

Prologue

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

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

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

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

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

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

Campaign preparations

A new bunch of misfits

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

Unknown foes

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

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

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

Welcome to the Wastes

Continue to Campaign Mission 01

10: Hunter and Prey

5-6 Plasma Blaster

The Sentinel has a 4+ to hit for ranged attacks and uses the Assault Rules. The plasma blaster has the following attributes:

Range 6, Shots 1, Damage D3+1 without defense or armor rolls. Targets one eligible hero and damages the hero and every space around the target. If missed, bounces three times according to dynamite rules before exploding.

After winning the fight in the Engineering Room

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

Move all heroes into the Engineering room.

Each hero recovers 2D6 Health/Sanity in any combination

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

Shuffle all discarded Exploration Tokens back into the stack.

The heroes need to find another way back.

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

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

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

Pack Leader

The Hunter has an additional +4 x Posse Level health

Energy Shield

Critical Hits only reduce the enemy's Defense to 2

Power Fist

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

After winning the fight with the Pack Leader

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

The heroes win the mission.

Epilogue

Read the Epilogue after returning to Fort Lopez.

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

Reward

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

Failure

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

Unlocks

The hunt never ends

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

Hunted becomes the hunter

This mission is a **Prerequisite** for Mission 17

Towards assembling the Void Detector

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