

ONE WAY TICKET

After days spent exploring the mines of Brimstone, you decide to have good time in town. Traveling by stagecoach is too hazardous in this hostile land and you choose to travel by train. Sitting comfortably in a first-class railcar, you admire the landscape when something seems weird.

A thick and suffocating smoke is filling the railcars and passengers begin to act oddly, attacking each other.

Someone must have done something wrong : the tender has been filled with coal and...Dark stone! The heating Dark Stone shards are corrupting passengers and transforming them into Hungry Dead. There is only death here and you need to stop that train before things get worse !!!



Set-Up

This Mission uses specific train tiles and all Heroes start on a passenger Railcar Tile.

You can download free train tiles from this site :

https://www.peginc.com/freebies/DL_Reloaded/TrainTiles.pdf

Or purchase train tiles here :

<http://rpg.drivethrustuff.com/product/126214/Trains-Wild-West>

Specific Encounters cards and Threat cards are provided with this mission. You will also need Swamps of Death Core Set.

Mission Goal

The Heroes must fight their way to the locomotive to stop the train before it vanishes in the void.

Special Rules

Train tiles

Shuffle the Train Tiles and place them in a pile face down. Each time you explore a new Tile, just take one Tile and place it on the board with an Exploration Token. Ignore doors on Exploration Tokens. There is always a unique door leading to the next railcar.

Some tiles represent a railcar roof. It means there was no access to the next railcar and the posse must climb to find its way. Don't place Exploration Tokens on these tiles (they follow the same rules as passages but may not be scavenged). Every Hero ending their move on a roof tile must make an Agility 5+ test. If failed, the Hero must discard a Token from their Side Bag as they stumble over the edge. For every 1 the Hero rolled, they take 2 Sanity Damage with no Willpower save as they nearly fall from the roof.

Gates

Gate icons represent a specific threat : a corrupted passenger or crew has mutated with a chest portal : Ambush Attack ! as a Low Threat card erupts from the portal in his chest. Draw a Low Threat card from the core set cards (not the mission cards).

The void locomotive (Objective)

During the final Fight, every Hero standing on the locomotive Tile (and tender) takes 1 Corruption Hit as the massive quantities of Dark Stone affect him.

While on the locomotive Tile a Hero may attempt to stop the train once per turn, during his Activation. Make a Cunning 5+ test. For every 5+ rolled, gain 10 XP and place a Dark Stone marker on the locomotive. When there are 5 markers the locomotive stops.

Alternative rules (for a faster game)

Catch a glimpse

After you have explored the first railcar, a single Hero standing on the open ended platform of the railcar may climb on the roof of the railcar and catch a glimpse of the engine instead of looking in the next railcar.

Make an Agility 5+ check to climb the ladder to take a look. Then have the Hero make a Cunning 6+ test needing two successes to pass the test. Passing means they have spotted the engine. You are now allowed to discard the next exploration token, if it is not a clue token, and replace it by another one. It will speed up the game.

If the check was not passed on the first attempt, per each subsequent attempt, add +1 to each Cunning roll.

If the rail car drawn is a roof tile, all posse members, once on the tile, may make the cunning test once (per tile and not per move).

ONE WAY TICKET

Replacing Threat Cards

If you don't want to use the threat cards provided with the mission you can use the following rule :

Low Threat : roll 1  of Hungry Dead. Add one Corpse Pile equal to the number of doors on the Exploration Token.

Med Threat : roll 2  of Hungry Dead. Add one Corpse Pile equal to the number of doors on the Exploration Token +1.

High Threat : roll 2  of Hungry Dead. Add one Corpse Pile equal to the number of doors on the Exploration Token +2.

Objectives

You must find 3 Clue Icons before it's too late to stop the train. When the Third Clue is discovered the Heroes have found their way to the locomotive. Place the locomotive tile on the board and prepare for the final fight.

Ignore any Attacks or Encounters listed on the Exploration Token. If there is a Gate on this third token, draw a Low Threat card from the core set.

Reveal all Growing Dread cards as normal and the Heroes must face the crew : draw a High Threat Card and use Brutal ennemis

(or roll 2  of Hungry Dead and add 4 Corpse Piles if using alternative rules).

Once the locomotive has been stopped and all remaining Enemies have been defeated, the Heroes have successfully completed the Mission.

Reward

Each Hero receives 50 XP and 1D3+1 Dark Stones for their bravery.

If you play the One Way Ticket campaign (to be released soon) the Train stopped...in Jargono. You cannot visit a Frontier Town.

Failure

If the Heroes fail the Mission, the locomotive goes through another dimension and crashes in Jargono. The Heroes may not visit a Frontier Town but must proceed on to the next Adventure in Jargono. Each Hero takes D3 Corruption Points ignoring Willpower, and don't recover the wounds and sanity lost for the next adventure.



THROUGH HELL AND HIGH WATER

No more railroad, no desertic landscape, no cactus... only moisture, suffocating heat and insects. The train finally stopped in an unexpected place... water, vines and tropical plants surround the engine. It must have gone through another dimension gate.

After railcars full of undead passengers, the Heroes will have to fight their way through a hostile and unknown world : the Swamps of Jargono.

Set-Up

This Mission uses the specific engine tile provided with the mission. The posse starts at the far end of the tile.

Each Hero may scavenge this tile until they find something in the wreck (ie, until they draw a scavenge card even with a nothing to find text). If the roll is failed, 1D3 Hungry Dead attack the scavenging Hero (Ambush Attack).



This mission uses the Swamps of Jargono tiles and cards.

Campaign

This mission follows the One Way Ticket mission and is part of a campaign set in Jargono. The posse is stuck in Jargono Swamps. It cannot visit a frontier town between missions and does not have to roll on the Travel Hazard Chart. All Gates in this Campaign lead to the Swamps of Jargono (they lead to a different part of the swamp).

Mission Goal

The Heroes need to exit this part of the Swamps as the Dark Stone from the engine might corrupt them. They must find 3 Clue Icons to escape the danger.

Special Rules

Dark Stone corruption

Each time the Heroes reveal a new tile, roll 1D6 : if they roll a 8 they are no longer affected by Dark Stone. If they fail they take 1 corruption hit. For each tile revealed, add +1 to the roll.

The second clue icon



When the Second Clue is discovered, the Heroes find a Jargono Tribal Human attacked by monsters. They will have to save her by defeating the monsters. Ignore any Attacks or Encounters listed on the Exploration Token. Also ignore any Door/Gate Icons on the token except one. Don't reveal Growing Dread cards for now. Then the Heroes must face an Epic Threat. This female Tribal Human is placed next to the Epic Threat and she fights back!

Once all enemies have been defeated, the Heroes meet a new ally : Itzel, the Rainbow Lady (in Jargono dialect). She is a Jargono Shaman and she will help the posse to exit this part of the Swamps. This NPC will follow the posse during the campaign. Take Itzel character card and dark stone spear card.

Itzel is played by any player. She can move 1D6 each turn. She cannot gain Grit in any way and cannot attack. She will defend herself if she is attacked by monsters and fight back. She cannot carry or trade tokens, gear and artefact cards. She cannot gain XP, loot or scavenge. She never rolls for corruption. If Ko'd, use the normal rules and roll on the injury/sanity chart as usual. If Itzel dies, each Hero loses 1D3+1 permanent sanity as they are affected by her loss.

Itzel is part of the posse. The posse level is 1 higher than normal. The Heroes cannot use the Dark Stone Spear.



THROUGH HELL AND HIGH WATER

Objectives

When the Third Clue is discovered, the Heroes have found the exit they are looking for! Ignore any Attacks or Encounters listed on the final Exploration Token. Also ignore any Door/Gate Icons on the token except one. Reveal all Growing Dread cards in the stack as normal. Then the Heroes must face an Epic Threat that is guarding the exit.

Once all enemies have been defeated, the Heroes have successfully completed the mission.

Reward

If the Heroes successfully complete the Mission, each Hero gains 50XP. If Itzel is alive, they also gain 50XP more and +1 Sanity (permanently).

Itzel heals all their wounds (both Health and Sanity) and they start the next mission with 2 Grit.

Failure

If the Heroes fail the Mission, each Hero takes D3 Corruption Points, ignoring Willpower, as they are lost in Jargono.

If Itzel died, they also lose 1D3+1 permanent sanity.

They start the next adventure with the remaining wounds and 1 Grit.





THE HUT IN THE SWAMPS

If Itzel survived the previous mission, she leads the Heroes in the green maze and her presence recomforts the Heroes. She speaks a few english words, learned from a lost and now dead explorer. She doesn't seem to be bothered by the giant insects, the knee-deep murky water and the wild roar of predators. As the posse walks in the swamps, they hear tribal drums in the distance. They should be approchaing Itzel's village. She promised they could have some rest and would be safe in this place.

If Itzel died, she told the Heroes they would be safe in her village, not far away.

The Heroes bury her and continue their journey in the swamps...

Set-Up

This Mission uses the standard set up and all Heroes start on the Temple Entrance Map Tile as Normal.

Mission Goal

The Heroes have to reach Itzel's village and save its inhabitants from a terrible threat.

Each time a Clue Icon is found on an Exploration Token roll a D6. On the roll of 3+ ignore any Door/Gate Icons on that token, as there is only one exit leading to the village.

All Gates lead to Jargono.

Special Rules

There are no Special Rules for this Mission.

Objectives

When the Heroes find the village, the Heroes must still complete any Encounters and Attacks on the Exploration Token with the final Clue Icon.

Until these Encounters/Attacks have been resolved, Models may not move onto the Objective Room Map Tile.

Once all enemies have been defeated, reveal the Village Map Tile. Reveal all Growing Dread cards in the stack as normal and then the Heroes must face an Epic Threat that is attacking the Village.

Once all enemies have been defeated, the Heroes have successfully completed the Mission and may enter the Village for a deserved rest.



Reward

Each Hero gains 50 XP and may draw a Gear card as the villagers reward them for their bravery.

They also gain a bonus of +2 on each Jargono Swamp Village rolls.

Failure

If the Heroes fail the Mission, each Hero must roll a D6.

On the roll of 1, the Hero was badly hurt in the fight and loses 1D3 Health permanently.

On the roll of 2, 3 or 4, the Hero must discard a gear or an artefact card broken in the fight.

On the roll of 5 or 6, nothing happens.

If Itzel died, they also lose 1D3+1 permanent sanity.

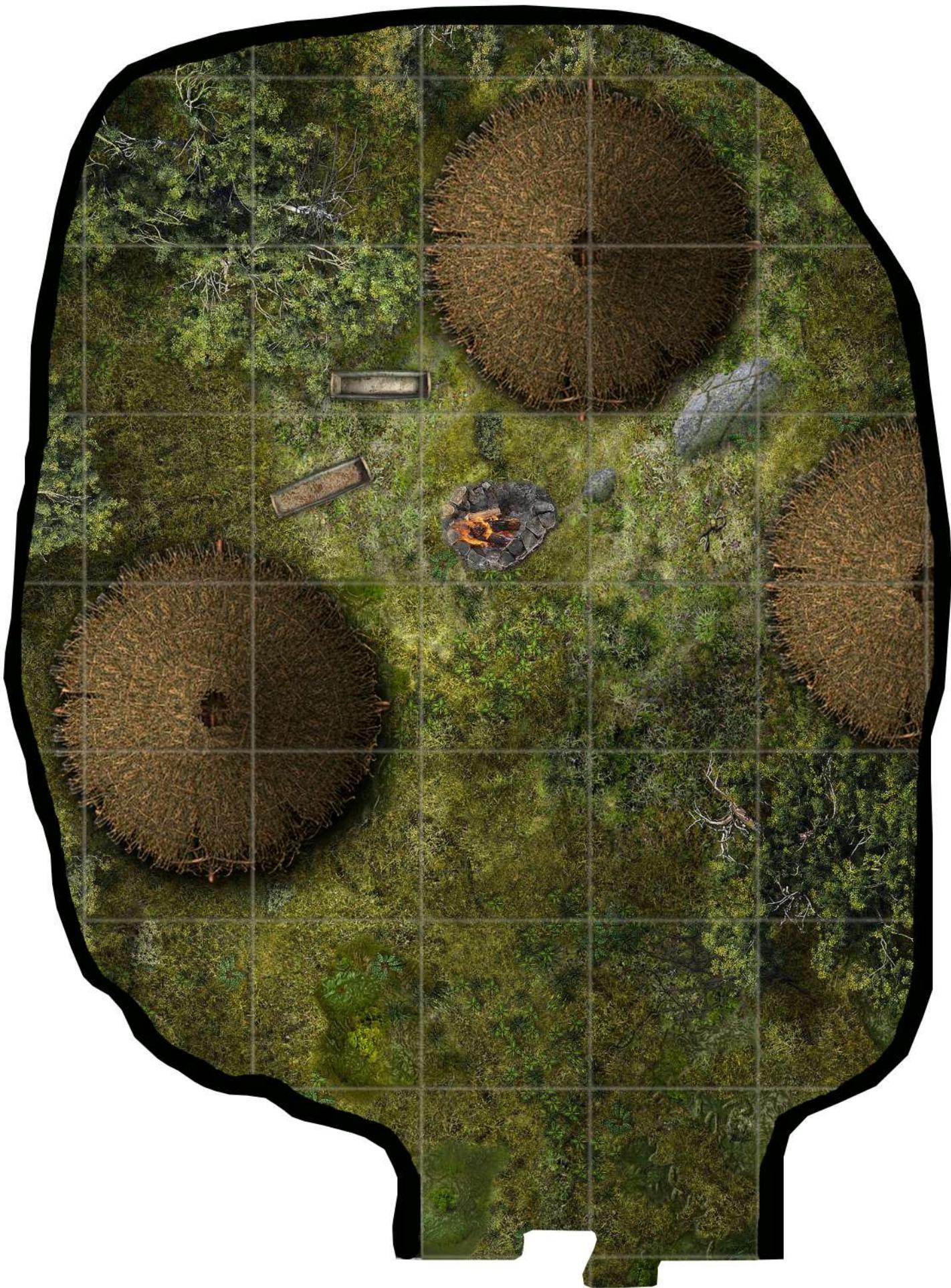
The Village

When the Heroes find the village, use Klutz Jargono Swamp Village expansion (in BGG files section) :

<http://boardgamegeek.com/filepage/111612/klutzs-jargono-swamp-village>

<http://boardgamegeek.com/filepage/111842/cards-and-toke-n-klutzs-jargono-swamp-village>

From now, the Heroes can visit the Jargono Swamp Village (if they want) at the end of a Mission.



ALONG WAY HOME

The Heroes could have some rest in Itzel's village. The villagers were welcoming, and the Heroes managed to learn a few things from them. They were not the first explorers to come to Jargono and usually they don't grow old in this hostile land.

Some of them want to conquer this land and plunder its resources but most of them only want to find a way back home, as our Heroes do. Sometimes portals open to another dimension but no one knows where or when they might open. However, the ancients from the village spoke about a gate leading to mines in a world of «thunder weapons».

Gathering more informations about this gate, the Heroes learn that it lies in the deepest part of an ancient temple, closed by magical means. Only Tliltic Miquiztli, the Black Death, has the magical key to the temple. This Dark Shaman was banished from the village years ago, because of his occult practices.

The Heroes should find him in a cave not far away from the village.



Set-Up

This Mission uses the standard set up and all Heroes start on the Village Map Tile entrance.

Mission Goal

The Heroes need to find the Dark Shaman cave to get the means to open the temple entrance. When they reveal the second Clue Icon they reach their goal.

All Gates lead to Jargono.

Special Rules

The Dark Shaman (Objective)

The Dark Shaman is a new monster and its card can be found at the end of this mission.



Objectives

When the first Clue Token is discovered, the Heroes find the corpse of a dead explorer. Each Hero must make a 5+ Luck test. If successful, add +1 to the dice roll. If failed add -1 to the dice roll. Combine -1/+1 results for the posse and roll ID6 (for the posse) :

- 0 - 2 - Ambush Attack !!! Draw a Threat card.
- 3 - 4 - 5 - The Heroes find nothing useful
- 6+ - Each Hero may draw a Loot Card.

When the Second Clue is discovered, the Heroes find the Cave entrance. The next tile is the cave tile. Ignore any Attacks or Encounters listed on the Exploration Token. Also ignore any Door/Gate Icons on the token as there is no door. Reveal all Growing Dread cards as usual. Then the Heroes must face The Dark Shaman. Once all enemies have been defeated, the Heroes have successfully completed the Mission.

Reward

Each Hero gains 50 XP and may draw a Shaman Loot Card. They find the magical key to enter the Temple.

Failure

If the Heroes fail the Mission, each Hero takes ID3 Corruption Hit ignoring Willpower as the Dark Shaman cursed them.

INITIATIVE**6****Size:**
Medium**BRIAL
DARK SHAMAN**

HUMAN

ABILITIES:

SACRIFICIAL DAGGER (MELEE) - To Hit rolls of 6 ignore Hero's Defense. Gain 1 Poison Marker.

FREE RANGE ATTACK (10 Squares-1 Shot) - Roll 1D6:

1 - Mind Control : One targeted Hero must perform a Spirit 5+ test. If failed, he attacks the closest Hero at his next Activation.

2 - Visions of Terror : All Heroes on the same Map Tile take 3 Horror Hits

3 - Curse : the closest Hero must perform a Spirit 4+ test. If failed, he loses his next Activation.

4 - 5 - Necromancy : Invoke  Hungry Dead adjacent to the Shaman.

6 - Necromancy : Invoke  Hungry Dead adjacent to the Shaman.

Move: 5 Escape: 6+**To Hit:****RANGE****MELEE****D6****4+****Health****DEFENSE****3****XP****=15⁺⁵_{each}****ELITE CHART**

ROLL A D6 FOR ELITE ABILITY

1) UNHOLY REGENERATION - The Shaman heals 3 Wounds at the start of each turn.

2) TERRIFIC CURSE - The Curse Spirit test is at 5+.

3) DEMON EYE - The Shaman no longer needs to target adjacent Heroes first with Ranged Attacks.

4) UNSPEAKABLE VISIONS - Horror Hits do 2 Damages each.

5) CORRUPTION OF THE ANCIENT GODS - At the start of each turn, every Hero on the same Map Tile as the Shaman takes 1 Corruption Hit.

6) NECROMANCER - The Hungry Dead invoked are placed in Ambush Attack.

ROLL A D6 FOR ELITE ABILITY

1) UNHOLY REGENERATION - All Heroes on the same Map Tile take 3 Horror Hits

2) NECROMANCER - The Hungry Dead invoked are placed in Ambush Attack.

3) DEMON CLAWS - The Shaman may perform a Free Melee Attack on an adjacent Hero.

4) DEMON EYE - The Shaman no longer needs to target adjacent Heroes first with Ranged Attacks.

5) UNSPEAKABLE VISIONS - Horror Hits do 3 Damages each.

6) CORRUPTION OF THE ANCIENT GODS - At the start of each turn, every Hero on the same Map Tile as the Shaman takes 2 Corruption Hit.

INITIATIVE**5****Size:**
Medium**DARK SHAMAN**

HUMAN

ABILITIES:

SACRIFICIAL DAGGER (MELEE) - To Hit rolls of 6 ignore Hero's Defense. Gain 1 Poison Marker.

FREE RANGE ATTACK (10 Squares-1 Shot) - Roll 1D6:

1 - Mind Control : One targeted Hero must perform a Spirit 5+ test. If failed, he attacks the closest Hero at his next Activation.

2 - Visions of Terror : All Heroes on the same Map Tile take 3 Horror Hits

3 - Curse : the closest Hero must perform a Spirit 4+ test. If failed, he loses his next Activation.

4 - 5 - Necromancy : Invoke  Hungry Dead adjacent to the Shaman.

6 - Necromancy : Invoke  Hungry Dead adjacent to the Shaman.

Move: 5 Escape: 6+**To Hit:****RANGE****MELEE****D6****4+****Health****DEFENSE****3****XP****=15⁺⁵_{each}**

ROLL A D6 FOR ELITE ABILITY

1) UNHOLY REGENERATION - The Shaman heals 3 Wounds at the start of each turn.

2) NECROMANCER - The Hungry Dead invoked are placed in Ambush Attack.

3) DEMON CLAWS - The Shaman may perform a Free Melee Attack on an adjacent Hero.

4) DEMON EYE - The Shaman no longer needs to target adjacent Heroes first with Ranged Attacks.

5) UNSPEAKABLE VISIONS - Horror Hits do 3 Damages each.

6) CORRUPTION OF THE ANCIENT GODS - At the start of each turn, every Hero on the same Map Tile as the Shaman takes 2 Corruption Hit.

ABILITIES:

SACRIFICAL DAGGER (MELEE) - To Hit rolls of 6 ignore Hero's Defense. Gain 1 Poison Marker.

FREE RANGE ATTACK (10 Squares-1 Shot) - Roll 1D6:

1 - Mind Control : One targeted Hero must perform a Spirit 5+ test. If failed, he attacks the closest Hero at his next Activation.

2 - Visions of Terror : All Heroes on the same Map Tile take 3 Horror Hits

3 - Curse : the closest Hero must perform a Spirit 4+ test. If failed, he loses his next Activation.

4 - 5 - Necromancy : Invoke  Hungry Dead adjacent to the Shaman.

6 - Necromancy : Invoke  Hungry Dead adjacent to the Shaman.

Move: 5 Escape: 6+**To Hit:****RANGE****MELEE****D6****4+****Health****DEFENSE****3****XP****=20⁺⁵_{each}**

ROLL A D6 FOR ELITE ABILITY

1) UNHOLY REGENERATION - All Heroes on the same Map Tile take 3 Horror Hits

2) NECROMANCER - The Hungry Dead invoked are placed in Ambush Attack.

3) DEMON CLAWS - The Shaman may perform a Free Melee Attack on an adjacent Hero.

4) DEMON EYE - The Shaman no longer needs to target adjacent Heroes first with Ranged Attacks.

5) UNSPEAKABLE VISIONS - Horror Hits do 3 Damages each.

6) CORRUPTION OF THE ANCIENT GODS - At the start of each turn, every Hero on the same Map Tile as the Shaman takes 2 Corruption Hit.

SWIFT AMULET

Dark Shaman - Artifact - Amulet

 Discard to get +2 Initiative this turn.



VOID AMULET

Dark Shaman - Artifact - Amulet

 As long as you keep the Void Amulet all Void Enemies target you first.

+1 INITIATIVE



Take 1D6 Corruption Hits to discard

BONE AMULET

Dark Shaman - Artifact - Amulet

 Discard to do 1D6 damage ignoring Defense to Hungry Dead. Take as many Corruption Hits as Hungry Dead you hit.

FREE ATTACK



Discard when used

CHEST OF SECRETS

Dark Shaman - Artifact - Chest

 Open the chest to reveal a second Exploration Token. Choose one and discard the other one.



Discard when used

DARK YOUNG RELIC

Dark Shaman - Artifact - Relic

 Discard to get one more Activation this turn. Take 1 Corruption Hit without Save.



Discard after use

CURSED DOLL

Dark Shaman - Artifact - Doll

 Tear the Doll to invoke 2 Hungry Dead which fight by your side. Place them in Ambush Attack. Take 2 Corruption Hit without Save to use.



Discard when used

CURSED DOLL

Dark Shaman - Artifact - Doll

 Tear the Doll to invoke 1D3 Hungry Dead which fight by your side. Place them in Ambush Attack. Take 1D3 Corruption Hit without Save to use.



Discard when used

RAID NECKLACE

Dark Shaman - Artifact - Necklace

 Once per Fight. Move 1D6 after Activation. Take 1 Corruption Hit with no Save.



Discard if you Roll 5 or 6

DEMON POWDER

Dark Shaman - Artifact - Powder

When used the specified target loses its activation for the turn.



Discard when used

MIND RING

Dark Shaman - Artifact - Ring

Take control of a small or medium enemy for one turn. Then take 1D6 Sanity Hits.



Discard when used

SACRIFICIAL DAGGER

Dark Shaman - Artifact - Knife

The Sacrificial Dagger does -2 to Defense on all Hits

+1 COMBAT



Discard if you Roll 1 on To Hit Roll



VOID SKULL

Dark Shaman - Artifact - Skull

You are immune to Void Attacks for one turn. Take 1 Corruption Hit.



Discard when used

MAGICAL KEY

Dark Shaman - Artifact - Key

Key to access the Jungle Temple



Discard when used

SHAMAN
ARTIFACTS



SHAMAN
ARTIFACTS



SHAMAN
ARTIFACTS



SHAMAN
ARTIFACTS



SHAMAN
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SHAMAN
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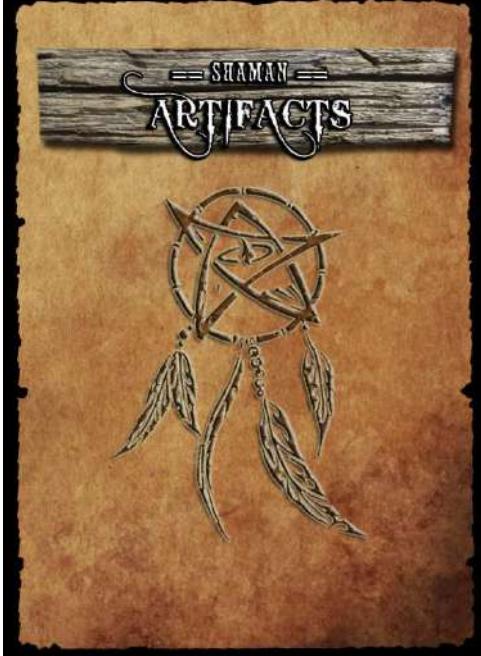
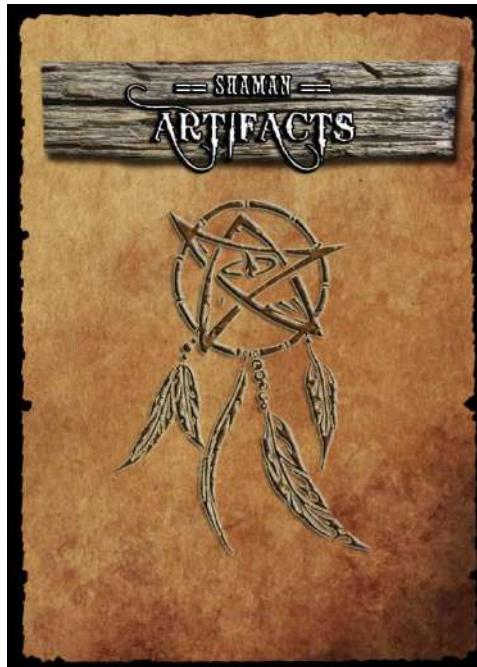


SHAMAN
ARTIFACTS



SHAMAN
ARTIFACTS









RIVER OF NO RETURN

The posse continues its journey in the terrible swamps of Jargono. After a fierce fight with a Dark Shaman, the Heroes will have to face their worst enemy : the rapids of the river Nahuatl Miquiztli (translated by Itzel as the waters of death). The river is more dangerous than a swarm of Hellbats and, according to the tribal beliefs, the spirits of the drowned haunt this place. But unfortunately, at this time of the year, the river is the only access to the ancient temple and to the Heroes homeland.

The villagers provided a small canoe to ride the rapids...

Set-Up

This Mission uses the standard set up and all Heroes start on the pier Map Tile (provided with this mission).

Place the boat token on the boat artwork on the Map tile. Place all the Heroes on the boat token from Jargono core set.

Mission Goal

The Heroes have to row their canoe down the river to access the temple, also known as « the temple of the Black Goat of the Swamps with a Thousand Young »

Special Rules

The Depth Track

The Heroes roll to hold back the Darkness as usual (even if they logically don't use a lantern on a canoe by daylight). Use the Depth Events chart and Depth Track as normal. Reveal Growing Dread cards immediately.

Each time they reveal a new Map Tile move the Hero Posse marker as normal.

The canoe

The Heroes models are placed on the boat token and cannot leave it by any means. They are all in the same boat...

The Heroes still roll 1D6 for movement but only to recover Grit as they won't move. Only the canoe moves.

In order to move the canoe the Heroes are assumed to paddle all together. At the first Hero Activation, roll 2  and move the canoe according to the result.

If the canoe leaves the current Map Tile and skips the next one, it is accelerating as the rapids get faster. Move the posse marker accordingly (2 steps forward).

Each Hero may roll a Strength 5+ test to decelerate (they paddle backward). If successful, subtract 1 from the Canoe Movement for every Hero succeeding. Move the canoe according to the canoe movement.



Example : if the canoe movement is 10 and 2 Heroes pass the Strength test the Canoe Movement will be $10 - 2 = 8$. If a new map tile is revealed the canoe is at normal speed. If 2 map tiles are revealed because of the speed of the canoe, it is accelerating, because of the rapids.

This mission does not use Exploration tokens and Clue Icons. The Heroes don't need to be on the edge of a new Map Tile to explore and reveal the next Map Tile. Place the canoe on the new Map Tile according to the total movement rolled. You cannot scavenge !!! When attacked the canoe stops and cannot leave the Map Tile until all enemies are defeated. Each time a new Map Tile should be placed, if the canoe is at normal speed roll 2D6 on the following table. If the canoe is accelerating roll only 1D6 :

- 1 : Reveal a Growing Dread card
- 2 : Ambush Attack!!!
- 3 : Attack!!! + Draw an Encounter card
- 4 : Attack !!!
- 5 - 6 : Draw an Encounter card
- 7- 8 : Nothing happens
- 9 - 10 : Draw an Encounter card
- 11 : Attack!!!
- 12 : Draw a Darkness card

Threat Cards

The only enemies you might fight in this mission are Tentacles and Hungry Dead (the drowned) attacking from the waters and Bogbats and Hellbats attacking from the sky. If you feel brave you could add a single Harbinger Epic Threat....flying over its prey. Remove Slashers cards. Select the Threat cards (both Jargono specific cards and the Mine ones according to your Posse), shuffle them and ignore other monsters (Slashers and Corpse Piles) if they are listed on a card you draw.

RIVER OF NO RETURN

Map Tiles

You can use the Map Deck cards and play the game as you would do normally. Draw a Map Card and place the corresponding Map Tile.

You can also use the Advanced Encounters rule as listed in the rule book (page 32).

The other option is to shuffle the River Map Tiles and place them in a pile face down. Each time you explore a new Tile, just take one Tile and place it on the board. In this case you don't need the Map Deck.

Objectives

Each time you reveal a new Map Tile roll 2D6. If the combined roll is equal to or higher than the Hero Posse marker position on the Depth Track, the Heroes reach the temple and have successfully completed the mission.

If the Darkness escapes, the Heroes will have to swim...

Reward

If the Heroes successfully complete the mission, each Hero gains 50XP and 1 permanent Sanity or Health (player's choice) as they have succeeded in controlling the waters.

You cannot visit Jargono Village.

Failure

If the Heroes fail the mission, they will have to swim to the shore, as their canoe sunk in the waterfalls.

Each Hero rolls on the Injury Table as they were badly hurt in the crash of the canoe down the waterfalls.

Roll 1D6 for each Token in the Side Bag : it is lost in the deep water on a roll of 1 or 2.

You cannot visit Jargono Village.



ARROWS FROM ABOVE

River - Encounter

A volley of tribal arrows rains down on you from the trees. Tribal Humans are not always welcoming.



ABILITY 5+

If successful, gain 15XP as you take cover in the canoe.

If failed, take 1D6 Hits that do 2 Damage each. If any of these Hits wound you, you also gain a Poison marker.

BAD WEATHER

River - Encounter

A sudden rainstorm with heavy rain surprises you. It's raining cats and dogs. You can't see at more than three feet and you are thoroughly soaked.



CUNNING 6+

If successful, you find an old cover in the canoe to protect you.

If failed, you take 1D3 Hits ignoring Defense as you are drained and drenched to the bone.

BOGBATS NEST

River - Encounter

Never disturb Bogbats while they are in their nest...

AMBUSH ATTACK !!!

6 JARGONO BOGBATS attack you.

DEATH FROM ABOVE

River - Encounter

You see a dark cloud approaching at the horizon. As it comes closer it appears to be a swarm of Harbingers...and they saw you !!! You have no other choice than to jump out of the canoe as they swoop down on it.



ABILITY 4+

If successful, you are unnoticed.

Each Hero failing the test is caught in a Harbinger claws.

STRENGTH 5+

If successful, you manage to escape the claws.

If failed, you take 3 Hits that do 3 Damage each.

FALLEN TREES

River - Encounter

Dead trees and branches hinder the navigation. You will have to make your way through these obstacles. One of you decides to maneuver the canoe.



ABILITY 6+

If successful, you maneuver and avoid the trees. Gain 50 XP.

If failed, the canoe can't go further and all Heroes spend the next turn pushing the trees. The canoe can't move next turn.

FLOATING CORPSE

River - Encounter

You see a huge and badly decomposed creature corpse floating near your canoe. The stench is awful.

Choose :

Come closer and have a look



LUCK 5+

If successful, roll 1D6 :

1-2 : nothing to find

3-4 : gain 25 XP

5-6 : draw a loot card

If failed, tentacles emerge from the corpse and attack you (Ambush Attack)

Ignore the corpse :

All Heroes take 3 Horror Hits as the smell and sight of this rotting creature are unbearable.

BLOOD SUCKERS

River - Encounter

Something stings you...it itches. You just realize that your arms and legs are covered with leeches.



CUNNING 5+

If successful, you get rid of them.

If failed, you take 1D3 Hits and 1 poison marker for each damage.

THE DRIFTING CANOE

River - Encounter

A canoe is drifting towards you. You might find something useful in it.



LUCK 5+

If successful, draw a Scavenge card.

If failed, you make too much noise searching the canoe and catch creatures attention.

You are attacked by an Otherworld Threat from Jargono.

ITCUMA WATERFALLS

River - Encounter

The stream is getting faster and you hear the thunder of water in the distance. You barely manage to navigate as you reach Mount Itcuma waterfalls...prepare to jump, or die!!!



ABILITY 5+

If successful, you jump in time from the canoe. No matter, you will surely find it floating down the waterfalls.

If failed, you take 1D6 Hits ignoring Defense. Roll 1D6 for each Token in your Side Bag. You lose it on a 1.

Firearms cannot be used next turn as the powder is wet (all Heroes).

LIGHT UNDERWATER

River - Encounter

Something is shining underwater...



AGILITY 5+

If successful, you gain 25 XP and 1 Dark Stone.

If failed, you take 1D6 Hits as a huge fish bites your hand.

WE ARE NOT ALONE

River - Encounter

Someone or something is observing you...



SPIRIT 6+

If successful, a Jargono Tribal Human approaches the canoe and offers to trade. Give him a Token from your Side Bag and he gives you an Artefact from Jargono.

If failed, the Tribal Human is afraid and throws his spear in your direction. Take 1D6 Hits.

REEF

River - Encounter

You hear a crack : you must have bumped into something and the hull of your canoe is damaged. You are sinking !!!



CUNNING 5+

If successful, you manage to bail out the water and fix the hole in the hull. Gain 40XP.

If failed, roll only a single to move the canoe next time. Remains in play until the hull is repaired. (Test each turn).

REMAINS IN PLAY

RIVER JUNCTION

River - Encounter

You feel lost as you approach a river junction. These swamps are a real maze and you have to decide which way is the safest.



LORE 5+

If successful, you find your way and gain 1D6x10 XP.

If failed, you get lost and fear the worse.

Draw a Darkness card.

SO CALM

River - Encounter

The stream is nonexistent and you have to paddle thoroughly to move the canoe.



STRENGTH X+

While on this Map Tile don't roll

For each 5+ rolled, move the canoe 1 square.

REMAINS IN PLAY

SOUNDS IN THE SWAMPS

River - Encounter

You hear tribal drums in the distance, creatures shrieking, rustling of leaves...

While on this Map Tile and the following one, Heroes roll at the start of their Activation.



SPIRIT 5+

If successful, it's nothing to worry about.

If failed, you are frightened. You take 1D3 Horror Hits.

REMAINS IN PLAY

THE SHADOW

River - Encounter

As the water is clearer, you see a strange shadow at the bottom of the river. The shadow is moving... and coming closer to the canoe. Are these large jaws ???



STRENGTH 5+

If successful, you paddle like hell. For every 5+ rolled, gain 10XP.

If failed, you panic and can't paddle. Take 1D3 Horror Hits.

If all Heroes fail, roll only a single to move the canoe next time.

WHICH WAY ???

River - Encounter

There are several junctions on this part of the river and you have to decide which one to choose to avoid new perils.



LORE 5+

If all Heroes succeed, you find your way and each Hero gains 40 XP.

If failed by one or more Heroes, you lose time arguing on the way to choose : the Posse loses its next Activation and the canoe does not move unless all Heroes spend 1 Grit.

IT'S WINDY

River - Encounter

The wind blows violently and slows down your progression.



AGILITY 5+

If successful, you lean and paddle vigorously. For every 5+ rolled, gain 10XP.

If failed, roll 1D6 if you wear a Hat. On a 1 or 2 the Hat flies away.

If all Heroes fail, roll only a single to move the canoe next time.

-- RIVER OF NO RETURN --

ENCOUNTERS



-- RIVER OF NO RETURN --

ENCOUNTERS



-- RIVER OF NO RETURN --

ENCOUNTERS



-- RIVER OF NO RETURN --

ENCOUNTERS



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-- RIVER OF NO RETURN --

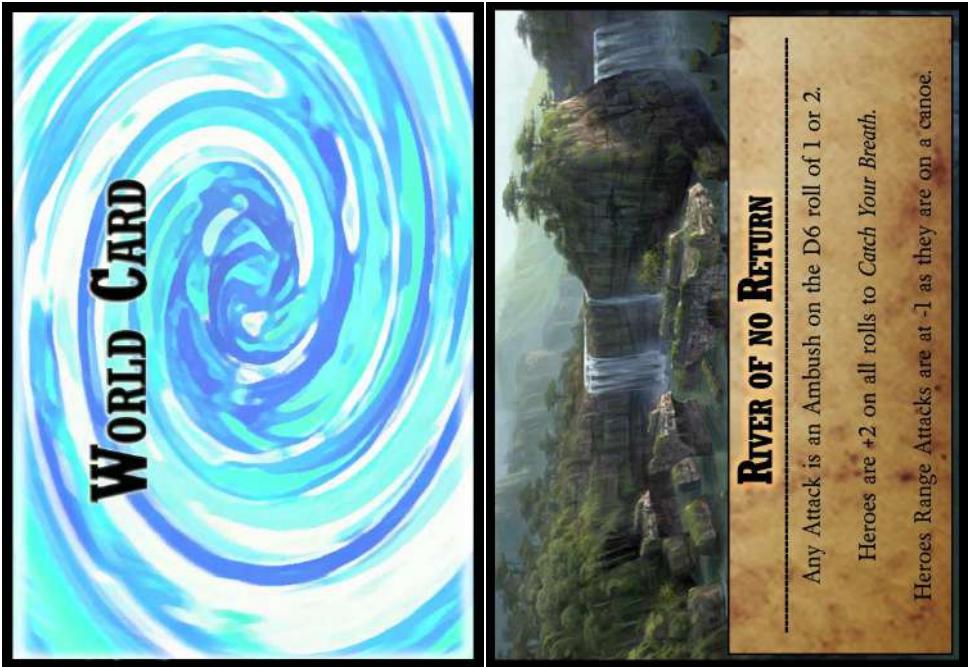
ENCOUNTERS



-- RIVER OF NO RETURN --

ENCOUNTERS





THE TEMPLE OF THE BLACK GOAT

The Heroes finally reach the temple they were looking for. It is hidden by a dense vegetation and growing vines but they manage to find the entrance.

Standing over it is a large statue and a bas-relief representing a weird deity and strange creatures with multiple tentacles over a three legged body....it must be a warning for savages. The Heroes still wonder why this temple is named «the temple of the Black Goat of the Swamps with a Thousand Young»... it should have been named the temple of the walking Octopus ! But our brave Heroes won't be afraid by such a grotesque sculpture. Now, they just have to explore what seems to be a long time abandoned place and find the gate that would lead them back home.

Set-Up

This Mission uses the standard set up and all Heroes start on the Rope Bridge Map Tile (provided with this mission).

Mission Goal

The Heroes need to find the Gate leading to their homeworld. When they reveal the third Clue Icon they reach their goal. All Gates lead to the temple....except the last one of course.

Special Rules

Encounters

Ignore Encounters on Exploration Tokens. Instead draw an Encounter card each time you reveal a new Map Tile or Corridor. If you run out of Encounter cards just shuffle the discard pile to form a new deck. You can also use the Advanced Encounters rule as listed in the rule book (page 32).

Objectives

When the first Clue Token is discovered, the Heroes find a side bag, probably belonging to a long dead explorer.

Searching the side bag, they find a booknote with sketches of strange creatures. They now understand why the temple is named «temple of the Black Goat of the Swamps with a Thousand Young». It refers to Shub-Niggurath, a Mythos deity. Each Hero must make a 6+ Luck test. If successful, the Hero may take a token of his choice.

When the Second Clue is discovered, the Heroes find dark stairs and a closed stone door leading to the heart of the temple. The next tile is the stairs tile. If they have the magical key, they can open the door down the stairs.

If they did not get the key in mission 4, ignore any Attacks or Encounters listed on the Exploration Token. Then the Heroes have made too much noise breaking the door open and must face a «Dark Young». Once it has been defeated, the Heroes can carry on.



When the Third Clue is discovered, the Heroes find the Gate room.

The next tile is the Gate room. Ignore any Attacks or Encounters listed on the Exploration Token. Also ignore any Door/Gate Icons on the token as there is no door. Reveal all Growing Dread cards as usual. Then the Heroes must face a Dark Young and 6 Tentacles emerging from the ground (the Tentacles are placed in Ambush Attack). Once all enemies have been defeated, the Heroes have successfully completed the Mission. They go through the Gate back to their world.

Reward

Each Hero gains 50 XP and may draw a Loot Card.

Failure

If the Heroes fail the Mission, each Hero takes 1D6 Sanity Hits ignoring Willpower as they could not get back to their homeworld. If they want to finish the campaign they will have to try this mission again.

The Heroes cannot go back to Jargono village.



ANCIENT RUNES

Temple - Encounter

You see strange runes on the wall and it seems that you could interact with them to trigger something. May be a hidden passage to a treasure room...



CUNNING 6+

If successful, gain 60 XP and roll a D6 :
1-2 : You may have pressed the wrong rune : Attack!

3-5 : You have deactivated something. Next time you draw an Encounter card you may ignore it.

6 : A panel opens. Each Hero may draw an Artifact card.

If failed, it doesn't seem good...What did you trigger ???

Draw a Growing Dread card and add it to the stack.

ANOTHER TRAP

Temple - Encounter

You stopped just in time!

There is a strange mechanism on the walls with levers, cogs and gears. It must be another trap.



LORE 5+

If successful, gain 10XP for each 5+ you roll : it was a fake trap, wasn't it ???

If failed, you hear a strange noise in the distance. What did you trigger ???

Draw a Darkness card.

CRUMBLING RUINS

Temple - Encounter

The ceiling and walls of the temple are weathered and broken. At this point it doesn't take much for them to collapse!



AGILITY 4+

For every Hero that fails this test, all Heroes take D6 Hits as broken stonework crumbles and falls on them from above!

For every 6 that a Hero rolls while making this test, they may collect a Dark Stone shard, scattered amongst the ruins.

FLOODED ROOM

Temple - Encounter

The room is flooded with knee-deep water pouring from holes in the walls.

All movement on this Map Tile costs an extra 1 Move per space. Also, roll a D6 at the beginning of each turn (for the Posse):

1-2 : CUNNING 5+

If successful, you regulate the flood and all Heroes can move normally this turn. If failed, nothing changes.

3-4-5 : nothing happens

6 : Ambush Attack : Tentacles emerge from the water to attack you.

REMAINS IN PLAY

IN THE DARK

Temple - Encounter

The old lantern is not reliable. It went off once again and now you are in the dark....hearing voices.



SPIRIT 5+

For every Hero that fails this test, roll for voices in the Dark at the beginning of their Activation.

This Encounter affects the Tile where the Hero carrying the old lantern is and the adjacent tiles.

All test rolls are at +1 (if a 7 is needed, you automatically fail).

Range and Melee combat are at +1.

REMAINS IN PLAY

LIVING TARGETS

Temple - Encounter

The floor of this room is covered with stone plates that trigger a trap when you step on them. Can you avoid the pressure plates or the poisoned darts fired from the walls ?

Test at the beginning of your activation and choose :

Run

AGILITY 5+

Watch your steps

CUNNING 5+

If successful, you avoid the darts and gain 10XP for each 5+ rolled.

If failed, take as many Hits as missed rolls. Also take 1 poison marker.

REMAINS IN PLAY

COOKIES ???

Temple - Encounter

Suddenly the old lantern goes off. You walk carefully, touching the walls. It feels like you are walking on cookies... As your eyes adjust to the darkness you see a swarm of scarabs, hundreds of vicious scarabs!!!

Every Hero immediately takes 2D6 - their Strength Wounds with no Defense as they try to fend off the attacking swarm.

They also gain D6 x 10 XP.

I SAW YOU

Temple - Encounter

You'd better duck if you don't want to finish in two parts : two large saw blades are whirling along the wall...towards you.



AGILITY 4+

If successful, you duck under the blades just in time.

If failed, roll on the Injury Table (unless you want to play half a Hero).

LOOK OUT !

Temple - Encounter

Enemies emerge from the shadows, crawling from dark holes...

ATTACK !!!

You are attacked by an Otherworld Threat native to Jargono.

LUCKY DAY

Temple - Encounter

The room is filled with jars and bamboo chests. There may be something useful there if you can find it.



LUCK 6+

Any Hero that passes the test may draw a Loot Card.
If no Hero passes the test, your luck has run out!
Ambush Attack !
Draw a Threat card from Jargono.

PENDULUM

Temple - Encounter

You'd better duck if you don't want to finish in two parts : a barbed pendulum is oscillating from the ceiling, blocking the passage.

Choose :
Avoid it



AGILITY 5+

Stop it



CUNNING 5+

If successful, you duck under the blade just in time or find a mean to block it while you go on the other side.

If failed, take 1D6 Wounds ignoring Defense.

PIT TRAP

Temple - Encounter

A large pit appears under your feet as the tile you were walking on just dropped.



AGILITY 5+

If successful, gain 20XP as you jump just in time.
If failed :

LUCK 6+

If successful, take 1D3 Horror Hits as you manage to hold onto the floor at the last second. But you were really scared.

If failed, take 1D6 Hits that do 2 Damage each and 1D3 Horror Hits as you fall in the dark pit.

ROCK 'N ROLL

Temple - Encounter

Suddenly, a large boulder that fills the corridor drops behind you and starts rolling after you. Run !!!



AGILITY 6+

If successful, you turn at a corner and avoid the massive boulder. Gain 40 XP.

If failed, you lean on the wall, hoping the boulder won't hurt you.
Big mistake : take 2D6 Hits.

SO CLOSE

Temple - Encounter

You must have stepped on a hidden mechanism as the walls start to close in.

Are you agile or strong ???

Choose :
Run like hell :



AGILITY 5+

If successful, you escape before the walls crush you.

If failed, roll on the Injury Table.

Push the Walls :



STRENGTH 6+

If successful, you stop the walls and gain 25 XP.

If failed, roll on the Injury Table.

SURPRISE...

Temple - Encounter

Enemies emerge from the shadows, crawling from dark holes...

AMBUSH ATTACK !!!

You are attacked by an Otherworld Threat native to Jargono.

THE IDOL

Temple - Encounter

You see a stone idol representing a kind of goat, placed on a pedestal in the center of the room. It must be something of value but it is activating a pressure plate. It must be a trap... May be could you steal it if you could find something matching its weight. You take a small bag and fill it with sand...



CUNNING 5+

If successful, gain 20 XP and take the Black Goat Idol card.

If failed, all Heroes on the Map Tile take 2D6 Hits as spikes drop from the ceiling.

TIPPING FLOOR

Temple - Encounter

As you walk in a corridor, you notice that the floor is unstable. It starts to tip and you are slipping towards a dark pit.



AGILITY 5+

If successful, gain 30XP as you avoid this trap.

If failed :



LUCK 6+

If successful, take 1D6 Hits that do 1 Damage each as you avoid spikes.

If failed, take 1D6 Hits that do 2 Damage each as you fall on spikes.

UNWISHING WELL

Temple - Encounter

There is an empty well in the middle of the room. A horrible stench and awful screams wash up over you from the black depths of the Unwishing Well.



SPRIT 5+

If successful, gain 20XP for each 5+ rolled.

If failed, take 1D6 Corruption Hits as the Well infects your soul.

== TEMPLE OF THE BLACK GOAT ==

ENCOUNTERS



== TEMPLE OF THE BLACK GOAT ==

ENCOUNTERS



== TEMPLE OF THE BLACK GOAT ==

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== TEMPLE OF THE BLACK GOAT ==

ENCOUNTERS





A detailed card for the Dark Young, featuring a purple tentacle-monster illustration. The card includes sections for INITIATIVE, ABILITIES, SIZE, MOVEMENT, and ELITE CHART.

INITIATIVE

Size: **Extra Large**

Mythos

ABILITIES:

UNSPEAKABLE TERROR (4) - A Hero starting their Activation on the same or adjacent Map Tile automatically takes 4 Horror Hits.

4 THICK TENTACLES - The Dark Young can perform a Melee Attack on 4 different Heroes within 3 spaces (4 dice each).

ENTANGLE - Any Hero wounded by the Dark Young may not move nor escape during their next activation.

HORRIBLE SUCKING MOUTHS - An entangled Hero may attempt a **STRENGTH 5+** test to disengage. If failed he takes 3 Horror Hits and 2 Wounds.

TOUGH - Immune to Critical Hits.

MOVE: 6 **ESCAPE: 5+**

To Hit: **MELEE** **3+** **RANGE** **-**

COMBAT **4** **DAMAGE** **4**

HEALTH **25** **DEFENSE** **3**

XP = **20⁺⁵ EACH**

ELITE CHART

- 1) **TRAMPLE** - The Dark Young tramples every adjacent Hero with its massive hooves (3 Hits per Hero)
- 2) **Poisoned Bite** - Any Hero wounded by the sucking mouths also takes a poison marker.
- 3) **Absorbing Life** - The Dark Young Heals 1 Wound per 3 Wounds it deals to Heroes.
- 4) **Powerful Lash** - The Dark Young To Hit rolls of 6 ignore Defense.
- 5) **Darkness Scream** - Heroes hear Voices in the Dark at the start of their activation.
- 6) **Fast Move** - The Dark Young Initiative is now 5.

ROLLER COASTER RIDE

The feeling was weird but you managed to pass the portal. Shovels, pikes, mine rails, minecarts and an old lantern hanging on a wall : it seems that you are back home...unless it is another dimension looking like Brimstone mines.

In order to make sure no monsters from Jargono will follow you, you decide to blow the gate with explosives. But you have to hurry : the fuse is too short and the dynamite might explode sooner than expected. Fortunately, you could use these minecarts to escape the mine. A good push at the start and...let's ride !!!

If Itzel survived she told you good bye before you left Jargono and gave you some supplies for the journey. (Jargono fruits....what did you expect ?!?)

If she died before, you're just happy to leave this nightmarish place.

Set-Up

This Mission uses the standard set up and all Heroes start on the Mine Entrance Map Tile as Normal. Use the minecarts provided with this mission. Place the minecarts on the rails and 2 Heroes models in each cart in Initiative order (the Heroes with the highest Initiative should be placed in the leading minecart).

Mission Goal

The Heroes have to exit the mine to complete the mission and end the campaign.

Special Rules

The Depth Track

The Heroes roll to hold back the Darkness as usual. Use the Depth Events chart and Depth Track as normal. Reveal Growing Dread cards immediately.

Each time they reveal a new Map Tile move the Hero Posse marker 2 steps forward on the Depth track.

The minecarts

The Heroes models are placed on the minecarts tokens (1 minecart for 1-2 Heroes, 2 for 3-4 Heroes and 3 for 5-6 Heroes) and cannot leave them by any means.

The Heroes still roll 1D6 for movement but only to recover Grit as they won't move. Only the minecarts move.

At the first Hero Activation, in the first minecart, roll 1 P and move the minecart according to the result.



At the third Hero Activation, in the second minecart, roll 1 P and move the minecart according to the result (skip in a 1-2 players Game).

At the fifth Hero Activation, in the third minecart, roll 1 P and move the minecart according to the result (skip in a 1-4 players Game).

If a following minecart speed exceeds the preceding minecart speed, it bumps into the minecart preceding it. All Heroes in both minecarts have to roll an Agility 5+ test. Each Hero failing his test takes X Wounds with no Defense. X= difference between the 2 speeds.

Example : minecart one is at speed 4 and minecart two is at speed 6. Each Hero failing his test will take 2 Wounds.

Map Tiles

This mission uses the following mine Tiles :

- Switch curve x1
- Dark Stone quarry x1
- A rail tunnel x2
- A mining room x2

For a total of 6 Map Tiles.

- Mine entrance (twice : start and end of the mission)

Select the Map Cards accordingly and shuffle them.

The Minecarts move on the rails squares only and cannot leave the rails.

Place the Map Tiles to keep a continuity in the rail tracks (don't place the card according to the Map Deck orientation)...use common sense.

Cards

This mission uses specific Encounters cards and normal Mine Threat cards.

ROLLER COASTER RIDE

Exploration

This mission does not use Exploration tokens and Clue Icons. The Heroes don't need to be on the edge of a new Map Tile to explore and reveal the next Map Tile. Place the minecart on the new Map Tile according to the movement rolled. You cannot scavenge !!! When attacked the minecart stops and cannot leave the Map Tile until all enemies are defeated. Each time a new Map Tile should be placed, roll 2D6 on the following table.

- 1 : Reveal a Growing Dread card
- 2 : Ambush Attack!!!
- 3 : Attack!!! + Draw an Encounter card
- 4 : Attack !!!
- 5 - 6 : Draw an Encounter card
- 7- 8 : Nothing happens
- 9 - 10 : Draw an Encounter card
- 11 : Attack!!!
- 12 : Draw a Darkness card

Objectives

Once you reveal the sixth Map Tile, place the Mine Entrance Map Tile. You successfully complete the mission when you reach the bumper on the Mine Entrance Map Tile.

If the Darkness escapes, the Heroes fail the mission.

Reward

If the Heroes successfully complete the mission, and the campaign, each Hero gains 100XP and 1 permanent Sanity or Health (player's choice) as they escaped Jargono and went back home.

Failure

If the Heroes fail the mission, the Darkness emerges from Jargono and wreaks havoc on the countryside and the neighboring Towns.

When the Heroes travel to a Frontier Town before the next Adventure, 2 Random Buildings there will have been Destroyed by the escaping Darkness.

One Way Ticket campaign is over.

I hope you enjoyed it.

Eric



MINECARTS



ABANDONED CART

Roller Coaster - Encounter

An abandoned cart is on the track. You are going faster and faster... but you cannot find any brake on your minecart.



LUCK 5+

(All Heroes in the first minecart)
If successful, gain 20XP as you manage to brake with a shovel and stop in time just before the abandoned cart.
If failed by a Hero, all Heroes take X Hits, X being your minecart speed.
Following carts bump in your minecart as per mission rules.

Then :



LUCK 5+

If successful, draw a Loot card.
If failed, you find nothing.

BATS SWARM

Roller Coaster - Encounter

A large swarm of bats is flying towards you. You cannot see anything and try to avoid them.



LUCK 5+

If failed, a Harbinger swoops on this Hero (Ambush Attack).
If successful, gain 40XP as you understand than these bats are fleeing a great danger and then :



LUCK 4+

If all Heroes successfully pass the test, the Harbinger ignores you as he is hunting the bats.
If failed by more than a single Hero, the posse is attacked by the Harbinger (normal attack).

BIG GAP

Roller Coaster - Encounter

No more rails !!!! Part of the rails are broken and there is a large pit beneath. You have to deport your weight to gain speed, and make the big jump.



ACILITY 6+

If successful, gain 20 XP.

If failed by one Hero in a minecart, you made it but this minecart derails.

All Heroes in this minecart take 2D6 Hits.

All derailed minecarts may be put back on the rails after the carts that did not derail, in any order (players choice) and will move at P -2 next turn.

DEAD END

Roller Coaster - Encounter

The rails rush toward a blocked corridor!!! But wait ! Is that a switch ?



STRENGTH 5+

If successful, gain 30 XP.
If failed, the Heroes in the following minecarts may test.

If failed by all Heroes, reveal a Growing Dread card.

EXPLOSION

Roller Coaster - Encounter

The dynamite you placed on the gate explodes sooner than expected.
The blast causes the ceiling to fall apart!!



ACILITY 5+

If successful, you dodge the rocks and stones. Gain 10XP for each 5+ rolled.

If failed, take 1D6 Wounds.

KEEP A LOW PROFILE

Roller Coaster - Encounter

The ceiling is very low in this part of the mine...beware your head !!!



ACILITY 5+

If successful, gain 10 XP for each 5+ rolled and 1 Hit for each 1 or 2 rolled.

If failed, take P Wounds.

SOMETHING STINGING

Roller Coaster - Encounter

As you seat in the minacart, something is stinging you. You take a look closely and find Dark Stone shards.



LUCK 5+

If successful, you find 1D3+1 Dark Stones.

If failed, you hurt yourself with Dark Stone shards and take 1D3 Hits and 1 Corruption Hit. Gain 1 Dark Stone.

STRONG SLOPE

Roller Coaster - Encounter

A strong slope causes your minecart to speed up dangerously.

All minecarts on this Map Tile :

Your next minecart move will be



+2

All Tests, Range or Melee rolls on this Map Tile and the next one are at +1 difficulty.

REMAINS IN PLAY

THE HORDE

Roller Coaster - Encounter

A horde of Hungry Dead is walking on the rails and they don't seem to step aside to avoid your minecarts convoy...it's time for a bowling game.



SPIRIT 5+

There are P P of Hungry Dead.

If successful, for each 5+ rolled gain 20 XP and remove 1 Hungry Dead.

If failed, take 1D6 Sanity Hits as you are too scared to do anything.

Then the remaining Hungry Dead attack you. (Ambush Attack).

-- ROLLER COASTER --

ENCOUNTERS



-- ROLLER COASTER --

ENCOUNTERS



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ENCOUNTERS



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