

Holroyd "Silver Dollar" Washburn was known to have the best goods around. He had contracts with a weekly caravan to restock his general store. Last week, the caravan never made it. Silver Dollar was furious! When two of the surviving guards stumbled into town days later, talking about gates to another world and undead bandits, Silver Dollar decided he needed some extra help to get his goods back. He's offering quite the bargain - recover his barrels of goods, and he'll let you take a few of the items - free!

## Set Up

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

## Mission Goal

The Heroes must recover Silver Dollar's barrels of goods which were lost in the attack. These barrels can be found in the Mines or in the Swamps of Jargono. Heroes must recover a number of barrels equal to the number of heroes to successfully complete the Mission.

## Special Rules

### Exploring Passages

While Searching, any Hero can give up their Scavenge roll to Explore a Passage in an attempt to find a barrel. If a Passage is Scavenged, it cannot be Explored for barrels; if Explored, a Passage cannot be Scavenged. A Passage can be searched up to two times, by any heroes. Barrels can only be found in Passages. Use the Scavenge tokens to mark when a Passage has been searched twice for barrels.

### Booby-Trapped Barrels

A Hero rolls 5+ in either Cunning or Luck to Explore for a hidden barrel. If successful, the barrel is recovered, and a Barrel Token is placed near the Side Bag of the Hero who Explored for it.

If the Cunning roll fails, roll 1 Peril Die to determine how many Hungry Dead appear. This is considered an Ambush Attack.

If the Luck roll fails, the barrel was packed with dynamite. Treat the barrel as if it was a failed dynamite toss, and roll for bounce to determine where the barrel explodes.



## Objectives

### The Barrels

When the Heroes have recovered a number of barrels equal to the number of heroes, they find themselves surrounded by Hungry Dead! Reveal all the Growing Dread cards in the stack as normal, then the Heroes must face an Epic Threat as well as 2 Peril Dice of Hungry Dead. Once all Enemies have been defeated, the Heroes have successfully recovered Silver Dollar's barrels and have completed the Mission!

## Rewards

Each Hero gains XP equal to the number of barrels times 50.

For every 2 barrels recovered, each Hero draws a Gear Card, as Silver Dollar rewards you with his merchandise.

When the Heroes Travel to a Frontier Town before the next Adventure, all items in the General Store are half-off.

## Failure

When the Heroes Travel to a Frontier Town before the next Adventure, for every barrel they haven't recovered, another store is closed, starting with the General Store. All items in town are twice as expensive to purchase. Anything the Heroes attempt to sell is worth only half its value. This includes Darkstone.