

V In Town

- 1) Place Darkness Marker on Day 1 of Town Event Track.
- 2) Determine if any buildings are destroyed (if failed last mission).
- 3) Choose where to stay (a) or (b):
 - (a) Hotel: Pay \$10
 - (b) Camp Site: Roll 2D6 on Camp Site Hazard Chart
- 4) Interact with 1 location.
 - Resove Location Event then Interact.
- 5) End of Day: Roll 1d6
 - If result is equal to or lower than Darkness number then roll and resovte Town Event Chart.
- 6) Choose (a) or (b):
 - (a) Stay: move Darkness Marker to next day
:: goto step 3 above ::
 - (b) Leave :: goto Next Adventure ::

-No Fight- Players Activate by Initiative

- 1) Roll for Movement/Grit
- 2) Move/Heat a Hero/Trade Items
- 3) Choose (a) or (b):
 - (a) Scavange:
 - Roll 3D6 (6's = success)
 - Draw 1 Scavange Card for each 6 rolled and Place Scavange Token on tile.
 - If an Ambush occurred, End Turn.
Place Enemies Adjacent to random Heroes.
Enemy has +2 Initiative 1st turn.
:: goto IIb ::
 - (b) Look through Door/Gate:
 - Draw room card from Map Deck.
 - Place new Room.
 - Move Hero Posse Marker on Depth Track.
 - Place Exploration token on new Room tile.
IIa :: goto IIIa ::

- 4) When all enemies are dead :: goto IIIb ::
- (b) Help Recover a KO'd Hero:
(only if no monsters on tile)
:: see KO'd Heroes Recover on IIIb ::
- 5) Collect XP
- 6) Fight:
 - Roll To Hit.
 - Assign Hits (adjacent first)
 - Roll To Wound
 - Assign Damage

IV Travel to Town

- 1) Each Hero must Roll 1D6 per Darkstone (and Icon)
 - On a 1,2,or 3 take a Corruption Hit.
- 2) Restore Heroes to full Health & Sanity and give 1 Grit each.
- 3) Each Hero Rolls 1D6,
 - on a 1 or 2 add Travel Hazard to journey.
- 4) Roll and Resovte Travel Hazards one at a time.

:: goto IV ::

IV

-No Fight- Ia Hold Back The Darkness

- 1) Hero with lantern Rolls 2D6 - **No Grit Allowed**
- 2) Choose one (a) or (b):
 - (a) Doubles were rolled,
 - Resovte Depth Event (see Depth Event Chart)
 - (b) Doubles were not rolled,
 - If Sum Less than value needed then Move Darkness Marker and check for the following:
 - Blood Splat:** resovte Darkness Card
 - Growing Dread:** Draw Growing Dread Card
- 3) If new enemies appear choose (a) or (b):
 - (a) Normal Attack: Place in checker pattern.
 - (b) Ambush: Place adjacent to random heroes.
:: goto IIb ::
- Otherwise, :: goto IIa ::

Ia

-No Fight- IIIa Room Exploration

- 1) Reveal Exploration Token
- 2) Clue (I):
 - If Final Clue, ignore everything on token except growing dread.
 - Then usually, Draw Epic (High for solo) Threat.
:: goto Final Battle (see scenario) ::
- 3) Roll and Place Door/Gates
- 4) Encounter:
 - Draw & Resovte in any order.
- 5) Attack:
 - (a) Normal Attack:
 - Place enemies in checker pattern.
 - (b) Ambush:
 - Place enemies adjacent to random heroes.
:: End Turn goto Ib ::
- 7) Else, :: goto, Ia ::

IIIa

-Fight- Ib Hold Back The Darkness

- 1) Hero with lantern Rolls 2D6 - **No Grit Allowed**
- 2) Check if you rolled Doubles:
 - (a) Doubles were rolled,
 - Resovte Depth Event (see Depth Event Chart)
 - (b) Doubles were not rolled,
 - If Sum Less than value needed then Move Darkness Marker and check for the following:
 - Blood Splat:** resovte Darkness Card
 - Growing Dread:** Draw Growing Dread Card
- 3) If new enemies appear,
 - (a) Normal Attack: Place in checker pattern.
 - (b) Ambush: Place adjacent to random heroes
:: goto IIb ::

Ib

-Fight- IIb Enemies & Heroes Activate by Initiative

- 1) Monster Effects (Horror, Fear/etc.)
- 2) Roll for Movement/ Grit

To move past Enemies roll Escape Roll 1D6.

Drop a KO'd Hero (-1 Move).

- 3) Choose (a) or (b):
 - (a) Fight:
 - Roll To Hit.

Assign Hits (adjacent first)

Roll To Wound

Assign Damage

Collect XP

(b) Help Recover a KO'd Hero:

(only if no monsters on tile)

:: see KO'd Heroes Recover on IIIb ::

- 4) When all enemies are dead :: goto IIIb ::

IIIb

-Fight- IIIb End Fight

- 1) Choose one (a) or (b) or (c):
 - (a) Mon-KO'd Heroes Catch Your breath:
- Roll 1D3.
 - (b) Recover any mix of Wounds & Sanity.
 - (c) Heroes that did Not Act last turn:
- Heat 1D6 Wounds/Sanity any mix
- 2) If you won, each player Collects 1 Loot per card that placed a monster to a Max of 3 Loot.
- 3) If Final Fight :: goto IV ::
- Else, :: goto Ia ::

IIIb