

Jane Cobb

Part

1

The Ballad of Jane Cobb

Jane!

The outlaw they call Jane!
She robbed from the rich to help out the poor!
Stood up to the man and gave him what for.
Our love for her now, ain't hard to explain,
The hero of Canton, the outlaw they call Jane!

Now Jane saw the miners were changin'.
She saw the miners' lament.
And she saw the mine owner takin'
Every dollar and leavin' five cents.
So she said, "You can't do that do my people!"
"Darkstone's a danger to all!"

Jane strapped on her hat,
And in five seconds flat,
Stole every nugget of Darkstone there was to steal.

She robbed from the rich to help out the poor!
Stood up to the Man and gave him what for.
Our love for her now, ain't hard to explain,
The hero of Canton, the outlaw they call Jane!

Now here is what separates heroes
From common folk like you and I.
The woman they call Jane,
She took all the blame.
Became an outlaw for a time,
When she hid the Darkstone in that mine.
All at once the mutations halted,
And the monsters no longer assaulted.
But before we could all say goodbye,
Jane was gone on her trusty steed, Firefly.

She robbed from the rich to help out the poor!
Stood up to the Man and gave him what for.
Our love for her now, ain't hard to explain,
The hero of Canton, the outlaw they call Jane!

Setup

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

Mission Goals

The posse aims to misbehave by locating Jane Cobb's lost Darkstone cache in the abandoned mine; but they'll face a difficult choice if they find it.

Objective

When the third Clue Icon is revealed, ignore any Encounter, Growing Dread, or Attack on the token, as well as any Door or Gate Icons. The Objective Room has no exits. Draw an Epic Threat Card or a High Threat Card for a 1 or 2 person posse equal to the posse's level.

Reward

If the posse defeats all the enemies in the final fight, they find the Darkstone cache, but should they take it knowing it will doom the town?

If the posse claims the cache, each hero receives 5 Darkstone and takes 3 additional Corruption hits immediately for being close to so much Darkstone in one place. The surrounding area becomes more dangerous, and each hero must roll a D6 for an additional Travel Hazard during their next Travel phase that occurs on a roll of 1-3. One location is destroyed in the next town the posse visits. Characters with keyword Law lose 100 XP, while characters with keyword Outlaw gain 200 XP, because of their feelings regarding this choice.

If the posse destroys the Darkstone cache, the town is no longer at risk from would-be plunderers. Word of your good deed spreads, and local businesses offer a 5% discount on purchases made by the posse during their next town stay rounded to the nearest \$5 increment. This discount only applies to the monetary price of purchased items and services, and does not impact raw material costs like Darkstone consumed to manufacture items. The sale price of Gear and Artifacts sold by the posse is unaffected. Characters with keyword Outlaw lose 100 XP, while characters with keyword Law gain 200 XP, because of their feelings regarding this choice.

Failure

If the posse is defeated, Jane Cobb's Darkstone cache remains lost. Two locations are destroyed in the next town the posse visits, because the mine's denizens retaliate for the intrusion; but fortunately, nobody associates the monster attacks with the posse's actions.

The Ballad of Jane Cobb

When Jane Cobb vanished after hiding the Darkstone, most folks reckoned they'd never see her again on account of her becoming an outlaw; but lately, Jane's turned up whenever folks were in distress... or what was left of her anyway. Turns out old Jane Cobb died out on the trail, but even death couldn't keep her down. The undead outlaw was even quicker on the draw than when she was alive. Jane rescued folks, and all she asked in return was their Darkstone; and nobody was stupid enough to object.

The mine owner was furious when he heard Jane Cobb was prowling around these parts. He and his men had searched the hills for months to find the Darkstone Jane Cobb stole from them, but they never found it. All they got for their troubles was a bunch of mutations. The mine owner decided to bait a trap to lure Jane Cobb into town, and she obliged him by showing up to claim the Darkstone he'd laid out for her.

"Jane Cobb ain't no hero!" the mine owner bellowed to the gathered townsfolk. "She's a swindler and a cheat! The mine was drying up, and I hired Jane Cobb to salt the mines with Darkstone so I could sell them to some carpetbaggers from back East; but Jane decided to double cross me and take the Darkstone for herself! Ain't that right Jane Cobb?"

"It's true," Jane Cobb whispered with a dry rasp. "I took the job and stole your Darkstone. Now I'll steal it again."

"I don't think so. Get her boys!"

Setup

This mission uses the new rules from the Frontier Town set with its Town Adventure Board. It also uses the Undead Outlaws and Scafford Gang Deluxe Enemy Packs. The posse must be level 3 or higher to perform this mission.

Canton is a Medium sized Specialty Mining Town. The posse starts at the Entry Area marked 'B', and may start in any of the three Entry Area spaces or any of the three spaces directly in front of the Entry Area.

The posse is joined by the Undead Gunslinger enemy, who fights alongside them. The Undead Gunslinger is the same level as the posse and gains level appropriate Elite Abilities and Brutal status. Ignore any effects that inflict Horror Hits for this scenario; Jane Cobb isn't trying to terrorize anyone on purpose. Any of the Undead Gunslinger's text impacting heroes refers to the posse's Enemies instead and vice-versa. Place the Undead Gunslinger on an available space, subject to the same rules as the posse above.

Draw a Threat card that has at least one Keyword Scafford enemy and add the Colonel Scafford enemy. The Undead Gunslinger doesn't count as a posse member when determining the Threat Level. The mine owner and his men are one level lower than the posse's level when determining their Elite Abilities.

If there are no Keyword Scafford Threat cards available, proceed to the next higher Threat Deck until one Keyword Scafford Threat card is found, add Colonel Scafford, and reduce the Enemies level by 2 when determining their Elite Abilities.

Undead Gunslinger ammunition that only inflicts Horror or Corruption hits may be discarded and redrawn until an applicable result is found.

Mission Goals

The mine owner wants to exact revenge on Jane Cobb. Jane wants to take the Darkstone the mine owner left as bait. The posse doesn't want to get killed in the crossfire, and their best chance for survival is helping Jane Cobb.

Objectives

The mine owner and his gang must be defeated. This mission doesn't use the Depth Track, so there's no need to roll for **Holding Back the Darkness** or dealing with **Voices in the Dark**. Jane Cobb rises up after the fight is over if the Undead Gunslinger is defeated.

The posse keeps any Wounds, Injuries, or Madnesses they sustained during the fight; but since they are already in town, they don't need to Travel and can heal while visiting Canton.

Reward

Jane Cobb mumbles a few strange words and suddenly the posse is frozen in place. "My masters thank you for this gift of Darkstone. Soon they will open the nexus between worlds! The Darkstone was always the key."


Jane loads the Darkstone the mine owner set out as bait on to her horse named Firefly and departs. An hour later, the paralysis wears off.

Every Hero gains \$75 and 100 XP.

Failure

The mine owner and his men cheer when Jane Cobb goes down. They ignore the posse, and leave the heroes bleeding in the dirt. When they turn their backs to depart, the posse watches in horror as Jane Cobb jerks upright like a marionette on invisible strings. She draws her pistols and guns down the unsuspecting miners.

"Fools! You can't kill that which is already dead. My masters thank you for this gift of Darkstone. Soon they will open the nexus between worlds! The Darkstone was always the key."

Jane loads the Darkstone set out as bait on to her horse named Firefly. Then she relieves the posse of some of their Darkstone. Every Hero loses  Darkstone or 1 item with the Darkstone icon if they can't pay the cost in Darkstone.

The Ballad of Jane Cobb

The undead outlaw Jane Cobb escaped with the Darkstone after the gunfight, and her intentions weren't as noble as the folk song about her suggested. Fortunately for the town of Canton, a cattle driver saw Jane enter an abandoned mine with her haul. It's up to the posse to discover what Jane Cobb is up to.

Setup

This mission uses the Undead Outlaws and Masters of the Void Deluxe Enemy Packs.

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.

Since Jane Cobb is trying to open a portal to another world, players may - at their discretion - go through *Frontier Town Mission 5: Town Overrun* from the Frontier Town set before running this mission. In this instance, Jane's masters succeeded in opening an unstable portal, and some monsters escaped to torment the town before it closed. The posse dealt with the outbreak and tracked the creatures back to the mines.

Players might want to save *Town Overrun* for the next mission if this one results in failure. The town is attacked shortly after the heroes complete their visit to Canton, a Specialty Mining Town.

Mission Goals

The party must explore the mines to uncover Jane Cobb's plans for the Darkstone. Keep track of the Exploration Tokens found with Clue Icons on them. The posse must find three Clue Icons to uncover Jane's plot.

Objectives

When the party discovers their first Clue Icon, in addition to the normal contents of that Exploration Token, the posse is attacked by a group of Infamous Undead Outlaws, as follows:

- 1-2 Heroes D3+1 Infamous Undead Outlaws
- 3-4 Heroes Infamous Undead Outlaws
- 5-6 Heroes 6 Infamous Undead Outlaws

When the party discovers their second Clue Icon, in addition to the normal contents of that Exploration Token, the posse is attacked by the Undead Gunslinger Jane Cobb. "They promised me power for my help," she rasps. "I didn't think I'd have to die to get it."

When the third Clue Icon is revealed, ignore any Encounter, Growing Dread, or Attack on the token, as well as any Door or Gate Icons. The Objective Room has no exits. Draw a Keyword Void Threat card that features a Void Sorcerer. If there are no Threat cards available that meet this requirement, proceed to the next higher Threat Deck until a Void Sorcerer is found, and assign Elite Abilities equal to the posse's level minus 1.

A voice whispers in every posse member's head, "Jane Cobb was easily manipulated into being our puppet. The Darkstone she brought will open a portal to another world!"

Reward

The posse arrives back in Canton to witness the erection of a statue dedicated to Jane Cobb. They watch in stunned silence as the mayor delivers a glowing speech about the town's savior and hero. How the heroes react depends upon the posse's makeup.

Count the total Holy, Law, and Outlaw keywords of every hero in the posse, then check below for the keyword that occurred the most times. In the event of a tie, roll dice to determine which viewpoint wins out, re-rolling any ties. The highest die result is the winner. This reward can only be earned once by each hero and/or posse.

Holy: The town's reverence for Jane Cobb is a story of hope in a blighted world. Every Hero gains +1 Max Grit and 200 XP.

Law: Many folk tales contain a kernel of truth. Jane Cobb did put an end to the town's outbreak of mutations, which sort of makes her a hero. Justice was served in the end, and that's all that matters. Every Hero gains \$150 and 300 XP.

Outlaw: The town is full of foolish marks, ripe for the picking. Every Hero gains \$250, 50 XP, and one Mine Artifact.

The Void Sorcerers' goals remained a mystery. Were they trying to release a greater power, or were they simply looking for a way home? Either way, Jane Cobb definitely won't be part of that story.

Failure

Every Hero takes D3+1 Corruption Hits due to their proximity to so much Darkstone. The posse may attempt this adventure multiple times until they succeed. Players may not use this mission's failure condition or fixed setup as an exploit to obtain corruption points, mutations, bounties, or wanted posters.

Credits

The story for this adventure borrows from an episode of the cancelled Josh Whedon TV Series "Firefly". If you've never seen the show before, you should check it out.

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