

Escape up the Mineshaft (Objective)

When the **Storage Room** tile is placed on the board put 1 random *Clue Exploration Token* on the tile. This token is revealed & resolved as normal. Also, place the **Growing Dread** *Clue Exploration Token* face down & leave unresolved. After the Posse has completed the goal for the **Dark Stone Quarry** room, they must return to the **Storage Room**. At that point; when the first Hero enters the **Storage Room**, reveal all the **Growing Dread** cards in the stack as normal. Then resolve the **Growing Dread** *Clue Exploration Token* as normal. Once any encounters, combat, or further **Growing Dread** cards are resolved **Catch Your Breath** & prepare for the showdown.

Prepare for the final showdown. Draw an **Epic Threat** card; or a **Threat** card appropriate to your Posse size & Level. Be sure to use the **Don't Shoot Yourself in the Foot** **Special Rule**. Once combat is complete the Heroes can escape using the Mineshaft.

Five Little Piggys



When a *Clue Exploration Token* is resolved the Heroes find a **Nunley's Severed Toe** in addition to normal rewards.

Special Rules for Story Events



Guts, Grit, or Gold

A **Plot Test** occurs during the Story Set Up & may require a successful Skill Test & or Gold/\$ to advance the plot. If you fail the Skill Test you are forced to use the **Buy-In** option to continue the story. Grit may be used to re-roll as usual.

Venture Opportunity

There are also optional Skills Tests within the Story Set Up that reward the Heroes with **Venture Gear**. If the Heroes fail a Skill Test or choose to ignore these Skill Tests they still have the option to purchase or dismiss the **Gear** reward. Grit may be used to re-roll as usual. **Venture Gear** will help the Heroes during the Mission but is NOT required to complete it. **Venture Gear** will add to the flavor of the Adventure & tip the odds in the favor of the Posse. Some keyword **Venture Gear** items will indicate that they must be discarded once the Mission is complete.

What it Takes

Mission Items ARE required to complete the Mission & in most cases will be provided freely to the Heroes. **Mission Items** are consumed, destroyed, or discarded after completing the Mission.

Objectives

After the Posse returns from an Adventure the Story begins in town. Read the Story & complete the **Story Events** before leaving town to start the Adventure.

Objective Rooms

The Posse must reach the **Dark Stone Quarry** & dig for 8 Dark Stone Shards. Once they have collected the 8 Dark Stone Shards they must return to the **Storage Room**. See **Special Rule Digging for Dark Stone**.

To escape the mine the Heroes must return to the **Storage Room**. Once the **Growing Dread** Cards & the last *Clue Exploration Token* are resolved the showdown must be completed. See **Special Rule Escape up the Mineshaft**. If the Heroes survive the showdown they have successfully completed the Adventure & make their escape through a Mineshaft leading to the surface.



DON'T SHOOT YOURSELF IN THE FOOT

Note that this Mission is intended for Heroes Level 2+ using campaign play rules. It is not suitable for newly created heroes, a first mission, or a one-off game.

Set Up

All Heroes start on the *Mine Entrance* Map Tile as normal. Use the **Advanced Encounters** rules for the 2 *Unique Rooms*.

Map Deck Set Up

Select these cards from the **Mine Map Deck**: All 6 *Passage*, 1 *A Mining Room*, *Storage Room*, & the *Dark Stone Quarry*. These 9 cards make up the **Map Deck** for this Adventure. Discard the rest of the **Mine Map Deck** cards, they will not be used.

Place the **Dark Stone Quarry** card face up at the bottom of where the **Map Deck** draw pile will be. Shuffle the 6 *Passage* cards & draw the top 3 creating 2 separate piles. Shuffle the *A Mining Room* card into 1 of the 2 *Passage* card piles & place them face down on top of the **Dark Stone Quarry** card in the draw pile. Shuffle the *Storage Room* card into the remaining *Passage* card pile & place them face down on top of the **Map Deck** draw pile. This completes the **Map Deck Set Up** for the Adventure.

Exploration Token Set Up

Separate the 5 *Clue Exploration Tokens* & discard the rest. The discarded tokens will not be used in this Adventure. The *Clue Exploration Token* with the Gate Icon will be placed face down on the **Dark Stone Quarry** Map Tile when it is placed on the board. The *Growing Dread Clue Exploration Token* will be placed face down on the *Storage Room* Map Tile when it is placed on the board.

The 3 remaining *Exploration Tokens* should be shuffled & set aside. Two of these *Exploration Tokens* will be placed as normal. The last will be placed the second time the Heroes enter the *A Mining Room* Map Tile. For specific set up of the 5 *Clue Icon Exploration Tokens* see **Special Rules**.



Mission Goal

The Posse needs to enter the mine & locate the **Dark Stone Quarry**. The Heroes must dig for 8 *Dark Stone Shards* while fending off any creatures that may be attracted to the *Dark Stone*. Once the *Shards* are collected, the Heroes must make their escape back to the **Storage Room**. Although the mine is not very large, the danger is doubled in every room.

Special Rules

Don't Shoot Yourself in the Foot

Anytime a *Threat* card is drawn roll a **D3** and add that number of *Tentacles* to the *Enemies* on the board. Be sure to use the *Difficulty Scaling* & *Hero Posse Level* rules for the number & Level of Heroes.

A Dangerous Mining Room

When the *A Mining Room* Map Tile is placed on the board put 2 random *Clue Exploration Tokens* on the tile face down. The first token is revealed & resolved as normal when the room is explored. Ignore the second *Exploration Token* until after the Posse has completed the goal for the **Dark Stone Quarry** room. The Heroes must return to *A Mining Room* on their way back to the **Storage Room** to make their escape. At that point; when the first Hero enters *A Mining Room*, resolve the second random *Exploration Token* as normal.

Digging for Dark Stone (Objective)

When the **Dark Stone Quarry** Map Tile is placed on the board place the *Clue Exploration Token* with the Gate Icon on the tile. Reveal & resolve this Token as normal. Ignore the Gate Icon. This room has no exits. Place an *End Cap* piece on each puzzle connection exit. Once the *Clue Exploration Token* is resolved & all the Heroes are inside the **Dark Stone Quarry** room use the **Advanced Encounter** rule & draw the *Dark Stone Deposit* Encounter card. This card **Remains In Play** & is added to the *Exploration* for every turn until the Heroes have collected 8 *Dark Stone Shards*. Once the 8 *Dark Stone Shards* are collected & any final combat is resolved discard the *Dark Stone Deposit* card.