

Investigation

Rumors are spreading of the Crimson Hand's infiltration of a local town. They seem to have their fingers everywhere, and corruption is rampant.

A group of heroes is needed to come into town, question the locals, and track down the Crimson Hand's hidden base... so they can be confronted and defeated, driven from town once and for all!

Set-Up

This Mission uses the Town Adventure Board. Heroes may start in any square on the board.

Randomly select eight Exploration tokens. Shuffle them and place them, face down, on each of the buildings in Town.

If you have the Crimson Hand Adventure pack, this mission works best as a Crimson Hand themed adventure.

Hold Back the Darkness works as normal in this mission.

Mission Goal

The heroes must investigate the town to reveal the hidden lair of the Crimson Hand, then confront and defeat them!

Special Rules

Searching Town

Any Building in town can be Scavenged once, but buildings 1 and 6 may be Scavenged multiple times. Outdoor locations, such as the street, cannot be Scavenged.

To reveal an Exploration token in town requires a specific task. Each building requires something different, generally a Skill test. Multiple rolls may be needed to gain the number of successes; unless otherwise noted, each skill roll will need a total number of successes equal to the number of Heroes in the Posse. Any Hero in the Building may attempt the roll once on their turn; any successes they gain will count towards the total number of successes required. Upon gaining the number of successes needed, the token will be revealed at the end of the turn. Each success grants 10 XP.

Building 1: Scavenge this building a number of times equal to the number of Heroes in the Posse.

Building 2: Make a Cunning 6+ test.

Building 3: Make an Agility 6+ test.

Building 4: Make a Luck 6+ test.

Building 5: Make a Strength 6+ test.

Building 6: Scavenge this building a number of times equal to the number of players.

Building 7: Make a Lore 6+ test.

Building 8: Make a Spirit 6+ test.

Every time an Exploration token is revealed, the Posse takes two steps further down the Depth Track.

Town Encounters

When an Exploration token is revealed, ignore any Gates or Doorways on the token. If a token notes an Attack, the heroes are attacked as normal; place the new enemies in the building and, if necessary, into the street outside. If a token reveals an Encounter (or Encounter x2, which is treated the same as Encounter for this mission), use the following encounters based on the building involved.

Building 1:

The Warehouse: As you look for clues in the warehouse, you spot a crate, hidden under a blanket, which seems to have markings reminiscent of the Crimson Hand... but it also possesses a diabolical-looking lock. Perhaps you can figure out a way to open it!

One Hero in the Building may make a Cunning 6+ test. If the Hero succeeds, they gain 10 XP, then may draw a World card, then an Artifact card from that World, raiding the Crimson Hand's resources. If the roll is unsuccessful, every Hero in the Building takes D3 wounds + 1 for every 1 rolled on the Cunning test, ignoring Defense, as the Crimson Hand's mystic defenses explosively erupt!

Building 2:

The Doctor's Office: As you question the doctor, you suddenly realize the truth: he's been blackmailed by the Crimson Hand! Can you find a way to convince him to help you?

One Hero in the Building may make a Lore 6+ test. If successful, gain 10 XP, and the doctor will hand each Hero in the Building 1 Bandage token apiece. If the Lore check is failed, however, the doctor tricks you, giving each Hero in the Building a Poison token before escaping.

Building 3:

The Saloon: Your investigations in the saloon are making some people nervous, and it looks like a fight might break out!

Choose EITHER:

Talk the fight down: One Hero in the Building may make a Spirit 6+ test. If successful, gain 10 XP and tempers are soothed, and the Bartender buys everyone a round of drinks. All Heroes in the Building gain a Whiskey token. If not, all Heroes in the Building take D6 Wounds, ignoring Defense.

OR

Jump into the brawl: All Heroes in the Building gain a Grit and may make a Strength 5+ test. All Heroes take D6 Hits, -1 for every 5+ rolled on their Strength test. If a Hero has no successes, he is thrown out the window, and all Hits from the brawl ignore Defense. Heroes gain 5XP for every 5+ rolled.

Building 4:

The Gambling Hall: As you investigate the gamblers around the poker table, one of them grows nervous. He accuses you of cheating and jumps to his feet, drawing a weapon!

A random Hero in the Building must make an Agility 5+ test to outdraw the gambler! If successful, they may draw a Loot card as they collect their winnings. If they fail, they must take D6 damage, ignoring defense, as the gambler shoots the hero and flees.

Building 5:

The Prison: The prisoner you're interrogating seems to know quite a bit. Certainly the Crimson Hand would go to a lot of trouble to keep this person quiet!

All Heroes in the Building must make a Cunning 6+ test, gaining 5XP if successful. If anyone succeeds, they spot an assassin outside the building attempting to slip a lit stick of dynamite into the prison cell, to silence the prisoner once and for all! A single hero may attempt an Agility 5+ test to knock the dynamite back outside before it blows. If successful, the prisoner spits his guts. The Posse may examine one unrevealed Exploration token, then either return it or replace it with a random unused token. If either test is unsuccessful, the assassin kills the prisoner and also deals D6 damage, ignoring Defense, to every Hero in the building. Then immediately face an Ambush Attack as the assassin attempts to finish off the Heroes!

Building 6:

The Stables: A pair of shady looking figures step into the stables to quietly discuss something, but when they notice you there, they panic and run off! Surely, they must know something!

Every Hero in the building must choose to chase after either Target 1 or Target 2.

Target 1 runs as fast as they can. Every Hero chasing them must make an Agility 6+ test to catch him. If he is caught, he is revealed to be a member of the Crimson Hand, blackmailing a victim. By capturing him, a piece of the Hand's power is broken. One time this Adventure, the Heroes may cancel a Darkness or Growing Dread card. If he gets away, add a Growing Dread card to the stack.

Target 2 attempts to find a hiding place. Every Hero chasing them must make a Cunning 5+ test, needing a total of 1 success for every 2 members of the Posse (rounding down) between all Heroes chasing him. If he is caught, he is revealed to be the blackmail victim. Thankful for the Posse's aid, he gives a random Hero a Gear card. If he gets away, the cultists will be more powerful during the final confrontation. During that final fight, draw two Artifact cards when using the Crimson Hand's Sacred Artifact ability, and pick the one with the greater value. (If not using the Crimson Hand, draw an Infamous Bandits card to use during the final confrontation instead.)

Building 7:

The General Store: There seems to be some unusual items in the general store today. Perhaps there's something that can be useful in your investigation!

One Hero in the Building may make a Luck 5+ test, gaining 10 XP for every 5+ rolled. If at least two 5+ are rolled, each Hero in the Building draws a Gear card and may purchase it for the listed price. (If no price is listed on the card, discard the card and redraw.) If the Luck roll fails, you've been pickpocketed! A random Hero in the Building must discard an item, a Dark Stone, or \$100.

Building 8:

The Church: As you investigate the Church, there seems to be a penitent figure, weeping at the cross. Perhaps they know something!

One Hero in the Building must make a Cunning 6+ test. If successful, gain 15 XP and the Hero convinces the penitent figure to open up about their connection to the Crimson Hand, breaking the faith of the cult! When the Crimson Hand's Sacred Artifact is revealed in the final battle, its value is -\$100. (If not using the Crimson Hand, start all Bandits in the final battle with a single Wound on each.) If unsuccessful, the Hero has been lured in by a fraud, and now the Cult knows the Posse is coming. The final fight will have an additional Threat card added.

Objectives

Every time the Posse reveals an Exploration token, they have found information leading them to the Crimson Hand's secret hideout. Every time an Exploration token is revealed, roll a D6 and add the total number of Exploration tokens revealed in this Adventure, with an extra +1 for each Clue revealed. If the total is 10+, the location is revealed!

When the hideout is revealed, reveal all Growing Dread cards. Then roll a random Building. Place a Crimson Hand Inquisitor in that space, along with enough Crimson Hand to fill every space in the building. (If not using the Crimson Hand, use Bandits plus a Threat card.) If any Heroes are already in that building, it is an Ambush attack.

The Inquisitor draws a second Sacred Artifact, above and beyond the Sacred Artifact used by all members of the Crimson Hand. Only he gains the benefit of the second Artifact. When the Inquisitor is defeated, the Hero who defeated him may take the Artifact.

As long as the Inquisitor is in play (or, if not using the Crimson Hand, as long as all Bandits are in play), any time the Hold Back the Darkness roll is failed, roll a D6. On a 1, 2, or 3, add a new Threat card to the fight, entering from a random road. When all Enemies have been defeated, the Heroes win.

Reward

All heroes gain 50 XP. In addition, each Hero gains 1 free reroll they may use for a Location table on their next Town visit.

Failure

The town falls to Darkness, and the Heroes do not get a Town Stay before their next Adventure. In addition, during their next Adventure, a Growing Dread card is immediately added to the stack.