

# LOST IN ANOTHER WORLD

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*Disoriented you find yourself lost and wondering, hoping to find a gate to get you back home.*

## PREREQUISITES

- Other World (This mission is designed to work with all Other Worlds).

## SET UP

If you don't know what Other World you are exploring yet, Randomly draw a card from the World Card deck now.

Draw a random Map card from the Other World Map deck. This is your starting location. Do not place any Encounter tokens, but if the Map card calls for an advanced Encounter card, play and resolve now.

All Other World conditions specified on the World Card apply as normal.

## MISSION GOAL

Find enough clues to locate a gate and hopefully return to your own world.

## SPECIAL RULES

### IMMEDIATE DREAD

For this Mission, **Growing Dread** cards are reveled immediately when drawn rather than being placed on the stack.

## SEARCHING THE OTHER WORLD

Each time a Clue is revealed on the Exploration Token, Roll D6. If the result is less than the number of Clues revealed you have found the Final Clue and a gate.

If after the 5<sup>th</sup> Clue has been revealed and you have not located the gate, you're even more lost than before. You have Failed the mission. Restart this mission again by staying on the same tile and reshuffling all Map cards (except the Map Card to the tile you're on) into the map deck.

## NO GATES

For this Adventure, all Gates count as normal Doors.

## FLEEING

To successfully flee, a hero must successfully escape all adjacent enemies and make it to a tile without any enemies.

## RETRANCING STEPS

If passing through an already explored tile, when the first hero moves onto the tile roll D8. On the roll of 1-3 the heroes encounter a Threat. Draw a threat card as normal. If the roll was 1 the threat has ambushed the posse.

## DARKNESS REACHES OR PASSES THE POSSE

If the Darkness marker reaches or passes the Posse marker all future encounters automatically gain 1 additional elite ability.

## DARKNESS ESCAPES

Instead of automatically failing the mission, if the Darkness makes it to the 'Entrance' on the Depth Tracker the posse is immediately confronted by an EPIC Threat. Draw an Epic threat and resolve.

## OBJECTIVES

### FINAL CLUE AND GATE

Once you have located the Final Clue (As described in the Special Rule *Searching the Other World*) You have successfully located a stable gate.

Ignore any Door Icons on the Exploration Token for the Map Tile just place (if there is an Exploration Token) as it has only one exit, the stable Gate.

Roll a special Hold Back the Darkness test (ignore Depth Events). If failed, the Darkness marker is not moved, but instead there is an **Epic Threat** there waiting for you that must be defeated to escape! If the test is successful, the coast is clear and the Heroes are able to hightail it, escaping without incident.

Once all enemies have been defeated you have successfully completed the mission.

## REWARD

- Each hero gains 25 XP



### All Heroes Test Luck 5+ test

- **If Majority Success:** *You've found a gate leading back to the world you're looking for.*
- **If Majority Fail or a tie:** *You've found a portal, but who knows where it leads...*  
Draw a World card to see where you ended up. If there are towns in the starting world roll for Travel Hazards as normal to make it to a settlement. If no towns, Start this mission over in the new world.

## FAILURE

### DEFEATED

Consult **Defeated Results Tables** for defeated results based on the threat that defeated you.

## FLEE

*You've managed to successfully flee your enemies, but you're not out of the woods yet.*

Complete the 'End of Each Adventure' activities as normal then immediately consult the table below:

World   Details	
Mine	Roll D6. <ul style="list-style-type: none"><li>• <b>1-4:</b> Immediately begin the Mission 'Escape'.</li><li>• <b>5-6:</b> The posse emerge outside, to a random location on the Shadows of Brimstone Map. Roll for <b>Travel Hazard</b> as normal to arrive at a town.</li></ul>
Blasted Waste	Roll D6. <ul style="list-style-type: none"><li>• <b>1-4:</b> Immediately begin the Mission 'Lost in Another World'.</li><li>• <b>5-6:</b> The posse finds a trail leading to Blasted Waste Barter Town. Roll for <b>Travel Hazard</b> as normal.</li></ul>
Other	Begin the mission 'Lost in Another World'.

If starting a mission, Heroes start without any **Grit**.