn an Epic Threat on the tile of a random Hero.

Once all Enemies have been defeated, the Nexus has been stabilized. The Heroes have successfully completed the Mission! They may now gain Reward and return safely to their world.

Reward

Each hero permanently gains D3 Health or Sanity (any mix). Then, each Hero may make a special Scavenge roll. For each 6 a Hero rolls, they may draw that many Artifacts from a random world and keep one of them! Heroes may not use Grit on these rolls.

Failure

As the temporal disruption reaches its pinnacle, it wreaks incredible havoc on the minds and bodies of all living things in the Nexus. In addition to any Injury/Madness they would gain, each Hero permanently loses D3 Health and D3 Sanity