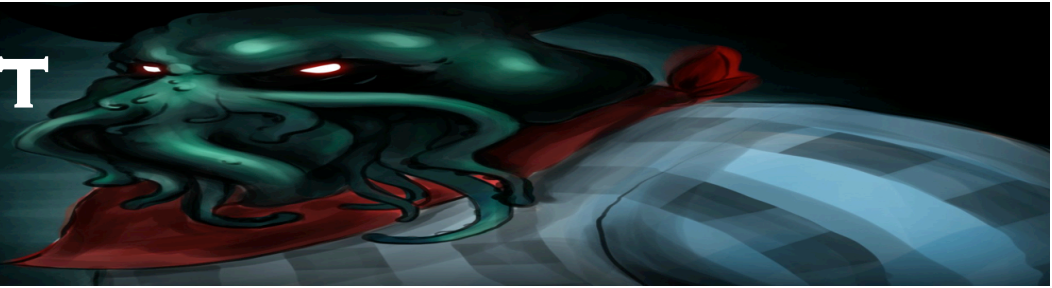


THE HEIST



SOMETHING STOLE SOMETHING IMPORTANT FROM SOMEWHERE! THE HEROES ARE TASKED WITH ITS RECOVERY...BUT CAN THEY BE TRUSTED? AN EYEWITNESS CLAIMS TO HAVE SEEN THE SHADOWY VARMINTS RUN OFF TOWARDS THE MINES NOT FAR FROM TOWN, BUT SURELY THEY'LL GO TO GROUND SOON!

SETUP:

AT THE MISSION START, DETERMINE WHAT LOCATION IN TOWN WAS ROBBED BY ROLLING A D6 AND CONSULTING THE TOWN BOARD TO DETERMINE WHAT LOCATION WAS VICTIMIZED.

SPECIAL RULES:

THE PLAYER MUST LOCATE THREE CLUES TO LOCATE THE STASH. IF THE DARKNESS ESCAPES PRIOR TO THE LOCATION OF THE THIRD CLUE, IT IS ASSUMED THAT THE THIEVES HAVE MADE OFF WITH THE GOODS AND THE TRAIL WILL HAVE GONE COLD. IF THIS OCCURS THE MISSION IS A FAILURE AND THE LOCATION THAT WAS STOLEN FROM IS **CLOSED** UPON THE HEROES ARRIVING BACK IN TOWN.

UPON LOCATING THE THIRD CLUE, THE HEROES HAVE LOCATED THE STASH! DRAW AN EPIC THREAT TO DETERMINE WHAT'S GUARDING THE STASH, OR INDEED, WHO MAY HAVE STOLEN IT TO BEGIN WITH! IF THE HEROES KILL ALL THE ENEMIES IN THIS ROOM BEFORE THE DARKNESS ESCAPES THE MINE, THEY ARE SUCCESSFUL AND THE MISSION IS WON.

MISSION SUCCESSFUL

IF THE PLAYERS DEFEAT THE VILLAINS, THEY HAVE A CHOICE TO MAKE. THEY CAN RETURN THE LOOT OR KEEP IT FOR THEMSELVES. CONSULT THE TABLE BELOW TO DETERMINE WHAT THE LOOT IS AND WHAT THE REWARD FOR RETURNING IT WOULD BE. ADDITIONALLY, SHOULD THE PLAYERS CHOOSE TO **KEEP** THE LOOT, THEY MAY **NOT** GO TO TOWN AFTER THIS MISSION AND MUST IMMEDIATELY GO TO THE NEXT ADVENTURE. THEY ALSO EACH TAKE D6 CORRUPTION HITS AND GAIN THE KEYWORD **UNTRUSTWORTHY**.

NOTE THAT ALL **REWARDS** FOR RETURNING THE LOOT ONLY APPLY TO THE TOWN VISIT IMMEDIATELY FOLLOWING THIS MISSION AND ARE LOST IF THE HEROES DON'T OR CAN'T MAKE IT TO TOWN.

LOCATION	LOOT	REWARD FOR RETURNING
FRONTIER OUTPOST	2D6*100 GOLD PER HERO	LAW KEYWORD AS WELL AS DOUBLE THE PRICE FOR SELLING DARKSTONE UPON RETURNING TO TOWN.
GENERAL STORE	D3 LOOT CARDS PER HERO	THE GENERAL STORE WILL HAVE A RANDOM ARTIFACT FORM A RANDOM WORLD FOR SALE FOR EACH PLAYER
CHURCH	1 RANDOM ARTIFACT PER HERO FOR A RANDOM ARTIFACT DECK	A FREE BLESSING OF THE PLAYERS CHOICE THAT AUTOMATICALLY SUCCEEDS
BLACKSMITH	D6 DARKSTONE PER HERO	ANY ONE UPGRADE ONLY REQUIRES DARKSTONE REQUIREMENTS, NOT GOLD, UPON RETURNING TO TOWN
DOCTOR SALOON	D6 BANDAGES / TONICS PER PLAYER FULL WHISKEY KEG PER PLAYER	FREE INJURY RECOVERY WITH +1 TO THE ROLL TRUSTWORTHY KEYWORD

UNTRUSTWORTHY THE PLAYER MUST ROLL A D6 UPON VISITING ANY TOWN FROM NOW ON. ON A 1, WORD OF HIS OR HER MISDEEDS HAVE ARRIVED FIRST. THE PLAYER IS REFUSED ENTRANCE TO ANY LOCATION (INCLUDING THE HOTEL) ON A ROLL OF A 1 AND IT IS CONSIDERED CLOSED TO THEM FOR THEIR STAY IN THIS TOWN.

TRUSTWORTHY THE PLAYER MUST ROLL A D6 UPON VISITING ANY TOWN FROM NOW ON. ON A ROLL OF A 1 OR 2, HIS OR HER REPUTATION AS A HERO IS KNOWN HERE. HOTEL STAYS ARE FREE, AND ALL ITEMS ARE 10% CHEAPER.