

# Stash of Money

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A shifty looking conman strikes up a conversation talking about a treasure map he recently obtained in a poker game. It's supposed to lead straight to a stash of money from an bank robbery years ago. He'd go get it himself, but he's really tight on funds right now and needs to pay down some debts. If you're interested he's willing to sell it to you for a fraction of what it leads to. Only cost your posse level x \$20

## PREREQUISITES

- Core Set with Mine Map Tiles
- Caverns of Cynder Expansion (optional)
- Undead Outlaw Enemy Pack
- The Hero must pay Posse Level x \$20 for the map.

## SET UP

The heroes must travel through some treacherous terrain to make it to the maps coordinates. Before the mission begins roll for Travel Hazards based on the posse level:

Posse Level	
1-3	Each Hero adds a Travel Hazard on the D6 roll of 1, 2, or 3
4-6	Each Hero automatically adds a Travel Hazard
7-8	Each Hero automatically adds a Travel Hazard and rolls a D6. On the roll of 1, 2, or 3, the Hero adds an additional Travel Hazard.

Once the Travel Hazards have been resolved, the Posse has arrived at an old abandoned mine where the map leads. Place all the Heroes on the **Mine Entrance** Map Tile as normal.

## OBJECTIVE ROOM

If you have Caverns of Cynder Expansion pull out the 'Campsite' Mine Map Card and related tile. This will be the Objective room.

If you don't have Caverns of Cynder Expansion Pull out 'A Mining Room' Mine Map Card and related Tile.

## MISSION GOAL

Follow the map and gather enough clues to locate the stash. The number of clues depends on the Posse Level:


Posse Level	
1-3	3 Clues
4-6	4 Clues
7-8	5 Clues

## SPECIAL RULES

### THEMED THREAT DECK

- One of the following keywords: **Beast**, **Outlaw**, **Tribal**, or **Undead**
- Does not contain Otherworld Keyword (i.e. Targa, Blasted Wastes, etc.)

Whenever a Threat card would be drawn, roll a D6. On the roll of 4+, instead of drawing a Threat card, the Heroes are attacked by Undead Outlaw:

# Heroes	
1-2	 Undead Outlaws
3-4	6 Undead Outlaws
5-6	6 Undead Outlaws and 1 Med Threat

To make the mission more Challenging draw an Infamous Undead Gang at the start of the mission.

### 1st CLUE

You see on old bank satchel laying against a wall clenched tightly by the dead outlaw laying next to it. A short distance away another dead outlaw lays gun in hand. It doesn't take long to realize that there must have been a pretty strong disagreement, but you don't have long to think about it as the dead outlaws suddenly turn their heads to face you and begin to move.

Ignore any encounters or attacks on this Exploration Token. Instead place Undead Outlaws on the board as an **Ambush** attack (For # Outlaws see Themed Threat Deck rule in Set Up).



At the end of the battle a random Hero may Search the Satchel. Test Luck 4+

- **If Successful:** The Hero Gains 10 XP and D6 x \$25
- **If Failure:** The Satchel is empty.

### 2nd -5th CLUE

Dead outlaws cover the floor of the mine. Was greed their undoing or something more sinister? A bank satchel lays on the ground.




A Hero may Search the Satchel. Test Luck 4+

- **If Successful:** The Hero Gains 10 XP and D6 x \$25
- **If Failure:** The Satchel is empty.

## OBJECTIVES

Once the Heroes have located their last clue and all Encounters/Attacks have been resolved here, attach the Objective Room (If necessary remove an end cap). Do not place an Exploration Token or move the Hero Posse marker on the Depth Track for the Objective room. The Objective room has no exits.

Peering through the opening you see the remains of an Outlaw campsite. Sitting in plain sight is a Bank Strong Box. As if sensing your greed you hear movement in the room. The Posse is attacked by an Epic Threat (See the table below):

# Heroes	
1-2	Undead Gunslinger and  Undead Outlaws
3-4	Undead Gunslinger and 6 Undead Outlaws
5-6	Undead Gunslinger, 6 Undead Outlaws, and 1 Threat Card

Once all Enemies have been defeated, the Heroes have successfully completed the Mission!



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## REWARD

After collecting their stash from the outlaws, the Posse can inspect the locked strong box.

A Hero may attempt to open the Strong Box. Test **Cunning 4+**



- **If Successful:** The Hero Gains **10 XP** and the strong box opens with out incident.
- **If Failure:** The Hero must immediately test **Luck 6+**. If Failed the hero set off a booby trap setting off an explosion. Treat the Strong Box as if it was dynamite, but doing double damage and double the radius.

- Each hero gains 25 XP
- If Strong Box was opened successfully each hero gains **Posse Level x \$50+ 1 gear card.**
- If Booby Trap went off, each hero gains **Posse Level x \$25**

## FAILURE

*The posse was unable to defeat the Undead Outlaws and are forced to return home with very little to show for it. As they leave the Mine there is a violent earthquake collapsing the entrance. The Undead Outlaws may finally find peace with their ill gotten treasure.*

*In the rush to escape the heroes were forced to drop somethings. Each Hero Roll D6*

Lost Item Roll D6	
1-3	Token (Loose all tokens of the same thing).
4-5	Gear/Town Item
6	Artifact

**Regardless of Success or Failure, remove related Rumors card from play.**