

EXPLORE BLASTED WASTES

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You have emerged from the stable gate to the Blasted Wastes. Taking a swing of water from your canteen and wiping your brow you set out to search this desolate land.

PREREQUISITES

- Blasted Wastes

SET UP

Before starting the adventure roll **D6**. On the roll of 5 or 6 the posse immediately finds a trail leading to Blasted Waste Barter Town (See **Objective: Trail to Barter Town**). If you roll 1-4 set up this mission as detailed below:

Draw a random Blasted Waste Map card and place the matching tile. Place the Gate cap on the map tile opening with the arrow and place the posse on the squares immediately in front of or adjacent to the gate. This is where the gate opened to on this trip.

Draw an Exploration token and resolve. If the Map card includes an Advanced encounter draw and resolve the encounter card also.

MISSION GOAL

Search the Blasted Waste and make it out alive!

SPECIAL RULES

GATES

While exploring the Blasted Wastes, if the posse finds a gate roll **D6**.

Exploring Gates (D6)	
1-3	You have found a trail leading directly to a Blasted Waste Barter Town. <i>If you take the trail See Objective: Trail to Barter Town.</i>
4-5	You have discovered a gate leading to another world. Draw a World Card. <i>If the posse ventures through this portal see Objective: Enter OtherWorld Gate/Portal.</i>
6	You have discovered a gate leading to another location within the Blasted Wastes.

IMMEDIATE DREAD

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

FLEEING

To successfully flee, all non KO'd heroes must successfully escape all adjacent enemies and start the turn on a tile without enemies. See **Failure: Flee**.

RETRANCING STEPS

If passing through an already explored tile, when the first hero moves onto the tile roll **D8**. On the roll of 1-2 the heroes encounter a Threat. Draw a threat card as normal. If the roll was 1 the threat has ambushed the posse.

DARKNESS REACHES OR PASSES THE POSSE

If the Darkness marker reaches or passes the Posse marker, all future encounters automatically gain 1 additional elite ability.

DARKNESS ESCAPES

Instead of automatically failing the mission, if the Darkness makes it to the 'Entrance' on the Depth Tracker the posse is immediately confronted by an EPIC Threat. Draw an Epic threat and resolve.

CLUES

The longer you explore the Blasted Wastes the more hostile the enemies become and the more valuable the reward. See Table below for each clue drawn

Clue #/ Threat and Reward	
1 st Clue	Threat: Enemy Bonus at 1 level higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero also gains 1 Scrap.
2 nd Clue	Threat: Enemy Bonus at 2 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero gains 1 Piece of Tech.
3 rd Clue	Threat: Enemy Bonus at 3 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero draws 1 additional loot card.
4 th Clue	Threat: Enemy Bonus at 4 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero draws 1 additional gear card.
5 th Clue	Threat: Enemy Bonus at 5 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero draws 1 additional artifact card.

Note: Each Clue contains a threat and reward value. These are not cumulative. Once a new Clue is found the Threat and Reward from then on are only related to that clue. Previous Clue Threat and Reward are ignored.

If because of the party level limitation you aren't able to scale the enemies higher (i.e. your posse is level 5 and after you've found the 3rd clue the monsters are operating at level 8. Any further clues are ignored and the rest of the mission will be rewarded based on the last valid clue (i.e. 3rd Clue rewards in the example)

OBJECTIVES

RETURN TO THE ENTRY GATE/PORTAL

Once the posse has made it back to the entry portal and passed back through they have successfully completed the mission. The posse returns to the world where they started this mission from.

TRAIL TO BARTER TOWN

If the posse decides to take the trail to the Barter Town, immediately end this mission as successful.

ENTER OTHERWORLD GATE/PORTAL

If the posse decides to enter a newly discovered portal to another world, immediately end this mission as successful.

(See next page for Rewards and Failure results)

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REWARD

- Each hero gains +25 XP for each Clue discovered.
- Complete the 'End of Each Adventure' activities as normal.

RETURN TO THE ENTRY GATE/PORTAL

The posse emerge from the same location they entered.

TRAIL TO BARTER TOWN

You have discovered a trail leading to a nearby Barter Town.

Roll for **Travel Hazards** as normal to make it to the Barter Town.

ENTER OTHERWORLD GATE/PORTAL

The posse ventures into the unknown. As soon as you emerge the portal closes.

World Details	
Mine	Roll D6. <ul style="list-style-type: none">• 1-4: Immediately begin the Mission 'Escape.• 5-6: The posse emerge outside, to a random location on the Shadows of Brimstone Map. Roll for Travel Hazard as normal to arrive at a town.
Blasted Waste	Roll D6. <ul style="list-style-type: none">• 1-4: Immediately begin the Mission 'Lost in Another World'.• 5-6: The posse finds a trail leading to Blasted Waste Barter Town. Roll for Travel Hazard as normal.
Other	Begin the mission 'Lost in Another World'.

FAILURE

FLEE

You have escaped, but in so doing you have become disoriented and lost.

Complete the 'End of Each Adventure' activities as normal then immediately starting the mission '**Lost in Another World**' in the Blasted Wastes. Heroes start the next mission without **Grit**.

DEFEATED

Consult **Defeated Results Tables** for defeated results based on the threat that defeated you.

EXPLORE: CAVERNS OF CYNDER

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You have emerged from the stable gate to the Caverns of Cynder. The air is hot and burns your lungs. You're still deciding if it's really worth it as you step out of the portal.

PREREQUISITES

- Caverns of Cynder

SET UP

Before starting the adventure roll **D6**. On the roll of 5 or 6 draw a Caverns of Cynder Rumor card and begin that mission instead. If you roll 1-4 or if no Caverns of Cynder Rumor cards remain set up this mission as detailed below (*Note: If not using Rumor cards, randomly select a mission that starts in Cynder*):

Draw a random Caverns of Cynder Map card and place the matching tile. Place the Gate cap on the map tile opening with the arrow and place the posse on the squares immediately in front of or adjacent to the gate. This is where the gate opened to on this trip.

Draw an Exploration token and resolve. If the Map card includes an Advanced encounter draw and resolve the encounter card also.

MISSION GOAL

Search the Caverns of Cynder and make it out alive!

SPECIAL RULES

GATES

While exploring the Caverns of Cynder, if the posse finds a gate roll **D6**.

Exploring Gates (D6)	
1-3	The Gate is unstable and cannot be used.
4-5	You have discovered a gate leading to another world. Draw a World Card. <i>Note: If the posse ventures through this portal see Objective: Enter OtherWorld Gate/Portal.</i>
6	You have discovered a gate leading to another location within the Caverns of Cynder.

IMMEDIATE DREAD

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

FLEEING

To successfully flee, all non KO'd heroes must successfully escape all adjacent enemies and start the turn on a tile without enemies. See **Failure: Flee**.

RETRANCING STEPS

If passing through an already explored tile, when the first hero moves onto the tile roll **D8**. On the roll of 1-2 the heroes encounter a Threat. Draw a threat card as normal. If the roll was 1 the threat has ambushed the posse.

DARKNESS REACHES OR PASSES THE POSSE

If the Darkness marker reaches or passes the Posse marker, all future encounters automatically gain 1 additional elite ability.

DARKNESS ESCAPES

Instead of automatically failing the mission, if the Darkness makes it to the 'Entrance' on the Depth Tracker the posse is immediately confronted by an EPIC Threat. Draw an Epic threat and resolve.

CYNDER CLUES

The longer you explore Cynder the more hostile the enemies become and the more valuable the reward. See Table below for each clue drawn.

Clue #/ Threat and Reward	
1 st Clue	Threat: Enemy Bonus at 1 level higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero also gains 1 Liquid Dark Stone.
2 nd Clue	Threat: Enemy Bonus at 2 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero gains D3 Dark Stones.
3 rd Clue	Threat: Enemy Bonus at 3 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero draws 1 additional loot card.
4 th Clue	Threat: Enemy Bonus at 4 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero draws 1 additional gear card.
5 th Clue	Threat: Enemy Bonus at 5 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero draws 1 additional artifact card.

Note: Each Clue contains a threat and reward value. These are not cumulative. Once a new Clue is found the Threat and Reward from then on are only related to that clue. Previous Clue Threat and Reward are ignored.

If because of the party level limitation you aren't able to scale the enemies higher (i.e. your posse is level 5 and after you've found the 3rd clue the monsters are operating at level 8. Any further clues are ignored and the rest of the mission will be rewarded based on the last valid clue (i.e. 3rd Clue rewards in the example)

OBJECTIVES

RETURN TO THE ENTRY GATE/PORTAL

Once the posse has made it back to the entry portal and passed back through they have successfully completed the mission. The posse returns to the world where they started this mission from.

ENTER OTHERWORLD GATE/PORTAL

If the posse decides to enter a newly discovered portal to another world, immediately end this mission as successful.

(See next page for Rewards/Failures results)

EXPLORE: CAVERNS OF CYNDER

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REWARD

- Each her gains +25 XP for each Clue discovered.
- Complete the 'End of Each Adventure' activities as normal.

RETURN TO THE ENTRY GATE/PORTAL

The posse emerge from the same location they entered.

ENTER OTHERWORLD GATE/PORTAL

The posse ventures into the unknown. As soon as you emerge the portal closes.

World Details	
Mine	Roll D6. <ul style="list-style-type: none">• 1-4: Immediately begin the Mission 'Escape'.• 5-6: The posse emerge outside, to a random location on the Shadows of Brimstone Map. Roll for Travel Hazard as normal to arrive at a town.
Blasted Waste	Roll D6. <ul style="list-style-type: none">• 1-4: Immediately begin the Mission 'Lost in Another World'.• 5-6: The posse finds a trail leading to Blasted Waste Barter Town. Roll for Travel Hazard as normal.
Other	Begin the mission 'Lost in Another World'.

FLEE

You have escaped, but in so doing you have become disoriented and lost.

Complete the 'End of Each Adventure' activities as normal then immediately starting the mission 'Lost in Another World' in the Caverns of Cynder. Heroes start the next mission without **Grit**.

DEFEATED

Consult **Defeated Results Tables** for defeated results based on the threat that defeated you.

EXPLORE: DERELICT SHIP

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You have emerged from the stable gate to the Derelict Ship. The air is stale and carries the smell of death and decay.

PREREQUISITES

- Derelict Ship

SET UP

Before starting the adventure roll **D6**. On the roll of 5 or 6 draw a Derelict Ship Rumor card and begin that mission instead. If you roll 1-4 or if no Derelict Ship Rumor cards remain set up this mission as detailed below (Note: If not using Rumor cards, randomly select a mission that starts in Derelict Ship):

Draw a random Derelict Ship Map card and place the matching tile. Place the Gate cap on the map tile opening with the arrow and place the posse on the squares immediately in front of or adjacent to the gate. This is where the gate opened to on this trip.

Draw an Exploration token and resolve. If the Map card includes an Advanced encounter draw and resolve the encounter card also.

MISSION GOAL

Explore the Derelict Ship and make it out alive!

SPECIAL RULES

GATES

While exploring the Derelict Ship, if the posse finds a gate roll **D6**.

Exploring Gates (D6)	
1-3	The Gate is unstable and cannot be used.
4-5	You have discovered a gate leading to another world. Draw a World Card. <i>Note: If the posse ventures through this portal see Objective: Enter OtherWorld Gate/Portal.</i>
6	You have discovered a gate leading to another location within the Derelict Ship.

IMMEDIATE DREAD

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

FLEEING

To successfully flee, all non KO'd heroes must successfully escape all adjacent enemies and start the turn on a tile without enemies. See **Failure: Flee**.

RETRANCING STEPS

If passing through an already explored tile, when the first hero moves onto the tile roll **D8**. On the roll of 1-2 the heroes encounter a Threat. Draw a threat card as normal. If the roll was 1 the threat has ambushed the posse.

DARKNESS REACHES OR PASSES THE POSSE

If the Darkness marker reaches or passes the Posse marker, all future encounters automatically gain 1 additional elite ability.

DARKNESS ESCAPES

Instead of automatically failing the mission, if the Darkness makes it to the 'Entrance' on the Depth Tracker the posse is immediately confronted by an EPIC Threat. Draw an Epic threat and resolve.

CLUES

The longer you explore the ship the more hostile the enemies become and the more valuable the reward. See Table below for each clue drawn.

Clue #/ Threat and Reward	
1 st Clue	Threat: Enemy Bonus at 1 level higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero also gains D3 x \$25
2 nd Clue	Threat: Enemy Bonus at 2 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero gains D3 Dark Stones.
3 rd Clue	Threat: Enemy Bonus at 3 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero draws 1 additional loot card.
4 th Clue	Threat: Enemy Bonus at 4 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero draws 1 additional gear card.
5 th Clue	Threat: Enemy Bonus at 5 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero draws 1 additional artifact card.

Note: Each Clue contains a threat and reward value. These are not cumulative. Once a new Clue is found the Threat and Reward from then on are only related to that clue. Previous Clue Threat and Reward are ignored.

If because of the party level limitation you aren't able to scale the enemies higher (i.e. your posse is level 5 and after you've found the 3rd clue the monsters are operating at level 8. Any further clues are ignored and the rest of the mission will be rewarded based on the last valid clue (i.e. 3rd Clue rewards in the example)

OBJECTIVES

RETURN TO THE ENTRY GATE/PORTAL

Once the posse has made it back to the entry portal and passed back through they have successfully completed the mission. The posse returns to the world where they started this mission from.

ENTER OTHERWORLD GATE/PORTAL

If the posse decides to enter a newly discovered portal to another world, immediately end this mission as successful.

(See next page for Rewards/Failures results)

EXPLORE: DERELICT SHIP

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REWARD

- Each her gains +25 XP for each Clue discovered.
- Complete the 'End of Each Adventure' activities as normal.

RETURN TO THE ENTRY GATE/PORTAL

The posse emerge from the same location they entered.

ENTER OTHERWORLD GATE/PORTAL

The posse ventures into the unknown. As soon as you emerge the portal closes.

World Details	
Mine	<p>Roll D6.</p> <ul style="list-style-type: none">• On the roll of 5-6 the posse emerge outside, to a random location on the Shadows of Brimstone Map. Roll for Travel Hazard as normal to arrive at a town.• On the roll of 1-4 immediately begin the Mission 'Escape' (City of Ancients/Swamps of Death).
Blasted Waste	<p>Roll D6.</p> <ul style="list-style-type: none">• On the roll of 5 or 6 the posse finds a trail leading to Blasted Waste Barter Town. Roll for Travel Hazard as normal.• On the roll of 1-4 immediately begin the Mission 'Lost in Another World'.
Other	Begin the mission 'Lost in Another World'.

FAILURE

FLY

You have escaped, but in so doing you have become disoriented and lost.

Complete the 'End of Each Adventure' activities as normal then immediately starting the mission 'Lost in Another World' on the Derelict Ship. Heroes start the next mission without **Grit**.

DEFEATED

Consult **Defeated Results Tables** for defeated results based on the threat that defeated you.

EXPLORE: JARGONO

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You have emerged from the stable gate to Jargono. The air is hot and sultry.

PREREQUISITES

- Swamps of Death

SET UP

Before starting the adventure roll **D6**. On the roll of 5 or 6 draw a Jargono Rumor card and begin that mission instead. If you roll 1-4 or if no Jargono Rumor cards remain set up this mission as detailed below (*Note: If not using Rumor cards, randomly select a mission that starts in Jargono*):

Draw a random Jargono Map card and place the matching tile. Place the Gate cap on the map tile opening with the arrow and place the posse on the squares immediately in front of or adjacent to the gate. This is where the gate opened to on this trip.

Draw an Exploration token and resolve. If the Map card includes an Advanced encounter draw and resolve the encounter card also.

MISSION GOAL

Explore Jargono and make it out alive!

SPECIAL RULES

GATES

While exploring the Jargono, if the posse finds a gate roll **D6**.

Exploring Gates (D6)	
1-3	The Gate is unstable and cannot be used.
4-5	You have discovered a gate leading to another world. Draw a World Card. <i>Note: If the posse ventures through this portal see Objective: Enter OtherWorld Gate/Portal.</i>
6	You have discovered a gate leading to another location within Jargono.

IMMEDIATE DREAD

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

FLEEING

To successfully flee, all non KO'd heroes must successfully escape all adjacent enemies and start the turn on a tile without enemies. See **Failure: Flee**.

RETRANCING STEPS

If passing through an already explored tile, when the first hero moves onto the tile roll **D8**. On the roll of 1-2 the heroes encounter a Threat. Draw a threat card as normal. If the roll was 1 the threat has ambushed the posse.

DARKNESS REACHES OR PASSES THE POSSE

If the Darkness marker reaches or passes the Posse marker all future encounters automatically gain 1 additional elite ability.

DARKNESS ESCAPES

Instead of automatically failing the mission, if the Darkness makes it to the 'Entrance' on the Depth Tracker the posse is immediately confronted by an EPIC Threat. Draw an Epic threat and resolve.

CLUES

The longer you explore Jargono the more hostile the enemies become and the more valuable the reward. See Table below for each clue drawn.

Clue #/ Threat and Reward	
1 st Clue	Threat: Enemy Bonus at 1 level higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero also gains D3 x \$25
2 nd Clue	Threat: Enemy Bonus at 2 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero gains D3 Dark Stones.
3 rd Clue	Threat: Enemy Bonus at 3 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero draws 1 additional loot card.
4 th Clue	Threat: Enemy Bonus at 4 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero draws 1 additional gear card.
5 th Clue	Threat: Enemy Bonus at 5 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero draws 1 additional artifact card.

Note: Each Clue contains a threat and reward value. These are not cumulative. Once a new Clue is found the Threat and Reward from then on are only related to that clue. Previous Clue Threat and Reward are ignored.

If because of the party level limitation you aren't able to scale the enemies higher (i.e. your posse is level 5 and after you've found the 3rd clue the monsters are operating at level 8. Any further clues are ignored and the rest of the mission will be rewarded based on the last valid clue (i.e. 3rd Clue rewards in the example)

OBJECTIVES

RETURN TO THE ENTRY GATE/PORTAL

Once the posse has made it back to the entry portal and passed back through they have successfully completed the mission. The posse returns to the world where they started this mission from.

ENTER OTHERWORLD GATE/PORTAL

If the posse decides to enter a newly discovered portal to another world, immediately end this mission as successful.

(See next page for Rewards/Failures results)

EXPLORE: JARGONO

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REWARD

- Each her gains +25 XP for each Clue discovered.
- Complete the 'End of Each Adventure' activities as normal.

RETURN TO THE ENTRY GATE/PORTAL

The posse emerge from the same location they entered.

ENTER OTHERWORLD GATE/PORTAL

The posse ventures into the unknown. As soon as you emerge the portal closes.

World Details	
Mine	Roll D6. <ul style="list-style-type: none">• 1-4: Immediately begin the Mission 'Escape.• 5-6: The posse emerge outside, to a random location on the Shadows of Brimstone Map. Roll for Travel Hazard as normal to arrive at a town.
Blasted Waste	Roll D6. <ul style="list-style-type: none">• 1-4: Immediately begin the Mission 'Lost in Another World'.• 5-6: The posse finds a trail leading to Blasted Waste Barter Town. Roll for Travel Hazard as normal.
Other	Begin the mission 'Lost in Another World'.

FAILURE

FLY

You have escaped, but in so doing you have become disoriented and lost.

Complete the 'End of Each Adventure' activities as normal then immediately starting the mission 'Lost in Another World' in Jargono. Heroes start the next mission without **Grit**.

DEFEATED

Consult **Defeated Results Tables** for defeated results based on the threat that defeated you.

EXPLORE: TARGA PLATEAU

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You have emerged from the stable gate to the Targa Plateau. The air is cold and numbing. You're still deciding if dressed warm enough as you step out of the portal.

PREREQUISITES

- City of the Ancients

SET UP

Before starting the adventure roll D6. On the roll of 5 or 6 draw a Targa Plateau Rumor card and begin that mission instead.. If you roll 1-4 or if no Targa Plateau Rumor cards remain set up this mission as detailed below (Note: If not using Rumor cards, randomly select a mission that starts in Targa Plateau):

Draw a random Targa Map card and place the matching tile. Place the Gate cap on the map tile opening with the arrow and place the posse on the squares immediately in front of or adjacent to the gate. This is where the gate opened to on this trip.

Draw an Exploration token and resolve. If the Map card includes an Advanced encounter draw and resolve the encounter card also.

MISSION GOAL

Search the Targa Plateau and make it out alive!

SPECIAL RULES

GATES

While exploring the Targa Plateau, if the posse finds a gate roll D6.

Exploring Gates (D6)	
1-3	The Gate is unstable and cannot be used.
4-5	You have discovered a gate leading to another world. Draw a World Card. <i>Note: If the posse ventures through this portal see Objective: Enter OtherWorld Gate/Portal.</i>
6	You have discovered a gate leading to another location within the Targa Plateau.

IMMEDIATE DREAD

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

FLEEING

To successfully flee, all non KO'd heroes must successfully escape all adjacent enemies and start the turn on a tile without enemies. See **Failure: Flee**.

RETRANCING STEPS

If passing through an already explored tile, when the first hero moves onto the tile roll D8. On the roll of 1-2 the heroes encounter a Threat. Draw a threat card as normal. If the roll was 1 the threat has ambushed the posse.

DARKNESS REACHES THE POSSE

If the Darkness marker reaches or passes the Posse marker all future encounters automatically gain 1 additional elite ability.

DARKNESS ESCAPES

Instead of automatically failing the mission, if the Darkness makes it to the 'Entrance' on the Depth Tracker the posse is immediately confronted by an EPIC Threat. Draw an Epic threat and resolve.

CLUES

The longer you explore the Targa the more hostile the enemies become and the more valuable the reward. See Table below for each clue drawn.

Clue #/ Threat and Reward	
1 st Clue	Threat: Enemy Bonus at 1 level higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero also gains D3 x \$25
2 nd Clue	Threat: Enemy Bonus at 2 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero gains D3 Dark Stones.
3 rd Clue	Threat: Enemy Bonus at 3 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero draws 1 additional loot card.
4 th Clue	Threat: Enemy Bonus at 4 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero draws 1 additional gear card.
5 th Clue	Threat: Enemy Bonus at 5 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero draws 1 additional artifact card.

Note: Each Clue contains a threat and reward value. These are not cumulative. Once a new Clue is found the Threat and Reward from then on are only related to that clue. Previous Clue Threat and Reward are ignored.

If because of the party level limitation you aren't able to scale the enemies higher (i.e. your posse is level 5 and after you've found the 3rd clue the monsters are operating at level 8. Any further clues are ignored and the rest of the mission will be rewarded based on the last valid clue (i.e. 3rd Clue rewards in the example)

OBJECTIVES

RETURN TO THE ENTRY GATE/PORTAL

Once the posse has made it back to the entry portal and passed back through they have successfully completed the mission. The posse returns to the world where they started this mission from.

ENTER OTHERWORLD GATE/PORTAL

If the posse decides to enter a newly discovered portal to another world, immediately end this mission as successful.

(See next page for Reward/Failure results)

EXPLORE: TARGA PLATEAU

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REWARD

- Each her gains +25 XP for each Clue discovered.
- Complete the 'End of Each Adventure' activities as normal.

RETURN TO THE ENTRY GATE/PORTAL

The posse emerge from the same location they entered.

ENTER OTHERWORLD GATE/PORTAL

The posse ventures into the unknown. As soon as you emerge the portal closes.

World Details	
Mine	Roll D6. <ul style="list-style-type: none">• 1-4: Immediately begin the Mission 'Escape.• 5-6: The posse emerge outside, to a random location on the Shadows of Brimstone Map. Roll for Travel Hazard as normal to arrive at a town.
Blasted Waste	Roll D6. <ul style="list-style-type: none">• 1-4: Immediately begin the Mission 'Lost in Another World'.• 5-6: The posse finds a trail leading to Blasted Waste Barter Town. Roll for Travel Hazard as normal.
Other	Begin the mission 'Lost in Another World'.

FAILURE

FLLEE

You have escaped, but in so doing you have become disoriented and lost.

Complete the 'End of Each Adventure' activities as normal then immediately starting the mission 'Lost in Another World' on Targa. Heroes start the next mission without **Grit**.

DEFEATED

Consult **Defeated Results Tables** for defeated results based on the threat that defeated you.

EXPLORE: THE CANYONS

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Traveling up one of the many canyons in the Brimstone you dismount and begin to do some exploring.

PREREQUISITES

- Deluxe OtherWorld Expansion: Blasted Waste

SET UP

The Mission starts on the Canyon Entrance Map Tile. Other than beginning the game in the Canyons, all Heroes start on the Entrance Map Tile as normal.

For added difficulty use 'Badlands' Adventure Card.

MISSION GOAL

Explore the Canyon and make it out alive!.

SPECIAL RULES

GATES

While exploring The Canyons, if the posse finds a gate roll **D6**.

Exploring Gates (D6)	
1-3	The Gate is unstable and cannot be used.
4-5	<p>You have discovered a gate leading to another world. Draw a World Card.</p> <p>If you draw 'Mine' Other World, instead of placing a Gate end Cap, place a Mine 'Entrance' end cap.</p> <p><i>If the posse ventures through this portal see Objective: Enter OtherWorld Gate/Portal.</i></p> <p><i>If the posse ventures into a mine see Objective: Enter Mine</i></p>
6	You have discovered a gate leading to another location within The Canyons..

IMMEDIATE DREAD

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

FLEEING

To successfully flee, all non KO'd heroes must successfully escape all adjacent enemies and start the turn on a tile without enemies. See **Failure: Flee**.

RETRANCING STEPS

If passing through an already explored tile, when the first hero moves onto the tile roll **D8**. On the roll of 1-2 the heroes encounter a Threat. Draw a threat card as normal. If the roll was 1 the threat has ambushed the posse.

DARKNESS REACHES OR PASSES THE POSSE

If the Darkness marker reaches or passes the Posse marker, all future encounters automatically gain 1 additional elite ability.

DARKNESS ESCAPES

Instead of automatically failing the mission, if the Darkness makes it to the 'Entrance' on the Depth Tracker the posse is immediately confronted by an EPIC Threat. Draw an Epic threat and resolve.

CLUES

The longer you explore The Canyons the more hostile the enemies become and the more valuable the reward. See following table for each clue drawn.

Clue #/ Threat and Reward	
1 st Clue	<p>Threat: Enemy Bonus at 1 levels higher then Party Level from now on.</p> <p>Reward: After each battle, in addition to regular reward, each hero also gains \$50</p>
2 nd Clue	<p>Threat: Enemy Bonus at 2 levels higher then Party Level from now on.</p> <p>Reward: After each battle, in addition to regular reward, each hero gains D3 Dark Stones.</p>
3 rd Clue	<p>Threat: Enemy Bonus at 3 levels higher then Party Level from now on.</p> <p>Reward: After each battle, in addition to regular reward, each hero draws 1 additional loot card.</p>
4 th Clue	<p>Threat: Enemy Bonus at 4 levels higher then Party Level from now on.</p> <p>Reward: After each battle, in addition to regular reward, each hero draws 1 additional gear card.</p>
5 th Clue	<p>Threat: Enemy Bonus at 5 levels higher then Party Level from now on.</p> <p>Reward: After each battle, in addition to regular reward, each hero draws 1 additional artifact card.</p>

Note: Each Clue contains a threat and reward value. These are not cumulative. Once a new Clue is found the Threat and Reward from then on are only related to that clue. Previous Clue Threat and Reward are ignored.

If because of the party level limitation you aren't able to scale the enemies higher (i.e. your posse is level 5 and after you've found the 3rd clue the monsters are operating at level 8. Any further clues are ignored and the rest of the mission will be rewarded based on the last valid clue (i.e. 3rd Clue rewards in the example)

OBJECTIVES

RETURN TO THE CANYON ENTRANCE

Once the posse has made it back to the Canyon entrance they have successfully completed the mission and may head back to town or explore another Canyon.

ENTER OTHERWORLD GATE/PORTAL

If the posse decides to enter a newly discovered portal to another world, immediately end this mission as successful.

ENTER A MINE

If the posse decides to enter a newly discovered Mine, immediately end this mission as successful.

(See next page for Rewards/Failures results)

EXPLORE: THE CANYONS

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REWARD

- Each her gains +25 XP for each Clue discovered.
- Complete the 'End of Each Adventure' activities as normal.

RETURN TO THE CANYON ENTRANCE

The posse exits the canyon. Begin another mission or roll for Travel Hazards as normal to return to a town.

ENTER A MINE

You've discovered an old abandoned mine. What could possibly go wrong...

Immediately begin the Mission: '**Exploration**'.

ENTER OTHERWORLD GATE/PORTAL

The posse ventures into the unknown. As soon as you emerge the portal closes.

World Details	
Blasted Waste	Roll D6 . <ul style="list-style-type: none">• On the roll of 5 or 6 the posse finds a trail leading to Blasted Waste Barter Town. Roll for Travel Hazard as normal.• On the roll of 1-4 immediately begin the Mission 'Lost in Another World'.
Other	Begin the mission ' Lost in Another World '.

FAILURE

FLEE

You have escaped, but in so doing you have become disoriented and lost.

Complete the 'End of Each Adventure' activities as normal then immediately starting the mission '**Lost in Another World**' in the Canyons. Heroes start the next mission without **Grit**.

DEFEATED

Consult **Defeated Results Tables** for defeated results based on the threat that defeated you.

EXPLORE: TREDERRA

(Page 1 of 2)

You have emerged from the stable gate to the Trederra. The air is thick and smells of gunpowder. You choke and cough as your lungs try to process the toxins.

PREREQUISITES

- Trederra

SET UP

Before starting the adventure roll **D6**. On the roll of 5 or 6 draw a Trederra Rumor card and begin that mission instead. If you roll 1-4 or if no Trederra Rumor cards remain set up this mission as detailed below (*Note: If not using Rumor cards, randomly select a mission that starts in Trederra*):

Draw a random Trederra Map card and place the matching tile. Place the Gate cap on the map tile opening with the arrow and place the posse on the squares immediately in front of or adjacent to the gate. This is where the gate opened to on this trip.

Draw an Exploration token and resolve. If the Map card includes an Advanced encounter draw and resolve the encounter card also.

MISSION GOAL

Search Trederra and make it out alive!

SPECIAL RULES

GATES

Exploring Gates (D6)	
1-3	The Gate is unstable and cannot be used.
4-5	You have discovered a gate leading to another world. Draw a World Card. <i>Note: If the posse ventures through this portal see Objective: Enter OtherWorld Gate/Portal.</i>
6	You have discovered a gate leading to another location within Trederra.

IMMEDIATE DREAD

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

FLEEING

To successfully flee, all non KO'd heroes must successfully escape all adjacent enemies and start the turn on a tile without enemies. See **Failure: Flee**.

RETRANCING STEPS

If passing through an already explored tile, when the first hero moves onto the tile roll **D8**. On the roll of 1-2 the heroes encounter a Threat. Draw a threat card as normal. If the roll was 1 the threat has ambushed the posse.

DARKNESS REACHES OR PASSES THE POSSE

If the Darkness marker reaches or passes the Posse marker all future encounters automatically gain 1 additional elite ability.

DARKNESS ESCAPES

Instead of automatically failing the mission, if the Darkness makes it to the 'Entrance' on the Depth Tracker the posse is immediately confronted by an EPIC Threat. Draw an Epic threat and resolve.

CLUES

The longer you explore Trederra the more hostile the enemies become and the more valuable the reward. See Table below for each clue drawn.

Clue #/ Threat and Reward	
1 st Clue	Threat: Enemy Bonus at 1 level higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero also gains D3 x \$25
2 nd Clue	Threat: Enemy Bonus at 2 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero gains D3 Dark Stones.
3 rd Clue	Threat: Enemy Bonus at 3 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero draws 1 additional loot card.
4 th Clue	Threat: Enemy Bonus at 4 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero draws 1 additional gear card.
5 th Clue	Threat: Enemy Bonus at 5 levels higher then Party Level from now on. Reward: After each battle, in addition to regular reward, each hero draws 1 additional artifact card.

Note: Each Clue contains a threat and reward value. These are not cumulative. Once a new clue is found the Threat and Reward from then on are only related to that clue. Previous clue Threat and Reward are ignored.

If because of the party level limitation you aren't able to scale the enemies higher (i.e. your posse is level 5 and after you've found the 3rd clue the monsters are operating at level 8. Any further clues are ignored and the rest of the mission will be rewarded based on the last valid clue (i.e. 3rd Clue rewards in the example).

OBJECTIVES

RETURN TO THE ENTRY GATE/PORTAL

Once the posse has made it back to the entry portal and passed back through they have successfully completed the mission. The posse returns to the world where they started this mission from.

ENTER OTHERWORLD GATE/PORTAL

If the posse decides to enter a newly discovered portal to another world, immediately end this mission as successful.

(See next page for Defeat results)

EXPLORE: TREDERRA

(Page 2 of 2)

REWARD

- Each her gains +25 XP for each Clue discovered.
- Complete the 'End of Each Adventure' activities as normal.

RETURN TO THE ENTRY GATE/PORTAL

The posse emerge from the same location they entered.

ENTER OTHERWORLD GATE/PORTAL

The posse ventures into the unknown. As soon as you emerge the portal closes.

World Details	
Mine	Roll D6. <ul style="list-style-type: none">• 1-4: Immediately begin the Mission 'Escape.• 5-6: The posse emerge outside, to a random location on the Shadows of Brimstone Map. Roll for Travel Hazard as normal to arrive at a town.
Blasted Waste	Roll D6. <ul style="list-style-type: none">• 1-4: Immediately begin the Mission 'Lost in Another World'.• 5-6: The posse finds a trail leading to Blasted Waste Barter Town. Roll for Travel Hazard as normal.
Other	Begin the mission 'Lost in Another World'.

FAILURE

FLY

You have escaped, but in so doing you have become disoriented and lost.

Complete the 'End of Each Adventure' activities as normal then immediately starting the mission '**Lost in Another World**' on Trederra. Heroes start the next mission without **Grit**.

DEFEATED

Consult **Defeated Results Tables** for defeated results based on the threat that defeated you.