

# COOTER AND POOT GO TO WHITE CASTLE

*"Ever since Uncle Cooter found that wicked book, he wasn't the same. And his son, my cousin Poot, with that dark artique. Said they were priceless treasures." explained the indifferent barkeep.*

*"They used to be respectable prospectors. They went and holed themselves up in Castle Rock. Word is, they started practicing the dark magic from that book. People say all the color's been drained from the stone and rock in them parts. Looks like some dismal, white castle at the entrance. Haven't seen them fellars in ages."*

*While not overly concerned about his missing relatives, you decide to give Castle Rock a visit - to check on the wellbeing of Cooter and Poot, of course.*

## Set Up

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

Exploration Tokens will remain hidden until drawn. Add to the Exploration Tokens these same-sized yellow markers: **Ancient Statue** and **The Book**. When drawing an Exploration Token, it will be possible to draw one of these. Set aside the **Lantern** marker. Once the Posse reaches the second stage of the **Depth Track** (space 10), add the Lantern to the Exploration Tokens.

Create a **Glyphs and Supplies** token pool (12 in total) of these smaller tokens : 1 each of bandage, dynamite, whiskey, and grit; 2 each of dark stone, corruption, sanity, and wound. These will remain hidden until drawn.

## Mission Goal

Cooter and Poot got themselves in over their heads. Using the book to create deadly glyphs and wards, they have become prisoners in their own mine. Find the **Lantern** marker to locate Cooter and Poot!

## Special Rules

### Glyphs and Supplies

Before flipping over an Exploration Token or at the end of a turn in which a passage was placed, draw and resolve a **Glyphs and Supplies** token. These tokens do not get mixed back in with the other tokens. When there are no more tokens, shuffle all of the tokens back together.

To determine who the token affects, flip up the Exploration Token. If there is a Clue Icon, it affects all Heroes. Otherwise, it affects a random Hero. Complete the Exploration Token afterward.

**\*Bandage, Dynamite, or Whiskey Token (Supplies!):** Gain 1 token of the item drawn.

**\*Dark Stone Token (Exploding Glyph):** Dark Stone explodes! Succeed at an Agility 5+ test or take D6 Hits and D3 Corruption Hits. A hero affected by this glyph may gain D3 Dark Stone.

**\*Corruption Token (Glyph of Evil):** Succeed at a Spirit 5+ test or take D3 Corruption Hits.

**\*Sanity Token (Glyph of Madness):** Succeed at a Spirit 5+ test or take D6 Horror Hits.

**\*Wound Token (Glyph of Agony):** Succeed at a Strength 5+ test or take D6 Hits.

**\*Grit Token (Glyph of Despair):** Lose one Grit.

## The Book Token

When this token is drawn, draw and resolve a **Glyph and Supplies** token that affects all Heroes. After resolving that token, Heroes add one die to all tests against Glyphs from now on. All open puzzle connections are exits from this room.

## The Ancient Statue Token

When this token is drawn, draw and resolve a **Glyph and Supplies** token that affects all Heroes. A random Hero may draw a Mine Artifact. All open puzzle connections are exits from this room.

## The Lantern Token

Cooter and Poot have been found! Move to the Mission Objective.

## All Gates Lead to the Mine

All Gates in this mission lead to another part of the mine.





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## Objectives

Cooter and Poot have got themselves into quite a pickle. When you find them, roll D6:

**1-3:** As you enter, Cooter and Poot have just completed, in a desperate attempt to escape the mine, a gateway that is now opening. Unfortunately, something awful is emerging from the other side. Reveal all **Growing Dread** cards as normal and draw an **Epic Threat**. Cooter and Poot are immediately devoured! Once all Enemies have been defeated, the Heroes have successfully completed the mission!

**4-5:** Approaching the frazzled and crazed Cooter and Poot carefully, you realize too late that the room is lined with dynamite and Dark Stone. Cooter lights a wick and cackles, "Goodbye, cruel world!" Each character must make a Luck or Agility 6+ or take 2d6 Hits without Defense saves. If at least one Hero is not defeated by this, the Heroes have successfully completed the mission!

**6:** You find Cooter and Poot playing checkers, empty whiskey bottles scattered around them. Poot issues a drunken challenge to the Heroes.

"Iffen you can beat me at checkers, I'll show you where we stashed the rest of our gold."

With that, Cooter falls over and begins to snore while Poot awaits your answer. One hero may attempt a Cunning 5+ test. If successful, you beat Poot, gain 20 XP, and have successfully completed the mission! If you do not beat Poot, he also passes out and you have failed the mission.



## Reward

Each Hero gains 50XP. In addition, Cooter and Poot had quite a collection. Each Hero gains D6 X \$50 and 1 Dark Stone. If Poot was defeated in Checkers, double this amount for each Hero!

## Failure

Plagued with glyphs, getting out of the mine proves tougher than expected. Each Hero gets no Grit for travel and starts the next Mission with D3 wounds, D3 sanity damage, and one less Grit.