

# Fanmade Missions

Compilation for TTS

I did not create any of these.  
Credits go to their authors.

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## MISSIONS

### TREASURE HUNT

*During your last adventure you came upon an old dying prospector. The old man begged you for some water and when you gave him some he thanked you for your kindness and procured a crumpled, blood-stained map from his boot. “Take this” he said with a trembling voice. “Tis the only thing I have left in this world, but seeing as my days are numbered I have no use for it anymore. May it bring you more luck and fortune than it has me.” With that the old man crumples and dies much to the delight of the buzzards circling above.*

#### Set Up

Shuffle and set aside the ten numbered Crate tokens. Otherwise follow set up as normal.

#### Mission Goal

The Heroes goal is to find the old man's treasure.

#### Special Rules

Each time the Heroes find a Clue token roll 2d6. If they roll under the current position on the Posse marker track place a Crate token as if it were a monster with initiative 0. Any Hero adjacent to a Crate may give up his attacks to search the Crate. Reveal the number on the backside of the token then Roll 2d6 subtracting the number of Clue tokens found. If the result is equal to or lower than the number on the Crate token the Heroes has found the old man's treasure. Once the Heroes have found the old prospectors treasure, immediately seal off all other exits and draw an Epic threat card as the guardians of the treasure comes to

protect their hoard. If the Heroes beat this encounter the mission is over and the players gets the reward for successfully completing this mission in addition to any loot cards gained from the encounter. Otherwise, roll on the table below:

**What's in the crate? (roll 1d6)**

**1-2 Ambush attack!**

**3-4 Draw a scavenge card**

**5-6 Draw a loot card**

**Objectives**

The Heroes must find the prospectors treasure by finding Clue tokens and searching Crates scattered throughout the adventure.

**Reward**

Each Hero may draw three Loot cards. Any money or dark stone gained from these cards are doubled.

**Failure**

If the Heroes fail this Mission, they become Cursed, while the Curse remains the Hero can't gain or spend Grit and their Luck is reduced to 1. If any Hero in the Posse is Cursed at the beginning of a Mission the Heroes start that Mission with one Growing dread card, and roll one additional die when Holding back the darkness and must take the two lowest dice as long as at least one Hero in the posse is Cursed. Each hero can remove their Curse by paying \$1d6x50 and succeeding at a spirit 6+ test at the Church or Campsite location while in Town. The Preacher character pays half this and succeeds on a 5+.

If the Preacher Isn't Cursed, he can attempt to remove a Curse from another Hero by spending his attacks for the round and using a Grit and a point of Faith. Both the Preacher and the target Hero must roll a Spirit 6+ test. If both are successful, the Curse is lifted from that Hero and the Preacher gains 25 xp. While in Town the Preacher may only attempt this once per day and only at the Church or Campsite locations and only on Heroes that share his location.

**Variants**

Optionally this Mission can be combined with another Mission in which case the treasure hunt becomes an alternative secondary objective. In this case the Heroes must still face an Epic threat when they find the treasure but don't seal off all the exits. The Mission doesn't end when the Heroes have found the treasure and may continue until the other Missions objectives are completed.

## RIVERS OF JARGONO

*Tales of a vast river system running through all of Jargono has been reported by nearly all of the survivors who have returned from that horrible place. Local authorities have offered a sizeable reward to anyone that can procure a map of the river to help future expeditions navigate that dreadful dimension.*

*Or alternatively:*

*Rumours about a hidden village deep within the Jargono swamps have recently been spreading in town. Survivors that have been in the village tell of friendly swampfolk that are willing to trade priceless Artifacts with outsiders that manage to find their village. These rumours have local scholars intrigued and they are willing to pay a lot of money to anyone who can bring proof of the villages existence.*

### Set Up

This mission only uses the Swamps of Jargono Map deck and Map tiles. It also uses the boat token. The Heroes start on a random Jargono room tile. Place the boat token in the middle of the tile with all the Heroes on top of it. Don't use any advanced encounters on the starting room tile.

### Mission Goal

The Heroes must explore the entire Map and defeat all Enemies they come across to successfully complete this Mission.

### Special Rules

#### Limited Doors

All Exploration Tokens with a Clue icon have one less Door/Gate on them (Heroes' choice). There are no Gates in this Mission, instead all Gate Icons counts as Doors.

Any time you reveal an Exploration Token roll a D6 for each Door/Gate Icon on that Token. On the roll of 4+, ignore that Door/Gate Icon. While the Hero Posse marker is in the middle stage of the Depth Track, ignore on a 3+ instead. While the Hero Posse Marker is in the last step of the Depth Track, ignore all Door/Gate Icons automatically.

### Dead End Showdowns

Whenever a Dead End Room is found (a Room Map Tile that has no exits), roll a D6.

**1 – Add an Epic Threat to the Exploration Token**

**2-3 – Add a Normal Threat to the Exploration Token**

**4-6 – There is no extra Threat here**

### Immediate Dread

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

### Festering Wounds

Each Hero's maximum Wounds is reduced by an amount equal to the number of Corruption Tokens that Hero currently has to a minimum of 1 Wound.

### Rivers of Jargono

All Spaces in this Mission costs 1 extra Movement to enter, in addition any Hero ending his Movement in a Space outside of the boat takes 1 Corruption Hit from the infested swamp waters. All attacks are considered Ambush attacks on xxx instead of the normal rules for the swamp. All tiles may be Scavenged one additional time in this Mission.

### The Boat

The Boat Token takes up six spaces on the Map. The boat token can move freely on the Map without spending extra Movement and may move through other models as if it were a Large creature. Each Turn the Lantern bearer may give up his own Movement roll and roll 1d6 to see how far the boat moves. On a 1 all Heroes on the Boat recovers 1 Grit. While on the Boat all Heroes are considered to share the same Space so any enemy adjacent to the Boat may attack any Hero (but will spread out their attacks as normal).

### Rock the Boat

Whenever a Large or bigger creature attacks someone in the boat and it rolls a 6 on its to Hit roll, the monster has Hit the boat instead. The Hero suffers no damage from the attack but all Heroes in the boat must make an Agility 5+ test or fall into the water in the nearest empty space. Heroes that fall in the water immediately take a Corruption Hit as if he had ended his Movement in that Space.

### Objectives

Once the Heroes have explored the Entire River (all paths lead to a Dead End Room), they must defeat any remaining Enemies on the board to complete the Mission.

### Reward

Each Hero receives 25 XP as well as \$50 x the number of steps on the Depth track is from the Mine Entrance space. In addition, each Hero may draw a Jargono Artifact card.

As an optional reward if you are using the Jargono swamp village fan supplement you can require the Heroes to complete this Mission to gain access to the village.

### Failure

If the Heroes fail the Mission, they are lost in Jargono and must skip their next Town phase and their next Mission must be an escape Mission that starts in the Swamps of Jargono.

The Heroes must also roll a d6:

On a 1 the Hero falls ill due to disease spread by the insects. The Hero loses 1 Health permanently.

On the roll of 2, 3 or 4 the Hero must discard \$100, D3 Dark Stone or one item, lost in the muddy waters of the swamp.

On the roll of a 5 or 6, the Hero emerges unscathed.

# A Bad Patch

*A large crowd has gathered at the edge of town to gape at a farmers pumpkin patch. Appearing overnight the farmer exclaims, “I plowed the field with Dark Stone and these pumpkins ate it up. Never seen nothing grow so fast, never seen nothing like it.” You can see the Dark Stone breaking through the meat of each pumpkin. and you become transfixed and filled with an urge to eat one. You begin to approach the patch but snap free from the evil hypnosis. Others in the crowd however have already picked up pumpkins. As they stare at them their bodies begin to distort and twist, shriveling up and turning orange, finally rounding out into little pumpkins of themselves. Half the folks run off at the sight while the other half continue to walk into the patch. You notice vines running off towards the local mine. You better track down the source before it’s too late for everyone.*

## Set Up

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

## Mission Goal

Something is causing all the townsfolk to turn into pumpkins. Find the source of the problem and put a stop to it. Search the mines for 2 clue icons and find the Corrupted Pumpkin.

## Special Rules

### Immediate Dread

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

### Exploding Pumpkins

Failing to hold back the darkness causes pumpkins near you to explode. All heros take D3 hits.

### Stolen Souls (Adventure theme)

Whenever a Threat card would be drawn, roll a D6. On a roll of 4+ play the “Vines of the dead” threat rule. Otherwise, play a standard threat.

### Vines of the Dead (Threat)

Tainted vines and pumpkins sprawl everywhere in the mines, and the souls of the damned occasionally burst from them. This is an ambush attack.

1-2: Lost Souls

3-4: + 3 - Lost Souls

5-6: - Lost Souls

Lost Souls are Hungry Dead with the following:

#### Ethereal

- Can't take more than 1 Wound per hit, and may move through othermodels.

#### Vengeful

- Gain 1 additional hit point to their base health and their Damage = D6

## Objectives

### The Corrupted Pumpkin

Explore the mines and search for 2 clue icons.

### A Small Patch (Clue 1)

The first clue icon automatically triggers the vines of the dead. Ignore any other attacks listed on the exploration token. These Lost Souls have one extra elite ability.



### Corrupted Pumpkin

When you have located the 2nd clue icon you have found the Corrupted Pumpkin. You must defeat him and his collection of souls. Fight him and the following:



1-2: Lost Souls

3-4: + 3 - Lost Souls

5-6: - Lost Souls

### Reward

You free the corrupted souls of those taken by the evil pumpkin and stop it from claiming anymore. Gain 50 exp and 1 darkstone pumpkin for future use.

### Failure

You return to the town only to find it empty, not a soul in sight. The great pumpkin king must have captured nearly every soul in the area and any one with 2 cents fled for their lives.

- Your next town stay has all town locations destroyed but you may scavenge each location 3 times. A successful scavenge can be used to gain 1 token normally sold at that location.

- Ignore town daily events.
- Take 1 corruption hit for each day in town as the pumpkin king tries to twist you into one of his possessions.
- Ignore the town events but still roll on each end of day. Failing the end of day roll automatically ends your town stay as the corruption of the pumpkin becomes too strong.

### Clarifications

Immobile - Unable to move.

Terror(2) - Any hero on the same Map Tile takes 2 Horror Hits at the start of their activation

Corrupted Pumpkin (Soul Protection) - This special ability allows the Lost Souls to act as extra pools of health to the Corrupted Pumpkin. Soul Protection bypasses the Lost Souls Ethereal ability allowing the Lost Souls to absorb more than 1 wound. However, the wounds must be transferred evenly and randomly between the Lost Souls enemy group.

# CLASH OF THE TITANS

You have followed the path of death and destruction to this mine location. For the few survivors encountered along the way, the story is the same.

"Giant demons... One incredibly muscular with massive tentacles. The other a horned, winged beast swooping silently from the sky. They were really going at it, killing or destroying anything in their paths to get to one another... They won't stop until one of them is dead."

Or both of them. With that thought in mind, you bravely (or is that foolishly?) enter the mine.

## Set Up

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

## Mission Goal

Find and defeat the rampaging demons responsible for the annihilation of the towns. Find 2 Clue Icons to battle the Goliath and Harbinger, ending their wake of destruction.

## Special Rules

### Enemy Confrontation (Goliath, Harbinger)

During the Mission Objective Fight, the Harbinger and Goliath will re-target each turn, if able. Also if able, they will follow the pattern of random Hero from Posse, Enemy, Hero Posse, Enemy.

For every hit these enemies take from one another, they may make a special Defense roll against each hit. If the roll is equal to or less than their printed defense, damage from that hit is blocked. These Enemies can make Critical Hits against each other. Horror Hits have no effect on them.

Enemies added during this battle will always attack the Heroes.

If an Enemy defeats another Enemy, it is invigorated, healing D6 Wounds.

For 1-2 players, replace these enemies with Night Terrors and Slashers (or some other Large size Enemy) equal to the number of Heroes +1 for each Enemy group.

### Immediate Dread

Reveal all Growing Dread cards immediately as they are drawn.

## Objectives

### Defeat the Harbinger and Goliath

Once the second Clue Icon is revealed, ignore everything else on that token. Choose a random exit from that room and draw from the Map Deck until you reveal a non-passage room card. Attach that room to that exit, capping all exits in the new room. Place the Goliath in that room. Repeat this process and place the Harbinger in that room.

Once all Enemies have been defeated, the Heroes have successfully completed the mission! The Mission Objective Fight adds two Loot Cards. Additional Threats from cards add additional Loot (to a max of 3).

## Reward

Each hero gains 50 XP. During their next visit to a Frontier Town, the Heroes may stay at the Hotel for free and get \$50 off of all items and services (Gambling excluded), to a minimum of \$10.

## Failure

The rampage continues and the nearest Frontier Town is destroyed. Heroes must proceed directly to their next Adventure.



# COOTER AND POOT GO TO WHITE CASTLE

"Ever since Uncle Cooter found that wicked book, he wasn't the same. And his son, my cousin Poot, with that dark artique. Said they were priceless treasures." explained the indifferent barkeep.

"They used to be respectable prospectors. They went and holed themselves up in Castle Rock. Word is, they started practicing the dark magic from that book. People say all the color's been drained from the stone and rock in them parts. Looks like some dismal, white castle at the entrance. Haven't seen them fellars in ages."

While not overly concerned about his missing relatives, you decide to give Castle Rock a visit - to check on the wellbeing of Cooter and Poot, of course.

## Set Up

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

Exploration Tokens will remain hidden until drawn. Add to the Exploration Tokens these same-sized yellow markers: **Ancient Statue** and **The Book**. When drawing an Exploration Token, it will be possible to draw one of these. Set aside the **Lantern** marker. Once the Posse reaches the second stage of the **Depth Track** (space 10), add the Lantern to the Exploration Tokens.

Create a **Glyphs and Supplies** token pool (12 in total) of these smaller tokens : 1 each of bandage, dynamite, whiskey, and grit; 2 each of dark stone, corruption, sanity, and wound. These will remain hidden until drawn.

## Mission Goal

Cooter and Poot got themselves in over their heads. Using the book to create deadly glyphs and wards, they have become prisoners in their own mine. Find the **Lantern** marker to locate Cooter and Poot!

## Special Rules

### Glyphs and Supplies

Before flipping over an Exploration Token or at the end of a turn in which a passage was placed, draw and resolve a **Glyphs and Supplies** token. These tokens do not get mixed back in with the other tokens. When there are no more tokens, shuffle all of the tokens back together.

To determine who the token affects, flip up the Exploration Token. If there is a Clue Icon, it affects all Heroes. Otherwise, it affects a random Hero. Complete the Exploration Token afterward.

**\*Bandage, Dynamite, or Whiskey Token (Supplies!):** Gain 1 token of the item drawn.

**\*Dark Stone Token (Exploding Glyph):** Dark Stone explodes! Succeed at an Agility 5+ test or take D6 Hits and D3 Corruption Hits. A hero affected by this glyph may gain D3 Dark Stone.

**\*Corruption Token (Glyph of Evil):** Succeed at a Spirit 5+ test or take D3 Corruption Hits.

**\*Sanity Token (Glyph of Madness):** Succeed at a Spirit 5+ test or take D6 Horror Hits.

**\*Wound Token (Glyph of Agony):** Succeed at a Strength 5+ test or take D6 Hits.

**\*Grit Token (Glyph of Despair):** Lose one Grit.

### The Book Token

When this token is drawn, draw and resolve a **Glyph and Supplies** token that affects all Heroes. After resolving that token, Heroes add one die to all tests against Glyphs from now on. All open puzzle connections are exits from this room.

### The Ancient Statue Token

When this token is drawn, draw and resolve a **Glyph and Supplies** token that affects all Heroes. A random Hero may draw a Mine Artifact. All open puzzle connections are exits from this room.

### The Lantern Token

Cooter and Poot have been found! Move to the Mission Objective.

### All Gates Lead to the Mine

All Gates in this mission lead to another part of the mine.



# COOTER AND POOT GO TO WHITE CASTLE

## Objectives

Cooter and Poot have got themselves into quite a pickle. When you find them, roll D6:

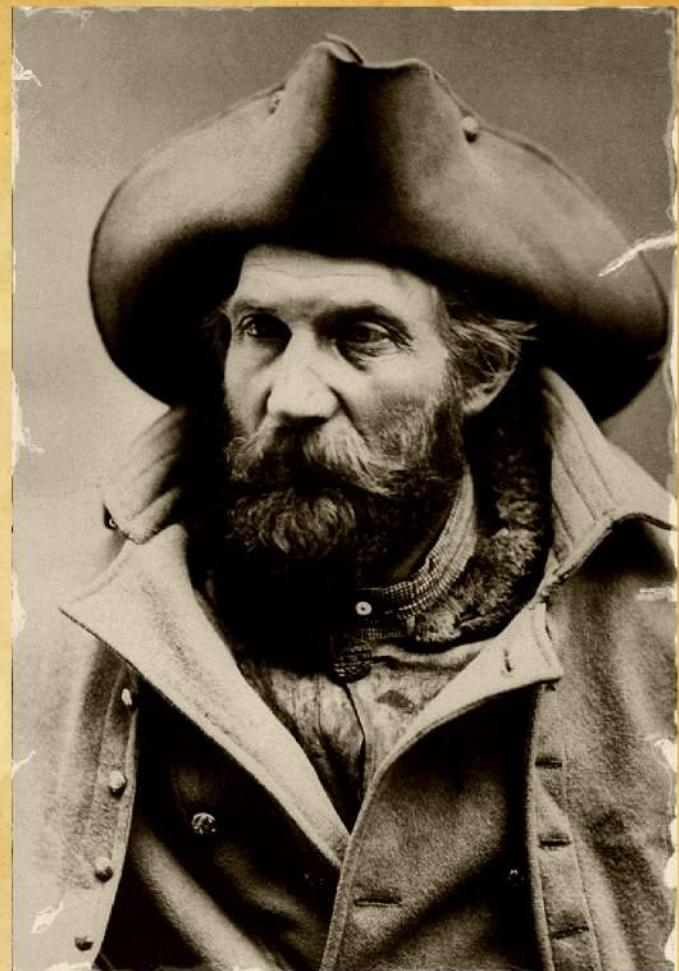
**1-3:** As you enter, Cooter and Poot have just completed, in a desperate attempt to escape the mine, a gateway that is now opening. Unfortunately, something awful is emerging from the other side. Reveal all **Growing Dread** cards as normal and draw an **Epic Threat**. Cooter and Poot are immediately devoured! Once all Enemies have been defeated, the Heroes have successfully completed the mission!

**4-5:** Approaching the frazzled and crazed Cooter and Poot carefully, you realize too late that the room is lined with dynamite and Dark Stone. Cooter lights a wick and cackles, "Goodbye, cruel world!" Each character must make a Luck or Agility 6+ or take 2d6 Hits without Defense saves. If at least one Hero is not defeated by this, the Heroes have successfully completed the mission!

**6:** You find Cooter and Poot playing checkers, empty whiskey bottles scattered around them. Poot issues a drunken challenge to the Heroes.

"Iffen you can beat me at checkers, I'll show you where we stashed the rest of our gold."

With that, Cooter falls over and begins to snore while Poot awaits your answer. One hero may attempt a Cunning 5+ test. If successful, you beat Poot, gain 20 XP, and have successfully completed the mission! If you do not beat Poot, he also passes out and you have failed the mission.



## Reward

Each Hero gains 50XP. In addition, Cooter and Poot had quite a collection. Each Hero gains D6 X \$50 and 1 Dark Stone. If Poot was defeated in Checkers, double this amount for each Hero!

## Failure

Plagued with glyphs, getting out of the mine proves tougher than expected. Each Hero gets no Grit for travel and starts the next Mission with D3 wounds, D3 sanity damage, and one less Grit.

# ELUSIVE ARTIFACT

## Optional Mission Trigger

The Heroes only have access to this Mission if they roll a 6-8 for a Location Event at a Street Market, Saloon, or Smuggler's Den. When this happens, read the following:

*"You hear two women talking in hushed whispers about a peddler who came through town about a week ago, with a powerful artifact for sale. You now have access to the Elusive Artifact Mission."*

*"You've traveled to this town looking for a peddler who is rumored to be selling a powerful artifact. But when you arrive, the town is under attack by all manner of foul creatures!"*

## Set Up

- This mission uses the Town Adventure Board. Choose which base deck you will be using for this scenario – City of the Ancients or Swamps of Death.
- Shuffle the following eight Exploration Tokens, and place one on each of the numbered buildings, face down: Encounter !, Attack !, Growing Dread Encounter !, Encounter x2 (2 of these), Encounter (2 of these), Ambush Attack. For this mission, ignore all Door/Gate icons on Exploration Tokens.
- For this mission, use only the following Encounter cards in the Encounter Deck:

**If you're using the City of the Ancients Deck:** Explosives, Shafts of Light, Massacre, Lucky Find, Look Out!, Piles of Bones, Traitor's Blood, Ransacked Vault, Void Lair, Summoning Circle

**Or, if you're using the Swamps of Death Deck:** Hanging Bodies, Warning from the Grave, A Crack in Space, Dark Altar, Mind Worms, Dusty Crates, Lucky Find, Mangled Remains, Look Out!, Hell Pit

- Start the Hero Posse Marker at 12 on the Depth Track. Start the Darkness Marker at Darkness Start on the Depth Track.
- Randomly determine the Heroes' Entry Area (A, B, C, or D). The Heroes may start in any of the three Entry Area spaces, or any of the three spaces directly in front of the Entry Area.
- Draw a Threat card. These monsters are set up at one of the remaining three town entry points. If there is more than one type of monster, determine an entry point for each monster type separately. (This is the only time you determine the entry point for each type of monster separately.)

## Mission Goal

The Heroes must locate the peddler by revealing 3 Clue icons on Exploration tokens, and then flee town with him by exiting into one of the lettered Entry/Exit Areas. If The Peddler dies, the mission is a failure.

## Special Rules

### Exploration Tokens

During the Room Exploration phase of the game turn, if any character is in a building with an unrevealed Exploration Token, that token is revealed. This may result in more than one exploration token being revealed. In this case, the tokens are revealed in the initiative order of the characters who explored the buildings.

Every time an Exploration Token is revealed, move the Hero Marker down one space on the Depth Track.

### Adding Monsters & Monster Movement

Any time you would add monsters to the board (except the Ambush Attack), randomly determine one of the four town entry points for all of those monsters to enter from. If you reveal the Ambush Attack token, the monsters appear in the same building as the token, in the normal checkerboard fashion, and then spilling out of the door(s), into the street. Monsters do not appear on rooftops. (Exception: When double 1's are rolled for a Depth Event)

If a monster cannot reach a character with its movement, it will move towards a random character that it can see (including line of sight through windows and doors). If a monster cannot see any characters, that monster will move towards a random building, until it sees a character. At that point, it will finish its movement moving towards that character.

# ELUSIVE ARTIFACT

## Scavenging

Heroes can Scavenge any of the 8 buildings. When successful, instead of drawing a Scavenge card, they draw a Loot card. Each building may only be scavenged once.

## Desperation

Use the Desperation special rules in the Frontier Town - Town Overrun Mission (Mission 5).

## Clue Icons

When a Clue Icon is revealed on an Exploration Token, the Heroes have found a Townsfolk that has information on the peddler's whereabouts. Place a Townsfolk Token anywhere in the building. When the third Clue Icon is revealed, the Heroes have found the peddler!

## Townsfolk

Use the Townsfolk special rules in the Frontier Town - Town Overrun Mission (Mission 5). The only change to these rules is that Townsfolk are trying to exit the map by landing on any one of the lettered entry/exit points. Once a Townsfolk has exited the map, they are safe.

## The Peddler

*"Well, ain't you a sight for sore eyes! Git me outta here!"*

When the Heroes find the third Clue Icon, they have discovered The Peddler! Ignore any Attacks or Encounters listed on this Exploration Token. Use the "Escaping Prisoner" token to represent The Peddler. Then, resolve the following Encounter:

### Dark Stone Charge (Encounter – Active – Repair)

*The Peddler pulls a strange metal contraption out of his bag. "This could help us get out of here," he says, "But I don't have any Dark Stone to power it!"*

If no Dark Stone is given to The Peddler, the contraption won't work, and this Encounter is over.

The party can give The Peddler up to 3 Dark Stone to power his contraption.

If the party gives the Peddler any Dark Stone to power his contraption, a Portal appears in the same building as him. Then, for every Dark Stone that the party gives to The Peddler, one other Portal (up to 3) appears in a random building on the map. More than one portal can appear in the same building. See Portals (below) for the Portal rules. The donated Dark Stone is used up, and not retrievable by the Heroes.

#### SKILL TEST

**(One Player who is in the building with The Peddler) Luck 5+**

For every success, you may re-roll for the location of a portal.

Finally, draw a Threat card one level higher than normal. Place those monsters outside the entrance(s) to the building The Peddler is in. (Remember, per the Frontier Town expansion rules, Growing Dread cards are played as they are drawn [p. 7]. However, if you've forgotten this, all Growing Dread cards should now be revealed.)

# ELUSIVE ARTIFACT

## Portals

Portals are 4x4 squares, and should be represented by the Otherworldly Portal map pieces from the Shadows of Brimstone base game. The players can decide where exactly a portal appears in a building.

Portals act as "teleportation" squares. When a hero or monster enters a Portal square, they have the choice to step through the portal, and appear in any square of another portal on the map. Stepping onto the Portal square costs movement as normal, but appearing in another Portal costs no movement.

If more than one portal appears in the same building, and is not moved by the Luck skill test, all portals in that building cancel each other out and disappear.

## Reward

Every Hero earns D6x25 XP. Draw Gear cards equal to the number of players, look at them, and discard one. Then, roll a D6. On a 1-4, draw a Mine Artifact card. On a 5-6, draw an Otherworldly Artifact card\*.

Every Hero earns D6x25 XP or D6x\$50 for each of the three Townsfolk markers that escaped the map. If more than one Townsfolk escaped, players may choose a mix of the two rewards.

\*According to the base set you're using. If you're using more than one set, determine this randomly.

## Failure

Every Hero earns D6x25 XP or D6x\$50 for each of the three Townsfolk markers that escaped the map. If more than one Townsfolk escaped, players may choose a mix of the two rewards.

Next time you visit a town, **P** buildings in this town have been destroyed (see p. 4 of the expansion rule book). In addition, the next time you visit a town, every Hero has an Unwanted Attention token for the duration of the stay.

Scenario by Brian Benoit  
[Roving Band of Misfits Press](#)

# HEART OF THE TEMPLE

Ahhh! Nothing beats a sip of whiskey after a successful adventure. The posse is quenching their thirst in the camp saloon after a hard day of work. They are always eager for more work though as coin isn't easy to come by these days.

Spotting a couple of Pinkerton agents in the corner the adventurers greet them asking for work. "Well" one of the Pinkerton agents reply, a smirk upon his face. "There is always plenty of monsters to kill. Go play heroes and get rich. Now off with you!"

Not taking kindly to insults you ready your fist, for a punch but before you can deliver an old prospector grabs you by the shoulder. "I might be able to help you out if you'll buy me a whiskey" he says with a grin.

10 minutes after, the prospector still drinking on your tab he begins his story. "Two days ago some Injun fellow came crawling into town, half mutilated and bloody from scalps to toe. Now I helped him get along to the doc' but he died right on his doorstep...He did mumble a few words before he departed however."

Smiling, the prospector goes on "It was hard to make out but from what i gather he said these words: Jargono, Temple and Fortune, or treasure to the common tongue. He also carried this map and crystal with him.

I have seen such a crystal before and you will need it in order to reach this Jargono. It's a sort of key. Just don't go activating it anywhere now. It might be safest to use it in the mines nearby. We don't want to risk some terror being unleashed upon this fine camp, now do we?"

Finishing his drink he continues. "The map is a drawing of the temple the Indian mentioned and where it should be located. You can have both the items as a thank you for the whiskey. I'm too old for adventures."

Having heard enough the heroes eagerly get up to ready their horses. Before the adventurers exit the saloon however the Prospector yells after them, a grave mine now upon his face. "The Indian also said one final word about this temple: Death!"

## Set up:

Using the crystal, the Mine Entrance Map Tile has a gate leading directly to the Swamps of Jargono.

The heroes starts on the Mine Entrance tile as normal.

## Mission:

The heroes must locate the Temple mentioned by the dead Indian. Afterwards it's up to the heroes to escape with the treasure...Alive!

## Objectives:

To find the Temple, you are awarded a map which will guide you there. This map is represented by the Gear card **Old Map**. However it can only be used to Re-Draw Map Cards.

## Finding the Temple:

Remove following map cards from this mission:

**Tribal Fountain, Boneyard Lake, Burial Grounds.**

Locating the Temple is done by finding the Deep Swamp Map tile, as the Temple is located deep within Jargono.

*Note: The exploration token revealed on this map tile only has one exit. Portals counts as a normal exit here.*

This tile connect directly to the temple (the Temple tile is the Mine Entrance tile of Swamps of Jargono simply flipped over.)

*If you want to avoid the risk of finding Deep Swamp right from the start of the mission simply mix the Deep Swamp map card into the bottom half of the **Swamps of Jargono Map Deck**.*

All portals founds within the Swamps simply leads to a different part of Jargono.

## Entering the Temple:

*The temple is clouded in a foggy mist and the floor is flooded with water, making it hard to move.*

Standing in the entrance, the adventurers have a hard time moving forward because of the hindering swamp water. All movement on the Temple map tile is halved (to a minimum of 1).

# HEART OF THE TEMPLE

1 Hero has to reach the back of the Temple, as the artifact is located there. Every other hero has to get at least 5 spaces within the temple in search of loot.

## The Heart of the Temple:

Every time all heroes have activated, roll a D6 for what happens to the heroes in the Temple.

- 1. Demonic Mist:** Ambush attack, draw a threat card.
- 2. Poison Arrows:** Each hero must make a Cunning 5+ check. If failed, that hero gains a poison marker from a poison arrow trap.
- 3. Falling Stones:** Each hero must make a Luck 5+ check. If failed, that hero takes D6 hits as they weren't fortunate enough to get out of the way in time!
- 4-5. Silent Mist:** *The place is eerily quite. Almost too quiet.* Nothing happens.
- 6. Fortunate find:** Each hero draws a darkstone as they stumble upon scattered nuggets.

When all heroes have successfully moved far enough into The Heart of the Temple you grab the shining idol, along with some well placed loot. However doing so makes the Temple unstable and it's starts collapsing!

## Escaping the Temple:

*The fog lifts and the water level starts getting shallow.*

Heroes can move normally again. However this time, when end your movement on the Temple tile, roll a D3.

**On the roll of 1:** *It's a Falling Boulder!*

Each hero within takes D6 wound with no save as they only avoid the boulder in the nick of time but not without scratches.

**On the roll of 2:** The heroes begin getting aware of their surroundings, the mist liftet. Horrible visions unfoal.

Each hero within takes D6 Sanity Damage - no save.

**On the roll of 3 =** The heroes make haste for the exit.

When one of the heroes reach the end of the Temple tile a completely new tile is placed (see next rule). It can be moved directly onto.

*For instance if a hero roll a 5 for move in the Temple and he reaches the exit in 4 moves, he can move 1 space*

*into the newly placed tile.*

## The Final Push.

Roll a D6 in order to determine which tile will be placed. No exploration tokens are placed on either tiles.

**Growing Dread** cards are resolved as soon as the heroes encounter one of the following tiles:

**Roll of 1-2 = Boneyard Lake:** *The heroes finds themselves waist deep in a lake flushed out of the Temple by a floor trap, hollow eyes meeting their gaze!*  
Ambush attack! This tile contains 2 Corpse Piles and 3 **Peril Die** Hungry dead (2 **Peril Die** for 1-2 players.)  
Clear the tile and reach the exit in order to enter a portal to either your home world town or the Tribal Village - Your choice.

**Roll of 3-4 = Burial Grounds:** *A huge crash makes a emergency exit for the heroes in wall of the Temple. The adventurers hurry down the passage.*

The heroes exit the temple reaching an Indian burial ground. The crash has attracted deadly creatures!  
1-2 heroes encounters 1 **Peril Die** Bog Bats and 1 Swamp Slashers.

3-4 Heroes encounters 6 Bog Bats and D3 Swamp Slashers.

5-6 Heroes encounter 6 Bog Bats and 3 Swamp Slashers.  
Every time you reach an exit on this tile, roll a D6.

**On a 1-4:** Kindred Spirits – Choose one hero to gain 6+ Spirit Armor for the next adventure.

**On a 5-6:** Portal to home - The heroes can choose to travel to their homeworld town or the Tribal Village.

**Roll of 5-6 = Tribal Fountain:** *The Temple doors shuts before the heroes can escape. Out of panic you lob some dynamite into a wall. Luckily a new path opens.*

The heroes reach a Tribal Fountain. However they are not alone as the blast attracted some unwanted attention!  
The heroes must face an Epic Threat card.

A posse of 1-2 Heroes draws a High Threat instead.

# HEART OF THE TEMPLE

When reaching an exit, roll a D6:

**On a 1-2:** Wishing well – Each hero may make a wish

and try to succeed at a luck +5 check to gain 20 xp.

However this has a cost of \$10.

**On a 3-4:** Fountain of Healing - Choose a hero to cure an injury/madness/mutation. This can only be done once in this scenario. If encountered twice the fountain has no effect on you.

**On a 5-6:** Portal to home - The heroes can choose to travel to your home world town or the Tribal Village.

## Rewards:

*The idol itself is worth a small fortune.* Selling the Idol to a local merchant, each hero gains \$200. Additionally each hero may draw a loot card, from their adventure in The Temple ruins.

## Failure:

Each hero starts next adventure with a poison marker, contracted from the swamps. Additionally, both the Doc's office and Church are closed off due to a plague in

# Investigation

Rumors are spreading of the Crimson Hand's infiltration of a local town. They seem to have their fingers everywhere, and corruption is rampant.

A group of heroes is needed to come into town, question the locals, and track down the Crimson Hand's hidden base... so they can be confronted and defeated, driven from town once and for all!

## Set-Up

This Mission uses the Town Adventure Board. Heroes may start in any square on the board.

Randomly select eight Exploration tokens. Shuffle them and place them, face down, on each of the buildings in Town.

If you have the Crimson Hand Adventure pack, this mission works best as a Crimson Hand themed adventure.

Hold Back the Darkness works as normal in this mission.

## Mission Goal

The heroes must investigate the town to reveal the hidden lair of the Crimson Hand, then confront and defeat them!

## Special Rules

### Searching Town

Any Building in town can be Scavenged once, but buildings 1 and 6 may be Scavenged multiple times. Outdoor locations, such as the street, cannot be Scavenged.

To reveal an Exploration token in town requires a specific task. Each building requires something different, generally a Skill test. Multiple rolls may be needed to gain the number of successes; unless otherwise noted, each skill roll will need a total number of successes equal to the number of Heroes in the Posse. Any Hero in the Building may attempt the roll once on their turn; any successes they gain will count towards the total number of successes required. Upon gaining the number of successes needed, the token will be revealed at the end of the turn. Each success grants 10 XP.

Building 1: Scavenge this building a number of times equal to the number of Heroes in the Posse.

Building 2: Make a Cunning 6+ test.

Building 3: Make an Agility 6+ test.

Building 4: Make a Luck 6+ test.

Building 5: Make a Strength 6+ test.

Building 6: Scavenge this building a number of times equal to the number of players.

Building 7: Make a Lore 6+ test.

Building 8: Make a Spirit 6+ test.

Every time an Exploration token is revealed, the Posse takes two steps further down the Depth Track.

## Town Encounters

When an Exploration token is revealed, ignore any Gates or Doorways on the token. If a token notes an Attack, the heroes are attacked as normal; place the new enemies in the building and, if necessary, into the street outside. If a token reveals an Encounter (or Encounter x2, which is treated the same as Encounter for this mission), use the following encounters based on the building involved.

### Building 1:

**The Warehouse:** As you look for clues in the warehouse, you spot a crate, hidden under a blanket, which seems to have markings reminiscent of the Crimson Hand... but it also possesses a diabolical-looking lock. Perhaps you can figure out a way to open it!

One Hero in the Building may make a Cunning 6+ test. If the Hero succeeds, they gain 10 XP, then may draw a World card, then an Artifact card from that World, raiding the Crimson Hand's resources. If the roll is unsuccessful, every Hero in the Building takes D3 wounds + 1 for every 1 rolled on the Cunning test, ignoring Defense, as the Crimson Hand's mystic defenses explosively erupt!

### Building 2:

**The Doctor's Office:** As you question the doctor, you suddenly realize the truth: he's been blackmailed by the Crimson Hand! Can you find a way to convince him to help you?

One Hero in the Building may make a Lore 6+ test. If successful, gain 10 XP, and the doctor will hand each Hero in the Building 1 Bandage token apiece. If the Lore check is failed, however, the doctor tricks you, giving each Hero in the Building a Poison token before escaping.

### Building 3:

**The Saloon:** Your investigations in the saloon are making some people nervous, and it looks like a fight might break out!

Choose EITHER:

*Talk the fight down:* One Hero in the Building may make a Spirit 6+ test. If successful, gain 10 XP and tempers are soothed, and the Bartender buys everyone a round of drinks. All Heroes in the Building gain a Whiskey token. If not, all Heroes in the Building take D6 Wounds, ignoring Defense.

OR

*Jump into the brawl:* All Heroes in the Building gain a Grit and may make a Strength 5+ test. All Heroes take D6 Hits, -1 for every 5+ rolled on their Strength test. If a Hero has no successes, he is thrown out the window, and all Hits from the brawl ignore Defense. Heroes gain 5XP for every 5+ rolled.

#### **Building 4:**

**The Gambling Hall:** As you investigate the gamblers around the poker table, one of them grows nervous. He accuses you of cheating and jumps to his feet, drawing a weapon!

A random Hero in the Building must make an Agility 5+ test to outrun the gambler! If successful, they may draw a Loot card as they collect their winnings. If they fail, they must take D6 damage, ignoring defense, as the gambler shoots the hero and flees.

#### **Building 5:**

**The Prison:** The prisoner you're interrogating seems to know quite a bit. Certainly the Crimson Hand would go to a lot of trouble to keep this person quiet!

All Heroes in the Building must make a Cunning 6+ test, gaining 5XP if successful. If anyone succeeds, they spot an assassin outside the building attempting to slip a lit stick of dynamite into the prison cell, to silence the prisoner once and for all! A single hero may attempt an Agility 5+ test to knock the dynamite back outside before it blows. If successful, the prisoner spills his guts. The Posse may examine one unrevealed Exploration token, then either return it or replace it with a random unused token. If either test is unsuccessful, the assassin kills the prisoner and also deals D6 damage, ignoring Defense, to every Hero in the building. Then immediate face an Ambush Attack as the assassin attempts to finish off the Heroes!

#### **Building 6:**

**The Stables:** A pair of shady looking figures step into the stables to quietly discuss something, but when they notice you there, they panic and run off! Surely, they must know something!

Every Hero in the building must chose to chase after either Target 1 or Target 2.

Target 1 runs as fast as they can. Every Hero chasing them must make an Agility 6+ test to catch him. If he is caught, he is revealed to be a member of the Crimson Hand, blackmailing a victim. By capturing him, a piece of the Hand's power is broken. One time this Adventure, the Heroes may cancel a Darkness or Growing Dread card. If he gets away, add a Growing Dread card to the stack.

Target 2 attempts to find a hiding place. Every Hero chasing them must make a Cunning 5+ test, needing a total of 1 success for every 2 members of the Posse (rounding down) between all Heroes chasing him. If he is caught, he is revealed to be the blackmail victim. Thankful for the Posse's aid, he gives a random Hero a Gear card. If he gets away, the cultists will be more powerful during the final confrontation. During that final fight, draw two Artifact cards when using the Crimson Hand's Sacred Artifact ability, and pick the one with the greater value. (If not using the Crimson Hand, draw an Infamous Bandits card to use during the final confrontation instead.)

#### **Building 7:**

**The General Store:** There seems to be some unusual items in the general store today. Perhaps there's something that can be useful in your investigation!

One Hero in the Building may make a Luck 5+ test, gaining 10 XP for every 5+ rolled. If at least two 5+ are rolled, each Hero in the Building draws a Gear card and may purchase it for the listed price. (If no price is listed on the card, discard the card and redraw.) If the Luck roll fails, you've been pickpocketed! A random Hero in the Building must discard an item, a Dark Stone, or \$100.

#### **Building 8:**

**The Church:** As you investigate the Church, there seems to be a penitent figure, weeping at the cross. Perhaps they know something!

One Hero in the Building must make a Cunning 6+ test. If successful, gain 15 XP and the Hero convinces the penitent figure to open up about their connection to the Crimson Hand, breaking the faith of the cult! When the Crimson Hand's Sacred Artifact is revealed in the final battle, its value is -\$100. (If not using the Crimson Hand, start al Bandits in the final battle with a single Wound on each.) If unsuccessful, the Hero has been lured in by a fraud, and now the Cult knows the Posse is coming. The final fight wil have an additional Threat card added.

### **Objectives**

Every time the Posse reveals an Exploration token, they have found information leading them to the Crimson Hand's secret hideout. Every time an Exploration token is revealed, roll a D6 and add the total number of Exploration tokens revealed in this Adventure, with an extra +1 for each Clue revealed. If the total is 10+, the location is revealed!

When the hideout is revealed, reveal all Growing Dread cards. Then roll a random Building. Place a Crimson Hand Inquisitor in that space, along with enough Crimson Hand to fill every space in the building. (If not using the Crimson Hand, use Bandits plus a Threat card.) If any Heroes are already in that building, it is an Ambush attack.

The Inquisitor draws a second Sacred Artifact, above and beyond the Sacred Artifact used by all members of the Crimson Hand. Only he gains the benefit of the second Artifact. When the Inquisitor is defeated, the Hero who defeated him may take the Artifact.

As long as the Inquisitor is in play (or, if not using the Crimson Hand, as long as all Bandits are in play), any time the Hold Back the Darkness rol is failed, roll a D6. On a 1, 2, or 3, add a new Threat card to the fight, entering from a random road. When all Enemies have been defeated, the Heroes win.

### **Reward**

All heroes gain 50 XP. In addition, each Hero gains 1 free reroll they may use for a Location table on their next Town visit.

### **Failure**

The town falls to Darkness, and the Heroes do not get a Town Stay before their next Adventure. In addition, during their next Adventure, a Growing Dread card is immediately added to the stack.

Josie the  
Giant  
**I**

# The Story of Josie the Giant

Josephine Beauregard was a saloon girl of some renown. A short, firecracker of a woman, Josie (as she's called on the saloon circuit), masked her pain about her height with a quick wit. Maturity gave her a lovely singing voice, which along with her repertoire of jokes, made Josie a natural for the job of saloon girl and traveling entertainer.

Josie wasn't too particular about how she was paid; she took whatever currency people would accept on the frontier: gold, silver, greenbacks, even that newly discovered Darkstone. She wasn't aware of the side-effects of exposure to Darkstone, but then again, nobody was at the time, and its impact on people varied so widely. As her Darkstone collection grew, Josie noticed she was growing too – taller that is. Josie was delighted at first; the extra height made her slender legs all the more attractive, and the increased fees she collected for her shows because of it didn't hurt either. Her new figure also meant having to fight off more drunken customers, but Josie didn't mind, because she was quite skilled at throwing bottles, rocks, or whatever else was handy to keep the drunks off her stage.

Josie only started getting concerned when her hair began falling out. Alarmed, Josie was determined to sell all her Darkstone on consignment at the local trading post; unfortunately for her, a void storm rolled into town, and her Darkstone reacted in response. The stones flared up, bathing Josie in a purplish-blue light. She cried out and fell to the ground, wracked with pain as her limbs exploded in a sudden growth spurt, splitting her clothes in twain. Josie's long lustrous hair became dry as straw, falling out in clumps; and her ivory skin became a dark mottled gray.

Horrified at her transformation, Josie ran out in the height of the storm. Battered by fierce, other-worldly winds, she found shelter in the nearby mines. The hotel Josie was staying in collapsed in the storm, so everybody assumed she was dead; they simply couldn't find her body in the rubble. The local surgeon took the news especially hard, because he'd taken a shine to the new, taller Josie.

Weeks later, when the miners reported incidents with a bald twelve foot tall gray giant with a gravelly voice, they couldn't be blamed for failing to recognize the famous Josephine Beauregard, with her lovely singing voice and clever jokes. These days, the unrecognizable Josie the Giant is famous for the way she hurls boulders and insults at the miners invading her home. Fortunately for her, the surgeon who patches up the miners recognized some of the jibes from Josie's stage act, and he's hatched a plan to save her.

## Setup

Use the regular mine entrance. There are no special rules for the placement of Tiles, Doors, or Gates.

## Mission Goals

The town's surgeon designed a serum he thinks can cure Josie, but the posse will have to get close enough to administer it. Keep track of the Exploration Tokens found with Clue Icons on them. The posse must find three Clue Icons to discover Josie's location.

## Objective

When the third Clue Icon is revealed, ignore any Encounter or Attack on the token, as well as any Door Icons. The Objective Room has no exits. Draw a Threat Card equal to the posse's level and add the Darkstone Giant custom monster to the fight. You may substitute another figure if you don't have a Pathfinder Battles Conna the Wise miniature available. The Darkstone Giant Enemy Record Sheets are posted for separate download.

**Description:** At twelve feet tall, Darkstone Giants tower above most creatures. Their skin is a mottled gray, and seems to blend in with the stones around them, allowing the giants to conceal themselves despite their enormous size. Darkstone Giants are slow to move, and when provoked, make up for their lack of speed by hurling huge rocks at the target of their ire. Moving in close halts the rock throwing, but then the target has to deal with the Darkstone Giant's long reach.

## Reward

Although you may have beaten your foes, there's no guarantee the serum will work. Roll a D6 and consult the following chart; you may not use Grit to force a re-roll:

### Die Roll Result

**1** Josie's injuries from the preceding fight are too severe to withstand the serum's effects. She dies.

**2** The serum has no effect. You leave the unconscious Josie where she lays. The surgeon thanks the posse for their efforts, and each member receives \$100 and their choice of one bandage or whiskey.

**3-5** The serum works, and Josie the Giant transforms into Josephine Beauregard the short entertainer once again. Josie and the surgeon thank the posse profusely; and each member receives \$150 and recovers 1 Grit.

**6** The serum works spectacularly, returning Josephine to human form at her Darkstone-adjusted height. Josephine and the surgeon are overjoyed, and soon marry thereafter. Each posse member receives \$200, recovers 1 Grit, and all surgeries during the next town visit are half price.

## Failure

If the posse is defeated, or Josie the Giant dies, the surgeon is heartbroken and leaves town. The Doctor's Office Location is closed during the posse's next town visit.

## Credits

The miniatures featured in this adventure are from WizKids Pathfinder Battles Rise of the Runelords line: Stone Giant Champion (#40/65), Mokmurian (#56/65) and their Lost Coast line: Conna the Wise (#26/45).

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# NEXUS OF WORLDS

*You feel it in your bones. Somethin' just ain't right. For two days you have traveled to this spot. You don't know why. Yet, here you stand at the mouth of the old mine. Inspecting the passage, you are startled by a rush of air from within. Was that a burst of cold air - or was it as sweltering as the fires of Hell? You can't seem to wrap your head around anything now - except for the unmistakable pull to enter that gaping hole into the darkness. As you step into the entrance to the tunnel, a quake rocks the ground beneath your feet. You watch the entrance disappear in a rush of rubble and dirt. Turning, a gate appears before your eyes. Only one way to go from here...*

## Set Up

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

## Mission Goal

Locate the source of the strange phenomenon that is disrupting the fabric of time and space. Your posse must make it to the end of the Depth Track and put a stop to whatever is threatening reality as you know it.

## Special Rules

### Add a Gate Icon to Exploration Tokens

All exploration tokens in this Mission have a Gate Icon in addition to the other Door/Gate Icons already present. If there are not enough exits, all gates must first be placed before doors.

### Passing through New Gates Advances the Hero Posse Marker

When the Hero holding the Old Lantern passes through a gate through which they have not already passed, advance the Hero Posse Marker by one.

### Random Threats and Encounters

When you would draw a threat or encounter, first draw a random World Card. The threat or encounter should be drawn from that world's deck.

## May Not Flee

Once the adventure begins, the Heroes may not flee: they are trapped, and must see the adventure through to the end.

## Objectives

### Find the Nexus of Worlds

When the Hero Posse Marker is moved to the Darkness Start space on the Depth Track, the source of the disruption in time and space has been found. However, it has attracted other company who have come to feed off of the tremendous power emanating from this location.

At the end of the first turn in which there are no Enemies on the board, reveal all Growing Dread cards in the stack and spawn an Epic Threat on the tile of a random Hero.

Once all Enemies have been defeated, the Nexus has been stabilized. The Heroes have successfully completed the Mission! They may now gain Reward and return safely to their world.

## Reward

Each hero permanently gains D3 Health or Sanity (any mix). Then, each Hero may make a special Scavenge roll. For each 6 a Hero rolls, they may draw that many Artifacts from a random world and keep one of them! Heroes may not use Grit on these rolls.

## Failure

As the temporal disruption reaches its pinnacle, it wreaks incredible havoc on the minds and bodies of all living things in the Nexus. In addition to any Injury/Madness they would gain, each Hero permanently loses D3 Health and D3 Sanity.

A rumor started to spread around the Frontier of an appearance of strange floating creatures. They seem to appear from the shimmering portals looking for dark stone and something else. One of the prospectors in a tavern swears that when he peaked through such portal, he saw a vast treasure hoard guarded by a large floating monstrous head. The head turned and a red penetrating eye gazed upon the prospector. He claims that he awoke hours later in the mine, shivering and dazed. You listen to this story and wonder how much of it can be true.

### Set Up

This mission uses standard set up and all Heroes start on the *Mine Entrance* map tile.

### Mission Goal

The Heroes must try to find the mysterious Eye Head and the treasure it is guarding. To find the location of the treasure the Heroes must find 3 clue tokens.

### Special Rules

#### All enemies are Void

Remove from the encounter decks any cards that do not contain at least one Void type enemy.



### Clue Tokens

Each of the first 2 clue tokens triggers an Attack! encounter with Evil Eye party - set aside all Threat cards with at least one Evil Eye enemy present. Draw a Threat card from the appropriate Threat card group. Do not resolve any other encounters or attacks shown on the Exploration token.

### Harder Enemies

All Evil Eyes have 1 additional Elite ability.

### Special Enemies

This mission uses the following special enemies:

Evil Eyes - High / Medium / Low Threat

#### Encounters

Elder Orb - Epic Encounter

(Final objective only)



### Objectives

#### Defeating Evil Eye party

When Heroes defeat each Evil Eye party, they find half of a scroll. Adding halves together, an unknown incantation is revealed. This might come in handy later.



#### Finding the Treasure

When the third clue token is revealed, the Heroes found the treasure and the guardian. In the room they see a menacing looking floating head and six large locked chests. A shimmering portal can be seen in a corner.



Add a portal to one of the doors and ignore other door symbols. Ignore any encounters or attacks on the drawn Exploration token. Reveal and resolve all Growing Dread cards in the stack as normal.

The Elder Orb turns its eye at the Heroes and you hear: "So, you have come for the treasure just like others... You will meet the same end as well...". You can try to engage the creature in a conversation, or you can fight it.

If you choose the first option, choose 1 Hero to attempt a Cunning 6+ test (*no Grit reroll is allowed*) as he is trying to trick the Elder Orb into giving him a part of the treasure. If successful, Elder Orb acknowledges your skill, leaves a treasure chest for each successful 6 rolled and leaves through the portal with the rest of his treasure. The mission is finished successfully.

If the Cunning test is failed, the Elder Orb enrages.

If the Heroes failed the Cunning test or chose to fight the Elder Orb, draw an Epic Threat challenge with the creature. Enraged Elder Orb gains 1 additional Elite ability. The Heroes start the final fight with 6 treasure chests in the room. Each turn of fight Elder Orb manages to teleport one of the chests through the portal. After 6 turns of fight, no treasure chests are left, the Elder Orb leaves through the portal, and the Heroes failed the mission. If the Heroes manage to kill the Elder Orb before all chests disappear, the mission is completed successfully.

### Rewards

Roll D6 for each treasure chest recovered. On a roll of 4 and 5 each Hero finds \$50 in the chest. On a roll of 6 Heroes find a valuable item. Draw one artifact from the world Heroes are currently in. On a roll of 1-3 Heroes fail to read the incantation scroll properly and fail to open the chest.

### Failure

Dazed, disoriented, and depressed after the battle with the Elder Orb and losing the chance to find treasure, Heroes travel to the nearest town. During the next travel phase roll twice for travel hazard.

# VERMIN OVERRUN

At the local drinking hole you hear that a nearby frontier mining town of Dry Rock is overrun by giant rats. The desperate sheriff offers a fortune of dark stone to any adventurers who can exterminate the vermin. You decide to try your luck and travel to the Dry Rock town. You find it on a brink of famine as rats have stolen most of the town food supplies. Poisons and traps don't seem to make much difference as more and more rats appear from a local abandoned mine entrance and head directly into the town. Locals swear that rats know exactly where food is hidden and how to get it. Several groups of people already went into the mines in hopes of stopping the vermins, only to run out screaming and half-mad, or never come out at all. Next morning you cautiously venture into the mine.

## Set Up

This mission uses standard set up and all Heroes start on the *Mine Entrance* map tile. Separate map deck into 'Passages' and 'Rooms' groups. When revealing a new room tile, alternate drawing from different map card groups so that passages connect each 2 adjacent rooms.



## Mission Goal

Heroes must find the cause of all the rats pouring out from the Mines. Heroes' Posse must find the number of Clue tokens based on the desired mission length:  
2 Clues (short) - 3 Clues (normal) - 4 Clues (long)

## Special Rules

### All Attack Encounters are with Cranial Rats

The mines are overrun by Cranial Rats, all other creatures are hiding or ran away.

### All Portals open directly into Void

All Portals discovered by Heroes open directly into Void. The Heroes cannot go through them unless an instant death is desired.

### Heroes hear the Voice in their heads

Every time when Heroes reveal a new tile (either passage or room), they hear a thundering Voice in their heads: '*Turn back... There is nothing for you here, only death...*'. Each Hero takes a number of Horror Hits based on the Hero Posse level:

**Level 1-2** - 2 Horror Hits

**Level 3-4** - 3 Horror Hits

**Level 5-6** - 4 Horror Hits

**Level 7-8** - 5 Horror Hits

Willpower saves are allowed but are made at -1 penalty. If at any point the remaining Hero's Sanity is less than half maximum, roll D6 for that Hero. On roll of 1 (*no Grit reroll allowed*) the Hero becomes too scared to continue and runs off.

## Special Enemies

This mission uses the following special enemies:

Cranial Rats - High / Medium /  
Low Threat Encounters

Rat Nest



## Objectives

The Heroes are looking for the source of all the Rats.

When the final clue token is revealed the Heroes reached the chamber with a very large Rat Nest. They can feel the Voice coming from inside. '*Why did you come?... Why did you kill my children?... You are going to pay for this...*'

To successfully eliminate the Rat problem and complete the mission, the Heroes have to destroy the large Rat Nest and all remaining Cranial Rats. Ignore any encounters or attacks on the drawn Exploration token. Reveal and resolve all Growing Dread cards in the stack as normal.

The Final encounter is against 1 Epic Rat Nest and the following number of Cranial Rats:

**1-2 Heroes** - 8 Cranial Rats

**3-4 Heroes** - 10 Cranial Rats

**5-6 Heroes** - 12 Cranial Rats

In addition to its normal abilities, Epic Rat Nest gains +1 To Hit, +2 Damage, +10 Life, and +1 Elite Ability. Its reproduction rate is doubled. For higher challenge level, add +1 Shot instead of +1 To Hit.

## Rewards

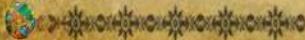
The sheriff of the mining town is very grateful to the Heroes for stopping the vermin from coming out of the mines. He offers them either all of the dark stone that he has or all of the gold the town gathered.

If choosing dark stone, each Hero gains 1D3 dark stone. If collecting gold, each Hero collects 1D3x\$50 gold.

In addition, the Heroes do not roll for any travel hazards as they are already in a Town, and grateful inhabitants offer discounts for all their services (pay \$25 less every time you purchase a service or item in Town).

## Failure

Many inhabitants of the town flee as the rats keep pouring out from the mines. Random 3 locations in Town are closed. The Heroes do not roll for any travel hazards as they are already in Town.



# HEART OF THE SWAMP

While spending evening around the campfire in the Jargono village, you hear a tale by the village elder. The swamp that surrounds the village has many deep corners, and more and more monsters come from them to pillage the village and attack the tribesmen. "A dark presence lives in the deep swamp", says the village shaman, but nobody has ever ventured that far into the depths of the swamp. After befriending the tribesmen, you want to help them and next day you venture into the swamp in search of this dark presence.

## Set Up

This mission uses a preset map of Jargono swamp as shown on the right. Heroes posse starts at the temple ruins that serve as an entrance to the Jargono village.

## Mission Goal

Heroes must traverse through the swamp and find the dark presence that shadows over the tribal village.

## Special Rules

### Depth Track

Darkness marker moves as normal on the Depth Track. Hero Posse marker moves forward by one for each new tile the Heroes enter.

### Darkness Cannot Escape

If Darkness marker reaches the Mine Entrance position, the Heroes do not lose automatically since the marker only shows the increased toughness of the Epic Threat boss. Keep rolling the "Hold Back the Darkness", but only resolve Depth Event effect when rolling doubles.

### Special Encounters

For each tile follow specific instructions on the choice of encounter and enemy as described on the right.

### Objectives

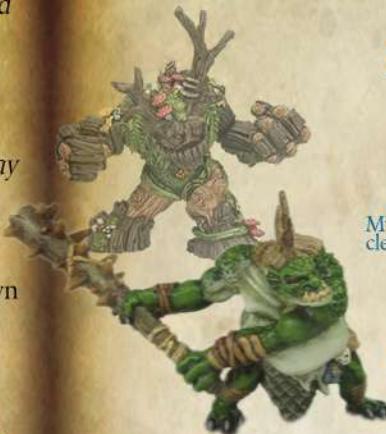
Heroes must reach the Deep Swamp where an angry Spirit of the Swamp lives. Reveal all Growing Dread cards as normal and resolve all effects. Draw a "Spirit of the Swamp" Jargono Epic encounter card. Heroes must defeat all enemies to successfully finish the mission. Spirit of the Swamp total Hit Points are increased by the number that equals the position of the Darkness marker at the start of the fight.

### Special Enemies

This mission uses preset groups of enemies living in each specific part of the swamp. Refer to the list of encounters on each map tile to setup each encounter and enemy forces.

## Map Layout

Setup the swamp map as shown.



## Tiles and Encounters

Temple ruins - no encounter

T-junction passage - no encounter

Swampy trail 1 - encounter with Bogbats

Short passage - no encounter

Boneyard lake - encounter "Boneyard"

Burial ground - encounter "Gruesome Totems"

Long passage - no encounter

Murky clearing 1 - encounter with Swamp Slashers

Tribal altar - encounter "Primitive Altar"

Murky clearing 2 - encounter with Marsh Troll

The ribs - encounter with Chirpers

Mid passage - no encounter

Cross passage - encounter "Arrows from Above"

Corner passage - encounter "Carnivorous Brain Flies"

Swampy trail 2 - encounter with Gorgons

Tribal fountain - encounter with Naga

Deep swamp - encounter with Spirit of the Swamp

## Rewards

Exhausted but triumphant Heroes return back to the Jargono village. Each Hero receives a choice of two free samples of Jargono flora and fauna from the grateful village elder. All prices in the village are reduced by \$100 for the next village stay.

## Failure

If Heroes fail to complete the mission and eradicate the dark presence in the swamp, the Jargono tribal village continues to be attacked. Heroes cannot visit the village for the next 6 missions. The long way back weighs heavily on everyone - every Hero suffers 2D6 Horror Hits and 3 Corruption Hits that will carry over to the next Adventure.

When you arrive in the Town, you hear bad news - the local pastor has recently disappeared and left the church unattended. The folks say that a traveler stopped by a week before and gave the pastor a large book with strange runes. That's when he started to behave oddly - losing his temper at the inn, murmuring to himself while walking on a street, staying up through the night in the church cellar. Then one day he just ran off with the book into a nearby mine. On a promise of a reward, the Heroes decide to go into the mine and find the troubled pastor.

### Mission Goal

Heroes must traverse through the mine passages and find the missing pastor, or what is left of him.

### Special Rules

#### Depth Track

Darkness marker moves as normal on the Depth Track. However, when the Hero Posse enters Summoning chamber, Forked Passage, and Cavern of bones, move the marker one step forward towards the mine escape. Hero Posse marker moves forward by two for each new tile the Heroes enter.

#### Special Encounters

For each tile follow specific instructions on the choice of encounter and enemies as described below.

#### Objectives

Heroes must successfully complete Encounters I-III. Once the Hero Posse reaches the Cavern of bones, reveal all **Growing Dread** cards as normal and resolve all effects. Then resolve the Encounter III described below. Heroes must defeat all enemies to successfully finish the mission.

#### Special Enemies

This mission uses specified enemies as described for each Encounter I-III. Use an appropriate threat level to setup each encounter and enemy forces as shown on page 2.

#### Map Layout

Setup the Mines map as shown.



### Tiles and Encounters

All passages - no encounter

Summoning chamber - encounter I

Blast room - random undead enemy encounter

Forked pass - encounter II

Chamber of bones - encounter III



### Encounter I

A necromancer with the features of the missing pastor stands in front of the summoning circle. "Witness the power of the undeath" - shouts the necromancer and you see how bones start to rise from the circle. You prepare to fight.

...Once the necromancer is defeated, he jumps into the circle and disappears. I guess you will have to go deeper...

### Encounter II

In a gloomily-lit chamber there is a dark shadow at the back. "Do you think you can defeat me again - you will find that my power grows faster than you walk" - with these words the former necromancer, a Demi-Lich now, attacks.

...When you think that you finally kill the Demi-Lich, instead of dying it dissipates away into the dark passage. Onward...

### Encounter III

A large chamber opens in front of you. Human bones are everywhere. In the center of the chamber a bony form stands, and a strange pedestal or throne is visible in the back of the room. "You are too late" - hisses the creature - "I am a Lich now, you cannot kill me". You prepare for yet another fight.



Lich Phylactery will regenerate all Lich's Hit Points when the Lich is reduced to 0 Hit Points. If the Phylactery has already been destroyed, the Lich is defeated upon reaching 0 Hit Points, and leaves behind a glowing orb. A single Hero can decide to touch the orb - he permanently loses 1 Health point but receives a permanent 1 point increase to his Sanity.

Phylactery is an immobile object that hold the Life Force of the Lich. It has no Hit Points, and can be destroyed once it takes number of Hits =  $6 \times$  number of Heroes in Posse.

### Rewards

The Heroes defeat the undead menace but in their half-insane state they barely recognize their achievement. They drag themselves out of the mines and into the town. Though the undead were defeated, troubled dreams haunt them for many nights... Each Hero receives \$100 and a bottle of whiskey from the village sheriff. All prices in the church are increased by \$100 due to the mourning for the lost pastor.

### Failure

If Heroes fail to complete the mission, Church is unavailable during the next Town visit. Worse, terrifying nightmares haunt the Heroes and they hear the laughing voice of the necromancer in their heads. Every Hero suffers 2D6 Horror Hits and 5 Corruption Hits that carry to the next Adventure.

**Encounter I**

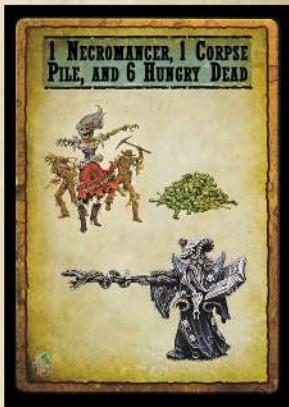
Low Threat A: 1 Necromancer  
1 Mummy

Low Threat B: 1 Necromancer  
3 Hungry Dead

Medium Threat A: 1 Necromancer  
3 Mummies

Medium Threat B: 1 Necromancer  
6 Hungry Dead  
1 Corpse Pile

High Threat: 1 Necromancer  
3 Mummies  
[P] Hungry Dead

**Encounter II**

Low Threat A: 1 Demi-Lich  
1 Mummy

**Encounter II**

Low Threat A: 1 Demi-Lich  
1 Mummy

Low Threat B: 1 Demi-Lich  
3 Hungry Dead

Medium Threat A: 1 Demi-Lich  
1D3 Mummies

Medium Threat B: 1 Demi-Lich  
[P] Hungry Dead  
1 Corpse Pile

High Threat: 1 Demi-Lich  
3 Mummies

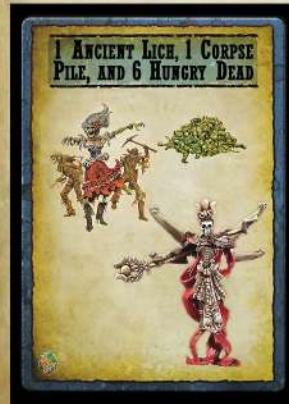


Low Threat: 1 Ancient Lich  
2 Hungry Dead

Medium Threat A: 1 Ancient Lich  
3 Mummies

Medium Threat B: 1 Ancient Lich  
6 Hungry Dead  
1 Corpse Pile

High Threat: 1 Ancient Lich  
3 Mummies  
[P] Hungry Dead



# SHADOWS OF BRIMSTONE™

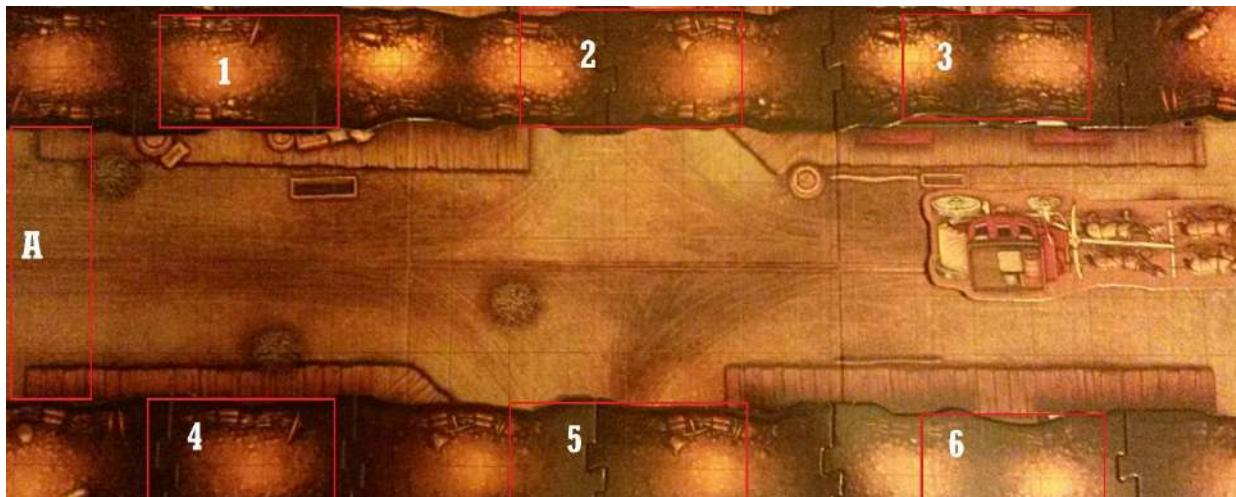
## MISSIONS

### PROTECT THE STAGE COACH

A large shipment of Darkstone is set to be transported by stage coach to a nearby city. You have been tasked with protecting the shipment as there are rumours of bandit activity along the nearby countryside. You take position on the stagecoach and set off onto the rugged roads.

#### Set Up

Set aside the horse tokens, exploration tokens and bandit minis and set up the town board and stage coach token as shown on the picture below. Use mine passages to represent the hills overlooking the road below.



## Mission Goal

The Heroes goal is to get the stage coach to safety traversing the harsh roads and surviving the continuous bandit attacks along the roads.

## Special Rules

### The Stagecoach, Heroes and their Horses

At the start of this Mission place the Hero minis either on the Stagecoach token or on a Horse token in any space adjacent to the Stagecoach. One Hero must be the Lantern bearer and this Hero must be placed on the stagecoach token.

In this Mission the Stagecoach remains static and only Enemies and Heroes on horseback move. One Hero must be the Lantern bearer and this Hero drives the coach as well as rolling for Hold back the Darkness. Other Heroes may choose to either be on the Stagecoach or riding on Horseback. Heroes on Horseback can enter the Stagecoach by being adjacent and sacrificing all attacks for that turn. Heroes on the Stagecoach can't leave the coach once they are there and any Horses left behind and can't be used for the rest of this Mission.

Heroes on the coach still roll for movement but only to see if they regain any Grit. Heroes on horseback rolls for movement as normal, except that they roll 1d8 instead of 1d6. Players on the coach have cover against all enemies not adjacent to the coach and the entire coach counts as one model for purposes of targeting and measuring range meaning that any Enemy adjacent to the Stagecoach can target any Hero aboard. Fallen Heroes on the coach can be revived by any other Hero on the coach or an adjacent Hero as long as there aren't any enemies adjacent to the coach or the reviving Hero.

### Dangerous roads

Don't place the Darkness marker on the Darkness track only the Hero Posse marker. This Mission doesn't use the regular rules for Holding back the Darkness. Instead each time the Players succeed in Holding back the Darkness draw an Exploration token. Ignore all text on the Exploration token apart from a Clue icon. If the exploration token has a Clue icon move the Heroes' posse marker 1d6 spaces ignoring Growing dread and Blood spatter spots. Otherwise move the Heroes Posse marker one space and if the heroes' posse marker lands on a Growing dread or Blood spatter spot roll on the Dangers of the road table below to see what happens.

#### Dangers of the road (roll 1d6)

##### **1-2 Ambush attack!**

1d6 Bandits emerge from their hiding place in the surrounding hills to Ambush the Heroes. These bandits are removed from the board once the Hero posse marker moves forward on the Darkness track. If removed in this way the Bandits don't count as defeated and award no experience points to the Heroes.

##### **3-4 Pursuit**

1d3 Bandits on Horses starts to pursue the Heroes. Bandits on Horses continue their pursuit until defeated.

### **5-6 Trap**

The Bandits have placed explosives or other traps on the road. Each player must make a Luck 6+ test or suffer 1d6 damage ignoring defence and if all Heroes on the stagecoach fail this check the coach suffers damage as shown on the Damaged coach result on the road hazards table below.

### **Road Hazards**

If the Heroes' fail to Hold back the darkness, roll on the table below to see what happens. On doubles don't move the Posse marker or roll on the Road Hazard table. Instead consult the Mission Specific Depth event table at the end of this Mission.

#### **Road Hazards (roll 1d6)**

##### **1-2 Damaged coach**

The coach suffers damage from hitting a hard rock or pothole in the road. Until repaired the Heroes' can't draw Exploration tokens or move on the darkness track. To repair the coach a Hero must give up their attacks for the round either be on the stage coach or adjacent to it, and succeed at a Lore or Strength 5+ check (Hero's choice). Heroes repairing the coach don't benefit from cover until the start of their next turn. Ignore any Road Hazard results while the coach is undergoing repairs. Instead if the Hold back the darkness roll is failed, roll on the dangers of the road table.

##### **3-4 Coach shaken**

Each Hero on the stagecoach must succeed in an Agility 5+ test or be at -1 to all to Hit rolls until the start of their next turn.

### **5-6 Difficult road**

The Lantern bearer must roll an Agility 5+ test or the Heroes' must move their Posse marker 1d3 steps back on the Darkness track ignoring Blood spatter and Growing dread. If it wouldn't be possible to move the Posse marker back, the Heroes fail this mission.

### **Mounted Heroes**

Heroes may choose to ride a horse alongside the coach. Mounted Heroes can be placed in any space adjacent to the coach at the start of the Mission. A Hero on horseback don't benefit from cover due to being in the coach, but rolls 1d8 for movement and can move freely on the road part of the Town tile.

A Hero on horseback don't have to roll for road hazards, but if he is wounded while on Horseback he must succeed in an Agility 5+ test or be at -1 to all to hit rolls until the start of his next turn.

A Hero with a special mount gain the following benefit depending upon what kind of horse he rides.

#### **Specific horses:**

**Fast horse** - +2 Agility when riding this horse, +2 Move.

**Cavalry horse** - +2 Strength and +1 Combat when riding this horse.

**Indian horse** – +2 Spirit, Gain Spirit armor 6+ when riding this horse.

**Spitfire horse** – Roll 2d6 for movement and may freely move through other models. The Hero regains 1 Grit if any of the dice rolls a 1, but only one Grit can be gained even if both dice rolls a 1.

**Mustang** - +1 Max Grit when riding this horse, +1 Move.

**Mutant horse** – At the start of the adventure roll for a mutation. While riding this horse you gain all the benefits of that Mutation, but none of the drawbacks. Your Corruption limit increases by +1 when riding this horse.

**Wild horse** – Agility tests to control this horse when wounded increases to 6+. The horse may make a single combat 1 as a free attack using D8 for hit and damage. On a 6+ the hit is a critical hit.

**Trederran stallion** – You don't have to roll agility tests when wounded while riding this horse, regains Grit on 1 and 2 on movement rolls, +1 Move.

**Swamp slug** – Gain Armor 6+ and +4 Health while riding this mount, -1 Move. Rolls 1d6 for movement.

#### [Bandits!](#)

#### **Mounted bandits:**

Mounted bandits are placed on the area of the map marked with **A** and are placed on alternating spaces from left to right, filling up empty spaces if possible.

Bandits on horseback will follow the stage coach. They move 2d6 squares each instead of their normal move and can move freely through other models and counts as large models, in addition if they get adjacent to the stagecoach they stop and the players can't draw Exploration tokens until they are all defeated. Bandits on horses remains on the board

Mounted bandits adjacent to the stagecoach don't move away from the stagecoach because of the shootout rules or other similar conditions.

#### **Bandits on the roadside:**

The road is flanked by steep Hills, rocks, bushes and trees perfect for ambushing any travellers on the road.

To see where each bandit is placed on the map roll 1d6 and consult the red squares on the map. The bandits are placed in a starting left to right starting closest to the edge of the hill in their corresponding square.

Bandits hiding in the hills are armed with rifles instead of pistols. These bandits don't move down from the hills and likewise Heroes and enemies on the road can't move up to the hills. Bandits on the hills benefit from cover.

#### Bandit rifles-

Range – 12 Shots - 2 Damage - 4

If a bandit is defeated roll 1d6, on a 1-3 the bandit falls off his horse or down from the hills and the Hero that defeated that bandit recovers a Grit.

Defeated bandits don't grant any loot cards and the Heroes only get to Catch their Breath if they manage to defeat every Enemy on the board in a single turn. After the Heroes have drawn an Exploration token all bandits not on horses are removed from the board simulating that the Stagecoach has rushed passed them.

#### [Shake 'em off](#)

On the start of the Lantern bearers turn he may give up his attacks to try to shake off any pursuers. To do so he must roll an Agility 6+ test. For every success he may remove one mounted bandit from the board starting with the bandits farthest away. These bandits grant experience points as if they were defeated. If he fails at this test he must immediately roll on the Road Hazards table.

#### [Objectives](#)

The Heroes must reach the end of the darkness track.

#### [Reward](#)

Each Hero gains Peril die x \$50, 25 XP and 1d3 Darkstone. In addition, the Heroes may ignore any travel Hazards for getting back to town after this mission.

#### [Failure](#)

If the Heroes fail this Mission, they are left to die in the Wilderness. Each Hero immediately suffers 1d3 travel Hazards.

#### [Mission specific depth events](#)

This mission uses its own table for depth events:

- 1- **Dangers of the road** – Immediately roll on the Dangers on the road table.
- 2- **Carrion birds**- one peril die number of Hellbats Ambushes the Heroes.
- 3- **Road Hazards**- Immediately roll on the road Hazards table.
- 4- **Voidstorm**- All heroes immediately suffer 1d3 corruption hits and all rolls are -1 until the end of the turn.
- 5- **Screaming in the distance**- Each Hero immediately suffers 1d6 Horror Hits.

- 6- We're not failing now-** Each Hero may immediately heal D6 Wounds/Sanity (any mix), or recover 1 Grit. KO'd Heroes may immediately recover, rolling for their Injury/Madness and healing 2d6 Wounds/Sanity (any mix) as normal for recovering.

#### Scaling difficulty

To scale the difficulty of this mission depending on the Posse's level consult the table below:

**Level 1-2** – No modifications

**Level 3 or higher** – Infamous gang

**Level 4 or higher** – Infamous gang and roll peril die when determining how many normal bandits appear and 1d6 when determining how many mounted bandits appear.

**Level 5 or higher** – As above and bandits on horses move 1d6 additional spaces and get +1 Combat.

**Level 6 or higher** – Clue tokens only allow the Heroes to move 1d3 spaces on the Darkness track.

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.

**Escape up the Mineshaft (Objective)**

When the **Storage Room** tile is placed on the board put 1 random *Clue Exploration Token* on the tile. This token is revealed & resolved as normal. Also, place the **Growing Dread Clue Exploration Token** face down & leave unresolved. After the Posse has completed the goal for the **Dark Stone Quarry** room, they must return to the **Storage Room**. At that point; when the first Hero enters the **Storage Room**, reveal all the **Growing Dread** cards in the stack as normal. Then resolve the **Growing Dread Clue Exploration Token** as normal. Once any encounters, combat, or further **Growing Dread** cards are resolved **Catch Your Breath** & prepare for the showdown.

Prepare for the final showdown. Draw an **Epic Threat** card; or a **Threat** card appropriate to your Posse size & Level. Be sure to use the **Don't Shoot Yourself in the Foot Special Rule**. Once combat is complete the Heroes can escape using the Mineshaft.

**Five Little Piggys**

When a *Clue Exploration Token* is resolved the Heroes find a **Nunley's Severed Toe** in addition to normal rewards.

**Special Rules for Story Events****Guts, Grit, or Gold**

A **Plot Test** occurs during the Story Set Up & may require a successful Skill Test & or Gold/\$ to advance the plot. If you fail the Skill Test you are forced to use the **Buy-In** option to continue the story. Grit may be used to re-roll as usual.

**Venture Opportunity**

There are also optional Skills Tests within the Story Set Up that reward the Heroes with **Venture Gear**. If the Heroes fail a Skill Test or choose to ignore these Skill Tests they still have the option to purchase or dismiss the **Gear** reward. Grit may be used to re-roll as usual. **Venture Gear** will help the Heroes during the Mission but is NOT required to complete it. **Venture Gear** will add to the flavor of the Adventure & tip the odds in the favor of the Posse. Some keyword **Venture Gear** items will indicate that they must be discarded once the Mission is complete.

**What it Takes**

**Mission Items** ARE required to complete the Mission & in most cases will be provided freely to the Heroes. **Mission Items** are consumed, destroyed, or discarded after completing the Mission.

**Objectives**

After the Posse returns from an Adventure the Story begins in town. Read the Story & complete the **Story Events** before leaving town to start the Adventure.

**Objective Rooms**

The Posse must reach the **Dark Stone Quarry** & dig for 8 Dark Stone Shards. Once they have collected the 8 Dark Stone Shards they must return to the **Storage Room**. See **Special Rule Digging for Dark Stone**.

To escape the mine the Heroes must return to the **Storage Room**. Once the **Growing Dread** Cards & the last *Clue Exploration Token* are resolved the showdown must be completed. See **Special Rule Escape up the Mineshaft**. If the Heroes survive the showdown they have successfully completed the Adventure & make their escape through a Mineshaft leading to the surface.



Note that this Mission is intended for Heroes Level 2+ using campaign play rules. It is not suitable for newly created heroes, a first mission, or a one-off game.

## Set Up

All Heroes start on the Mine Entrance Map Tile as normal. Use the **Advanced Encounters** rules for the 2 Unique Rooms.

## Map Deck Set Up

Select these cards from the **Mine Map Deck**: All 6 **Passage**, 1 **A Mining Room**, **Storage Room**, & the **Dark Stone Quarry**. These 9 cards make up the **Map Deck** for this Adventure. Discard the rest of the **Mine Map Deck** cards, they will not be used.

Place the **Dark Stone Quarry** card face up at the bottom of where the Map Deck draw pile will be. Shuffle the 6 **Passage** cards & draw the top 3 creating 2 separate piles. Shuffle the **A Mining Room** card into 1 of the 2 **Passage** card piles & place them face down on top of the **Dark Stone Quarry** card in the draw pile. Shuffle the **Storage Room** card into the remaining **Passage** card pile & place them face down on top of the **Map Deck** draw pile. This completes the **Map Deck Set Up** for the Adventure.

## Exploration Token Set Up

Separate the 5 **Clue Exploration Tokens** & discard the rest. The discarded tokens will not be used in this Adventure. The **Clue Exploration Token** with the Gate Icon will be placed face down on the **Dark Stone Quarry** Map Tile when it is placed on the board. The **Growing Dread Clue Exploration Token** will be placed face down on the **Storage Room** Map Tile when it is placed on the board.

The 3 remaining **Exploration Tokens** should be shuffled & set aside. Two of these **Exploration Tokens** will be placed as normal. The last will be placed the second time the Heroes enter the **A Mining Room** Map Tile. For specific set up of the 5 **Clue Icon Exploration Tokens** see **Special Rules**.



## Mission Goal

The Posse needs to enter the mine & locate the **Dark Stone Quarry**. The Heroes must dig for 8 Dark Stone Shards while fending off any creatures that may be attracted to the Dark Stone. Once the Shards are collected, the Heroes must make their escape back to the **Storage Room**. Although the mine is not very large, the danger is doubled in every room.

## Special Rules

### Don't Shoot Yourself in the Foot

Anytime a Threat card is drawn roll a D3 and add that number of Tentacles to the Enemies on the board. Be sure to use the Difficulty Scaling & Hero Posse Level rules for the number & Level of Heroes.

### A Dangerous Mining Room

When the **A Mining Room** Map Tile is placed on the board put 2 random **Clue Exploration Tokens** on the tile face down. The first token is revealed & resolved as normal when the room is explored. Ignore the second **Exploration Token** until after the Posse has completed the goal for the **Dark Stone Quarry** room. The Heroes must return to **A Mining Room** on their way back to the **Storage Room** to make their escape. At that point; when the first Hero enters **A Mining Room**, resolve the second random **Exploration Token** as normal.

### Digging for Dark Stone (Objective)

When the **Dark Stone Quarry** Map Tile is placed on the board place the **Clue Exploration Token** with the Gate Icon on the tile. Reveal & resolve this Token as normal. Ignore the Gate Icon. This room has no exits. Place an End Cap piece on each puzzle connection exit. Once the **Clue Exploration Token** is resolved & all the Heroes are inside the **Dark Stone Quarry** room use the **Advanced Encounter** rule & draw the **Dark Stone Deposit** Encounter card. This card **Remains In Play** & is added to the Exploration for every turn until the Heroes have collected 8 Dark Stone Shards. Once the 8 Dark Stone Shards are collected & any final combat is resolved discard the **Dark Stone Deposit** card.

# The Darkstone Must Flow

You've seen your share of boom towns, and this one's no different; a hastily erected hodge-podge of buildings catering to the every need and whim of the miners who keep the town going. Judging by the railroad tracks nearby, this one was more successful than most, but the near-empty streets suggest that the mine's dried up.

The bartender eagerly greets you as you step into his almost-vacant saloon, pausing to give you a conspiratorial wink when he notices you staring at his fleshly prehensile tail. "This town's built on a Darkstone mine, and not all mutations are bad;" he says smiling. "This tail comes in handy on busy nights. What'll it be, strangers?"

"Whiskey," you grunt, settling heavily onto a bar stool. You can't help being impressed by the bartender's efficiency. Aided by his tail, he swiftly fills your posse's shot glasses the instant they hit the bar top, while simultaneously wiping down the smooth wood surface and dirty glasses with a clean rag. The whiskey is smooth and warm, with subtle highlights; clearly it's not the usual rotgut served to inebriated miners at grossly inflated prices.

The bartender refuses payment when the posse's finished drinking for the evening, and his banter takes on a serious tone. "This town was built on that mine. A few months ago it went dry, but the survey team insisted it's still good; one of those boys has a nose for Darkstone, the same way that rock gave me this tail. Around that time, old Pete raced through town one morning jabbering about a ten foot tall demon made of iron, flashing blades, and belching the fires of hell itself. Pete said he saw the demon pull raw Darkstone straight from the earth without leaving a hole and eat it. We all assumed Pete got drunk the previous night, passed out by the railway tracks, and had a nightmare about the locomotive. Then the miners started dying; their bodies horribly burned and cut up. People started believing Pete then, and packed up to move on to more productive mines."

"The mine's not tapped out yet; that creature's feeding on our Darkstone and somebody's got to put it down. The town needs that mine and we can make it worth your while. Will you help us?"

## Setup

Use the regular mine entrance. This adventure takes place in the mines, so ignore any Encounter Tokens or cards specifying the placement of Gates, substituting Doors if needed. All Loot and Scavenge cards awarding Darkstone are -1 Darkstone, and this could result in no Darkstone being found.

## Mission Goals

The posse must explore the mines and put down the "demon" that's eating the mine's supply of Darkstone. Keep track of the Exploration Tokens found with Clue Icons on them. The posse must find three Clue Icons to corner the beast.

## Objective

When the third Clue Icon is revealed, ignore any Encounter or Attack on the token, as well as any Door Icons. The Objective Room has no exits. Draw a Threat Card equal to the posse's level and add the Forgefiend custom monster to the fight. You may substitute another figure if you don't have a Pathfinder Battles Forgefiend (Scanderig) miniature available. The Forgefiend Enemy Record Sheets are posted for separate download.

**Description:** More than ten feet tall, this lumbering fiend looks to have been born of sculpted pig iron. A massive maw splits its prodigious belly and through the sockets of its eyes, flared nostrils, and both mouths flickers an angry glow, as if a furnace raged within the brute's bowels. The impression is cemented as a jagged belly maw belches forth a blast of cinders and sparks. This beast consumes Darkstone, and uses mystical powers to move through rock without a trace as easily as humans move through air.

## Reward

If all the Enemies in the final room are defeated, the posse has completed the mission, and the town is over-joyed that the mine is re-opening. Each member of the posse receives \$100 and 2 Darkstone. Because the town is largely empty at this point, a hero may elect to skip rolling on the Town Encounter charts when interacting with the local businesses; however, they must accept the result if they decide to roll on the chart. The posse must continue to make the camp and end-of-day Town Threat rolls as usual.

## Failure

If the posse fails, the mine can't re-open with a vicious monster on the loose. More people abandon the town and the surrounding area. Close 2 locations in the next town the posse encounters. Any member of the posse knocked unconscious during the final fight loses all their Darkstone because it was eaten by the Forgefiend. Items with the Darkstone icon remain with the hero.

## Credits

The Forgefiend description was adapted from the original Pathfinder module "Fortress of the Stone Giants" by Wolfgang Baur, and published by Paizo Publishing.

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# THE HEIST



**S**OMETHING STOLE SOMETHING IMPORTANT FROM SOMEWHERE! THE HEROES ARE TASKED WITH ITS RECOVERY...BUT CAN THEY BE TRUSTED? AN EYEWITNESS CLAIMS TO HAVE SEEN THE SHADY VARMINTS RUN OFF TOWARDS THE MINES NOT FAR FROM TOWN, BUT SURELY THEY'LL GO TO GROUND SOON!

## **S**ETUP:

AT THE MISSION START, DETERMINE WHAT LOCATION IN TOWN WAS ROBBED BY ROLLING A D6 AND CONSULTING THE TOWN BOARD TO DETERMINE WHAT LOCATION WAS VICTIMIZED.

## **S**PECIAL RULES:

THE PLAYER MUST LOCATE THREE CLUES TO LOCATE THE STASH. IF THE DARKNESS ESCAPES PRIOR TO THE LOCATION OF THE THIRD CLUE, IT IS ASSUMED THAT THE THIEVES HAVE MADE OFF WITH THE GOODS AND THE TRAIL WILL HAVE GONE COLD. IF THIS OCCURS THE MISSION IS A FAILURE AND THE LOCATION THAT WAS STOLEN FROM IS **CLOSED** UPON THE HEROES ARRIVING BACK IN TOWN.

UPON LOCATING THE THIRD CLUE, THE HEROES HAVE LOCATED THE STASH! DRAW AN EPIC THREAT TO DETERMINE WHAT'S GUARDING THE STASH, OR INDEED, WHO MAY HAVE STOLEN IT TO BEGIN WITH! IF THE HEROES KILL ALL THE ENEMIES IN THIS ROOM BEFORE THE DARKNESS ESCAPES THE MINE, THEY ARE SUCCESSFUL AND THE MISSION IS WON.

## **M**ISSION SUCCESSFUL

IF THE PLAYERS DEFEAT THE VILLAINS, THEY HAVE A CHOICE TO MAKE. THEY CAN RETURN THE LOOT OR KEEP IT FOR THEMSELVES. CONSULT THE TABLE BELOW TO DETERMINE WHAT THE LOOT IS AND WHAT THE REWARD FOR RETURNING IT WOULD BE. ADDITIONALLY, SHOULD THE PLAYERS CHOOSE TO KEEP THE LOOT, THEY MAY NOT GO TO TOWN AFTER THIS MISSION AND MUST IMMEDIATELY GO TO THE NEXT ADVENTURE. THEY ALSO EACH TAKE D6 CORRUPTION HITS AND GAIN THE KEYWORD **UNTRUSTWORTHY**.

NOTE THAT ALL **Rewards** FOR RETURNING THE LOOT ONLY APPLY TO THE TOWN VISIT IMMEDIATELY FOLLOWING THIS MISSION AND ARE LOST IF THE HEROES DON'T OR CAN'T MAKE IT TO TOWN.

| LOCATION            | LOOT  | REWARD FOR RETURNING  |
|---------------------|---|---|
| FRONTIER<br>OUTPOST | 2D6*100 GOLD PER HERO                                 | LAW KEYWORD AS WELL AS DOUBLE THE PRICE FOR SELLING DARKSTONE UPON RETURNING TO TOWN.             |
| GENERAL<br>STORE    | D3 LOOT CARDS PER HERO                                | THE GENERAL STORE WILL HAVE A RANDOM ARTIFACT FORM A RANDOM WORLD FOR <b>SALE</b> FOR EACH PLAYER |
| CHURCH              | 1 RANDOM ARTIFACT PER HERO FOR A RANDOM ARTIFACT DECK | A FREE BLESSING OF THE PLAYERS CHOICE THAT AUTOMATICALLY SUCCEEDS                                 |
| BLACKSMITH          | D6 DARKSTONE PER HERO                                 | ANY ONE UPGRADE ONLY REQUIRES DARKSTONE REQUIREMENTS, NOT GOLD, UPON RETURNING TO TOWN            |
| DOCTOR              | D6 BANDAGES / TONICS PER PLAYER                       | FREE INJURY RECOVERY WITH +1 TO THE ROLL  |
| SALOON              | FULL WHISKEY KEG PER PLAYER                           | <b>TRUSTWORTHY</b> KEYWORD  |

**UNTRUSTWORTHY** THE PLAYER MUST ROLL A D6 UPON VISITING ANY TOWN FROM NOW ON. ON A 1, WORD OF HIS OR HER MISDEEDS HAVE ARRIVED FIRST. THE PLAYER IS REFUSED ENTRANCE TO ANY LOCATION (INCLUDING THE HOTEL) ON A ROLL OF A 1 AND IT IS CONSIDERED **CLOSED** TO THEM FOR THEIR STAY IN THIS TOWN.

**TRUSTWORTHY** THE PLAYER MUST ROLL A D6 UPON VISITING ANY TOWN FROM NOW ON. ON A ROLL OF A 1 OR 2, HIS OR HER REPUTATION AS A HERO IS KNOWN HERE. HOTEL STAYS ARE FREE, AND ALL ITEMS ARE 10% CHEAPER.

# Treasure Hunt Through the Void

The heroes has lady luck on their side this time. After numerous rumors of riches, they finally see some evidence with their own eyes. At the camp of Flarebat, the heroes are shown a big pile of gold recovered from a bandit. The gold was found on the last member of the Badrage Bandits, lying dead near the mines. From what the heroes gather, the mine was used as a hideout for the Badrage bandits. However, after the outbreak of otherworld creatures the bandit group were wiped out. There should still be plenty of loot left in the mine, just ripe for the taking!

## Set Up

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

## Mission

The goal of the first part of the mission is to gain riches (money/gold). Said riches is shared in one big pile for this mission and therefore the goal is to find a certain amount of money, matching the number of heroes in a posse, meaning:

**A posse of 1-2 heroes must collect \$250 total.**

**A posse of 3-4 heroes must collect \$500 total.**

**A posse of 5-6 heroes must collect \$750 total.**

Upon completion however, the heroes also find a note on a dead Badrage bandit revealing the location of a gigantic stash located in another world! This might be a wild goose chase or the find of the century. The heroes have to choose if they will want to investigate or leave with their collected riches. Should the heroes decide to continue, the goal is now to find the otherworld stash!

## Objectives

(1) The first objective is to find the total amount of riches required.

When this objective is met, the heroes can either end their mission or try and explore the otherworld for the gigantic stash.

(2) If you decide to continue, as soon as (1) is completed, you have to look for the portal to the otherworld where the stash is located. Venturing through the otherworld, you will have to find the tile containing the stash (see under Special Rules).

Upon finding the stash tile, the heroes will have the choice of either doing a threat encounter or a skill check encounter.

## Special Rules

For the first objective (1) all clue icons on exploration tokens counts as gateways. You may enter these gates and search for riches there or continue to roam the mines. If you would enter a gate, shuffle the World Cards to determine your destination.

If the Heroes decide to look for the gigantic stash (2), they must venture to another world and find the stash tile. Note that any riches collected along the way still go in the stash pile.

If the heroes are in the mines once (1) is completed, they must find a gate to another world. If they are instead in another world already they will have to find a gate to an alternative dimension. (So for instance, Heroes in the Targa

Platue must find a gate leading to the Swamps of Jargono and vice versa. Finding a gate is still done by either revealing a clue or gate exploration token.)

Once the Heroes find the correct otherworld, they must find the gigantic stash tile.

Finding the stash tile is done by encountering

# Treasure Hunt Through the Void

The Heart Map Card of the Targa Plateau or the

Tribal Alter Map Card of the Swamps of Jargono. **Reward**

Upon reaching the correct otherworld, the objective card is drawn (e.g. The Heart) and then it is shuffled along with 4 random map cards of the specified otherworld. The cards are placed in a pile and now the heroes must find the correct map card, where an encounter will take place.

Once the stash location is found, the heroes has the choice of either having an Epic Encounter (High Encounter for 1-2 heroes) or make a skill test encounter to sneak off with the stash. The reward for skill encounter is not as big however, as the posse doesn't have time to gather all the loot.

**For the threat encounter:** Simply draw a threat card and clear the entire tile. When the last enemy is slain the mission is successful. Ignore any clues/encounters/ambush on exploration tokens when the objective tile is found.

**For the Skill Checks:** Each hero roll for 3 different checks. 6+ to Cunning, 6+ to Lore and 6+ to Strength. This must be done for all heroes. Failing a cunning check results in D6 damage, since that hero didn't evade the horror's attention.

Failing the Lore check results in D3 corruption damage, as some of the Darkstone starts to glow. Failing the Strength check results in D6 damage to health, as the hero did not manage to fight off the horrors pursuing you. Failing 2 of these test result in failure for that hero and said hero won't get any reward (any other hero can still make off with the part of the stash). The failed skill damage will carry over to the next adventure. Roll on injury/madness if KO'ed.

Heroes completing objective (1) simply make off with their gathered stash and D6x50 coins, per hero, before they emerge from the mines.

The Epic Encounter results in a gigantic find. The heroes gain D8x100 coins (total) and 1 Darkstone (each). Additionally each hero rolls a die. On a roll of 1-5 that hero draws 2 Gear Cards, keeping 1. A roll of 6 results in an Artifact card. *Dice may not be re-rolled.*

Additionally each hero may heal a Corruption Point as they are proud of having cleansed the evil from this place. If no corruption points are available, start with an additional grit next adventure.

The skill encounter gives each successful hero D12x50 coins and D3 Darkstones. Also each successful hero gains +1 Cunning as the heroes have a better understanding of avoiding the horrors now.

*Note that all money/coins still go in the stash and the stash is divided amongst the number of players at the end of the game.*

*XP and Gear/Artifacts cards are gained individually.*

## Failure

The heroes doesn't get to keep the stash, as they have to escape and can't hold on to the money as they run for their lives. (They are allowed to keep any xp and gear/artifacts earned.) They also don't get to visit town as the emerging darkness destroyed it, upon its pursuit.