TREASURE HUNT

During your last adventure you came upon an old dying prospector. The old man begged you for some water and when you gave him some he thanked you for your kindness and procured a crumpled, blood-stained map from his boot. "Take this" he said with a trembling voice. "T"is the only thing I have left in this world, but seeing as my days are numbered I have no use for it anymore. May it bring you more luck and fortune than it has me." With that the old man crumples and dies much to the delight of the buzzards circling above.

Set Up

Shuffle and set aside the ten numbered Crate tokens. Otherwise follow set up as normal.

Mission Goal

The Heroes goal is to find the old man's treasure.

Special Rules

Each time the Heroes find a Clue token roll 2d6. If they roll under the current position on the Posse marker track place a Crate token as if it were a monster with initiative 0. Any Hero adjacent to a Crate may give up his attacks to search the Crate. Reveal the number on the backside of the token then Roll 2d6 subtracting the number of Clue tokens found. If the result is equal to or lower than the number on the Crate token the Heroes has found the old man's treasure. Once the Heroes have found the old prospectors treasure, immediately seal off all other exits and draw an Epic threat card as the guardians of the treasure comes to

protect their hoard. If the Heroes beat this encounter the mission is over and the players gets the reward for successfully completing this mission in addition to any loot cards gained from the encounter. Otherwise, roll on the table below:

What's in the crate? (roll 1d6)

1-2 Ambush attack!

3-4 Draw a scavenge card

5-6 Draw a loot card

Objectives

The Heroes must find the prospectors treasure by finding Clue tokens and searching Crates scattered throughout the adventure.

Reward

Each Hero may draw three Loot cards. Any money or dark stone gained from these cards are doubled.

Failure

If the Heroes fail this Mission, they become Cursed, while the Curse remains the Hero can't gain or spend Grit and their Luck is reduced to 1. If any Hero in the Posse is Cursed at the beginning of a Mission the Heroes start that Mission with one Growing dread card, and roll one additional die when Holding back the darkness and must take the two lowest dice as long as at least one Hero in the posse is Cursed. Each hero can remove their Curse by paying $1d6x50 and succeeding at a spirit 6+ test at the Church or Campsite location while in Town. The Preacher character pays half this and succeeds on a 5+.

If the Preacher Isn't Cursed, he can attempt to remove a Curse from another Hero by spending his attacks for the round and using a Grit and a point of Faith. Both the Preacher and the target Hero must roll a Spirit 6+ test. If both are successful, the Curse is lifted from that Hero and the Preacher gains 25 xp. While in Town the Preacher may only attempt this once per day and only at the Church or Campsite locations and only on Heroes that share his location.

Variants

Optionally this Mission can be combined with another Mission in which case the treasure hunt becomes an alternative secondary objective. In this case the Heroes must still face an Epic threat when they find the treasure but don't seal off all the exits. The Mission doesn't end when the Heroes have found the treasure and may continue until the other Missions objectives are completed.

Tales of a vast river system running through all of Jargono has been reported by nearly all of the survivors who have returned from that horrible place. Local authorities have offered a sizeable reward to anyone that can procure a map of the river to help future expeditions navigate that dreadful dimension.

Or alternatively:

Rumours about a hidden village deep within the Jargono swamps have recently been spreading in town. Survivors that have been in the village tell of friendly swampfolk that are willing to trade priceless Artifacts with outsiders that manage to find their village. These rumours have local scholars intrigued and they are willing to pay a lot of money to anyone who can bring proof of the villages existence.

Set Up

This mission only uses the Swamps of Jargono Map deck and Map tiles. It also uses the boat token. The Heroes start on a random Jargono room tile. Place the boat token in the middle of the tile with all the Heroes on top of it. Don't use any advanced encounters on the starting room tile.

Mission Goal

The Heroes must explore the entire Map and defeat all Enemies they come across to successfully complete this Mission.

Special Rules

Limited Doors

All Exploration Tokens with a Clue icon have one less Door/Gate on them (Heroes' choice). There are no Gates in this Mission, instead all Gate Icons counts as Doors.

Any time you reveal an Exploration Token roll a D6 for each Door/Gate Icon on that Token. On the roll of 4+, ignore that Door/Gate Icon. While the Hero Posse marker is in the middle stage of the Depth Track, ignore on a 3+ instead. While the Hero Posse Marker is in the last step of the Depth Track, ignore all Door/Gate Icons automatically.

Dead End Showdowns

Whenever a Dead End Room is found (a Room Map Tile that has no exits), roll a D6.

1 – Add an Epic Threat to the Exploration Token

2-3 – Add a Normal Threat to the Exploration Token

4-6 – There is no extra Threat here

Immediate Dread

For this Mission, Growing Dread cards are revealed immediately when drawn rather than being placed on the stack.

Festering Wounds

Each Hero's maximum Wounds is reduced by an amount equal to the number of Corruption Tokens that Hero currently has to a minimum of 1 Wound.

Rivers of Jargono

All Spaces in this Mission costs 1 extra Movement to enter, in addition any Hero ending his Movement in a Space outside of the boat takes 1 Corruption Hit from the infested swamp waters. All attacks are considered Ambush attacks on xxx instead of the normal rules for the swamp. All tiles may be Scavenged one additional time in this Mission.

The Boat

The Boat Token takes up six spaces on the Map. The boat token can move freely on the Map without spending extra Movement and may move through other models as if it were a Large creature. Each Turn the Lantern bearer may give up his own Movement roll and roll 1d6 to see how far the boat moves. On a 1 all Heroes on the Boat recovers 1 Grit. While on the Boat all Heroes are considered to share the same Space so any enemy adjacent to the Boat may attack any Hero (but will spread out their attacks as normal).

Rock the Boat

Whenever a Large or bigger creature attacks someone in the boat and it rolls a 6 on its to Hit roll, the monster has Hit the boat instead. The Hero suffers no damage from the attack but all Heroes in the boat must make an Agility 5+ test or fall into the water in the nearest empty space. Heroes that fall in the water immediately take a Corruption Hit as if he had ended his Movement in that Space.

Objectives

Once the Heroes have explored the Entire River (all paths lead to a Dead End Room), they must defeat any remaining Enemies on the board to complete the Mission.

Reward

Each Hero receives 25 XP as well as $50 x the number of steps on the Depth track is from the Mine Entrance space. In addition, each Hero may draw a Jargono Artifact card.

As an optional reward if you are using the Jargono swamp village fan supplement you can require the Heroes to complete this Mission to gain access to the village.

Failure

If the Heroes fail the Mission, they are lost in Jargono and must skip their next Town phase and their next Mission must be an escape Mission that starts in the Swamps of Jargono.

The Heroes must also roll a d6:

On a 1 the Hero falls ill due to disease spread by the insects. The Hero loses 1 Health permanently.

On the roll of 2, 3 or 4 the Hero must discard $100, D3 Dark Stone or one item, lost in the muddy waters of the swamp.

On the roll of a 5 or 6, the Hero emerges unscathed.