

Introduction

"The Sheriff says you need to git to town quick and go to his office, Miss Bischoff" said the deputy. "Slim come back and is doing poorly."

Slim! That man had been the ranch foreman for over twenty years. Slim and her father had been friends, and after her dad died Slim stayed on helping run the ranch. Even when the Dark Stone was first found and others ran off, Slim had stayed and helped to protect the ranch from the mass of people that came to the area to get rich. But when Brimstone blew up, Slim had decided to leave as well.

"Laura, girl," he had said, "I've got to tell you that I've been a'going off into the mines for a spell now while I shoulda been workin', and it ain't fair to you. I recc'n you can run the ranch by yourself nowadays, and then I won't be bringin' none of that Dark Stone back here when it might cause problems for you." Though she tried to stop him, he packed up his gear and headed off to explore.

That had been the last she saw of Slim, many months ago. For the most part, she had been able to run things herself. Grabbing her hat and her rifle, she headed into the barn. "Jenks, I'm headed into town." she called out to her current foreman. "I don't expect to be gone for very long, but nowadays I can't be sure. Keep a close watch on things." She finished saddling her horse, swung up into the saddle and headed toward town.

She had not gotten very far when she caught up to the deputy. "Sheriff thought it might be good fer me t'ride with you. I hope that's OK with you. Trouble can come up pretty quick out here these days."

It was a quiet ride to town and they headed straight to the Lawman's office. When Laura entered, the Sheriff pick up an envelope and escorted her out of the office. He glanced around to be sure they were alone as they walked along. "About a month ago Slim stopped by my office. He handed me this and said I was to give it to you if anything happened to him, or if he didn't come back from the mines. Well, he come back today. We'll head over to the Doc's so's you can see him, but it ain't a purty sight."

The walk was short. They passed several groups of strangers on the way, and from the sounds the saloon was busy. There was even a line of people outside the blacksmith shop that looked to be waiting for a chance to see the smithy.

It was little different at the Doc's office, but the

Sheriff was able to escort Laura past several waiting people. They went into the Doc's office, and Laura gasped. She saw Slim, but it was not Slim – anymore. His left arm was crushed and the hand mangled. His body was covered with boils and the fingers on his right hand were fused together. Skin had grown over one eye and over his mouth.

The eye that remained was looking at Laura. What was left of Slim motioned with his fused fingers toward the Sheriff, who now handed the sealed envelope to the rancher. The mutated man mumbled, but with his mouth covered the words made no sense.

"He's only got a couple a days left," said the Doc. He can't eat anymore.

Laura glanced at what she was holding. This was certainly done before Slim changed, for she recognized his clear hand writing. She saw her name, and the phrase 'Only open when Slim is dead. Show no one.'

Laura glanced at her former foreman, and nodded. Then Slim pointed to the Doc and the Sheriff, and pointed out of the room. "Slim, you want them to leave?" The deformed man nodded, and slowly the two men walked out.

When they were alone, Slim reached inside his shirt and pulled out another piece of paper. He placed his webbed fingers to his mouth, and then handed the paper to Laura. This paper was written in a bad scrawl, but the rancher could read what was written.

'I found lots o' Stone. It is for you. Folks want to steal it, and will kill to get the map. The other letter has a false map. The real map is in three barrels in the played out mine southeast of your south 40. Take some one you trust with you. Tell no one.'

Laura looked Slim, who pointed at his head, and then the paper. Laura started to speak, but Slim quickly put his fingers to his mouth. She read the paper a second time. Slim then took the paper, tore it into tiny pieces and motioned for Laura to put the pieces into the burning room heater. When it was gone, he motioned to the door. Laura had the men come back in. Then, faster than she imagined that he could move, Slim's malformed right hand grabbed a scalpel from the table and plunged it into his own chest. Slim crumpled to the floor.

The Doc quickly knelt over the man, but there was no doubt that Slim was dead. Laura opened the envelope and saw instructions for his funeral. There was also a map and directions – to a mine.

Locations

Using the map in the Adventure book, The Bischoff ranch is west-southwest of Fort Landy, and the 'Played Out Mine' is at the westerly edge of the hills south of Fort Landy. The deputy escort prevented any wilderness encounters going from the ranch to Adlerville. The map from Slim's envelope leads to Arzhakov's Gate, farther south of Fort Landy.

Create the Posse

The players may create any Posse they wish. A hero named Laura is not required, nor is a Rancher.

Story

Laura went with the sheriff back to the law office and read the papers in detail. Slim had already made the arrangements and paid for his funeral, as though he had not expected to survive. All that was left was to notify the preacher and to get his remains to the undertaker; the Doc would take care of that.

After some discussion with trusted friends, a Posse was formed to seek the truth of Slim's private story to Laura. They traveled out to the Bischoff ranch and prepared to search for the 'Played Out Mine' first thing in the morning.

Mine Session 1 Objective

Head to the 'Played Out Mine' and search the barrels.

Set Up

Remove all passage cards from the Mine Map Deck. All Heroes start on the *Mine Entrance* map tile. Place the number tokens (1-6) face down on the table and shuffle them. Use the Darkness track normally.

Mission Goal

Among many barrels located in the mine, the Heroes must locate the 3 barrels that contain the map pieces left by Slim, then retrace their path out of the mine.

Special Rules

Exploring the mine

Do not place any Exploration tokens. Choose any one exit spot from a room to explore to the next tile, but do not cap off other exits. Do not loop rooms back to an already placed tile. Attach the map tiles normally. If table space is limited, use the Mine Map Cards to keep track of the placement of the tiles. They will be needed to **Return to the surface**.

Barrels

All of the map tiles have barrels pictured in the art work. When each new tile is added place one barrel token on the tile on the largest artwork barrel.

Exploring a Barrel

To determine what is contained in a barrel, a Hero must move adjacent to the barrel. That Hero rolls a D6 to determine which skill will be used to examine that specific barrel (no grit re-roll allowed):

- (1) Agility (2) Cunning (3) Spirit
(4) Strength (5) Lore (6) Luck

The Hero must then pass a test for the rolled skill at 5+. A success means they have explored the barrel. Gain 5XP. Heroes may move adjacent to the barrel and continue the same Skill test on their turns. Heroes may not leave a tile with an unexplored barrel.

Finding the map pieces

When a barrel has been explored successfully, remove the barrel from the tile. Draw a token (#1-6) at random. #1-3 are map pieces. On #4-6, draw a threat card. Remove the drawn token from the available number token pile. When #'s 1-3 have all been drawn, you have all the pieces of the map to the 'Mother Lode

Mine'. The Posse must now return to the surface.

Return to the surface

As the third map piece is found, the Heroes hear a loud click, quickly followed by an explosion. This barrel triggered a dynamite charge; the mine is being sealed. The Heroes must escape the mine quickly; they have turns = (number of barrels explored +1) turns. When the players hear the click, move the posse marker to the number of turns available to reach the start tile.

Start a new turn immediately by rolling to Hold Back the Darkness. On every future Hold Back the Darkness roll, move the posse marker deeper.

Unless on the Start Tile, any hero that starts its turn out of range of the Lantern takes D6 Horror Hits, and must roll a D6 if in a room with an uncapped exit. On a 1 (no Grit), the hero becomes temporarily lost. Place the figure on an incorrect exit, it can not move this turn. To move on their turn, they must pass an Agility 6+ test. If they fail, they take D6 hits and do not move. Heroes not on the Start Tile when the posse marker moves off the track are trapped in the mine.

Objectives

If all heroes reach the start tile the final battle is triggered; or if the Posse marker moves off the track, the final battle is triggered. Draw an Elite Threat card (High for 1-2 heroes). Heroes may not attack unless their figure is on the Start Tile. If not all heroes have reached the Start Tile, use the Ambush rules to place monsters, but do not add +2 to initiative for monsters. Reveal any Growing Dread cards normally.

Rewards

Succeeding at the Objective room provides the successful completion to the adventure. Each Hero collects 25XP, and D3 Dark Stone. They now assemble the map to the 'Mother Lode Mine'. Any Hero not on the start tile must roll on the injury chart.

Failure

Defeat in the final battle means that the map is destroyed. Slim's map is lost forever.

Travel on to the Mother Lode Mine

Directions to the 'Mother Lode Mine' start from the 'Played Out Mine'. Returning to town before heading to the 'Mother Lode Mine' is not an option. Heal normally and roll for injury/madness normally.

Traveling to the 'Mother Lode Mine'

The Posse will 'Catch your Breath' and spend the night at the ranch. Every Hero is reset to full Health / Sanity and 1 Grit. In the morning, as the Posse leaves the ranch, they follow the road. The 'Mother Lode Mine' is located at Mt. La Pointe.

Snake Oil Peddler

As you head along the road, you hear the sound of a wagon. The wagon belongs to a 'snake oil' peddler who has Supplies (bandages, dynamite, tonic, herbs, flash powder and whiskey) and Ammo (as sold at the General Store) - Demon shot, Void shot, Silver shot and Holy shot. New Bounties are not available, and he will not pay on existing bounties. Any items sold by the 'snake oil' peddler cost twice the price of items in town. He only has in stock the items listed.

After the encounter with the Snake Oil Peddler, the Posse must travel to the mine. Every Hero in the Posse must roll a D6. A Hero that rolls a 1 or 2 on the die adds a Travel Hazard for the journey. Use rules in the Adventure Book on Page 36.

After all Travel Hazards are applied

The Posse reaches the 'Mother Lode Mine'.

Mine Session 2 Objective

Locate the rich Mother Lode of Dark Stone

Set Up

Set up as normal on Start tile. Build the map deck by using only the named rooms from the map card deck. Locate the Encounter Cards for those named rooms.

Map Deck

Locate the Dark Stone Quarry Map card from the Map Deck and remove it from the deck. Shuffle the remaining cards. Without looking at the cards, take 3 cards from the deck and mix them together with the Dark Stone Quarry Map Card. Randomly place these 4 cards as the 4th, 5th, 6th and 7th card in the Map Card Deck. Scavenge is still available as usual. Hold back the Darkness is rolled as usual. No Explore tokens will be used.

Mission Goal

Somewhere in this mine is supposed to be a very rich vein of Dark Stone. Locate it and mine what you can.

Special Rules

Exploring the mine

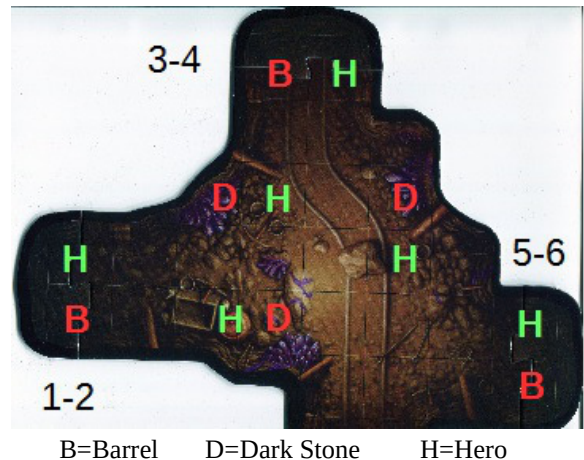
When exploring each new room, place end cap tiles on all but one of the exits using the normal methods. Use the encounter card specific for that room. Complete the encounter, then continue normally to the next room. When the Dark Stone Quarry Map card is drawn, you have reached the Mother Lode!

Dark Stone Deposit Encounter

After drawing the Dark Stone Quarry map card, locate and place the short passage tile and then place the Quarry tile. Treat this assembly as one tile. Place Barrels and Dark Stone tokens as indicated in the picture. There are outcroppings of ore as well as barrels holding some Dark Stone that has already been mined. On the first turn after placing the Quarry tile, first roll to Hold Back the Darkness. Then in initiative order roll for movement (and Grit), but instead of moving the number of spaces rolled, move the Hero onto any unoccupied Hero location. Notice that no Hero is placed adjacent to any other Hero. Each Hero, after moving, rolls a D2 and locates that many Dark Stone tokens.

After every Hero has moved onto the Quarry tile, the ground moves and shakes. The Heroes are Ambushed

by 3 Hungry Dead plus 1 Corpse Pile; and 3 additional Hungry Dead for every two Heroes in the Posse. The Corpse Piles are placed on the short passage and the attached puzzle connector. Begin by rolling Hold Back the Darkness.



Objectives

Once the Hungry Dead and Corpse Piles have been defeated, roll to Catch your Breath. Instead of drawing a Loot card, roll D2 and collect additional Dark Stone. Now the ground again moves and shakes. Remove the cap from the 3-4 puzzle connection and replace it with a capped T-Intersection passage. A new chamber has opened. Draw a Threat Card 1 level higher than the Posse Level. Apply any Growing Dread cards.

Rewards

Finding the Mother Lode

When the Objective Threat Card is defeated, each Hero gains 50XP. As Loot they keep the number of Dark Stone they mined while in the Quarry.

Failure

If the Posse fails the final objective and all heroes are KO'd, they travel back to town as normal. Heal normally and roll for injury/madness normally. They do not keep any Dark Stone that was mined on the Quarry Tile. Since the Heroes located the mine, they may return to the Mother Lode Mine.

Travel to Town

Use normal town rules (Page 36).

This adventure may be rerun only if the Posse failed. If the Posse was successful, continue with '**Back to the Mother Lode**'.

Session 3 Objective - Back to the Mother Lode

The Posse is eager to return to the Mother Lode Mine to extract more of the Dark Stone that was so abundant in the Quarry. However, as they near the mine, they hear screams and gunfire. As they reach the mine, they see a man stagger out of the mine and collapse on the ground. They quickly reach him.

“The rest of my men are still in the mine! The monsters! So many monsters! We set some charges to seal the monsters in, but then we were overwhelmed.” with that, the man lapsed into unconsciousness.

A quick glance around showed that everyone in the Posse agreed to attempt a rescue. They didn't know how others had located their mine, but right now the mine seemed to belong to the monsters.

Setup

Place the Posse on the start tile as normal. Darkness has almost broken out of the mine, and the Start tile is teeming with monsters. Beginning with the Start tile, every tile, including any Passage Tiles, will contain a minimum of 4 Hungry Dead. If the Posse enters any Room Tile, in addition to the 4 Hungry Dead, there will also always be 1 additional Hungry Dead for each member of the Posse. This applies to the Start Tile as well. On the Start Tile, the Hungry Dead will be placed according to the Ambush Attack! Rules.

Depth Track

The Depth Track is used in a different fashion in the scenario. The Posse marker is placed on the Mine Entrance as normal. However, the Darkness Start marker is placed on #14 on the track. When the Posse is placed on the Start Tile, they have pushed the Darkness back into the mine one space. Move the Darkness marker down to the #13 space. Every time the Posse explores a new tile, move the Posse token normally, but also push the Darkness marker one number lower on the track. When each round starts, roll to Hold Back the Darkness normally. Failing the roll moves the Darkness Token normally. Do not add Growing Dread or Darkness Cards if instructed by the Depth Track. If the Darkness marker reaches the Mine Entrance space on the Depth Track, Darkness has escaped and the Posse has failed.

New Tiles

When the Posse explores a new tile, draw a map card normally. Once all members of the Posse have completed their turn, then place monsters. Do not place Explore Tokens. If it is a Passage Card, the

Posse is only attacked by the Hungry Dead as noted above. If the card is a Room Card, in addition to the Hungry Dead as noted above, draw a threat card. Ignore any Hungry Dead that threat card would place, instead add an Elite ability to the Hungry Dead that will be already placed. Add Corpse Piles or any other monsters that may be shown on the card. Place end caps on all but one exit to a new Room or Passage.

Defeating the Monsters

At the end of the battle in each Room or Passage, the Posse can Catch their Breath normally and can draw Loot! Cards normally.

Objectives

Clear a room of monsters and seal the mine. The Start Tile counts as a room. The deeper the Posse can get into the mine, the more successful the sealing will be. The mine can only be sealed when there are no monsters on the board. The mine can not be sealed if Darkness escapes the mine.

Rewards

Once the Posse has cleared the current tile, they may choose to seal the mine or to head deeper into the mine. If they head deeper, they must clear the next tile of monsters before they are again allowed to choose to seal the mine.

When the Posse seals the mine, each Hero receives 5XP for every tile cleared of monsters. If the Posse succeeds in clearing 3 Room Tiles, they have reached the original sealing charges and receive an additional 25XP and a Loot! Card.

Failure

If Darkness escapes the mine, all Heroes are KO'd. If the Heroes seal the mine without reaching the 3rd Room Tile, roll 2D6. On a roll of 2, 3 or 4, the main mine entrance has collapsed, but openings allow the Darkness to escape in spite of the effort. In both of these situations, the nearby town is affected as normal when the Darkness escapes. On a roll of 5-12, the entrance is closed, but a small effort will allow a posse to re-enter the mine.

When the Mother Lode is Sealed

Upon exiting the mine, the Posse is surprised to see the men that they rescued still at the mine entrance. The Posse prepares for a confrontation, but the miner that had been outside of the mine when they arrived

assured them that they were not in any mood for a fight.

“We want'd t' thank ya for gettin' us all out o' the mine, and for finishin' what we coud'nt do.” said the miner. “It was sorta' a shame to seal up such a rich mine, but makin' the area safe from those things what were in there was more important.” The men came over and shook hands with all their rescuers.

“I'll admit that we were surprised to see other folks here at this mine.” said Laura. “We didn't know that anyone else knew about this mine.”

The other miner grinned. “That's purty normal these days. Word spreads fast. When I go the letter sayin' Slim was dead, I knew we needed to hurry up.”

“You got a letter about Slim?”

The miner smiled and started to slowly walk away from the rest of the group. “Me an' Slim mined in these parts a lot. I knew he wuz in a bad way after the last trip. He said he was off ta' square things up with a rancher friend he use ta' work for.”

“He didn't mention that he was sending a map to anyone else.” replied Laura.

“Oh, he din't send a map, I'd been here with him before, a while back. He wuz smart enough not to mine alone. The letter come from th' undertaker over in Adlerville. Slim had left in with instructions to mail it a week after he wuz buried. I wuz to help you if you come alone out here. When I got here, I could see that somebody'd been in th' mine. I got some help to seal it up like Slim said. I never knew you wuz comin' back.”

“I guess it was a good thing for you that we did.” said Laura. “This mining business is a lot more dangerous than running a ranch. I'll go back to that simple like now, I think.”

“Then Slim din't tell you the rest.” continued the miner. Laura saw him glance around, and realized that they had gotten out of earshot of the rest of the groups. “I wuz to let you know about the woman. We wuz in a mine when we come across a woman way down in the mine. She wuz like an injun, but she was different.”

“How did she get down there?”

“We figgured she come from somewhere else. There wuz a strange passage down in the mine. We fixed up her wounds and she just run ta' that passage and was gone. Me and Slim went thru it once. We wuz in the mine, walked thru down the passage, and then we wuz in a swamp. We din't stay there long.”

Laura looked at them miner. “But we just sealed up the mine.”

“T'wern't this mine. But don't worry, I can get you ta' the mine, ifn you want ta' try ta' go there.”

Travel to Town

Use normal town rules (Page 36).

Return to the adventure

This adventure may be rerun until the Posse succeeds in permanently sealing the mine at the 3rd room.

Once the Posse does permanently seal the 'Mother Lode Mine', they continue on [Into the Swamps](#).

Mine Session 4 - Into the Swamps

Slim's friend has provided directions to the mine where he and Slim had found the native woman. He wishes your Posse well, and explains that his obligation to Slim has been fulfilled.

Setup

Place the Posse on the Start Tile as normal. Remove all un-named rooms and all of the passages except the T-Intersection from the Map Deck. Remove all of the Named rooms from the Encounter Deck. Place the tokens on the depth track normally. Use Darkness and Growing Dread Cards normally. Roll for Hold Back the Darkness normally. Explore Tokens are not used during this adventure.

Map Layout

In this adventure the map has a defined layout that will be uncovered Tile by Tile as the Posse explores the mine.

Exploring at the end of the Start Tile

When the Posse explores at the end of the Start Tile, place the T-Intersection Tile using the green arrow as already placed on the Map Card. Draw a Threat Card normally.

Choosing the Left Path from T intersection

Choosing the left exit from the T-Intersection takes the Posse into the Underground Lake Tile. Place the Tile as though the exit marked 1-6 was the Green Arrow. In the Underground Lake, first deal with the following encounter:

Stirring in the Deep - II

Encounter / Active / Darkness

In the dark shadows ahead you see that the room opens off to one side in a large underground cavern filled with still and murky water. As you enter the room, ripples start lapping at the shoreline. Something is out there...you can feel it.

Several barrels are lodged along the shoreline and there might be something floating on the surface.

Choose a Hero to attempt an Agility 6+ test.

Try to snag the floating item.

If successful, gain 25XP and two Bandages.

If failed by the Hero, take one wound and D3 Hits.

Once this encounter is completed, then locate the regular Stirring in the Deep Encounter card. You must now deal with this second encounter. Then you may move normally on the tile.

Continuing takes the Posse to the Switch Curve Tile. Place this tile using the Green Arrow normally. Place an End Cap on the 4-6 puzzle connector. Once on the Switch Rail Tile, first deal with the following encounter:

Rail Switch - II

Encounter / Environment / Explore

The rail tracks set into the dusty floor here split off in two directions and there is a switch box to change their path.

You hear the click-clack of an approaching mine cart, getting faster and closer! But the echoing sound means no one can tell which rail the cart is on.

Choose a Hero to attempt a Luck 5+ test.

If successful, the mine cart derails. Gain 25XP and two Dark Stone. Each Hero takes one Hit.

If failed by the Hero, all see a skeletal miner ride past in the mine cart. Each Hero takes D3 Horror Hits.

Add a Growing Dread card to the stack.

Once this encounter is completed, then locate the normal Rail Switch Encounter card. You must now deal with this second encounter. Then you may move normally on the tile.

Once this encounter is completed, then locate **The Devil's Pit Tile**. Jump to instructions listed below.

Choosing the Right Path from T intersection

Choosing the right exit from the T-Intersection takes the Posse into the Excavation Chamber Tile. Place the Tile as though the exit marked 1-3 was the Green Arrow. Place an End Cap on the 4-6 puzzle connector. In the Excavation Chamber, first deal with the following encounter:

Ancient Ruins - II

Encounter / Environment / Ancient

The room is a makeshift dig site! An excavation has uncovered ancient ruins of a massive, alien statue buried for millenia in the earth.

Someone was working here recently, not a miner. There is a strange item on the workbench in the center of the room.

A Random Hero must attempt a Cunning 5+ test.

That Hero examines the item to try to understand its purpose.

If successful, gain 25XP and an Otherworld Artifact.

If failed by the Hero, draw a threat card.

Once this encounter is completed, then locate the regular Ancient Ruins Encounter card. You must now deal with this second encounter. Then you may move normally on the tile.

Continuing takes the Posse to The Track Stop Tile.

Place this tile as though the exit marked 1-3 was the Green Arrow. Place an End Cap on the 4-6 puzzle connector. Once on the Track Stop Tile, first deal with the following encounter:

Ominous Hole - II

Encounter / Environment / Explore

A large and forebodingly dark hole sits in the far wall of the room, beckoning you to shine your lantern's light inside.

As you near the hole, a blast of hot, fetid air escapes the hole. The stench is nearly overpowering. Move the Hero Mine Tracker token 1 space deeper on the depth track.

Every Hero must attempt a Spirit 6+ test.

A Hero that succeeds has no ill effects.

A hero that fails receives D3 Hits and D3 Horror Hits.

Once this encounter is completed, then locate the normal Ominous Hole Encounter card. You must now deal with this second encounter. Then you may move normally on the tile.

Once this encounter is completed, then locate **The Devil's Pit Tile**. Jump to instructions listed below.

Devil's Pit Tile

The Devil's Pit will attach to either path that was taken to reach this part of the mine.

Connect the 3-4 exit of the Tile to the Switch Curve.

Connect the 5-6 exit of the Tile to the Track Stop.

Once on the Devil's Pit Tile, first deal with the following encounter:

Hell Pit - II

Encounter / Active / Hell

In the middle of the room, a gaping pit has been torn into the floor. Hot wind and the screams of the damned wash up over you from the black depths of the Hell Pit!

Broken tools and bones litter the floor, some bad things have happened in this room.

Every Hero must attempt a Luck 5+ test.

Every 5+ rolled gains 10 XP for that Hero, while for every fail the Hero takes 1 Corruption Hit

In addition, if any Hero fails, add a Growing Dread card to the stack. Also draw and play a Darkness Card.

Once this encounter is completed, then locate the normal Hell Pit Encounter card. You must now deal with this second encounter. Then you may move normally on the tile. When both of the encounters have been resolved, place a Portal on one exit and an End Cap on the other exit.

Through the Portal

Locate the Deep Swamp card from the Swamps of Jargono Map Deck. Place a Portal cap at the Green Arrow. This is the Objective Room.

Objectives

Survive in the Swamp of Jargono.

Using normal rules, reveal all Growing Dread Cards in the stack. Draw two Otherworld Threat Cards for Jargono. When all Monsters have been defeated, the objective has been completed.

Rewards

When the Posse successfully completes the Objective, they may Catch their Breath. Every member of the Posse gains 10XP and two Loot! Cards.

Failure

If Darkness escapes the mine, the members of the Posse are KO'd.

Travel to Town

The Posse looks around briefly on the Deep Swamp Tile and discover a wounded man. This man somewhat resembles the natives they are used to encountering, but is dressed in a very different fashion. Though they have difficulty talking with the man, once they treat his wounds, through his motions he convinces them to follow him, and soon they are in a native settlement almost adjacent to the Portal room!

Locate and print the fan made **Klutz's Jargono Swamp Village** on BoardGameGeek and use this as the nearest town.

Mine Session 5 - Exploring the Swamps

After the Posse helps the native man and stayed in the Jargono Swamp Village, they leave the Village, eager to explore and see if what they thought they learned in the village is true or not.

Setup

Place the Posse on the Swamp side of the Start Tile as normal. Place the tokens on the depth track normally. Use Darkness and Growing Dread Cards normally. Roll for Hold Back the Darkness normally. Scavenge is still available as usual. Explore Tokens are not used during this adventure.

Remove the Swamp Map Card Boneyard Lake from the map deck. Separate the remaining named rooms from the deck and shuffle these cards. Randomly select two of these cards. Shuffle the remaining common room and passage cards, then randomly select two of these. Now shuffle the four random cards selected earlier into a separate **Side** deck. Shuffle all other Map Cards into the **Main** map deck. Place the Boneyard Lake card as the third card in the Side deck.

From the Swamps of Jargono encounter deck, locate and remove the Boneyard card.

Hunting for the Boneyard

In this scenario the Posse will have two Map Decks, assembled as explained above. Use the **Main** deck when Exploring away from the Start Tile or away from any passageway or unnamed room. Use the **Side** deck when Exploring away from a named room.

Each time the Posse explores into a new room, have all Heroes complete their movement. If they have moved into a passageway, draw an encounter card. If they have moved into an unnamed room, draw a Threat card for the Posse level. If they move into a named room, draw a Threat card for the Posse 1 level higher than the Posse.

Place new tiles as normal. Roll a D6 to determine which puzzle connection will be the exit to a room, and place end caps on other possible exits.

Objective - Reaching for the Boneyard

When the Posse moves onto the Boneyard Lake tile, they have reached their objective. Using normal rules,

reveal all Growing Dread Cards in the stack. Draw an encounter card. After the encounter is completed, draw an Otherworld Threat card. Add 1 Elite ability to all enemies encountered on the Boneyard Lake Tile.

Rewards

When the Posse successfully completes the Objective, they may Catch their Breath. Every member of the Posse gains 15XP and one Loot! Card.

Failure

If Darkness escapes the mine, the members of the Posse are KO'd.

Travel to Town

The Posse must use the appropriate travel rules to reach a town back in the area of the mines.

Travel to Town (Alternate)

The Posse may choose to search for a native village in which to stay between adventures.

Locate and print the fan made **Klutz's Jargono Swamp Village** on BoardGameGeek and use this as the nearest town.