

ONE WAY TICKET

After days spent exploring the mines of Brimstone, you decide to have good time in town. Traveling by stagecoach is too hazardous in this hostile land and you choose to travel by train. Sitting comfortably in a first-class railcar, you admire the landscape when something seems weird.

A thick and suffocating smoke is filling the railcars and passengers begin to act oddly, attacking each other.

Someone must have done something wrong : the tender has been filled with coal and...Dark stone! The heating Dark Stone shards are corrupting passengers and transforming them into Hungry Dead. There is only death here and you need to stop that train before things get worse !!!



Set-Up

This Mission uses specific train tiles and all Heroes start on a passenger Railcar Tile.

You can download free train tiles from this site :

https://www.peginc.com/freebies/DL_Reloaded/TrainTiles.pdf

Or purchase train tiles here :

<http://rpg.drivethrustuff.com/product/126214/Trains-Wild-West>

Specific Encounters cards and Threat cards are provided with this mission. You will also need Swamps of Death Core Set.

Mission Goal

The Heroes must fight their way to the locomotive to stop the train before it vanishes in the void.

Special Rules

Train tiles

Shuffle the Train Tiles and place them in a pile face down. Each time you explore a new Tile, just take one Tile and place it on the board with an Exploration Token. Ignore doors on Exploration Tokens. There is always a unique door leading to the next railcar.

Some tiles represent a railcar roof. It means there was no access to the next railcar and the posse must climb to find its way. Don't place Exploration Tokens on these tiles (they follow the same rules as passages but may not be scavenged). Every Hero ending their move on a roof tile must make an Agility 5+ test. If failed, the Hero must discard a Token from their Side Bag as they stumble over the edge. For every 1 the Hero rolled, they take 2 Sanity Damage with no Willpower save as they nearly fall from the roof.

Gates

Gate icons represent a specific threat : a corrupted passenger or crew has mutated with a chest portal : Ambush Attack ! as a Low Threat card erupts from the portal in his chest. Draw a Low Threat card from the core set cards (not the mission cards).

The void locomotive (Objective)



During the final Fight, every Hero standing on the locomotive Tile (and tender) takes 1 Corruption Hit as the massive quantities of Dark Stone affect him.

While on the locomotive Tile a Hero may attempt to stop the train once per turn, during his Activation. Make a Cunning 5+ test. For every 5+ rolled, gain 10 XP and place a Dark Stone marker on the locomotive. When there are 5 markers the locomotive stops.

Alternative rules (for a faster game)

Catch a glimpse

After you have explored the first railcar, a single Hero standing on the open ended platform of the railcar may climb on the roof of the railcar and catch a glimpse of the engine instead of looking in the next railcar.

Make an Agility 5+ check to climb the ladder to take a look. Then have the Hero make a Cunning 6+ test needing two successes to pass the test. Passing means they have spotted the engine. You are now allowed to discard the next exploration token, if it is not a clue token, and replace it by another one. It will speed up the game.

If the check was not passed on the first attempt, per each subsequent attempt, add +1 to each Cunning roll.

If the rail car drawn is a roof tile, all posse members, once on the tile, may make the cunning test once (per tile and not per move).


ONE WAY TICKET

Replacing Threat Cards

If you don't want to use the threat cards provided with the mission you can use the following rule :

Low Threat : roll 1  of Hungry Dead. Add one Corpse Pile equal to the number of doors on the Exploration Token.

Med Threat : roll 2  of Hungry Dead. Add one Corpse Pile equal to the number of doors on the Exploration Token +1.


High Threat : roll 2  of Hungry Dead. Add one Corpse Pile equal to the number of doors on the Exploration Token +2.

Objectives

You must find 3 Clue Icons before it's too late to stop the train. When the Third Clue is discovered the Heroes have found their way to the locomotive. Place the locomotive tile on the board and prepare for the final fight.

Ignore any Attacks or Encounters listed on the Exploration Token. If there is a Gate on this third token, draw a Low Threat card from the core set.

Reveal all Growing Dread cards as normal and the Heroes must face the crew : draw a High Threat Card and use Brutal enemies.

(or roll 2  of Hungry Dead and add 4 Corpse Piles if using alternative rules).

Once the locomotive has been stopped and all remaining Enemies have been defeated, the Heroes have successfully completed the Mission.

Reward

Each Hero receives 50 XP and 1D3+1 Dark Stones for their bravery.

If you play the One Way Ticket campaign (to be released soon) the Train stopped...in Jargono. You cannot visit a Frontier Town.

Failure

If the Heroes fail the Mission, the locomotive goes through another dimension and crashes in Jargono. The Heroes may not visit a Frontier Town but must proceed on to the next Adventure in Jargono. Each Hero takes D3 Corruption Points ignoring Willpower. and don't recover the wounds and sanity lost for the next adventure.



THROUGH HELL AND HIGH WATER

No more railroad, no desertic landscape, no cactus... only moisture, suffocating heat and insects. The train finally stopped in an unexpected place...water, vines and tropical plants surround the engine. It must have gone through another dimension gate.

After railcars full of undead passengers, the Heroes will have to fight their way through a hostile and unknown world : the Swamps of Jargono.

Set-Up

This Mission uses the specific engine tile provided with the mission. The posse starts at the far end of the tile.

Each Hero may scavenge this tile until they find something in the wreck (ie, until they draw a scavenge card even with a nothing to find text). If the roll is failed, 1D3 Hungry Dead attack the scavenging Hero (Ambush Attack).



This mission uses the Swamps of Jargono tiles and cards.

Campaign

This mission follows the One Way Ticket mission and is part of a campaign set in Jargono. The posse is stuck in Jargono Swamps. It cannot visit a frontier town between missions and does not have to roll on the Travel Hazard Chart. All Gates in this Campaign lead to the Swamps of Jargono (they lead to a different part of the swamp).

Mission Goal

The Heroes need to exit this part of the Swamps as the Dark Stone from the engine might corrupt them. They must find 3 Clue Icons to escape the danger.

Special Rules

Dark Stone corruption

Each time the Heroes reveal a new tile, roll 1D6 : if they roll a 8 they are no longer affected by Dark Stone. If they fail they take 1 corruption hit. For each tile revealed, add +1 to the roll.

The second clue icon



When the Second Clue is discovered, the Heroes find a Jargono Tribal Human attacked by monsters. They will have to save her by defeating the monsters. Ignore any Attacks or Encounters listed on the Exploration Token. Also ignore any Door/Gate Icons on the token except one. Don't reveal Growing Dread cards for now. Then the Heroes must face an Epic Threat. This female Tribal Human is placed next to the Epic Threat and she fights back!

Once all enemies have been defeated, the Heroes meet a new ally : Itzel, the Rainbow Lady (in Jargono dialect). She is a Jargono Shaman and she will help the posse to exit this part of the Swamps. This NPC will follow the posse during the campaign. Take Itzel character card and dark stone spear card.

Itzel is played by any player. She can move 1D6 each turn. She cannot gain Grit in any way and cannot attack. She will defend herself if she is attacked by monsters and fight back. She cannot carry or trade tokens, gear and artefact cards. She cannot gain XP, loot or scavenge. She never rolls for corruption. If Ko'd, use the normal rules and roll on the injury/sanity chart as usual. If Itzel dies, each Hero loses 1D3+1 permanent sanity as they are affected by her loss.

Itzel is part of the posse. The posse level is 1 higher than normal. The Heroes cannot use the Dark Stone Spear.



THROUGH HELL AND HIGH WATER

Objectives

When the Third Clue is discovered, the Heroes have found the exit they are looking for! Ignore any Attacks or Encounters listed on the final Exploration Token. Also ignore any Door/Gate Icons on the token except one. Reveal all Growing Dread cards in the stack as normal. Then the Heroes must face an Epic Threat that is guarding the exit.

Once all enemies have been defeated, the Heroes have successfully completed the mission.

Reward

If the Heroes successfully complete the Mission, each Hero gains 50XP. If Itzel is alive, they also gain 50XP more and +1 Sanity (permanently).

Itzel heals all their wounds (both Health and Sanity) and they start the next mission with 2 Grit.

Failure

If the Heroes fail the Mission, each Hero takes D3 Corruption Points, ignoring Willpower, as they are lost in Jargono.

If Itzel died, they also lose 1D3+1 permanent sanity.

They start the next adventure with the remaining wounds and 1 Grit.

THE HUT IN THE SWAMPS

If Itzel survived the previous mission, she leads the Heroes in the green maze and her presence recomforts the Heroes. She speaks a few english words, learned from a lost and now dead explorer. She doesn't seem to be bothered by the giant insects, the knee-deep murky water and the wild roar of predators. As the posse walks in the swamps, they hear tribal drums in the distance. They should be approchaing Itzel's village. She promised they could have some rest and would be safe in this place.

If Itzel died, she told the Heroes they would be safe in her village, not far away.

The Heroes bury her and continue their journey in the swamps..

Set-Up

This Mission uses the standard set up and all Heroes start on the Temple Entrance Map Tile as Normal.

Mission Goal

The Heroes have to reach Itzel's village and save its inhabitants from a terrible threat.

Each time a Clue Icon is found on an Exploration Token roll a D6. On the roll of 3+ ignore any Door/Gate Icons on that token, as there is only one exit leading to the village.

All Gates lead to Jargono.

Special Rules

There are no Special Rules for this Mission.

Objectives

When the Heroes find the village, the Heroes must still complete any Encounters and Attacks on the Exploration Token with the final Clue Icon.

Until these Encounters/Attacks have been resolved, Models may not move onto the Objective Room Map Tile.

Once all enemies have been defeated, reveal the Village Map Tile. Reveal all Growing Dread cards in the stack as normal and then the Heroes must face an Epic Threat that is attacking the Village.

Once all enemies have been defeated, the Heroes have successfully completed the Mission and may enter the Village for a deserved rest.



Reward

Each Hero gains 50 XP and may draw a Gear card as the villagers reward them for their bravery.

They also gain a bonus of +2 on each Jargono Swamp Village rolls.

Failure

If the Heroes fail the Mission, each Hero must roll a D6.

On the roll of 1, the Hero was badly hurt in the fight and loses 1D3 Health permanently.

On the roll of 2, 3 or 4, the Hero must discard a gear or an artefact card broken in the fight.

On the roll of 5 or 6, nothing happens.

If Itzel died, they also lose 1D3+1 permanent sanity.

The Village

When the Heroes find the village, use Klutz Jargono Swamp Village expansion (in BGG files section) :

<http://boardgamegeek.com/filepage/111612/klutzs-jargono-swamp-village>

<http://boardgamegeek.com/filepage/111842/cards-and-tokens-klutzs-jargono-swamp-village>

From now, the Heroes can visit the Jargono Swamp Village (if they want) at the end of a Mission.

A LONG WAY HOME

The Heroes could have some rest in Itzel's village. The villagers were welcoming, and the Heroes managed to learn a few things from them. They were not the first explorers to come to Jargono and usually they don't grow old in this hostile land.

Some of them want to conquer this land and plunder its resources but most of them only want to find a way back home, as our Heroes do. Sometimes portals open to another dimension but no one knows where or when they might open. However, the ancients from the village spoke about a gate leading to mines in a world of «thunder weapons»

Gathering more informations about this gate, the Heroes learn that it lies in the deepest part of an ancient temple, closed by magical means. Only Tilitic Miquiztli, the Black Death, has the magical key to the temple. This Dark Shaman was banished from the village years ago, because of his occult practices.

The Heroes should find him in a cave not far away from the village.



Set-Up

This Mission uses the standard set up and all Heroes start on the Village Map Tile entrance.

Mission Goal

The Heroes need to find the Dark Shaman cave to get the means to open the temple entrance. When they reveal the second Clue Icon they reach their goal.

All Gates lead to Jargono.

Special Rules

The Dark Shaman (Objective)

The Dark Shaman is a new monster and its card can be found at the end of this mission.

Objectives

When the first Clue Token is discovered, the Heroes find the corpse of a dead explorer. Each Hero must make a 5+ Luck test. If successful, add +1 to the dice roll. If failed add -1 to the dice roll. Combine -1/+1 results for the posse and roll 1D6 (for the posse) :

- 0 - 2 - Ambush Attack !!! Draw a Threat card.
- 3 - 4 - 5 - The Heroes find nothing useful
- 6+ - Each Hero may draw a Loot Card.

When the Second Clue is discovered, the Heroes find the Cave entrance. The next tile is the cave tile. Ignore any Attacks or Encounters listed on the Exploration Token. Also ignore any Door/Gate Icons on the token as there is no door. Reveal all Growing Dread cards as usual. Then the Heroes must face The Dark Shaman. Once all enemies have been defeated, the Heroes have successfully completed the Mission.

Reward

Each Hero gains 50 XP and may draw a Shaman Loot Card. They find the magical key to enter the Temple.

Failure

If the Heroes fail the Mission, each Hero takes 1D3 Corruption Hit ignoring Willpower as the Dark Shaman cursed them.

RIVER OF NO RETURN

The posse continues its journey in the terrible swamps of Jargono. After a fierce fight with a Dark Shaman, the Heroes will have to face their worst enemy : the rapids of the river Nahuatl Miquiztli (translated by Itzel as the waters of death). The river is more dangerous than a swarm of Hellbats and, according to the tribal beliefs, the spirits of the drowned haunt this place. But unfortunately, at this time of the year, the river is the only access to the ancient temple and to the Heroes homeland.

The villagers provided a small canoe to ride the rapids...

Set-Up

This Mission uses the standard set up and all Heroes start on the pier Map Tile (provided with this mission).

Place the boat token on the boat artwork on the Map tile. Place all the Heroes on the boat token from Jargono core set.

Mission Goal

The Heroes have to row their canoe down the river to access the temple, also known as « the temple of the Black Goat of the Swamps with a Thousand Young »

Special Rules

The Depth Track

The Heroes roll to hold back the Darkness as usual (even if they logically don't use a lantern on a canoe by daylight). Use the Depth Events chart and Depth Track as normal. Reveal Growing Dread cards immediately.

Each time they reveal a new Map Tile move the Hero Posse marker as normal.

The canoe

The Heroes models are placed on the boat token and cannot leave it by any means. They are all in the same boat...

The Heroes still roll 1D6 for movement but only to recover Grit as they won't move. Only the canoe moves.

In order to move the canoe the Heroes are assumed to paddle all together. At the first Hero Activation, roll 2 and move the canoe according to the result.

If the canoe leaves the current Map Tile and skips the next one, it is accelerating as the rapids get faster. Move the posse marker accordingly (2 steps forward).

Each Hero may roll a Strength 5+ test to decelerate (they paddle backward). If successful, subtract 1 from the Canoe Movement for every Hero succeeding. Move the canoe according to the canoe movement.



Example : if the canoe movement is 10 and 2 Heroes pass the Strength test the Canoe Movement will be $10 - 2 = 8$. If a new map tile is revealed the canoe is at normal speed. If 2 map tiles are revealed because of the speed of the canoe, it is accelerating, because of the rapids.

This mission does not use Exploration tokens and Clue Icons. The Heroes don't need to be on the edge of a new Map Tile to explore and reveal the next Map Tile. Place the canoe on the new Map Tile according to the total movement rolled. You cannot scavenge !!! When attacked the canoe stops and cannot leave the Map Tile until all enemies are defeated. Each time a new Map Tile should be placed, if the canoe is at normal speed roll 2D6 on the following table. If the canoe is accelerating roll only 1D6 :

- 1 : Reveal a Grownig Dread card
- 2 : Ambush Attack!!!
- 3 : Attack!!! + Draw an Encounter card
- 4 : Attack !!!
- 5 - 6 : Draw an Encounter card
- 7- 8 : Nothing happens
- 9 - 10 : Draw an Encounter card
- 11 : Attack!!!
- 12 : Draw a Darkness card

Threat Cards

The only enemies you might fight in this mission are Tentacles and Hungry Dead (the drowned) attacking from the waters and Bogbats and Hellbats attacking from the sky. If you feel brave you could add a single Harbinger Epic Threat....flying over its prey. Remove Slashers cards. Select the Threat cards (both Jargono specific cards and the Mine ones according to your Posse) , shuffle them and ignore other monsters (Slashers and Corpse Piles) if they are listed on a card you draw.

RIVER OF NO RETURN

Map Tiles

You can use the Map Deck cards and play the game as you would do normally. Draw a Map Card and place the corresponding Map Tile.

You can also use the Advanced Encounters rule as listed in the rule book (page 32).

The other option is to shuffle the River Map Tiles and place them in a pile face down. Each time you explore a new Tile, just take one Tile and place it on the board. In this case you don't need the Map Deck.

Objectives

Each time you reveal a new Map Tile roll 2D6. If the combined roll is equal to or higher than the Hero Posse marker position on the Depth Track, the Heroes reach the temple and have successfully completed the mission.

If the Darkness escapes, the Heroes will have to swim...

Reward

If the Heroes successfully complete the mission, each Hero gains 50XP and 1 permanent Sanity or Health (player's choice) as they have succeeded in controlling the waters.

You cannot visit Jargono Village.

Failure

If the Heroes fail the mission, they will have to swim to the shore, as their canoe sunk in the waterfalls.

Each Hero rolls on the Injury Table as they were badly hurt in the crash of the canoe down the waterfalls.

Roll 1D6 for each Token in the Side Bag : it is lost in the deep water on a roll of 1 or 2.

You cannot visit Jargono Village.



THE TEMPLE OF THE BLACK GOAT

The Heroes finally reach the temple they were looking for. It is hidden by a dense vegetation and growing vines but they manage to find the entrance.

Standing over it is a large statue and a bas-relief representing a weird deity and strange creatures with multiple tentacles over a three legged body....it must be a warning for savages. The Heroes still wonder why this temple is named «the temple of the Black Goat of the Swamps with a Thousand Young»... it should have been named the temple of the walking Octopus ! But our brave Heroes won't be afraid by such a grotesque sculpture. Now, they just have to explore what seems to be a long time abandoned place and find the gate that would lead them back home.

Set-Up

This Mission uses the standard set up and all Heroes start on the Rope Bridge Map Tile (provided with this mission).

Mission Goal

The Heroes need to find the Gate leading to their homeworld. When they reveal the third Clue Icon they reach their goal. All Gates lead to the temple....except the last one of course.

Special Rules

Encounters

Ignore Encounters on Exploration Tokens. Instead draw an Encounter card each time you reveal a new Map Tile or Corridor. If you run out of Encounter cards just shuffle the discard pile to form a new deck. You can also use the Advanced Encounters rule as listed in the rule book (page 32).

Objectives

When the first Clue Token is discovered, the Heroes find a side bag, probably belonging to a long dead explorer.

Searching the side bag, they find a booknote with sketches of strange creatures. They now understand why the temple is named « temple of the Black Goat of the Swamps with a Thousand Young ». It refers to Shub-Niggurath, a Mythos deity. Each Hero must make a 6+ Luck test. If successful, the Hero may take a token of his choice.

When the Second Clue is discovered, the Heroes find dark stairs and a closed stone door leading to the heart of the temple. The next tile is the stairs tile. If they have the magical key, they can open the door down the stairs.

If they did not get the key in mission 4, ignore any Attacks or Encounters listed on the Exploration Token. Then the Heroes have made too much noise breaking the door open and must face a «Dark Young». Once it has been defeated, the Heroes can carry on.



When the Third Clue is discovered, the Heroes find the Gate room.

The next tile is the Gate room. Ignore any Attacks or Encounters listed on the Exploration Token. Also ignore any Door/Gate Icons on the token as there is no door. Reveal all Growing Dread cards as usual. Then the Heroes must face a Dark Young and 6 Tentacles emerging from the ground (the Tentacles are placed in Ambush Attack). Once all enemies have been defeated, the Heroes have successfully completed the Mission. They go through the Gate back to their world.

Reward

Each Hero gains 50 XP and may draw a Loot Card.

Failure

If the Heroes fail the Mission, each Hero takes 1D6 Sanity Hits ignoring Willpower as they could not get back to their homeworld. If they want to finish the campaign they will have to try this mission again.

The Heroes cannot go back to Jargono village.



ROLLER COASTER RIDE

The feeling was weird but you managed to pass the portal. Shovels, pikes, mine rails, minecarts and an old lantern hanging on a wall : it seems that you are back home...unless it is another dimension looking like Brimstone mines.

In order to make sure no monsters from Jargono will follow you, you decide to blow the gate with explosives. But you have to hurry : the fuse is too short and the dynamite might explode sooner than expected. Fortunately, you could use these minecarts to escape the mine. A good push at the start and....let's ride !!!

If Itzel survived she told you good bye before you left Jargono and gave you some supplies for the journey. (Jargono fruits....what did you expect ??)

If she died before, you're just happy to leave this nightmarish place.

Set-Up

This Mission uses the standard set up and all Heroes start on the Mine Entrance Map Tile as Normal. Use the minecarts provided with this mission. Place the minecarts on the rails and 2 Heroes models in each cart in Initiative order (the Heroes with the highest Initiative should be placed in the leading minecart).

Mission Goal

The Heroes have to exit the mine to complete the mission and end the campaign.

Special Rules

The Depth Track


The Heroes roll to hold back the Darkness as usual. Use the Depth Events chart and Depth Track as normal. Reveal Growing Dread cards immediately.

Each time they reveal a new Map Tile move the Hero Posse marker 2 steps forward on the Depth track.


The minecarts


The Heroes models are placed on the minecarts tokens (1 minecart for 1-2 Heroes, 2 for 3-4 Heroes and 3 for 5-6 Heroes) and cannot leave them by any means.

The Heroes still roll 1D6 for movement but only to recover Grit as they won't move. Only the minecarts move.

At the first Hero Activation, in the first minecart, roll 1  and move the minecart according to the result.



At the third Hero Activation, in the second minecart, roll 1  and move the minecart according to the result (skip in a 1-2 players Game).

At the fifth Hero Activation, in the third minecart, roll 1  and move the minecart according to the result (skip in a 1-4 players Game).

If a following minecart speed exceeds the preceding minecart speed, it bumps into the minecart preceding it. All Heroes in both minecarts have to roll an Agility 5+ test. Each Hero failing his test takes X Wounds with no Defense. X= difference between the 2 speeds.

Example : minecart one is at speed 4 and minecart two is at speed 6. Each Hero failing his test will take 2 Wounds.

Map Tiles

This mission uses the following mine Tiles :

- Switch curve x1
- Dark Stone quarry x1
- A rail tunnel x2
- A mining room x2

For a total of 6 Map Tiles.

- Mine entrance (twice : start and end of the mission)

Select the Map Cards accordingly and shuffle them.

The Minecarts move on the rails squares only and cannot leave the rails.

Place the Map Tiles to keep a continuity in the rail tracks (don't place the card according to the Map Deck orientation)...use common sense.

Cards

This mission uses specific Encounters cards and normal Mine Threat cards.

ROLLER COASTER RIDE

Exploration

This mission does not use Exploration tokens and Clue Icons. The Heroes don't need to be on the edge of a new Map Tile to explore and reveal the next Map Tile. Place the minecart on the new Map Tile according to the movement rolled. You cannot scavenge !!! When attacked the minecart stops and cannot leave the Map Tile until all enemies are defeated. Each time a new Map Tile should be placed, roll 2D6 on the following table.

- 1 : Reveal a Growing Dread card
- 2 : Ambush Attack!!!
- 3 : Attack!!! + Draw an Encounter card
- 4 : Attack !!!
- 5 - 6 : Draw an Encounter card
- 7- 8 : Nothing happens
- 9 - 10 : Draw an Encounter card
- 11 : Attack!!!
- 12 : Draw a Darkness card

Objectives

Once you reveal the sixth Map Tile, place the Mine Entrance Map Tile. You successfully complete the mission when you reach the bumper on the Mine Entrance Map Tile.

If the Darkness escapes, the Heroes fail the mission.

Reward

If the Heroes successfully complete the mission, and the campaign, each Hero gains 100XP and 1 permanent Sanity or Health (player's choice) as they escaped Jargono and went back home.

Failure

If the Heroes fail the mission, the Darkness emerges from Jargono and wreaks havoc on the countryside and the neighboring Towns.

When the Heroes travel to a Frontier Town before the next Adventure, 2 Random Buildings there will have been Destroyed by the escaping Darkness.

One Way Ticket campaign is over.

I hope you enjoyed it.

Eric

