

TREASURES OF THE VOID

A rumor started to spread around the Frontier of an appearance of strange floating creatures. They seem to appear from the shimmering portals looking for dark stone and something else. One of the prospectors in a tavern swears that when he peaked through such portal, he saw a vast treasure hoard guarded by a large floating monstrous head. The head turned and a red penetrating eye gazed upon the prospector. He claims that he awoke hours later in the mine, shivering and dazed. You listen to this story and wonder how much of it can be true.

Set Up

This mission uses standard set up and all Heroes start on the *Mine Entrance* map tile.

Mission Goal

The Heroes must try to find the misterious Eye Head and the treasure it is guarding. To find the location of the treasure the Heroes must find 3 clue tokens.

Special Rules

All enemies are Void

Remove from the encounter decks any cards that do not contain at least one Void type enemy.

Clue Tokens

Each of the first 2 clue tokens triggers an Attack! encounter with Evil Eye party - set aside all Threat cards with at least one Evil Eye enemy present. Draw a Threat card from the appropriate Threat card group. Do not resolve any other encounters or attacks shown on the Exploration token.

Harder Enemies

All Evil Eyes have 1 additional Elite ability.

Special Enemies

This mission uses the following special enemies:

Evil Eyes - High / Medium / Low Threat
Encounters

Elder Orb - Epic Encounter
(Final objective only)



Objectives

Defeating Evil Eye party

When Heroes defeat each Evil Eye party, they find half of a scroll. Adding halves together, an unknown incantation is revealed. This might come in handy later.

Finding the Treasure

When the third clue token is revealed, the Heroes found the treasure and the guardian. In the room they see a menacing looking floating head and six large locked chests. A shimmering portal can be seen in a corner.

Add a portal to one of the doors and ignore other door symbols. Ignore any encounters or attacks on the drawn Exploration token. Reveal and resolve all Growing Dread cards in the stack as normal.

The Elder Orb turns its eye at the Heroes and you hear: "So, you have come for the treasure just like others... You will meet the same end as well...". You can try to engage the creature in a conversation, or you can fight it.

If you choose the first option, choose 1 Hero to attempt a **Cunning 6+** test (*no Grit reroll is allowed*) as he is trying to trick the Elder Orb into giving him a part of the treasure. If successful, Elder Orb acknowledges your skill, leaves a treasure chest for each successful 6 rolled and leaves through the portal with the rest of his treasure. The mission is finished successfully.

If the Cunning test is failed, the Elder Orb enrages.

If the Heroes failed the Cunning test or chose to fight the Elder Orb, draw an Epic Threat challenge with the creature. Enraged Elder Orb gains 1 additional Elite ability. The Heroes start the final fight with 6 treasure chests in the room. Each turn of fight Elder Orb manages to teleport one of the chests through the portal. After 6 turns of fight, no treasure chests are left, the Elder Orb leaves through the portal, and the Heroes failed the mission. If the Heroes manage to kill the Elder Orb before all chests disappear, the mission is completed successfully.

Rewards

Roll D6 for each treasure chest recovered. On a roll of 4 and 5 each Hero finds \$50 in the chest. On a roll of 6 Heroes find a valuable item. Draw one artifact from the world Heroes are currently in. On a roll of 1-3 Heroes fail to read the incantation scroll properly and fail to open the chest.

Failure

Dazed, disoriented, and depressed after the battle with the Elder Orb and losing the chance to find treasure, Heroes travel to the nearest town. During the next travel phase roll twice for travel hazard.

At the local drinking hole you hear that a nearby frontier mining town of Dry Rock is overrun by giant rats. The desperate sheriff offers a fortune of dark stone to any adventurers who can exterminate the vermin. You decide to try your luck and travel to the Dry Rock town. You find it on a brink of famine as rats have stolen most of the town food supplies. Poisons and traps don't seem to make much difference as more and more rats appear from a local abandoned mine entrance and head directly into the town. Locals swear that rats know exactly where food is hidden and how to get it. Several groups of people already went into the mines in hopes of stopping the vermins, only to run out screaming and half-mad, or never come out at all. Next morning you cautiously venture into the mine.

Set Up

This mission uses standard set up and all Heroes start on the *Mine Entrance* map tile. Separate map deck into 'Passages' and 'Rooms' groups. When revealing a new room tile, alternate drawing from different map card groups so that passages connect each 2 adjacent rooms.



Mission Goal

Heroes must find the cause of all the rats pouring out from the Mines. Heroes' Posse must find the number of Clue tokens based on the desired mission length:
2 Clues (short) - 3 Clues (normal) - 4 Clues (long)

Special Rules

All Attack Encounters are with Cranial Rats

The mines are overrun by Cranial Rats, all other creatures are hiding or ran away.

All Portals open directly into Void

All Portals discovered by Heroes open directly into Void. The Heroes cannot go through them unless an instant death is desired.

Heroes hear the Voice in their heads

Every time when Heroes reveal a new tile (either passage or room), they hear a thundering Voice in their heads: 'Turn back... There is nothing for you here, only death...'. Each Hero takes a number of Horror Hits based on the Hero Posse level:

- Level 1-2 - 2 Horror Hits
- Level 3-4 - 3 Horror Hits
- Level 5-6 - 4 Horror Hits
- Level 7-8 - 5 Horror Hits

Willpower saves are allowed but are made at -1 penalty. If at any point the remaining Hero's Sanity is less than half maximum, roll D6 for that Hero. On roll of 1 (*no Grit reroll allowed*) the Hero becomes too scared to continue and runs off.

Special Enemies

This mission uses the following special enemies:

Cranial Rats - High / Medium /
Low Threat Encounters

Rat Nest

Objectives

The Heroes are looking for the source of all the Rats.

When the final clue token is revealed the Heroes reached the chamber with a very large Rat Nest. They can feel the Voice coming from inside. 'Why did you come?... Why did you kill my children?... You are going to pay for this...'



To successfully eliminate the Rat problem and complete the mission, the Heroes have to destroy the large Rat Nest and all remaining Cranial Rats. Ignore any encounters or attacks on the drawn Exploration token. Reveal and resolve all Growing Dread cards in the stack as normal.

The Final encounter is against 1 Epic Rat Nest and the following number of Cranial Rats:

- 1-2 Heroes - 8 Cranial Rats
- 3-4 Heroes - 10 Cranial Rats
- 5-6 Heroes - 12 Cranial Rats

In addition to its normal abilities, Epic Rat Nest gains +1 To Hit, +2 Damage, +10 Life, and +1 Elite Ability. Its reproduction rate is doubled. For higher challenge level, add +1 Shot instead of +1 To Hit.

Rewards

The sheriff of the mining town is very grateful to the Heroes for stopping the vermin from coming out of the mines. He offers them either all of the dark stone that he has or all of the gold the town gathered.

If choosing dark stone, each Hero gains 1D3 dark stone.

If collecting gold, each Hero collects 1D3x\$50 gold.

In addition, the Heroes do not roll for any travel hazards as they are already in a Town, and grateful inhabitants offer discounts for all their services (pay \$25 less every time you purchase a service or item in Town).

Failure

Many inhabitants of the town flee as the rats keep pouring out from the mines. Random 3 locations in Town are closed. The Heroes do not roll for any travel hazards as they are already in Town.

HEART OF THE SWAMP

While spending evening around the campfire in the Jargono village, you hear a tale by the village elder. The swamp that surrounds the village has many deep corners, and more and more monsters come from them to pillage the village and attack the tribesmen. "A dark presence lives in the deep swamp", says the village shaman, but nobody has ever ventured that far into the depths of the swamp. After befriending the tribesmen, you want to help them and next day you venture into the swamp in search of this dark presence.

Set Up

This mission uses a preset map of Jargono swamp as shown on the right. Heroes posse starts at the temple ruins that serve as an entrance to the Jargono village.

Mission Goal

Heroes must traverse through the swamp and find the dark presence that shadows over the tribal village.

Special Rules

Depth Track

Darkness marker moves as normal on the Depth Track. Hero Posse marker moves forward by one for each new tile the Heroes enter.

Darkness Cannot Escape

If Darkness marker reaches the Mine Entrance position, the Heroes do not lose automatically since the marker only shows the increased toughness of the Epic Threat boss. Keep rolling the "Hold Back the Darkness", but only resolve Depth Event effect when rolling doubles.

Special Encounters

For each tile follow specific instructions on the choice of encounter and enemy as described on the right.

Objectives

Heroes must reach the Deep Swamp where an angry Spirit of the Swamp lives. Reveal all **Growing Dread** cards as normal and resolve all effects. Draw a "Spirit of the Swamp" Jargono Epic encounter card. Heroes must defeat all enemies to successfully finish the mission. Spirit of the Swamp total Hit Points are increased by the number that equals the position of the Darkness marker at the start of the fight.

Special Enemies

This mission uses preset groups of enemies living in each specific part of the swamp. Refer to the list of encounters on each map tile to setup each encounter and enemy forces.

Map Layout

Setup the swamp map as shown.



Tiles and Encounters

Temple ruins - no encounter
 T-junction passage - no encounter
 Swampy trail 1 - encounter with Bogbats
 Short passage - no encounter
 Boneyard lake - encounter "Boneyard"
 Burial ground - encounter "Gruesome Totems"
 Long passage - no encounter
 Murky clearing 1 - encounter with Swamp Slashers
 Tribal altar - encounter "Primitive Altar"
 Murky clearing 2 - encounter with Marsh Troll
 The ribs - encounter with Chirpers
 Mid passage - no encounter
 Cross passage - encounter "Arrows from Above"
 Corner passage - encounter "Carnivorous Brain Flies"
 Swampy trail 2 - encounter with Gorgons
 Tribal fountain - encounter with Naga
 Deep swamp - encounter with Spirit of the Swamp

Rewards

Exhausted but triumphant Heroes return back to the Jargono village. Each Hero receives a choice of two free samples of Jargono flora and fauna from the grateful village elder. All prices in the village are reduced by \$100 for the next village stay.

Failure

If Heroes fail to complete the mission and eradicate the dark presence in the swamp, the Jargono tribal village continues to be attacked. Heroes cannot visit the village for the next 6 missions. The long way back weighs heavily on everyone - every Hero suffers 2D6 Horror Hits and 3 Corruption Hits that will carry over to the next Adventure.

When you arrive in the Town, you hear bad news - the local pastor has recently disappeared and left the church unattended. The folks say that a traveler stopped by a week before and gave the pastor a large book with strange runes. That's when he started to behave oddly - losing his temper at the inn, murmuring to himself while walking on a street, staying up through the night in the church cellar. Then one day he just ran off with the book into a nearby mine. On a promise of a reward, the Heroes decide to go into the mine and find the troubled pastor.

Mission Goal

Heroes must traverse through the mine passages and find the missing pastor, or what is left of him.

Special Rules

Depth Track

Darkness marker moves as normal on the Depth Track. However, when the Hero Posse enters Summoning chamber, Forked Passage, and Cavern of bones, move the marker one step forward towards the mine escape. Hero Posse marker moves forward by two for each new tile the Heroes enter.

Special Encounters

For each tile follow specific instructions on the choice of encounter and enemies as described below.

Objectives

Heroes must successfully complete Encounters I-III. Once the Hero Posse reaches the Cavern of bones, reveal all **Growing Dread** cards as normal and resolve all effects. Then resolve the Encounter III described below. Heroes must defeat all enemies to successfully finish the mission.

Special Enemies

This mission uses specified enemies as described for each Encounter I-III. Use an appropriate threat level to setup each encounter and enemy forces as shown on page 2.

Map Layout

Setup the Mines map as shown.



Tiles and Encounters

All passages - no encounter

Summoning chamber - encounter I

Blast room - random undead enemy encounter

Forked pass - encounter II

Chamber of bones - encounter III



Encounter I

A necromancer with the features of the missing pastor stands in front of the summoning circle. "Witness the power of the undead" - shouts the necromancer and you see how bones start to rise from the circle. You prepare to fight. ...Once the necromancer is defeated, he jumps into the circle and disappears. I guess you will have to go deeper...

Encounter II

In a gloomily-lit chamber there is a dark shadow at the back. "Do you think you can defeat me again - you will find that my power grows faster than you walk" - with these words the former necromancer, a Demi-Lich now, attacks. ...When you think that you finally kill the Demi-Lich, instead of dying it dissipates away into the dark passage. Onward...

Encounter III

A large chamber opens in front of you. Human bones are everywhere. In the center of the chamber a bony form stands, and a strange pedestal or throne is visible in the back of the room. "You are too late" - hisses the creature - "I am a Lich now, you cannot kill me". You prepare for yet another fight.

Lich Phylactery will regenerate all Lich's Hit Points when the Lich is reduced to 0 Hit Points. If the Phylactery has already been destroyed, the Lich is defeated upon reaching 0 Hit Points, and leaves behind a glowing orb. A single Hero can decide to touch the orb - he permanently loses 1 Health point but receives a permanent 1 point increase to his Sanity.

Phylactery is an immobile object that hold the Life Force of the Lich. It has no Hit Points, and can be destroyed once it takes number of Hits = 6 x number of Heroes in Posse.

Rewards

The Heroes defeat the undead menace but in their half-insane state they barely recognize their achievement. They drag themselves out of the mines and into the town. Though the undead were defeated, troubled dreams haunt them for many nights... Each Hero receives \$100 and a bottle of whiskey from the village sheriff. All prices in the church are increased by \$100 due to the mourning for the lost pastor.

Failure

If Heroes fail to complete the mission, Church is unavailable during the next Town visit. Worse, terrifying nightmares haunt the Heroes and they hear the laughing voice of the necromancer in their heads. Every Hero suffers 2D6 Horror Hits and 5 Corruption Hits that carry to the next Adventure.

Encounter I

Low Threat A: 1 Necromancer
1 Mummy

Low Threat B: 1 Necromancer
3 Hungry Dead

Medium Threat A: 1 Necromancer
3 Mummies

Medium Threat B: 1 Necromancer
6 Hungry Dead
1 Corpse Pile

High Threat: 1 Necromancer
3 Mummies
[P] Hungry Dead



Encounter II

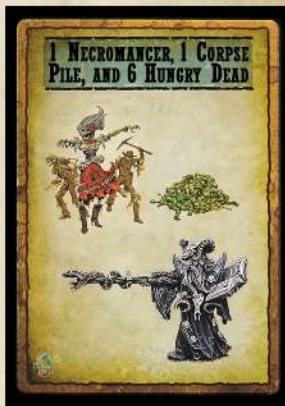
Low Threat A: 1 Demi-Lich
1 Mummy

Low Threat B: 1 Demi-Lich
3 Hungry Dead

Medium Threat A: 1 Demi-Lich
1D3 Mummies

Medium Threat B: 1 Demi-Lich
[P] Hungry Dead
1 Corpse Pile

High Threat: 1 Demi-Lich
3 Mummies



Encounter III

Low Threat: 1 Ancient Lich
2 Hungry Dead

Medium Threat A: 1 Ancient Lich
3 Mummies

Medium Threat B: 1 Ancient Lich
6 Hungry Dead
1 Corpse Pile

High Threat: 1 Ancient Lich
3 Mummies
[P] Hungry Dead

