

The story so far

It all began after the destruction of Brimstone. The aftermath hit harder than anyone dared dream. Since then, everything has turned into a nightmare. There are people who endure however. That's what humans do. They adapt. They...survive. Six months has passed since the tragedy and now a town is thriving. It's called The Remnants of Brimstone.

It's a place of understanding. Any refugee is welcome here. The survivors of Brimstone live here, as well as other unfortunate souls who have lost everything. All is not well however. Monsters still roam the prairie. The ground in these parts are still fertile, but Hellbats keep going after the crops. Cattle are still a vital source of food but more often than not, Night Terrors goes after them. Worse still, many wells are useless because of tainted water from the Darkstones.

It does seem that the Darkness have withdrawn, at least for the time being.

It has been weeks since an attack upon a human. No Hellbats have been seen for over a month either. Many folks believe they have been given a break but there have been talk of people gone missing lately. Even though this is common these days, usually the bodies are found in the back of a barn or the bones will be found a few days later in the hills.

Sometimes the dead also come back...as Zombies.

However these people simply vanish in the middle of the night. The only evidence of them having been abducted is torn clothing, or sometimes footprints leading away from the town.

Why this sudden change? Is it really just a lucky break? Or is the darkness plotting something more...sinister?

Characters of interest

The Mayor

John Morgan - A man of the people. Respected by many.

Randy Corwell

A lad of 17. Always at the wrong place at the wrong time.

Casey Blossom

A comely girl of 13. Lost both parents to the fires of Brimstone.

YOUR POSSE

The Gunslinger

Determined to become the best in the West.

The Saloon Girl

Silent and deadly. A true companion.

The Bandido

In it for the fun...and loot...mostly the loot.

The Marshall

A man of honor, seeking redemption.

The Preacher

A true believer. Spreads gods gospel...through cleansing fire.

The Indian Scout

Last of his tribe. Out for vengeance.

The Law Man

Fights for law and order. A noble patriot.

The Rancher

Defender of the land. Best sniper there is.

...And still the list of heroes grow larger with each passing day.

Who will be chosen to become the next

Legend of the West?

A Heroic Mission

Arriving at the Remnants of Brimstone, the heroes find a town in a state of dismay. Not knowing who to ask for work they head for the local saloon.

Within they find a man drinking by himself. He greets them to come join him, presenting himself as John Morgan, the Mayor. He explains to the heroes that last night several townsfolk were taken into the mine nearby.

Now no man or woman dares venture down the street and no one wants to go near the mine, fearing to meet the same fate.

The mayor begs that they try rescuing anyone alive. Agreeing, the posse gather their things and immediately head for the nearby mine.

Set Up

This Mission uses the standard set up and all Heroes start on the Mine Entrance Map Tile as normal

Mission Goal

The Heroes must venture into the mine and rescue the captured victims. It won't be easy, as the victims won't be the only beings in the mine! The Heroes must gather a total number of Clues to find the location of the captured souls.

Special Rules

Finding a path

To find the victims, the Posse have to gather 3 Clue Icons revealed on an Exploration Token.



Each Clue represents a personal belonging to one of the captured townfolk, telling the heroes that they are on the right path.

Warden of victims

When the final Clue Icon is revealed, the Heroes must face the Warden of the victims. Draw a Threat Card until one is revealed containing at least one Large Enemy. (Discard any Corpse Pile Card) Any Large Enemy revealed this way counts as a Warden. Any Warden have following abilities, additional to printed ones:

+2 Elite Abilities, +1 Combat Hits and the Tough Ability (immune to critical hits).

Follow the leader

All Small/Medium Enemies have the following abilities as long as there is at least one Warden on the same map tile.

+1 Elite Ability and +1 Defence.

Objectives

Whenever the heroes reveals the third Clue Icon on an Exploration Token, they have found the Map Tile where the hostages are kept. Ignore any Attacks or Encounters listed on this Exploration Token. Additionally, ignore any Door/Gate Icon as the objective room have no exits.

Resolve all Growing Dread cards in the stack as normal and then draw Threat cards until one is revealed containing at least one Warden (refer to the Warden of victims Special Rule). For any Small/Medium Enemies, refer to the Follow the leader Special Rule.

After all Enemies are killed, the Heroes have rescued the victims. Roll a Peril Die to determine the number of Victims saved. For each Stage on the Depth Track passed (eg. +8 and +9) one victim counts as being Dead.

For each additional victim, roll a D6. Any result of 1-2 counts as the victim having been eaten (Dead).

The Die result may not be Re-rolled using Grit.

Rewards

If any victims were rescued, the Mission is successful. Each Hero gains 50 XP. The Heroes are also awarded D3 x \$50 for each victim brought back alive.

If at least 3 townsfolk were rescued, each Hero also gains D3 Darkstones as the Town are in a state of celebration.

Failure

If the Heroes lost due to the Darkness Escaping/all Heroes were KO'ed, or simply fled, Roll a Peril Die. The Heroes take Corruption Hits equal to the number of victims they could not save, as this was suppose to be a Heroic Mission.

If all victims are dead at the end of the adventure (even though it was completed) this mission still counts as a Failure.

The Blood Ritual

The heroes really have taken a liking to this town. Some enjoy the tranquility while others enjoy the action, which there is no lack of. A couple even got distant relatives living here.

A few days has passed since the last adventure though and the posse are ready for more.

Luckily that night they are approached by a young lad, at the Saloon. He introduces himself as Randy Corwell. He was one of the victims the posse rescued not long ago. He explains that the monsters were keeping the victims as a food supply. While he was down there, he also heard rumors of another mine where Blood Sacrifices are made!

The heroes need no more explanation, readying themselves for yet another adventure.

Set Up

This mission uses the Standard set up and all Heroes start on the Mine Entrance Map Tile as normal.

Mission Goal

The Heroes will again have to venture into a Mine, but this time it's about stopping an evil ritual performed by blood sacrifices.

The Heroes will have to find the room containing the bloodcircle and destroy it once and for all.

To locate the room, the Heroes will have to reveal the right Number Counter. They will then have to face creatures spawned by the blood ritual!

Special Rules

Encountering the ritual

To encounter the ritual chamber, the Heroes must reveal the correct Number Counter!

Set aside Counter 8 and two additional random Counters.

Mix in No. 8 along with the remaining 5 Counters. Everytime the Heroes reveal an Encounter Exploration Token, a Number Counter is also drawn. The two reserved Counters must be drawn first.

After all reserved Counters have been revealed, the Heroes must reveal Counter 8 in order to find the ritual chamber.

Blood Voodoo

After an Encounter have been resolved, apply following result according to the Counter drawn.

1-2: All Heroes lose 1 Grit

3-4: Ambush Attack! Draw a Threath Card.

5-6: Draw a Darkness card.

7: Draw a Growing Dread Card. Add it to the stack.

8: The Ritual Chamber



Dreaded Summoning

Each time the Darkness moves on the Depth Track, Roll a D6. On a 1, 2 or 3 draw and play a Low Threath Card.

If the Darkness would move to a Blood splatter/Growing Dread space, instead draw a Threath card matching the posse number.

Special Enemies

All Enemies are +1 Elite Ability as a result of the Blood Ritual. They hunger for blood...your blood!

Objectives

Whenever the Heroes reveals Counter Marker number 8, they have found the Ritual Chamber. Ignore the Encounters listed on the Exploration Token. Close off any exit as the Chamber only have an entrance and ignore any Door/Gate Icons shown on the marker.

Resolve any Growing Dread Cards in the stack as normal.

The Dreaded Summoning Special Rule comes into play, the subsequent turn.

Draw Threath Cards until one Void Enemy Threath Card and one Beast/Demon Threath Card has been revealed. The Heroes have to kill the Monsters summoned by the Blood Circle. Additionally, the Posse must destroy the Circle for good, preventing more monsters getting through.

To close the Blood Circle, a Hero may give up his turn to make a Spirit 6+ check. The hero must be on the Ritual Chamber Tile.

For every success add a Wound Marker to the Ritual Chamber Tile.

For every failure, the Hero who made the check takes D3 Sanity Damage, ignoring Willpower.

The number of total successes needed to destroy the circle is equal to the number of Heroes in the Posse.

Rewards

Once again, the Heroes emerge victorious. All Heroes gain 75 XP. Any Hero may also roll a D6. On a result of 4+ the Hero may draw a Gear card, as the sacrificed don't need it anymore.

To the heroes surprise they also find a young girl alive...but that's a story for another adventure.

Failure

The Ritual is complete and the Darkness have grown stronger. Getting back to Town is even more perilous! All Heroes must roll Twice for Travel Hazards.

The Church and Doc's office are also closed off, as they are tending to townsfolk wounded by the evil Darkness.

Elder Terror

After many passing days, Casey Blossom, the young girl the heroes rescued, finally awakens. The news she brings are truly ominous however, for she has seen a glimpse of a plan most sinister. The Darkness is plotting to raise an army of monsters for the purpose of destroying the entire west, devastating everything and killing everyone! The entity behind this is a being known as an Elder Terror, living in a mine deep under the ruins of Brimstone. The heroes never dared imagine such a place could exist. Worse, it will surely be a place of great dread! But doing nothing is not an option. The heroes will not let the Darkness destroy everything they hold dear. Saying their goodbyes the heroes depart for one of their toughest mission yet.

Set Up

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

Mission Goal

The Heroes must find and vanquish the Elder Terror beneath the ruins of Brimstone!

In order to find the Terror, the Heroes must venture far enough into the Mine. When the Posse are halfway into the mine, they have to Roll a D8 and match the Hero position on the Depth Track as the result will reveal the location of the Elder Terror. After the Terror has been found, it's Gun Blazing time!

Special Rules

Cursed Mine

The Dark presence is strong here! There is a curse upon this Mine!

Roll a D6 and apply the result for the remainder of this Mission.

- 1 - No luck: Grit may not be used to Re-roll any To Hit Die.
- 2 - Strikes in the Darkness: Anytime an Exploration Token with the Keyword - Attack! is revealed, a Darkness Card is also drawn.
- 3 - Faint Light: A Hero who does not end his turn on the Same Map Tile as the Lantern carrier takes Voices in the Dark.
- 4 - Unspeakable Dread: The Posse starts with D3 Growing Dread cards in play. A minimum of 1 Growing Dread must enter play.
- 5 - Corruption of Evil: Whenever a Hero recovers a Grit on a move roll of 1, that Hero also do 5 Wounds to an adjacent Hero.
- 6 - No rest for the wicked: A Hero can only recover a maximum of 3 Wounds/Sanity, each time a Healing Item or Spell is used.

Immediate Dread

For this Mission, Growing Dread cards are revealed immediately when drawn rather than being placed in the stack.

Deeper than ever before

The Hold Back the Darkness roll needs to be one higher than normal to succeed each turn.

Objectives

Whenever the Hero Marker reaches Step 8 on the Depth Track, before revealing the Exploration Token roll a D8. If the result is equal to or above the Hero Markers position on the Depth Track, the Heroes have found the hiding place of the Elder Terror.

This roll must be made, each time the Hero Marker moves on the Depth Track until the location of the Terror is revealed.

When the roll is successful, ignore any Attacks or Encounters listed on the Exploration Token. Also, ignore any Door/Gate Icon as the Objective Room has no exits.

The Heroes must now face the Elder Terror! Reveal an Epic Threat card containing 1 XXL Enemy.

The XXL Enemy revealed is the Elder Terror and has the following Abilities in addition to any printed and Elite Abilities:

Guarded by the Horde: The Elder Terror is +1 Health for each Enemy in the Fight.

Elder Knowledge: Unspeakable Terror is +1 in addition to any normal and Elite Abilities.

Once all Enemies have been defeated, the Heroes have successfully completed the Mission.

Rewards

Each Hero gains XP 50 and has the following choice:

+1 Health or roll a D6:

1-4: Peril Die x \$50

5-6: Draw a Mine Artifact Card

Failure

The Heroes cannot stand before the might of the Elder Terror! Each Hero must roll on the Injury Chart as the Heroes barely escape with their skins intact.

Also, the town cannot be visited as the townsfolk are busy repairing the damages caused by the escaping Darkness.

Possession of Brimstone

The heroes can curse their luck! Before the posse could finish off the Elder Terror it fled into a summoned portal!

Worse, the mine started collapsing leaving the heroes no choice but to follow into the Void. Now they find themselves in another world, revealing wonders seen only by a handful of people.

The heroes have little time to marvel at the sight of this new world as one of the posse members suddenly starts acting out, twisting on the ground, speaking in alien tongues with a feverish look upon their face. Then, the heroes notice that the Darkness is slowly seeping out of the portal!

Whatever is happening, the posse know one thing..The Darkness is coming..They have to make a run for it!

Set Up

This Mission uses the Otherworld Mine Enterance set up. Flip over the standard Mine Enterance Map Tile and place all Heroes at the start of the Enterance as normal.

Mission Goal

The Posse have to flee the Brimstone Darkness or risk ending up in the same state as their fellow comrade.

They must locate a path to safety, only possible by finding a network of Clues.

Succeeding in this endeavor is a whole other matter however, as the companion have trouble maintaining their sanity and helping out the rest of the posse. They must reach a safe place however...or risk ending going crazy! No time to lose...the Darkness is coming.

Special Rules

Path to Safety

Anytime the Heroes find a Clue Icon  on an Exploration Token roll a D3, adding +2 for each Clue Icon found throughout the Mission. If the result is equal to or above 10, the Posse have found a safe place from the Brimstone Darkness.

Portals in the otherworld

All Portals  found in the Otherworld the Heroes currently occupy, leads to different parts of the same Otherworld.

The Darkness...at the heels of the Heroes

Each time the Hero Marker reach a bloodsplatter mark on the Depth Track, draw a Darkness Card. This is done in addition to any Darkness Card, drawn as a result of the Darkness Marker reaching a bloodsplatter mark.

Possession

One of the Heroes have become possessed by the Brimstone Darkness! At the start of the Adventure a random Hero becomes possessed. The Possessed must roll a D6 upon activation and apply following result:

1 - r'yeY la EchiQuee horenun - The Possessed takes +1 Damage from all Enemy Sources.

2-3 - Dark Mist - The Possessed does D3 Wounds to all adjacent Heroes. If none are adjacent, the Possessed takes D3 Hits.

4-5 - Deep, Dark Visions - The Possessed takes D3 Sanity Hits. If the Hold Back the Darkness Result failed this turn, the Possessed instead takes D3 Sanity Damage.

6 - Possessed Tranquility - The Possessed recovers 1 Health or Sanity.

Objectives

Whenever the Heroes have gathered enough Clues to complete the Path to Safety Special Rule, ignore any Attacks or Encounters listed on the final Exploration Token. Additionally, ignore any Door/Gates on the Exploration Token as the Safe Place have no exits. Though the place is safe from the Darkness, it is not safe from Enemies!

Reveal all Growing Dread Cards in the Stack as normal and then the Heroes must face off against an Epic Threat.

Once all Enemies are have been defeated, the Heroes have successfully completed the mission

Rewards

Aside from feeling themselves again, the Heroes gain 50 XP from this thrilling journey. Each Hero may also draw a loot card, found in a small nearby stash.

Failure

The Possessed Hero takes D6 Corruption Hits. All other Heroes in the Posse takes D3 Corruption Points, ignoring willpower. Additionally, add D3 Travel Hazards to the trip back to town.

Showdown

That's it!!! No more running. Having successfully escaped the Brimstone Darkness, the Heroes are ready to face the Elder Terror. This time there will be no escape. It's about time they show that creature what happens, when you mess with the Heroes of Brimstone. All the sacrifices, all the abductions of the innocents, it ends today. Heading further into the Void, the Posse are about to reveal what a true legend is made of. They will hold nothing back, it's time for the final showdown.

Set Up

This mission uses the same Otherworld as the fourth mission in the Legends of Brimstone Campaign. In this Mission, all Heroes start at the center of the T-Junction Otherworld Map Tile.

The Hero Marker starts at step 15, on the Depth Track, as the Posse have already Explored this Map Tile.

Mission Goal

The Goal of this Mission is to kill the Elder Terror. The Heroes must find it first however, by locating its hiding place. They will have to explore the paths left open by the T-Junction, closing off any openings that is not leading to the hiding place of the Elder Terror. Once the Posse have found the correct path to the hiding place they must venture far enough into the Void, to find and finish off the infamous Elder Terror.

Special Rules

Which way do we go?

All Exploration Tokens count as having 1 less Door/Gate icon on them (to a minimum of 1). Anytime the Heroes reveal an Exploration Token, roll a D6. On a 5+ ignore one Doorway/Gate on the Token. While the Posse Marker is in the middle stage of the Depth Track, ignore on a 3+ instead. While the Posse Marker is in the last stage of the Depth Track, ignore all Doorways/Gates on the Token.

Dead End

Whenever the Heroes find a Dead End (Room without exits) add a Threat Card to that Exploration Token.

Dreaded discovery!!!

Anytime an Exploration Token containing a  Icon is revealed, draw a Growing Dread Card. Growing Dread Cards drawn this way enter play immediately.

(Only 1 Growing Dread card is drawn as a result of the Growing Dread Exploration Token being revealed.)

The Darkness lingers

All Growing Dread Markers on the Depth Track becomes Darkness Markers (Bloodsplatter) instead.

Objectives

Whenever the Heroes only have 1 path left to explore along the T-Junction Map Tile, due to the other paths being Dead Ends, roll a D6 and apply the result to the Depth Track.

The Hero Marker needs to match or exceed the result rolled in order for the posse to find the hiding place of the Elder Terror. If the result rolled is already matched or exceeded when the Heroes make this roll, the next non-passage Map Tile revealed is the objective room. No Dead Ends can appear along the path to the hiding place of the Elder Terror (at least one Door/Gate must remain open).

When the Heroes find the hiding place, it's time for the last Epic battle with the Elder Terror.

Ignore any Attacks or Encounters listed on the final Exploration Token. Additionally, ignore any Door/Gate Icon as the hiding place have no exits. The Heroes must now face off against an Epic Threat. Draw a Threat Card containing the XXL Enemy from the Elder Terror Mission. All printed abilities are replaced with the following:

Otherworld Endurance - The Elder Terror cannot take more than 4 Wounds from any single Hit (extra Damage is wasted).

Darkstone Aura - The Elder Terror is +1 Health for each Darkstone in the posse (counting Gear/Artifacts/Upgrades)

Adaptable Elder Knowledge - Unspeakable Terror is +2 Horror Hits.

Tough - The Elder Terror is Immune to Critical Hits.

Blind Anger - Whenever the Elder Terror is below half of its Health, gain +1 Damage and +1 Combat Hit but -1 Initiative (to a minimum of 1).

Rewards

All Heroes gain +1 Sanity and may choose to gain a Peril Die worth of \$100 or roll a D6. On a 3+ gain an Otherworld Artifact.

Failure

If the Heroes fail before finding the Elder Terror, the Church and Doc's office is closed off during next Town Stay as they are tending to wounded Townsfolk. Each Hero also takes D3 Corruption Points.

If the Heroes fail after finding the Elder Terror, each Hero gains a Madness, barely escaping alive. The Town cannot be visited as they are rebuilding the damage caused by the Darkness.

The Darkest hour comes before the Dawn

With a great roar the Elder Terror falls before the might of the Heroes. Relieved that the menace is finally gone the Heroes head back to the Remnants of Brimstone through a nearby portal. The heroes are met by a score of thankful Townfolk, eager to hear about the otherworld adventures of the posse. But as dusk settles in the town, a huge bursting sound is suddenly heard throughout the whole town. Rushing out of the saloon, to the amazement of the heroes a huge portal has appeared right outside the town! Apparently the invasion hadn't been prevented as the heroes had expected. The posse knows what they need to do. They have to fight off the invaders...no matter what the cost!

Set Up

Set up all 6 Town Buildings in a row. The Heroes choose how the Buildings will be placed (Blacksmith can be placed as 1, Church as 2 etc.) Each Hero may decide which Building to start in.

Mission Goal

The Heroes are in for one last wild adventure to save the Remnants of Brimstone. In order to do so, they must ensure that the Buildings are still intact come morning, as well as enough Cattle/Townfolk remain in order for the Town to function.

Surviving till morning or clearing the Town of enough enemies is the key to victory!

Special Rules

Town Rules

The Town Rules are written on separate pages as there are some deviations compared to standard rules.

The Town Track

For this mission the Depth Track is renamed the Town Track. At the start of each turn, a Hero rolls to Hold Back the Darkness as normal. If the roll is passed, the Hero Marker moves 1 space forward on the Track. If the roll is failed, the Darkness Marker moves 1 space forward on the Track.

Anytime Double are rolled, it simply counts as a passed/failed roll. No Darkness Cards are drawn during this mission. Bloodsplatter Spots counts as Bloody Town Events instead of Darkness Cards. Growing Dread Cards are drawn as normal.

Immediate Dread

For this Mission, Growing Dread Cards are revealed immediately when drawn rather than being placed in the stack.

Objectives

In order to win the mission, the Heroes must either fight until dawn or kill off all invading Monsters.

Should the Hero Marker reach Step 1 on the Town Track, dawn has broken and the remaining Monsters scatter, leaving the Heroes victorious. Whenever the Hero Marker reach Step 1 the Heroes immediately win regardless of any remaining Enemies on the Board.

Should the Heroes clear the Town Board, they have won the mission. This must be done Three times however, as the Monsters are attacking in waves.

Rewards

All Heroes gain one Mine Artifact, given by the thankful Townfolk. If this is the first time the Heroes complete the campaign, they have become true Legends of the West.

See the Legend of the West Epilogue. Any Posse can become Legends of the West only once.

Failure

Should the Darkness prevail, surely the whole Town will be consumed. The Heroes will fail if one of following conditions should come to pass.

All Heroes are knocked out at the same time.

The Darkness surpass Step 15 on the Town Track.

The Posse will immediately fail if 4 buildings are ever destroyed, leaving the Town beyond repair.

Another way for the Posse to fail the mission, is if Cattle or Townfolk ever reach 0 as nobody will be able to survive in the Town, during the aftermath of the invasion.

Should the Heroes fail the mission, the Town is consumed by the Darkness. Each Hero gains 1 Injury as they are caught in the crossfire of escape and Monsters. Additionally each Hero gains D6 Corruption Points, as well as D8 Damage and Sanity Damage that will carry over to the next adventure.

The Heroes must continue straight to the next adventure.

* Read the Town Special Rule Sheet - Heroes and Monsters + Monsters and Buildings before starting the Mission.

** Keep the Town Special Rule Sheet - Buildings Abilities and Events near hand when playing.

*** Read the Epilogue only when this Mission is successful.

Epilogue

Rebuilding takes time. No one will ever forget the invasion of the Darkness but neither will they forget the courage of the Heroes, without whom the whole town would have been doomed.

A few weeks passes and already the town starts to flourish once again.

With a new spark, the Remnants of Brimstone once again dares to hope.

Hope for a better tommorow, hope that one day this nightmare will all be over. Finally rebuild, the Townfolk throws a feast for the Legends of the West. There is plenty of everything, food, Whiskey, Saloon Girls everything a man could want.

No one is fooled into thinking that things are normal however. Reports are still coming in of Night Terror attacks, Cattle are taken by Stranglers and the latest rumors tell of a gang of cultist worshipping the Shadow King, a prisoner of a Molten World.

Though rumors quickly becomes truth these days, one thing is for certain. The West will always have defenders ready to save the day. No matter the odds!

As the feast draws to an end, the Townfolk gather around the posse and bring forth a Mustang most magnificent. Although the posse already own horses, none are so splendid as this astonishing creature.

Although the Heroes are grateful they know it's time to leave the Remnants behind. Duty calls and Legends are in short supply around these parts.

There are still plenty monsters to kill, still plenty of loot to scavenge and adventures to experience.

But even though this chapter draws to a close, another is just beginning. Because Heroes still exists, there is always light in the Darkness and the Legends of the West always prevail.



As a reward for completing the Campaign, all Heroes gain +1 permanent Health and Sanity!

Additionally one Heroes gains a Mustang.

Stay tuned during the Future. One might never know what adventure the Legends of the West might undertake next!