

# Chapter 1

# Welcome to the Brimstone Wastes

# Prologue

After weeks of travel, your goal is finally in sight. The Brimstone Wastes, the region aptly named after the town of Brimstone whose demise two years ago is having such a big impact even today. The "Brimstone Incident" as they call it these days is still not fully understood, but an apocalyptic event destroyed the city and its surroundings. This transformed the Wastes into what they are today: A land of great danger but also of great opportunity.

The reason for the destruction of this once so prosperous towns as well as the changes happening within the Wastes and the force still driving in droves into the Wasted can be summarized in two words: Dark Stone. Discovered one year prior to the Brimstone Incident, its origins are unknown to this date. But back then it was quickly discovered that many wonderous tools and weapons could be made if Dark Stone was melded into normal metals. Such alloys possess a superior quality and stability, sometimes bearing almost mystical properties. And even though it also was quickly found out that an overexposure to Dark Stone can cause hallucinations, insanity and all kinds of horrible mutations, items and equipment made from this mysterious substance were - and still are - highly sought out, both within the Brimstone Wastes and outside.

For this reason, a big gold rush for Dark Stone started, turning Brimstone over night from a forgotten backwater town into a bustling center of commerce. And for a time, everything was well. Trade with Dark Stone flourished, creating prosperity unknown in the region prior to the discovery of this mysterious mineral.

However all good things come to an end some day: For reasons unknown, a catastrophic Dark Stone explosion destroyed Brimstone and changed the face of the whole area. The rate of mutations in man and animal increased, strange monsters were seen infesting the mines and roaming the countryside and people started to suddenly go missing. Sometimes their mangled corpses were found days later, looking as if attacked by creatures not from this world. Sometimes those missing persons returned, half-mad, telling of their travels into foreign places seemingly not from this world. Their stories would have been discounted for the ramblings of an insane, if not for the strange artifacts those travelers often brought with them as proof of their stories.

And even though the demise of Brimstone turned the whole area of the Wastes into a dangerous and hostile place to live, people still come here in droves. New towns have sprung up around the ruins of Brimstone, eagerly harvesting this precious mineral from the surrounding mines. The Brimstone Law, a semi-military organization formed after the Brimstone Incident, is tasked with keeping the peace within the Wastes. Over time self proclaimed adventurers, mercenaries and other illustrious - and sometimes shady - figures immigrated as well, either seeking fortune and glory, escaping some misdeed they have done somewhere else, imagining themselves as crusaders for the good or simply seeking the thrill of adventure that the Brimstone Wasted bring.

Currently a new group of such misfits are making their way into the wastes. Little do they know yet, about the Shadows of Brimstone.

## Campaign preparations

### A new bunch of misfits

Each player creates a character using the normal rules. Currently they can pick from all classes except the Trederran Veteran or the Forbidden Fortress Classes (those will be unlocked during the campaign).

### Unknown foes

Prepare all Threat Decks with cards using the following enemies only (if available):

Hell Vermin, Stranglers, Void Spiders, Scourge Rats, Rats Nest, Tentacles, Hellbats, Night Terrors, Slashers, Harvesters, Ancient Horrors, Dark Stone Scorpions, Hungry Dead, Corpse Piles, Goliaths, Harbingers.

Add the "Draw new Threat Cards from a different deck" cards but not the Wandering Monster card.

### Welcome to the Wastes

Continue to Campaign Mission 01

# 01: First steps

"Are you sure you want to do this?", your caravan leader asks. "Ya would'nt be the first greenhorns who got cold feet an' turned back b'fore arriving at the Wastes. Ya still got a chance t' do sun'thing worthwhile with ya lives. Brimstone swallows up them newcomers by the dozen an' only few last long". You and your fellow travelers shake your head. All of you decided to come here for their own reasons: Seeking adventure, hunting for Dark Stone, helping fight the growing threats in the Wastes, fleeing from their own past. Or maybe just trying to become rich. You all heard the stories of terrible monsters roaming the region, bandits having their way on the roads and people suffering of horrible mutations - or worse. But you all know, you have come to far, left too much behind, to turn back now. "Well, I kinda knew I could'nt dissuade you. But tell ya what: The caravan stops here for a while. There's an abandoned mine nearby, just infested by some small beasties. Maybe go there'n have a first taste of what awaits you within the reaches. Maybe find your first scraps Dark Stone. Maybe that will make ya do the right thing and turn back."

## Set Up

This mission uses the standard set-up and all heroes start on the *Mine Entrance* map tile as normal.

Use the standard Threat Deck without any modifications.

## Mission Goal

Explore an abandoned mine and maybe find some scraps of Dark Stone.

## Special Rules

### No Gates

No random Gates appear. For this adventure, all gate symbols on Exploration Tokens count as normal doors.

### A Quiet Place

Until the first Clue has been found, no random attacks happen. Ignore Attack Symbols on Exploration Tokens and re-draw all Mine Encounter, Scanveng or Darkness Cards that would trigger a fight.

### Depleted mine

Dark Stone cannot be found randomly. Re-draw any Loot, Scanveng or Encounter card that would allow to gain Dark Stone.

## Objectives

### Beginning of the mission

You stare down the dark mineshaft. Stale air with an unrecognizable smell wafts from the darkness. A slight uneasiness steals over you

but you decide to push forward. After all, this is what you came here for. Right?

### When finding the first Clue Token

Except for a few small incidents, your journey into the mine has been rather peaceful. You begin to think that the old caravan driver just wanted to pull some weird prank on your, when you suddenly hear scuttering coming from the corners of this room closing in on your position.

The heroes must fight 4/6/8 Scourge Rats.

### After winning the fight

Well, those were some ugly rats. Definitely nothing you have seen before. However they were only rats. And you had the impression that they were not really interested in fighting you but rather bypass you. Just as if they were fleeing something. At this moment you hear more movement in the dark.

The posse must fight 2/3/4 Void Spiders, 1/2/3 Stranglers and 1/2/3 Tentacles.

### After winning the fight

Wherever these horrible things hail from, they definitely managed to put a good scare into you. Seems that the caravan leader was not kidding when putting out his warning. However you are not giving up that easily and are still very much intending to find yourself your first Dark Stone. You decide to press forward more carefully now as you can hear more noise coming from the depths of the mineshaft.

The **A Quiet Place** rule is now cancelled and the posse can now be attacked randomly via the usual means.

### When finding the second Clue Token

You managed to explore the mine further without eating so far, when you suddenly come across a group of humans. You give them a friendly greeting when suddenly they draw weapons on you and demand your valuables.

The posse must fight 2/4/6 Bandits in an Ambush Attack. Do not draw an Infamous Bandit Gang card.

### After winning the fight

This seems a less friendly place as you intially anticipated. Of course you heard stories of the Brimstone Wastes and expected to encounter somewhat strange beasts. But even though you also heard of bandit gangs plaguing the citizens of the wastes you still held on to the thought that the humans stuck together against the dangers of the wildlife that established itself after the Brimstone Incident. Still, you managed to turn around this situation and decide to take the bandits' valuabels instead.

Each hero gains 50 Gold.

# 01: First steps

## When finding the third Clue Token

You come across another group of bandits. When you get a better look you see that some of them sport horrible mutations. Disfigured faces, pocked skin, glowing eyes and tentacles instead of arms. One of them even turned into a big hulking monstrosity with several pieces of Dark Stone poking from its malformed flesh. The...thing?...apparently cannot shoot at you anymore but you don't want to know what damage those fists can do. The group is busy salvaging a cache of a black mineral in the form of various crystalline bodies, which glow in a faint greenish purple light. This must be the Dark Stone that you hear so much about.

It quickly comes apparent that the bandits are not intending to share their spoils and instead decide to take what you have as well.

Resolve all Growing Thread cards

The heroes must fight a group of 2/3/4 Bandits, 1/2/3 Scafford Gang members and 1/1/1 Dark Stone Brute. Do not draw an Infamous Gang card for the Bandits or Horrible Mutations for the Scaffords.

## After winning the fight

After the last of your foes drops to the ground you take a moment to have closer look. The mutations you see on some of the bandits are blood chilling and you notice that even the normal looking humans have their first beginnings of mutation. Pieces of greenish skin, a tentacle finger, and other small things. Is this what the exposure to Dark Stone can lead to? Still, this is what you came for, this is what you wanted. Surely you will not suffer the same fate. You turn to the cache of the fabled mineral to claim your reward.

The players win the mission.

## Epilogue

You make it back to the caravan more or less without much more trouble. The caravan leader greets you: "Oh ya'll back! Interesting. So, how was it?" You tell him what you experienced in the mines. At your description of the horrible creatures you faced he just scoffs but takes a stronger interest in your story when you mention your run in with the bandits. "Strange. Never heard such fellas coming into this backwater area o'f Wastes. And them usually are not interested in Dark Stone beyond stealing them from caravans and selling it off somewhere. Them fellas actively seekin' it out is weird. Hmm..."

Anyways, ya'll still bent on getting into the Wastes? Ya'll can still come back with me on my way out. Still got a chance of leavin' all this behind." Well, you survived the mines more or less unharmed while fighting mutated rats, horrible looking creates from who-knows-where and brutish bandits and decide to refuse his offer. After all, how much harder can it be?

## Reward

50 XP and D3+1 Darkstone for each hero.

## Failure

On their next adventure the heroes start without Grit.

## Unlocks

### Roaming Bandits

Add all Threat Cards involving Bandits or Darkstone Brutes into their respective threat decks.

In future combat encounters Bandits can belong to an Infamous Bandit Gang according to the normal rules.

**Do not perform a Town Stay but directly proceed to Interlude 01.**

# Interlude 01

"Welcome to Wood's End. Welcome to the Brimstone Wastes proper." With these words the old man finally stops his caravan. Your experiences in the mines some time ago still occupy your minds but that does not stop you from taking in the atmosphere of the town. You have heard of Dark Stone and its different uses before and occasionally seen a tool made out of a Dark Stone alloy, you were not prepared for such an ubiquitous sight of it. Digging equipments, weapons, ammunition, all sorts of tools and even horseshoes - all made from Dark Stone or some kind of alloy - are offered for purchase here. In addition you see carts carrying raw chunks of this mysterious mineral hauled in from the surrounding mines and either sent directly to the smithies or stored in special store rooms to be sent to one of the trading hubs within the Wastes.

The town is also bustling with activity, predominantly focused on Dark Stone: Merchants looking to buy or sell the latest shipment of raw material, tired miners with specks of Dark Stone dust heading for the next saloon and here and there a soldier of fortune just like yourself. Some members of that particular group very much look like new arrivals fresh to the Wastes. Others clearly seem like they had their fair share of experiences, judging from their scars, grim faces and rather martialistic equipment. Some of them even sport mutations, like tentacles or extra limbs sprouting from various parts of their bodies, a glowing or rocky skin and some even showing something that looks like a tail protruding from their coats. It is the first time that you become aware that you entered a completely different world from the one you left behind.

Before you can further elaborate on those thoughts, the old man addresses you yet again: "Well, there we are fellas. Gotta make some purchases and soon'll be on my way out. Before ya'll blindly head out there into the wilderness I'd suggest you make your introduction to the local branch of the Law and ask them for work. Y'know t'get a feel of the place. They're always in need for some extra hands to secure the peace of this area against all kinds of crazy threats. Well, good luck then. I hope ya'll don't end up like many of the other poor saps I brought in and could not last for a week." With these words he heads off, leaving you to your own devices. Looks like there no turning back now and you decide to take the old man's advice and pay a visit to this so called "Law".

You quickly find out that the "Law" is not simply the local Sheriff but a military organization that acts as a semi-official government for the Brimstone Wastes - as much as this region can be governed - and kind of tries to protect its citizens against the various threats roaming the wilds and infesting the mines. As you approach their headquarters you notice that is not simply a local Sheriff's office but a small fort hosting a squad of heavily armed soldiers. After telling the guards that you are newcomers looking for work they lead you to the Commander of the local garrison, an old man sporting a monocle and impressive tentacle mustache. "Ah you must be the bunch of newcomers who dealt with some bandits back in the abandoned mine, old Phil the caravan leader told me about. I must say, it is very unusual for the bandits to actually look for Dark Stone in the mines themselves. Usually they just steal it from our transports whenever they can and sell it on some black market. For now I thank you that you took care of this and we will certainly investigate this. Anyhow I guess you are looking for work? From the looks of you you do not want to join the Law but rather work as guns for hire? See, we are actually a rather quiet place at the edge of the Wastes and most of the time not much happens here. Usually. As a result we are woefully understaffed, especially since we had a number of incidents in the past weeks that we could not properly address: People mysteriously disappearing as well as the occasional appearances of strange beasts attacking miners citizens and caravans. And now even a rise of bandits raids. So as you can see we really could need some additional help. Since you've already proven yourself, we might have the one or other job for you that my guys simply don't have time to do. Also you should go to the local branch of the Brimstone Inventor Guild. Those guys are also always looking for people doing errands for them. Their requests usually are very weird but they pay well. You could also go to one of the local mines and try your luck at finding some Dark Stone on your own.

However, you look tired. I suggest you rest up a bit and see if you can find some interesting things to buy. As you just arrived all of this must seem very strange and new. You would be surprised what even the vendors in this little corner of the Wastes have to offer. However be careful when leaving town. While we're still in the outer rim of the Wastes here, it can still be dangerous for newcomers like you."

# Interlude 01

## Perform a normal Town Phase in Wood's End

Wood's End is a normal-sized town with no specialities and 6 fixed locations:

General Store, Blacksmith, Saloon, Doc's Office, Church, General Store, Frontier Outpost

## Taking on Odd Jobs

After freshly arriving in the Brimstone Wastes the heroes now can take on some odd jobs to earn a living and get a feel of the life in the Wastes. After concluding the Town Phase in Wood's end players can decide what to do first.

### Unlock

Mission 02 - A job from the Law to investigate the disappearances of some miners in a nearby mine

Mission 03 - A contract with the inventor's guild to search strange gadgets that have been reported to be found in another nearby mine.

Also unlock the following **Repeatable Mission**:

For a few Dark Stone More from the Core Set adventure book can now be played if the heroes want to search for some fortune themselves.

Until at least one Other World has been discovered the No Gates rule applies to this mission. Cancel this when at least one Other World has been found.

HexCrawl: When randomly deciding the location for this repeatable mission, the available mines are limited to Mine 01, Mine 02 and Mine 03 on the HexCrawl map.

## Gaining Reputation

When Mission 02 and Mission 03 have been completed Unlock **Mission 04..**

## Travel Restrictions (HexCrawl only)

While the players could now leave Wood's End and freely explore the map. However the heroes don't feel ready yet to leave the "relatively" safe environment of this area. Therefore your travel activities for now are limited to traveling to your mission locations and back to town afterwards. Also the Jobs Board (see HexCrawl Adventure Book page 40) is not available yet. No other towns but Wood's End can be visited for now.

(No worries, this will change very soon.)

# 02: Welcome to the Jungle

## Prerequisites

Completed Interlude 01

## Prologue

When you make your way back to the Law Headquarters the Commander welcomes you again. "So you've decided to help us out a bit in our fight against all the threats to our society out there? Well, you're still new so I cannot send you to one of the really dangerous missions. However, we have a report of people mysteriously disappearing in a mine up in the Devil's Fingers. Probably one of the countless beasts stalking around in the mountains is hunting them, but we have to make sure and put a stop to it. I cannot spare any of my men right now since we recently had a number of transport attacks by one of the bandit gangs and need to increase patrols. But I would appreciate if you traveled there, find out where those people disappeared to and reported back. If you can put a stop to this it would be even better. I would make it worth your while."

The heroes must travel to Mine 01 (Devil's Fingers) to start this mission.

## Set Up

This mission uses the standard set-up and all heroes start on the Mine Entrance map tile as normal.

## Mission Goal

Find the source of the mysterious disappearances and put an end to it.

## Special Rules

### No Gates

No random Gates appear. All gate symbols on Exploration Tokens count as normal doors and re-draw any card that would cause a Gate to appear.

## Objectives

### When reaching a depth of 4 in the Mines

You have been exploring the mine for a bit now but no sign of neither any miners nor the thing that would cause their disappearance. However, when you enter this room you see something that you most certainly did not expect. A group of giant...Snakes?...with shields and clubs is rounding up some miners and even local farmers from the surround area and dragging them towards a shining..portal? You can barely recover from your surprise as the leader snake, who carries a weird staff as well as a feathered skull helmet, hisses some...Commands?...and disappears with most of his followers as well as all prisoners through the shimmering gate. You barely recover from your surprise as rest of the reptilian foes immediately attack.

Place one Gate on a random exit and End Caps on all other exits.

The heroes must immediately fight 2/4/6 Serpentmen Warriors.

### After the combat

You have no idea what these creatures are, but from what you have seen they are apparently the source of these disappearances. There is only one thing to do if you want to properly do your job: Enter that strange portal, hunt them down those intelligent snakes and rescue the villagers.

### When one hero is performing an exploration on the Gate

As you get closer to the shining opening hovering in the air you seem to make out shapes on the other side. Something like a..forest? You are still unsure whether you really should take a plunge into the unknown and go through this strange rift. However you do not want to botch one of your first jobs since coming into the wastes and decide to follow. After all, the Snakes could also pass through so it certainly is not harmful. At least that is what you think.

Draw a random map tile from the Swamps of Jargono Other World connected to this Gate.

### After walking through the Gate

After you step through the gate you are stunned by the sight. Lush trees, pools of murky water and extensive undergrowth. Plants and animals as you never have seen before. Mosquitoes the size of your fist, strange colorful birds in the trees and growling and roaring coming from the trees is hinting at some larger predators roaming the environment. The air is warm and humid and it is like you stepped into a different world. Maybe you have.

# 02: Welcome to the Jungle

But there is no time to relax and take in this alien landscape. In the distance you hear the indistinct screams of the prisoners and you decide to follow the noise before something bad happens.

Prepare all Jargono components. Do not yet add any cards from expansions (Serpentmen, Raptor, Slugs, etc.) to the Threat Deck or Encounter Deck.

Shuffle all Exploration Tokens together to prepare a fresh Exploration Stack.

## First Clue Token in Jargono

After a short while wandering in this jungle, your wonder about this place is quickly replaced by dismay. The heat and humidity is draining your stamina, the plants are really resilient to your passage and the moscitos unrelenting. You even have had some run in with the very hostile local wildlife. And now you are being attacked by gigant slugs of all things!

The heroes must fight 1/2/3 Swamp Slugs.

## Second Clue Token in Jargono

You found the camp of these devious reptiles and see the prisoners shoved into makeshift cages. One of them is strapped onto a bloodcrusted altar and the leader of the Snakes is hovering over him with something that looks like a Dark Stone dagger. Whatever is happening here you decide to quickly put an end to it.

Reveal and Resolve all Growing Dread Cards

The heroes must fight 1/1/1 Serpentmen Shaman and 2/4/6 Serpentmen Warriors. Do not draw a Serpentmen Tribe card.

## Sacrificial Ritual

The Serpentem Shaman does not move but casts his Serpent Magik every turn.

After the third Combat Round the Shaman sacrifices the victim on the altar, which empowers him and his remaining warriors. All enemies gain 1/2/3 Elite Abilities.

## After winning the fight

This definitely was an unpleasant experience. Not only were these snakes quite good at close combat, their leader also did some things to you that were not entirely natural. Upon closer inspection you notice that all weapons used by your foes were imbued by Dark Stone. Apparently this mineral can be found places outside of the Brimstone Wastes as well. However you feel a bit too tired to think more on this. After freeing the prisoners you have a short rest and then make your way back to the portal, which thankfully is still where you left it. The trip back is without incidents. Except those damned mosquitoes.

The heroes win the mission.

## Epilogue

The heroes must travel back to Wood's End before reading the Epilogue.

*Not only Snakes, but spellcasting Snakes! At least that's what you thought the leader of the Serpentmen used on you when he waved his staff around and hissed incomprehensible gibberish at you. Upon discovering the remains of other humans you figured that these Serpentmen were responsible for the missing persons. You hope that your intervention put a stop to this. At least for now. Also you noticed that Dark Stone also was very prevalent in this horrible place: Some of the animals you saw clearly had signs of mutations and the Serpentmen's weapons also were adorned with shards of Dark Stone.*

*After bringing back the survivors to Wood's End you make your report to the Law and collect your reward. You decide to rest up for a bit before looking for the next job.*

## Reward

50 XP and 100 gold for every hero. If the victim on the altar was not sacrificed, draw one gear card for the posse to distribute among themselves.

## Failure

*You run from the lizardmen and get lost in the swamps. Eventually you find your way back but were endlessly hounded by all kinds of insects and were torn at by sharp brambles and things you don't really want to think about.*

Start the next mission with no Grit.

## Unlocks

### Welcome to the Jungle

The Posse has discovered the Samps of Jargono.

This Otherworld can now show up randomly in future missions (especially repeatable missions).

Add its card to the deck of "World Cards".

Add the Swamp Slugs Threat Cards to their respective Thread Decks

Add the Serpentmen of Jargono Threat Cards to their respective Threat Decks.

## Gaining Reputation

If Mission 03 is already completed:

## Unlock Mission 04

This mission is also a Prerequisite for Mission 04

# 03: Otherworldly Machines

## Prerequisites

Completed Interlude 01

## Prologue

You decided to pay the Inventor's Guild a visit and see what jobs they have to offer. As you arrive at the building you notice the piles of weird looking devices and pieces of scrap piled up next to it. Protruding from the roof is a long metallic pole with all sorts of wires, bulbs and other pieces of metallic gadgets strapped to it. As you enter the building you also experience some unfamiliar, and sometimes unsettling, sight. All sorts of tools with unidentifiable purposes are scattered on the floor and various work-benches. Stacks of notes with unreadable notes and arcane formulas scribbled everywhere. Strange lights blink in various places on devices you cannot even begin to comprehend their intended use. In one corner you see the skeleton of some beast with too many claws and teeth - and did just something move in the shadows at the back of the room? One common thing tying those sights together is the all encompassing presence of Dark Stone: Some of it just lying around or conserved in glass containers, other worked into various tools. At the back you see a piece of Dark Stone rotating within the confines of a large device with too many spools and levers, emitting a greenish glow.

Before you can investigate further, you hear an explosion from the next room. Suddenly the door of that room is thrown open and among some acrid smoke a figure emerges, wearing a black coat, strange gloves and even stranger goggles. And covered in sooth. After a moment he spots you: "Oh helloo, whom have we here? From the looks you must be newcomers! Always nice to meet new test subj...I mean...see fresh faces around here. What just happened you ask? Oh nothing important, just a small accident during one of my experiments on creating exploding Dark Stone compositions."

Before you can utter a single word in response he continues: "Anyway, welcome to the Wood's End branch of the Brimstone Inventor's Guild. We have branches in every major town within the Wastes and we try to help the community by deepening our understanding of Dark Stone, researching relics not from this world and trying to create new devices and applications from this research that might progress our society and make life easier for everyone.

Anways, what I can do for you?" You explain that you are looking for work. "Ahh that is just too well, I am always looking for more cannon fod...I mean talented helpers as yourself to aid the progress of Science. So, if you want to help out, I have reports that some interesting mechanical relics were found were found in the Clayton Ravine east of this town. The origin of these devices so far is a

mystery but seem to consist of highly advanced technology. I would really like to get my hands on some of these and find out where they come from. And thus you have your first job: Please go there and find me some. I will pay you handsomely if...I mean...WHEN you make it back here safely. If you find anything else I would even pay you a bonus." With these words he waves you off and starts to work on some of his incomprehensible contraptions.

Travel to Mine 02 (Clayton Ravine) to start this adventure.

## Set Up

This mission uses the standard set-up and all heroes start on the Mine Entrance map tile as normal.

## Mission Goal

Collect at least five mechanical relics from wherever they come from. If they can find something else in addition, the adventurers will get an additional reward.

## Special Rules

### No Gates

No random Gates appear. All gate symbols on Exploration Tokens count as normal doors and re-draw any card that would cause a Gate to appear.

## Objectives

### When reaching a depth of 4 in the Mines

You have been travelling through the mine for a while but have not come across any of the devices you contractor might be interested in. However as you walk into this part of the mines you suddenly come across something that might be of high interest to the Inventor's Guild. A group strange self-moving machines harvesting Dark Stone from the local node and taking it through a strange shimmering opening hovering in mid-air at the other side of the room, from which the a cold wind blows into the mines. You keep observing the ongoings for some time. After finishing their work, most of the automatons vanish through that portal with their haul of Dark Stone, leaving behind a small rear guard. Curious you decide to approach, hoping that these things would be friendly.

Place a Gate at one random exit of the current room and End Caps on every other exit.

The group immediately fights 1/2/3 Custodians of Targa.

# 03: Otherworldly Machines

## When winning the combat

These things were quite resilient and these bolts of electricity they shot at you packed quite a punch. Upon closer inspection of their remains they look like nothing you have ever seen. Even though the damage they suffered during the combat was quite severe and left most of the remains to be broken pieces of scrap you still manage to salvage a few pieces of machinery that seem intact. You store them in the hope that this is what your contractor is looking for. However you have a feeling that this might not be enough and the only option would be to go through the strange portal.

The heroes gain two mechanical relics. In order to find more they need to follow the other automatons through the Gate.

## When a hero explores through the Gate

As you step closer to the shimmering rift the cold grows more intense. As you peer through you see indistinct shapes of tall structures under a greyish white sky. In order to learn more you have to take a leap of faith and enter the gate.

Place a random Plateau of Targa map tile connected to the gate.

## After a hero walks through the Gate

Before your eyes stretches the forlorn landscape of a city long dead. Tall, snow covered buildings seemingly made out of some kind of grey smooth stone fused with metal. Long winding vistas stretch in between these structures and bridges are connecting them together at different heights. Electric lamps are emitting blue flickering light, although most of them seem to have stopped working a long time ago.

Also everywhere you look there are broken down machines and automatons. Layers of snow are covering everything and it seems like this civilization died out long ago. Still not all is lifeless as fresh tracks lead further into this forsaken place.

Shuffle all Exploration Tokens together to form a new Threat Deck.

Prepare the Targa Otherworld Threat Deck and remove all encounters involving Targa Pylons, Targa Custodians, Targa Guardians and Trun Hunters.

## First Clue Token in Targa

You have been following the tracks for some time now and, while mostly abandoned, the place is far from being dead. Sometimes you see movement of seemingly native lifeforms and even some of the machines surrounding you apparently are functional in some form. Some devices still emit a low hum or blink in lights of various colors. In the distance you even see some more of the automatons either mining the Dark Stone, which also seems to be prevalent in this world, or bringing it to destinations unknown. So far they left you alone, but as you turn around the corner you alert a group of them. Even worse, some of the strange Obelisks that you saw all over the city don't seem to be broken but rather dormant. At your presence they start humming as if powering up and the crystals embedded in their tip suddenly glow in a menacing light.

The posse must fight 1/2/2 Targa Custodians and 1/1/2 Targa Pylons.

## After winning the fight

These Obelisks were not easy to take down. It seems like they are part of some kind of defense network spanning this broken city and you are very happy that all the others you previously encountered were broken. Otherwise this little expedition would already have ended in a very unpleasant way.

While salvaging the defeated machines for parts you notice that patches of some advanced Dark Stone alloys were embedded within them, seemingly in order to perform some improvised repairs. You decide to bring some of these back home with you for your contractor. You think that you may have gathered enough parts for now but the guy at the Inventor's guild promised an extra reward if you would bring him something special...

The posse finds another three mechanical relics from the destroyed robots. The heroes now can decide to immediately finish the mission and collect their reward or press on for a potentially higher reward.

## Second Clue in Targa (If pressing on)

You find another group of these four-legged automatons using some Dark Stone to conduct repairs on a monstrous damaged robot sporting four arms. They seem to have made some kind of breakthrough because suddenly the giant comes to life. Even though the repairs seem incomplete, the robot spots you and - to your dismay - immediately attacks.

Resolve all Growing Dread cards.

Fight 1/1/1 Damaged Guardian and 1/2/3 Targa Custodians. The Custodians can target the Guardian with their Repair Protocol ability.

# 03: Otherworldly Machines

## After winning the fight

*Even while seemingly only partially functional, this big robot was horribly hard to take down. You really don't want to know what such a thing in a fully restored state would be capable of. However, within its remains you find something that looks like its power source. It does not seem to be functional anymore, but your contractor might still be very interested in it.*

The posse wins the mission and gains a Broken Power Cell, which yields an additional reward.

## Epilogue

The heroes must travel back to Wood's End to trigger the epilogue.

*"So you are back! How surpr...i mean...very good that you survived.", the head of the Inventor's Guild greets you. "Now that you have shown to actually be useful let me formally introduce myself. My name is Igor, glad to make your acquaintance. Now show me what you could find." He fusses over the broken pieces of machinery you could salvage from Targa, seemingly forgetting your presence for a while. "Interesting, these machines are using Dark Stone in ways we would not have thought possible for now. Conducting repairs in this fashion really shows how advanced the technology from that icy place is. We can be glad that this civilization does not exist anymore, otherwise we might be in trouble if they showed open hostility towards us. And self moving automated machines, seemingly with a will on their own. Oh so exciting. I need to talk with my colleagues in the other towns about this. We might have to send more disposable helpers to that place in order to find out more about this dead civilization and their technology."*

*When you ask for your reward he notices you again: "Oh, you're still here? Your reward? Yes, of course! And please come back at some point I might have more work for you. Maybe another trip to that cold place for more information, yes?"*

## Reward

Each hero gains 50 XP and 150 gold for the Otherworldy Gadgets. They even get this reward if they chose to press on and subsequently lost the mission. If they also found the Broken Power Cell they gain an additional 50 XP and 100 gold.

## Failure

The heroes somehow made it back to the mines but the harsh weather of Targa took a toll on them. Each hero starts the mission with D6 damage.

## Unlocks

### A Dead Civilization

The Plateau of Targa is now unlocked. This Other World can now be encountered in future adventures. Add all threat cards involving Targa Custodians, Targa Pylons and Guardians to the Targa Threat Deck.

### Gaining Reputation

If Mission 02 is already completed:

### Unlock Mission 04

This mission is also a [Prerequisite](#) for Mission 04

# 04: Tidings of Darkness

## Prerequisites

Completed Mission 03

Completed Mission 04

## Prologue

You were some time off to relax in Wood's End, reminiscing about your first forays into the Wastes and spending your hard earned rewards, when a soldier from the local fort you and asks you to come with him to the commander. When you arrive, he greets you with a stern expression: "I thank you again for helping us with the case of the missing miners. Igor also spoke highly of you, or rather mentioned that you "Were not entirely useless". For this reason I would like to hire you for another, more important, job now.

After receiving your report about the bandits actively gathering Dark Stone I contacted the other branches of the Law in the other towns and inquired if they had encountered similar incidents. And it quickly turned out that this is something happening across the Wastes: Bandit gangs suddenly developed an unusual interest in Dark Stone, specifically raiding our transports, taking over mines and even raiding some of the lesser defended towns. This has Central Command a bit worried now and they decided to launch an investigation, as the timing is too perfect to be a mere coincidence. Whatever reason made these outlaws suddenly so interested in Dark Stone specifically, it can not be good for the law abiding citizens. Therefore we want to shed some light into this mystery, and this is where you come in. By random chance a gang of bandits was spotted taking over a nearby mine, digging in and mining Dark Stone. I want you to go there and collect any clues on what is going on. If you manage to drive out this scum I would be really happy to compensate you for your effort. Unfortunately I cannot spare anyone to help you, as we also had a number of attacks from some new kind of beast as well as a couple of raids from the Black Fang Tribe. But I am sure you can manage as you successfully encountered these Scoundrels before".

The posse must travel to Mine 03 (Cake's Cave) to start this mission.

## Set Up

This mission uses the standard set-up and all heroes start on the Mine Entrance map tile as normal.

## Mission Goal

Find out why the bandits are suddenly so interested in Dark Stone and defeat the gang occupying this mine.

## Special Rules

### No Gates

Gates do not appear during this mission. Treat all Gate Symbols on Exploration as normal doors and re-draw and card that would spawn a Gate.

### Infamous Bandit Gang

Draw one of the Infamous Bandit Gang cards. All bandit encounters are treated as Infamous Bandits from this gang

### Bandit occupation

For every Attack on an Exploration counter, roll a D6. On a 1-3, draw a random Thread Card as normal. On a 4-6, replace it with a Bandit Thread card.

## Objectives

### First Clue Token

Around the corner you spot a group of outlaws overseeing some captured miners digging for Dark Stone. They are in conversation with a second and clearly separate group of scoundrels, all of them heavily mutated in some way. From their behavior you gather that they belong to two different gangs. You decide to stay in the shadows for now and take this chance to listen into their conversation: "Man, how long do we have to stay in these stinkin' mines. This is not what I signed up for!", one of the non-mutated bandits complains. To this, one of the mutated faction responded: "Well, you and everyone else from your pitiful little group work for the Scafford Gang now. So you do what we say or suffer the consequences. Now make sure these men bring us as much Dark Stone as possible. It's all you are good for anyways. HEY, WHO'S THERE!" Apparently one of these guys mutated some sharp hearing because he draws his weapon and looks in your direction. Well, no more point in hiding anymore.

The heroes must fight a group of 1/2/3 Bandits, 1/2/3 Scafford Gang Members with 1/1/2 Horrible Mutations and 1/1/1 Dark Stone Brute

### After Winning the Fight

The miners thank you for freeing them and tell you that the bandits suddenly just showed up here and forced them to mine as much Dark Stone as possible. They also inform you that from what they have seen and heard there are actually two groups of gangs operating, with the mutated bandits of the so called "Scafford Gang" in command. They were told to bring their Dark Stone hauls deeper into the mines where the leader of this bandit alliance is residing.

# 04: Tidings of Darkness

## Second Clue Token

You spot another group of heavily mutated bandits a short distance ahead. Accompanying them is some mutated kind of - dog? Gazing at the beast makes your hairs stand on end and a bit nauseous as you feel palpable waves of some strange power radiating from the thing. Just as if the beast is not completely in this world..

You overhear another conversation: "Man, staying guard is boring. I wanna drink or shoot something.", one mutters. "Quiet!", another one responds, "The boss is currently meeting with one of the creepy guys to organize the next shipment of Dark Stone to our hideout and they don't want to be disturbed. But man, those guys give me the shivers. Especially if they have their little "pets" around." With this he glances at the dog creature that - unfortunately - is already taking an interest in your hiding spot.

The heroes must fight **2/3/4 Scafford Gang Members** with **1/1/2 Horrible Mutations** as well as **1/1/1 Void Hound**.

## After winning the fight

The way that strange dog thing moved was unnerving. Its speed and the way it suddenly vanished and reappeared next to you made it even more apparent that something very wrong was going on with this beast. However, you do not have time to ponder this right now as there are more bandits to bring down. Somewhere deeper in the mines.

## Third Clue

Around the next corner you finally spot a group of must be the leaders of this little operation. A another of the mutated bandits who looks even more disfigured than the ones from before. He is in deep conversation with a robed and hooded figure, with several tentacles sprouting from his cowl.

Both men - especially the robed one - radiate a similar eerie aura that you felt from the dog creature some time ago. "Tell Scafford, the mining operations are going well and we will have another shipment ready soon.", the bandit leader tells the robed man. "Yes, more Dark Stone", he answers in an low muffled voice, "this will advance our cause a lot. With this we can bestow even more power upon you and your men." "I hope so." the bandit leader responds. "Scafford wants results. Otherwise we will never be strong enough to purge the Wastes and claim the for our own. For your sake I hope you and the others can deliver on your promises. The boss does not take kindly to disappointment." "Do not worry, my brothers and I know very well what we are doing. Just bring us enough Dark Stone and we will take care of the rest. However, it seems that our little chat got interrupted by some pests." The robed man points directly at your hiding spot and you know the time for stealth is over.

Reveal and resolve all Growing Dread cards

The heroes need to fight a group consisting of **1/1/1 Scafford Lieutenant** (Randomly Selected), **1/3/5 Scafford Gang Members** (**0/1/1 Horrible Mutation**), **1/1/1 Darkstone Brute** and **1/1/1 Void Sorcerer**.

## Pets from Beyond

When the Void Sorcerer is about to be killed, he summons **1/2/3 Void Hounds** into the fight and escapes through a Void Portal.

## After winning the fight

You already experienced some strange stuff during your short time in the wastes. But the things the robed man could do, including hurling bolts of green light at you and summoning more of these creepy dogs from thin air, are something beyond your comprehension. The powers of the bandit leader was also something to behold and you felt relieved when he finally bit the dust. This 'Scafford' certainly employs some dangerous folks. Still, even though the robed guy escaped, you managed to stop the operation of the bandits here and decide to report back to the Law of Wood's End with the good news.

The posse wins the mission.

## Epilogue

This Epilogue is triggered after the end of the mission but before the heroes travel back to **Wood's End**.

On your way back to the town you reminisce about experiences in the mine. If what you learned is true then the potential of Dark Stone goes beyond crafting alloys of high quality. It seems the robed man has unlocked some deeper secrets about this mysterious material, and the things he has done during your encounter with him may be directly related to that. You do not know if it truly is possible to enhance ones abilities with Dark Stone but from what you have seen so far during your fight with the Scaffords you want nothing to do with it. At least that is what you believe...

# 04: Tidings of Darkness

## Reward

D6x50 Gold and a random Gear card for every hero.

## Fail

Being surrounded by so much Darkstone, Mutated Bandits and other things took a toll on your body. Each hero takes D3 Corruption points without defense.

## Unlocks

### Scafford Gang activities

Shuffle all Scafford Gang Threat Cards into their respective Threat Decks.

### Scafford Power Structure

Remove the Lieutenant encountered in this Mission from the Lieutenant Deck, as he was killed in this encounter. All other lieutenants encountered in future random encounters are considered to escape instead of being killed permanently. The heroes will get a chance to deal with them later for good.

### Strange Allies

Even though the robed figures seem to be members of the Scafford gang they seem to sometimes also operate on their own.

Shuffle the Void Sorcerer and Void Hound Threat Cards into their respective Threat Decks.

After travelling back to Wood's End and concluding the Town Phase in Wood's End directly proceed to Interlude 02.

# Interlude 02

After spending a short time to wind down in town you decide to make your report to the Law about what happened during your clash with the bandits. As you arrive at the Law Commander's office, you notice that Igor also came to hear your story. After reporting what happened, the commander frowns. "I hoped the rumors I recently heard are not true but your report confirms it: The Scaffords somehow united numerous other bandit gangs under their leadership and are trying to collect vast amounts of Dark Stone. And from what you tell me his goal is to wipe out the law abiding citizens of the Wastes in order to take over? Strange. Scafford always has been an oddball, only accepting heavily mutated guys as direct followers, but his gang for the most part was comparatively peaceful. I wonder if the addition of these strange robed men into their ranks caused this change in their operations. From what you heard there must be several of the mysterious figures? Also, they seemingly can do some things that are kind of supernatural?"

"There have only been rumors so far," Igor interjected, "but we heard reports of people who could use Dark Stone in a way to access a power that is not native to our world. A power that supposedly comes from the Void between worlds. This energy is what you felt radiating from the Scafford Lieutenant and this...let's call him 'Void Sorcerer' or 'Void Mage' for a lack of a better term. The hound creatures that this Void Sorcerer was able to conjure from thin air could have their origin from this so called Void. Stories of such possibilities go back as far as the Brimstone Incident itself. We already were able to detect some form of energy contained within Dark Stone, an energy which could be harnessed with the right tools and a better knowledge. From the data we collected during the Brimstone Incident, vast amounts of this 'Void Energy' or 'Void Power' were detected back when the city was torn apart so violently. My theory is that these Void Mages somehow found a way to access the Void Energy unlocked within Dark Stone and are using them now to perform these 'supernatural' feats you witnessed. Maybe this is also how the Scafford Gang turned from a relatively harmless group of outlaws into this powerful force capable of subjugating the other bandit clans. It could then very well be that old Scafford is after the Dark Stone to increase his power even more with the help of his new allies. Anyways, my brothers and I will increase our investigations on this Void Energy and maybe find a way to access this power for ourselves. Imagine the various useful devices and applications we could have with this..."

"Thank you Igor," the Commander interrupted, "but I think we have more urgent matters to attend to. From what you reported, Scafford is planning something big with this talk of taking over the Wastes." The commander silently wanders around the room for a few moments while frowning heavily. "It seems that I don't have another choice but to ask for your help again. As my men are still tied up with those Black Fangs for now, I need someone to go to Central Command of the Law and inform them of this situation. I hope they can find a way to stop the Scafford gang, although I don't really have a clue how such a feat can be performed. If they really can use Dark Stone to enhance their own abilities they soon might become unstoppable."

Igor continues: "Yes, this is an excellent idea. Your group has shown to have more potential than many of the other newcomers I worked in the past. When you are at Central Command, stop by at my colleague's place. I already sent him some of the relics you found in the frozen city with the sentient machines and he has some ideas on what to do with them. Maybe he can help with taking down Scafford. After all, our research would be greatly hindered if those uncivilized brutes would take over and murdered all of you willing test subj...i mean...our highly appreciated fellow citizens."

Well, maybe this is not exactly what you signed up for, getting involved in a plot to save all of the Brimstone Wastes and all. But since you probably made yourself an enemy of the Scafford Gang today it maybe is in your best interest to help in this cause. And after all, there might be some good rewards for playing the heroes.

Still, you cannot shake the feeling that you got into a deeper mess than you can handle. And that everything you have gone through so far was only the beginning of something far bigger.

## Unlocks

Mission 5 - Where the posse is tasked to travel to the center of the Brimstone Wastes to inform the High Command of the Law about the Scafford Threat. Completing this Interlude also fulfills a **Prerequisite** for Mission 05.

# 05: The Road Ahead

## Prerequisites

Completed Interlude 02

## Prologue

"You know what to do: Travel to Central Command of the Law and deliver the news about the Scafford Gang's operations. Maybe the lads there have an idea on how to deal with the problem. Here," the commander hands you a map of the Brimstone Wastes, "I outlined the fastest route to your destination. Could you please stop by the towns marked along the way and inform the local Law offices to be alert and ready to move against the bandits? Don't stay too long, time is of the essence here."

## Set Up

This mission does not start normally in the mines. Instead, the heroes need to travel to a number of towns until they reach their final destination. Use travelling rules for HexCrawl or non-HexCrawl campaigns as outlined in the Rules section.

No other towns except for those indicated in the Mission Goal can be visited during this mission.

## Mission Goal

The Posse needs to travel to a number of towns in the following order: Lestina, Serafin, Fringe, Fort Lopez

## Special Rules

### New Places to See

Determine the size and type of locations of each town as laid out in the Campaign Rules. A framework for each town to be visited is provided in the Objectives section of this mission or the Town Tracker game supplement found in the Annex section. Remember that the sizes and locations determined for the towns visited during this missions become permanent properties of these towns. Note them down in the Town Tracker for future visits.

### Time is of the essence

In each town, town visits are limited to one day only.

## Objectives

### Arriving at Lestina (Town 1)

When you arrive at Lestina you notice how different this town is from Wood's End. That place was a rather quiet backwater town compared to the bustling activity unfolding before you: People crowding the streets everywhere, either looking at the wares displayed in one of the hundreds of shops lining the streets, transporting Dark Stone into the city from other towns or the surrounding mines and mercenaries of all kind just looking for work. Towering over the town is the central train station, where goods are constantly loaded and unloaded and an even higher number of guns for hire than in Wood's End can be found everywhere. You quickly find out that Lestina is one of the central trading hubs of the Brimstone Wastes and a main gateway into and out of the area. The main reason for this is that the town is also a hub for the railway network leading both into and out of the Wastes. For this reason it has become one of the largest and most wealthy places of the Wastes. You briefly wonder if you just should take the next train out of here but feel that it is already too late for this.

Lestina is a Large Rail Town, with a Street Market, General Store, Blacksmith and Smuggler's Den. Randomly determine the other Town Locations according to the normal rules.

### Arriving at Serafin (Town 2)

Shortly after entering the town you become aware of its sole purpose: Mining the surrounding area for Dark Stone. You learn that the local nodes are incredibly rich, making this place one of the main sources for Dark Stone and very prosperous compared to other towns. The presence of a train track allows for quickly shipping of recently mined Dark Stone to Lestina or farther into the Brimstone Wastes. In order to deal with the relatively large number of Dark Stone mined, multiple heavily armored and guarded warehouses have been built and the amount of the mineral being stored is heavily monitored to prevent an incident similar to what happened to the town of Brimstone.

There is also a small trading station of local tribe of natives who also are willing to buy Dark Stone. And due to a constant overexposure to its unhealthy radiation, many of the townfolk are often heavily mutated. Therefore a sprawling mutant community has formed in a secluded part of the town.

Serafin is a random-sized Mining Town with a General Store (due to this being a Mining Town), a Mutant Quarter and an Indian Trading Post.

# 05: The Road Ahead

## When attempting to leave Serafin

Apparently the Scafford Gang also took an interest in the wealth of Dark Stone to be found here. Just as you want to leave, you hear gunshots as the bandits attempt a raid.

The posse needs to defend the town against the bandit raid. Set up the Town Board. The heroes can freely choose their starting locations. They must defeat several waves of bandits who are attacking the town.

### "A short breather"

During this mission the heroes do not rest or scavenge normally. Instead, any hero who has no enemies on their map tiles (in the same building or the streets) may give up one of their attacks to do one of the following actions:

- Scavenge
- Recover 1 Grit
- Ready a "Once per Fight" item
- Recover D3 Health and/or Sanity

### Infamous Bandits

Draw one Infamous Bandit Gang card to determine, which subjugated gang is attacking alongside the Scaffords. All Bandits encountered in this mission belong to this gang

### Wave attacks

The Depth/Darkness Track is used as a turn timer. Place the Depth marker on the "1" on the Track to start counting the number of turns. Spawn additional waves on the turns indicated below. For each wave, randomly determine from which street side of the map (on the streets) they appear. If more models have to be placed than are available, place as many as possible and those enemies gain an Elite Ability. Don't draw Loot in between fights. Instead, each hero may draw one loot card for every wave of attackers they defeat at the end of the mission.

### Turn 1

Spawn 1/2/3 Bandits and 1/2/3 Scafford Gang members with 1/1/1 Hideous mutations

### Turn 3

2/3/3 Bandits, 1/2/3 Scafford Gang members with 0/1/1 Hideous Mutation and 1/1/1 Dark Stone Brute

### Turn 6

1/2/3 Scafford Gang members with 0/1/2 Hideous Mutations, 1/1/1 Void Sorcerer and 1/2/2 Void Hounds

### Turn 9

1/1/1 Scafford Lieutenant, 2/3/4 Scafford Gang members with 1/2/2 Hideous Mutations, 1/1/2 Void Sorcerers, 1/1/1 Void Hound and 0/1/1 Dark Stone Brute.

**The mission continues even when the posse is defeated!**

## If winning the fight in Serafin

Bandits, mutated bandits, hulking monstrosities, sorcerors and those damn hounds. You get a feeling that you are in a bit over your head. At least you managed to kill another of the Scafford lieutenants. Thankfully a cavalry detachment of the Law swept in and took care of the rest of the attackers, otherwise this might have ended quite differently. Apparently the bandits were not after simply stealing any Dark Stone but rather wanted to take over the town. After resting up, you head off to your next destination.

The heroes are fully healed. Draw and distribute 2 Gear Cards among the group as a gift from the thankful population. Remove the Scafford Lieutenant card used during this fight from the Deck as this Lieutenant is permanently killed.

## If loosing the fight in Serafin

You did what you could, but the enemies were too many. Thankfully a cavalry detachment of the Law swept in and drove the bandits off, killing their leader in the process. However, the town suffered some damage. Apparently the attackers wanted to take over the town instead of simply raiding it. You really don't want to stay any longer and head to your next destination.

Randomly determine and destroy 1 Town building. Remove the Scafford Lieutenant card used during this fight from the Deck as this Lieutenant is permanently killed.

# 05: The Road Ahead

## When arriving at Fringe (Town 3)

*It is getting dark when you arrive at Fringe but the town is brightly lit. It seems this place is some kind of amusement town as the streets are bustling with activity. Soldiers of the Law off-duty, mining folk seemingly from all corners of the Wastes, Traders spending their recently attained wealth and all kinds of soldiers of fortune seeking all kinds of pleasure and distractions from the hardships in the Wastes. To keep the peace a strong presence of the local police can be seen everywhere among the revellers. For a change Dark Stone does not seem the focus of interest here as no smithies or shops are seen anywhere in the town. Instead the place is filled with numerous places for drinking, gambling and other forms of...entertainment. Maybe this is a good opportunity to forget your own troubles for a while?*

Fringe is a normal town with a Saloon, Gambling Hall and Sheriff's Office, but without a Blacksmith or General Store. The other locations are determined randomly.

## When arriving at Fort Lopez (Town 4)

*You finally have reached your destination. Right after entering the city it becomes immediately apparent that this must be the location of the Brimstone Law Central Command. Soldiers can be seen everywhere: Either patrols entering or leaving the impressive fort dominating the town, fresh recruits being drilled and off-duty soldiers lunging in the sun or leaving town headed to nearby Fringe to have some fun. To the east, in the far distance, you spot a strange glow in the sky. This must be where the ruins of Brimstone are located because even now, that cursed place spreads its influence far beyond its own borders. You decide to have a look around the town before reporting to central command.*

Fort Lopez is a normal town with a Frontier Outpost as a fixed location. Determine the other town locations randomly.

After the heroes conclude their town visits they deliver the message about the Scafford threat and win the mission.

## Epilogue

*"So you must be the group of mercenaries that the report from Wood's End are talking about. The ones that found out about the activities of the Scafford gang. First off, let me introduce myself I am Grand Commander Eric von Schutzmann and it is my duty as the leader of the Law to defend the citizens of the Wastes against all threats, both from inside and outside."*

*The man before you certainly looks like a "Grand Commander" in his gold-buttoned uniform sporting some impressive shoulder pads, menacing eye patch and mechanic arm made from some Dark Stone alloy. And even though he clearly has seen better days, he looks more than capable of using that Dark Stone saber he carries with him.*

*"To be honest, while these are dire news, we already have plenty of other problems on our back. Black Fang raids recently have intensified, more and more mines are getting infested by all kinds of monstrosities and something huge recently escaped from the ruins of Brimstone, which completely destroyed one of our nearby forts. So as you can see, the news of the Scafford is just one of many problems and I am strapped for resources as it is.*

*However I think something needs to be done. Especially after the recent attack on Serafin. The easiest way to remove the outlaw threat would probably be to cut off the snake's head, by finding and killing Scafford himself. This would put his gang in disarray and thereby shatter this uneasy "alliance" between the bandit clans. Finding him will be problematic though as he keeps himself well hidden. Therefore I think that the Inventor's Guild needs to be involved with this. Maybe one of their unconventional machines can get the trick done. The people working there are a bit weird but they have been valuable help to the organization and to me personally in the past."*

*He points at his mechanical arm. "If you are interested in further employment by us I would ask you to talk to them first. As you already had some run-ins with the Scaffords you might be very suited to the task."*

*A short time later you enter the local branch of the Inventor's Guild, a place stuffed with even more incomprehensible devices as you have seen in Wood's End. To your surprise a very familiar face greets you: "Igor? Nonono, you mean my brother from Wood's End, he already told me about you. I mean, my name is also Igor, but we are not the same person. Yes we look exactly the same, I know. Actually every member of our organization looks the same and for convenience's sake we all call ourselves the same now. Why? Long story, involving a series of failed experiments and the details are most certainly beyond your comprehension.*

*Anyways, I heard you need to find a way to track down Scafford and his gang of misfits? Well, my colleague from Wood's End already had a few ideas on this that we will need to expand upon..*

*Maybe there is a way to find the secret hideout of Scafford but we need some time to work on this. In the meantime, why not make yourself useful. Plenty of people need help around the town, there surely is something to keep you occupied. Now leave, I need to go back to work."*

### Reward:

50 XP and 100 gold for every hero

### Failure

Each hero starts the next mission with D6 Sanity damage.

**Proceed to Interlude 03**

# Interlude 03

## New Campaign Instructions

### Passing Time

The heroes made the Law aware of the threat looming over the Brimstone Wastes. Igor is working on a solution to this issue but it will take some time. Meanwhile the posse can take up different contracts to help out the citizens of the Brimstone Wastes - and make some fortune in the process. The Posse can freely chose which contracts to take from the Missions unlocked.

#### Unlock:

##### Campaign Missions

Mission 06 - The Posse is tasked to investigate a string of beast attacks

Mission 07 - A collector of rare relics is sending you on a treasure hunt

Mission 08 - A Newcomer is looking for help hunting down large beasts roaming the Wastes

Mission 09 - Help is needed to investiage an abandoned library of a long forgotten cult

This Interlude also serves as a **Prerequisite** for all listed missions. The heroes can take these missions on in any order. As soon as they have solved two campaign missions, Igor's research will have made a breakthrough.

##### Repeatable Missions

##### Exploration

After the Brimstone incident, many mines were abandoned and are slowly being rediscovered. As many of these have been overrun and infested by all kinds of monsters, there is always a need of brave guns for hire to investigate them and remove all possible threats.

##### Search Party

People go missing all the time. Sometimes it might not be too late to save them.

##### Bank Robbery

Even though working for the Scaffords now, the bandit gangs found all over the wastes still are a big menace. They often try to rob the banks found in every town and sometimes all it needs to stop them is a few guns in capable hands.

##### Jail Break

Even though the Law is working hard to bring the bandits to heel they cannot maintain their presence everywhere at all times. Unfortunately this allows the outlaws opportunities to free their companions. Therefore sometimes mercenaries are hired in order to try to prevent an impending jail break.

Mark all those missions as being **Unlocked** in the **Repeatable Mission Tracker**. There you can also find further instructions, such as which missions have been changed from their original form to accomodate the narrative structure of this campaign.

##### (HexCrawl only)

From now on, all **Repeatable Missions** can take place in any mine location found on the map of the Brimstone Wastes. Randomly determine (or choose if you so desire), which mine will be selected.

### Odd jobs (HexCrawl only)

From now on, the heroes have access to the Jobs Board (see HexCrawl Adventure Book page 40) to pick up one of three small jobs to perform. These jobs can be accepted in any town and are re-shuffled after a mission is completed (Campaign Mission or Repeatable Mission).

### New Base of Operations

These new contracts may lead the heroes into different corners of the Brimstone Wastes. However, their current base of operations - for now at least - is Fort Lopez. After finishing a mission they always have to return to Fort Lopez to pick up a new task. This means travelling back to Fort Lopez after every mission is won according to the Travel instructions laid out in the Rules section.

# Interlude 03

## Scafford's Rising Power (Campaign Modifier)

By using the power found within Dark Stone and the help of their new allies the Scafford Gang gains additional power. Each Scafford Gang enemy now has extra hitpoints equal to the posse level. Also, in every encounter with the Scafford Gang, roll a D6. On a 4+ draw an additional hideous mutation.

Reminder: The Campaign Modifier section in the Annex can be used to keep track of these modifiers.

## Seeing Places

The group now has the possibility to freely roam the Brimstone Wastes as they see fit. This means that they have now the possibility to visit all the towns available on the map. While all those places will get their own introduction while simply playing the next campaign missions, the heroes can consult the Town Tracker found in the Annex section in order to pay all towns an early visit if they so desire. However, for narrative reasons it is recommended (but not campaign breaking) to hold off until these towns have been more properly introduced.

## Extended Preparations

From here on out, some Prologues have the posse multiple steps to perform before starting the mission itself. The main purpose is to involve the HexCrawl system a bit more. To that end, the Prologues are similarly structured as the Objectives sections of the mines with multiple steps to perform that can be played step by step in a similar fashion as the normal missions in the mines. As these preparations often involve interaction with the map using HexCrawl rules, groups not using HexCrawl are free to completely skip these sections. Sometimes a Non-Hexcrawl alternative is presented but these are still skipable if players find them unfun.

# 06: Beasts of the Night

## Prerequisites

Completed Interlude 3

## Prologue

"A number of caravans have been attacked between Stone's Crossing and Adlerville," a Law Officer reported. "However it was not the bandits this time since the bodies found wounds that seemed like beast attacks. These attacks happened to regularly however to be the act of mindless animals. We are asking you therefore to find out the source of these attacks and stop them for good".

The posse must travel to Adlerville in order to start this mission.

## When arriving in Adlerville

Adlerville is a quiet town in the middle of a sprawling forest. While there are some Dark Stone mines nearby, the mineral does not seem to be the focus of trade for this place. Instead you find a sprawling woodcrafting industry that is exploiting the abundance of trees surrounding the town. For that reason the town is dominated by loggers' companies harvesting trees, lumber mills processing them into all kinds of semi-finished goods and multiple stores providing all sorts of carpentry wares. Conversely you see far more more lumberjacks than miners on the streets and not a single group of mercenary or other shady folk. There are also barely anyone with a mutation to be seen. It almost seems like this peaceful place is not even part of the Brimstone Wastes at all.

Adlerville is a small sized town with no Town Specialty and random town locations, excepting Mutant Quarters and a Blacksmith (as Dark Stone is not really of interest here).

## After one day in the Town Phase

It seems that not all is well in Adlerville. The caravan attacks were already worrisome enough but you hear from the locals that people in the woods have gone missing or were found bearing horrible wounds as if from large claws or teeth. Also, especially during a full moon, howling could be heard from all over the forest. People decided to stay indoors during nighttime and travelling to other cities ground to a halt, except for a few brave and foolish. You hear that just recently a caravan left for Stone's crossing. Anxious you set out to follow them, dreading that you might be too late.

## Searching for the Caravan

### Hexcrawl

The heroes need to follow the road from Adlerville to Stone's Crossing and look for the missing caravan. To do so, they need to perform the Search action on each hex and roll a D6. The required result for finding the caravan is depicted here:



7+ results mean the caravan cannot be found here. However these hexes must still be searched first.

### Non-Hexcrawl

Use the same rules than Hexcrawl but instead of searching hexes, perform travel events. After the second travel event roll a die and find the caravan on a 6+, then 5+, etc.

## When the caravan is found

You have found the caravan, or what is left from those poor souls. The wagons are destroyed, the animals pulling the carts either gone or horribly mauled. After counting the corpses you notice that some of the caravan staff is also gone. Strangely, none of the wood, Dark Stone or other valuables are missing. Whatever attacked the caravan was not after their goods.

Tracks lead north, back into the forest. Maybe this way you can find the hideout of the attackers by following them. It is already getting dark, however, and the prospect of searching the forest at night does not help to raise your spirits.

## Finding the Attackers Hideout

The heroes need to follow the trail the attackers left behind and search the forest north of the road.

### Hexcrawl

In order to find the hideout the heroes need to search the forest hexes north of the road between Adlerville and Stone's Crossing. Roll a D6 for every hex searched. The first Hex requires a 6+, the next a 5+, the next a 4+ etc., to find the hideout.

### Non-Hexcrawl

The hideout is found automatically after 3 Travel Events.

# 06: Beasts of the Night

## When finding the hideout

You have been following the tracks for what seemed forever through this forest. Finally they lead into the entrance of a seemingly abandoned mine. You check your gear for the last time before heading in.

The posse has found a hidden abandoned mine and start the mission proper.

## Mission goal

Find the beasts's lair within the mines and eliminate the threat for good.

## Set Up

This mission uses the standard set-up and all heroes start on the Mine Entrance map tile as normal. Set aside the Werewolf Den map tile.

## Special Rules

### Abandoned mine

This mine has been abandoned long ago and its location is not really known anymore. Remove all Threat Cards involving human enemies from the non-otherworld Threat deck (e.g. Bandits, Scafford Gang, Void Sorcerers, Black Fang Tribe Indians), or simply re-draw if necessary.

### Terrible Howling

Each time a Clue Token is found, a terrible howling echoes through the mines, chilling the heroes to their bones. Each hero takes D6 Horror hits.

## Objectives

### When reaching a depth of 9

*It seems you finally found the lair of the attackers, as the howling you constantly heard echoing through the mines seems to becoming from the next room. You slowly edge closer to get a look first.*

Ignore any effects on the Exploration Token. Place the Werewolf Den map piece at one random exit of the current room.

### When at least one player enters the Werewolf Lair

*You peer into the gloom to see a group of giant wolf-like beasts feeding on the carcass of something barely recognizable as a human. Strangely they seem to be comfortable walking on their hind legs, making them larger than any human.*

*One of them looks even larger and nastier and seems to be the leader of the pack. You barely can grasp the situation when they notice you and immediately attack.*

Reveal and resolve all Growing Dread cards

The heroes have to fight 1/1/1 Werewolf Pack Leader and 2/4/6 Werewolves. Do not draw a Werewolf Trait card.

### Survival Instincts

When the Pack Leader has lost half of his health he turns around and flees through the other exit of the Werewolf Den. Remove him from the fight.

After the heroes defeat all enemies they win the mission.

## Epilogue

The Epilogue triggers immediately after the mission ends and the heroes automatically travel to Adlerville without any events. *From they way they fought and behaved these things were no mere beasts and clearly showed some form of higher intelligence. Searching the cave you find enough human remains to figure that those monstrosities were indeed responsible for the caravan attacks. Upon closer inspection of the wolves's corpses you notice that some of them are wearing the tattered remains of human clothing. Were they human once? Did these beasts turn other humans into their own kin? Was that the real reason for the recent caravan attacks? For now these questions cannot be answered and you hope the problem has been resolved by your intervention. The travel to Alderville was uneventful and you report that the threat has been taken care off. At least for now. The leader of the pack has gotten away..*

### Reward

50 XP and D6\*50 Gold for every hero for defeating the Werewolf Threat...for now.

### Failure

Each hero has to roll once on the Injury Chart as the werewolves badly maul you. Strangely they left you alive: Each hero needs to do a Spirit 6+ test. If failed roll a D6. On a 1-3 gain the Bitten condition.

### Unlocks

#### Roaming Werewolves

Unfortunately the escaped Pack Leader is busy creating more of his kin. Add all Werewolf Threat Cards to the treat deck as these beasts have been sighted all over the Brimstone Reaches now.

#### Progress toward finding Scafford

If this was the second solved mission of Missions 06-09, directly proceed to Interlude 04. Otherwise travel back to Fort Lopez to pick up another mission.

# 07: Hidden Treasures

## Prerequisites

Completed Interlude 3

## Prologue

"Hello Sirs, you seem like the right kind of lot my employer is looking for." With these words a man in a fine gray suit and a bowl hat is hailing you as you are taking a well deserved rest in a local water hole. "He is looking for a group of brave adventurers who would not hesitate in taking some risks in the pursue of great fortune. More specifically someone willing to travel to these alien places that recently have become more and more accessible in order to recover certain items of great interest for my employer. You seem like a group who already has some experience exploring such locations, yes?. Therefore, if you are interested in a mutually beneficial business relationship, come to Hill Town in order to make personal acquaintances." The guy was using some strange words, but the prospect of getting rich by simply finding some treasures sound like easy work compared to what you had to deal with until now. Therefore you decide to head over to Hill Town as soon as possible to meet your potential new business contact.

The posse must travel to Hilltown to meet their new contractor. Hilltown is a Medium Town with the River Town Specialty.

## When arriving in Hilltown

As you enter the town you notice its size and sprawling activity. You learn that - similar to Lestina - Hilltown acts as a main gateway into or out of the Brimstone Wastes and a central trading hub. However instead of relying on railroads, this town utilizes the nearby river for trading all kinds of wares. For that reason, the main focus of activity among the townsfolk is the sprawling harbor. You see a stream of barges from the northeast bring fresh shipments of Dark Stone into the city. The raw mineral is either unloaded and processed into all kinds of tools and weaponry by the local workshop or transported to all corners of the Brimstone Wastes via caravan. Some bigger ships are loaded with raw and processed Dark Stone to be exported to the outside world.

You finally reach the address the man in the gray suit gave you, a sprawling mansion surrounded by high walls. After announcing your intentions to accept a contract you are led to the owner of the place. As you enter his office you notice a large number of strange items displayed everywhere. Dark Stone sculptures, menacing weapons, little idols from the local indian tribes, alien artifacts you have no clue what they are for and even the remains of a robot from the Targa Plateau. The owner of this strange collection, a thin man in his 50s wearing a black suit and monocle, is sitting at an enormous desk at the far end

of the room. After his assisstant announced your arrival, he stands up and comes forward to greet you.

"Welcome, welcome, my name is Edward MacMillan - also known as 'The Collector'. You must be the group of mercenaries that were interested in my business proposal, yes?" You notice him the ring sporting a highly polished piece of Dark Stone. "I see you have noticed my little collection? Well what I can say, my enterprise trading in Dark Stone yielded me a big amount of wealth. However it can get boring and tedious over time. But I heard stories about all the wonderous things to be found all across the Wastes, and recently also in places that are not from this world. These reports left me with the desire for obtaining relics and treasures from those locations. However, I am not well equipped to brave the dangers out there by myself. Thus I must rely on the help of others who are more familiar with such things, people like you.

The deal is this: Through my connections I often have information of the location of hidden treasures and rare artifacts all over the Brimstone Wastes and the worlds beyond. I would share this information with you and if you bring me the object in question I would greatly reward you. Does that sound like a good proposal?" You are quick to assure that this sounds indeed like a good opportunity. How hard can it be, after all, to just pick up some weird items after this guy already tells you where to find them.

"This is very good. Well then here is your first asignment: The mines in Mt. La Terra are currently linked to a location consisting mostly of jungle, swamp and large reptiles. Oh you know this place already? Even better. My contacts informed me, that there are also all kinds of old temples to be found in that place, containing treasure and mysterious relics. Apparently such a temple is close to the portals found at Mt. La Terra and I was told that it holds a big red jewel infused with Dark Stone. I want you to find the temple and bring me that gem. I already sent another group of mercenaries there but they never came back, unfortunately. But I am sure a group so experienced as you will fare much better."

The posse must travel to Mine 04 (Mt. La Terra) to start this mission.

# 07: Hidden Treasures

## Mission Goal

The heroes must find a gate to Jargono and find the temple within the swamps to retrieve the gem found there.

## Set Up

This mission uses the standard set-up and all heroes start on the Mine Entrance map tile as normal.

## Special Rules

### Connected to Jargono

Currently these mines are in direct contact with the swamp. All gates lead to Jargono; even when found within the other world.

### The veil is thin

If a gate has not been found already, spawn one at Depth 3 automatically, replacing one of the normal doors.

## Objectives

### When entering Jargono

*The smell of plants and decay, the overwhelming humidity and the neverending assault of bloodsuckers immediately remind you of the last time you set foot here and why you were not so keen on returning. But it cannot be helped if you want the rewards MacMillan promised you. You just hope that you can find the temple quickly before anything bad happens.*

Re-shuffle all discarded Exploration Tokens into the Exploration tile.

### Second Clue in Jargono

*You have been travelling through these horrible swamps for some time now and now fully remember why you hated this world in the first place. The humid stench of rotten plants is overwhelming and the wildlife is as relentless as ever.*

*However, as you enter this clearing you come across something that you have not expected at all. Another group of humans. They are all dressed in the same kind of black robes and are wearing masks to hide their features. Unfortunately they also seem to be armed with muskets, which they now unholster and prepare for firing...at you.*

The posse must fight a group of 4/8/12 Crimson Hand cultists. Do not draw a Trait card for the cultists.

### When winning the fight

*You still don't know why they attacked you but finally you managed to take them all down. The way how they seemed to become stronger the more wounds they took was unnerving. One of them was also carrying a strange relic that somehow strengthened the whole group. When searching their bodies you find a map leading to the very same temple that you are looking for. Maybe they are after the same*

*gemstone that you are tasked to retrieve? Well, first come first serve.*

### Third Clue in Jargono

*After stumbling through the swamp in what seemed to be an eternity you finally spot the temple you were looking for. As you come closer you spot movement. A group of Serpentmen with some prisoners is again performing another sacrificial ritual. Strangely, their scales are colored in an eerie white. The shaman is also adorned with multiple Dark Stone trinkets. They do not take kindly to your interruption and turn to attack.*

*While the warriors rush in your direction seeking to bash your heads in with their clubs, the shaman raises his staff. This results in a number of swamp beasts wearing strange necklaces imbued with Dark Stone to join the fight.*

Reveal and resolve all Growing Dread Cards.

The heroes need to fight 1/1/1 Serpentmen Shaman, 2/4/6 Serpentmen Warriors, 1/1/2 Swamp Slashers and 0/1/1 Swamp Slug

The Serpentmen belong to the Ghost Snake Tribe. Apply the effects of the respective Serpentmen Tribe card.

### After winning the fight

*After slaying the last of your enemies you investigate the surrounding area. You find some corpses of another group of robed men who apparently made a less successful attempt at claiming the temple's treasures. Upon closer examination of the swamp beasts you notice that the Dark Stone shards in their necklaces shine in a lightly red color as if imbued with blood. The tips of these shards also dig into the skin of the beasts. Could it be that this was a means for the snakemen to control them?*

*Then you turn to the bound prisoners to release them and notice to your surprise that they apparently are natives from this world. They seem to be really grateful and beckon you to come to their village. You gladly accept, hoping that there is not simply another trap awaiting you. But not before you snag the red jewel found resting on a small pedestal within the temple that your contractor has tasked you to find.*

*Fortunately the whole tribe of the native village is quite friendly to you. Their elder seems to speak your language and thanks you again for rescuing their tribe members. He explains that the white-skinned serpentmen just recently migrated into this area. Unfortunately this disturbed the balance of power between the other serpentmen tribes causing tensions to rise between the different groups.*

*However these aptly named 'Ghost Snakes' somehow found a way to enslave the beasts of the jungle with necklaces of Dark Stone imbued with blood from ritual sacrifices.*

# 07: Hidden Treasures

Unfortunately this ability makes the Ghost Snakes so powerful that the other tribes do not dare to move against them. However, to maintain their hold over the beasts of the jungle, this feared tribe is in constant need of fresh sacrifices. Therefore they recently intensified their raids on the human villages. Lately they were also seen to bring in people from other place visited through the portals showing up everywhere. The natives fear that these tensions between the clans may soon escalate into violence.

The elder again thanks you for your help offers you to stay at their village for a while. In addition the natives promise to give you an escort back to your world. You gladly accept as you cannot wait to leave this place behind and return home. Also you would very much like to get rid of that red gemstone as you feel nauseous from having it close to you. Just as if something is wrong with it...

The heroes win the mission

## Epilogue

The posse must return to Hilltown to trigger the Epilogue and finish this mission.

You return to the mansion of Mr. MacMillan and - with a breath of relief that you can get rid of it - hand him the gemstone. "Excellent!" he exclaims as he closer inspects it. "This is an excellent addition to my collection. You have proven much more useful than some of my previous...employees. Here have your reward." He hands each of you a stately sum of money. "Feel free to come anytime if you are looking for more work. There are always contracts for those willing to get their hands a bit dirty."

### Reward

D3x100 gold for every hero for returning the gem

### Failure

The heroes are fleeing back to the mines, hounded by all kinds of swamp monsters set upon them. This set a toll on their psyche. Each hero takes D6 Horror Damage (No Willpower) for their next adventure.

### Unlocks

#### Mysteries of the Jungle

This mission is a **Prerequisite** for Mission 18.

**Reminder:** The mission cannot be played until it is also **Unlocked**

#### Relics better left undisturbed

This mission is a **Prerequisite** for Mission 15.

#### Friendly Natives (Campaign Modifier)

If using the Swamp Village Fan Expansion

After each future mission that ends in the Swamps of Jargono you can perform a town stay in the Native's village using the Swamp Village fan expansion (Check Boardgamegeek)

When not using the Swamp Village Fan Expansion

After each future mission that ends in the Swamps of Jargono, the heroes can either buy Swamp Herbs for 100 gold per piece or start the next adventure with one extra grid.

#### Tribal Warfare

The Serpentmen Tribe cards are now available. Use them in all future encounters with the Serpentmen

#### Power of the Ghost Snake (Campaign Modifier)

This particular tribe has found a way of controlling the beasts of the jungle using Dark Stone necklaces infused in human blood.

Whenever the posse need to fight Serpentmen from the Ghost Snake tribe roll a D6 and add the following enemies to the fight:

1-2 1/1/1 Swamp Slug

3-4 1/1/1 Swamp Slasher

5-6 4/4/4 Bog Bats

#### Relic Hunters

The posse can now take on more missions for the Collector. These contracts will always have them explore Otherworlds in search for new powerful - and sometimes dangerous? - relics.

Unlock the following **Repeatable Missions**:

Temple of Dread

City of the Ancients

See the Repeatable Mission Tracker for more information

#### Progress toward finding Scafford

If this was the second solved mission of Missions 06-09 proceed to **Interlude 04**. Otherwise travel back to Fort Lopez to pick up another mission.

# 08: Big Game Hunting I

## Prerequisites

Completed Interlude 3

## Prologue

*"Oi chaps, you just look like the right sort of fellas I was looking for. Wanna go on an adventure?", a man dressed in ochre short pants, shirt and helmet calls you out. "My name, dear friends, is William von Hemingway. I am a world renowned hunter of great and powerful beasts. I just recently arrived here in the Brimstone Wastes looking for new challenges to face and game to pursue. All in the name of fortune and glory. Wanna join in? I would make it worth your while." This newcomer clearly has no idea what he is getting into and probably will not last a week of life in the Brimstone Wastes. But you currently don't have anything better to do and need some money so you agree to help him out. "That's bloody great fellas. Well then, a chap from Fort Landy to the southeast of here told me their mine recently has been infested by all kind of nasty beasties. He told a story of a terrible gargantuan creature so horrible, even the other beasts are afraid of it. And I have decided that this will be a target worthwhile of the attention of the great Hemingway."*

The posse must travel to Fort Landy to find out the location of the infested mine. Fort Landy is a Small Town with no Town Specialty and a Frontier Outpost location.

## When arriving in Fort Landy

*While not as big as Fort Lopez, Fort Landy still houses an impressive military presence of the Brimstone Law. It is one of three remaining forts where this military organization tries to exert some form of control over the Brimstone Wastes. Originally there were more forts like this, one to the southeast and another one in the far north, all designed to encircle the ruins of Brimstone and contain the horrors that still dwell in that forsaken place. However, those have fallen some time ago to said horrors and the leftover forts are barely hanging on to keep the corruption from further spreading.*

*Mr. von Hemingway is eager to set out but you tell him that you need to find out more about the mine and prepare for the mission. You learn that the beast infestation has become so bad that no one else dares enter the mine and something big has started preying on the surrounding mines as well. This news make von Hemingway really excited and he insists on setting out immediately.*

Travel to Mine 05 (Phillip's Hill) to start your adventure.

## Mission Goal

Explore the mines and find whatever it is that terrified the miners from getting back into the mine. Ensure Mr. von Hemingways safety, as he does not seem to know what he is getting into.

## Set Up

This mission uses the standard set-up and all heroes start on the Mine Entrance map tile as normal.

## Special Rules

### Infested mines

Only enemies with the Keyword Beast can be encountered here. Modify the Threat Deck or re-draw accordingly during the mission.

### No Gates

Replace all Gate Symbols on Exploration Tokens with normal doors and re-draw Darkness/Encounter cards as necessary.

### "Famous" Big Game Hunter

Von Hemingway is an NPC character accompanying you on this mission.

#### Base stats

Move 4 and Combat 1, Range 5+ and Melee 6+,

Health 6 (5+ Defense), Sanity 6 (5+ Defense)

Weapon: "Impressive" Elephant Gun (Range 12, 1 Shot, D3 Damage)

#### Skills and Items

Von Hemingway has 1 in all Skills and can carry & use up to two  of items and Sidekick Tokens. The heroes are allowed to buy him items. At the end of the adventure roll a D6 for every item the heroes gave him. On a 1-3 the items is rendered unusable.

#### Remarkably non-dangerous

Monsters tend to overlook him as a potential threat. Use him as a normal target when monsters select whom to attack (e.g. closest enemy, Ambush Attacks, etc). However, for each monster that targets him in some way, roll a D6. On a 4+, they perceive no threat from him and attack the next eligible target instead.

#### Immune to Corruption

This NPC does neither collect corruption points nor does he get any mutations.

#### Requires protection

If von Hemingway is dropped to either zero Sanity or Health, the mission is lost. Heroes can use their healing items and abilities on him.

# 08: Big Game Hunting I

## Objectives

### First Clue Token

You find the carcass of something big with claws and teeth that has been torn up by something that was apparently even bigger and meaner. Whatever else is living in these caves seems to be really horrible. You try to tell von Hemingway that he might want to reconsider and pick an easier target but he refuses: "Oi, I've seen and killed much nastier beasties in my lifetime. What are you, men or mice? We will find this thing and bring it down!"

Each hero makes a Spirit 5+ test. If failed take D6 Horror hits, each doing 1 damage. Von Hemingway is unperturbed as he has "killed much bigger things back in the day" and does not loose any sanity.

### Second Clue Token

As you enter the room you notice a tall humanoid figure swathed in several layers of leather and sporting a number of dangerous looking instruments on its belt. It is preoccupied with expertly slicing up a dead beast and taking samples from its body. When it notices you it turns around and regards you with a cold alien stare. You now notice from its size and the shape of its head and the strange hue of its skin, that this thing is definitely not human. Also, space around it seems to - distort - in a nauseating way. Unfortunately this alien creature decided that it wold like to take some samples from you as well as it suddenly moves towards you with a cold gleam in its inhuman eyes.

The posse must fight 1/1/1 Flesh Stalker and 2/4/6 Flesh Drones with one Sinister Experiment from an enemy with the keyword beast. For this encounter use the Harvest Bio-Materials Fiendish Goal.

### When winning the fight

Battling this otherworldy foe was nerve wracking. The way it could disappear and suddenly reappear in another location to attack you from unprotected angles was really putting you on edge. And the strange brainless minions it commanded were no less creepy. To your dismay the thing disappeared just before you could finish it. The threat seems to be gone but you have an uneasy feeling that it will be back...

### Third Clue Token

You hear a loud squeaking and spot a giant mutated rat monster with two heads. While you have encountered creatures like this before, this one looks much tougher and meaner than any of the others you have seen before. This must be the source of the attacks. Hemingway seems a bit disappointed: "Oi, tis is only a bloody big rat. Granted it looks weird, but hardly worth of my attention." You also feel abit underwhelmed by this foes. Is this really the creature that put the fear into the townsfolk and even the other horrors lurking in the depths of these mines?

That is when the rat starts breathing fire in your direction.

Reveal and resolve all Growing Threat cards

The heroes must fight 1/1/1 Brutal Hell Vermin and 2/2/2 Scourge Rats. If the group is already on a level of 5 or more, the Hell Vermin also has all of its Elite Abilities.

In addition it has the following special abilities

#### A Really Big Rat

The Hell Vermin has an extra +6 Health x The Hero Posse

#### King of the Rats

This foes can summon its lesser brothers into the fight. At the beginning of its activation roll a D6. On a 4+ it summons 2/4/6 Scourge Rats into the fight.

#### Fire Breathing

The Hell Vermin switches targets every turn and uses its firebreath attack before normally attacking. At the beginning of its activation the current target takes 3 hits from the fireblast, dealing 2 damage each. If the target suffers damage also apply 1 burning marker.

#### After winning the fight

"Well, that was not too bad. Granted I've never seen a firebreathing rat before but this was not really that big of a challenge." You fix him with a dark stare while dusting off your singed clothes, knowing fully well what would have happened if that guy would have confronted that rat on his own. But he seems blissfully unaware of your mood. "Let's go tell the villagers the threat is gone and have a few pints in the local water hole recounting the story of this heroic deed."

After defeating the firebreathing rat, the other beasts in the mine flee the place and the heroes win the mission.

# 08: Big Game Hunting I

## Epilogue

The posse must return to Fort Landy to end this mission and trigger the following section.

*"Well that was a great first adventure fellas. Even though it was just a rat. I need to rest up a bit but will contact you soon for another hunt if you are up to accompanying the world's greatest big game hunter."* With these words von Hemingway saunters off, humming happily. Just a big rat' was quite an understatement. And whatever that alien scientist was, he put a chill into your bones and you hope to never meet him again. But you for some reason doubt that you would be that lucky.

## Reward

100 gold for every hero

## Failure

The heroes barely escape the mines hounded by monsters, dragging Mr. Hemingway along. Everyone loses 1 health permanently from the exhaustion.

## Unlocks

### [The Scientist's Minions](#)

While the alien you encountered in this mission remains hidden for now, his minions can be seen roaming all kind of places and doing his dark bidding. Shuffle all Threat Cards involving **Flesh Drones** only into the threat deck. The **Flesh Stalker** will for now not be a random encounter.

### [More big game hunting](#)

This mission is a **Prerequisite** for Mission 13

### [Progress toward finding Scafford](#)

If this was the second completed mission of Missions 06-09, proceed to **Interlude 04**. Otherwise travel back to Fort Lopez to pick up another mission.

# 09: Eldritch Knowledge

## Prerequisites

Completed Interlude 3

## Prologue

While doing some shopping in Fort Lopez a man clothed in a black leather coat and tophat hails you: "Greetings, my name is Otto Helstrom and I heard you are the people to talk to when looking for some...assistance. I am a...scholar...looking to obtain knowledge regarding the spread of eldritch monstrosities that have been plagueing the brave citizens of the Brimstone Wastes for so long." He adjusts his spectacles before continuing: "You certainly have seen them in your travels. Demonic abominations from beyond the veil roaming the countryside and infesting the mine. See, originally - that was shortly after the Brimstone Incident - these things were contained within the Brimstone Ruins. But over time they have gained a foothold everywhere within the Wastes. Lately even some of the larger and infinitely more dangerous abominations were seen roaming outside of that cursed place. I mean you have heard of the fate of the fallen forts, didn't you? Therefore, as much good the Law did in containing the corruption within the Brimstone Ruins I fear that their defenses will fall to the demonic forces eventually. For that reason I made combating this supernatural threat the focus of my studies. However, there is only so much one can learn without venturing into the more dangerous places within the Wastes.

I heard stories that a cult was once active in a mine near Conradt's Claim. The place is very close to the Brimstone Ruins and is therefore heavily affected by its terrible power. That cult was trying to harness that power and attempted to use it for summoning hellish abominations to serve their dark agenda. They have been driven off and the cult went extinct long ago. But my sources tell me that there is still a huge collection of tomes containing their dark knowledge hidden in that mine. I hope that by learning more about their machinations and understanding the dark forces lurking in Brimstone better I can find a way to permanently end this scourge on the earth. However, I heard that many of their creations are still haunting the place. While not completely defenseless, I need some additional capable hands to explore these mines.

Thus, if you want to aid me in ending this nightmare for everyone then come with me to Conradt's Claim and help me make the next step towards that lofty goal.

The posse must travel to Conradt's Claim to gain more information. Conradt's Claim is a Medium Town with the Haunted Town Specialty.

## When arriving in Conradt's Claim

Immediately after entering the town you notice that something is off. Everywhere you look, the townspeople look haggard, casting furtive glances everywhere. Many of the shops and buildings seem abandoned. No children are playing in the street, no laughter is heard coming from the local Saloon and even the animals are looking downtrodden. You also see warding signs at every door and many of the locals are carrying charms of all sorts.

When asking around on why this place is so gloomy you quickly find out that the town is haunted by evil spirits. Most probably due Conradt's Claim being so close to the ruins of Brimstone to the north. Even though no one goes out at night anymore, people sometimes go missing from their homes. The nearby graveyard is empty due to all corpses immediately being incinerated to prevent those restless spirits from possessing the dead. It seems like life around here is even harder than in the rest of the Brimstone Wastes. When inquiring about the mine where the cult was active years ago, townsfol quickly point you to a place north in the mountains. Even closer to the Brimstone Ruins.

The heroes need to travel to the mine north of Conradt's Claim (Mine 06) to start this mission.

## Mission Goal

The group need to explore the mines, looking for some kind of eldritch knowledge Mr. Helstrom is looking for.

## Set Up

This mission uses the standard set-up and all heroes start on the Mine Entrance map tile as normal.

## Special Rules

### No Gates

Replace all Gate Symbols on Exploration Tokens with normal doors.

## Shadow of the Ruins

The nearby Brimstone Ruins exert a dark influence. Every time a double is rolled on holding back the darkness, draw and resolve an extra Darkness Card in addition to the normal mine event.

## Demonic Presence

Whenever a non-demon or non-void random threat is drawn, roll a D6. On a 4+ re-draw until an enemy with the keyword Demon or Void has been found.

# 09: Eldritch Knowledge

## Seeker of Knowledge

Otto Helstrom is accompanying you on this mission. He is an NPC character with the following stats:

### Base stats

Move 4 and Combat 1, Range 4+ and Melee 4+,  
Health 6 (4+ Defense), Sanity 10 (4+ Defense)

### Weapons

Curved Dagger (Damage +1 to all Demon and Void enemies)  
Pistol (2 Shots, Range 6, Damage +1 to all Demon and Void enemies)

### Skills

Agility 1, Cunning 2, Spirit 4, Strength 1, Lore 4, Luck 2.

### Vials of Demonic Essence

Helstrom carries three vials emitting a greenish glow that he can throw (Heroes Choose) using the rules for Dynamite. When they explode they deal D6-2 damage the tile it hits and all adjacent tiles around to all enemies and D6+3 damage against enemies with the keywords Void or Demon. However, each hero on the same map tile takes D3 corruption hits with normal willpower saves.

## Objectives

### Looking for Eldritch knowledge

Every time a clue token is revealed a repository of tomes and scrolls of the cult has been found. Roll a D6 and add +2 to the result for every clue token previously revealed. If the result is 8 or higher, Mr. Helstrom has found something worth of his notice. Proceed to the next Objective.

### When the room containing the the correct knowledge is found

*You have been travelling through these mines for some time now, fighting off al kinds of twisted creatures and helping Otto to look through stacks of scrolls and books. So far without result. This time, however you seem to be lucky as Otto pulls out a tome bound in black leather. Looking at it makes you uncomfortable but Otto is delighted. "Yes, this is exactly what I was looking for!" he exclaims. "All these secret written in here. Yes, I think this will greatly help my in gaining a deeper understanding of the dark forces lurking in the Wastes." You are glad that you can now finally leave this accursed place, when you suddenly hear movement coming from the next cave, coming closer. You prepare to fight off another wave of horrific creatures but to your surprise it is a group of humans clad in dark robes, with their faces hidden behind masks. "Interuders. Trying to steal our secrets it seems." one of them calls out. "Well, unfortunately you have seen us and we cannot news of our existence spread."*

*With these words the robed figures ready their their muskets and one of them is raising a strange glowing sphere. And something big behind them is slowly trodding into the light of your lantern..*

Reveal and resolve all Growing Threat cards.

The group must fight 1/1/1 Goliath (no Goliath Trait) and 4/8/12 Crimson Hand cultists.

### After winning the fight

*These foes fought like madmen without any regards to their own safety. This artifact one of them was holding seemed to empower them even more. And thinking about that huge thing with the tentacles still makes your skin crawl. "See, this is what I mean!" Otto Helstrom exclaimed. "This is why we need to learn about them, use their knowledge and find a way to overcome such men and the monstrosities they call to do their bidding. Anyways, I think this is enough for one day. I need to go back home and start studying this black tome." You heartily agree to his suggestions, having enough of demons for a day. And you are itching to put some distance between yourselves and the nearby Brimstone Ruins.*

The heroes win the mission

## Epilogue

Read the epilogue after the posse returns to Conradt's Claim  
*Back in the haunted town Otto Helstrom bids his farewell: "Well, I need to study this tome now. It will take a while to unlock the secrets contained within. For now I thank you for your help. I will certainly contact you again when I find ways for conquering the demonic threat." With these words he marches off, already opening the book and seemingly forgetting everything around him. You are left with the uneasy feeling that all of this whole venture has not been the best of ideas.*

### Reward

Among the remains of the cultist they find a powerful relic. Draw two mine artifacts and choose one to keep for distribution within the group.

### Failure

The opressive influence of the nearby Brimstone ruins has been too much. Every hero immediately gets D3 corruption points without willpower save.

### Unlocks

#### Fighting the forces of evil

This mission is a Prerequisite for Mission 19.

#### Progress toward finding Scafford

If this was the second solved mission of Missions 06-09, proceed to Interlude 04. Otherwise travel back to Fort Lopez to pick up another mission.

# Interlude 04

## Prerequisites

Two missions completed from Mission 06-09

Posse is in Fort Lopez

Interlude starts automatically when requirements are met.

## Introduction

You are called back to the Brimstone Law headquarters with the promise of exciting news. "I found him! I know where Scafford is!" Igor exclaimed when you meet again in the office of Eric von Schutzmamn. "Well, not exactly his location, but I found a way to track him. See, this energy that you observed coming from his lieutenants, these weird dogs and those robed mages, it is all the same kind of energy. I call it "Void Energy". My theory is that there is a space between the Gates, one that everyone unknowingly passes through when traversing these rifts. I call this space the "Void" for a lack of a better term. See, this energy you described, it was also detected near these portals and it is very likely that this energy comes directly from this "Void". Therefore the term "Void Energy". Curiously, faint traces of Void Energy recently have been detected by us within Dark Stone as well, albeit on very low levels. But we believe that there is a way to enhance Dark Stone in away that release a much greater amount of this intriguing power. We also believe that the cataclysm of the Brimstone Incident was an explosive release of Void Energy cause by a chain reaction within the vast stores of Dark Stone in the city. We can still detect traces of Void Energy close to the Brimstone Ruins that are most probably residues of the Brimstone Incident. It is very likely that these "Void Mages" as I call them have found a way to harness this hidden Void Energy from Dark Stone without triggering a similar catastrophical event. If only we could find a way to access this power for ourselves..." He momentarily seems to completely forget about the meeting and just keeps muttering to himself until von Schutzmamn loses his temper: "Get to the point man, I don't have all day. The bandits raided yet another city; the Black Fang Tribe recently picked up the habit of abducting people and something big came out of Arzhakov's Gate three days ago and ate one of my patrols. So even if this Dark Stone Void Energy business seems really interesting to you, there is a peace to uphold in the Wastes. And though finding Scafford is important, he is just one of many worries on my very long list. So tell us how to find that bastard so I can get back to work."

This brought Igor's thoughts back to the topic at hand: "Oh, yes, my excuses. So, finding Scafford. As said, it is very likely that the unnatural power Scafford and his henchmen recently displayed is due to them being infused with Void Energy. Probably by using the help of these Void Mages and vast quantities of Dark Stone. It is probably emanations of excess Void Energy that you felt from the two Lieutenants that you encountered. It is safe to assume that his hideout must therefore be a center of Void Energy radiation, as Scafford himself probably used the same process to enhance his powers. Plus there is probably a large hoard of Dark Stone there as well that contributes to this focus of Void Energy. My brothers and I believe that we can build a device able to track and pinpoint large concentrations of this Void Energy all over the Brimstone Wastes. And we are fairly confident that we can track down its location that way."

A moment of silence falls over the room as you try to wrap your head around his explanation until von Schutzmamn speaks up: "So, what do you need for this device and how long do you need to build it?" Igor briefly mutters to himself before responding: "Oh time is not an issue. My brothers and I already have devised the necessary schematics and I think we could build such a device quickly. However, the required components may be a bit hard to come by. I was actually hoping our group of lackey...I mean...dear friends would be able to help us in tracking down the necessary parts." With the last sentence he looks hopefully in your direction. You still don't completely understand how a machine should help you finding Scafford's hideout. Nevertheless you agree that you will try to find the requested components for this Void Detector. After all, it would probably end badly for you if those bandits would succeed in their plans for the Wastes. And from what you have seen so far, the Scaffords, together with their unnatural allies, are probably very capable of reaching their goals eventually.

"Good, very good." Igor exclaimed, "Well then. First, we need some more pieces of ancient machinery from that frozen city with the automatons. Then we need something that is similar yet different to the Void Energy as stabilizer and I think I found a place where to obtain this. Last but not least, we need one of Scafford's Lieutenants - alive - in order to calibrate the tracking device. Oh and Dark Stone, lots and lots of Dark Stone. But that should not be a problem for you as my colleagues and I have a big stash that we would like to contribute. For the rest we would happily accept your help again. But take your time if you have different things to do. Come to me when you feel ready for those tasks."

# Interlude 04

## New campaign instructions

### Building a tracking device

Unlock the following missions related to building the device Igor proposed to track down Scafford

Mission 10 to find some ancient machinery for building the tracking device

Mission 11 to obtain an energy source as stabilizer for detecting void energy

Mission 12 to capture a Scafford Lieutenant alive

This Interlude also fulfills the [Prerequisites](#) for these missions.

After all three missions have been completed, the tracking device is ready and the hunt for Scafford himself can commence.

### "There is still time" & Story progression

The heroes can also decide to first play the other two mission from Mission 06-09 first or continue Missions 10-12. This will unlock more story missions later in the campaign when they become available.

### Growing Strength of the Scafford Gang (Campaign Modifier)

With their stash of Dark Stone and the help of the Void Mages, Scafford and his henchmen further empower themselves. All Scafford Gang enemies now have +1 Defense. Scafford Lieutenants gain one extra hideous mutation and are immune to critical hits.

### Other things to do

#### Unlock

Mission 13: Big Game Hunting II (Prerequisite: Mission 08: Big Game Hunting I), wherein a certain rookie hunter wants your help to take down a giant snake.

This Interlude also fulfill the [Prerequisite](#) for this Mission.

#### Unlock the following Repeatable Missions

##### Frozen Expedition

The Inventor's Guild is always hiring mercenaries to find them new study subjects from all kinds of places. Sometimes these groups go missing and the Igors are looking for a second expedition to at least recover what they were originally looking for.

##### Cursed Idol

Sometimes citizens in the Wastes venture out into the portals on their own. Most of they time they are never heard from again, but sometimes they come back with treasure in their arms. Unfortunately these treasures are sometimes cursed and a brave group of mercenaries is hired to return the treasure to its original place.

# 10: Hunter and prey

## Prerequisite

Completed Interlude 04

## Prologue

You return to Igor in order to help him finding some piece of ancient machinery he needs for building the Void Detector. "Look who's back! Eager to find Scafford are we?" Igor greets you. "However, as explained before, I need a number of things first, among them a certain kind of device from the Targa Plateau. The creation of such technology is still beyond our abilities. However through extensive experimentation we found ways to adapt the electronic circuits of the machines living in this frosty place to our needs. Just a bit more time and we will create some wondrous things."

What we need for the Void Detector is something I named "Flux Compensator". This device is necessary to contain the energies required for powering the Void Detector. How exactly it works would be much too complicated for you, so I made you a drawing." With that he shoves a piece of paper in your hand showing what must be the drawing of a madman. "I heard reports from the Igor at Seto's Mill that their mines currently have stable connections to Targa. Go there for further directions but don't stay too long since that town currently is not a pleasant place to be."

The posse must travel to Seto's Mill in order to learn where to best enter Targa. Seto's Mill is a random sized town with the Plague Town specialty and a Frontier Outpost & Doc's Office as a fixed starting location.

## When arriving in Seto's Mill

You have seen quite a few bad places on your travels within the Brimstone Wastes by now, but nothing like Seto's Mill. You understand now why Igor warned you not to stay too long here as the whole town is ridden by some horrible disease. On first glance this place looks like an almost abandoned ghost town. Only a few people are on the streets and many of them not looking very good. Many of the townsfolk stay indoors as much as possible, trying to take care of sick relatives while avoiding the plague as much as possible. Churchpeople from the San Miguel's Mission in the north have set up an emergency hospital where they try to treat those too severely afflicted by the plague to do anything else. A detachment of the Law is stationed here to ensure that the plague does not spread by sick people fleeing the town. Even the local Igor does not want to talk to you overly much. When asking him about the mines leading into the Targa Plateau he send you west, to Old Ed's Mine. Feeling helpless in the face of all this suffering you set out to find a way to the ancient city.

Travel to Old Ed's Mine (Mine 07) to start this mission.

## Mission Goal

Explore Targa and find the "Flux Compensator" Igor requires for the tracking device.

## Set Up

This mission uses the standard set-up and all heroes start on the Mine Entrance map tile as normal.

## Special rules

### Connected to Targa

All Gates lead to Targa (even Gates found within Targa). If no Gate has been found, replace one normal exit with a Gate as soon as the heroes hit Depth 3.

### Pacified Mine

While in the mines, the darkness marker does not move. The heroes still need to do a Hold Back the Darkness throw and suffer all other consequences (e.g. doubles rolled). As soon as the group arrives in Targa, the darkness marker moves according to normal rules.

## Objectives

### When arriving in Targa

After stepping through the portal you take a look around. The city has undergone a few noticeable changes since your last visit. The roads are not as cluttered with debris and broken automatons anymore. Also, many of the lights everywhere seem to fuction now, casting an eerie blueish glow onto the snow-covered streets. Among the custodians bustling everywhere with unknown purposes you now see other robots aiding them in their tasks. Some of those machines even have the ability to fly through the sky and are transporting rubble or Dark Stone to distant places. It seems the repairing efforts of the custodians are slowly paying off. Fortunately they don't seem to notice you for now and you are eager to get on with your search before they do.

However, you have the uneasy feeling that you are being watched.. Re-Shuffle all Exploration Markers into a new stack and re-set the Depth Track back to 1. Set aside the Engineering Chamber map card.

# 10: Hunter and Prey

## When reaching a Depth of 2 in Targa

The feeling of being stalked by someone still remains. Suddenly you hear strange buzzing noises coming from one of the tall buildings lining your path and several bolts of energy rain down around you. It seems like some unseen stalker is after you. Desperately you try to dodge the energy blasts.

Ignore everything on the Exploration Token except door placement. Each hero must pass an Agility 5+ check to evade the energy blasts raining down. If passed, gain 25 XP. If failed take D6 hits with normal saves doing 1 Damage each.

## When reaching a Depth of 4 in Targa

You see some metallic spikes portuding from the snow-covered floor. Before you can have a closer look they suddenly start glowing in a blue light before emitting an electric pulse. This causes your muscles to cramp. You can barely keep a grip on your weapons when suddenly a looming figure jumps from a nearby rooftop. It seems your stalker waited to spring this trap on you before revealing himself. Each hero must do a Strength 5+ Test to resist the electric pulses. If passed, gain 25 XP. If failed, take D6 damage and loose your first turn in the upcoming fight (no moving, no attacking in the first round).

Then the group has to fight 1/2/3 Trun Hunters.

## After winning the fight

You fought lizards before in the Jargono Swamps but now you are facing armored lizards? With energy guns? Even worse, instead of dying properly those things used grappling hooks to flee to the tops of the surrounding building. Suddenly you just want to be away from this place, but you have a feeling that those alien hunters are not yet done with you.

## Hunter and Prey

For the rest of this mission, everytime a combat is triggered, do not draw a Threat Card. Instead the posse must fight 1/2/3 Trun Hunters.

## When reaching a Depth of 7 in Targa

Seemingly out of nowhere, a couple of metallic spheres are thrown in front of your feet. Before you can react they detonate in a blinding flash and amidst the confusion you see a familiar shape in front of you.

The group must fight 1/2/3 Trun Hunters.

Due to the exposure to the stun grenades, all heroes are -1 on all to-hit rolls. Starting with the second combat round, they can try to shake of this effect by passing a Spirit 6+ test, which becomes easier by one on each subsequent combat round (e.g. on Turn 3, a Spirit 5+ test must be passed, on Turn 4 a Spirit 4 + test, etc.).

## When reaching a Depth of 8

Before you is a building you can enter that looks promising in your search for the flux compensator. You decide to quickly investigate before your reptilian pursuers strike at you yet again.

Ignore all door icons on the exploration token. Instead, this room has only one exit leading to the Engineering Chamber. Place the correspondent map tile without an Exploration Token.

## When at least one hero ends his movement in the Engineering Chamber

As you enter the building you notice that its interiors are far from lifeless. While many of the devices here are still dysfunctional you notice a number lights blinking, strange screens showing incomprehensible numbers and drawings and other devices emitting electric discharge. In one corner is a group large menacing looking robots carrying dangerous-looking weapons. A low hum is emitted the floow room hinting at some vast machinery working somewhere bellow you.

When further exploring the room you find something that looks identical to the drawing Igor gave you. A strange device with too many wires, spools and cables. And it seems like it is still working. Carefully you detach it from its frame and put it into your bags. Suddenly a piercing sound wails through the room and to your dismay, a number of those armed robots spring to life with one obvious intent.

The room has one other exit and the group needs to fight 1/2/3 Broken Targa Sentinels.

These heavy duty guardian robots of Targa use the enemy sheet of the Harvesters. However, for each Sentinel roll a D6 do decide which heavy weapon they are carrying:

### 1-2 Power Claws

+1 Damage and the hero hit has -1 to all defense rolls

### 3-4 Laser Cannon

The Sentinel has a 4+ to hit for ranged attacks and acts according to the Shootout rules. The laser cannon has the following attributes:

Range 12, Shots 2, Damage 4, each missed to-hit roll is re-rolled once. Shots are spread between random heroes.

# 10: Hunter and Prey

## 5-6 Plasma Blaster

The Sentinel has a 4+ to hit for ranged attacks and uses the Assault Rules. The plasma blaster has the following attributes: Range 6, Shots 1, Damage D3+1 without defense or armor rolls. Targets one eligible hero and damages the hero and every space around the target. If missed, bounces three times according to dynamite rules before exploding.

## After winning the fight in the Engineering Room

*These robots were tough and you are very happy that they were not fully functional. After destroying the machines, you decide to have short rest, even though these sirens still keep blaring. As you start heading back the way you came, a sudden explosion is heard from outside, causing the entrance you came in to collapse into rubble and effectively blocking your way back home. It seems your reptilian stalkers are not done with you yet and try to keep you around for a while longer. Resigned you turn into the direction of the only other exit from the building. It seems you need to find a different way back.*

Move all heroes into the Engineering room.

Each hero recovers 2D6 Health/Sanity in any combination

Remove all map tiles except the Engineering room and replace the entrance with an End Cap tile.

Shuffle all discarded Exploration Tokens back into the stack.

The heroes need to find another way back.

## When one Clue Token has been found after the encounter in the Engineering Room

*You finally found a portal that seems to lead back to your world. However, before you can leave, another of those armored reptiles appears in front of you. This one looks even bigger and meaner than his brethren and must be the pack leader.*

The heroes need to fight 1/1/1 Brutal Trun Hunter. If the Posse Level is already 5 or higher, the enemy also has all its Elite Abilities. In addition the Trun Hunter has the following Special Abilities

### Pack Leader

The Hunter has an additional +4 x Posse Level health

### Energy Shield

Critical Hits only reduce the enemy's Defense to 2

### Power Fist

Changes targets every turn. Any hero that is damaged by its melee attack suffers -1 to all its to hit rolls on the following turn.

## After winning the fight with the Pack Leader

*Finally your foe drops to the ground. Unlike the others he did not flee but fought to the death. Exhausted you start toward the exit but on the surrounding rooftops, more of the alien hunters appear. To your surprise they don't seem to be willing to attack you. As they see the body of their leader they start yelling in their alien language in unison and banging their fists against their breastplates. Apparently they are accepting you as the winner of this inhuman game. With a feeling of relief you turn to leave.*

The heroes win the mission.

## Epilogue

Read the Epilogue after returning to Fort Lopez.

*You return to Igor to bring him the Flux Compensator. "Ah, you found it, very good. Did you have a pleasant trip?" He does not notice the state you are in at all while investigating his new toy. "This place seems to be so very interesting, all this technology just lying around. Someday I want to go there myself. I mean, you guys came back alive, so the city cannot be that dangerous after all."*

## Reward

Some of the equipment of the pack leader seems to still be intact. If still available, the heroes as a group can pick one Targa artifact from a selection of the Trun Disintegrator, Deflection Field or Trun Gladius

## Failure

The Trun Hunters are merciless. You need to hide within the city until they are gone. However this takes a toll on you: Every hero needs to roll once on the Injury Chart and immediately apply the results.

## Unlocks

### The hunt never ends

Add all Thread Cards with Trun Hunters (Mines and Other Worlds) to their respective decks.

### Hunted becomes the hunter

This mission is a Prerequisite for Mission 17.

### Towards assembling the Void Detector

This mission is one of the prerequisites for building a device able to track Scafford. If Missions 11 & 12 have been already completed proceed to Interlude 5. Otherwise pick a different mission to play at Fort Lopez.

# 11: A hole in reality

## Prerequisite

Completed Interlude 04

## Prologue

As you return to Igor's workshop, he greets you excitedly: "Ahh you are here. Let's get started. This is going to be an interesting one. See, in order to track void energy, we need our own power source that is similar in its properties but also different. But we won't find this source in any of the places we currently know off. The thing is, the Plateau of Targa and Jungle of Jargono have been quite accessible for some time. But our theory is that there are many more other worlds out there. And we think that we could actually create a path into those other worlds, with the right equipment. My brother in West Witold reported that he found a place in a nearby mine, where reality seems to be...thin. Moreover, he also detected traces of a new form of energy that might be ideal for building the Void Detector. We think that this energy originates from a completely unknown world and we might be able to create a pathway to there from that spot. Therefore we created a prototype device dubbed "Reality Drill" that we would like to take on a field test. And of course we need some capable hands to assist us in this endeavour."

"What?" he asks as he notices your bemused looks. "Oh, don't worry, we are not really drilling a hole into reality. This is just a figure of speech. And it - should - be perfectly harmless. You'll see. Oh, but I need someone to protect me while I deploy the Reality Drill. For reasons. So come along then."

The posse must travel to West Witold to learn the location where the mysterious energy originates from. West Witold is a random sized town with the Outlaw Town Specialty and a Smuggler's Den as a fixed starting location. It cannot have a Frontier Outpost or a Sheriff's Office.

## When arriving in West Witold

You immediately notice that this place is quite different from the more orderly towns closer to the center of the Brimstone Wastes. For one, there is no presence of the Law here, no patrols, no fort, nothing. Instead you see a broad menagerie of mercenaries, soldiers of fortune and other shady looking figures everywhere, either hawking their goods to even more shady looking merchants, going to one of the local gambling halls to loose their money again or just generally looking for trouble. More than a few heads turn your way as you pass through the main street and you feel like you maybe should not stay here too long. Igor informs you that this place is used by the unlawful as some sort of safe haven. The town being located near the fringes of the Wastes also is an opportunity to export Dark Stone to the outside world in a more illicit way. Mostly by robbing Dark Stone transports heading in and

out of Hill Town and then selling it to the local fences. The Law has too much on their hands to take care of this situation. Thankfully the Outlaws respect the Inventor's Guild for reasons Igor does not explain further, which allows them to have a base of operations here.

Igor leaves you to your own devices for a while to get the Reality Drill ready and obtain directions to your next destination. This allows you some time to enjoy the questionable services this town has to offer.

Travel to Mine 08 in the Badlands to start this mission.

## Mission Goal

Protect Igor and his Reality Drill until his work is done. Then explore the path to whatever Igor opened and find an energy source for the tracking device.

## Set Up

The mine seems unusually quiet. While exploring for the right location to employ the drill, Igor is staring at a small handheld device, seemingly looking for traces of this new energy source. As you enter a very big room this device suddenly starts beeping and he exclaims: "Here it is. This is the spot." He immediately begins assembling the Reality Drill, another device with too many cogwheels, blinking lights and electric spools. "As soon as I activate the Drill, be ready because our presence will be...noticed. No worries you are within a protective field but everyone else in the mine will be driven a bit mad by the energy waves from the drill. You need to defend the device until we are done here." With this he flicks on a switch and a beam of greenish looking light hits a nearby wall, where reality begins to...fold? Suddenly you hear terrible roaring and screeching in the distance and ready yourself for whatever is about to come your way.

The group starts in the map tile "The Big Room". The entrance as denoted on the map card has an end cap. Draw a random mine map tile for each of the three exits (redraw if only a passage is drawn), and attach them according to normal placement rules for exploration. Each of these adjacent rooms has one exit determined randomly according to normal rules. Don't place Exploration Tokens.

## Special Rules

### The Reality Drill

Igor and his device need to be protected. Use an appropriate marker to represent Igor and the drill and place it two spaces away from the End Cap Tile.

The device has a health of  $6 \times$  the hero posse level, a defence of 4+ and is immune to anything requiring a willpower check. If the device loses all its health, it is destroyed and the mission is lost.

# 11: A hole in reality

## Crazed creatures

The Reality Drills radiation is driving the population of the mine to a frothing rage. Whenever an enemy has the opportunity to attack the drill (either because it can go into close combat or is in range for shooting) it will do so.

## "Everyone is out to get you"

The heroes need to defend against multiple waves of attackers until the Drill's work is finished. To that end, draw two Threat Cards and randomly determine two different entry locations from the rooms connected to "The Big Room". The groups of enemies spawn there.

Every third round (Round 3/6/9), draw another Threat Card and randomly determine on which connected room the enemies appear.

## Fixed lantern & Immediate Dread

The lantern is fixed in "The Big Room". Still roll normally for Holding Back the Darkness. Resolve all Growing Dread cards immediately during the whole mission.

## Drilling into reality

Use the depth track to track the number of rounds instead. After Round 12 concluded, the drill has finished its work and the heroes can explore the path behind.

## Objectives

### When the round marker hits 12

You fight on desperately; when the noise of the drill behind changes its tune. Suddenly it emits a strong shockwave, knocking you off your feet. To your relief - and discomfort - every enemy touched by the shockwave is melted into green goo. "Oh, that was not supposed to happen!" Igor cries out. "The Dark Stone in the Drill apparently created a feedback loop with the stabilizers, resulting in a critical overload. Too bad, some of the parts used for the drill were from Targa and quite hard to obtain." He dusts off his coat and continues: "Anways, the operation was a full success and I could create a gateway into the place where the new energy source is bound to be." With that he gestures to the wall, where a shining portal is hovering in the air. The smell of sulphur and an exhausting heat emanate from it and you are not sure if you really want to go in there. But Igor insists: "Come, this is exciting. A new place to discover. Who knows what we will find in there." You decide to rest up a bit before continuing.

Each hero recovers 2D6 Health/Sanity in any combination they like from resting.

Replace the End Cap tile with a Gate that leads to the Caverns of Cynder. Reset the Depth Track, it now works as normal.

Prepare the Exploration Stack by randomly selecting three Tokens without a Clue Symbol, shuffle them and place them on top of the stack.

## When at least one hero walks through the Portal into Cynder

*You step into a network of huge caverns. Pools, lakes and rivers of lava are everywhere, separating the caverns into more discrete islands. The stones beneath your feet have been fashioned into different forms and shapes creating a stable pathway between the lava. Eerie looking statues are placed everywhere and all kinds of glowing runes have been carved into the walls and pillars holding up the ceiling of these rocky domes. And while you do not see any signs of life, you still feel an ominous presence around you. You wonder if you have ended up in hell and hope that you can quickly leave.*

*Igor on the other hand is delighted: "Oh, this is even better than I expected. Look at these runes, I recognize a few of them from some ritual sites around the Wastes. The things we can learn here! Oh? Yes, yes and find some energy source for the tracking device of course. Let's go and explore!"*

Prepare all Cavern of Cynder materials but remove all threats containing the Shade of Beli'al, Lava Men, Lost Souls and the Succubi from the otherworld threat deck. Random attacks do not happen until a Depth of 3 is reached.

## No more Gates

Except for the hole you drilled into this place, it is cut off from other worlds. Place normal doors instead of gate symbols on exploration tokens.

## Igor now becomes an NPC

### Base stats

Move 4 and Combat 1, Range 4+ and Melee 6+,  
Health 8 (4+ Defense), Sanity 12 (4+ Defense)

Weapon: Zap Gun (Range 6, 1 Shot, D3 Damage ignoring armor. If first target is damaged, select a second target to hit on a 4+.)

### Skills & Items

Agility 1, Cunning 3, Spirit 2, Strength 1, Lore 4, Luck 1, Initiative 2

### Portable Shield Generator

Igor and every ally adjacent to him has Armor 5+

If Igor becomes unconscious or insane during a fight, he will become unavailable for the rest of that fight but the mission is not lost. At the end he recovers D6 Sanity/Health in any combination. Do not roll Injuries or Madness for him.

# 11: A hole in reality

## When reaching a Depth of 3 in Cynder

You have been in this hellish place for some time now and the heat is getting to you. So far the exploration of these caverns have been rather uneventful, as if the place really is completely forsaken. Igor seems unfazed by this and is happily fussing over all the strange runes on the wall as well as the relics and tomes cluttered everywhere. He even pockets some of them. He also inspected some of the more ominous looking artifacts but decided that they were not sufficient as the energy source for the Void Detector and cautions you to touch them. "From what I have learned so far from the writings on the wall, this place is designed to be some kind of prison for...supernatural beings. But of what nature they are, or who built this prison I do not know. So far this place has been rather lifeless." That is when you spot movement from the corner of your eye.

The posse must fight 2/4/6 Souls of the Damned.

## After winning the fight

"Well this is something I clearly would see as a supernatural being." Igor exclaims. "But they were not that big of a threat, were they? Barely worthy of building a prison around." You silently agree, hoping not to run into something 'worthy of this prison'. Igor looks at this handheld detector: "Oh I have a reading of the energy signature. It must be nearby. Come let's finish this, I cannot carry any more relics from this place anyways."

## When reaching a Depth of 6 in Cynder

As you enter this part of the cavern Igor's detector starts beeping noisily and he points at a dark sphere hovering in the center of the room. "Yes, this is it. My scanner shows that this is a perfect energy source for the Void Detector. Wait, let me secure this, oh and better don't touch it. Would not be safe". With that he draws a medium sized box decorated with stripes of some Dark Stone alloy from his pocket with the intent of storing the sphere in there. However, before he reaches it, the earth begins to shake and you spot a tall figure rising from a nearby pool of lava. It seems the sphere has guardians.

The posse must fight 1/2/3 Lava Men.

## After defeating the Lava Men

After the last of the golems crumbles into pieces of stone, Igor walks over to the sphere, puts on a thick glove and uses it to gingerly place the sphere within the container. "Looks like we found what we need. Shall we head back for now? I cannot wait to go over all these findings. I have a feeling we only got glimpse of the place and I must send some more minions here to bring me more of these artifacts. And getting some of those runes translated will hopefully tell us more about this place. I noticed a recurring term - Bel'al - mentioned in a lot of these writings here and would really like to know who or what that is."

The heroes recover D6 Health/Sanity by briefly resting up. The posse needs to head back to the portal and return to the mines to win the mission.

For each room they enter on their way back roll a D6.

On a 5+ draw a random Threat Card that the heroes must fight.

**When the heroes are two rooms away from the exit**  
As you enter the room you notice a tall humanoid figure swathed in several layers of leather and sporting a number of dangerous looking instruments on its belt. It is inspecting some of the artifacts on the wall. As it notices your presence, its gaze is immediately fixed on the box containing the sphere that Igor is carrying. It seems that this is what the alien intruder is looking for as it readies its weapons and attacks.

The posse must fight 1/1/1 Flesh Stalker and 1/2/3 Flesh Drones. Use the "Searching for a Relic" Fiendish Goal, targeting Igor. If Igor gets knocked down, the Flesh Stalker steals the box and the heroes lose the mission.

## When reaching the room with the portal

You have almost made it back home, when you stumble across something wholly unexpected: A group of naked beautiful women standing around the portal, chatting in an incomprehensible language. In a sudden desire to befriend these beauties you step closer. That is when you notice the clawed hands, swishing tails, glowing eyes and big horns sprouting from the silken hair of these ladies. Still, even though you now see the inhuman nature of the females you still feel that desire to befriend and protect them from any harm. The women clearly have different intentions with you as they suddenly start rushing you with unearthly laughter.

Reveal and resolve all Growing Dread cards.

The heroes need to fight a 2/4/6 Succubi.

## When defeating the Succubi

After defeating the last of the demon ladies you quickly catch a breath. A shame you had to fight them as they really were nice to look at. Suddenly you hear a commotion behind you and see more of them charging in your direction and clearly out for revenge. One of them looks different from the others and you feel a similar aura coming from her that you felt from the sphere Igor is carrying. As she suddenly starts throwing balls of black fire in your direction you decide that you had enough. After all, you have what you came for and the way to the portal is free. You make a run for it and make it safely back through the portal.

# 11: A hole in reality

The cavern is as you left it with the melted bodies of several foes surrounding the burnt-out reality drill. You turn around to the portal, preparing to fight in case you were followed. On the other side, you see the leader of the demonic women stop in front of the portal, looking straight at you. "So it was you who created this pathway? If so, you have my gratitude. We were trapped too long in this place and now we finally have a means to escape. Oh and I feel so much life coming from your world, so many souls to harvest. You have given us a chance to free our master. Again mortals, for this you have my sincerest gratitude. As a reward you can keep your puny lives. But stay away from our domain as next time I won't be that merciful." With these words she waves her hand and the portal closes leaving you with a feeling of dread and relief.

The heroes win the mission.

## Epilogue

Read the epilogue after the posse returns to Fort Lopez to complete this mission.

"Well, that was a ride but certainly very enlightening." Igor states while carefully storing away the box containing the dark sphere. "I cannot wait to examine the relics, read the tomes I collected to learn more about this place. I also think that sending in some more unsuspecting henchmen back in there will yield us great rewards. After all, these demon ladies are certainly up to something. And I fear that after we created the initial entrance, the pathways between our world and theirs will spread. Ahh, but not to worry, we have dealt with worse things. Thank you anyways for the help, soon we can assemble the Void Tracker and put an end to Scafford."

Even though the mission was a success and you survived, you have the feeling that this whole endeavour was a dreadful mistake.

## Reward

50 XP per hero.

Igor shares one of the artifacts he collected with you. Draw two Cavern of Cynder artifacts and choose one to keep for the group.

## Failure

The heroes make it out, somehow, but feel like they left part of themselves behind. Each hero permanently loses 1 Sanity.

## Unlocks

### New paths to Cynder

The Caverns of Cynder are now unlocked. Shuffle its respective Otherworld Card into the stack with the other cards (Jargono and Targa).

Add all Threat Cards involving the Succubi and Lava Men into their respective decks.

### New places, new Opportunities

This mission is a Prerequisite for Mission 19

Unlock the following Repeatable Missions

### Cracks in Reality

Unfortunately the Reality Drill has destabilised the fabric of time a bit and cracks are appearing all over the Wastes. There is a way to seal them again but capable hands are needed for this.

### Fire and Ash

The Collector has heard of these pathways into a new world. He is offering you contracts to travel there and bring him one of the sinister artifacts stored there.

### Towards assembling the Void Detector

This mission is one of the prerequisites for building a device able to track Scafford. If Missions 11 & 12 have been already completed, proceed to Interlude 05. Otherwise pick a different mission to play at Fort Lopez.

# 12: Catching a monster

## Prerequisite

Completed Interlude 04

## Prologue

You are called into the office of von Schutzmman where Igor also awaits you. "Ahh, there you are." von Schutzmman greets you. "It is time to deal a blow to the Scaffords' operations. They have stepped up their raids lately and their combat prowess has grown even more in the past weeks. However, we found one of their strongholds near Stone's Crossing where one of their lieutenants is holed up, overseeing their operations in the area. If you wait for the right time you can infiltrate the mine and capture him before his people even know what is going on. This would put a hold to their activities in the region and we can use him to build the Void Detector." Igor steps forward: "Yes indeed. Having a live specimen would allow me to study the nature of this void energy more in-depth. Capturing him might not be easy, so we devised a little surprise for him." He hands you a small gun-shaped item. However you see no open barrel where a bullet could exit. "This is something we found in Targa and repurposed to our needs. It shoots electric bolts capable of stunning certain enemies infused with void energy. However its uses are limited so I suggest you only use it on the Lieutenant. And you might have to weaken him first to make the gun actually work." Von Schutzmman addresses you: "I cannot say how much of a help you have been so far. If you can pull this off we are close to ending the Scafford menace once and for all. Good luck to you."

The posse must travel to Stone's Crossing to start the mission. Stone's Crossing is an random-sized town with no Specialty and a Frontier Outpost as fixed location.

## When arriving in Stone's Crossing

Compared to some of the other towns you have visited, this place looks rather boring. People go about their lives quite normally. Of course there is the one or other villager sporting a mutation or two and you see some other soldiers of fortune frequenting the shops. But all in all the place is quite peaceful except for an increased presence of the Law. You are told this is because of increased bandit activities, probably hailing from nearby Larberg's Landing. And while Dark Stone seems to be the main focus of trade here you also notice an increased amount of lumber and carpentry, delivered by Adlerville from the northeast. You ask the local Law headquarters for the information regarding the Scafford stronghold and head out as soon as you replenish your supplies.

The heroes need to travel to Mine 08 in Ranae Pointe to start this mission.

## Set Up

This mission uses the standard set-up and all heroes start on the Mine Entrance map tile as normal.

## Special Rules

### Bandit Stronghold

The mine has been taken over by the Scafford Gang and turned into a permanent base of operations. Everytime a random threat card is to be drawn, roll a D6. On a 4+ replace the threat card with a card involving the Scafford Gang. Don't forget that the Scaffords have become considerably stronger (See Interlude 3 and Interlude 4).

### The Stun Gun

Select one hero to carry the gun you received from Igor. It has Range 6, Shot 1 and is capable of stunning the lieutenant if he is weak enough. The gun can be traded to someone else in the same room when outside of combat.

### No Gates

Gates do not randomly appear. Re-Draw any card that would create a Gate and treat all Gate Symbols on Exploration Tokens as normal doors.

## Mission Goal

You need to find the Scafford Lieutenant and capture him using the stunning gun from Igor.

## Objectives

### Finding the first Clue Token

In the room you spot of Scafford's me that block your further progress. They also have some of these hulking mutated monstrosities with them. You have no other choice but to fight if you want to continue.

The posse must fight 3/4/6 Scafford Gang members with 1/1/1 Horrible Mutations and 1/1/1 Dark Stone Brutes.

### Finding the second Clue Token

You spot another group of people, but those are most certainly not Scafford Gang members. Dressed in some kind of military uniform wearing strange three eye helmets and carrying pistols and sabres of a built you have never seen. However their gear seems to incorporate Dark Stone as well. You also notice the bodies of some Scafford members around them. As they notice you, one of them barks a command in a strange language and before you can respond the

# 12: Catching a monster

whole group rushes to attack you.

The posse must fight 2/4/6 Trederran Scouts.

## After winning the fight

You quickly investigate the bodies of these strange soldiers. You find some maps drawn from the mines and surrounding area as well as a stack of orders written in some foreign language. It seems their job here was to explore the Brimstone Wastes but you do not know to what purpose. Wherever they came from it must have been from far away as nothing about them resembles anything you have seen before. However, there are more pressing concerns right now and you don't spend too much time elaborating on the meaning of this. Not your problem after all.

## When finding the third Clue Token

You peer around the corner and spot your target conversing with one of these Void Mages. Looking at him a feeling of dread overcomes you. The aura of strength and corruption radiating from him is almost overwhelming. You hope that this Stun Gun from Igor really works.

Reveal and resolve all Growing Dread cards.

The posse needs to fight 1/1/1 Scafford Lieutenant, 1/1/1 Void Sorcerer, 1/2/3 Void Hounds and 2/3/4 Scafford Gang members with 0/1/1 Hideous Mutations

Determine, which Scafford Lieutenant is faced by drawing one the remaining Lieutenant cards that have not yet been eliminated.

## The Power of the Void

This leader is considerably stronger than the ones before. Add 4 x Posse Level to his health pool. Also he is Tough (Immune to Critical Hits).

## Capturing the Lieutenant

Initially he is too strong to be captured. At 75% health (rounded up) he can be captured by shooting him with the Stun Gun.

On a succesfull hit roll a D6. On a 6+ he is incapacitated and removed from the fight. This improves to 5+ at 50% health and 4+ at 25% health.

If the Lieutenant is killed you lose the mission.

When he is captured and all other enemies have been defeated you win the mission and automatically travel back to Fort Lopez.

## Epilogue

You drag the body of the Lieutenant back to Fort Lopez and bring it to Igors lab. "Oh good, you really managed to pull it off. I was not completely sure that the Stun Gun would actually work but everything seems to have turned out fine." He takes out a small device and points it at the captured Lieutenant: "Very interesting indeed. The amount of void energy is over nine thous...I mean on a higher level than anything I ever measured in any lifeform. The amount of Dark Stone used as a catalyst for this...I really would like to talk to one of these Void Mages from their gang some day to know how they do it. Anyways, leave him with me. I need to extract the required data and samples for calibrating the tracking device. You probably don't want to watch so better scamper off for now!"

## Reward

Each hero finds D3 Dark Stone from the stores of the Scafford Gang. They also each receive D3x100 gold for getting rid of the local threat of the gang.

## Failure

The posse barely escapes with their life and must start the next mission without Grit.

## Unlocks

### Another one bites the dust

The Scafford Lieutenant from this mission cannot be encountered anymore. Remove him from the deck of available Scafford Lieutenants.

### Towards assembling the Void Detector

This mission is one of the prerequisites for building a device able to track Scafford. If Missions 10 & 11 have been already completed directly proceed to Interlude 05. Otherwise pick a different mission to play at Fort Lopez.

# 13: Big Game Hunting II

## Prerequisites

Completed Interlude 04

Completed Mission 08

## Prologue

"Oi chaps, you look like you don't have anything to do? Wanna go on another grand adventure with me?" von Hemingway greets you. It looks like he has not learned anything from his last experience in the mines and his spirit seems completely unchanged. "No oversized rats like last time, I promise. Nono, this time we're gonna hunt an oversized snake. That sound better? I heard within the mountains near the San Miguel Mission, such a beast has been spotted. I really want it for my collection of trophies. So what about it? You wanna keep staying safe in this boring place with nothing to do, or wanna finally have some real adventure?"

The posse must travel to San Miguel Mission to learn more about your target. San Miguel Mission is a random-sized town with a Church as a fixed starting location, and no Saloon or Gambling Hall.

## When arriving in San Miguel Mission

The first thing you notice when entering San Miguel Mission is the gigantic cathedral overseeing a spacious monastery. Since the doom that befell Brimstone and the Wastes, many inhabitants of this region turned to religion as a means of possible salvation. With demons rampaging through the countryside and people getting all kinds of horrible mutations, it is no wonder. This emboldened the priesthood and the San Miguel Mission became a local center of religion of sorts. As you walk through the streets you see many pilgrims hailing from all corners of the Brimstone Wastes some of them just looking desperate, other with the hope to finding a relief from their mutations. Acolytes of the monastery oversee the throng of masses and you have a feeling that they don't tolerate any kind of ruckus. This could be the reason for the low number of folks with questionable reputation in the town. You also notice a conspicuous absence of any form of location dedicated to entertainment. Instead a number of makeshift hospitals can be found within the vicinity of the monastery. You learn that it is filled with plague victims hailing from Seto's Mill to the south who are getting treated by the monastery's healers.

You ask for information regarding sightings of a gigantic snake and learn that it was seen in the Canyons to the Northeast. To your dismay you also learn that this is the territory of the Black Fang Tribe, the natives that the Law has so much trouble keeping at bay. You notify Von Hemingway of the danger he is about to walk into. However he does not want to be

dissuaded from his plans. "Ah nothing to worry about, I hunted dangerous beasts all over the world, a few natives with axes and bows should not be a problem."

## On the trail of the Snake (Hexcrawl Only)

The snake was last seen in the Sierra Magallanes northeast of the San Miguel Mission, which are a labyrinth of canyons and home to the Black Fang tribe. The heroes must find the right one to start the mission. To that end they must explore the hexes denoted on the map about a hint on the Snake.



For each Explore Action on one of these hexes roll a D6. On a 6+, you found the entrance to the canyons. For each subsequent Explore Action on a different hex, get a bonus of +1 each on the dice roll (e.g. a 5+ on the second hex, a 4+ on the third hex, etc.) until the canyons are found automatically on the sixth hex. Every time a 1-2 is rolled, the heroes are attacked by a group of 2/4/6 Black Fang Tribe (No Trait) natives.

After a successful roll, the heroes have found the right canyons resolve any fights and start the mission.

# 13: Big Game Hunting II

## Set Up

This mission starts in the Canyons. All heroes start on the entrance tile to the Canyons.

## Special Rules

### No Gates

Gates do not randomly appear during this mission. Re-draw any card that would spawn a Gate and replace all Gate Symbols on Exploration Tokens with normal doors.

### Intrepid Big Game Hunter

Von Hemingway is an NPC character that accompanies you during this mission.

#### Base stats

Move 4 and Combat 1, Range 5+ and Melee 6+, Health 8 (5+ Defense), Sanity 8 (5+ Defense)

#### Weapons

Elephant Gun with Darkstone Ammo (Range 12, 1 Shot, D3+1 Damage)

Combat Knife (+1 Combat)

#### Skills and Items

Agility 1, Cunning 1, Spirit 2, Strength 1, Lore 1, Luck 4, Initiative 1. He starts the mission with a Bandage and a Whiskey sidebar token.

#### Still remarkably non-dangerous

Monsters tend to overlook him as a potential threat. Use him as a normal target when monsters select whom to attack (e.g. closest enemy, Ambush Attacks, etc). However, for each monster that targets him in some way, roll a D6. On a 4+, they perceive no threat from him and attack the next eligible target instead.

#### Immune to Corruption

This NPC does neither collect corruption points nor does he get any mutations.

#### Still requires protection

If von Hemingway is dropped to either zero Sanity or Health, the mission is lost.

## Mission Goal

Find and kill the gigant snake in the canyons. Protect von Hemingway.

## Objectives

### When finding Clue Token 1

*You find the remains of a shed skin. From the looks of it, the snake must be gigantic. It also looks like has multiple heads.*

Each hero must perform a Spirit 5+ Test or take D6 Horror hits.

### When finding Clue Token 2

*Apparently your presence has not gone unnoticed. As a number of natives armed with axes ambush you with resounding warcries. You notice that they have ingested some form of powdered Dark Stone, which seems to bolster their combat prowess and must have driven them to the brink of insanity as they ferociously attack you with terrible howling.*

The Posse must fight 2/4/6 Black Fang natives (No Trait). The enemies attack according to the ambush rules.

### When finding Clue Token 3

*Ahead you see a gigantic reptilian body lying in the sun. It looks like you found your target. Von Hemingway is delighted and, before you can prepare, starts shooting at the beast. As it uncoils to meet the challenge you notice that this snake is gigantic and, as suspected, sports multiple heads. This seems to be some weird mutation originating from the shards of Dark Stone stuck in its body.*

Resolve all Growing Threat cards. The heroes must fight a Brutal Darkstone Hydra. If the Posse Level is 5+, it also has all of its Elite Abilities. The Darkstone Hydra is always Tough (Ignores critical hits).

### After killing the Hydra

*Von Hemingway is delighted at the successful hunt and moves to take one of the snake's heads as trophy. This is interrupted when more member of the Black Fang tribe show up, one of them dressed in a more elaborate garment who looks like he is the leader. When they notice the dead body of the Hydra they become incredibly enraged and immediately attack.*

The posse must fight 2/4/6 Black Fang natives (No Trait) and 1/1/1 War Shaman. Due to their rage all attacks do +1 damage.

### When winning the fight

*After the last of your enemies fall to your attacks, you collapse exhausted to the ground. From the rage you saw in the eyes of these natives this mutated snake must have been important to them. Some kind of totem animal maybe? Still, you managed to survive somehow but it was not an easy fight. Even von Hemingway looks a bit rattled and not in his usual upbeat mood. You decide to quickly leave these canyons as quickly as possible since you fear that you could not endure another encounter with these natives.*

# 13: Big Game Hunting II

The heroes win the mission.

## Epilogue

Read the Epilogue immediately after winning the mission

*On your way back to the city you ponder your experience within the canyons. You now understand why the Brimstone Law has so much trouble keeping the Black Fang tribe in check. They have been ferocious fighters and you are glad you escaped with your hides intact. But using Dark Stone in the way those enemies did, eating it to enhance ones own abilities, you cannot imagine why anyone in their right mind would ever do this. You really hope that this was your last run-in with these savages. But you heard plenty of stories of raids and abductions by the Black Fang on towns all over the Brimstone Wastes and even on other tribes of natives and therefore don't really get your hopes up.*

*Von Hemingway was a bit more quiet on the trip back. While this is a satisfying change from his usual chatter and endless stories about his achievements, you begin to wonder if you were not the only ones who this trip took a toll on.*

*Back in San Miguel Mission he says his goodbyes: "Well, this was something, I am glad the hunt was a success. But why would anyone ever eat Dark Stone is beyond me. However I feel, that I need to acquire some better gear for future adventures. At least I need a break for now to recover."*

*In a tone that makes him sound more like his usual self he waves the severed snake head in front of you and continues: "Well, but isn't this a beautiful trophy? I cannot wait to show it to my colleagues back home. And of course there will be more hunts in the future. Naturally I will contact you nice lads again for this. Until then, have a good time."*

## Reward

Each hero gets 50 XP and D6x50 gold from Mr. von Hemingway and D3 Dark Stone from the remains of the Black Fang Indians.

## Failure

You are being chased out of the Canyones by the Black Fang natives. You manage to escape but it has taken a toll on you. Each hero rolls once on the Injury Chart.

## Unlocks

### Access to the Canyons

The overuse of Dark Stone by the Black Fangs created multiple portals to other worlds and even within the Wastes. They use this to conduct raids all over the region. The Canyons are now an Other World that can be encountered randomly on some adventures. Shuffle its Other World card into the Deck.

### Rise of the Black Fang Tribe

The Black Fangs are becoming more and more active due to their hunger for Dark Stone and victims to sacrifice.

Shuffle all Black Fang Tribe Threat Cards into their respective decks.

### Snakes in the Mines

Shuffle the Darkstone Hydra Thread cards into their respective decks.

### New paths to wander

This mission is a **Prerequisite** for the following missions

Mission 16

Mission 17

Mission 20

# Interlude 5

## Prerequisites

Completed Missions 10, 11 and 12.

Posse is at Fort Lopez.

## Introduction

*During your latest stay at Fort Lopez, you are called into the office of Mr. Schutzmam again. Igor is also present. "Welcome my friends." the commander greets you. "Igor told me that you have been a great help in making the device that is supposedly capable of finding the hideout of Scafford himself." "Indeed." Igor interjects, "The machine parts from Targa together with the energy source we found in that lava-filled place were put to great use. Even though it required a substantial amount of Dark Stone to make the right alloys for the casing and extensive...experimentation...on that Scafford Lieutenant, my colleagues and I managed to assemble a functional tracking device. It is searching for concentrations of void energy all over the Brimstone Wastes as we speak and we should very soon have found the location of Scafford." "And not too late!" Mr. Schutzmam continues. "Lately their attacks on towns have increased in frequency. Strangely they are not so much interested in loot but rather indulge themselves in indiscriminate slaughter. My men also told me that their combat abilities have increased immensely, especially the Lieutenants, and we have reports of an increasing number of horrible mutations on the gang. Even worse, these robed men with their supernatural skills and their eerie dogs are really hard to take down and even my best soldiers have become hesitant in taking them on. All of this looks like the gang is bent on driving off or killing the local populace and destroying the last safe havens within the Wastes. To what end I don't know, but we must do something soon, or it will be all too late." Schutzman pauses and paces in circles around the office.*

*"Therefore we have come up with a plan on how to put a hold to this nightmare: As soon as we have found Scaffords hideout, my men will stage a frontal assault, drawing out most of Scafford's followers. This will give you the opportunity to sneak into his hideout and confront him directly. Since I heard that you already have had quite some experience in fighting his henchmen and even brought down some of his Lieutenants, we thought this would be the best approach." He pauses again, gauging your reaction before he continues.*

*I know this is a lot to ask of you. Even after all you have done you are not part of the Law and have no obligation in putting your life on the line like this. But if we don't act soon, the Brimstone Wastes as we know them will cease to exist. Along with the way of life here, that you now have been a part off for quite some time now as well. Therefore I am asking you to consider taking this mission, for the future of all of us. Please take your time to think about it. If you have made your decision to help, go to Igor's workshop."*

Now that the Void Detector is operational the Posse can confront Scafford himself and put an end to his menace. However, there is still time (and this is still a boardgame), therefore the posse can decide to clear up any unfinished missions, which might unlock more options later on. Or go on some repeatable missions.

Also, Scafford might not be that easy to take down. Therefore some proper preparations should be made.

## Unlock

### Mission 14

This Interlude also fulfills the **Prerequisite** for this mission.

# 14: Eliminate Scafford!

## Prerequisite

Completed Interlude 5

**Warning:** This mission can be difficult. Start it well prepared only.

## Prologue

You meet at Igor's workshop to make final preparations. "Well, then. This is it. The Void Detector has found the most probable location for Scafford's hideout. It is somewhere to the north of here, near the town of Last Chance. At least that is where we are currently detecting a huge concentration of void energy. The device is not perfected yet so it for now can only point in the rough direction of the energy signature. Therefore, we will bring the Void Detector to Last Chance first, where it than can pinpoint the exact location of the signal." He briefly hesitates: "Are you sure you are ready for this? Even though the Law will draw most of the bandits away, Scafford himself will not be easy to take down. And I must confess I have grown rather fond of you." You are not sure about this yourself. Strange as it sounds, but you have grown to like life in the Wastes in the past weeks and would prefer to enjoy it a bit longer. But as Schutzmann said, if Scafford is not taken down, there soon might be no more Brimstone Wastes left. The posse must travel to Last Chance to find the location of Scafford's hideout. Last Chance is a Railroad Town with random size and random locations.

## When arriving in Last Chance

This bustling town is one of several entry points into and out of the Brimstone Wastes and a main hub of trade thanks to its well established train and road network to the outside world. This allows for people and goods to arrive and leave the Wastes either by train, on foot and by caravan. The name "Last Chance" is aptly selected, as this place is literally the last chance for newcomers to reconsider and turn back. In the distance to the east, the old ruins of Camp Anderson can be seen, one of several military forts originally built to encircle the ruins of Brimstone and contain the evil within. However, the fort fell to an outbreak of demonic forces from Brimstone well over a year ago.

Igor brings the tracking device, a hulking thing with too many rotating parts encircling the glowing core of the orb you retrieved from Cynder, to his brother at the local guild to set it up. Commander Schutzmann together with a small army of the Law is also present to oversee final preparations. The tracking device was humming for another our before Igor exclaims: "It seems that Scafford is hiding out in the Hellmouth to the east, beyond the ruins of Camp Anderson. This mine was abandoned when the fort fell to the demonic outburst and therefore is the ideal hiding place for the gang."

"All right, this is it then." Schutzmann continues. "You know the plan: Find the entrance to the mine and stay hidden. I will bring my platoons close and rile up the Scaffords. As soon as you see them scrambling to fight us you can infiltrate the mine and find Scafford himself. He is an elusive bastard and prefers to stay well out of trouble. He therefore will not join the fight directly but rather will command from the shadows. Go and end him."

The heroes must travel to Hell Mouth (Mine 09) to start this mission.

## When arriving at Hell Mouth

You lie low behind a some rocks and observe the entrance of the mine. A short time passes, when suddenly a scout of the Scafford gang hurriedly enters the Hell Mouth. Not soon after, several dozen of the mutated outlaws, together with some sorcerers, their dogs and one of Scafford's Liutenants are rushing out, probably trying to ambush the soldiers of the Law. You know that this is your chance and make your way to the mine entrance.

## Set Up

This mission uses the standard set-up and all heroes start on the Mine Entrance map tile as normal.

## Special Rules

### No Gates

There are no Gates into other Worlds. Treat all Gate Symbols on Exploration Tokens as normal doors and re-draw any cards that would create a Gate..

### Scafford's Stronghold

This mine is the base of operations for the Scafford Gang. Only threat cards with Scafford Gang members are used (do not spawn any Scafford Liutenants as they are currently busy). Ignore any events or attacks on Event or Darkness Cards that refer to specific enemy types. Remember that the Scaffords have become considerably stronger (See Interlude 3 & 4).

### Mixed combat groups

Every time the heroes get randomly attacked roll D6 and add enemies to the battle depending on the die roll:

1-2: 1/1/1 Void Hound

3-4: 1/1/1 Darkstone Brute

5-6: 1/1/1 Void Sorcerer

# 14: Eliminate Scafford!

## Mission Goal

Find Scafford and kill him.

## Objectives

### When finding the first Clue Token

Of course Scafford would not completely expose himself. Ahead you see one of his Lieutenants with a small retinue guarding the way ahead. The Lieutenant has several Dark Stone Shards imbedded into his body and looks even more mutated, and more dangerous, than before. You don't see any other choice but to get through them.

The heroes must fight a group of

1/1/1 Scafford Lieutenant

1/1/1 Void Sorcerer

1/2/3 Scafford Gang members

0/1/2 Void Hounds

Determine, which Scafford Lieutenant you are fighting by drawing from the remaining cards from the Lieutenant deck. In addition the Lieutenant has an additional Hideous Mutation.

### When the Lieutenant is about to be killed or after 3

#### Combat rounds

Suddenly the body of the Lieutenant is wracked with spasms. His whole body is lifted into the air while the Dark Stone shards start glowing into an eerie light. Before your eyes you see him rapidly transforming into a hulking monstrosity. To your horror it still bears a slight resemblance to the Lieutenant. Before you can fully recover from the shock, the abomination utters a tortured scream and attacks with new ferocity.

Replace the Lieutenant miniature with a brutal Dark Stone Brute. If the Posse Level is 5+, it also has all of its Elite abilities. In addition, the brute retains all special Lieutenant abilities and Hideous Mutations. The Dark Stone Brute has full health.

### After winning the fight

You look at the mutilated body of the lieutenant and cannot help yourself to feel some pity. No one should deserve such a fate. At least you put him out of his misery, as he was clearly suffering from his final transformation. Was this due to his overexposure to Void Energy? How many other like him are there? Do the Scafford's even know of their inevitable fate? This must stop, and there is only one way to do so: Bringing down Scafford for good.

### When finding the second Clue Token

You feel a palpable aura of dread emanating from the next room and slowly inch closer to have a look. Scafford himself, it must be him from the descriptions you have of him, is sitting at a camp-site with some of his gang members. Besides him is a Void Mage swathed in much more elegant clothing than you have seen before on his brothers. You also feel an almost visible presence of power coming from him. Can this be the leader of the these horrendous mages? To the back of the room you see some figures clothed in black robes and wearing white masks, whose attention is clearly fixed on the Sorcerer. Something about their attire tickles your memories, but you cannot really remember at the moment. You also notice that Scafford is wearing some kind of necklace adorned with a Dark Stone infused gemstone.

You try to sneak closer to prepare an ambush attack, when the Sorcerer suddenly speaks up. "I know you are here, I could clearly feel you, when you killed one of Scafford's Lieutenants and one of my disciples. So come out where we can see you." Scafford continues: "So you are the guys that gave me so much trouble? Murdered some of my best friends? Even had the gall to capture one of them? And now you come here, into my stronghold? Trying to end me? Fools, you have no idea what you have gotten into. But too late now. Time to die". With these words, he and his followers ready themselves to fight. The gem in his necklace suddenly starts to glow in a similar light than a big orb, the Sorcerer is taking from beneath his robes.

The heroes have to fight a group composed of

1/1/1 Colonel Scafford, 1/1/1 Void Magus, 1/2/3 Scafford Gang Members with 1/2/3 Hideous Mutations, 2/3/4 Crimson Hand cultists and 0/0/1 Void Hound.

Apply the following special rules

### Void Healing

The Void Magus heals Colonel Scafford every turn for D3/D6/D6+3 health every turn. If the Void Magus is defeated before Scafford, deal Scafford D6 Damage ignoring any saves. If Scafford is defeated first, the Void Magus will immediately retreat and is removed from the game. If one or the other happens, read the respective Objective sections following this one as they will make changes to the fight.

### Leader of the Void Sorcerers

The Void Magus is the highest ranking among the sorcerers and also leads the cultists. Every time his health drops below 15, he will drain the life of one of the Crimson Hand enemies. That enemy is defeated and the Magus heals for 10 health.

# 14: Eliminate Scafford!

## When Scafford is defeated before the Magus

Heavily bleeding, the leader of the mutated bandits turns to the sorcerer. "More! I need more power! I need to kill them before they ruin everything! So do your job and give me more power!" "No, I don't think so. Rather I think that you have outlived your usefulness. Granted, you providing us with plentiful Dark Stone and letting us experiment on you and your gang was a great help. And we really hoped that you could exterminate the population of the Brimstone Wastes for us. But you have become a burden now and we are perfectly capable of continuing with the next stage of our plan without you. Therefore I will take my leave now." With these words he opens a portal behind him, where his followers hurriedly run through. Before leaving himself he turns around and addresses you: "And for you little meddlers a warning: You have no idea of the powers you are dealing with here. Turn around and leave. If you cross us again it will not end well for you." With these words the Magus enters the portal which immediately closes behind him. "YOU TRAITOR!" Scafford screamed. "We did the dirty work for you and this is how you thank us? How? How did it come to this? All I wanted was a place for me and my friends to live in peace..." With these words, he falls over and dies.

Scafford is killed. Remove the Void Magus and all Crimson Hand models from the fight.

## When the Void Magus is defeated before Scafford

"Enough, I think it is time for a retreat." the Magus exclaimed, opening a port behind him. "What? This was not part of the deal!" Scafford replied. "We agreed to bringing you Dark Stone and letting your followers work their twisted magic on use for experimentation in exchange for supporting us in our ambitions. Are you going to betray us? After everything?" "Oh yes, indeed." the Magus answers. "See, you have outlived your usefulness and we can advance to the next stage of our plan without you. But I thank you for being such gullible fools. But here, have a small farewell gift." With these words he extinguishes the glow from his orb, which causes the necklace around Scafford's neck to shatter, causing him to flinch in pain. Before leaving the Magus turns around and addresses you: "And for you little meddlers a warning: You have no idea of the powers you are dealing with here. Turn around and leave. If you cross us again it will not end well for you." The Magus disappears through the portal which closes immediately behind him. "Such betrayal!" Scafford utters. "And after everything we sacrificed for him! And all I wanted was a place for my friends and me to live in peace. And all thanks to YOU!" He turns in your direction. "Maybe we lost but we will take YOU with us!"

Remove the Void Magus and the Crimson Hand Cultists

from the fight. Scafford takes D6 damage ignoring armor.

## When all enemies have been defeated

The heroes win the mission.

## Epilogue

A short time later you emerge from the Hell Mouth and meet with Mr. Schutzmann and his soldiers. They suffered heavy losses but managed to defeat and scatter the Scaffords. "So it is done then?" Schutzmann asks you. "That is good to hear but it also saddens me. See, Scafford and I once were friends and comrades back during the time of the Brimstone Incident. We fought together against the hordes of monsters that spread from the Brimstone Ruins during the early days. At one point he suffered a terrible hit from one of the bigger abominations which caused his body to mutate terribly. This unfortunately spelled doom to his service and of his place in society. The thing is - even though it has gotten much better now - back in the day mutants were also seen as abominations, not much better than what came out of the Brimstone Ruins. Therefore anyone suffering from such an affliction was banished from society; if not outright hunted down and killed. And after Scafford gave everything to protect the people of the Wastes from untold horrors, they repaid him just in the same way. He had no other choice but to flee into the wilds. Over time he gathered those around him who were treated just as badly as him, for something they did not choose to be afflicted with. Originally they banded together simply trying to find a place to live in peace. But as said, mutants were not accepted anywhere back in the day and any attempts by them to come back into society were rebuffed thoroughly. As a last resort he and his followers turned their backs on everything and became outlaws.

Over time mutants became much better integrated and they are now normal members of society, more or less. But for Scafford it was too late and he could never reconcile with the slights of the past. Over time his hatred on the non-mutated grew to intense levels and he started killing not for survival but as part of a personal vendetta. I wish I could have been there for him, helped him come to terms with his fate and give him a place to call home. But I cannot change my errors of the past and I hope he has found his peace now." Schutzmann falls quiet for some time allowing you to process what you just heard. You know that there are some tensions between the mutated and non-mutated people living within the wastes. But all in all people got along. That it could have been so bad back in the day is hard to digest and you feel like you can understand Scafford's motivations a bit now.

# 14: Eliminate Scafford!

"What I am worried about are these void mages." Schutzmang suddenly exclaims. "From everything I learned, the Scafford gang started to become more active at the same time those fellows with their supernatural abilities joined their ranks. And from what you told me they actually are their own organisation and were merely using Scafford and his henchmen to further their own agenda. It probably was them all along who pulled the string behind the curtains. But to what end? I fear that something bigger and more sinister is afoot here. We have probably not seen the last of them and will have to deal with this faction again before long.

But for now let us head back home. We need to rebuild and it is not as if there are no other problems to take care of."

'Home'. What a strange word. Are the Brimstone Wastes your home now? You are not sure yet and feel that you still know too little of this dangerous, horrible, but also wonderous place. Maybe not yet 'home', but who knows what the future might bring.

## Reward

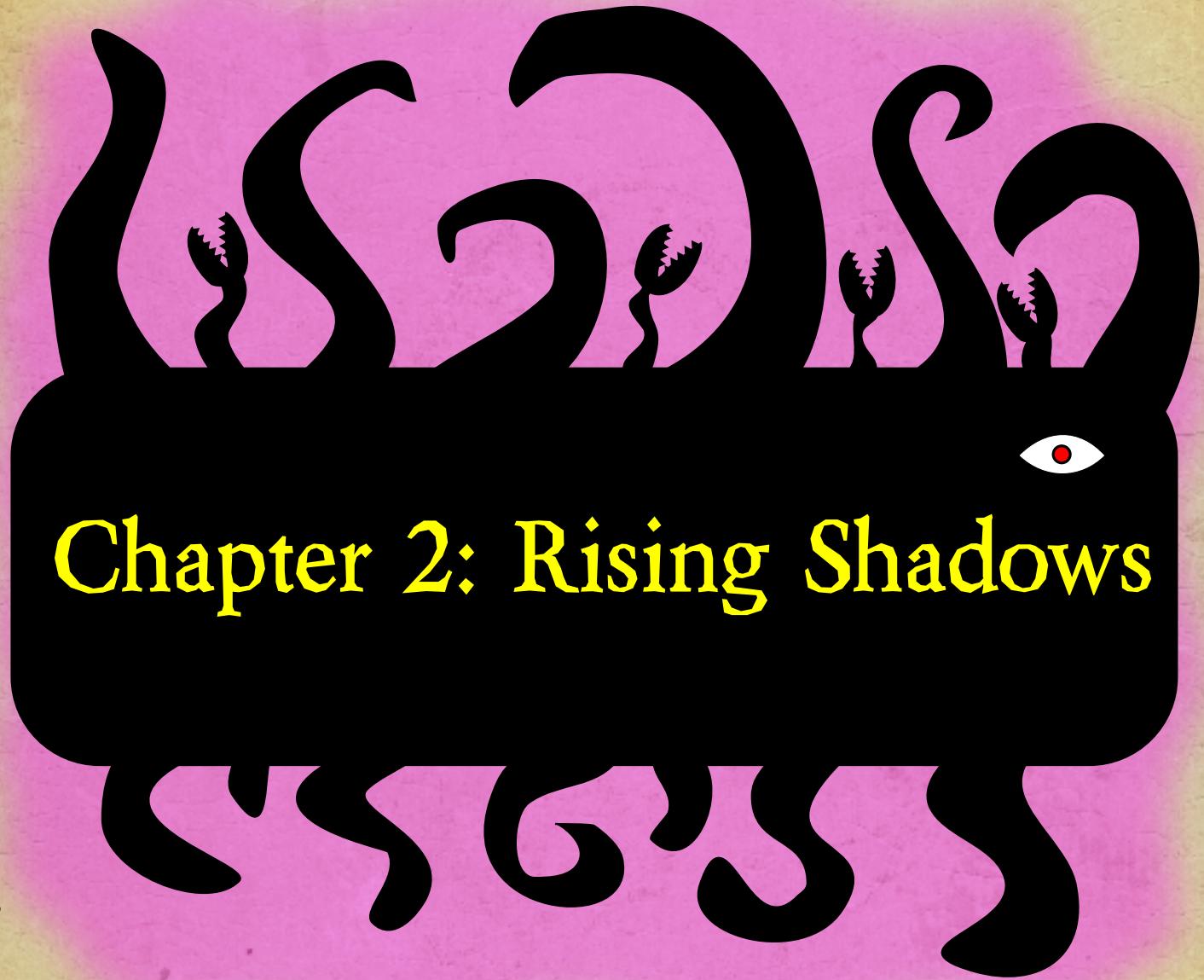
Each hero gains 50 XP and 200 gold. Also, find the Scafford Bandana, Scafford Pistol, Scafford Buckle and Scafford Hat in the Gear Deck (if available) and choose two items to keep for the group.

## Failure

The heroes awake from a horrible nightmare where they thought they attempted to defeat Scafford and utterly failed. While these events were not real they still are rattling everyone's mind. Each hero starts the next adventure with D3 Horror damage without willpower saves.

This concludes Chapter 1.  
Directly proceed to the Prologue  
of Chapter 2.

Do not worry if there are non-completed mission left, they can still be done in the next Chapter.



## Chapter 2: Rising Shadows

# Prologue

## Introduction

A few days after the battle at Hell Mouth you finally recovered from the ordeal to meet again with Schutzmann and Igor to discuss the events that happened there. After thanking you for your support and briefly inquiring about your wellbeing Schutzmann begins: "I have fully read through the report you gave me on the events within the mine and it sounds most distressing. From what I understood, the actions of Scafford and his gang were orchestrated by another power behind the curtains, yes? It seems that these void mages not only found ways to use Dark Stone completely unknown to us. They apparently they have their own following of cultist and seem to be their own faction separate from the Scaffords entirely. Honestly, I have never heard any reports of this group prior to their appearance within the ranks of Scafford. Either they just recently came into being or they are highly secretive." "They must be." Igor interjected. "I have dug around in our archives, and while I did not find much information, there have been some sightings and reports of them in the past. The most trustworthy story was about their activities last year in a mine north of Conrad's Claim, where a hideout of this cult was destroyed by the local populace after linking them to a series of ritualistic murders. Apparently they tried bring creatures from the void into this world to do their bidding. To what end I don't know but even back in the day they heavily relied on the use of Dark Stone in all their activities. Their operation was quickly ended by the locals after they found out about it. This is unfortunately the only reliable in where the cult was described in a more comprehensive way but sightings hail as far back as to the Brimstone Incident itself. Mostly minor things like ritual sites being discovered or the cult being linked to the disappearance of local townsfolk. However these incidents were rare and never believed to be linked in some way. Still, it looks like this has been going on for a long time and apparently they were successfully hiding most of their tracks so far. Compared to such a secrecy in the past, them getting involved with the Scaffords marks kind of a turning point in their overall strategy, even though they attempted to remain hidden by posing as mere underlings of Scafford. To what end I do not know but from what I learned they rather successfully used the Scaffords to obtain vast amounts of Dark Stone. Moreover, their use of Void Energy to embolden the abilities of the outlaws could have been an experiment to test their own powers. Why they encouraged the outlaws to attack the towns in an attempt to wipe out their population remains a mystery, however."

Schutzmann ponders Igors explanations for a while before he continues: "Well at least the threat of the Scaffords has been dealt with. Mostly. Some small bands are still roaming the countryside and one of their Liutenants is still at large. But their organization is destroyed and I don't think they will pose such an overwhelming threat anymore."

He briefly stops to ponder before continuing with a frown: "However, from what you tell me, these void mages and their cult should be taken seriously. As we don't really know anything about them I suggest we try to collect as much information regarding their activities as possible. I will set my men to it and also put out requests to other groups of mercenaries. Eventually we will find out what they want, and I might come back to you for your help again. In the meantime you might find some more work waiting for you. A recent outbreak of despicable monstrosities from the Brimstone Ruins could not be fully contained, making the Wastes just that much more of a dangerous place and there are other threats on top. If you can find out anything meaningful about the cult during those jobs, please report this to us."

Igor has something to add: "I would also like to inform you that we learned more about the technology that the machines at Targa using to communicate. From this we made our own communication devices and installed one in every branch of the Inventor's Guild in every town all over the Brimstone Wastes. Feel free to stop by at my or one of my colleagues places to get information about new job opportunities anytime."

# Prologue

## New campaign instructions

### Communication network

The new communication devices that the Igors installed now allow for a quicker broadcasting of information. Therefore the posse does not have to travel back to Fort Lopez to pick up new missions. Instead they can start a new mission in any town within the Brimstone Wastes.

### Downfall of the Scafford Gang

The battle at Hell Mouth managed to break the stranglehold of the Scaffords over the Brimstone Wastes. However, remainders of the gang are still roaming the land and eventually there might even be new leaders. And one of the original Liutenants is still out there...

This has the following consequences:

The Scafford Gathering Power and Growing Strength of the Scafford Gang [Campaign Modifiers](#) introduced in Interlude 03 & 04 of Chapter 1 are removed.

The remaining Lieutenant Card is set aside as you may or may not encounter the last of the old leaders of the Scafford gang in the future. Form a new deck with the cards of the previously encountered Scafford Liutenants to be used in future encounters. They represent minor gang leaders that rally the remainders of the Scaffords around themselves (and allow the players to still encounter such enemies in the campaign).

### New opportunities

Although the threat of the Scaffords is over, there are still countless other problems plagueing the countryside and many individuals are looking for help in achieving their goals. A number of new missions are now available for the heroes to pursue.

#### Unlock

Mission 15 where 'Collector' MacMillan wants you to find an eldritch artifact for his collection.

Mission 16 where you need to investigate why all communication to a mine has been lost.

Mission 17 where von Hemingway got it in his head to hunt down a robot.

Mission 18 where a desperate father needs a cure for his daughter.

Mission 19 where Otto Helstrom is searching for more power in his fight against the demons.

Mission 20 where you investigate the abduction of townspeople by the Black Fang Tribe.

Reminder: Some of these missions are continuing storylines from Chapter 1. That means that even though all those missions are now Unlocked, some may not be played right away until their [Prerequisite](#) missions from Chapter 1 have been completed. Please check the Prerequisite section for each mission found in the [Campaign Tracker](#) in the Annex section to see which missions can be played now or where you might have to go back to previously skipped missions.

# Prologue

## More Odd Jobs

The following **Repeatable Missions** have been Unlocked as due to the recent outbreak of monstrosities from the Brimstone Ruins, help is needed to deal with the results.

### Blow the Mine

Some mines simply cannot be salvaged anymore as the corruption has become to strong. There is only one way to deal with it. Complete destruction.

### Terror in the Night

A certain kind of horror from the Brimstone Ruins likes to stalk the innocent citizens of the Wastes at night, sometimes taking them away. Maybe they can be saved.

### Dark Deal

Some of the more powerful beings from the Ruins, or escaped from their confines in Cynder, have started to corrupt the weak minded. Sometimes with catastrophic results. Capable guns are required to stop this kind of corruption from spreading.

### Hunt for Liquid Dark Stone

The Igors have made large progress with their Dark Stone research and their investigations of ancient technology from Targa. For the next phase of their projects they require liquid Dark Stone, only found in the Caverns of Cynder. Thankfully there are always gullible foo...brave helpers to aid in the progress of science.

## Cult activities

While the heroes spend time performing missions around the Brimstone Wastes, the Law and Inventor's Guild are trying to gather information about cult activities. In the meantime, the cult is not so secretive anymore:

### On secret missions

Shuffle all cards pertaining the Cult of the Crimson Hand, Void Sorcerers and Void Hounds into their respective Threat Decks

### Supernatural support (**Campaign Modifier**)

During random encounters with the Cult of the Crimson Hand, roll a D6. On a 4+ add 1/1/1 Void Sorcerer and 0/1/2 Void Hounds to the fight.

## Increased difficulty

An attempt was made to make the missions in Chapter 2 more difficult than normal missions to accomodate the increased power of the the posse. This was done by creating more difficult combat encounters or introduce more difficult rulesets during a mission. However, this might create missions that are way too hard or too difficult depending on (non-)successful mission balancing as well as posse composition, skill choices and equipment. It is therefore heavily encouraged to use one or several mission modifiers provided in the Campaign Tracker. Individual groups are also encouraged to adjust mission difficulty with individual solutions.

# 15: Things left undisturbed

## Prerequisites

Completed Mission 07

## Prologue

You receive a message from Mr. MacMillan that he wishes to employ your services again for another very special treasure hunt. He asks you to meet him in his mansion in Hill Town for further instructions.

The heroes need to travel to Hilltown

## When arriving in Hilltown

You again enter the sprawling estate of Mr. MacMillan and are led to his trophy room. You spot a number of new acquisitions, among them artifacts that clearly came from the Caverns of Cynder. MacMillan is happy to greet you: "My dear friends, I am glad that you followed my invitation. As you can see, my collections is steadily growing. One of my latest pieces is a so called "Soul Cage" from those fiery caverns. Supposedly it contains the essence of an ancient and powerful being and it most certainly is one of its kind. I have to tell you I was very delighted when my contacts informed me of the discovery of these fiery caverns and I am looking forward to adding many more trophies from there to my collection. Anyways, this is not what I called you here for. Rather my investigations yielded me information that an ancient tomb has been discovered in a freshly constructed mine in Scrogg's Bog. Who exactly was buried there I don't know. However, the tomb's entrance is warded with multiple traps so it must have been someone important. I want you to go there, dismantle the traps and raid the tomb. Bring me back the remains of whoever was buried there and any treasures that you might find as well. The miners will not impede you as they are superstitious and claim that the tomb is haunted or something. They will be more than happy if you can remove whatever is enshrined within. As last time I will compensate you for your efforts.

Travel to Mine 10 in Scrogg's Bog to start this mission.

## Mission Goal

Find the tomb within the mines, eliminate its traps and recover whatever is inside.

## Set Up

This mission uses the standard set-up and all heroes start on the Mine Entrance map tile as normal. Set aside the Lost Tomb map tile.

## Special Rules

### Constant Dread

Growing Dread cards are always revealed immediately.

## Objectives

### Start of the mission

As you near the mineshaft a wave of dread rolls over you. Something is very wrong here. Maybe the stories of the mine being haunted were true?

### When finding the first Clue Token

Even though nothing special has happened so far, the aura of dread that is hanging in the air has become more and more oppressing. You try to take a short break for gathering your spirits, when suddenly shambling figures appear out of the darkness.

Draw a threat card that does not involve enemies with the keyword Undead, Construct or Robot. Those enemies gain the Keyword Undead and

-2 Movement (Min. 4)

-2 Initiative (Min. 1)

+1 Defense

Fear (1): Take 1 horror hit when adjacent to the enemy in addition to their normal abilities.

### After winning the fight

You have fought such enemies before, but they were usually alive at the time. It seems that the stories about the mine being haunted had a kernel of truth. You decide to push on but are prepared for the worst.

### Aura of Death

Whatever is causing this aura of dread, it is affecting the dead as well as the living. For the rest of the mission, apply the following rule.

Whenever the heroes have to fight enemies that don't already have the Keyword Undead or are Constructs or Robot, those enemies become Undead and gain

-2 Movement (Min. 4)

-2 Initiative (Min. 1)

+1 Defense

Fear (1): Take 1 horror hit when adjacent to the enemy in addition to their normal abilities.

# 15: Things left undisturbed

## When finding the second Clue Token

This horrendous atmosphere is becoming more and more oppressive to closer you get to your destination. Unfortunately this seems to embolden the hordes of undead constantly assaulting you.

All Undead gain +2 Movement, +1 Initiative, +1 Attack, +1 Damage

## When finding the third Clue Token

Before you lies the entrance to the tomb, an edifice of stone that does not completely fit into its surroundings. The aura of dread has become overwhelming and clearly originates from within the tomb. As you approach further, it quickly becomes clear that you are not the only ones desiring whatever is contained within. The door to the tomb stands wide open and around the entrance the bodies of several robed cultists can be seen, impaled by spears, partially melted by acid or killed from other unseen sources. Apparently they found their own method of dismantling the traps guarding the tomb against intruders. Before you can come closer, some of the bodies begin to move...

The current room has only one exit. Place the Lost Tomb map tile connected to that exit. The heroes need to fight 4/6/8 Crimson Hand Cultists with the Undead keyword.

## After winning the fight

Whatever keeps animating these corpses must be inside the tomb. Suddenly the floor shakes and a wave of black mist is rolling out of the tomb's. It seems some cultists made it inside after all and have disturbed something that maybe should better have been left undisturbed...

## When at least one hero enters the Lost Tomb

You see before you an ancient sarcophagus, covered in protective runes, that has been forcefully opened. The bodies of the unlucky cultists are scattered around it, except for one who is now writhing in the hands of a tall, pale and gaunt humanoid figure that has sunk its fangs into its victim's neck and apparently is drinking its blood. The same fate must have befallen the other cultists as well, from their pale demeanour and bite marks. With a final scream the last living cultist dies and is flung away from the monstrosity that clearly must have been the inhabitant of the sarcophagus. Unfortunately it has already noticed you and now regards you with red inhuman eyes. You see that even though well fed, the creature looks only barely recovered from what must have been a long sleep. Therefore it does not seem to be willing to fight you directly at the moment. Instead it raises its hands and the dead cultists rise from the floor. In addition, spectral wraiths are emanating from the creature's body. Before you can react, the monstrosity races past you with inhuman speed and disappears into the black mist. Unfortunately you cannot pursue at the moment as you are busy fending off its minions.

The posse needs to fight a group of 6/8/10 Crimson Hand cultists with the keyword Undead and 2/4/6 Souls of the Damned (Cynder enemies).

## When winning the fight

After vanquishing the last of these horrific undead you investigate the tomb a bit more closely. To your dismay it is empty except for the sarcophagus, whose recently escaped inhabitant is now somewhere out there stalking the Wastes. You have no choice but to return to Mr. MacMillan empty-handed. But the thought of what has been unleashed here today is unsettling and you fear the consequences this could mean for the Brimstone Wastes.

The posse wins the mission

## Epilogue

Read the Epilogue when the Posse returns to Hilltown to end the mission.

You meet again with MacMillan who seems less disappointed in the results of your investigation as you expected: "Well, that it the risk of the trade. Sometimes information proves to be wrong. It happens. You still did a good job and will of course be rewarded accordingly. These cultists are becoming a nuisance as they started hunting for various artifacts of power and are interfering with my business. I hope someone will do something about it eventually. Regarding this master of the undead that was imprisoned within the tomb I cannot really help you. But I am sure someone will. And maybe it has not found its way here to the Wastes in the end. And after all this is not really my problem." You somehow are doubtful that this undead monstrosity has gone to another place, not with your luck, but hope always dies last.

## Reward

50 XP and D6x50 gold for every hero.

## Failure

The heroes succumb to the dreadful aura and lose 1 Sanity permanently.

## Unlock

### What has been unleashed?

This is a **Prerequisite** for Mission 21

### Undead Scourge

Unlock the following **Repeatable Missions**

### Night of the Dead

For reasons "unknown", some mines suddenly are getting infested by the undead. Help is needed in clearing them out.

### Dark Gatherings

When this is the third completed mission among Missions 15-20 continue to Interlude 06.

# 16: In the midnight hours

## Prerequisites

Completed Mission 06

## Prologue

You receive a message from Commadner Schutzmann via the new communication device. It says: "A mine in the Tombs, deep in the south of the Brimstone Wastes, has gone silent. No shipments of Dark Stone, no messages, nothing. The patrol I sent there recently also did not make it back. We fear that something befell the crew operating the mine there but we have no idea what. Could be the cultists, could be the Black Fang tribe, could just be the usual horde of horrific abominations. Since this is a remote place within a winding maze of canyons, it is hard to reach for my men. Thereby I am requesting that you investigate what the problem is and, if possible, take care of it.

Travel to Mine 11 in The Tombs to start this mission.

## When arriving at the mine and before starting the mission

The travel was long and arduous. It is the middle of the night when you finally arrive at your destination. You look around in the mining camp and find several bodies, horribly mutilated and partly eaten. Quite a few miners are completely unaccounted for and you hope that maybe they have escaped the carnage? You take a closer look at the corpses. To your horror you recognize the wounds. The last time you saw something like this was when the caravan from Adlerville was attacked by these wolfmen. At this moment the clouds pull back, revealing a full moon, and in the distance you hear a familiar howling noise. From more than one direction. You decide that it is best to leave immediately if you want to survive the night.

## Mission Goal

Escape from the canyons!

## Set Up

This adventure takes place in the Canyons. The heroes start on a Mine Entrance map tile.

## Special Rules

### Werewolf raids

During their escape the heroes are beset by multiple packs of werewolves. Apply the Werewolf Themed Adventure card for this adventure with one change in rules: Instead of all werewolves being from the same predetermined pack, randomly assign a new pack trait card every time the heroes get attacked by werewolves.

## Full Moon

Search the Darkness Deck for the Full Moon card and put it in play. It remains in play for the whole adventure and cannot be discarded by any means.

## Darkness of the night

Even though the full moon provides some illumination, it is still hard to see. All ranged attacks on targets of a distance of 4 or more suffer a -1 penalty to hit.

## Objectives

### Finding the first Clue Token

Your escape is going well so far and you could dodge some of the larger packs. However, the howling around you never stops and it's taking a toll on your nerves.

Each hero must pass a Spirit 5+ test. If failed take D6 Horror hits doing one damage each.

### Finding the second Clue Token

As if the werewolves were not enough, you suddenly encounter a group of soldiers, clad in strange foreign armor, communicating in an alien language with each other. When they spot you they immediately rush to attack you.

The heroes must fight 2/4/6 Trederran Scouts.

### After winning the fight

Although time is short you take a moment to investigate the bodies of the soldiers. They are armed with different kinds of Dark Stone weapons of a making you have not yet seen within the Wastes. Wherever these soldiers come from, they must be from far away. You also find a couple of maps of the surrounding region.

### When finding the third Clue Token

You have spent almost all night running and can see the dawn encroaching on the horizon. Even better, you finally see the exit from the canyon. Unfortunately the werewolves are making a last ditch effort in hunting you down. Among the pack is also a specimen in white fur that looks much bigger and more dangerous than the rest of its kin.

The heroes must fight a Werewolf Pack Master and 4/5/6 Werewolves.

# 16: In the midnight hours

## After winning the fight

Finally the last of the beasts go down and you manage to catch a breath. Looking closer at the pack leader you see that this is not the same than you encountered before in the forest surrounding Adlerville. That one was even bigger than this monstrosity.

To your relief the sun is rising and the terrible howling finally stops. It seems that they gave up chasing you. To your dismay you notice that some of the werewolves suddenly change in the light of the morning. Into humans. You notice some of the missing miners among them. They apparently were recently turned by the werewolves to bolster their own ranks but it seem the transformation was not yet fully complete. You decide to head to the nearest town to make your report.

## Epilogue

Read the Epilogue when the heroes return to any town.

You make your report to Commander Schutzmamn and Igor who seems to be interested in these beasts. "A shame that there were no survivors. From what you tell me, the region around the Tombs is currently unsafe due to this werewolf infestation and we will declare it off limits until something can be done about these beasts." Igor interects: "From what you tell me, these monster originally were humans, or maybe still are partially human. Turning other people into one of their own simply by scratching them sound like this is some kind of disease. Very interesting indeed. It might be worthwhile to get a hold on one of them for research. Maybe it is possible to find a way to combat or even cure this." Schutzmamn continues: "That would be great but for now, this plague is just one more thing on a growing list of problems. Let's hope it remains contained within the south. What worries me even more are your reports of these alien soldiers scouting the Brimstone Wastes. I had several other reports about groups of these foes appearing everywhere. Unfortunately their agenda is currently a complete mystery to us. As said, just another thing on the list. But we must remain vigilant."

## Reward

100 gold for each hero. Running all night from werewolves does wonders to your stamina. Each hero permanently increases his or her health by one.

## Failure

You escape but not completey without wounds. Each hero rolls a D6. On a 5+ they are affected by the Curse of the Werewolf.

## Unlock

### Dealing with the Pack

This Mission is Prerequisite for a future mission in a future chapter.

## Werwolf Plague

As the threat of the werewolves spreads over the Wastes, helpers are needed to bring them down.

Unlock the following Repeatable Missions

### First Blood

Another caravan has been attacked by the Werewolves looking for victims to increase their ranks. Maybe it is not too late to save some of them.

### Full Moon

You were asigned to a simply guard duty job, when the full moon triggers an attack of a nearby roaming werewolf clan. As there are too many of them your only way is to run.

### Cleansing Ritual

Although a dangerous undertaking and often ending in failure, local Shamans everywhere are trying to cure victims of the Werewolves from this horrible curse before it is too late. However they need someone to guard them. And maybe one of your ranks has been cursed as well.

### Dark Gatherings

When this is the third completed mission among Missions 15-20 continue to Interlude 6.

# 17: "Big Game" Hunting 3

## Prerequisites

Completed Mission 13

## Prologue

"Yes, you heard me correctly my friends." Hemingway exclaims while you stare disbelievingly at him. "I want to hunt one of those robots at that frozen city. One of the big ones I heard so much about. After all it is just a different kind of prey. And I, the one and only Hemingway will never flinch from a challenge. And the parts recovered are worth a lot. Actually a rich collector over at Hilltown asked me if I could bring one of their power cores to him for a big reward. As I am the greatest hunter of all time, I assured him that I most certainly could. From what I heard, you fought some of those things and survived, so how hard can it be? And, actually, I need some cash. Life here can be a bit tough and good equipment is expensive. Of course I will share the reward for the Power Core with you. So what say you? Shall we go on an adventure together and also get rich in the process?"

Well, money is always a good incentive. And after all, you survived your past visits to Targa well enough, so how hard can it actually be? When asking Igor if he knows of any currently established gateways to Targa he shakes his head but points out that at Larberg's Landing an increase of alien weaponry and robotic parts found their way to the local black market. Maybe you can find some information there?

The heroes need to travel to Larberg's Landing clues about a way to Targa. Larberg's Landing is a Small Town with the Outlaw Town Specialty and a Smuggler's Den. It can and neither have a Sheriff's Office nor a Frontier Outpost.

## When arriving in Larberg's Landing

This really is a god-forsaken town. Worn-down shops, minimal traffic on the streets and figures in threadbare clothing huddling in the shadows between buildings, seemingly drunk, asleep or dead. Only a few places seem to do well and they seem to trade only in black market stuff: Unrefined Dark Stone from illicit sources, trinkets and artifacts from otherworldly places and military grade weaponry. You quickly learn that a lot of unlucky souls wash up here. Wannabe adventurers who came in from the south and simply could not handle life in the Wastes. Many simply gave up and stayed with in the seductive safety of the town. Others turned to banditry, raiding trading caravans and trains hauling from and to Stone's Crossing and Lestina to the north. Or ambushing adventurers returning from their travels to other worlds. However successes of those raids were sparse and the town was assessed to be not big enough of a threat by the Law to move against it. As said, a god-forsaken place and you hope to leave it behind as soon as you can.

You ask around for a bit about the origin of the alien weaponry and learn that a mine in the mountains to the east currently has a steady connection to Targa and the local outlaws were a bit more successful in stealing from the people going there to find some artifacts.

The heroes must travel east to Mine 08 to start this mission.

## Mission Goal

The heroes must explore the Targa Plateau to find a robot worthy of being "slain" by Hemingway.

## Set Up

The heroes start directly in Targa on the An Ancient Street map-tile. A Gate is connected to the Entrance part of the tile where the heroes entered Targa from.

## Special Rules

### Connected to Targa

All Gates lead to Targa, even Gates found within Targa.

### Rookie Big Game Hunter

Von Hemingway is an NPC and seems to have gotten a littlebit more experienced from his adventures in the Brimstone Reaches.

#### Base stats

Move 4 and Combat 2, Range 4+ and Melee 5+, Health 10 (5+ Defense), Sanity 10 (5+ Defense)

#### Weapons

Elephant Gun with Darkstone Ammo and Darkstone Grip (Range 12, 1 Shot, D3+1 Damage, Reroll on one failed to-hit roll)

Darkstone Combat Knife (+1 Combat, +1 Damage)

#### Skills and Items

Agility 2, Cunning 1, Spirit 2, Strength 2, Lore 1, Luck 4, Initiative 2

#### Darkstone Hydra Tooth

A trophy from his fight with the Hydra. The tooth still looks dangerous. Once per fight Hemingway can do D3 damage to an adjacent enemy ignoring defence as a free action.

#### Sidebag

He starts the mission with a Bandage and a Whiskey sidebag token.

# 17: "Big Game" Hunting 3

## Still not so dangerous?

Monsters do not select Hemingway as a target on the D6 roll of 5+. Instead they go for another legal target.

## Immune to Corruption

This NPC does neither collect corruption points nor does he get any mutations.

## Still requires protection

If von Hemingway is dropped to either zero Sanity or Health, the mission is lost.

## Objectives

### Start of the mission

The city looks even more changed from your last visits. Almost all rubble has been cleared from the streets and a lot of the electrical machinery around the city has been repaired. Instead of assorted wrecks of decayed machinery littering the streets, you see plenty of robots moving around on the ground, the surface of the tall buildings and the sky. All the automatons around you seem to be preoccupied with their tasks and conveniently ignore you. However, you remember from your past adventures in this place, that not all of them are as harmless and you should try to move undetected.

### Sentinel patrols

Armed robots are now patrolling the streets of Targa and the heroes need to try to remain undetected. Everytime a Hold Back the Darkness roll is failed, add a patrol marker to the stack of Patrol Markers (either from the Tredderra expansion or using random markers to track progress if Tredderra is not available). Then roll 2D6. If their combined result is higher than the number of Patrol Markers + the size of the group, the heroes remain undetected. If the result is lower, the group is attacked by 1/2/3 Targa Sentinels and 0/1/2 Targa Custodians. The Targa Custodian's Repair Protocol ability can also target the Sentinels.

Targa Sentinels use the Harvester enemy sheet, have the keyword Robot & Targa and have Posse Level x 2 additional health. In addition each has one additional weapon as determined by a D6:

#### 1-2 Power Claws

+1 Damage and the hero hit has -1 to all defense rolls

#### 3-4 Laser Cannon

The Sentinel has a 4+ to hit for ranged attacks and acts according to the Shootout rules.

The laser cannon has the following attributes

Range 12, Shots 3, Damage 4, each missed to-hit roll is re-rolled once. Each shot targets a different random hero.

#### 5-6 Plasma Blaster

The Sentinel has a 4+ to hit for ranged attacks and uses the Assault Rules. The plasma blaster has the following attributes: Range 6, Shots 1, Damage D3+1 without defense or armor rolls. Targets one eligible hero and damages the hero and every space around the target. If missed, bounces three times according to dynamite rules before exploding.

Roll for each Sentinel individually, which weapon they use. After resolving the fight, remove all Patrol Markers from the pool.

#### Clue Token 1

You see some kind of factory that is intended for producing more robots. Currently a number of these sentinels you previously encountered are standing in lines in different states of assembly. However, unlike those models you fought, they look much more dangerous. One of these models seems to be close to be finished as some custodians are crawling over its surface to apply the last finishes. Unfortunately your presence has not gone unnoticed as the custodians suddenly swarm in your direction. And to your dismay the huge robot is powering up and readies its weapons.

The heroes need to fight 1/2/3 Targa Custodians and 1/1/1 Sentinel Prime. The Targa Custodians Repair Ability can also target the Sentinel Prime. The Sentinel Prime uses the Harvester enemy sheet, gains the Keywords Targa & Robot and has an additional 4 x Hero Posse Level HP. In addition the Sentinel Prime has an additional heavy weapon as to be determined by a roll of D6

#### 1-2 Laser Blades

+3 Damage and the hero has -2 to all defense rolls

#### 3-4 Fusion Lance

The Sentinel Prime has a 3+ to hit for ranged attacks and acts according to the Shootout rules.

Range 12, Shots 4, Damage 6, each missed to-hit roll is re-rolled once. Each shot targets a different random hero. Hero defense rolls are -1.

#### 5-6 Plasma Spreader

The Sentinel Prime has a 3+ to hit for ranged attacks and uses the Assault Rules. The plasma blaster has the following attributes:

Range 6, Shots 3 (target a different hero with each shot), Damage D6+1 without defense or armor rolls. Targets one eligible hero and damages the hero and every space around the target. If missed, bounces three times according to dynamite rules before exploding.

# 17: "Big Game" Hunting 3

## After winning the fight

This is getting out of hand. From the looks of it this factory is prepared to produce more of these horrible machines of destruction. You turn to Hemingway to see if his need for hunting robots is satisfied but he shakes his head. "No my friends, this was not one of the big ones that I heard of. I want to kill one of these. So on we go!"

## Clue Token 2

As you keep sneaking around this place that is so buzzing with activity now, you stumble across another intruder. A tall, gaunt, humanoid figure, swathed in several layers of leather and sporting several sinister looking tools from its belt. The creature and a number of its helpers are currently busy taking pieces of equipment from several wrecked robots. As you come closer, it turns around and recognition flares within its alien stare. It seems to have a special interest in one of you specifically and moves in to attack.

Draw and resolve a **Flesh Stalker Confrontation** card. It uses the **Collect Test Subject Fiendish Goals** card. When defeated, the Flesh Stalker retreats through one of his personal portals.

## After winning the fight

He keeps getting away! You so much wish that you could get your hands on him and finish him for good.

## Clue Token 3

In the next room you see one of the big robots Hemingway is looking for. It seems to be guarding some kind of device sporting a lot of cables vanishing into the earth and a large dish on top of a long pole. Whatever it is, this machine must be important. As you approach the robot notices you and a number of other defense systems spring into action.

The heroes need to fight 1 Targa Guardian, 0/1/2 Pylons, 1/2/3 Targa Custodians and 0/1/2 Sentinels. The Custodians can target all other enemies with their Repair Protocol Ability and have the priority to heal the Guardian.

## After winning the fight

After slaying the last of the robots Hemingway heads over to the Guardian to find a personal trophy and collect the power core for your mutual employer. You have a closer look at the device the robots were guarding. From what you can gleam it is used for some form of communication, but you cannot be sure. Unfortunately it was damaged during the combat and you noticed that almost all of the worker machines around you stopped pursuing their tasks when that happened. Instead they are now either lying motionless on the floor or lumbering around aimlessly. You try to remember the look of the machine and take some parts for a report to Igor. Suddenly an alarm sound starts blaring through the streets which is your cue to leave this place as quickly as possible.

The heroes win the mission.

## Epilogue

Read the Epilogue when returning to any town.

After parting ways with Hemingway, who is keen on bringing the power core to the Collector followed by taking another long break, you meet with Igor to tell you about your experiences in Targa. "Hmm, it looks like the city is in the process of fully awakening. My other contacts told me that they have seen mass construction of more dangerous war robots in other places as well. It looks like some central intelligence is now controlling the actions of those machines as opposed to before, when they more or less seemed to follow old and outdated orders. The device you are describing indeed seems to be for communication and for controlling the actions of the machines. Very interesting, but I fear this organized activity might become problematic at some point. Thank you for the free parts you brought me, I will definitely have a closer look at these."

## Reward

200 gold for each hero as a reward in getting the power core.

## Failure

Hunted by swarms of mechanical foes the posse somehow escapes, but barely. Start the next adventure with no Grit.

## Unlocks

### Targa rising

This mission is a **Prerequisite** for Mission 25

### Security System (Campaign Modifier)

Who- or whatever has taken control of the machines in Targa does not take kindly to intruders. The Sentinel Patrols Special rule from this mission is applied in all mission in Targa.

### Dark Gatherings

When this is the third completed mission among Missions 15-20 continue to Interlude 6.

# 18: A glimmer of hope

## Prerequisites

Completed Mission 07

## Prologue

"Please help, my daughter has gone very ill and we need someone to find us a cure! I will pay you everything I have. If anyone wants to help, please come see me at Fort Burk", the note on the town's blackboard reads. Well, this does not seem like very profitable job but the man sounds desperate. And you currently have some time on your hands.

The heroes need to travel to Fort Burk. Fort Burk is a Medium Town with no Specialty and a Frontier Outpost.

## When arriving in Fort Burk

Fort Burk is one of several Forts originally created to contain the evils that dwell within the ruins of Brimstone. Since the fall of Fort Anderson and Fort Tompson, it has become a last bastions against the evils terrorizing the wastes and an important headquarters for the Law. Everywhere you look there are soldiers either leaving for patrol or are sent out to take care of one of the many crisis that constantly plague the Wastes. Also, the amount of mercenaries and other shady individuals is severly decreased as compared to other towns. The fort itself is huge and predominantly used for training new soldiers from some poor sops that were roped into service.

After asking around for the address written on the note, you find a small house in the craftsman's quarter of the town. As you knock a middle-aged man opens the door. You immediately see from his harrowed face that something is worrying him. After showing him the note he lightens up a littlebit: "Oh you are here to help? Finally, I had almost given up hope. See, my daughter has been near a recent Dark Stone explosion that happened at the smithy down the street. She survived but breathed in too much Dark Stone dust. Since then she has been in a coma and will either soon horribly mutate soon or die. The doctors cannot do anything, but some mercenaries told a story of a "Fountain of Youth" in the swampy jungle that can sometimes be found when going through a portal in the mines. Water from this fountain is believed to cure any disease. I am not a fighter so I cannot go and I cannot pay you much. But please, my little girl is dying, please find that fountain and save her. I would be eternally grateful". You are not sure if this job is worth it. After all this "Fountain of Youth" sounds like a fairytale and this contractor does not seem to be able to pay much of a reward. However you take a look at the tiny frail body of the mans daughter and decide to give it a shot. Maybe your native friends in Jargono can give you some more information.

The heroes must travel to Mine 04 to start this mission.

## Mission Goal

You safely arrive at the village of the Jargono natives and they warmly greet you. As you inquire about the Fountain of Youth, their expression becomes somber. "It is a holy place, only allowed for chosen warriors who have proven themselves." You ask on how you can prove yourself. "You must defeat a "Terror of the Jungle". Big reptilian creature, very dangerous. If you can bring one down, you have proven yourself and are allowed to visit the sacred place. However, you should not attempt this at the moment. All the Snakemen tribes are currently fighting each other. Ever since the Ghost Snake tribe appeared there has been turmoil. They are enslaving beasts of the jungle using Dark Stone and human sacrifice. Other tribes do not like it at all, tensions rising. Now, all tribes fighting each other for dominance. Getting into their way is not good idea. Please stay and wait until their war is over." As much as you would love to wait, you know that the little girl does not have much time. With a heavy heart you decide to set out into the jungle. Find and defeat a "Terror of the Jungle".

## Set Up

The heroes start directly in Targa on a A Swampy Trail map piece. The entrance has an end-cap.

## Special Rules

### Civil War

Everytime the heroes must draw a card from the Threat Deck, they must draw a card involving either Serpentmen or a Serpentmen Shaman. Randomly determine the tribe each time. In addition, each time a Clue Token is revealed (unless a Milestone in the Objectives Section is achieved at the same time), ignore all other effects on the Exploration Token and the heroes are attacked by 1/1/1 Serpentmen Shaman and 2/4/6 Serpentmen warriors.

### Rise of the Ghost Snake

(This is a reminder of the active Campaign Modifier)

The Ghost Snakes have learned to enslave the creatures of the Jungle. Everytime the Ghost Snake Tribe is encountered in combat during this adventure, determine which beast accompanies them by rolling a D6:

1-2: 1/1/1 Swamp Slashers

3-4: 1/1/1 Swamp Slugs

5-6: 4/4/4 Bog Bats

## Connected World

All Gates lead to Jargono.

# 18: A glimmer of hope

## Objectives

### Reaching a Depth of 4

You have been wandering through the jungle for a while. The sounds of fighting has accompanied you constantly and often you came upon corpses of dead Serpentmen from various tribes. At least the other wildlife has fled the vicinity as you were not bothered by a single wild beast so far. You just started to count yourself lucky when you suddenly stumble upon a group of cultists, led by one of the Void Mages, stalking through the jungle. One of them carries an artifact they must have looted from one of the temples. To what end you don't know and you have no time to ask as they immediately attack you.

The heroes are attacked by 4/6/8 Crimson Hand Cultists from, 1/1/1 Void Sorcerer and 0/1/2 Void Hounds. The artifact of the Holy Artifact rule for the cultists comes from Jargono.

### Reaching a Depth of 7

As you reach the next clearing, a tall, gaunt, humanoid figure, swathed in several layers of leather and sporting several sinister looking tools from its belt emerges from the underbrush along with several of its helpers. They were seemingly collecting body parts of Serpentpeople, probably for uses you don't want to ponder too much. Those minions also seem to be unnaturally twisted in some form you can not really pinpoint. Apparently their leader is not done collecting trophies as it readies its weapons to attack.

The heroes must fight a Flesh Stalker and 2/4/6 Flesh Drones. Use the Field Test Experiment Fiendish Goal, but all Drones have two Sinister Experiments from Jargono applied to them instead of one.

### After winning the fight

This was not your first run-in with this creature but its eerie way of moving and the cold stare of its eyes still gets to you. You have a feeling that this is definitely not the last time you have seen him.

### Reaching a Depth of 10

Closeby you hear a terrible roar. This intermittently silences the sound of battle in the distance. This must be the "Terror of the Jungle". Eager to finish your quest you prepare to fight. However, as you close in you find out that you are not the only one interested in this Terror. One of the Ghost Tribe Shamans is just finishing to fix a Dark Stone necklace to some kind of gigant lizard which now obediently awaits its commands. After noticing you it signals its guards and its new pet to attack you. Before closing with your enemy you quickly notice that these guards seem a bit tougher than the ones you fought before. And unfortunately so does the Shaman.

Reveal and resolve all Growing Dread Cards.

The heroes must fight 1/1/1 Grand Shaman, 2/3/4 Elite Serpentmen Guards and one Young Swamp Raptor. The Elite Serpentmen Guards use the same enemy sheet as the Serpentmen Warriors but have Combat +1, Health +4 and Defense +1 and critical hits reduce their defense only to 2.

### When the Young Swamp Raptor is killed

The raptor collapses to the ground with a last desperate cry. To your horror this is answered by another growl. From the sound of it from something much bigger and much meaner.

Add a Swamp Raptor to the fight at the end of the room that is opposite to the entrance.

The reptile is quite unhappy about its child being enslaved and then killed and will target the nearest enemy, which can either be a hero or one of the Serpentmen.

### After winning the fight

Well, this was certainly not how you thought this would go down but somehow you have slain a "Terror of the Jungle". You take some of its fangs as trophies before heading back to the native's village. Thankfully the commotion seemed to have quieted down the fighting between the Serpentmen and you make your way back with ease. Returning to the village, the natives excitedly greet you and congratulate you to your successful hunt. After a brief celebration, the village elder leads you among winding paths to the sacred place. You still don't know if this is the "Fountain of Youth" but it is definitely a fountain. You each decide to take a sip from its waters and fill a container to bring back to the sick girl.

The heroes win the mission.

## Epilogue

Read the Epilogue when the posse returns to Fort Burke. You return to Fort Burke and your contractor safely. He quickly gives his daughter the water from the fountain to drink. Her condition immediately gets better and she awakes a short time later, much to the joy of her father. However, even after waiting for some time the mutations she suffered do not disappear. It seems you were too late. "Daddy, why is this happening to me?" the girl cries and bursts into tears. "I am a monster! Everyone will hate me! How can I live like this?" Her father quickly takes her into his arms: "No sweetie. Everyone will be fine, you'll see. We will find a way. And no matter what, daddy will always love you."

You decide to quietly leave.

# 18: A glimmer of hope

## Reward

Each hero gets 10 gold (The man said he does not have much money).

In addition, the waters of the fountain had some healing powers. Each hero may remove one Injury, one Madness or one Mutation of their choice or gain +1 Health permanently.

## Unlocks

### Terror from the swamp

This mission is a **Prerequisite** to Mission 31

### Jurassic World

Shuffle all Young Swamp Raptor and Swamp Raptor Encounters into their respective Threat Decks.

### Domination of the Ghost Snake (**Campaign Modifier**)

The Ghost Snake's tribe knowledge of Dark Stone and mastery of the creatures of the jungle has given them the edge in the civil war and they now rule over all of the Serpentmen.

The Rise of the Ghost Snake **Campaign Modifier** is cancelled.

Instead, whenever a non-story related combat involving the Serpentmen of Jargono starts roll a D6 and add the following enemies to the fight depending on the result:

1-2    4/4/4 Bog Bats

3-4    1/1/1 Swamp Slugs

5-6    1/1/1 Swamps Slashers

### Elite Serpentmen (**Campaign Modifier**)

Due to the civil war only the strongest of the serpentmen have survived. Whenever a Serpentmen Shaman or Grand Shaman is encountered, he is always accompanied by Elite Serpentmen Warriors instead of Serpentmen Warriors.

### Jungle Patrols (**Campaign Modifier**)

The Serpentmen now rule supreme in the Jungle. Everytime the posse is in the Jungle of Jargono other world they might be attacked by patrols of the Serpentmen:

Everytime a Hold Back the Darkness roll is failed, add a patrol marker to the stack of Patrol Markers (either from the Trederra expansion or using random markers to track progress if Trederra is not available). Then roll 2D6. If their combined result is higher than the number of Patrol Markers + the size of the group, the heroes remain undetected. If the result is lower, the group is attacked by 2/4/6 Serpentmen of Jargono.

### Dark Gatherings

When this is the third completed mission among Missions 15-20 continue to Interlude 6.

# 19: Eldritch power

## Prerequisites

Completed Mission 09

## Prologue

You are sitting in the local waterhole, minding your own business, when someone familiar approaches you: Otto Helstrom, the scholarly demon hunter. He looks a bit haggard and even grimmer than last time you met him. "Ah, my fellow comrades in arms." he greets you. "I have been looking for you. I need some help in another undertaking in the crusade against the demon menace." As you don't outright refuse he continues: "See, I have been studying the grimoire that we found in the cult library and unlocked many of its...secrets. I learned of a hellish place that functions as a prison for all sorts of horrible entities. But I learned that it is also a vault for all kinds of ancient and mysrweious artifacts. Some of these are weapons of great power, capable of slaying demons and other supernatural beings alike. I heard from Igor that you have been to that place before and I therefore would like you to accompany me in retrieving such a weapon. What do you say? It would be for a righteous cause."

Well, there is currently not much else to do so you agree to come along for another trip to what must be the Caverns of Cynder.

The heroes need to travel to Mine 12, where reports of a stable connection to Cynder exists to start this mission.

## Set Up

As you wander through the mine in search of a gate you occasionally stumble over the corpses of several monsters and other would-be foes. Someone or something must have recently passed through and took care of all of the usual opposition. Well you don't mind having to fight your way through the mines to reach your destination.

After some time you find a gate with several more corpses strewn around them. On closer inspection you notice that some of them belong to members of the mysterious cult. You even spot a corpse of one of their mages. It seems you are not the only one looking for artifacts in Cynder and whatever massacred this group is not to be trifled with.

The heroes start on a A Magma Tunnel map tile as close to the entrance as possible. The entrance has a gate that leads back to the mines. Set aside the Statue Chamber map tile and Map Deck card.

## Mission Goal

Help Otto finding a relic weapon in Cynder.

Protect Otto, if he is defeated the heroes loose the mission.

## Special rules

### Pathways in Hell

All Gates lead to Cynder, even gates found within Cynder.

### Seeker of Power

Otto Helstrom is an NPC with the following stats:

#### Base stats

Move 4 and Combat 1, Range 4+ and Melee 4+, Health 10 (4+ Defense), Sanity 14 (4+ Defense)

#### Weapons

##### Curved Dagger

Damage +1 to all Demon and Void enemies

#### Dark Grimoire

1 Shot, Range 8, Damage +1

+2 additional damage against all Void and Demon enemies

Enemies hit are -2 to their defense

#### Skills and Items

Otto Helstrom has the following skills:

Agility 1, Cunnin 2, Spirit 4, Strength 1, Lore 4, Luck 2.

### Scholar of the dark arts

Otto has begun to unlock the secrets of the Dark Grimoire. He can use the tome as a weapon as described above. Alternatively he can forego his attack action to heal a character in range 6 by D3+2 Health on a successful Spirit 4+ but the character also suffers D3 corruption hits.

Otto is immune to corruption damage.

## Objectives

### Clue 1

You encounter a site of fierce battle. Several denizens of Cynder and a group of Succubi lie strewn across the floor. You see also a number of cultist corpses on the floor and even two of their unnatural hounds. The corpses are all burned, some of the heavily charred. The bodies of the Succubi are torn up in some places and melted off in others. It looks like they had some first hand experience in Void Magik. These fiery demon ladies obviously do not like intruders in their realm but apparently the cultists have gotten the better of them this fight. Unfortunately the cultist expedition has left behind a vanguard. And to make matters worse, they also seem to have brought some pets with them.

The heroes need to fight 4/6/8 Crimson Hand cultists 0/1/2 Void Hounds and on a roll of D6

1-3: 1/2/3 Night Terrors

4-6: 2/4/6 Stranglers

# 19: Eldritch power

## Clue 2

As you enter this room, find yourself face to face with a raging battle. A group of Succubi and some of their fiery guardians is fighting against another group of cultists and their demonic allies. However it quickly becomes apparent that this time it is the cultists who are getting slaughtered. As the last of them disintegrates after being hit by a ball of black fire thrown by the leader of the succubui she turns her inhuman regard to you: "More intruders? Ah well, you will be fitting sacrifices to feed our master. Sisters, let's be quick about this. We need to stop the rest of these other pests that went farther ahead." With that she waves with her hand and a number of large stone golems radiating incredible heat are appearing from a nearby pool of lava to support the Succubi in their attempt to burn you to cinders.

The heroes need to fight 1 Hellfire Witch, 2/2/2 Succubi and 1/2/3 Lava Men.

## Clue 3

As you near the next room your hair starts to stand on end and there is an odd feeling of power in the air. Otto gets really excited: "Yes, I think there is something of great power over there. Let's be quick before those cultists get their hands on whatever this is." Unfortunately you seem to be too late as you hear sound of vicious combat from the next room.

Place the Statue Chamber map tile at one of this rooms exits. This is your target room. Do not place an Exploration token.

## When at least one hero or NPC enters the Statue room

You see another fierce battle taking place between a group of Succubi and three Void Sorcerers together with a retinue of cultists. At the back you see a giant statue holding an odd looking sword sheathed in a glowing aura - the source of the dark power you have been feeling for some time. You decide to stay hidden for now and see how this battle plays out. You spot Succubi casting a wave of dark fire, which incinerates most cultists and one of the sorcerers. The other two mages are responding by channeling into a strange looking octahedron which begins to glow while draining the lifeforce of the remaining cultists, who simply disintegrate. As a result the octahedron starts spinning faster and faster before sending several waves of greensih glowing energy in direction of the Succubi. The effect is immediate and half of the Succubi simply explode from within. The rest flees the battle.

Satisfied with their results, the two remaining mages cast their attention onto the sword and start channeling a ritual, presumably to break some protective seals. "This must not be!" Otto exclaims. "If they get their hands on such a powerful artifact...who knows what kinds of suffering this will create. We must stop this!"

However, before you can act, the glowing protective shield around the sword dissipates with a pang, releasing the weapon from its resting place.

In a last ditch effort you storm into the room and try to stop the Mages from grabbing the sword. Before they can reach it, however the earth begins to shake and from a nearby pool a huge hulking monstrosity appears. It quickly fixes its one single eye on the Mages, grabs one of them and throws it into a nearby pool of lava. The other is engulfed in a shroud of dark fire and burns up in seconds. As you stand in the middle of the room it is too late to go back into hiding and the guardian decides that you are next. After summoning a bunch of infernal minions it starts to slowly lumber toward you...

Reveal and resolve all Growing Dread cards

The heroes must fight the 1/1/1 Magma Gigant, 1/2/3 Lava Men, 2/4/6 Magma Fiends and 1/1/1 Hell Hound to claim the Sword.

## Endless Horde of Minions

At the start of the Magma Gigants activation roll a D6. On a 4+ add 2/4/6 Magma Fiends to the fight.

## After winning the fight

Finally the giant molten monstrosity drops to the floor, the terrifying light of its single eye dimming. You did not survive fully unscathed but survive you did. And that is what matters. Silence falls across the cavern, except for a slow hum emanating from the sword. Otto slowly approaches and starts to carefully study it. "Yes I think I recognize the runes. This blade was mentioned in the grimoire and does not only inflicts physical wounds but can reach into the beyond and damage the victims essence, or soul. Whatever you want to call it. It further drains this essence from fallen enemies and allows the wielder of the sword to absorb it in order to increase his own power. This will be a formidable tool in my crusade against the demonic threats." With these words he reaches out to the sword and grasps it by its hilt. At this point the huming stops, beyond that nothing. A bit anticlimactic but you take what you can get.

The heroes win the mission.

# 19: Eldritch power

## Epilogue

Read the Epilogue immediately after the end of the mission.

*On your way back to the town Otto is intently studying the sword. "It seems that its powers have become dormant for now. I might need some time to learn the secrets of this weapon to fully understand its potential. But think about it. If we could steal the power of our demonic enemies and make them our own...we could beat them with their own strength. Maybe even put an end to the eldritch horrors lurking within the Brimstone Ruins and finally rid the Wastes of this terrible menace." You are not sure if stealing demonic powers with a souldrinking sword is the best of ideas but decide to say nothing for now.*

## Reward

Each hero gets 100 XP and 200 Gold for helping Otto find a suitable weapon for his cause.

## Failure

The dark forces imprisoned in this place are getting to you.

Each hero takes D6 Corruption hits

## Unlocks

### Awakening of the Gigants

Add all Threat Cards with the Magma Gigant into their respective Threat Decks.

### Soul Collecting

This mission is a **Prerequisite** for Mission 32.

### Fiery Support (Campaign Modifier)

After having to push back more and more intrusions into their domain, the Succubi of Cynder decided to use the support of several other denizens living in their fiery realm.

Every time a random fight with Hellfire Succubi is initiated, roll a D6 and add to the fight

1-2 1/1/2 Lava Men

3-4 1/1/2 Hellhounds

5-6 4/4/6 Lava Bats

### Dark Gatherings

When this is the third completed mission among Missions 15-20 continue to Interlude 6.

# 20: Tribal Chants

## Prerequisites

Completed Mission 13

Completed Mission 07

## Prologue

The personal assistant of Edward 'the Collector' MacMillan sends you a message with a new job offer: "As you may have heard, the Black Fang Tribe has increased their activities around the Brimstone Wastes. Their lust for Dark Stone has made them reckless and they are attacking towns and caravans everywhere. Even worse, among them have arisen a caste of Shamans, capable of using Dark Stone to even more nefarious ends. Naturally someone needs to step up and put a hold to such abhorrent schemes. However my master is not really interested in this as he believes that the Law is certainly more than capable of handling things. Instead he would like to add one of the tribal relics the shamans are using to his collection. He has word that in a mine in the Sierra Magallanes a War Shaman is currently preparing a large tribalistic ritual with an unknown but probably highly devastating outcome. We would like to ask you to go there and obtain the tribal relic the shaman is using. Of course, if you can also stop the ritual it might actually be helpful in some way. But remember, your primary target is the relic.

The heroes need to travel to Mine 13 in the Sierra Magallanes to start this adventure.

## Mission Goal

Find and defeat the War Shaman Leader before he can complete the ritual and bring back his tribal staff as a trophy to Mr. MacMillan.

## Set up

As you come closer to the mine, you spot a huge sickly stormcloud forming over the mine. As you approach the mineshaft you also see a stream of spiritual energy flowing out of its depths to feed into the storm. This is no simple ritual, but something more sinister.

This mission uses the standard set-up and all heroes start on the Mine Entrance map tile as normal. Set aside the Void Dance Chamber Map Card and Map Tile.

## Special Rules

### Black Fang Territory

Each time a random Threat Card is to be drawn, roll a D6. On a 3+, instead the heroes must fight D3+1//6 Black Fang Warriors. Draw a new Black Fang Trait card for every encounter. In addition the Warriors are accompanied by a War Shaman on a D6 roll of 1/1-2/1-3.

## Totemic Spirits

The ritual is feeding the Spirits inhabiting the 'Dark Realm' that the Black Fang tribe is worshipping and allows their warriors to channel their power. Every time Black Fang Warriors have to be fought during a random encounter, roll a D6 to determine, which spirit of the dark world is gifting the warriors with additional power:

- 1 Black Hawk - +1 Initiative and +2 Move
- 2 Scorpion - Any hero that takes 1 or more wounds from an attack gets poisoned
- 3 Spectral Buffalo - +2 Health
- 4 Treacherous Crow - +1 Damage on all attacks
- 5 Savage Wolf - +1 Combat
- 6 Demon of the Dark - All enemies gain Fear (2)

## Power of the Ritual

Everytime a Clue Token is found the ritual has crossed into its next stage. All Dark Fang Tribe Enemies get an additional +2 health for the rest of the adventure.

## No Gates

There are no Gates into other worlds. All Gate Symbols on Exploration Tokens are treated as normal doors.

## Objectives

### When reaching a depth of 5

It seems the ritual has drawn the attention of other factions as well as you encounter a group of cultists and a Void Mage in the tunnels. They are busy channeling the spiritual energies floating everywhere through a strange artifact into a flawless Dark Stone crystal that emanates a soft green glow. Just as you are about to step in, the glow intensifies and the crystal bursts, creating a rift hovering in the air. Before you can react, something big and unpleasant is stepping through from the other side...

The heroes need to fight a group of 1/1/1 Void Sorcerer, 2/4/6 Cultists and on a roll of a D6

1-3 1/1/1 Harbinger

4-6 1/1/1 Goliath

The demon is not fully materialized yet and has only half their starting health.

### When reaching a depth of 10

You hear chanting in the next room. The spiritual power also seems to intensify. This must be the center of the ritual.

Ignore all door placement rules on the Exploration Token. Instead place the Void Dance Chamber adjacent to this room and place End Caps to all other exits.

# 20: Tribal Chants

## When at least one hero enters the Void Dance Chamber

*As you enter the chamber you see a Shaman waving a long staff adorned in various fetishes and trinkets while chanting in an unintelligible language. Before him you see a glowing pool of pure energy. A constant stream of spirits is emerging from it, flowing around in the chamber. Around the pool, several warriors are performing a ritualistic dance. The stench of the Dark Stone infused concoction the Black Fang is ingesting to empower themselves is heavy in the air. Not wanting to know what happens if the ritual is finished you prepare to fight.*

Reveal and resolve all Growing Dread Cards

The heroes must fight one War Shaman and 4/5/6 Black Fang Tribe Warriors.

### Spiritual Protection

The spirits swirling around in this chamber are protecting their summoners. All Black Fang Enemies in this combat have Armor 4+ (Roll for each point of damage they would take. On a 4+ this is ignored). In addition, each hero suffers 1 Corruption Hit at the start of their activation.

When the enemies are defeated, the heroes win the mission.

## When winning the fight

*As the last of the tribesmen falls to your weapons, the pool of energy closes and silence falls within in the chamber. You take the Shaman's staff and wrap it up to bring it back to your employer. When you return to the surface you see that the swirling storm of energy has dissipated. Whatever it was that the Black Fangs tried to do here, you are glad that you could stop it.*

## Epilogue

Read the Epilogue after the posse returns to Hill Town

*You return the staff to Mr. MacMillan, who is overjoyed over his latest acquisition. When he hears about your story he frowns: "This is unpleasant news but nothing new. Lately the Black Fang Tribe has dealt in all kinds of occult mischief. It could be that this is not the last time such an incident occurs. But I am sure the Law has everything under control.*

### Reward

Each hero gets 200 Gold for retrieving the staff.

### Failure

The Shaman could finish his ritual, releasing a storm of Spirits on a nearby town. Roll a D6 to determine which town loses D3 random town locations:

1-2 Conradt's Claim; 3-4 San Miguel Mission; 5-6 Seto's Mill

### Unlocks

#### Sinister Summonings

This mission is a Prerequisite for another mission to be released in a future chapter.

#### Rise of the Black Fang

For some reason the Black Fang Tribe has become much more active and is causing all kinds of problems, from abducting citizens of the wastes, to stealing relics from other tribes to performing more nefarious rituals. Incapable of dealing with everything on their own, the Law is now enlisting the help of Guns for Hire to fight back against the scourge of the Black Fangs.

Unlock the following Repeatable Missions

#### Blood Harvest

The Black Fangs have raided one of the towns and took many hostages intended as sacrifice to their Dark Gods. An expedition is formed in attempt to save the victims.

#### Rain Dance

The Black Fangs are performing another nefarious ritual to unleash destruction upon the Wastes. Maybe there is still time to prevent the ritual's conclusion.

#### Tribal Relics

The other peaceful native tribes living in the Wastes are reporting raids by the Black Fangs attempting to steal their holy tribal relics. They fear that they want to use the to summon their gods from the 'Dark Realm' into this world. They are asking for help to retrieve these relics.

#### Dark Gatherings

When this is the third completed mission among Missions 15-20 continue to Interlude 06.

# Interlude 6

## Introduction

You have been busy for some time now doing various tasks around the Brimstone Wastes, when you get a message from Schutzmann and Igor via the communication network: "Greetings. First off we would like to thank you for reporting all encounters you had with the cultists over the jobs you performed for the citizens of the Wastes. We also conducted our own investigations including the collection of information from other groups of mercenaries and they paint a troublesome picture. Members of this cult have been spotted everywhere within the Wastes and even in the placed beyond. Some of their expeditions were busy obtaining various artifacts and relics. Others have been using those artifacts to open rifts into the void, summoning terrifying otherworldly creatures from to bind to their cause. To what end we have not yet figured out, but it cannot be for the good of the innocent.

As we still are not fully recovered from the battle with the Scaffords we decided to reach out more actively to the more useful groups of mercenaries and are asking them for help. Since you already have had some experience in dealing with those cult bastards we would also offer you some opportunities to work for us. We recently got a couple of reports of suspicious incidents in various towns where we suspect the cult has started some operation. We want you to investigate and put a stop to whatever threat you find. Even if these incidents are not related to the cult after all. In addition we would also notify you and the other groups of mercenaries whenever cult activities have been revealed with the request to deal with the problem. The Law will of course send aid wherever we can but we currently have quite a few other things on our plate. Of course we cannot force you as you are independent agents, but we would compensate you for your efforts."

"Oh and one thing!" Igor chimes in: "Please report to me - I mean us - if you find anything else besides cult activity. I recently had some reports that other factions from the other worlds have become more active recently. This include the robots from Targa, the Succubi from Cynder and some kind of alien scientist that seems to be popping up here and there conducting interest...I mean sinister experiments."

## New Campaign instructions

### Strange occurrences

The heroes are now tasked to investigate a number of mysterious incidents that are happening all over the Brimstone Wastes. These incidents may be related to cult activitis but could also be the operation of a completely different faction. Completing one or more of these mission will advance the storyline, others might start (or continue) their own storylines. The heroes for now are left on their own on how to conduct the investigation.

### Unlock

Mission 21 Reports from Seto's Mill describe a large number of corpses from the Plague's victims suddenly missing.

Mission 22 Strange humanoid things were seen stalking the outskirts of Lestina.

Mission 23 Igor's detector has tracked a large concentration of void energy in the mountains around West Witold.

Mission 24 People in Last Chance are experiencing strange dreams and many of the mal citizens have gone missing.

Mission 25 Seemingly intelligent beasts are again stalking the woods in Adlerville, attacking and abducting people.

Mission 26 Communication to a mine near Stone's Crossing has ceased and search parties vanished without a trace.

The Interlude is also a **Prerequisite** for all these Missions

In order to start these missions the heroes directly travel to the towns in question. Some of these mission might not be accessible yet, until their **Prerequisites** have been met and the heroes can choose to visit these towns without starting the town's mission at all times. While both of these things might not make much sense from a narrative perspective these rules avoid possible issues if some of the earlier missions have not been completed yet (This is still a boardgame after all).

# Interlude 6

## Minions from the Void (Campaign Modifier)

The cult is now actively summoning and enslaving monstrosities from the void to do their bidding. Every time a non-story related fight involving Void Mages and/or Crimson Hand Cultists occurs roll a D6 and add to the fight based on the result:

- 1 1/1/2 Night Terrors
- 2 2/2/4 Stranglers
- 3 4/4/6 Hell Bats
- 4 2/2/4 Tentacles
- 5 4/4/6 Void Spiders
- 6 Nothing

## Countering the Cults activities

In order to help with the increasing number of operations of the cult, the Law decided to deputize some of the more successful groups mercenaries living in the Wastes.

Unlock the following **Repeatable Missions**

### Black Ritual

The cultists have started a ritual to summon more creatures from beyond to do their bidding. This ritual must be stopped before they gain even more supernatural allies.

### Captured

Even though the posse successfully intervened with one of the cult's operations, they have become captured in the process. They must find a means of escaping before they become unwilling sacrifices in one of their next rituals.

### Race for the Relics

The cult is always busy claiming more artifacts of power to use in their nefarious schemes and they do not hesitate from going into other worlds to achieve their goals. If the posse responds fast they can lay claim to these artifacts before the cultists.

### Feeding the Beast

The cult abducted a number of townsfolk and are planning to use them in a ritual aimed to summon something big and dangerous into this world. This cannot be allowed to happen.

# 21: Thriller Night

## Prerequisites

Completed Mission 15

Completed Interlude 06

Heroes must be in Seto's Mill to start this mission.

## Prologue

*As you arrive in Seto's Mill, nothing seems to be out of the ordinary. The plague victims are still seen everywhere, as is the presence of the local faith. When you ask around you merely learn, that a series of grave robberies has struck the city. Some people claim those have not been robberies but instead the dead escaping from their graves. Others said that they saw evil spirits roaming the outskirts in the night. However, these reports were fiercely denied as nonsense by the church, which claims that Seto's Mill is under their holy protection and all evil would be repelled. The Law did not believe these rumors either. Undead remains of hapless miners aimlessly roaming in the mines are well known. But so far no walking corpses have ever been seen outside of the mineshafts. At this point there is nothing more to do and your investigation concludes without results. Since it has gotten late you decide to stay for the night.*

*As you are just settling down at the local inn you suddenly hear screams outside, coming from the town's border. Arriving at the scene of the commotion you instantly spot its cause: A bank of fog is rolling towards Seto's Mill. And within the fog there is movement...*

## Mission Goal

Defend the town against whatever is attacking from the fog.

## Set Up

This mission takes place on the Town Board of the Frontier Town expansion. Randomly mark each of the street entrances with a numbered token from 1-4. This is where enemies will appear. The heroes can choose their starting point as they please.

## Special Rules

### A foggy night

It is hard to see in these conditions. Ranged attacks with a distance of 5+ have a -1 penalty on their to-hit rolls. This also applies to any thrown items (e.g. dynamite). This rule does not apply to ranged attacks made by the enemy.

## Immediate Dread

All Growing Dread cards are revealed immediately.

## Wave Attacks

Enemies will appear in multiple waves as described in the Objectives section. They will be placed in 1-4 groups and each group is placed randomly at different entrance areas (e.g. when 4 groups appear, place one at every entrance) by rolling a D6 and rerolling any 5 or 6.

Use the Depth tracker as a round counter instead.

## Emboldened Dead

Search for the Darkness card Restless Dead and put it into play. It remains in play for the whole mission and cannot be discarded by any means.

## No Loot

Heroes don't draw any Loot Cards during the mission. Instead, loot will be given out at the end of the mission.

## Desperation

If no enemy is on their part of the map, instead of attacking, heroes can decide to either Scavenge, ready a Once Per Fight Item, Recover a Grit or Catch their Breath (Recover D3 Health/Sanity)

## Objectives

### Before the first turn

*You have taken up positions in your part of the town. In the distance you hear already shots being fired at the mysterious attackers. Suddenly you spot a number figures in the fog, slowly shuffling down the street. Those seem to be the missing corpses that disappeared from the cemetery. Well, it would not be the first time you had to fight reanimated corpses. Suddenly you hear a noise coming from above. Like huge wings, flapping in the darkness...*

Spawn two groups of 4/5/6 Hungry Dead and 3/4/5 Bloodbats at different random entrances.

Bloodbats use the same monster sheet that Hellbats with the following changes:

**On giant wings** - +5 Health

**Silent hunters** - No Nightmarish Ability

**Bloodsucking** - For each point of damage they do, the Bloodbats heal one damage

**Endurance (3)** - Cannot take more than three damage per hit

# 21: Thriller Night

## The beginning of turn 3

You are still busy fending off the horde of undead and these giant flying bloodsucking monstrosities when you see another group of living dead shambling into view. To your dismay, some of them are carrying guns, which they now aim directly at you.

Spawn one group of 2/3/4 Hungry Dead, 2/3/4 Undead Outlaws and 1/2/3 Blood Bats.

## The beginning of turn 5

Amidst the fighting you notice another group of undead coming down the street. Strangely they do not walk in a shambling horde but rather in a tight formation. As you get a closer look you see that they are a band of former soldiers, shrouded in a ghostly light. Unfortunately they still carry their army equipment with them.

Spawn one group of 5/7/10 Lost Army soldiers and 1/2/3 Blood Bats.

## The beginning of turn 7

More undead arrive to join the battle. Among them you spot pale figures with red glowing eyes and large fanged teeth. They seem to exert some kind of commanding presence over their allies. They also manage to close the distance to you so much faster while slashing with sharp claws.

Spawn two groups at random entrances:

Group 1 1/1/1 Feral Vampire, 1/2/3 Blood Bats,  
4/6/8 Hungry Dead

Group 2 1/1/1 Feral Vampire, 1/2/3 Blood Bats,  
2/4/6 Lost Army soldiers

## The beginning of turn 10

The fighting has been on for some time and you somehow held your ground against the onslaught of undead. Just when you begin to think that you could handle this, ghostly figures emerge from the fog and fall upon you before you have any chance to react.

Spawn 2/4/6 Souls of the Damned (Cynder Otherworld Threat) in Ambush Attack.

## The beginning of turn 13

The few lights in the night suddenly dim and the air suddenly colder as another band of undead outlaws enter the scene. One of the creatures is sheathed in a pale ghostly light and its baleful stare makes your hair stand on end. You have a feeling that this thing is far more powerful than anything you encountered so far this cursed night.

Spawn one group of 2/4/6 Famous Undead Outlaws and 1/1/1 Undead Gunslinger at a random entrance. Use the normal enemy sheet and not the Special "Undead Gunslinger Encounter" Rule.

## When the undead gunslinger is slain

After taking multiple hits this terrifying foe is suddenly engulfed in blue flames that slowly consume its body. Your ghostly foe gives you a last baleful stare and you hear an unearthly voice whispering in your ear: "I will be back. I will come for you...". The blue fire leaves no trace of its body and you suddenly feel as if a terrible weight has been lifted from your shoulders. However you cannot dwell on the meaning of the undead's last words since there are still undead swarming the streets.

## The beginning of turn 14

The sound of fighting around you dies down and you hope that this nightmare is finally over, when suddenly a last group of undead appear before you. More of the pale-faced monstrosities, and among them one figure that has a palpable aura of dread surrounding him. To your horror you recognize it. The same thing that was released by the cult from the tomb in the mine near Hilltown some time ago. Could he be the mastermind behind the events of this terrible night? The heroes must fight a group of 1/1/1 Feral Vampire Lord, 2/4/6 Feral Vampires and 1/3/5 Blood Bats.

## When the Feral Vampire Lord is defeated

The creature finally stumbles back from your relentless attacks. Suddenly its form begins to change into a cloud of bats that flit into the dark sky.

## When all enemies have been defeated

The heroes win the mission.

## Epilogue

With the last of the undead slain, the fog finally dissipates. In the distance, dawn sets in and it seems this endless and horrific night is finally over. You tiredly look through the corpses of the undead before you decide to take the rest at the inn as you originally planned.

Later the day you are called to meet the local Igor. On your way to his workshop you see the remains of tonight's events everywhere. Undead creatures of all sorts litter the street. It seems that the acolytes of the Church stepped up to fight back, as well as many other groups of mercenaries that got caught up in this mess just like you. Still, many of the motionless bodies do belong to people who were quite recently still alive and well.

As you arrive at Igor's workshop you see him busy dismantling the corpse of some of the pale-faced monstrosities. He eagerly greets you: "There you are! I heard that you were in the midst of the worst fighting. Tell me all about it." After recounting these night's events he ponders: "Very interesting. We occasionally had the dead rising from their graves but not in these numbers."

# 21: Thriller Night

*Especially these humanoid blood suckers have never been seen before. Naturally, there have been some mentions of such beings in old books. But these things seemed to have belonged to the realm of legends. Apparently the thing you released from its tomb some time ago must be one of these ancient 'Vampires'. And apparently it is able to create lesser offspring. Even worse, the creature seems to be able to command all kinds of other undead. Among them the remains of the 'Lost Army', a battalion of soldiers who went missing while engaged in a fight with the monstrosities from Brimstone shortly after the Incident. There always have been rumors that their vengeful spirits were still out there, haunting the Wastes. That this Vampire is able to bring such powerful undead under its command does not bode well. There is also the matter of this ghostly undead outlaw that gave you so much trouble. Another legend come truth. Is he one of the Vampire's minions or does he possess his own sinister agenda? If I were you I would be on the lookout for this Gunslinger as from what you said he now bears a grudge against you.*

*What a mess, this must be reported to the Law immediately. With a bit of luck we have broken this creature's strength for now and killed enough of its unholy offspring, but I feel it will recover its power eventually. If he is able to amass another army of the undead like this he could easily wipe out all civilization within the Brimstone Wastes. I guess we must be lucky that the cult was only able to free but not control this thing.*

*Anyways, thank you for now in your help. My brothers and I will research this matter and try to find a way to stop this menace."*

## Reward

Each hero draws five Loot Cards. Shuffle drawn cards back into the Loot Deck in between draws.

## Failure

The events of the night have proven too much and while the undead could be beaten back eventually, it still took a toll on the town.

Two random Town Locations in Seto's Mill (except the Church) are destroyed.

## Unlocks

### Army of the Dead

Shuffle all Thread Cards for the Undead Outlaws, Feral Vampires and The Lost Army into their respective thread decks. Do not shuffle the Undead Gunslinger Challenge cards into the Thread Deck.

### Vengeance from the Grave (Campaign Modifier)

The Undead Gunslinger harbors a Grudge against you and will stop at nothing to defeat you. From now on, every time a Growing Dread Card has to be drawn as a result of a failed Hold Back the Darkness Roll roll a D6. On a 1, ignore the Growing Dread card and Resolve an The Undead Gunslinger Challenge as referenced on the Threat Card. This can only happen once per mission.

### To Banish the Undead

While the Vampire Lord has been driven off he will regain power over time.

This mission is a Prerequisite for Mission 29

### Undead Bounties

Since the Vampire Lord has been released from his tomb he started to create lesser offspring. Moreover he managed to awaken the Lost Army as well as groups of undead outlaws. All these factions of undead have now started to roam the Brimstone Wastes and create problems. The Law therefore is offering jobs to mercenaries with the goal to contain these various threats. Unlock the following Repeatable Missions

### Find the Coffins

It was quickly discovered that the vampires require rest during the day and retreat into coffins hidden away in mines across the Wastes. If acted quickly, these horrific creatures can be ambushed and dispatched quickly.

### Supply Chain

The Lost Army has been awakened and their number are growing constantly. A well timed explosion may delay the swelling of their ranks...for a time.

### Wanted: Undead or Alive

Bands of undead outlaws are now terrorizing the towns in the Wastes, bringing much despair and destruction. Therefore, when one of their hideouts is found, big rewards are promised to anyone willing to take them out.

# 22: A Web Between Worlds

## Prerequisites

Completed Mission 08  
Completed Mission 11  
Completed Mission 17  
Completed Mission 18

Heroes must be in Lestina to start this mission

## Prologue

You walk through the street of Lestina, trying to find clues about what is stalking the outskirts of the town. You don't learn much, only that sometimes a group of mishappen creatures was spotted, led by a tall, gaunt, humanoid figure, swathed in several layers of leather and sporting several sinister looking tools from its belt. This immediately tingles your memories of your own encounters with a creature just like that. You decide to look for the thing in the surrounding area of the town when suddenly a ripping sound echoes through the street. When you look for the source of this noise you spot a large portal hovering in midair in the middle of the street. From it the inhuman scientist steps, holding a strange device in its hands. It looks around and when spotting you, a flash of recognition sparks in its alien eyes. The creatures mouth turns into an eerie smile as it pushes a button on the device, which starts to hum forebodingly. The creature throws it in the air, where it starts spinning while purple bolts of lightning. Instead of falling back down the machine keeps hovering in the air. You turn your attention back to the device's owner, who casts a last malevolent stare into your direction before disappearing again through a portal. Before you gain any more meaning of the situation, the humming from the spinning device intensifies and it suddenly emits a bright blinding flash. When you regain your sight, the device is gone. Instead, a glowing rift has opened up that looks like a wound in reality. Through it you spot an alien landscape and figures being sucked to your side. Rather unhappy with the situation, those figures immediately start attacking anything in sight.

## Mission Goal

Defend the town against anything the rift is spitting out.

## Set Up

The Town Board is used for this mission. The heroes start at one of the entrances with a street. In the center of the map where the roads cross, a Void Rift is spawned (use a marker of your choice to mark the location).

## Special Rules

### A Rift in time and Space

The Void Rift is an unstable connection between the Brimstone Wastes and all kind of alien places.

At the beginning of each turn roll the D8 three times and move the Void Rift four spaces in one direction for each die roll according to the Dynamite Bouncing rules.

Then roll a D6. On a 4+, draw a random Otherworld card (even from Otherworlds that have not been discovered yet) and one random Otherworld Thread card from that Otherworld. Spawn the enemies around the Void Rift with the slowest enemies closest to the Rift. Discard the drawn Otherworld card from the deck and re-shuffle only when the deck has been depleted. (This way enemies each spawn from a different World until all have been used).

If a 1-3 was rolled no enemies appear. However on the next turn, enemies are spawned from the Gate on a 3+. If no enemies are spawned the roll is improved to a 2+ and then a 1+. Every time, enemies are spawned, reset the roll to 4+.

### Holding out

The heroes need to defend until the Void Rift runs out of energy. To that end the Depth Tracker is used as a turn tracker, which advances every turn.

### Lightning from Beyond

The unstable rift is hurling bolt of void lightning everywhere. Every time a Growing Dread card would be drawn, each hero must roll a Spirit 4+ test to resist the assault of otherworldly energy. When that test is passed, heroes take D3 corruption hits. If it is failed, heroes take instead D6 corruption hits.

### No Loot

Heroes don't draw any Loot Cards during the mission. Instead, loot will be given out at the end of the mission.

### Desperation

If no enemy is on their part of the map, instead of attacking, heroes can decide to either Scavenge, ready a Once Per Fight Item, Recover a Grit or Catch their Breath (Recover D3 Health/Sanity)

# 22: A Web Between Worlds

## Objectives

### After 15 turns

*It feels as if this onslaught has been going for an eternity when the pitch of the void rift suddenly changes its tune. As you look up you see to your relief that it starts folding in on itself. You almost begin hoping that this nightmare is maybe over soon when one last creature steps out of the rift: A spider, very similar to the beasts you have seen before. However, something about this one seems off. Its body is bigger and kind of bloated.*

Resolve all Growing Dread cards.

For the rest of the mission the Void Rift stops moving and does not spawn any new enemies.

Place 1/1/1 Void Brood Mother next to the Void Rift.

### Void Brood Mother

The Void Brood Mother is a Brutal Void Spider with the following rules.

#### Bloated Body

The Brood Mother has an additional Posse Level x 3/4/5 health. In addition its attacks do an additional +2/4/6 damage.

#### Void Phasing

The Brood Mother has a Defense of 5, is immune to critical hits and ignores each point of damage received on a D6 roll of 3+.

#### Erratic behavior

The Brood Mother does not attack normally but instead uses a cyclic behavior. It starts performing Action 1, switches to Action 2 on its next activation and Action 3 on the next before restarting the cycle at Action 1.

#### Action 1: Jump attack

Attack the closest target

#### Action 2: Spawn a Void Egg

Teleport away 8 spaces in a random direction (roll D8) and lay a Void Egg. Void Eggs have 2/4/6 health, a Defense of 4 and take only one damage per successful attack. If not destroyed they hatch two turns after their creation and add 4/6/8 Void Spiders to the fight.

#### Action 3: Void Assault

The Brood Mother teleports to the target farthest away from her causing D6 hits with 2 damage each as well as D3 corruption hits. It heals 1 health per successful attack.

### When the Brood Mother is defeated

*Finally, your relentless attacks are showing some kind of effect on the thing. Its movements slow down, and the horrible creature finally drops to the ground, bleeding purple ooze from its many wounds. Thankfully its offspring seem to have lost all will to fight and scatter into the wilds.*

*As you turn towards the Rift you see that it finally has closed. The device that was used for its creation stops spinning and drops from the air. Whatever unearthly energy was used to power this thing seems to have been completely used up. You do not yet fully realize it yet but it seems that this nightmare is over.*

The heroes win the mission.

## Epilogue

Read the Epilogue immediately after winning the mission.

*A short time after, you pick through the remains of the creatures spawned from the rift. Some of them you recognize from past adventures while others seem to have come from places completely unknown. You begin to wonder how many worlds actually are out there.*

*To no big surprise the local Igor has taken an interest in the broken device left behind by the alien scientist. "A curious machine. This fellow scientist must be a master in manipulating the paths between worlds. I so much would like to talk to him and exchange information. Alas, he is too much of a threat. But I think by studying the energy signature of this device I might have a way on how we can track this foe and bring him down for good before he causes even more trouble." At least some positive news as you really would like to give this creature a dose of righteous vengeance.*

### Reward

Each hero draws five Loot Cards. Shuffle drawn cards back into the Loot Deck in between draws.

### Failure

The onslaught through the rift has been too overwhelming. One random town location is destroyed and each hero suffers D3 corruption without willpower save.

### Unlocks

#### Payback Time

Unlock Mission 26, where the heroes can now put an end to the machinations of the alien scientist.

This mission is also a Prerequisite for Mission 26.

# 23: Void Summons

## Prerequisites

Completed Interlude 06

Heroes must be in West Witold to start this mission

## Prologue

As soon as you enter town you are approached by Igor: "Ah yes, very well. It is about time you showed up. The Void Detector has not been quiet for days, pointing at a massive concentrations of void energy in the Devil's Fingers. Also there have been reports of increased sightings of dangerous creatures roaming those mountains, eating the unwary miner or traveller. Strange lights have been seen at night as well, scaring the local folks. People are terrified and this is now impacting mining operations. Even the Outlaws here have ceased all their activities which of course pleases the Law tremendously. But it certainly does not help with my research as these fellows are often bringing me interesting material for my research. Therefore we all have a vested interest that things return to normal.

We don't know what is going on, but something big is brewing in the Devil's Fingers. If it is the cult's activities or just some random anomaly we cannot tell, but the void energy signature is big. Bigger than when we tracked Scafford. I urge you to investigate as quickly as possible. If you can find a way to stop this please do so. Otherwise please report what you have found to me so we can develop a solution against this. If you can make it back in one piece, that is.

The heroes must travel to Mine 03

## Void Storm

As you gaze upon the mountain range of the Devil's Fingers you notice that something is very wrong. Dark Clouds are coalescing in a large cyclic pattern and bolts of lighting are striking the grounds around the mine. Unfortunately the Void Detector is directly pointing at this maelstrom. You have a feeling that the climb into the mountains will be a rather unpleasant one.

Due to the huge void storm raging in the area around the mine, it is dangerous to travel there. Whenever the posse enters a colored hex as shown on the image bellow, resolve the following effects depending on the hex's color.

 Every hero takes D6 corruption hits as a bolt of void lightning strikes down from the sky.

 The unnatural winds are growing stronger, brining a host of terrible creatures with them led by a huge winged monstrosity. They seem intent to preventing you from getting closer to your destination. Fight 2/4/6 Stranglers, 2/4/6 Void Spiders and 1/1/1 Harbinger.



## Mission Goal

Find the source of the void energy and shut it down

## Set Up

The heroes start on a Mine Entrance according to the normal rules. Set aside the Summoning Chamber and Rickety Bridge map tiles.

## Special Rules

### Power of the Void

The high concentration of void energy within the mine empowers creatures attuned to the void.

All Void and Demon Enemies have +1 Damage and +1 Defense.

In addition, everytime a random Threat Card is drawn as part of an encounter, that does not involve an enemy with the Demon or Void keywords roll a D6. On a 4+ re-draw Threat Cards until you find a Threat Card involving enemies using the Demon or Void keyword have been drawn.

### No Gates

No Gates appear during this mission. Treat all portals on Exploration Tokens as normal doors and re-draw any card that would randomly create a gate.

# 23: Void Summons

## Objectives

### When reaching a Depth of 3

You made steady progress so far, even though the air is heavy with void energy, when suddenly you hear an unearthly ripping noise coming from the deeper parts of the mine. This is followed by a strong burst of void energy washing over you and the horrifying screams of what must be a host of otherworldly beings. You wonder if you should turn back.

Every hero must pass a Spirit 5+ test or gain 4 Horror hits doing 2 damage each.

### When reaching a Depth of 5

Before you looms a deep chasm spanned by an old decrepit looking bridge. There does not seem to be any way around it. Before you can move on, however, the shrieks you have constantly been hearing coming from the depths are getting louder. Not soon after, a terrifying menagerie of demons and void creatures are appearing, trying to get across the bridge.

Ignore the Exploration Token. Instead place the Rickety Bridge map tile on one random exit and End Caps on the others. The heroes must defend against several waves of demons and void creatures that come from deeper within the mines. To that end spawn a wave of enemies in certain intervals according to the chart below. "Turn 1" denotes the first turn where the Bridge was revealed.

**Turn 1** 2/4/6 Hellbats, 2/3/4 Stranglers, 1/1/1 Void Hound

**Turn 3** 3/4/5 Void Spiders, 1/2/3 Night Crawlers

**Turn 6** 2/4/6 Tentacles, 1/2/2 Ancient Horror, 0/1/2 Void Hounds

**Turn 8** 1/1/1 Goliath, 1/2/3 Void Hounds, 4/6/8 Hellbats

Do not perform a Hold Back the Darkness roll until these enemies have been defeated.

### After the last enemy has been defeated

Finally the last of the monstrosities drops dead to the ground, allowing you to catch your breath. Thankfully you could stop the horde before it escaped the mines. You shudder to think what may have happened otherwise. However, this horde must have come from somewhere. You decide to quickly rest up before continuing your exploration.

Every hero heals 2D6+4 Health/Sanity distributed as they want.

### When reaching a Depth of 7

There is a bright glow and low chanting coming from the next room. Apparently someone was behind unleashing the horde of abominations you fought on the bridge. You ready your weapons, preparing yourself to put an end to whomever caused this mess. Ignore the Exploration Token. Instead place the Ritual Chamber map tile on one random exit and End Caps on the others.

### When at least one hero enters the Ritual Chamber

In the center of the room you see a large glowing circle inscribed with runic symbols, centered around a large perfectly formed Dark Stone crystal, glowing in an unearthly light. Around the crystal, several void images, including the leader whom you encountered previously at the Scafford incident. From what it looks like they seem to be channeling eldritch energies into the crystal, which focuses them into a swirling vortex of void energy at the back of the room. To your horror you see more of the terrible creatures you have fought before coming from the portal.

Your entry has not gone unnoticed, as the leader suddenly addresses you: "Well, well, well. Whom have we here. The same meddlers that interrupted our operations with Scafford. Didn't I warn you that you are opposing forces far beyond your understanding? That you should stay away? I can assure you, this is the last mistake that you have ever made."

Resolve all Growing Dread cards.

The heroes must fight a group composed of the following enemies

1/1/1 Void Archmagus, 1/2/2 Void Sorcerers, 2/3/4 Crimson Hand Cultists, 1/2/3 Void Hounds, 1/2/3 Stranglers

### Void Archmagus

The terrible leader of the cult is a Void Magus with an additional Posse Level + 2/4/6 health. In addition he has the following powers.

#### Ancient Power

Instead of Void Magik the Archmagus is using a power against you that you have never encountered before and is completely incomprehensible to you. Ignore the Void Magik rule. Instead roll a D6 at the beginning of his activation to see what terrible force he is unleashing.

#### 1 - Images of the Void

A random hero within 4 Spaces must either pass an Agility 5+ to dodge this attack or Spirit 5+ test to resist the haunting images from the Void. If failed that hero gains a Madness.

# 23: Void Summons

## 2 - Empowered Void Bolt

The Void Archmagus casts a Void Bolt at two random targets in range, which does 4 damage instead of 2.

## 3 - Void Syphon

The Archmagus channels his energy into your Dark Stone equipment trying to destroy it. Every hero must pass a Spirit 6 + test or discard a Dark Stone or an Item with a Dark Stone Icon and take D6 damage from the violent explosion as the item shatters.

## 4 - Unearthly Shriek

An unearthly shriek from a massive creature living beyond the veil echoes through the room. Every hero takes D6 Sanity hits doing 2 damage each and loses 1 Grit.

## 5 - Time Shatter

Every hero takes D6 Wounds/Sanity (any mix) ignoring Defense/Willpower.

## 6 - Bolt of Corruption

One random hero immediately takes D6 hits doing 2 damage each and D6 corruption hits.

## When all enemies have been defeated

*With a snarl the leader summons the last of his energy to throw up a shield around him and open a portal. Before he disappears he addresses you one last time: "Fools, you have no idea of the forces you are meddling with. What you are dealing with here. You cannot even begin to comprehend the true power of Dark Stone. Do you know anything about its origin? The forces behind that power? I suppose not. Well, you will soon find out, I promise you that."*

*With none of the mages maintaining the ritual, the void portal becomes unstable and explodes in a wave of eldritch energy. The Dark Stone crystal shatters in front of your eyes and silence falls in the chamber.*

The heroes win the mission.

## Epilogue

Read the Epilogue when the posse enters West Withold.

*You make your way back to West Witold to report to Igor. He takes a special interest in the Dark Stone Crystal. "Creating Dark Stone in such a pure form is completely beyond our capabilities. But it seems that it gains very interesting properties when refined in such a way. And using it to summon creatures from the void? I would never have thought this would be possible. But it clearly explains the surge in otherworldly monstrosities that are roaming the Brimstone Ruins and the Wastes overall. These things must have brought to this world in the cataclytic explosion of Dark Stone during the Brimstone Incident." He falls quiet for a moment while pondering the implications of this discovery.*

*"It seems we have not yet comprehended the full potential of Dark Stone. Which means there is still a lot of work ahead for me and my brothers.*

*Anyways, I thank you to ending this threat for now. I don't know what would have happened if we let the cult continue summoning such eldritch creatures. I fear however that they will try again eventually and we must remain vigilant. I will prepare a report to the Law and will make adjustments to the Void Detector so we can detect the cult operations easier in the future.*

*Later in the evening you sit at one of the local saloons to recapitulate what you have experienced in the mines. The power the leader of the Void Mages displayed was so completely different from the supernatural feats they usually perform. Could it be that there is an altogether different power at work here? Questions with no answers. Anyhow, you got paid handsomely for this job and decide to leave issues like these to people who are not you.*

*However, since you returned from the mines you have the feeling that you are watched from within the shadows...*

## Reward

200 gold for each hero for preventing the crisis and allowing for the mining operations to continue

## Failure

The cult completed their ritual to devastating effects. Two random town locations in West Witold are destroyed as a horde of eldritch creatures rampages across the town.

## Unlocks

### Hunted from the Shadows (Campaign Modifier)

When the Dark Stone Crystal exploded and the Void Rift closed the heroes have been overexposed to too much otherworldly energies. This has marked them now and they gained the attention of a pack of hunters from the Void. In all future missions, whenever a Hold Back the Darkness roll is failed roll 2D6. On a 10-12, the heroes are ambushed by 1/2/3 Void Hounds.

### HexCrawl Only

At the end of every day during travelling, the heroes are attacked by 1/2/3 Void Hounds.

### Removing the taint

Unlock Mission 27 where the heroes can attempt remove the taint from the Dark Stone Crystal explosion. This mission is also a Prerequisite for Mission 27.

# 23: Void Summons

## Cult Machinations

The cult has increased their operations and are attempting to open void gates in order to bring more otherworldy servants to them. Unlock the following **Repeatable Missions**

### Close the Void Gate

The Inventor's Guild has detected another concentration of Void Energy caused by the cults opening of yet another portal. They are requesting someone stop their operation.

### Last Stand

The cult opened another portal. You tried to intervene before they could conclude their operation but came too late. Now you are trapped in a mine swarming with enemies and have only goal: Survive

### Defend the Bridge

Another group of mercenaries has failed to prevent the cult from opening another Void Gate. You were now sent there as emergency responders to prevent the hordes of enemies from escaping the mines.

### Dark Dealings

The heroes have found **Clue 1** about the Dark Threats currently assailing the Brimstone Wastes. If **Clue 2** has already been found, directly proceed to **Interlude 07**. Otherwise keep searching for more clues.

# 24: Breaking the Chains

## Prerequisites

Completed Interlud 06

Heroes must be in Last Chance.

## Prelude

As soon as you enter the town you notice a big change from your last visit. Only very few men are on the streets, most of the people you see are women. You ask around and learn that there have been a lot of disappearances of male townsfolk as of late. Strangely no one was seen to be attacked or abducted. Instead, they just seem to walk away into the wilds over night. One of the men you question looks haggard, reporting strange dreams every night and an inexplicable urge to go to the Hell Mouth mines to the east. You remember that place, it was where Safford had his hideout, but can think of no reason on why anyone would go back there. Yet, you decide to quickly set out for the mine to get to the bottom of this.

The heroes must travel to the Hell Mouth (Mine 09) to start this mission.

### (HexCrawl only): When the heroes are two hexes away from the mine

As you near the mine the sky darkens except for pillar of fiery red light, streaked with bolts of black lightning that reaches far into the sky directly over the mine's location. The sight of this makes your hair stand on end.

### (HexCrawl only): When the heroes are one hex away from the mine

Ash is raining from the sky, turning the floor into a grey dust. The darkness in the sky has intensified but your surroundings are now lit by pools of lava that have broken through the earth. You prepare to travel on through this hellish landscape when large figure start rising from these pools of molten earth. How these hellish constructs from Cynder have found their way out of the mines you don't know but you certainly will not let such monstrosities run around freely.

The posse must fight 1/2/3 Lava Men of Cynder.

## Set Up

The heroes start on a Mine Entrance according to the normal rules.

## Mission Goal

Find out what caused the strange dreams and mass disappearances of the male townfolk.

## Special Rules

### No Gates

No Gates appear normally during this mission. Replace all gate symbols on exploration tokens with normal doors.

### Cynder Bleeding Over

Every time a random fight occurs roll a D6. On a 4+ draw a Cynder Otherworld Threat instead and place D3+1 Lava pieces randomly into the room by placing them roughly in the middle and have them bounce 4 times according to the dynamite rules.

## Objectives

### Begin of the mission

The air has grown unnaturally warm and the smell of sulphur is irritating your nose. Deeper down the shaft you notice a red glow from more pools of lava. All of this is highly unusual and you have a feeling that this is not going to be a simple rescue mission.

### When finding the first Clue Token

Even though the heat is starting to get to you, the progress has been good so far, with only minor obstacles to get over. However as you enter this room you suddenly stumble across a group of soldiers wearing strange uniforms and talking in an alien language. You recognize them from previous encounters as members of a foreign army of unknown origin. However, this time they don't seem to be a mere scouting party, since they are busy setting up some kind permanent equipment such as beds, communication devices and an uncomfortable array of weaponry. Some of them are heavily armored and are hauling big shells of metal around and one of them looks very well equipped and seems to be in command. As usual they don't seem to be in a talking mood, as they immediately attack.

The heroes must fight a group of 2/4/6 Trederran Soldiers (1 Heavy Weapon), 1/2/3 Z4-Grenadiers and 1/1/1 Trederran Lieutenant. The Lieutenant does not use the Battle Order Ability.

### When finding the second Clue Token

As you enter the room, you see a portal shimmering into the air with a stream of hot air emanating from it. Around it lingers a group of Succubi and some of their fiery guardians. As you approach one of them begins to talk to you: "Ah, more mortals ensnared by our call. Please, go ahead and face your destiny as the good little cattle that you are." One of the others interjects with a question to her sister: "Do you think these are enough now? Guarding this pathway is sooo boring."

# 24: Breaking the Chains

Another one responds: "Oh stop complaining, it is important that no one disrupts the ritual. And I think they are almost done with breaking the seal so have some patience." "Sisters, I think we have a problem here!" the first one calls out after noticing that you did not at all follow her orders.

The heroes must fight a group of 3/4/5 Succubi and 1/2/3 Lava Men.

## After winning the fight

Whatever these demons were talking about, it seems that their operation is close to finishing. You decide to quickly push onward in the hope to prevent whatever the Succubi are doing.

The heroes must enter the portal to Cynder to find out more about this ritual.

## When finding the third clue

You find another group of Succubi, led by the sorceress you have met before when you created a path into Cynder. They are positioned around a large metallic disk laid out within the floor, chanting in an evil sounding language that hurts your ears. The disk itself is covered in hellish runes, which currently glow brightly as if under some internal strain. Standing meekly on the disk as if entranced is a group of the missing townsfolk. Before you can act, the sorceress is finishing her incantation and their prisoners burst into black flames. As the fire consumes them, their bodies start radiating energy, that is being funnelled into the disk by the coven. Suddenly there is a horrible ripping sound, as if invisible chains are snapping and the runes on the disk flash brightly one last time before their light extinguishes. At the same time the Succubi are stopping their incantations with a look of exhaustion and relief. Unfortunately this brings their attention to you.

"You are too late mortals!" the sorceress exclaims. "The seal has been destroyed and the first chain broken. I have to thank you again for opening the pathway to our world. Without your help we would have been trapped here forever and could not have harvested enough lifeforce for the breaking ritual. As soon as we find and break the other seals, our master will finally be free. But you will not be around anymore to see his glorious return."

You noticed that the lights in the cavern have grown dimmer except for an area directly above the disk, where flames started appearing in the air. Slowly these flames coalesced into a large body swathed in a robe with large wings. You see a shining key dangling from the robe. The creature seems to be a bit ethereal, as if it is not really here. The power radiating from the apparition is overwhelming nevertheless. You have no idea how to fight this thing but there does not seem to be another way.

Reveal and resolve all Growing Dread cards.

The heroes must fight 1/1/1 Shade of Beli'al, 1/1/1 Hellfire Witch and 2/4/6 Succubi. The Succubi are from the Coven of Beli'al.

## After winning the fight

To your relief the apparition could be defeated after all, but the power it commanded was still overwhelming. You are just glad that this thing could not fully materialize into reality. Heavily bleeding, the Succubus sorceress throws up a shield of dark fire around her and addresses you: "Foolish mortals, don't think you have won. This was only a mere shadow of our lord's power. As soon as we break the other seals and free him from his prison, Beli'al will walk your world and devour it utterly. Nothing will stand in his way. Not even you. I will make sure of this." With these words the sorceress conjures more fire around her and disappears. You are left in the room, around you the charred remains of the villagers you have come to save and a broken seal to a prison of something you know nothing about.

The heroes win the mission.

## Epilogue

### When winning the mission

You exit the mine, still with the smell of the burned villagers mixed with the stench of Cynder in your nose. Thankfully the sky has cleared and the pillar of red energy is gone. And with it the pits of lava that littered this area not so long ago. Still, the landscape around here has been ravaged by the malevolent influence of Cynder. You really hope that this is the last time this happened, otherwise it could transform the face of the Wastes slowly into a truly hellish landscape.

### When arriving in Last Chance

You return to Last Chance to inform the villagers that the threat is gone and their dreams were safe again, but the missing villagers were gone for good. The townsfolk accept the news more or less with grace, as if used to such catastrophes by now. But you are still left with a feeling that you utterly failed.

A short while later you contact Igor and Schutzmann to report about what you have found out. "I think I have read about this Beli'al before, but cannot recall any specifics. Something about a very old and powerful being that has been imprisoned for its countless crimes. That the Succubus Coven is actively attempting to break him out does not bode well. However I currently have no idea on how to prevent this due to a complete lack of information. Beli'al is supposed to be a mythical being after all. Hopefully he is and the Succubi are delusional, but I would not count on it. I need to ask my brothers and peruse our collection of tomes for more

# 24: Breaking the Chains

*information and this will take some time. But I will let you know as soon as I know more."*

*Schutzmann continues: "Demons and 'old gods' aside, what worries me is what you told me about the operations of this foreign army. We now have reports of numerous sightings of these soldiers from all over the Brimstone Wastes. However, so far their activities were currently limited only to small bands of soldiers exploring the mines and their vicinities. If they now start building something what must be outposts, I fear we will soon have to deal with more than just scouting parties. I am talking of the threat of an invasion. As the weapons used by this army are more advanced than ours this might be trouble. I will ask other groups of mercenaries if they have encountered activities on a similar scale. Furthermore I will order some of my men to investigate the Hell Mouth mine and find out where exactly these soldiers are coming from. I really hope that this is not what I fear what it is. For now, have my thanks in bringing this to my attention. I will contact you if we know more."*

## Reward

Each hero gets 200 gold for stopping the threat to the villagers of Last Chance

## Failure

You were overwhelmed by the dark forces confronting you.  
Each hero takes D6 Corruption Hits.

## Unlocks

### The Dark Touch of Beli'al

Shuffle all Shade of Beli'al Threat Cards into their respective Thread Decks.

### Machinations of the Succubi

The Succubi are attempting to gather more victims to sacrifice to their dark lord. Actions has to be taken to stop their dark machinations

Unlock the following [Repeatable Missions](#)

### Deadly Dreams

The Succubi are using their mysterious powers to influence the dreams of mortals and lure them into their bloodstained hands. Unfortunately the heroes are affected by this as well and need to do something about it, lest they end up the same as those poor fools who already succumbed to their dark temptation.

### Seeds of Evil

The Succubi are using the dark power of a so-called 'Argus Tree' - one of the few plants native to Cynder and infused with the evil of that place - to sow corruption in a town of the Brimstone Wastes. Someone is required to find where the tree is located and destroy it.

## Alien Invaders

The operations of the alien army has been more intense lately. The Law fears that an invasion is imminent and requires help in a scouting mission to determine the origin of this army. Unlock [Mission 28](#). This mission is also a [Prerequisite](#) to [Mission 28](#).

## Dark Dealings

The heroes have found Clue 2 about the Dark Threats currently assailing the Brimstone Wastes. If Clue 1 has been found, directly proceed to [Interlude 07](#). Otherwise keep searching for more clues.

# 25: Fire from the Sky

## Prerequisites

Completed Interlude 06

Completed Mission 17

Heroes are in Stone's Crossing

## Prologue

Some heavy rainfalls have delayed your travel and therefore it is already getting dark when you spot the lights of Stone's Crossing in the distance. Glad to finally be at a hotel to relax, you quicken your pace when suddenly the sky brightens and a lance of pure light shots down onto the town from the sky. A moment later an immense shockwave knocks you to the ground, driving the air from your lungs. It takes a moment before you can gather your bearings and you calm the shying horses. As you gaze in the direction of Stone's Crossing all you can see is a red conflagration consuming the sky. Whatever just happened, it seemed to have caused catastrophic damage.

Some time later you enter the leftovers of Stone's Crossing and are glad to see that at least some people survived the attack. However, the town itself is a smoldering ruin, with a big crater in the center where the beam of light hit the ground.

Asking around does not yield too much information. No one knows what happened or who caused this. However some say that they have been seeing strange lights in Ranae Pointe to the east. Especially last night, when a strange metallic object was seen rising into the sky from those very mountains at a high speed. Wondering if those events could be linked you decide to investigate.

Stone's Crossing is destroyed and changes its town type to Town Ruins.

The heroes must travel to Mine 15 (Ranae Pointe) to start this mission.

## Travelling to Ranae Pointe

The unknown attackers do not want to be disturbed are an intent to eliminate anyone who tries to interfere. Every time the posse enters a hex in the vicinity around Mine 15 roll a D6 to see if they have been spotted. Whether that roll succeeds is determined by the proximity to Rane Pointe.



On a successfull roll, another spear of light is falling from the sky, this time aimed at the posse. Each hero rolls an Agility 5+ test to see if they can dodge the attack. On a success they take D6 hits 1 damage each. On failure they take 2D6 hits doing 1 damage each.

## When reaching Mine 15

As you near mountains of Ranae Pointe you spot a large metallic device sitting on a hill at the back of a maze of canyons. You also spot some figures moving around it. From the amount of sunlight reflecting they must be...metallic? As you come closer you reconize these shapes. But what are the robots from the Targa Plateau doing here in your world? You have a dreadful feeling that this is the cause of the destruction of Stone's Crossing. You are not looking forward to it, but have a feeling that it is up to you to stop the machinations of the Targa robots before another town gets destroyed.

## Start the Mission

## Mission Goal

Reach the device hidden in these mountains and destroy it.

## Set Up

This adventure takes place in the Canyons. Use a random map tile as start and place the heroes there according to the normal rules.

## Special Rules

### Lights from the Sky

Whoever is hiding in these canyons is aware of your presence and is using the same weapon that destroyed the town to also get rid of you. Every time the Darkness Marker lands on a Blood Splatter, multiple beams of energy are raining down on the heroes. Each space with a hero is targeted by one beam which then moves three times according to the Dynamite Bouncing rules. Afterwards the final target (if any) suffers 2D6 damage and everyone on an adjacent spot 1D6 damage - no matter if it is a hero or an enemy.

## Checkpoints

The machines from Targa have set up Checkpoints across the Canyons. Every time a Clue is found on an Exploration Token, the enemies must fight 2/2/2 Targa Pylons, 0/1/2 Targa Custodians and 1/2/3 Targa Sentinels.

## No Gates

Gates do not appear during this mission. Treat all gates o Exploration Tokens as normal doors and re-draw all cards that would spawn a Gate.

# 25: Fire from the Sky

## Objectives

### When a Depth of 10 is reached

You have made it to the end of the canyon and have reached the device you have spotted earlier during your approach. It predominantly consists of a large dish with some kind of metallic rod protruding from the middle, which is pointed skyward. Unsurprisingly the device is heavily guarded by the usual robotic enemies. One model however looks quite different. It has a small resemblance to the small spiderlike automatons but looks much more advanced, and much more dangerous.

Resolve all Growing Dread cards. The Lights in the Sky rule is disabled.

The heroes must fight 1/1/1 Targa Guardian, 1/2/3 Sentinel Primes and 1/1/1 Custodian Alpha.

### Custodian Alpha

Uses the same enemy sheet as the Targa Custodians with the following modifications

#### Hardened Shell

The Custodian Alpha has +4/6/8 health and +2 Defense

#### Phase Shield

Takes a maximum of 1 damage per hit

#### Advanced Systems

The Custodian Alpha behaves according to the Shootout Rules. Each turn roll a D6 to determine the Custodian's behavior.

##### 1-3 Advanced Repair

##### 4-6 Energy Beam

##### Advanced Repair

Heals another robotic enemy in Range 6 for D6+4/6/8. Always targets the robot with the lowest health and moves to be in range

##### Energy Beam

Fires one concentrated energy beam at a random hero every turn. The beam automatically hits everything in its path and deals 2D6 damage (Robots are immune). Heroes can pass an Agility 6+ test to reduce the damage to D6.

#### After winning the fight

After finally destroying the latest mechanical horror unleashed by Targa you turn your attention to the strange device they were guarding. You have no idea how it works but figure that by destroying it you can put an end to these rays of light from the sky. At first you have no idea how to actually do that but after ripping out a few cables the humming of the machine stops. Afterwards you decide to rest for a while and enjoy the view across the canyons.

A short while later you see a brightly glowing object falling from the sky, hitting an uninhabited area somewhere near Lestina.

The heroes win the mission.

## Epilogue

Read the Epilogue after the heroes enter Stone's Crossing.

You make your way back to Stone's Crossing to inform everyone that the threat has been dealt with. You notice that the townsfolk are already busy rebuilding with a grim determination. As if already used to such disasters...

You meet up with Igor who, despite his workshop being a smoldering ruin, greets you excitedly: "My friends, I just had a transmission from one of my brothers over in Lestina. They salvaged the thing that fell from the sky after you destroyed the machine in Ranae Pointe. Apparently it was some kind of gigantic energy cannon capable of floating in the air. The device you destroyed was probably used for controlling that weapon. I think we can learn a lot from the wreck and maybe create such devices by ourselves someday. Therefore I think the loss of this town was worth it in the end."

We will also commence with salvaging the wrecks of the robots you just fought and hope to piece together why the Targa machines are now suddenly attacking us. All we know at the moment is, that these automatons are somehow under the control of a central intelligence. Of what nature this intelligence is, what to what purpose it now coordinates such an attack we do not know yet. But we are eager to find out, before more of these floating cannons find their way into our world.

## Reward

Each hero gets 150 gold and D3 Dark Stone

## Failure

The onslaught of machines combined with the bombardment from the sky was too much for you. Each hero must roll once on the Injury Chart.

## Unlocks

### Machine uprising

This mission is a Prerequisite to a future Mission revealed in one of the next chapters.

# 26: Across Time and Space

## Prerequisites

Completed Mission 22

## Prologue

"Look, isn't it beautiful?" Igor points at yet another of his incomprehensible contraptions. "With this we can finally hunt down the villain who caused the dimensional vortex in Lestina." As you take a closer look you recognize some parts of the device the alien scientist used in his attack on Lestina repurposed into this machine. "See, the problem is that even if we apprehend this creature, it can simply flee using a personal dimensional portal. However, this machine can force his portals to remain open and we can follow to whatever place he has vanished to. I mean, you can follow him, this is too risky for someone as valuable as myself.

Even if he escapes again, my guess is that his device will run out of energy at some point. Then you have him cornered and can bring him down. So how about it? I heard that this fellow gave you some serious trouble in the past. Want to take some sweet revenge?"

As if he had to ask.

The heroes must travel to Mine 14 at Arzhakov's Gate, where the alien scientist has been spotted recently, to start this mission

## Mission Goal

Hunt down the Flesh Stalker that has been harassing you so often in the past.

## Set Up

The heroes start on a Mine Entrance according to the normal rules.

## Special Rules

### No Gates

Gates do not appear during this mission - at least not in the usual ways. Replace all gate icons on Exploration Tokens with normal doors and ignore all other random effects that would spawn a gate.

### Immediate Dread

Resolve Growing Dread cards immediately when they are drawn.

### No More Experiments

No Sinister Experiments are drawn for any fight with the Flesh Stalker during this mission.

### Limited exploration

After finding the Flesh Stalker do not draw any Exploration Tokens for the rest of the mission.

## Objectives

### Clue Token 1

*It took you a bit of searching but you finally found him. Busy with some experiment you don't want to know the details of, he does not recognize you immediately. When he does however he briefly stops, as if surprised that you are still alive. Unfortunately it does not take him long to recover and send his minions after you.*

The heroes must fight 1/1/1 Flesh Stalker and 2/4/6 Flesh Drones.

### After winning the fight

*As usual the alien scientist escaped through a portal instead of dying properly. This time however, the device Igor gave you starts humming and is keeping the portal open. You make final preparations before taking up the hunt.*

Spawn a portal at one of the room's exits.

### After one hero explores through the portal

*Warm humid air and the smell of decaying plants greets you. It seems you are back in Jargono. In front of you is a small assortment of devices stored under a large canvas. Some kind of field laboratory. This must be where the scientist was performing his experiments within this world. And as suspected, you spot your foe busy readying some devices and unleashing some of his creepy minions. When he spots you his surprise - and a hint of fear? - is visible. Clearly he was not expecting you to follow after him. Apparently he does not intend to go down without a fight, as he readies a menacing looking gun.*

Draw two map tiles from the Swamps of Jargono Other World and connect them with each other. Place a portal as an entry point for the heroes in one room and all enemies in the other room according to normal placement rules.

The heroes must fight 1/1/1 Flesh Stalker and 2/4/6 Flesh Drones.

### Flesh Stalker

Carries an Acid Sprayer in addition to his normal equipment. This gun harnesses the toxins found in Jargono. It has the following stats and the Flesh Stalker attacks according to Assault Rules.

#### Range 8, Shots 1, Damage 6

Everyone damaged also takes 2 Poison Markers

Hits target's square and every adjacent square

On failed To-Hit roll bounces twice according to Dynamite bouncing rules and applies damage to the new square.

### Flesh Drones

+4 Health, Regenerate two health per turn

On successful close combat hit apply one Poison marker

# 26: Across Time and Space

## After winning the fight

Again you foe has opened a portal to flee before taking too severe wounds. You decide to not linger long and follow.

Spawn a portal at one random exit of the current room.

## When one hero explores through the portal

Hot air, the smell of sulphur and the screams of the damned greet you. What else could it be but Cynder. In the near distance you spot another field laboratory, stuffed with tomes, artifacts and the butchered corpses of some smaller demons. This time your opponent was half expecting you as he is wearing some hellish armor, swings a flaming whip and sends more of his horrific creations at you.

Draw two random map tiles from the Caverns of Cynder Other World and connect them with each other. Place a portal as an entry point for the heroes in one room and all enemies in the other room according to normal placement rules.

The heroes must fight 1/1/1 Flesh Stalker and 2/4/6 Flesh Drones.

### Flesh Stalker

This time he carries a flaming whip and is wearing some kind of hellish armor, both relics he found in these fiery catacombs and adapted to his liking.

#### Flaming Whip

Is a close combat weapon that allows the Flesh Stalker from a distance with the following stats:

Range 6, Shots = Attack rating of the Flesh Stalker, Damage 6

Flesh Stalker uses Assault Rules

Successful hits also apply two Burning Markers

#### Hell Armor

Health + 10, Defense + 1, Immunity to Critical hits

Heroes in Range of 2 around the Flesh Stalker take 1 Burning Marker during their activation due to the intense heat emanating from the armor.

#### Flesh Drones

The flesh drones have been sewn together from caracsses from various denizens of Cynder:

+4 Health, Defense +1

Each successful hit also applies one Burning Marker

## After winning the fight

Yet again, your opponent opened a portal to flee. You don't want to give him any quarter and immediately pursue.

Spawn a portal at one random exit of the current room.

## When one hero explores through the portal

You see before you a ruined landscape. Ruins of tall buildings, impact craters from some form of explosive weapons. Trenches everywhere. In the distance the sound of gunshots. It seems you entered some kind of active warzone. You have no idea where you are and no time to figure it out as the alien scientist prepares for combat yet again.

Draw two map tiles from the Trederra other world and connect them with each other. Place a portal as an entry point for the heroes in one room and all enemies in the other room according to normal placement rules.

The heroes must fight 1/1/1 Flesh Stalker and 2/4/6 Flesh Drones.

### Flesh Stalker

This time he has armed himself with some of alien weapon that must be native to this place.

Draw 2 Masterforged Wargear cards from Trederra and apply their effects to the Flesh Stalker.

#### Flesh Drones

Those minions seem to be compiled of corpses of the soldiers fighting in this war:

+4 Health, +1 Defense

Ranged To-Hit of 4+

The Flesh Drones are equipped with 1/1/2 Weapons of War from the Trederra Other World.

## After winning the fight

Your opponent escaped yet again but from his behavior you figured that he is becoming increasingly worried.

Spawn a portal at one random exit of the current room.

## When one hero explores through the portal

Glad to be gone from the warzone you see before you the more familiar landscape of the Targa Plateau. The alien scientist is readying another of defenses from his workshop he set up at one street corner. Apparently he managed to hijack some of the robots who now charge you and he himself is wielding a blade seemingly made from pure light as well as some kind of force field for protection.

Draw two map tiles from the Plateau of Targa other world and connect them with each other. Place a portal as an entry point for the heroes in one room and all enemies in the other room according to normal placement rules.

The heroes must fight 1/1/1 Flesh Stalker and 1/2/3 Targa Sentinels.

# 26: Across Time and Space

## Flesh Stalker

This time he is carrying a light sword he scavenged as well as some and repaired from the ruins around him.

## Light Sword

+1 Combat, +1 Damage, Hero defense is decreased by 1 (e.g. a 4+ defense roll is now a 5+ defense roll).

## Force Field

+3 Defense + Immunity from critical hits against ranged attacks

## After winning the fight

*Yet again your foe escaped but you think you gleamed a hint of desperation in his eyes. Maybe you can finally corner him now.*

Spawn a portal at one random exits of the current room.

## When one hero explores through the portal

*The view that confronts you makes you speechless for a moment. Dark corridors and rooms seemingly made completely out of metal. Old machinery that reminds you of what you have seen in Targa and yet completely different. It seems you are in some kind of building made by a technologically highly advanced civilization. But the biggest surprise hits you when you take a look out of one of the windows in the wall: Instead of a normal landscape you merely see a sky full of stars. Before you can fully wrap your head around this, your attention switches to your prey who is now wearing some kind of electrically powered armor, bristling with menacing weapons. You have an impression of desperation from his behavior.*

Draw two map tiles from the Derelict Ship other world and connect them with each other. Place a portal as an entry point for the heroes in one room and all enemies in the other room according to normal placement rules.

The heroes must fight 1/1/1 Brutal Flesh Stalker (with all Elite Abilities if the Posse Level is 5+)

This time he is wearing a power armor that he apparently retrofitted from this strange place. He gains the following attributes:

+ 8 x Number of heroes Health

+ 2 Defense

Immunity from critical hits

+ 2 Damage

At the beginning of the Flesh Stalker's activation he emits an electrical surge from his armor: Each hero on the same map tile takes 2 Damage without Defense.

## After winning the fight

*Finally, after another arduous fight, the alien scientist slows its movements. It fixes you with a last baleful stare before dropping to the ground, lying completely still, pool of blood spreading from its multiple wounds.*

*If his portal device was out of power or if he was simply tired of running you don't know, and honestly don't care. You are just happy that this ordeal is finally over.*

*After some resting you discover that the scientist's portal device has recharged enough and through sheer dumb luck you manage to open a portal back to your own world.*

The heroes win the mission.

## Epilogue

*You meet up with Igor who is eager to hear about your exploits. Especially the place where you last fought the scientist stirs his interest: "Oh that is exiting, a place full of promising new technology. From what you tell me, we could find something there that could put an end to the different threats assailing the wastes permanently. It is also very interesting that you have seen only a star filled sky when looking through the windows. I mean we already know that beyond our sky is a vast emptiness with millions of other suns out there. Maybe this is some kind of ship to sail this void between the stars. It might be very possible for us to go to that wonderful place in the future, since the last activation of that portal device you used to come back kinda overloaded its circuits. This probably has now established a semi-permanent connection between the Brimstone Wastes and wherever this place is.*

*As for this scientist: Who knows what his motives were? Was it merely a thirst for knowledge that drove him or was there an ulterior motive? Was he alone or are there other like him, exploring all the worlds within reach? We may never know."*

## Reward

Each hero increases his sanity permanently by 1 as you finally managed to get rid of your nemesis.

## Failure

And yet he trounced you again. Each hero permanently decreases his Sanity by 1.

## Unlocks

### Sailing Across the Emptiness

This mission is a **Prerequisite** for Mission 30, where Igor launches an expedition into this mysterious new place.

### A Wartorn World

This mission is a **Prerequisite** for Mission 28, where the heroes might end up back at in this wartorn world they briefly saw.

### Not the only one

The alien scientist was not the only one of his kind. There are other like him. Shuffle all Flesh Stalker Threat Cards into their Respective Threat Decks.

# 27: Between Worlds

## Prerequisites

Completed Mission 23

## Prologue

*It is becoming unbearable. Ever since you disrupted the ritual by the cult that caused the void gate to close, you could not find any rest. All the time you feel that you are being observed by something hiding in the shadows. And on your recent travels you encountered more and more of these void hounds. You feel as if they are preying upon you and have the dreadful feeling that at some point soon these unnatural beasts will come after you for real.*

*Therefore in an act of desperation you knock at the door of the local Igor and ask him for help, all the while fearing the kinds of experiments he will perform on you. To your relief he just puts you into some kind of tube that merely hums a bit for a few minutes. After reading some indesipherable datasheet he addresses you: "I think I know what is going on. I found some interesting signatures when I exposed you to some focused Dark Stone radiation. What? Dangerous? Nono, the radiation at those levels is perfectly harmless. I think..." He ponders this for a little while before continuing:*

*"Anyways, what I found is that you are indeed are being hunted. After the explosion of the void gate some residual otherworldly energy infiltrated you body. Aparently these void hounds are attracted to this power and this is thea reason why they are searching you out in greater numbers than before. While this sooner or later will probably lead to your unpleasant demise, I think I have found a solution: While we do not know much about these things we can assume that they are organized in the same way as similar predators found in the wilds: As a pack. And what does a pack usually have? Correct, a pack leader. While I cannot prove it, I have the theory that if you can find the leader of this pack of otherworldly beasts and kill it, then the rest of them might call off their hunt. I know it is a long shot, but what better option do you have?*

*As it happens I recently developed a portable version of the void detector and was just looking for some willing test subjects to use it. Here, I already aligned the detector with the signature found on your bodies. I feel that with this it would be possible to track the pack of hounds to their lair and find the leader. So how about it? You might be able to get rid of your stalkers and contribute to the progress of science."*

*Well, you really see no better option, so you decide to agree to test Igor's tracker.*

## HexCrawl Only

The posse must travel to Flamm's Folly as this is where the portable void tracker is leading them.

## When arriving in Flamm's Folly

*While you already have seen your share of Dark Stone mutation in your travels the sight of the townspeople living here is still coming as a slightly unnerving surprise. It seems that the town consists almost exclusively of people suffering from one or more mutations. Tentacles, tails and other strange appendages. Skins in all kinds of types and hues: Green and scaly, purple and silky and even some people who partially seem to consists of solid stone. And those are only the 'normal' mutations. Even the animals seem to be affected by this as you see a cat snatching a bird from the air by using a long elastic tongue like a frog. You see a very few non-mutated people and they seem to be outsiders. After asking around you learn that this towns proximity to the ruins of Brimstone is severly increasing the rate of mutation here. As mutants are not really bothered by this, Flamm's Folly has become a safe haven for them back in the day when they were still shunned and hunted down by society. Tensions have eased since the as mutation have become more and more a normal sigh in the Wastes. Still, the mutant community here likes to have a place for their own.*

*You also heard that a pack of void hounds was recently seen stalking the southeastern outskirts of the town. As your void tracker is also pointing in that direction you decide that this would be the best place to start looking for the trail of these unnatural beasts.*

**Flamm's Folly** is a **Medium** sized town with the **Mutant Town Specialty**.

## Following the Trail

The posse must follow the trail of the pack of Void Hounds until their lair is found. To that end they must Search the first hex of the trail southeast of Flamm's Folly and roll a D6. On a successful roll (in this case a 3+) they have found the next part of the trail as outlined on the map on the next page. The posse must Explore that hex as well and roll a D6 to find the next part of the trail. This goes on until the last hex has been found. The D6 roll required to find the next part of the trail is written on every hex on the map. Every time a hex is entered marked with an E1/E2/etc. read the event as laid out on the next page. The posse can always leave the trail to go to a town but must return to the last uncovered hex to continue following it.

# 27: Between Worlds



## Events

**E1:** Before you stretches a wide plain with a road leading to Conradt's Claim. As you look around to find the trail you notice several carcasses of animals, brutally mutilated. It seems you found a hunting ground of the pack. Eager to get these predators of your tail you consult the void tracker to see where they have gone to.

**E2:** The trail leads into a dark forest. As a dense fog arises between the trees you start to shiver. Recently rumors have arisen that this place is haunted by the undead. Unfortunately the void tracker is leading you deeper into the forest. Suddenly a group of ghostly figures emerge from the shadows, shuffling towards you with malicious intent. However, some of them come at you quite faster.

The posse must fight 2/4/6 Feral Vampires and 2/4/6 Walking Dead.

**E3:** The river makes it harder for you to find the trail of the void hounds and you feel like you will have to search more carefully. However, your efforts are interrupted by a group of makeshift floats travelling down the river. To your surprise these boats carry a group of Serpentmen from the jungles of Jargono. With them is a group of humans they seem to have taken prisoner from a nearby farmstead. How these snakes ended up here you cannot imagine and really don't care as the group of reptilians decides that they could use a few more prisoners.

The posse must fight a group of 1/1/1 Serpentmen Shaman, 2/4/6 Serpentmen and 1/1/1 Swamp Slashers.

## After winning the fight

You free the prisoners and they thank you with tears in their eyes. They tell you that their farm as well as their neighbours' were recently beset by raids of these humanoid snakes. They heard that all the southeast of the Wastes had run-ins with bands of Serpentmen looking for prisoners. Everyone they caught was never seen or heard from again. They sent a call for help to the Law but so far there was no reaction. All of this is troubling news as the Serpentmen apparently now have organized operations within the Brimstone Wastes. You decide to report this to Schutzmann later.

Every hero gains 50 Gold and may heal D6 Health/Sanity for rescuing the prisoners.

**E4:** Your travels bring you close to Azhakov's Gate, a gigantic portal that leads to god knows where. At least no one who went through ever returned. Thankfully nothing is coming through from the other side, although you have heard rumors that the cult had some activities here trying to summon more of their otherworldly minions into the Wastes. Thankfully the gate seems to be inactive at the moment and no cultists are seen anywhere. However, as you keep searching for the trail of the Void Hounds you are suddenly attacked by a group of raiders wearing very strange garments. You have a feeling that they are no from around here at all. Could this yet be another alien incursion?

The heroes must fight a group of 2/4/6 Wasteland Scavengers.

**E5:** It seems you are close. The Void Detector is spinning madly instead of pointing into a set direction. Even more, this part of the forest feels...strange. As if reality is getting thin here. The lair must be around here somewhere.

When the posse passes the Search roll successfully they have found the lair of the void hounds and can start the mission.

# 27: Between Worlds

## Mission Goal

Bring out the leader of the Void hounds in the lair and bring him down.

## Set Up

The heroes start on a Mine Entrance according to the normal rules.

Prepare the Other World Threat Decks from all available Other Worlds (even those that have not been found yet).

## Special Rules

### Void Hound Lair

Within the lair, the void hounds reign supreme and the veil between worlds has become very thin.

Everytime the heroes are attacked, do not normally draw a threat card. Instead the heroes must fight Void Hounds and one group of enemies the hounds are pulling in from another place. To that end, determine one random Other World and draw a random Threat Card from that Other World to add to the fight. Therefore, the heroes must fight:

1/2/3 Void Hounds + 1 random Threat from a random Other World

### Hunting the pack

Everytime a Clue is found, the heroes must fight 1/2/3 Void Hounds + 1 random Threat from a random Other World according to the Void Hound Lair rules. Ignore everything else on the Exploration Token except door placement.

### Bringing out the leader

In order to make the pack leader appear, a total of 8/16/24 Void Hounds must be defeated.

### Objectives

When the required amount of Void Hounds has been slain

*After killing so many of these horrifying dog creatures, and a number of strange allies, some of them never seen before, the leader of these creatures finally makes his appearance. You immediately have a feeling that this beast is on a completely different level than the ones you have fought before.*

Reveal and resolve all Growing Dread cards

The heroes must fight 1/1/1 Void Hound Alpha

### Void Hound Alpha

The Void Hound Alpha uses the same stats as a Brutal Void Hound (with all Elite Abilities if the Hero Posse Level is 5+) with the following additions:

#### Unnatural Speed

Always activates first every turn, irrespective of Initiative and any modifiers

#### Otherworldly resilience

Takes only a maximum of two damage per attack

#### Phasing out of existence

Every time the Void Hound takes damage remove him from the board as he retreats into the space between worlds. At the beginning of the next turn he appears again next to a randomly determined enemy to perform its attack.

#### Aid from across Time and Space

At the beginning of the fight, determine a random Other World and draw a random Threat Card from that other world. Add those enemies to the fight.

On the beginning of each subsequent activation of the Void Hound Alpha roll a D6 to see if the Alpha managed to draw more allies. On a 4+ add another random Threat Card from one random Other World to the fight.

#### After winning the fight

*Finally the creature slows its movement and does not suddenly disappear into nothingness when you wound it. With a last baleful howling it drops to the floor, ceasing its movements altogether. At the same time you feel as if some invisible weight is lifted from you, a weight you did not even notice was there.*

The heroes win the mission.

### Epilogue

Read the Epilogue immediately after winning the mission.  
*You make your way back to the nearest town to finally get some rest. On the way you notice how nice the world around you suddenly seems. The sun is shining, the birds are singing and at least for now you feel as if all worries are gone.*

### Reward

Remove the Hunted From Shadows modifier introduced in Mission 23, as the remaining pack of Void Hounds have lost their interest in you.

### Failure

You tried your best but the pack is still after you. Start the next mission with D6 Sanity Damage.

# 27: Between Worlds

## Unlocks

### Otherworldly Raiders

This mission is a **Prerequisite** for a future mission in Chapter 3 where the origin of these raiders encountered while on the trail of the hounds is further explored.

### The Hunt Continues

*There are other packs of Void Hounds out there that need to be brought down. Thankfully their leaders are not nearly as powerful as this one (or are they?).*

Unlock the following **Repeatable Mission**

### Hunted

Yet another pack of Void Hounds has been discovered preying on the people of the Wastes. A reward is set out for anyone willing to bring down that pack.

# 28: Alien Invaders

## Prerequisites

Completed Mission 24

Completel Mission 26

## Prologue

"It is time to take action!" Schutzmann starts the latest meeting. "The activities of this foreign army have been gone on long enough. First these scouting missions, now raiding parties and permanent outposts and we all know what can be expected to follow such activities: A fullblown invasion! And yet we learned so very little about our enemies. They use advanced Dark Stone weapons, are well organized and are hail from a world we have not yet discovered. Beyond that we don't know anything of importance, such as the size of this army, what their exact agenda is and most importantly: How to counter their activities before they will wage war upon us.

Therefore we have decided to send out several groups of mercenaries to do a reconnaissance mission and I would like to offer you this job as well. The goal is to find out their point of origin and as much about them as possible. Your target is a group of soldiers that have been spotted in Phillip's Hill." You are not to keen on taking this job, but you guess that someone has to do the dirty work. After all you do not really want to find out what a real invasion of these murderous foes would look like.

The heroes must travel to Mine 05 (Phillip's Hill) to start this mission.

## Mission Goal

Find out where these foreign invaders are from and try to find out as much information about their capabilities and goals as possible.

## Set Up

The heroes start on a Mine Entrance according to the normal rules.

## Special Rules

### Careful Reconnaissance

The following rules apply when traveling in Trederra only, not in the mines.

No random fights occur during this mission. Ignore all such effects from Exploration Tokens, Events, Darkness cards or other sources.

Also, when exploring a new room, do not draw a random map tile. Instead refer to the instructions in the Objectives section.

In addition, when in the Trederra Other World, the **Patrols** rules do not apply during this mission.

## No Gates

Gates do not appear randomly during this mission. Gate Symbols on Exploration Tokens are treated as door icons instead.

## Objectives

### When a Clue is found in the mines

After a short while exploring the mines you spot the outpost of the foreign army as indicated by the information from Mr. Schutzmann. The soldiers are currently busy moving a number of crates containing raw Dark Stone through a portal in the back of the room, leaving only a small vanguard behind. You figure that this is the best time to strike.

The heroes must fight a group of 2/2/2 Trederran Scouts and 2/4/6 Trederran Legionnaires

### After winning the fight

You decide to briefly rest up before plunging into unknown territory. Each hero may recover 2D6 Health/Sanity in any combination they like.

Re-Shuffle all Exploration Tokens and set the Depth Tracker to Zero.

### When at least one hero explores through the portal (First Room in Trederra)

The sight before you freezes the blood in your veins as you gaze upon what can only be described as an active warzone. A large plain surface, marked by a labyrinth of trenches and pockmarked by impact craters, small and large. Hollowed out ruins of buildings can be seen left standing here and there and the single corpse of a tree is still making its last stand on this ruined landscape. In between you spot numerous burned out wrecks of armored vehicles and other warmachines. The fighting still rages on as in the distance you hear the sound of gunfire and explosions. And the dying screams of men. In the sky you spot flying machines shooting at each other and big bulky things that can only be described as some kind of sky ship. You currently cannot discern who is fighting who and to what end, but from the bodies littered around you can figure that this must be the place of origin of these foreign legions.

In the dirt you spot fresh tracks from the Dark Stone transport and decide to follow them for now in the hope to learn more about this hellish place.

Use the A Bombed Out Street map tile.

# 28: Alien Invaders

## When exploring the second room

In the first moments in this strange new place, you take in this all encompassing destruction. Previously tall buildings made from some kind of smooth stone are only crumbling ruins. This place once seemed to have been a prosperous city, before this war brought everything to ruin.

Use the Blown Out Store Front map tile and apply the Abandoned Ruins Trederra Encounter card.

## When exploring the third room

You come across a group of soldiers guarding a large metallic dish pointing into the sky, which seems to be some kind of communications device. These soldiers however look quite different from what you have seen before. Instead of the usual uniforms, they wear some kind of armor decorated with ornaments and occult runes. Some of the soldiers are wearing some kind of plate armor in addition and carry round devices that seemingly are meant to be thrown with them. As the tracks that you pursue are leading through them you see no other chance than to fight.

The heroes must fight a group of 2/3/4 Trederran Legionnaires and 1/2/3 Z-4 Grenadiers. This group belongs to the The Core faction.

## After winning the fight

You begin to doubt your decision to accept this mission. Not only was the armor of these soldier not for show only, but the explosives they used packed quite the punch. Weaponized Dark Stone grenades! Igor will have a field day when he hears of this.

## When exploring the fourth room

The next section seems to be free from enemies. However you see an amount of smaller craters littering the street. You have a bad feeling about this but the tracks are leading right through this street. You decide to move on.

Use the Minefield map tile and apply the Land Mines Trederra Encounter card to it. As the heroes have to find out who is behind the attacks on the Wastes they must cross this map tile to continue the mission.

## When exploring the fifth room

Bombs in the ground! Everywhere! But you have the dreadful feeling that Igor again will be delighted to hear this.

You come across a big metallic installation that still seems to be running and must be of some importance as two groups of soldiers are bitterly fighting over it. One group is swathed in tattered coats colored in a way to blend in with their surroundings. Instead of standing back and shooting they seem to be more intent to rushing their enemies. To your horror you see that the grenades they use leave behind a sickly green cloud, which kills even more of their enemies

than the initial explosion. This incredible loss of life apparently does not seem to matter that much as the other side has three times the number of soldiers on the field. However, you notice that these superior numbers do not really help that faction as they seem less familiar with their weaponry, turning this into a quite even fight. You decide to wait out the battle and take care of the survivors, if any.

Use the Overrun Power Plant map tile. The heroes must fight a group of 2/2/2 Trederran Scouts, 2/3/4 Trederran Legionnaires and 1/1/1 Z-4 Grenadier.

Roll a D6 to determine which of the two sides survived the battle for the heroes to fight

1-3 Kharkarus Konfederacy

4-6 Liberation Army

## After winning the fight

What made these people hate each other so much that they fight among themselves so bitterly? And using Dark Stone as weapon in this way is so much more horrific than the simple bullets and weapon parts that people in the Wastes are currently using. Thinking about Igor's research you wonder if this is the future that awaits your home as well, when the secrets of Dark Stone are further unlocked..

## When exploring the sixth room

After the last combat you are happy that this section seems to be free of enemies. The relative silence - except for explosions and gunshots in the distance - is broken however by the sound of engines in the air. One of the flying contraptions you have seen dogfighting in the sky seems to have spotted you and is heading in your direction. As it passes above you it drops a metallic device that is falling down towards you at high speed. This cannot be good and you quickly run for cover.

Use the second A Bombed Out Street map tile.

Every hero must make an Agility 6+ test to try to evade the Dark Stone bomb dropped on their location. If failed take D6 +4 Damage if passed take D3+2 damage (it is a bomb after all and hard to dodge). In addition, every hero takes D6 corruption hits from the Dark Stone radiation left behind by the bomb.

# 28: Alien Invaders

## When exploring the seventh room

You stumble upon a patrol of soldiers. You notice that their equipments seems to be even more advanced than the groups you have met before. To your horror you also see some horribly mutated soldiers, who immediately rush you with unearthly screams while some of their comrades in the back begin pointing a huge gun at you...

Use the A Collapsed Building map tile.

The heroes must fight a group of 2/3/4 Trederran Mutants and 2/3/4 Trederran Legionnaires.

The enemies belong to the Royal Foundry faction. Ignore the Prone to Mutation Ability as this was already factored into this group. The Legionnaires carry a Dark Stone Laser Destroyer Weapon of War.

## After winning the fight

You have already seen all kinds of mutations, but the state of these soldiers is something beyond anything you'd have thought to be possible. If this is the result of using these advanced Dark Stone weapons then you hope that such terrible inventions will never make their way into the Wastes. However you fear that these horrifying side effects will not deter those willing to grasp for power back home...

## When exploring the eight map tile

You gaze upon a giant version of the bomb that was dropped on you some time ago. From its size you judge that it would have obliterated everything in this area had it exploded. And yet again hope that such things will never find their way into your world.

As for a change neither no one attacks or drops explosives on your head you decide to briefly rest up before continuing.

Use the Unexploded Bomb map tile.

Every hero may recover D6 Health/Sanity.

## When exploring the ninth room

It seems you finally have caught up with the Dark Stone transport. However it looks to be heavily guarded by a group of soldiers that look much better trained than all other groups you have seen before. With them is also a figure much better equipped than the rest that must be some kind of commanding officer. You begin to discuss how to best approach this as you observe some grenades detonating in the midst of the group, followed by gunfire from the surrounding buildings. This draws a big group of enemies away, leaving only the leader and a vanguard behind. You decide that this is the best opportunity to maybe capture the leader and gain information from interrogating him.

Use the A Collapsed Building map tile.

The heroes must fight a group of 1/1/1 Trederran Lieutenant (Comm Officer), 2/4/6 Trederran Legionnaires (1/1/1 Weapon of War), 1/2/3 Z-4 Grenadiers and 2/3/4 Trederran Scouts.

This battlegroup belongs to the Republic of Tar-Kon faction.

## Unseen help

The mysterious ambushers still keep firing on the soldiers, but strangely leave you alone. The heroes may assign D6 hits to enemies of their choice every turn dealing D6 damage each. Hits must be applied to different enemies as long as possible. If more hits are applied than enemies are available, multiple hits can be applied to the same enemy.

## After winning the fight

*Somewhat you made it and came through this mess. Unfortunately you could not capture any of your foes alive. Also, for some mysterious reason, the ambushers have not opened fire on you yet. You ready your weapons as you spot movement through the settling dust from the fight. To your surprise you are greeted in your own language: "Please no shoot, we no mean harm to you."*

*The speaker reveals himself to be the leader of a group of soldiers that seem to be made up of all the factions you have encountered far. To your surprise they have removed their helmets and what is revealed are normal human faces. They are all wearing the same expression, a mix of fatigue, despair and grim determination. The leader speaks up again: "You from the other world, right? The peaceful one, with no war, no fighting!" You would not exactly call your world peaceful but compared to this hellhole it can be seen as paradise. "See, we tired of this war. Instead of fighting each other we decided to make peace, become friends. Now we want to get out. We ask to come to your world. In exchange we want to give information to help defend against invasion from our people. Maybe do something against this endless fighting." Well, you came here to collect information about this place. And after all, those people just helped you out.*

*The heroes win the mission.*

## Epilogue

*Back in your own world a meeting was held with Schutzmann and Igor. After some issues with communication were dealt with, the group of foreign soldiers explained as much as they could: Their world was called Trederra and has been at war as long as they could remember. Who started it or what the war was actually about no one knew. However, the discovery of Dark Stone and its weaponization quickly changed the face of the war and ultimately brought ruin to their world.*

# 28: Alien Invaders

Gigantic Dark Stone bombs were able to reduce whole cities to ash and render whole landscapes uninhabitable. The use of advanced Dark Stone guns, cannons, grenades and other atrocities enables the mass slaughter of soldier and civilian alike. The constant use of these devices also shortened soldiers' lifespans, turning them into misshapen mutated monstrosities over time. The usual final order often given to these doomed creatures by their superiors was to go on one final suicide mission. This did not deter army command from using Dark Stone weapons. Over time, their efficiency to inflict unbound damage and suffering was more and more perfected.

During these explanations, you notice an enthusiastic - and almost greedy - glint in Igors eyes, which chills you to your bones.

You also learn that these days the war is fought by six remaining factions: The Core, who rose from an ancient empire and see themselves the successor to that empire destined to rule over everyone else. The Kharkarus Confederacy, who overthrew their rulers and represent a league of workers. The Liberation Army, remains of a formerly proud nation that is long gone, now resorting to a nomadic lifestyle and guerilla tactics. The Republic of Tar-Kon with their superior training, repressive methods and ruthless tactics. The Royal Foundry who originally developed Dark Stone technology and is still possesses the most advanced weaponry. And the Union, who originally tried to keep the peace but now resorts to the same bitter fighting than the other factions. The group of deserters in front of you is composed of soldiers of all these factions who decided they had enough from the endless bloodshed and set out to sabotage war efforts as much as possible.

Recently Dark Stone has become scarce in Trederra and in order to fuel war efforts it was decided by the army leaders to scout other worlds in search of more of the mineral. Since almost all other places discovered so far were pretty hostile, this world was seen as a prime target for invasion and colonization by the forces of Trederra. How far these plans have developed the veterans don't know but from your own experiences in the past, at least the first stage is already in progress.

All in all it is a grim story about the erroneous ways of humankind and the horrors that the use of advanced Dark Stone technology can unleash. And from recent developments in your world you worry that these mistakes could easily be repeated here as well.

Schutzmamn thanks the Trederran veterans and offers them refuge in the Brimstone Wastes. "This information is most certainly helpful, but I cannot say that this much improves my mood. As if we do not have enough problems already, we now have to worry about a foreign invasion by an army not shy of employing horrible atrocities to get what they want. However, given time, i hope we might come up with a solution to this problem."

He looks at Igor who nods: "Yes, we will start working on a few options. In the meantime my brothers and I will sponsor a few more expeditions into Trederra to learn more about the technology of the enemy. Maybe we can find a way to counter or replicate the weapons they are using against us. With the scale of this threat we must use any resource we can get a hold of." The leader of the defectors interjects: "Maybe there are other options. We still have friends in army, who sympathize with our cause. Maybe we can contact them and find a way to stop the invasion. And while most of us tired of fighting, some maybe give more direct aid. Especially to people who took us away from the war."

After what you experienced you can completely understand their sentiments. Maybe retirement is not too bad of an option, even for some of you?

## Reward

D3+2 Dark Stone for every hero from scavenging the Trederran transport.

In addition (if available) unlock the Trederran Veteran hero class. Any hero may retire at this point and the player can start with this new class on the same level as the retired hero.

## Failure

You somehow escaped but the exposure to so much Dark Stone took a toll on you. Every hero takes D6+1 corruption hits.

## Unlocks

### Diplomatic relations

This mission is prerequisite for a future Trederran mission in a yet to be released chapter of this campaign.

### Has the invasion begun?

Shuffle all Trederran Threat Cards into their respective threat decks. Trederran enemies are now always from a random faction.

# Interlude 7

## Introduction

In the aftermath of your encounters with the Cult and the Succubus Coven you have another meeting over the communicator with Igor and Schutzmann. "Those are dire news!" Schutzmann begins. "It seems that both of these groups are posing a higher threat to the Wastes than we anticipated. And this on top of the other threats you encountered at the other towns you investigated." "Indeed!" Igor continues. "However, your investigations gave us some precious insights into the goals of those factions. It looks like this cult has a much deeper knowledge of the secrets of Dark Stone than we do and have a understanding about the origins of this valuable mineral. After all, Dark Stone was not always native to this region. I remember the day of its discovery: The night before there was a strange spectacle of light in the sky just like the polar light, just...different. The next day miners reported about the discovery of Dark Stone. The rest is history. What exactly brought the exstence of Dark Stone into our world is unknown but it must be linked to the Void somehow." Igor makes a short pause before continuing: "Anyways, I analyzed the samples you brought back from your attempt at disrupting their ritual. From what I gained, the cult can create pure Dark Stone crystals, which seemingly unlocks its true potential. The cult is using those crystals to open gates into the void to bring in all kind of nasty creatures. But I wonder what other applications we could find if we would be able to create such crystals for ourselves.

Regarding these Succubi, I have done some research into our collections of tomes gathered over the last few years. It seems that these fiery caverns we discovered are not only a repository of interesting artifact but also act as a prison to all kinds of supernatural entities. Some of them are relatively harmless compared to what we deal with every day in the Brimstone Wastes. Other, however, not so much. One of the more powerful entities imprisoned in Cynder is this Beli'al, who was mentioned by these Succubi. Not much is known of him, only that he is the last of the so called "Shadow Kings" and a being of unimaginable power and malice. For that reason he was imprisoned in Cynder and a number of seals were created to lock him up for good. These seals are not only located in Cynder but across many different worlds, to keep the Succubi Covens - loyal servants of Beli'al - from breaking them. However, when we opened a path into Cynder it also allowed the Succubi to escape their prison. After breaking the first seal in Cynder I fear they are now looking for the others in an attempt to free Beli'al from his chains. When this happens I fear that this old and powerful entity will be released from his chains and who know what will happen then.

And unfortunately there also a number of other factions at work within the Wastes that are causing more and more trouble. However, I think they warrant an extra meeting. For now we should focus on the machinations of this cult and the Succubus Coven" "So, what do we do about this?" Schutzmann asks. "They are already causing chaos all over the Wastes and we need to act before it only gets worse. My troops are well recovered from the latest recruiting runs and we are employing more mercenary groups. But still, the situation becomes worse by the day. Well? Any suggestions?" Igor responds: "We are working on it. Regarding the cult we have the detector and can immediately respond if they open another gate. For Beli'al, I instructed all mercenaries we are working with to keep a lookout for these seals. I suggest, that the guns for hire that are working with the Law should do the same. As soon as we locate one, we can think on further steps on how to protect them from the reach of the Succubs Coven.

For all of the other threats we will develop plans in their own time."

## New Campain Instructions

### More work to do

As a result of the heroes' investigations some light was shed on the goals and machinations of both the Crimson Cult and the Succubus Coven, as well as the activities of some other factions currently operating in the Brimstone Wastes. This caused the Law to be more vigilant against these threats and the Inventor's Guild to devise plans on how to counter these threats. However, these things take time and there are other things that require the attention of some capable adventurers.

### Unlock

- Mission 29      The heroes will further deal with the undead threat revealed in Seto's Mill
- Mission 30      Igor would like to explore the strange vessel among the stars found after defeating the Flesh Stalker.
- Mission 31      There are rumors of Serpentmen raids all over the Wastes, warranting further investigation.
- Mission 32      After successfully researching the forces of darkness, Helstrom needs assistance for some serious demon hunting.
- Mission 33      Hemingway has heard a story about a gigant worm living deep under the earth and would like to hunt for it.

# Interlude 7

## Dark Machinations

It takes some time before progress can be made in the operations against the Cult and the Succubus Coven.

After any three mission have been completed (newly unlocked ones or from previous parts of the campaign) directly proceed to Interlude 8.

# 29: Army of Darkness

## Prerequisites

Completed Interlude 07

Completed Mission 21

## Prologue

You have a meeting with Schutzmann and Igor to discuss the aftermath of the undead attack at Seto's Mill. "We are glad that worse has been prevented, but we still lost some good men there." Schutzmann grumbled. "Since then roving bands of these - Vampires? - have been attacking smaller settlements and caravans all over the Brimstone Wastes. They are often accompanied by strange beasts and command all kinds of other undead. Even worse, their alliance with this legion of undead soldiers is proving quite effective." "Yes, this relationship is very interesting. We still don't really know if this lost army is under the direct command of the leader of the vampires or if they pursue their own agenda. Even more, we don't really know how to deal with them. However, an opportunity has arisen: Reports tell us that large groups of the undead were seen roaming the countryside around Gregor's Gulch. We fear that our supernatural foe is amassing another army to strike at another hapless town. From our reports of previous incidents, this army should be led by at least one, maybe even more than one, powerful minion of the vampire lord. We want you to bring them down and collect their remains for further investigation. This will not only shatter the threat this undead army poses but will also give us useful information on how to stop this menace. However, I heard that it currently is very difficult to even reach Gregor's Gulch. Therefore I advise you to first travel to Hill Town and try to find a way to get to the mine.

(HexCrawl Only) The heroes must travel to Hilltown to find a way into Gregor's Gulch.

### (HexCrawl Only) When arriving in Hilltown

The place is bustling with trading activities as ever. However you notice less ships in the harbor and hear that the roaming bands of undead are currently blocking all deliveries from Gregor's Gulch, which is very rich in Dark Stone. Several expeditions were launched to take care of the problem but none returned. You hear stories that roaming bands of undead are attacking anyone trying to get close to the mine. No one is really willing to risk their life anymore. However, one enterprising trader offers to take you to the mine by boat. This way it may be possible to sneak by most of the undead patrols in the vicinity.

The heroes must travel to Gregor's Gulch (Mine 16) by boat. To do so they must travel along the path outlined on the following map.



However, there is still a risk that they may be detected along the way. For each hex they are entering during this travel roll a D6. On a "success" - as denoted on the individual hexes on the map - they are discovered by a patrol of the undead army and are being attacked. To that roll a D6 two consecutive times to denote the composition of that patrol.

First D6 - Main Body:

1-3 1/2/3 Feral Vampires

4-6 4/6/8 Lost Army

Second D6 - Lesser Undead:

1-2 2/3/4 Undead Outlaws

3-4 4/6/8 Walking Dead

5-6 2/4/6 Blood Bats

### When arriving at Mine 16

Somehow you managed to sneak by the patrols and arrive at the main camp of the undead army. As you near the mine entrance a chill grips your heart as a cold wind blows from the shaft. With it comes a stench of mold, rotten flesh and something more sinister. You decide to rest up a bit before beginning your decent into this fortress of the dead with a heavy heart.

Each hero may heal  $2D6$  Health/Sanity and then start the mission.

# 29: Army of Darkness

## Mission Goal

Find the two powerful undead that are leading the army and defeat them.

## Set Up

The heroes start on a Mine Entrance tile as normal. The Mine Entrance is directly connected to a T-Junction Passage map tile, creating two directions the heroes can take.

Separate all Exploration Tokens into tokens that have a Clue and those who have not. Next, prepare two piles including one Exploration Token with a Clue and two without. Shuffle each pile and then add four random Exploration Token without a Clue on top. Place each pile of Exploration Tokens near one exit of the T-Junction Passage map tile.

## Special Rules

### Separated Camps

While both undead factions serve the same master, prefer to stay amongst their own and have separated in two camps within the mines. If the heroes take the left path on the first T-Junction, they end up in the Vampire Camp. The right path leads to the Lost Army Camp. Each area comes with its own special rules as detailed below. Eventually, the heroes must explore both camps and slay the individual officers.

### Vampire Camp

While in the Vampire Camp, all combat encounters always consist of 2/4/6 Feral Vampires and (roll a D6)

1-2: 2/4/6 Walking Dead

3-4: 1/2/3 Undead Outlaws

5-6: 1/2/3 Vampire Bats

Always draw new Trait Cards for each eligible enemy group.

In addition, all enemies are emboldened by the unholy powers and have +2 Health.

### Lost Army Camp

While in the Lost Army Camp, all combat encounters always consist of 4/8/12 Lost Army soldiers and (roll a D6)

1-2: 2/4/6 Walking Dead

3-4: 1/2/3 Undead Outlaws

5-6: 1/2/3 Vampire Bats

Always draw new Trait Cards for each eligible enemy group.

In addition, all enemies are strengthened by the vile aura of the undead soldiers and have +1 Damage

## Gathering Forces

The mine is swarming with enemies. Everytime an Exploration Token is flipped roll a D6. On a 4+, ignore the exploration token - except door placement - and the heroes are attacked instead. The enemy composition depends on the camp they are currently in.

## No Gates

Gates do not appear during this mission. Ignore all Darkness/Event Cards that would spawn gates and all gate symbols on exploration tokens are replaced by normal doors.

## Immediate Dread

All Growing Dread cards are resolved immediately.

## Objectives

When the Clue in the Vampire Camp is found

*You have been killing these bloodsucking monstrosities for what seems like an eternity and fear that they would never stop coming. But when you enter the next part of the cavern, ready to fight the next group of these foul things you finally spot one vampire that seems to have a much stronger build and seems to be in control of its siblings and the other undead minions. It fixes you with an inhuman stare while raising a pale hand. This sets up the various other undead gathered in this cave to move in your direction with murderous intent.*

The heroes must fight a group of 1/1/1 Elder Vampire, 2/4/6 Feral Vampires, 1/1/1 Vampire Bat and 2/4/6 Walking Dead.

### Elder Vampire

The Elder Vampire is a Vampire Lord with the following special ability:

#### Drain Aura

At the beginning of the Vampire Commander's activation, each hero on the same map tile must make a Spirit 6+ test. If failed they loose D3+1 Health and the Vampire Commander heals for the total amount of health drained.

# 29: Army of Darkness

## After winning the fight with the Elder Vampire

*Finally the blasphemous monstrosity is succumbing to its wounds and its body is slowly crumbling into fine dust. You gather some of it for Igor to experiment upon and make your way back to the entrance. Fortunately, the demise of its leader has caused the rest of its followers to scatter, allowing you a safe passage back.*

If the Lost Army Marshall has been killed already the heroes win the mission. If not, each hero may heal 2D6 Health and Sanity in any combination and is moved back to the T-Junction at the mine entrance.

## When the Clue in the Lost Army Camp is found

*You felt like you have killed a whole legion of these horrifying soldiers, when you finally enter a cavern that seemingly has been repurposed into a command post. Plans of the Brimstone Wastes are hanging on the walls, adorned with several marching routes. In front of it stands an undead soldier decorated much more lavish than the ones you have encountered before. At your entering he turns around and fixes you with a hellish stare. At a handwave from the commander, a few more of his followers enter from the back of the mine. To your horror, some of them seem to be pushing a some kind of cannon into your view. A cannon they are now busy loading and training on you. Before you can stop him, the air suddenly grows cold, and spectral figures are bursting from the commander and rush towards you.*

The heroes have to fight 1/1/1 Lost Army Marshall 0/2/2 Lost Souls (Cynder Enemies), 2/4/6 Lost Army Soldiers and 1/1/1 Hell Cannon.

### **Lost Army Marshall**

The Lost Army Marshall is a Lost Army Generalissimo with the following special ability:

#### **Collector of Souls**

At the start of the Lost Army Marshall's activation roll a die. On a 4+, spawn 2/4/6 Lost Souls around the Marshall.

## After winning the fight with the Lost Army Commander

*Finally the last remains of the undead soldiers lie unmoving on the floor, the cannon is smashed into pieces and the spectral attackers have been dispersed. You collect some remains of the Commander to be investigated by Igor and head back to the entrance.*

If the Elder Vampire has been killed already, the heroes win the mission. If not, each hero may heal 2D6 Health and Sanity in any combination and is moved back to the T-Junction at the mine entrance.

## Epilogue

Start the Epilogue immediately after winning the mission. The heroes travel to Hilltown automatically.

*After experiencing the cold depths of these undead-infested mines you are happy to be back in the fresh air, feeling the warmth of the sun on your skin. It seems the presence of the undead has scared away all of the other nasty things infesting the Brimstone Wastes and your travel back to Hilltown is without any further incident.*

*Igor eagerly accepts the remains of the leaders that you gathered: "I thank you for bringing me this. I hope we can find some way to deal with this undead menace by a thorough analysis of these samples. Until then we hope that your actions have put a temporary halt to the efforts of this dangerous foe."*

## Reward

Each hero gets 150 Gold and 50 Experience points for vanquishing the undead army.

## Failure

Your bests efforts could not stop the undead army from raiding the nearest town. One random town location in Hill Town is destroyed.

## Unlocks

### **Working up the command chain**

This mission is a **Prerequisite** for future missions that aim to deal with the threat of this coalition of undead and eventually bring down their horrific leader.

### **Counteracting their Operations**

In the meantime the undead alliance has increased their activities all over the Brimstone Wastes and requests are put out to mercenaries to push back against this menace. Unlock the following **Repeatable Missions**.

### **Once Bitten**

The vampires have stepped up their efforts to increase their ranks by biting and converting citizens of the Wastes. This must be prevented at all costs. Maybe it is not too late to save their victims.

### **Burning Souls**

The lost army has lit unnatural bonfires are burning innocent townsfolk to fuel these conflagrations with their souls. If left unchecked, the Lost Army will increase their unnatural power even more. Someone needs to stop them.

# 29: Army of Darkness

## Growing Dominion over the Dead (Campaign Modifier)

The dark influence of the undead alliance allows them to raise all kinds of minions to their cause. Every time a random fight involving Feral Vampires, the Lost Army or the Undead Outlaws begins draw a random Threat Card that does not have the keyword Mechanical or Construct and add half the numbers as indicated on the threat card (rounded up) to the fight.

These enemies gain the keyword Undead and

-1 Initiative

-2 Movement (Minimum of 1)

+2/4/6 Health

+1 Defense

# 30: Space Hulk

## Prerequisites

Completed Interlude 07

Completed Mission 27

## Prologue

"Would you like to make a great contribution to science?" Igor asks. Knowing the kind of things Igor sees as 'contribution to science' you hesitate with your answer. Seeing the look on your face he continues: "Oh nothing to worry about, I have plenty of tests subjects and am not interested in experimenting directly on you. At least for now. The thing is, my brothers and I are really interested in this metallic installation you stumbled into when pursuing that alien scientist some time ago. We decided that an expedition is in order to learn more about this place and unlock its secrets. To that end, we reverse engineered some technology from Targa that could us help with exploration and examine the machines stored there. In addition we created a prototype portal generator from the device the alien scientist used, that should be able to open a gateway directly to this alien place. However, it is of as yet untested and we need energetic traces of someone who was already there. In addition, we don't know if there are any dangers awaiting us there and a few meatshields...I mean brave protectors might be very helpful."

So what do you say? Are you up for some exploration in the name of progress?"

As the experimental portal generator by Igor is used, the heroes can start the mission immediately

## Mission Goal

Explore the Derelict Ship with Igor to learn more about its secrets. If Igor becomes knocked out or unconscious the mission is lost.

## Set Up

This mission plays exclusively in the Derelict Ship Otherworld. The heroes start in the Loading Dock map tile at positions of their own choosing. Use an NPC token (or representative miniature of your choice) to represent Igor and place him on a spot of this map tile according to your choosing.

## Special Rules

### This place is dead

The Derelict Ship seems to be completely lifeless - at least for now. No random attacks happen, neither from Event Cards, Darkness Cards nor Scavenge Results.

## Controlled Exploration

No random map cards are drawn. Instead for each Depth, the Room Tile to be used is described under the Objectives section.

## No Gates

Gates do not spawn during this mission. All Gate Symbols on Exploration Tokens are treated as normal door icons.

## Igor

Igor accompanies you during this mission. While he has not the greatest capabilities as a fighter, he brings a number of devices and equipment that can aid in combat nonetheless.

### Base stats

Move 4, Combat 2, Range 4+ and Melee 5+,

Health 10 (5+ Defense), Sanity 16 (3+ Willpower)

### Skills

Agility 1, Cunning 3, Spirit 2, Strength 4, Lore 4, Luck 3, Initiative 3

## Weapons & Equipment

### Zap Gun

A variation of the electrical blasters the Traga Custodians employed in the past that can jump between adjacent enemies.

Range 6, Shots 1, Damage D6+2 (+2 vs Mechanical Enemies)

On a successful hit, an adjacent enemy is damaged on a 4+. If successful, another adjacent enemy (must be a new target) is hit on a 5+. If that attack is successful as well, another new adjacent enemy is hit on a 6+. 6s are counted as critical hits

### Exo Suit & Shield Generator

Re-purposed parts from Targa into a crude form of powered armor. Increases Igors Strength but makes him slower (already factored into his stats). The suit has been outfitted with the energy shield he used when you created a tunnel into Cynder for additional protection.

### Armor 4+

### +1 Attack

### +1 Damage in Melee

### Regenerates 2 Health per turn

### Every hero adjacent to Igor has Armor 5+

When Igor drops to zero Health or Sanity the heroes lose the mission.

# 30: Space Hulk

## Objectives

### Beginning of the mission/First Room

Igor flips a switch on the portal generator attached to the arm of his mechanical suit of armor and it whirs into life, emitting electrical bursts. He points the thing first at you and then at an empty space in the center of his lab. You feel an invisible force pulling at you and shortly after a swirling vortex appears hovering over the ground. "Yes, it actually worked!" Igor exclaimed. "Please go ahead, I will be straight behind you. Oh I am fairly sure that stepping through the portal does not hurt you but we can never be sure if there is something dangerous waiting on the other side. And you are much more capable than me in dealing with such things."

You briefly hesitate but decide that you have taken bigger risks in the past. And so far, Igor has not yet let you down. You slowly approach the portal and finally step through.

The place you exit looks familiar: It is the same room where you battled the Alien Scientist before. Strangely his remains, and those of his minions, are gone. You spend some time taking in your surroundings. It seems that the room you are in is some kind of storage room as it is full of containers. Unfortunately, they are all damaged and its contents either gone or decayed beyond recognition. Igor also decides after a brief investigation that there is nothing of worth here and urges you to go on. Before you can do so, you see to your horror, that the portal you entered through snaps shut, removing the way back to the laboratory. Before panic overwhelms you Igor speaks up: "Don't worry, the portal generator should work both ways. I think. It just needs some time to re-charge. Until then we should try to find out more about this place."

### When exploring for the second room (Depth 2)

You enter a room stacked with tall round glass cabinets, most of them broken. As you have a closer look you find that some of them contain the bodies of humans. Whether those are the original owners of this place or some abductees by some other alien race you cannot discern right now. From their wounds and missing body parts, they have found a pretty violent end. You hope that whoever or whatever did this, is not around anymore. Igor is already busy taking some samples and you think you could find something worthwhile here as well.

Use the Stasis Chambers map tile.

This room can be scavenged up to four times.

### When exploring for the third room (Depth 3)

This room is stocked with bulky white suits, sporting transparent visors. Igor claims that they are some kind of protective gear, enabling the wearer to withstand extreme environmental conditions. You discover that many of the suits that are lying in piles around the room actually contain more bodies. An uneasy feeling creeps over you and you very much would like to move on. But Igor is still busy taking more notes and samples. Suddenly the eerie silence that infused the place is disrupted by shuffling noises. To your horror the bodies in the protective suits begin to move, apparently with the intent to feast on you.

Use the Exo Suit Bay room tile.

The heroes are attacked by a group of 2/4/6 Necronauts

Even though the heroes have seen much already, the sight of these shuffling bodies in this eerie place tears at their mind: Every hero must make a Spirit 5+ test and lose 2 Sanity for each failed roll.

### After winning the fight

Those things were harder to kill than you anticipated and you hope not to live through this experience again. Even Igor seems shaken and agrees to move on.

### When exploring the fourth room

This room is dominated by something that looks like a gigantic furnace of some kind that is linked to several other devices by numerous big cables. After some fussing over the machine Igor explains: "This is indeed some kind of reactor. What is astonishing is, that it seemingly uses Dark Stone as fuel. The energy output must be immense. The linked devices are some kind of engines, leading me to the conclusion that this is some kind of big transportation vessel. Let me take some notes on this. If we can replicate this in some way or form it may be an astonishing breakthrough for our research. Who knows what new powerful technology we can unlock with this."

While Igor continues analyzing the Dark Stone reactor you keep a watch at your surroundings. Suddenly you hear a shuffling noise nearby and a number of undead corpses wearing suits shuffle towards you. A few of them suddenly start contracting and fall to the ground, before exploding violently. To your horror a number of small spidery creatures emerge from their mutilated remains.

Use the Drive Room map tile.

The heroes must fight 2/3/4 Necronauts and 4/6/8 Warp Spiders.

# 30: Space Hulk

## Warp Spiders

Use the normal Void Spider monster template but have the following additional abilities.

### Resistant Carapace

+2 Health and +1 Defense

### Void Corruption

For every successful hit by the Dark Void Spider, the heroes also take 1 corruption hit.

### Dimensional Phasing

Warp Spiders freely move through all models and change target every turn.

## After winning the fight

*Seeing the exploded corpses of the infested corpses almost wants to make you throw up and you decide not to have a closer look. Thankfully, Igor also is not too keen on staying here and you decide to continue. But apparently this place is not so lifeless as it seems. Could this infestation be the source of the demise of the alien crew?*

## When exploring the fifth room

*This room is stuffed with all kinds of monitors and racks intended for holding some kind of weaponry. Igor himself is already busy fidgeting with some dead electronic device. "If...I...just...could...power...it...up. Ah, there we go!" Suddenly some of the blank screens around you blink into life and the whole room vibrates in a slow, steady hum. Igor claps his hands merrily: "Yes, I knew this place is not as dead as it seems." Before he can start investigating, though you hear a mechanical whirring and at the back of the room some kind of gun turrets are appearing from a hidden compartment in the floor. Powering the room apparently also activated some internal defense system.*

Use the Security Control map tile.

The heroes must fight 1/2/3 Autoturrets.

## After winning the fight

*When finally the last of the turrets is destroyed, you turn your attention back to the monitors. "It seems that this is some kind of transportation vessel. See here? These plans show some internal layout. And from what I can deduct, this thing is massively big. No technology we know could build something like this. Whoever constructed this must have had superior manufacturing capabilities. Most of the information displayed here is corrupted, but it seems that there is some kind of command center nearby. Maybe we can find out a bit more about what happened here when we get there.*

## When exploring the sixth room

*You wind up in a corridor of some sorts that serves no particular purpose from what you can see. However you notice a number of openings spread around the corridor. As you make your way across*

*the corridor, you suddenly hear noises coming from these open grates.*

Use the A Habitat Ring map tile. The heroes must fight a Dark Strangler Otherworld Threat card.

## After winning the fight

*It seems that the horrors inhabiting this vessel are unending and you tell Igor that you would very much like to leave now. "Oh but there is still so much to discover and you are doing such a fine job. Besides, the portal generator has not yet recharged, so we need to stick out for a while. But cheer up, I already have gathered so many new discoveries. They will keep my brothers and me busy for a while."*

## When exploring the seventh room

*This seems to be some kind of sick bay. Several stretchers are placed around the room and broken medical devices are scattered around. You find a cabinet containing a number of syringes containing a blue liquid that still seem to be OK. "Go on, try them." Igor encourages you. "They look good and from what I see they should heal some of your wounds. And if not we at least can use the data for future experiments."*

Use the Medical Bay map tile.

Each hero may heal 2D6 Health/Sanity but will get D3 corruption hits.

## When exploring the eighth room

*You finally reach what looks like the command center of this section of the vessel. Surprisingly the room is still powered. However it also seems to still be crewed by some kind of flying robots, that are less than happy to see you.*

Use the The Bridge map tile

The heroes must draw and resolve a B.E.A.C.O.N. Drones Otherworld Threat card.

## After winning the fight

*Igor begins working on the main computer trying to access some information. "Ah, it really looks like this is a ship built to travel between the stars. This confirms one of our theory that many stars might have their own worlds just like ours. And it seems that there are some civilizations out there that managed to build ships that can fly in the empty space in between. From reading the logs, this is an experimental new ship fielding a Dark Stone generator to power its propulsion system. With this new energy source the ship could open portals in space to travel between locations through an immaterial space they call "The Warp" or something like that. However the log describes that after their first travel through this so called "Warp space", some very hostile entities came back into normal space with them. They immediately started massacring the crew and managed to overwhelm all the security systems. The last entry details a desperate*

# 30: Space Hulk

last stand of the crew before the horrific alien hordes. So there we have it, why this place is so empty and lifeless. It apparently is infested by horrible monstrosities from this "Warp Space." I wonder if this is the same as the Void and what...why are you staring at me like that?" You really stopped listening at "horrific alien hordes" and now your fear seems to be confirmed as you hear unearthly screaming in the distance. You ask Igor about a portal back and he replies, now with a bit more concern in his voice: "The generator should be ready in a moment and I can begin preparations now. If you can give me a few minutes, I should be able to get us out of here.

The heroes must defend against the encroaching horde of monsters for five turns, until Igor can open a portal back home.

The first wave consists of 1/2/3 Space Terrors, 2/3/4 Dark Stranglers and 2/4/6 Warp Spiders. Place the enemies according to normal placement rules but in the Medical Bay.

Each following turn spawn another 1/2/3 Dark Stranglers and 1/2/3 Warp Spiders

Igor is busy powering up the portal and can not assist in this fight. (His extra armor when adjacent is still functional though).

**After the fifth turn is completed since the fight started**

You don't know how much longer you can hold out when finally Igor yells: "I got it, the portal is opening now, prepare to run". With these words a rift in space opens, with warm sunlight shining through from the other side. You don't lose much time and haul yourselves through the portal. On the other side Igor violently smashes the device on the ground, which breaks it and makes the portal violently disappear, before any of the monstrosities has any chance to follow through. "There we go, that wasn't so hard, was it?" Igor exclaims.

The heroes win the mission.

## Epilogue

A short while later you meet in Igor's lab for debriefing. "You have again shown your usefulness. We already started analyzing the data and samples I collected and think we can make some very helpful new devices from this data. Especially the possibility to generate energy from Dark Stone directly sounds really promising. We probably need to do a few more expeditions to this spaceship but with a new and improved version of the portal generator, this should be no problem."

Seeing the horrified look on your faces he continues: "Yes, of course there is the problem with these monstrosities swarming the place. But there are countless groups of mercenaries at our disposal. Some of them will surely make it back.

What is interesting is how some of these creatures closely resembled some of the critters that can be encountered in the mines. It could be that this "Warp Space" the ships logbook spoke about is the same place that we refer to as the "Void". Maybe all these creatures have the same origin. Makes one wonder however, what else lives there."

### Reward

Each hero gets 50 XP and 150 Gold as a reward from Igor. Also, draw one Derelict Ship Artifact card to keep for the group.

### Failure

You have only brief recollection about the last moments on this derelict spaceship and no idea how you actually made it out of there. But you are sure that you don't want to actually remember.

Each hero permanently loses 1 Sanity

### Unlocks

#### Warp Space and Void

The Derelict Ship is now available as a normal Other World. Shuffle its card into the stack of Other World cards to be drawn when a portal is found randomly during a mission.

#### Unlocking the ship's secrets

The Igor's as well as the Collector are interested in this mysterious new place and are looking for helping hands willing to explore it in search of exciting technology and relics to recover.

Unlock the following **Repeatable Mission**

#### Lost in Space

#### Encounters from outer space

This mission is a **Prerequisite** for more missions in a future chapter.

# 31: Jungle invasion

## Prerequisites

Completed Interlude 07

Completed Mission 18

Heroes must be in Adlerville

## Prologue

*As you set foot in Adlerville you notice a reduction of the buzzing activities you have come to expect when visiting here. While some sawmills and carpentry shops are working just fine, many others are closed down. As you ask around you hear that the forests around the town have become a dangerous place. Strange beasts, such as giant bugs and lizards, were seen roaming the woods and people have gone missing again. Some even report of reptilian creatures wearing weapons and preying on unsuspecting wanderers. Therefore only the very foolish or very brave are currently entering the forest to fell trees. People are worried that if this continues, their businesses will die down completely and the town will have to be abandoned.*

*You start to make plans for an excursion into the forest to get to the bottom of this. Before you can set out, however, a commotion at the edge of the town draws your attention. Apparently the "beasts" were not content anymore to stay in the woods as you can see groups of the Serpentmen from Jargono attacking the town, with them an assortment of swamp monsters, wearing Dark Stone necklaces.*

## Mission Goal

Defend against the raid of the Serpentmen and protect the villagers from being abducted.

## Set Up

This mission takes place on the town board of the Frontier Town expansion. Randomly mark each of the street entrances with a numbered token from 1-4. This is where enemies will appear. In addition place two NPC tokens (use NPC markers or any token of your choice) per player on the board. First place one token in each of the buildings, and put the rest on the streets. The heroes can chose their starting point as they please.

## Special Rules

### Wave attacks

Enemies will appear in multiple waves as described in the Objectives section. They will be placed in 1-4 groups and each group is placed randomly at different entrance areas (e.g. when 4 groups appear, place one at every entrance) by rolling a D6 and rerolling any 5 or 6.

Use the Depth tracker as a round counter instead.

## No Loot

Heroes don't draw any Loot Cards during the mission. Instead, loot will be given out at the end of the mission.

## Desperation

If no enemy is on their part of the map, instead of attacking, heroes can decide to either Scavenge, ready a Once Per Fight Item, Recover a Grit or Catch their Breath (Recover D3 Health/Sanity).

## Serpentmen raid

The Serpentmen are trying to abduct the villagers. All groups of Serpentmen Warriors will target the nearest two NPC tokens instead of the heroes. To that end, split up the warriors into two groups and have them move towards the NPCs every turn.

When a Serpentman Warrior ends his movement next to and NPC token he has taken a villager captive and will try to escape with it by moving to the nearest edge of the town board. If he manages to reach the edge, remove the Serpentman warrior and the NPC token from the game.

If a Serpentman Warrior is attacked in close combat they will abandon their goal and instead focus on the attacker instead of going after a villager.

The Shamans and all subdued swamp creatures, will not go after the NPCs but instead attack all resistance, namely the heroes.

All Serpentmen are from the Ghost Snake tribe.

**Use proxies to allow for multiple shamans if possible.**

## Objectives

### Before the first turn

Spawn 1/1/1 Serpentmen Shaman, 2/4/6 Serpentmen Warriors and 2/4/6 Bog Bats at one random entry point.

### Before the third turn

Spawn 2/3/4 Serpentmen Warriors and 1/2/3 Swamp Slashers at one random entry point.

### Before the fourth turn

Spawn 1/1/1 Serpentmen Shaman, 2/4/6 Bog Bats and 1/1/1 Young Swamp Raptor at one random entry point.

### Before the sixth turn

Spawn 2/4/6 Bog Bats at one random entry point.

# 31: Jungle invasion

## Before the seventh turn

Spawn 2/3/4 Serpentmen Warriors, 2/3/4 Bog Bats and 1/2/3 Swamp Slugs at one random entry point.

## Before the tenth turn

*It seems that the raid is slowly loosing its steam. You are beginning to hope that this is finally over when a new group of Serpentmen enters the town. However they look much more dangerous than the previously encountered raiders. The Shaman is adorned with much more lustrous garments and fetishes. His retinue of Serpentmen is larger and look tougher than their brethren. Accompanying this group is a swamp beast you have never seen before: A large multiheaded snake, oozing greenish slime. It seems the raid leader has appeared to put an end to you.*

Resolve all Growing Dread cards.

Spawn 1/1/1 Serpentmen Grand Shaman, 2/4/6 Elite Serpentmen Guards and one Swamp Hydra. They appear as one group and all are attacking the heroes.

## Swamp Hydra

Uses the same enemy sheet as the Darkstone Hydra with the following adjustments:

Swamp Creature	+4 x Number of heroes health
Fast Regeneration	Regenerates 6 health per round
Toxic Fumes	All heroes adjacent take 1 Poison Marker at the start of their activation
Toxic Spit	The hydra has a ranged To-Hit of 3+ uses the Assault rules and her "Weapon" has Shot 3, Range 10, D6+4 damage. Each shot targets a different hero. On successful hit also give the hero 2 Poison Markers

## When all enemies have been defeated

*Finally the raid seems to have been defeated. All enemies are either dead or have escaped with their prey. You take a deep breath and go to help cleaning up the bodies from the streets.*

The heroes win the mission.

## Epilogue

*Some time later you have a call with Igor and Schutzmann over the communicator. "Unfortunately this was no single occurrence." Schutzmann informs you. "Several other towns have been hit by the Serpentmen as well. Our contacts with the natives of Jargono told us that the Ghost Snake Tribe has won the civil war among these Snakepeople and use their power over the swamp creatures not only only to harrass the native's villages but also to raid us. As if we have not already enough on our hands." "Yes, this is unfortunate." Igor interjects. "However the ability to use Dark Stone for controlling the swamp beasts is very intriguing."*

*It seems they need human sacrifices to somehow infuse the Dark Stone with blood to do so. I fear that their hunger for power will lead to more raids in the future." "This cannot go on." Schutzmann continues. "We need to find a way to stop this." Igor replies: "Let me conduct an investigation with Jargono natives. Maybe we can find a way to shatter the power of this "Ghost Snake" tribe and end their rule over the other tribes. But it will take some time to prepare. For now, all we can do is hold out against them, whenever they show up."*

## Reward

Each hero gets 200 gold, reduced by 20 for each villager that got abducted.

## Failure

The serpentmen raid destroyed some of the town's infrastructure. Destroy two random town locations in Adlerville.

## Unlock

### Cutting off the Serpent's head

This mission is a Prerequisite for a future mission, where an attempt is made to end the threat of the Ghost Snake tribe once and for all.

# 32: A Dark Crusade

## Prerequisites

Completed Interlude 07

Completed Mission 19

## Prologue

As you relax from your latest adventures an old acquaintance approaches you, Otto Helstrom. However you do not recognize him at first. For one, he looks even grimmer and more haggard than before. But his physical appearance also changed somewhat. Tired eyes, lined with dark shadows, stare from a pale gaunt face lined with dark veins. His hair has turned partially white and has grown wispy. His whole frame also has grown skeletal as if he has not eaten in a while. And even though all of this should make him look weak and frail he extrudes some kind of dark strength. You notice that he not only carries his tome and the sword with him but also is clothed in some kind of darkgreen scale armor.

Still, he greets you in a somewhat friendly tome: "My comrades, good to see you. Apparently you have fared well in my absence. Say, would you be willing to yet again lend me your strength in the endless combat against the everlasting demonic menace? I have now unlocked more secrets of the grimoire and found some useful protection against the forces of darkness." He points at his armor. "Even more, I think I mastered the powers of the sword that we collected from Cynder and am preparing to strike a severe blow against these forces of hell. I learned that three powerful entities recently escaped from the Brimstone Ruins and are hiding out in a mine in the mountains of Glory's Anthem. To what end I don't know but it cannot be good. I want to go there and use the powers of the artifacts we collected to put an end to them for good. To that end I would appreciate some competent fighters at my side that I can trust in this endeavour. So what say you, will you again take up arms for the forces of good and righteousness?"

The heroes must travel to Mine 17 (Glory's Anthem) to start this mission.

## Mission Goal

Find the three Demon Lords and help Otto Helstrom to kill them.

## Set Up

The heroes start on a Mine Entrance tile as normal. The Mine Entrance is directly connected to a Cross Passage map tile, creating two directions the heroes can take.

Separate all Exploration Tokens into tokens that have a Clue and those who have not. Next, prepare three piles including one Exploration Token with a Clue and two without.

Shuffle the piles and then add three random Exploration Token without a Clue on top. Place each pile at one exit of the Crossroads tile. Each path leads into the domain of a different Demon Lord.

## Special rules

### A Dark Crusader

Otto Hellstrom accompanies you on this mission. He has gained additional power from unlocking the secrets of the artifacts he carries and will be a formidable ally.

#### Base stats

Move 6 and Combat 2, Range 4+ and Melee 4+, Health 16 (4+ Defense), Sanity 20 (4+ Defense)

#### Weapons

##### Soulstealer (Melee attacks)

This sword has the ability to absorb enemies souls to heal its bearer and is effective at combating demons and creatures from the void.

**Damage D6+2 (+4 to all Demon and Void enemies)**

Each time successful damage has been done with this attack, Hellstrom heals for 2 health.

##### Dark Grimoire (Ranged attacks)

2 Shots, Range 8, Damage +1,

+2 additional damage against all Void and Demon enemies  
Enemies hit are -2 to defense)

#### Skills and Items

Otto Helstrom has the following skills:

Agility 2, Cunning 2, Spirit 3, Strength 3, Lore 5, Luck 2.

##### Nightscale Armor

This armor of mysterious origin gives Otto Armor 4+ and the ability to move through enemies.

##### Scholar of the dark arts

Otto has further unlocked the secrets of the Dark Grimoire. He can use the tome as a weapon as described above. Alternatively he can forego his attack action to heal a character in Range 8 by D6+2 Health on a successful Spirit 4+ but the character also suffers D3 corruption hits.

Otto is immune to corruption damage.

If Otto drops to zero health or sanity, heroes lose the mission.

## No Gates

No gates appear randomly during this mission. All gate symbols on Exploration Tokens are treated as normal door

# 32: A Dark Crusade

## Realms of the Demon Princes

Each path of the initial Crossroads tile leads into a different realm of a Demon Prince. This will apply special rules to each section of the mines as outlined in the Objectives section, but only until the respective Demon Prince has been killed. Which path leads into which realm is described in the objectives section.

## Objectives

After a hero enters the initial Crossroads tile

*The path splits in three ways. To the left you feel hot air emanating from the entrance. To the right void energies are crackling from the mineshift. From the middle path, unholy moaning can be heard.*

*"Well, here we are. The sanctums of the three demon princes." Otto explains. "I leave the choice to you which path to go down first, but in the end we must face all of them".*

The heroes must decide which path to approach first.

Left - Malygos, the Everburning

Right - Thyphos, the Corruptor

Middle - Daimos, Collector of Souls

## When entering the Realm of Malygos

*As you start down this path, the heat intensifies until you are drenched in sweat. After a while you identify its source: Pools of lava that have formed everywhere in this part of the mines. "Malygos is actually a demon that escaped from the caverns of Cynder and is known to be a master of fire. It is very likely he brought his minions from that realm with him." Helstrom elaborates.*

## The Floor is Lava

Randomly spawn D6+2 Pools of Lava in every non passage room, using the tiles from the Cynder or Magma Giant expansion. To that end place a pool in the middle of the tile and bounce it three times using the same rules as for dynamite. The pool will form on the tile it lands after the third bounce. If there is already a pool on that tile, bounce additional times until it ends up on a tile not yet occupied by a lava pool.

## Minions of Cynder

When drawing enemies, draw them from the Cynder Otherworld Thread Deck. Re-draw if the Flesh Stalker, Flesh Drones, Trederran Raiders, Harvesters or the Shade of Beli'al is drawn.

## When the clue in the Realm of Malygos is found

*This cavern actually feels like it is from the Cynder itself. The heat is even higher and a big pool of lava can be found in the middle of the room. Suddenly the earth starts shaking and a big hulking figure made of fire and stone rises, focusing its unearthly eye at you.*

*"Yes, this is him, Malygos. PREPARE TO DIE!" With this scream Helstrom charges this monstrous being.*

Reveal and resolve all Growing Dread Cards found so far. Place four Lava tiles in the middle of the room (ignoring the The Floor is Lava rule) and place Malygos on top.

Malygos is a Magma Giant with the following special rules.

## The Everburning

Against the keyword Demon, +1 Defense and an additional +2 x number of heroes health.

## Multiple stages

This fight is performed over a course of different phases that change how Malygos behaves.

### Phase 1

Malygos moves and attacks as normal.

### Phase 2

This starts when his health drops below 50%. He immediately moves to the pool of lava where he gains +4 Defense starts healing for 2/4/6 health per turn. During this phase he will not move but will attack anyone in melee range. In addition he summons his minions into the fight. The heroes must fight:

1/2/3 Magma Gigants, 2/4/6 Lava Bats, 2/4/6 Lava Fiends and 0/1/2 Hell Hounds.

### Phase 3

This Phase starts when all of his minions have been killed.

Malygos gains 2 extra Elite Abilities (even if he already has that ability) and attacks as normal.

## After killing Malygos

*Finally the fire in the eye of the creature begins to dim and Helstrom moves in to deliver the final blow. As he plunges the sword into the demon it starts glowing in an unearthly light that flows from the creatures body into Otto. He shudders with the newfound power and briefly starts to glow in a fiery light. "Yes, this will be a great aid for our cause." he states with a haunting grin. On your way back you see the lava pools cooling down and temperatures returning to normal.*

Move the Darkness Marker 6 spaces backwards on its track.  
Each hero may heal 2D6 Health/Sanity.

The group is moved back to the initial Crossroads tile.

Helstrom gains +4 health and Combat 3+.

If the other two Demon Lords have been slain the heroes win the mission.

# 32: A Dark Crusade

## When entering the realm of Typhos

*As you go deeper into this part into the mines, your hair stands on end as the void energies sweep over you. The whole mineshaft glows in a purple light, sometime bolts of light strike from thin air and race across the walls of the mine and you feel as if the fabric of the world is growing really thin here. Dreading what a longer exposure to this environment would do to you you press on quickly.*

### Strength of the Void

All enemies with the keyword **Void** are +1 Damage and +1 Defense and for each hit done by an enemy heroes also take one corruption hit.

### Hordes from Beyond

This part of the mine is crawling with void creatures. When drawing a combat encounter, draw from the Threat Deck until you find an enemy with the keyword **Void**. Then roll a D6:

1-2 Add 1/2/3 Void Hounds to the fight

3-4 Add 2/4/6 Void Spiders to the fight

5-6 Add 2/3/4 Tentacles to the fight

## When finding the Clue Token in the Realm of Typhos

*This room is drenched in void energy coming from a rift at the back of the wall and you feel reality warping around you. Before you can sort out yourself, a hulking form moves itself into your view, a gargantuan creature with a flailing tentacle mouth and more eyes than you can count. Helstrom readies his weapons and charges screaming and the monstrosity. Before he can reach it however, he is batted aside by an enormous blast of air, as a second monstrosity comes into view, which has an immense wingspan. You see strands of energy weaving back and forth between both creatures. "Typhos is not one demon but a twin entity?" Helstrom screams above the crackling of void energy. "No matter, they will fall to my blade anyhow." you prepare yourself as the twin demon summons some lesser entities to aid them.*

Resolve all Growing Dread cards.

The heroes must fight 1/1/1 Harbinger, 1/1/1 Goliath, 1/2/3 Tentacles and 2/4/6 Void Spiders. The following special rule applies.

### Twin Entity

Typhos consists of two demons linked to each other, represented by the Harbinger and Goliath. When one entity is damaged, the other one shares its lifeforce to heal it up. To that end both enemies share a combined health pool of 40 + 5 per hero. Whenever either the Goliath or Harbinger take damage, remove health from that combined pool. When this pool drops to zero, both enemies are killed.

## When winning the fight against Typhos

*Finally the monstrosities' healing powers fail them and they drop to the floor. At the same time the Void energies swirling around the mine start to dissipate, allowing you to catch some breath. Helstrom raises his sword and absorbs the remaining void energies through the blade into him. "Yes, this power is incredible." he calls out. "Even though it is from an evil source I can wield it for the forces of good." You begin to question yourself if Helstrom is still fully sane.*

Move the Darkness Marker 6 spaces backwards on its track. Each hero may heal 2D6 Health/Sanity.

The group is moved back to the initial Crossroads tile.

Helstrom gains +1 Attack and enemies are -1 defense against his melee attacks.

If the other two Demon Lords have been slain the heroes win the mission.

## When entering the realm of Daimos

*This part of the mine is bathed in a ghostly light that makes your skin crawl. As you travel deeper inside you see lost spirits swirling around. "Careful now." Helstrom shispers. "Daimos has his title within reason. He is able to steal the souls of the enemies that fall to him and make them do his bidding. According to the scripts he has been travelling all kinds of worlds...collecting."*

### Spectral Servants

All enemies encountered here are actually the enslaved ghosts of Daimos. All enemies therefore gain the keyword **Undead** and have an Armor of 4+ against damage.

### A Great Collection

Daimos has collected servants from all kinds of worlds. Whenever a threat card is about to be drawn roll a D6:

1-2 Draw from the normal Threat Deck

3-6 Draw a random **Other World** (Even one you have not discovered yet) and a random **Threat Card** from that other world.

When you draw an enemy with the keyword **Robot** or **Construct**, re-draw.

## When finding the Clue in Daimos's Realm

*You enter a room where the concentration of lost spirits is even higher. This must be the sanctum of Daimos, but you cannot spot him anywhere. You keep searching the cavern when suddenly a small winged creature is coming down from the air. While having a spectral body it does not look so much differently from the bat you have fought countless times before. You wonder if this really is your foe as it does not look particularly threatening, when suddenly the wandering spirits flow towards it, enshrouding it closely.*

# 32: A Dark Crusade

Resolve all Growing Dread cards.

The heroes must fight Typhos, Collector of Souls. Typhos is a Hellbat with the following abilities.

## Not a simple bat

Typhos has 20 health +2 per hero, Defense 4 Combat 4 and Damage 3. In addition he is

Tough - Immune to critical hits

Spectral - Armor 4+ and takes a maximum of 2 damage per successful hit

## Collector of souls

At the beginning of the fight add a group of enemies to the combat according to the A Great Collection rule.

At the start of Daimos' activation roll a D6. On a 4+ add another group of enemies according to the A Great Collection rule to the fight

When Daimos is killed, remove all other enemies from the combat as their souls are finally freed.

## When winning the fight against Daimos

*Finally the winged terror sinks to the ground with heavy wounds. Helstrom uses this chance to plunge deep into its body, shattering the protective sheath of souls around the creature and absorbing them into his blade. He briefly shimmers in an unearthly light and looks less gaunt than when you set out on this mission with him. At the same time, the wandering souls in this part of the mine dissipate and the eerie feeling leaves you some time to collect yourself.*

Move the Darkness Marker 6 spaces backwards on its track.

Each hero may heal 2D6 Health/Sanity.

The group is moved back to the initial Crossroads tile.

Helstrom gains +1 Defense and each time he successfully deals damage to an enemy he can choose to heal himself for 4 health or someone in Range 2 for 2 health.

If the other two Demon Lords have been slain the heroes win the mission.

## Epilogue

*It felt like forever but somehow you made it through. Somehow you managed to slay all three of the Demon Lords. Otto also seems to be glad that it is over. Even though he is emitting an aura of newfound power he still looks very, very tired. "I thank you again my friends for helping me in this cause. I knew it was not an easy task but I think we prevented an unspeakable catastrophe to be unleashed upon the Reaches. And by absorbing the residual power of these foul abominations I think it is soon time for the next step. Taking this fight into the heart of corruption, into the Ruins of Brimstone itself. However I need some time to prepare and will contact you in time.*

## Reward

The constant exposure to these demonic powers made the heroes more resistant. Every hero gains +1 health permanently and increases their Corruption Resistance by 1.

## Failure

You somehow escaped the clutches of the demons, but maybe have brought something with you. During your next town stay roll an extra die at the end of the day town roll and pick the worse result.

## Unlock

A future mission where Otto wants to go to Brimstone trying to end the demonic corruption that has been plaguing the Wastes for so long.

# 33: Big Game Hunting 4

## Prerequisites

Completed Interlude 07

Completed Mission 17

## Prologue

Someone contacts you that you have not heard from in some time: Mr. von Hemingway. "How is it going fellows? You don't seem to be busy currently. Would you like to accompany me for another expedition? This time it would lead straight into the badlands. I heard that in the mines there they dug a little too deep and woke up something big. Since then it has been burrowing around in the earth and causing some constant minor earthquakes. Also a couple of miners disappeared. Whatever it is, it most certainly is worth being hunted. So, what do you say. Want to come along for another exciting adventure?"

The heroes must travel to Mine 08 (The Badlands) to start this mission.

### (HexCrawl Only): Shaking Earth

All of the Badlands are affected by constant earthquakes, which makes travelling more difficult. Whenever the posse enters a hex in the red area as denoted on the map, they must spend 2 extra actions to do so. In addition they must roll for Agility 5+ or take D6 damage from falling debris. Also, roll a D6 for every red hex entered. On a 4+ they are attacked by 1/1/1 Ancient Horror and 2/4/6 Tentacles.



## Mission Goal

Find the thing that is causing the quakes and kill it.

## Set Up

The heroes start on a Mine Entrance tile as normal. Set aside the The Mining Lift map tile.

## Special Rules

### No Gates

No Gates to Other Worlds appear randomly in this mission. All Gate Symbols on Exploration Tokens are treated as normal doors.

## Earthquakes

The earth keeps rumbling and shaking caused by whatever is in the deeper parts of this mine. Every time a the Darkness Marker lands on a Blood Splatter, every hero must perform an Agility 5+ test to avoid falling debris.

Fail - Take 2D6 Hits doing 1 damage each

Pass - Take 1D6 Hits doing 1 damage each

## Experienced Big Game Hunter

Von Hemingway seems to have gained even more experience.

### Base stats

Move 5 and Combat 2, Range 4+ and Melee 4+, Health 12 (4+ Defense), Sanity 12 (4+ Defense)

### Weapons

#### Energy Rifle scavenged from Targa

Range 12, 2 Shots, D6 Damage

On successful hit may perform another shot. This can trigger only once for each initial shot.)

#### Darkstone Combat Knife

(+1 Combat, +1 Damage)

### Skills and Items

Agility 3, Cunning 2, Spirit 2, Strength 3, Lore 2, Luck 5, Initiative 3

#### Darkstone Hydra Tooth

A trophy from his fight with the Hydra. The tooth still looks dangerous. Once per fight Hemingway can do D3-1 damage to an adjacent enemy ignoring defence as a free action

### Sidebag

He starts the mission with 2 Bandage and a Whiskey sideback token

# 33: Big Game Hunting 4

## Objectives

### When finding the first Clue

In the next room you spot a lift that allows you to go into the deeper parts of the mine. However it seems you are not the only one interested in the thing living bellow. A group of cultists is currently busy starting the lift up. When they notice you they immediately attack.

Place the The Mining Lift map tile adjacent to your current room without an Exploration Token.

The heroes must fight a group of 1/1/2 Void Sorcerers, 4/6/8 Crimson Hand cultists and 1/1/2 Void Hounds. The enemies are placed in the The Mining Lift room. Place end caps on all exits of that room.

### After defeating the cultists

After slaying the last of the cultists you turn your attention to the mining lift. From bellow you hear noises as if something big is moving around.

When ready the heroes may spend their whole turn using the mining lift. Remove all mine tiles and place the group on a new tile randomly drawn from the deck. For this part of the mine a new rule applies:

### Terrible Screeching

Ignore the Earthquakes rule for this section. Instead apply the following rule:

Every time a Darkness Card is to be drawn as a result of the Darkness Marker moving forward a terrible screech echoes through the mines. Each hero must perform a Spirit 5+ test

Fail - Take 2D6 Sanity hits doing one damage each

Pass - Take D6 Sanity hits doing one damage each

### When finding the second Clue

Over the past few moments the rumbling has become more intense and you finally gaze upon its source. A gigantic wormlike creature with razorsharp teeth surrounded by flailing tentacles. To your surprise it is engaged in combat with more cultists. One of their mages is trying to perform some kind of spell on the creature while the acolytes and assorted summoned warp beings are trying to keep it busy. The monstrous worm is not impressed however and kills its foes in short order, either by smashing them into the walls and ceiling, swallowing them or just crushing them underneath. Even the sorcerer does not last long against it and the fight ends rather quickly and gory. Unfortunately for you the monstrosity has noted your presence and makes to give you the same fate than those unfortunate cultists.

The heroes must fight 1/1/1 Burrower.

After the Burrower has lost half its health

You somehow managed to hold your ground against it and the movements of the creature begin to slow. To your surprise it turns away from you, then opens a portal and vanishes through it. If you want to finish your hunt you must follow it through.

Spawn a Gate at a random exit of the room and draw a random other world from among those already discovered to see where the Burrower has fled to.

In the other world the Earthquakes and Terrible Screeching rules do not apply anymore. Instead a new rule is applied while travelling in the other world.

### Spawn of the Burrower

The presence of such a monstrous being has scared away all native life in the local area. However, this seems to be some kind of breeding ground for the Burrower. Every time the heroes are attacked they must fight 1 Ancient Horror/2 Ancient Horrors/2 Very Ancient Horrors (Double Base Health) instead.

### When finding the third Clue

It was easy following the tracks of the Burrower and you finally found its lair. Unfortunately the time looking for the thing was enough to give it back the strength and enrage it even more. Worse, it brought some of its spawn with it.

The heroes must fight 1/1/1 Burrower and 1 Ancient Horror/2 Ancient Horrors/2 Very Ancient Horrors (Double Base Health). The Burrower gains 1 additional Elite Ability.

### When winning the fight

With a last terrible screech the beast falls to the ground and with a last writhing and trashing its life is extinguished. "Splendidly done." von Hemingway exclaims. "Of course I could have slain the beast on my own, but your help is really appreciated. Let me just collect a trophy and then head back home."

The heroes win the mission.

# 33: Big Game Hunting 4

## Epilogue

Read the Epilogue when returning to any town

*"Thank you again for your help. This was really a prey worthy of being hunted by the great von Hemingway. But I am sure there are even greater trophies to be gained in the future and I will gladly call upon you again. Until then farewell."*

## Reward

In the remains of the Burrower you found some leftover items from its previous meals.

Draw two artifacts from the Other World where you killed the Burrower and distribute them within the group.

## Failure

Even though you escaped with your life encounter with such a beast eats at your sanity. Each hero starts the next adventure with D6 Sanity damage.

## Unlocks

### More Hunting

A future Big Game Hunting Mission that will be revealed in one of the next chapters.

### Burrowers awakening

The beast you killed is not the only of its kind and sometimes similar creatures can be found all over the Reaches:

Shuffle the Burrower Threat Cards into their respective threat deck.

Also, unlock the following **Repeatable Mission**

### This is no Cave

# Interlude 8

## Introduction

You are called upon yet another meeting with Schutzmann and Igor via the communication device. "Good job so far, the efforts of you and the other bands of mercenaries are really helping with containing the various threats and crises we are currently dealing with. Between raiding Black Fang tribe members, Cult activities and abductions by the Succubus covens there is really too much going on and without the aid of you and groups like you the situation would be dire indeed. The Law alone is simply understaffed and we recently took many losses in dealing with a recent outbreak of...things..from the Brimstone Ruins." "Yes, a great help indeed." Igor continues. "Especially the relics that your group and the others brought from various different places really helped us understand Dark Stone much more and develop more advanced technologies based on this fascinating mineral. Again we do not completely understand its relationship with the void and why and how the cult is using Dark Stone to fuel their unnatural powers and summonings of creatures. But we were able to develop our own applications such as the communication devices and the void energy detector. Soon we should even be able to create advanced weaponry, similar to what is used in Trederra." Schutzmann continues: "The cult activities have ceased a bit: They still keep hunting for relics of power within the Wastes and in other places. Moreover they are still attempting to summon hordes of monsters into our world. But thanks to us being able to detect their operations via tracking concentrations of void energy we can contain the situation somewhat. We also found another seal for the prison of this...Beli'al?...and have set up a permanent military presence to keep it safe in case these alluring ladies from Cynder try to destroy it. The Black Fang also has retreated back into their own regions and currently don't remain a big threat. However there is still this issue of these foreign soldiers that are being sighted all over the Wastes and recently we got reports of another group of raiders that seemingly hail from a completely different place at all. Therefore as you can see we...what is that sound?" Igor responds: "Erm, the void detector is has started acting up. Some crazy readings. It has detected a big concentration of void energy in Mt. La Pointe, bigger than anything we have seen before. Strange, the readings are different from what we usually get. Like as if some other energy is interfering.." Schutzmann addresses you: "Can I ask you to have a look at this? You have become a very reliable source to the Law and somewhat experts when dealing with the cult. But be careful, I have a feeling that this time something is not quite right."

## New Campaign Rules

Unlock Mission 34 - Where the heroes are investigating this new concentration of void energy..and something else.

**Warning** - This mission will end the current chapter. While the heroes can return to unfinished missions later they will be locked into a completely set of adventures for a while. Therefore only start this mission when you are ready to progress into completely new territories.

# 34: Void and Shadow

## Prerequisites

Completed Interlude 08

Heroes must be at Mine 12 (Mt. La Pointe)

Warning - This mission can be challenging. Come well prepared.

## Prologue

Even from a distance you can see the vortex of energy swirling around the part of this mountain range where the mine is located. Although you have become somewhat accustomed to seeing concentrated void energy, the sight of this maelstrom of energy makes you shiver. Something is off, something is wrong. With an uneasy feeling you near the mine, prepared for the worst.

## Mission Goal

Stop the ritual conjuring this void storm.

## Set Up

The heroes start on a Mine Entrance tile as normal. Set aside the Summoning Chamber, the The Ritual Chamber and the Cynder Ritual Room map tiles.

## Special Rules

### No Gates

Gates do not appear randomly during this mission. Treat all Gate Symbols on Exploration Tokens as normal doors.

## Objectives

### Begin of the mission

Whatever the cult is trying to achieve, it goes beyond the usual summoning of void creatures. Everything within the mineshaft is glowing in a greenish/purple light, wrought with dark shadowy strands of something else entirely. You uneasiness grows, but you have no choice but to push on.

### When finding the first Clue

You stumble across a vanguard of the cult, which - to your endless surprise - is accompanied with the least likely of allies: A group of Succubi from the Cynder Caverns. From what you learned from your own adventures and stories told across the Wastes, both factions utterly hate each other: The Succubi the cultist because they keep raiding their world for arcane relics. The cultists on the other hand have an utter disdain for the deity the Succubi worship. You simply cannot fathom what brought these two together. However there is no time to elaborate on this as these unlikely allies are already preparing for combat.

The heroes must fight a group of 1/1/1 Void Sorcerer, 2/3/4 Succubi, 3/5/7 Crimson Hand cultists and 1/1/1 Void Hound.

### When winning the fight

If the Succubi and the cultists really are working together, the wrongness of this whole affair makes more sense. Apparently the ritual releasing the void energy is this time supported by the foul magic of the Succubus witches. Whatever they are up to, they must be stopped as fast as possible.

### When finding the second Clue

In the next room you spot a great glowing circle on the floor with a crystal of pure Dark Stone hovering within. Void energies are swirling around the device, but are strongly intertwined with dark streaks of the shadowy powers from Cynder. You cannot yet see who is conjuring these forces but decide to approach with caution.

Place the Summoning Chamber connected to the currently revealed room and do not place an Exploration Token.

### When a hero ends his movement in the Summoning Chamber

The cavern is connected to two more rooms from where strong waves of energies emanate. Suddenly a familiar voice booms through the room: "Ah, there you are. Finally. We were expecting you, or one of the other groups of mercenary vermin that constantly keep interrupting our preparations." It is the Void Magus again that is leading the cult. "You have thwarted our efforts one time too many." a female voice continues. You recognize it belonging to the Succubus Queen you met when drilling a pathway into Cynder a long time ago and when finding the seal for Beli'al. "Therefore we have prepared a little surprise for you. To end your meddling. Permanently." Now you finally see your foes, a group of Cultists and Succubi, each in their own room at the side of the summoning chamber. Each guarding their leader who are busy channeling power into the Dark Stone crystal. "We felt that in order to progress our agendas we needed to remove some of the more annoying pests from this game. Pests like you." the magus exclaims. "As our goals aligned in this, we decided by joining our forces - just this once - we would achieve this goal." the Succubus queen continues. "We knew for some time now that you could detect our rituals and that a concentration of forces like this would draw you like flies to honey. And now, you little worms, it is time to die."

Place the The Ritual Chamber and the Cynder Ritual Room connected to the Summoning Chamber.

Resolve all Growing Dread cards.

The heroes must fight the leaders of both the Succubi as well as the Cult simultaneously. Therefore place two groups of enemies to fight.

# 34: Void and Shadow

## Ritual Chamber

1/1/1 Void Magus, 2/4/6 Crimson Hand cultists, 1/2/3 Void Hounds

## Cynder Ritual Room

1 Hellfire Witch, 2/3/4 Succubi and 1/2/3 Lava Men

## Ritual of Void and Shadow

Both the Void Magus and Hellfire Witch are focusing their efforts on the ritual. This prevents them from directly fighting you but empowers their spellcasting. Therefore the following special rules apply:

- Both enemies cannot move and do not attack
- However both enemies cast their Void Magik and Shadow Magik every turn. They can target any model without range limitations and do not require line of sight.
- Until all other enemies have been killed, both models are shielded by the power of their ritual and are invulnerable.

## Reinforcements

Both factions summon additional enemies into the fight after a number of turns.

## After 4 turns

2/4/6 Lava Bats and 1/1/1 Lava Man in the Cynder Ritual Room

1/2/3 Stranglers and 2/3/4 Tentacles in the Ritual Room

## After 8 turns

1/2/3 Succubi and 1/2/3 Lava Men in the Cynder Ritual Room

2/4/6 Crimson Hand cultists and 1/1/1 Goliath in the Ritual Room

## When all enemies except the Void Magus and Hellfire Witch have been defeated

*With the last of their followers dead, the protection around the leaders is failing. You prepare to attack and end all of this, finally ridding the Brimstone Wastes from two of their greatest threats. However...as you prepare you feel the earth shaking. The ritual circle in the center room begins glowing even brighter and the floating Dark Stone crystal starts spinning faster and faster before bursting into a vortex of both void and shadow energies. To your horror you notice a pull towards this tear in reality. A pull that is slowly growing stronger and stronger, until you cannot resist anymore. "We told you we are removing you from the game." the magus cackles triumphantly. "Permanently!" The Succubus Queen laughs alluringly.*

*You feel yourself drawn forward, forward, inward.*

*Then...nothing.*

The heroes "win" the mission.

## Epilogue

*The arcane energies in the chamber begin to wane, causing the rift within the summoning circle to collapse within itself. Of the Dark Stone Crystal nothing remains, it was completely consumed. The leaders of this unlikely alliance meet in the center of the room. "Pity for the crystal. It is a lot of effort to purify Dark Stone to a degree that it can be used in this way," the Magus notes. "I grieve more for my sisters. Unlike you I actually care about those who follow me." "Bah, those fools are glad to sacrifice themselves for our cause!" the Magus retorts. "After all it is all for achieving our ultimate goal.*

*And unlike your pitiful and hopeless endeavour ours will actually be realized eventually." The Succubus Queen answers with a sneer: "Pitiful mortal. When I free our master you will be made to grovel before me, just you wait." The Magus laughs in return: "You do not really think that you will actually manage to break all seals, do you? And even if, Belial is a relic of the past. There are greater powers in this world than him." Now it was the turn of the queen to laugh: "You mean like the one you serve? Do you really think he will reward you for your efforts? Fool. You are just his puppet. Disposable. Just like the other fools who follow you. And what makes this you? The king of fools. You will actually find that out when you bring your plan into fruition and come face to face with your master. But by then it will be too late. If your mad scheme works at all." She pauses briefly to take pleasure in the angry face of the Magus before continuing:*

*"Anyway, we finally got rid of these mortals who have been constantly interfering with our operations. Was it not this group that thwarted your plan to empower these puny bandits to collect Dark Stone for you and to eradicate all potential opposition from the Wastes? And look how easy we got rid of them. If you cannot even handle pests like these how do even dream about achieving your grand ambitions? Don't make me laugh. Well, they are gone now and I have work to do. So I guess this alliance, useful as it was, has come to an end. Good luck with your little mad scheme. Next time we meet I will make you grovel before me like the worm you are. Belial will make sure of it." With these words she opens a portal back into her fiery realm and gives a last warning: "Oh and your incursions into our realm stop now. You will not steal any more of our relics. If you don't comply I will eradicate you and your little cult of morons right then and there. Even though you are really not worth the effort." With these words she disappears through the portal which promptly closes behind her.*

# 34: Void and Shadow

"Oh...mocking me, are we?" the Magus whispers. "Being so proud of your old dying god, are we? Well...we will see about that, little demon. In time. We will see about that." With these words the Magus shrouds himself into raw void energy and disappears.

## Reward

What reward?

## Failure

The power of the void storm was too much and you decide to retreat. For now.

## Unlocks

### [Lost between worlds](#)

This concludes Chapter 2 of the campaign. Directly proceed into Chapter 3.