

Treasure Hunt Through the Void

The heroes has lady luck on their side this time. After numerous rumors of riches, they finally see some evidence with their own eyes. At the camp of Flarebat, the heroes are shown a big pile of gold recovered from a bandit. The gold was found on the last member of the Badrage Bandits, lying dead near the mines. From what the heroes gather, the mine was used as a hideout for the Badrage bandits. However, after the outbreak of otherworld creatures the bandit group were wiped out. There should still be plenty of loot left in the mine, just ripe for the taking!

Set Up

This mission uses the standard set up and all Heroes start on the Mine Entrance Map Tile.

Mission

The goal of the first part of the mission is to gain riches (money/gold). Said riches is shared in one big pile for this mission and therefore the goal is to find a certain amount of money, matching the number of heroes in a posse, meaning:

A posse of 1-2 heroes must collect \$250 total.

A posse of 3-4 heroes must collect \$500 total.

A posse of 5-6 heroes must collect \$750 total.

Upon completion however, the heroes also find a note on a dead Badrage bandit revealing the location of a gigantic stash located in another world! This might be a wild goose chase or the find of the century. The heroes have to choose if they will want to investigate or leave with their collected riches. Should the heroes decide to continue, the goal is now to find the otherworld stash!

Objectives

(1) The first objective is to find the total amount of riches required.

When this objective is met, the heroes can either end their mission or try and explore the otherworld for the gigantic stash.

(2) If you decide to continue, as soon as (1) is completed, you have to look for the portal to the otherworld where the stash is located. Venturing through the otherworld, you will have to find the tile containing the stash (see under Special Rules). Upon finding the stash tile, the heroes will have the choice of either doing a threat encounter or a skill check encounter.

Special Rules

For the first objective (1) all clue icons on exploration tokens counts as gateways. You may enter these gates and search for riches there or continue to roam the mines. If you would enter a gate, shuffle the World Cards to determine your destination.

If the Heroes decide to look for the gigantic stash (2), they must venture to another world and find the stash tile. *Note that any riches collected along the way still go in the stash pile.*

If the heroes are in the mines once (1) is completed, they must find a gate to another world. If they are instead in another world already they will have to find a gate to an alternative dimension. *(So for instance, Heroes in the Targa Platue must find a gate leading to the Swamps of Jargono and vice versa. Finding a gate is still done by either revealing a clue or gate exploration token.)*

Once the Heroes find the correct otherworld, they must find the gigantic stash tile.

Finding the stash tile is done by encountering

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The Heart Map Card of the Targa Platie or the Tribal Alter Map Card of the Swamps of Jargono. **Reward**

Upon reaching the correct otherworld, the objective card is drawn (e.g. The Heart) and then it is shuffled along with 4 random map cards of the specified otherworld. The cards are placed in a pile and now the heroes must find the correct map card, where an encounter will take place.

Once the stash location is found, the heroes has the choice of either having an Epic Encounter (High Encounter for 1-2 heroes) or make a skill test encounter to sneak off with the stash. The reward for skill encounter is not as big however, as the posse doesn't have time to gather all the loot.

For the threat encounter: Simply draw a threat card and clear the entire tile. When the last enemy is slain the mission is successful. Ignore any clues/encounters/ambush on exploration tokens when the objective tile is found.

For the Skill Checks: Each hero roll for 3 different checks. 6+ to Cunning, 6+ to Lore and 6+ to Strength. This must be done for all heroes. Failing a cunning check results in D6 sanity damage, since that hero didn't evade the horror's attention.

Failing the Lore check results in D3 corruption damage, as some of the Darkstone starts to glow. Failing the Strength check results in D6 damage to health, as the hero did not manage to fight off the horrors pursuing you. Failing 2 of these test result in failure for that hero and said hero won't get any reward (any other hero can still make off with the part of the stash). The failed skill damage will carry over to the next adventure. Roll on injury/madness if KO'ed.

Heroes completing objective (1) simply make off with their gathered stash and D6x50 coins, per hero, before they emerge from the mines.

The Epic Encounter results in a gigantic find. The heroes gain D8x100 coins (total) and 1 Darkstone (each). Additionally each hero rolls a die. On a roll of 1-5 that hero draws 2 Gear Cards, keeping 1. A roll of 6 results in an Artifact card. *Dice may not be re-rolled.*

Additionally each hero may heal a Corruption Point as they are proud of having cleansed the evil from this place. If no corruption points are available, start with an additional grit next adventure.

The skill encounter gives each successful hero D12x50 coins and D3 Darkstones. Also each successful hero gains +1 Cunning as the heroes have a better understanding of avoiding the horrors now.

Note that all money/coins still go in the stash and the stash is divided amongst the number of players at the end of the game.

XP and Gear/Artifacts cards are gained individually.

Failure

The heroes doesn't get to keep the stash, as they have to escape and can't hold on to the money as they run for their lives. (They are allowed to keep any xp and gear/artifacts earned.) They also don't get to visit town as the emerging darkness destroyed it, upon it's pursuit.