

Fan Made
Adventure Module

CoA & SoD CORE SETS

The Posse Hideout

Locations
MINES & OTHER
WORLD GATES

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.

While in town an elegantly well dressed woman approaches you in the hotel. She laments to you the sad story about her missing husband and the gold claim he was trying to survey.

One month ago her husband left as he did every morning to go explore his new gold claim. Later that night he didn't return. After several days of the wife pleading with the sheriff to find her missing husband a posse was finally dispatched.

The sheriff's posse searched for weeks to find the man but the woman could offer no clue to her husband's last known whereabouts. The husband had never revealed the mine's location to her or anyone in town. One morning the husband's horse returned to town. Worn out, battered, and without a rider. The horse died shortly after and the sheriff called off the search.

The husband's saddle was searched and found to be covered in blood. The only thing recovered from the saddlebags was a newly made map to the claim's location and a single page from the husband's journal. The journal page contained a rough map of the mine and the words "The gates are Unstable. They are doors to hell itself!"

The distraught woman offers to give you all the rights to the claim. In return the posse must locate the entrance, explore the mine, and find out what happened to her missing husband. She provides the posse with the husband's map to the mine's location, the page from her husband's journal, and provisions for exploring. The provisions include three Lanterns, and three Explosives satchels.



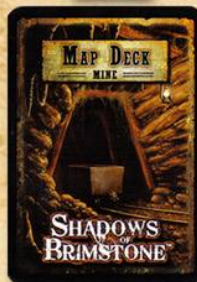
Set Up

This Mission starts with the **Mine Entrance** Map Tile leading directly to a **Cross Passage** Map Tile. All Heroes start on the **Mine Entrance** Map Tile as normal.

Remove a **Cross Passage** Map Card from the **Mine Map Deck**. Note that the Hero Posse marker is moved forward a step on the **Depth Track** for this **Cross Passage**. Use the **Advanced Encounters** rules for all Rooms.

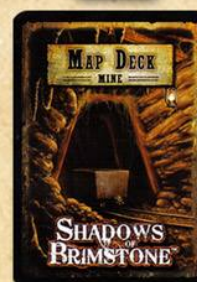
You will also need 3 **Lantern** markers and 3 **Explosives** markers. The Heroes should place the **Lantern** markers and light them as described in the **Light the Way** (Objective) **Special Rule** below. The Heroes should place the **Explosives** markers on the **Gate End Cap** Map Tiles and detonate them as described in the **Those Aren't Candles** (Objective) **Special Rule** below.

1



Passages

2



Rooms

Map Deck Set Up

All the **Mine Map** Cards from multiple core sets may be combined. Separate the **Mine Map Deck** into two decks. **Deck 1** will be all the **Passage** Cards and the **Underground Lake** Room Card. Remove the **Cross Passage** Card from **Deck 1** (if combining multiple core sets only remove one **Cross Passage** Card). **Deck 2** will be all the other **Room** Cards. Shuffle both decks and place them face down with the corresponding **Black Number** Token next to each deck. This completes the **Mine Map Deck Set Up** for the Adventure.

FAN MADE CONTENT

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Exploration Token Set Up

Select all the **Clue Icon** Exploration Tokens and set the others aside. The Exploration Tokens without **Clue Icons** will not be used for this Adventure. All the **Clue Icon** Exploration Tokens from multiple core sets may be combined. Shuffle and stack the **Clue Icon** Exploration Tokens face down.



Mission Goal

The elegant woman's gold claim must be explored to find her missing husband. Organize your Posse for a search. Your Posse must explore the mine placing **Lanterns** in each **Passage** and **Room**, defeat all **Enemies** you come across, and destroy all the **Gates** by combining **Dark Stone** with the provided **Explosives**. The Posse must leave their **Lantern** in the **Mine Entrance** for this adventure.



Special Rules

Amateur Cartography (Exploration)

When exploring a new doorway the Hero instead rolls a D6. The Heroes may use **Grit** to Re-roll.

D6	Result
1-3	Draw a Passage Mine Map Card from Deck 1.
4-6	Draw a Room Mine Map Card from Deck 2.

Light the Way (Objective)

When a Hero explores a doorway and enters a new **Passage** or **Room** they must use their **Activation** to place and light one **Lantern**. The Hero may not move, search, explore, or fight while lighting the **Lantern**. The Hero may still defend if being attacked. If the Hero takes any **Wounds** they must start over when attempting to **Light the Way**. Place the **Lantern** token anywhere on the Map Tile. Any **Passage** or **Room** that does not have a **Lantern** placed, all the Heroes in that **Passage** or **Room** take D6 **Sanity Hits** at the beginning of every turn without a lit **Lantern**.



Those Aren't Candles (Objective)

Place a **Dark Stone Dynamite Satchel** token on the **Other World** side of a **Gate End Cap Map Tile**. To place the **Explosives** token a Hero must be in the target space. Make a successful **Range Hit** to detonate the dynamite and close the **Gate**. Any models in the target space and adjacent take 2D6 **Wounds**, ignoring **Defense**. Any Hero in the **Other World** when a **Gate** is destroyed is trapped and lost in the **Other World**. See **Objectives** below for how to obtain the **Dark Stone Dynamite**.



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.



Creature Summoning (Objective)

During the final **Fight**, anytime the **Hold Back the Darkness** roll is failed, roll a D6. On the roll of 1, 2, or 3, immediately add a **Low Threat** card to the **Fight**. These **Enemies** are placed normally (not in **Ambush**).



Objectives

When the first Hero enters the **Cross Passage** the mangled remains of the missing husband are discovered along with his **Journal**, **2D6+1 Dark Stone**, and **1 Loot Card** for each Hero.

The **Journal** details the husband's discovery of three Gates in his gold claim and the horrific worlds beyond. The Journal also describes his plan to destroy the Gates by combining **Dark Stone** he dug out of the mine and large amounts of **dynamite**.

1 Explosives Satchel + 1 Dark Stone creates 1 Dark Stone Dynamite.



When the Posse explores one of the **3 doorways** connected to the **Cross Passage** they use the **Amateur Cartography** Special Rule above. Randomly draw and place one of the **Clue Icon** Exploration Tokens on the new Map Tile. The Exploration Tokens should be placed and revealed as normal. Additionally Exploration Tokens should be placed and revealed on any **Passage** Map Tiles. Use the Advanced Encounters rule for **Rooms** before resolving any Encounters or Attacks revealed by the Exploration Tokens. Any **Growing Dread** cards drawn should also be revealed immediately. Any time Enemy models are placed on a **Passage** Map Tile it is always an **Ambush Attack**.

Ignore the Door/Gate Icons on the Exploration Tokens. There is 1 Other World Gate in each of the **3 Passages/Rooms** placed beyond the **Cross Passage**. Any **Passage** placed has a Gate at the opposite end of the Map Tile. For **Rooms** roll a **D6** and consult that **Room's Mine** Map Card for where to place a Gate End Cap. Any other doorways are collapsed and can only be explored later when the Mission is complete and the Heroes return to the Hideout and roll an 11-12 on the Posse Hideout Event Chart. Place **Mine End Cap** Map Tiles on these dead ends.

When the Heroes explore through an Other World Gate, draw an **Other World Map Tile** card as normal. **Do not** place an Exploration Token on the Map Tile. Also there are no other exits to the **Other World Map Tiles**. Immediately draw an **Other World Threat** card appropriate to Posse Level and Size and place the Enemy models on the **Other World Map Tile**.

The Posse must destroy the **3 Gates** using the **Those Aren't Candles** Special Rule above to complete the Mission. Once the last Gate is destroyed the Posse may catch their breath and then draw an **Epic Threat** card (or a **Threat** card appropriate to the Posse level and size). This final fight is also an **Ambush**.

Reward

Once the final fight is resolved and all Enemies are defeated the Heroes return to the widow with the husband's Journal. Each Hero receives **25XP** as well as **D6x\$25**. The Posse also gains the rights to the mine. The mine may now be used by the Posse as a Hideout to store Gear, Gold, Dark Stone, and as a place to rest and recover. See **The Posse Hideout Event Exploration** rules below for further explanation of Exploring the Hideout after the Mission.

Failure

If the Heroes fail the Mission, each Hero takes **D3+1 Corruption Points**, ignoring Willpower, as delivering the sad news to the widow weighs heavily on their souls.



The Posse risked their lives to help the widow. Even though her husband was found dead, she made good on her promise and has handed over the rights to the mine. She also swore she wouldn't reveal her knowledge of the map to anyone. As far as you can tell, there's no gold or anything else of value in the mine. However, what you do have is a secret location just far enough from any town to make it an excellent Posse Hideout.

Travel to The Posse Hideout

The Posse Hideout is a considerable distance from any town and is well hidden in the backcountry. Any time the Posse travels to the Hideout they must roll for Travel Hazards. For example: when leaving an Adventure and traveling directly to the Hideout, the Posse rolls for Travel Hazards. And when leaving the Hideout to travel into town, or when travelling from town to the Hideout. The **Map to Posse Hideout** Gear card will make travel easier for the Heroes.

Mapping The Hideout

As the Posse explores and expands the Hideout they should draw a map recording any new passages or rooms. Be sure to include any new Upgrades like storage barrels, crates, ect. and any gear or items stored inside.

The Depth Track

The Depth Track should not be used during an Event Exploration.

Event Exploration Set Up

Once the Posse has completed The Posse Hideout Mission successfully, they may roll on The Posse Hideout Event Chart whenever they return to their Hideout. Whenever the Hero with the Lantern rolls an 11 or 12 on the Posse Hideout Event Chart they may explore further into their Hideout. That Hero then rolls a D6.

D6	Result
1-4	Passage discovered
5-6	Room discovered

To explore, the Posse chooses any open Mine Doorway on the current map tiles in their Hideout. This doorway is where the new map tile will be placed. The Posse then draws a card from the Mine Map Deck matching the D6 result. The Posse may choose to set up the Mine Map Deck the same way as the setup for the Mine Map Deck in The Posse Hideout Mission. Optionally, the players may also draw from a normally shuffled Mine Map Deck until they draw a new Passage or Room Card matching the D6 result. Be sure to exclude or re-draw any map cards for Map tiles that are already a part of their Hideout.

Place the Heroes on the chosen open doorway of the map tile adjacent to the new Passage/Room. The front row of Heroes should be placed on the doorway spaces and any additional Heroes in the adjacent spaces behind them.

Passages

When a Passage map tile is placed, do not draw an Exploration Token. Instead draw a Threat Card appropriate to the Posse Level and size. This Attack is an Ambush!

Once the Fight is resolved and the Passage is clear of any enemies each Hero may make **one** Scavenge Roll. If any Hero succeeds at Scavenging they draw a Scavenge card as normal and may roll another D6 to explore through the next doorway. If **no** Hero successfully Scavenges the Event Exploration ends.

D6	Result
1	Dead End (Event Exploration ends)
2	Passage discovered
3-6	Room discovered

If the result is a 2 repeat the above steps for **Passages**. If the result is 3-6 continue to **Rooms**.

Rooms

When a Room map tile is placed, draw and reveal a random Exploration Token. Ignore any Door Icons, as any new doorways are currently caved-in. If a Gate Icon is revealed the Posse may explore further into the Other World see **Gates** below.

Using the Advanced Encounter rules resolve any Encounter Cards first. All Exploration Tokens that are Attack tokens become an Ambush Attack, these enemies are placed in Ambush positions as normal. If the token has a Clue Icon; and once all fights are resolved., the Heroes may choose to do one of the following: draw a Mine Artifact Card, gain D6x\$10, or gain D6 Darkstone. If the token is a Growing Dread token, draw and resolve the Encounter and then draw and resolve a Growing Dread card immediately.

Gates

Whenever an Exploration Token with a Gate Icon is revealed place the gate as normal. The Posse may choose to explore into the Other World from the room using the above rules but are limited to only exploring until a single Other World room is discovered and any events and threats are resolved. Gates should be destroyed using the **Those Aren't Candles** Special Rule on page 2. Any Gate left open will cause D6+3 Corruption **whenever** the Heroes leave the Hideout.

Success and Reward

Draw Loot cards for any threats as normal. Each Hero also gains 5XP and D3x\$10 for all Passages explored. For any Room explored the Heroes gain 10XP and D6x\$10. The Posse then recovers as they would normally after successfully completing a Mission.

Failure

If the entire Posse is KO'd they must return to town to recover. They may attempt to return to their Hideout and clear the room again.

Posse Hideout - Location Upgrades

Support Beams \$2,000

Hideout ♦ Location Upgrade

Heavy support beams to reinforce the walls and ceiling of any mine.

When the **Collapsed Ceiling** result on the Posse Hideout Location Event Chart is rolled, roll another D6.

D6	Result
1	Lose D3 Side Bag Tokens (Hero's choice).
2	Minor Damages. D3x\$25 to make repairs.
3-6	No Event

Support Beams cancel the Hideout being destroyed.

Rod Iron Anti-Tentacle Floor \$1,000

Hideout ♦ Location Upgrade

A custom rod iron grid floor that will keep Tentacles from invading your Hideout.

This cancels the **Attack From Below** result on the Posse Hideout Location Event Chart. No Event.

Basic Whiskey Still \$500

Hideout ♦ Location Upgrade

A copper pot, copper coil, water, corn mash, and fire are all you need to make your own whiskey. And a little luck too.

Requires the discovery of a Room with a water source.

Once per trip to the Hideout choose one Hero to make a **Luck 4+** test. If successful, gain 1 **Whiskey Token**. If failed, spend \$25 and 1 **Whiskey** is made. Rolling **A Great Run** on the Posse Hideout Location Event Chart cancels the normal **Basic Whiskey Still** effect.

Guard Dog \$200

Hideout ♦ Animal ♦ Location Upgrade ♦

Limit Two Guard Dogs in a Hideout

This large breed dog is a ferocious guard, but his loyalty can be bought by anyone with an old bone.

Any time a Skill Test is made related to the Posse Hideout add +1 to every dice rolled. After each skill test, discard **Guard Dog** on the D6 roll of 1 or 2. Limit two.



Hidden Entrance \$1,500

Hideout ♦ Location Upgrade

Designed to blend with the surroundings this hidden entrance will fool anyone who might try to find it.

Cancels the normal event result for **Bandit Raid**. Instead when the **Bandit Raid** result is rolled on the Posse Hideout Location Event Chart all the Heroes make a **Cunning 3+** test. If all the Heroes succeed there is No Event. Otherwise, every Hero that fails the test loses 1 **Dark Stone**, \$25, and 1 **Side Bag Token** (Hero's choice).

Dark Stone Altar \$800 + 8 Dark Stone

Hideout ♦ Location Upgrade ♦ Ritual

Requires the discovery of the Dark Stone Quarry Room.

Tribal and **Holy** Heroes may now make a **Spirit 4+** test when rolling to remove **Evil Spirits** on the Posse Hideout Location Event Chart.

Ritual - Pay D3 **Dark Stone** to remove D6-1 **Corruption** points from your Hero. If no **Corruption** points are removed, instead you take D6+1 **Sanity Damage** ignoring Willpower saves (for next Adventure).

Mine Entrance Stables \$2,000

Hideout ♦ Location Upgrade

These simple stables in your Hideout's entrance will allow your horses to recover from travel and make your Hideout harder to detect.

Requires the discovery of a Room with a water source.

The next time the Posse travels, Each Hero may roll 2D6 when **Preparing to Travel** and choose one die result.

Re-roll once any time **Bandit Raid** is the result.

Small Barrel \$300/Barrel

Hideout ♦ Location Upgrade ♦ Side Bag Token Container

A small wood barrel for the storing of small gear.

Limit 2 **Small Barrels** per Passage. A **Small Barrel** can hold up to 3 **Side Bag Tokens**.

Large Crate \$400/Crate

Hideout ♦ Location Upgrade ♦ Gear Container

A large wood crate for the storing of larger gear.

Limit 4 **Large Crates** per Room. A **Large Crate** can hold up to 4 **Gear Items**.

Posse Hideout - Location Upgrades

Mining Lantern \$50/Passage or Room

Hideout ♦ Location Upgrade ♦ Light Source

You can't see a thing in those dark mines without one.

Anytime a new **Passage** or **Room** is explored you must place a **Mining Lantern** in the **Passage/Room** before you can place or use any **Small Barrels**, **Large Crates**, **Straw Beds**, or any other upgrades.

Hire a Prospector \$500

Hideout ♦ Location Upgrade ♦ Hired Hand

Limit One Attempt/Hero/Visit to the Hideout.

This Crotchety old prospector is one unlucky son-of-a-gun. But what he lacks in luck he makes up for in drunken hard headedness. And he'll sleep anywhere.

Any Hero may now spend one Whiskey Token/Visit to the Hideout to roll a D6.

D6	Result
1-3	Prospector passed out drunk... again!
4-5	D3x50 Gold found!
6	D3+1 Dark Stone discovered!

Grit may be used to re-roll.

Hire a Secret Courier \$1,500

Hideout ♦ Location Upgrade ♦ Hired Hand ♦ Animal

A man with a fast horse and knowledge of the land is worth his weight in gold.

Requires the Mine Entrance Stables Upgrade and a Straw Bed.

Once per Adventure a Hero may spend \$75 to choose one of the following options:

- Re-draw Exploration Tokens until a **Clue Icon** is revealed.
- Deliver one **Side Bag Token** (Hero's Choice) from the **Posse Hideout Inventory** to the Hero.

Chuck Wagon \$1,000

Hideout ♦ Location Upgrade ♦ Animal ♦ Kitchen

Limit One Chuck Wagon/Posse.

This Chuck Wagon will provide the Cocinero with the supplies he needs to cook for the Posse.

Requires the Mine Entrance Stables and Hiring a Cocinero.

Once per Adventure a Hero may spend \$50 to choose one of the following options:

- Heal D3+1 Wounds.
- Heal D3+1 Sanity.
- Gain +1 Spirit for a single Spirit Skill Test.
- Gain +1 Strength for a single Strength Skill Test.



Straw Bed \$125/Bed/Hero

Hideout ♦ Location Upgrade ♦ Bed

Limit One Straw Bed/Hero to gain benefits.

This simple straw filled mattress and wood frame bed will make sleeping in a cold damp mine much more comfortable. The straw will need to be refilled often though.

Maximum 4 Beds/Room. Beds may not be placed in Passages.

Spend \$75/Visit to remove all **Sanity** damage when visiting the Posse Hideout, +2 **Sanity** for the next Adventure (does not add to Max Sanity), and **once during the next Adventure** gain +1 **Spirit** for a single Spirit Skill test.

Dark Stone Map Ink 4 Dark Stone

Hideout ♦ Location Upgrade ♦ Map ♦ Ritual

Using the Dark Stone Altar and a large supply of Dark Stone the Map to Posse Hideout may be inscribed with Dark Stone energy.

Requires the Dark Stone Altar Upgrade.

Tribal and **Holy** Heroes may now spend 1 **Dark Stone** to make a **Spirit 4+** test to perform a ritual that will allow the entire Posse to Travel without rolling for **Travel Hazards** whenever **Preparing to Travel** to or from the Posse Hideout. +10XP for successfully performing the ritual. D3 **Corruption Hits** to any Hero that fails the ritual.

This Upgrade fills the Map to Posse Hideout Upgrade Slot.

Ancient Spirit Wards 8 Dark Stone

Hideout ♦ Location Upgrade ♦ Ritual

Call upon the ancestors to protect your Hideout.

Requires the Dark Stone Alter Upgrade.

A **Tribal** or **Holy** Hero may spend 4 **Dark Stone** to make a **Spirit 4+** test to cancel the **Collapsed Ceiling** result on the **Posse Hideout Location Event Chart**. +10XP for success, D3 **Corruption Hits** for failure.

Grit may be used to re-roll Spirit test.

Ritual may be attempted multiple times.

Hire a Cocinero \$500

Hideout ♦ Location Upgrade ♦ Hired Hand ♦ Ration

Limit One Meal/Visit to the Posse Hideout.

This old bandito is one hell of a cook. But his meals kick like a mule. He tends to put Habanero peppers in everything.

Requires the Chuck Wagon Upgrade and a Straw Bed.

Spend \$50/Visit to remove all **Health** damage when visiting the Posse Hideout, +2 **Health** for the next Adventure (does not add to Max Health), and **once during the next Adventure** gain +1 **Strength** for a single Strength Skill test.





POSSE HIDEOUT

The Hero with the Lantern rolls once on the Posse Hideout Location Event Chart.
(one 2D6 roll for the whole Posse)

2D6 LOCATION EVENT

- 2 Collapsed Ceiling - *Earthquakes have caused your Hideout's ceiling to collapse!*
Your Hideout is permanently destroyed. All **Side Bag Items** stored in the Hideout are also destroyed. All the Heroes must make a **Strength 5+** test for each Room in the Posse's Hideout. One success per Room will allow the Room to be cleared enough to recover any gear stored in the room. Any Hero that fails a **Strength** test must pass an **Agility 6+** test. If failed take **D6 Hits** from more falling debris.
- 3 Bandit Raid - *Bandits discovered your Hideout while you were away and almost cleaned you out!* All **Side Bag Items** stored in the Hideout were stolen. If any **Dark Stone** was stored in the Hideout **D3+3 Dark Stone** was stolen. If any **Gold** was stored in the Hideout **D3x25 Gold** was stolen.
- 4 Attack From Below - *Tentacles have erupted through the Hideout floor! The Posse battles the Tentacles to clear the Hideout!* Each Hero takes **6 Combat Hits**. Any Hero wounded also takes **D6 Horror Hits**.
- 5 Evil Spirits - *Evil and malicious spirits have manifested in your Hideout!*
Any Hero with either the **Tribal** or **Holy** keywords must make a **Spirit 6+** test to banish the evil spirits. All Heroes take **D3 Horror Hits** with no Willpower save if Any one Fails the **Spirit** test.
- 6 Spoiled Stock - *The fetid air and poor water supply in your Hideout has spoiled your Whiskey reserves!* Any Whiskey stored in your Hideout has spoiled and must be discarded.
- 7 All is Well - *Your Posse returns to the Hideout to find it exactly as you left it.*
No Event.
- 8 A Great Run - *Your experience with making Whiskey has increased! Choosing the right ingredients and patience has produced an excellent batch of Whiskey.*
If the Posse Hideout has no Whiskey Still, or if the Heroes choose not to make Whiskey, ignore all effects (No Event). Otherwise, spend **D3x25 Gold** and gain **D3+1 Whiskey Tokens**. Any hero with keywords **Law** or **Holy** gain **0 XP**, all other Heroes gain **+5 XP** for every Whiskey made.
- 9 Catch the Bandits - *You arrive at your Hideout to find Bandits raiding your stocks. Your Posse dispatches of the riff-raff quickly and without much of a ruckus.*
All Heroes gain **1 Grit** to be used for the next Travel or Town visit only.
- 10 Gold Strike - *Your Posse finds a Gold vein in your Hideout.*
Each Hero gains **D3x25 Gold**.
- 11-12 Explore Hideout - *Your Posse explores further into your Hideout.* Roll a D6.

D6	Result
1-4	Passage discovered
5-6	Room discovered

(See Posse Hideout Mission for rules on Exploring the Hideout)