

CAMPAIGNS

Campaigns are meant to be played over multiple gaming sessions and can last as long as your gaming group wants. Some groups may prefer to random unconnected adventures each time, while others may want a longer term, epic story. Multiple campaign styles are provided for you to look over depending on how casual vs hard-core you want your games to be. Some may be virtually impossible to get through, while others don't really have any set structure to them, it just depends on what your group wants to do with its time.

SANDBOX CAMPAIGN

The Sandbox campaign isn't so much a campaign style as it is just a free-roaming mode of play. This style is for more casual, open-ended games where you might have an irregular cast of Heroes each time when you play. This mode could also be used in-between some of the other campaign styles if you wanted a break from world-ending events and epic storylines and wanted to just wander around the map.

Special Rules

In Sandbox mode, Missions and Jobs are picked up from Towns as normal. Simply roll or choose a Mission or Job to get going. Time isn't tracked for anything other than for Jobs that have time limits.

Objectives

Your objective is to enjoy the game. Though by choosing an ultra-casual campaign style, you appear to have a problem with making commitments in life, so we wouldn't want to burden you with actually taking responsibility for anything. Especially nothing as important as saving the world. Or doing your own laundry. Or your dishes. You should really move out of your parent's basement and give your Mom a break.

<cough> <cough>

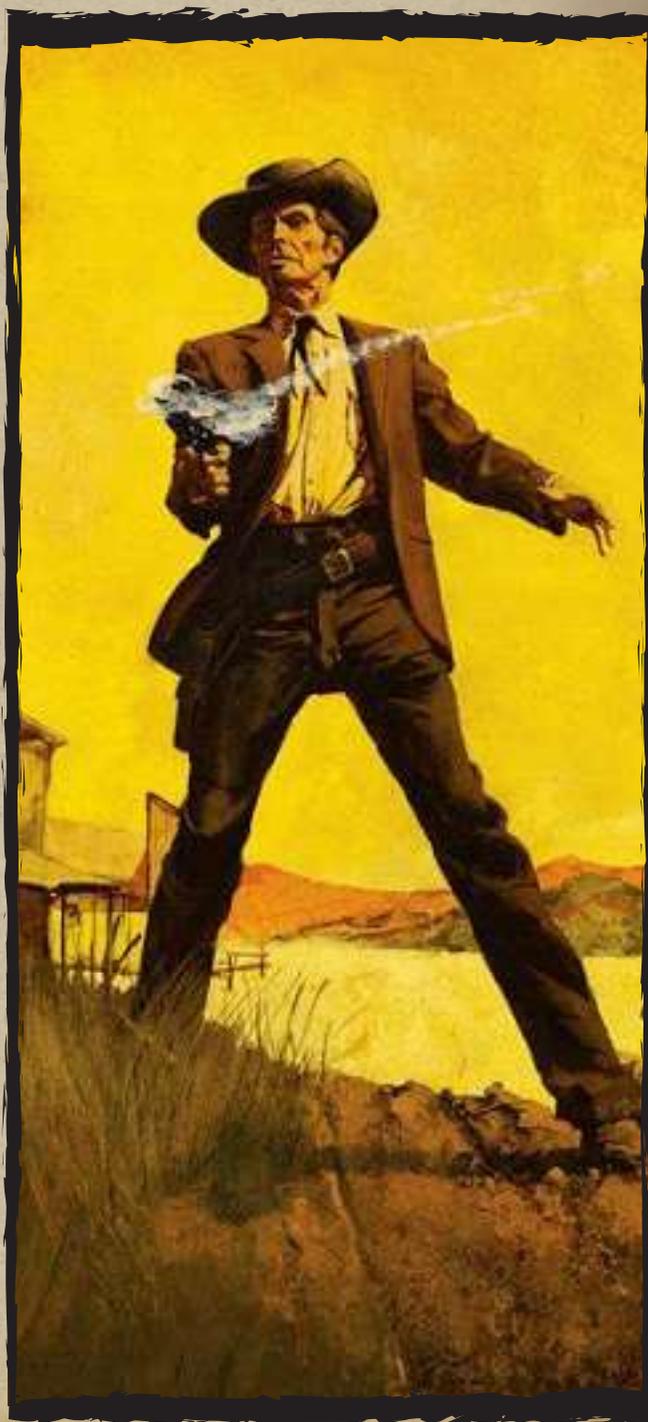
Failure

You only fail if everyone in your Posse dies, though Towns are still destructible, so potentially if every Town on the map gets destroyed you're SOL, but that's your own fault, slacker.

Set Up

To play a Sandbox campaign you'll just need a few additional items:

- HexCrawl Overland map
- Mine Tracker
- Town Tracker
- Campaign Tracker (optional)
- Gameplay Tokens (optional)



SHORT STORY CAMPAIGN

The Short Story campaign is a shorter-duration story-driven campaign modeled similarly to games like *Descent* and *Star Wars Imperial Assault*. The campaign is structured around Story Missions, which not only provide additional rules for the standard Missions found in the Adventure Books, but strings them together in a branching narrative structure and provides a definite ending point for a campaign. There's nothing to stop you from continuing on with your Heroes into a casual Sandbox campaign or starting up another Short Story campaign, but it breaks a campaign up into sizable chunks that may be easier to get friends in on. The Missions in this campaign style are based off of those found in the official Adventure Books and arranged in such a way as to provide a [hopefully] coherent story, rather than random Missions occurring organically.

Special Rules

In this campaign style, Missions are not gained as usual by randomly rolling up Missions in Towns. Instead, there will be a number of Story Missions that will provide a narrative and explain any differences in the Rules/Rewards/Failure results of a Mission, as well as provide next steps for what the next Story Mission will be for the Posse. Each Story Mission can be picked up from any Town (unless otherwise noted in the Story Mission description). In between each Story Mission, the Posse may need to complete a series of Jobs before advancing to the next Story Mission. Jobs can be picked up as normal by rolling on the *Jobs Board*.

Objectives

The only goal of the Short Story campaign is to just make it through to the end of the storyline. What you do after that is up to you. You could either start up another Short Story campaign or convert it into one of the other campaign styles.

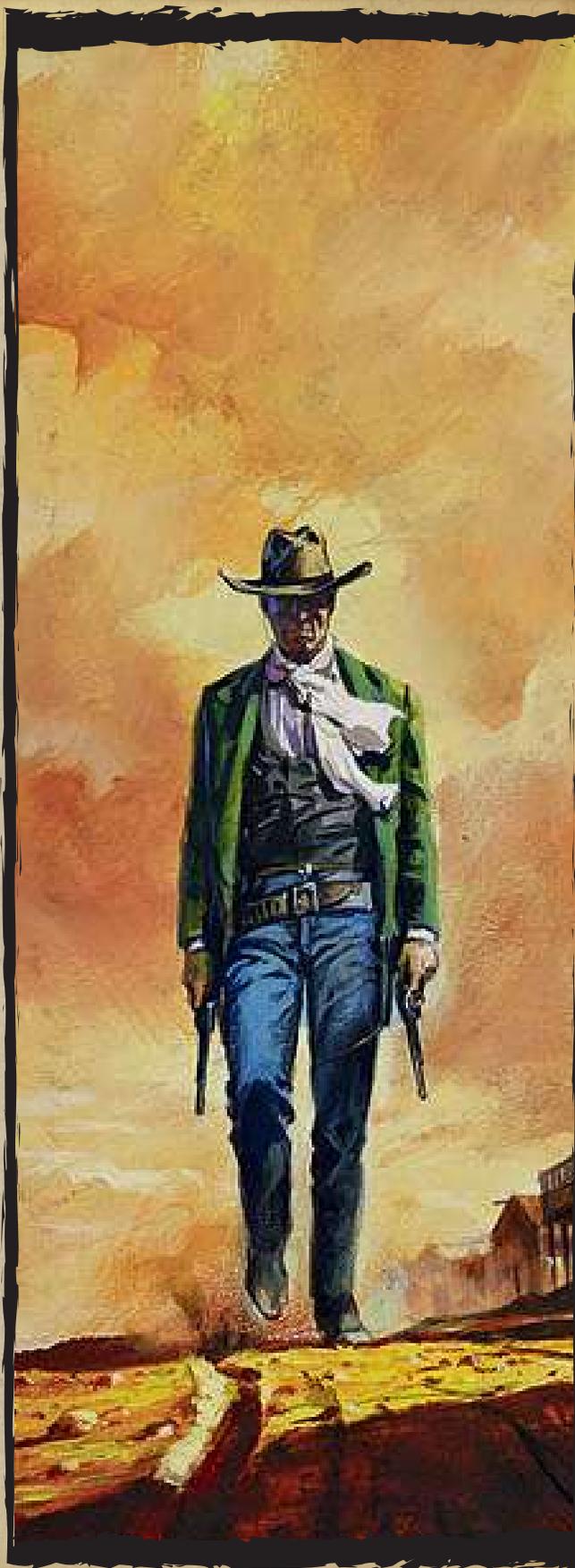
Failure

The Short Story campaign will still progress regardless of whether or not you fail any Missions. If you somehow screw up enough to lose every single Town on the map, that could be considered Failure.

Set Up

To play a Short Story campaign you'll just need a few additional items:

- HexCrawl Overland map
- Mine Tracker
- Town Tracker
- Campaign Tracker / Short Story Campaign Log
- Gameplay Tokens (optional)



HELL ON EARTH CAMPAIGN

In this hardcore campaign style, the destruction of Brimstone had wide-ranging effects on the surrounding area. Monsters poured forth from Void Gates in every human Settlement and subjugated the inhabitants, using them like cattle for their own twisted purposes. The Posse begins this campaign on one of the edge of the Overland map on a Road hex, they've just entered the Brimstone region after hearing reports of terrible happenings.

Special Rules

Whenever the Posse would enter a Settlement, they must immediately begin a Town Overrun Mission [*Frontier Town:5*]. Successfully completing the Mission frees that Town. For every Town that is successfully freed, permanently add 1 Growing Dread card to the stack at the beginning of EVERY Mission for the duration of the campaign. Any Towns that are freed begin with only a single Town Location, as every other Location was destroyed by Monsters or converted into ghastly slaughterhouses. The normal Town Construction rules do not apply in this campaign. To build new Town Locations, the Posse must complete Missions. You may choose to ignore the normal Reward results for any Mission and donate the Rewards of that Mission towards rebuilding the Town. Instead of a normal Reward, the Town gains a new Location (Heroes still collect XP, but do not get anything else; up to a maximum of 8 Locations per Town).

Objectives

The goal of the Hell on Earth campaign style is to free as many Towns on the map as possible from their demonic tormentors. At the end of the campaign, after you've freed the last Town on the Overland map, tally up how many Towns are still standing and look up the *Surviving Towns Chart* to see how you rated.

Failure

The only way to "fail" this campaign is if every last Town on the Overland map is destroyed. Then you pretty much suck and you should feel bad. Are you sure this is the right game for you? There might be a regular bingo game your local church puts on that you can get in on...

Set Up

To play the Hell on Earth campaign style you'll need a few additional items:

- *Frontier Town* expansion
- HexCrawl Overland map
- Mine Tracker
- Town Tracker
- Campaign Tracker
- Gameplay Tokens (optional)

Rating

Consult this table to see how well your Hell on Earth campaign went:

Surviving Towns

Result

1-4

So Long and Thanks for all the Nothing!

Congratulations on doing jack squat, were you even playing the game?

5-8

Meh.

I guess you rolled some dice around. Don't you have a game of *Magic the Gathering* to get back to?

7-12

At Least You Tried

You're a sorry sack of somethin' who allowed almost the entire population around Brimstone to die horrible, horrible deaths, but at least you did more than that *Magic* player. You've earned a sip of whiskey.

13-18

*THANK YOU [player name]!
BUT OUR PRINCESS IS IN
ANOTHER CASTLE!*

18

Slow Clap

You put up quite a helluva an effort and saved most of the Towns around Brimstone from destruction. Some were lost along the way, but those people were probably assholes anyways and won't be missed. They likely deserved it.

19

Mad Max

Though you walked in on a land on the brink of destruction, you managed to save every last Town (or mostly every last Town) from being destroyed. You've freed the people here from a horrible fate at the hands of these creatures from the Void. Songs will be sung in Saloons around the region for generations.

20

Cheater!

You are probably lying and you're a goddamn bastard for lying to the game. Go to Hell!

MINE BLAST CAMPAIGN

The Mine Blast campaign is the campaign formerly known as “the HexCrawl campaign”, with a few tweaks from the previously released version of these rules. This is a long-term campaign without much of a storyline, but instead gives a relatively simple, yet tough goal for the party to fulfill. For a more structured, yet shorter-term campaign, you should probably try the Short Story campaign style. This campaign is potentially un-winnable as the Towns across the region will descend into something resembling a death spiral as you try to destroy Mines before all the human settlements in the area are destroyed, dooming humanity’s chances at stopping this threat.

Special Rules

In this campaign style you will need to keep track of the Status of Mines and Towns on the Overland map. This will determine the difficulty of some things and also affects the *Overland Darkness Track*. There’s also a special Overland action available to the Heroes known as the *Ritual of Sealing* that can be used to seal the Void energies within the Mine itself. In addition, whenever a *Wilderness Encounter* occurs, the Heroes should also make a special *Overland Hold Back the Darkness* roll, which will get harder as the campaign continues.

Objectives

There are 17 Mines spread across the region surrounding Brimstone, the Mine Blast campaign will take the Heroes across the land attempting to Seal or Destroy those Mines. The final showdown will occur beneath the Ruins of Brimstone (Mine #20), the epicenter of the chaos that has engulfed the region. It was there where the Darkness first slipped through into our world and that is where Humanity will make its last stand against the terrors of the Void.

Failure

If the *Overland Darkness Track* ever reaches the Hero Start space or if all Towns on the Overland map are Destroyed, the Heroes have lost the campaign. Good luck keeping that from happening, no pressure.

Set Up

To play the Mine Blast campaign style you’ll need a few additional items:

- HexCrawl Overland map
- Overland Darkness Track (Depth Track)
- Mine Tracker
- Town Tracker
- Campaign Tracker / Mine Blast Campaign Log
- Gameplay Tokens
- optional: XXL Enemy Expansion

Mine Status

Every Mine will have a status, the default status is ‘Active’ and indicates that there are Dark Stone concentrations and Void Gates located at that Mine. Mines can become Sealed, Destroyed, or, if the Void energies permeating those Mines becomes too great, the Mine becomes Overrun and the Heroes will not be able to enter that Mine anymore. The Ruins of Brimstone are permanently Overrun throughout the campaign, but can be entered for the final Mission.

Active Mine

The default status of a Mine is Active. This indicates that Void energies are present at this Mine and Adventures are possible at this Mine as normal.

Sealed Mine

The connection between our world and the Void has been severed here. Heroes may choose to have a future Mission at a Sealed Mine, but this causes the Mine to become Active again.



There are two ways to Seal a Mine: on the Overland map or upon successful completion of a Mission. In either case, the Posse will need to perform a *Ritual of Sealing* using an Occult Scroll Side Bag Token. If successful, this will change the status of a Mine to ‘Sealed’, which can be cheaper and easier to do than Destroying a Mine at first, but may only be a temporary solution and becomes harder as time goes on in the campaign.

Destroyed Mine

The Mine has been blown up and all traces of the Darkness have been forever wiped out when a Mine is Destroyed. No further Adventures can happen at a Destroyed Mine.



Mines can be Destroyed at the successful completion of a Mission by using an Explosives Side Bag Token to blow a Mine up and change its status to ‘Destroyed’. They can also be Destroyed via the *Blow the Mine* Mission [Basic:6].

Overrun Mine

The Void energies from the Dark Stone deposits here have become too great and the Mine is bursting with power from beyond the Gates. Heroes may not enter Overrun Mines as they have become toxic to all Human life and will kill anyone that tries to enter them. Mines become Overrun when the Heroes fail a Mission in a Mine or through Overland Darkness Events (failing a Town Mission does not do this however).



No further Adventures can happen at an Overrun Mine. Overrun Mines may not be Destroyed with Explosives or Sealed with an Occult Scroll.

Overland Darkness Track

As the Heroes travel the land attempting to Seal or Destroy Mines, the Darkness itself is working its way across the region, constantly seeking to tear our world asunder and spew more abominations forth from the Void.

Players may use either the *Depth Track* included with the game for Overland Darkness or may use the *Overland Darkness Track* included on the **Mine Blast Campaign Log**. The Darkness Marker starts on the Darkness Start space on the far right of the track. The Darkness Marker moves one space to the left every time a Town is Destroyed or a Mine becomes Overrun.

At certain points along the track, the Darkness Marker will land on blood spatters or Growing Dread spaces. These indicate new global effects that will permanently affect every Mission and Fight that the Heroes engage in for the rest of the campaign. When the Darkness Marker lands on a blood spatter space, draw the next **Darkness** card in the deck with the keyword 'Boost', that card's effect is now permanent! When it lands on Growing Dread spaces, draw a **Growing Dread** card, this card will be added to the Stack at the start of every Mission.

The Hero Marker begins on the other end of the *Overland Darkness Track* on the far left and shows the progress of the Heroes as they Seal and Destroy Mines. For each Mine that the Heroes Seal or Destroy, move the Hero Marker to the right one space. Note that if a Sealed Mine becomes Active again, the Hero Marker moves back to the left one space. When the Hero Marker reaches the Darkness Start space, it is time to face the final challenge in the Ruins of Brimstone!

Overland Darkness Event

Whenever the Heroes have a *Wilderness Encounter* on the Overland map, they should also make a special *Overland Hold Back the Darkness* roll as well, the difficulty of which is determined by the position of the Hero Marker on the *Overland Darkness Track* and modified by the number of Overrun Mines or Destroyed Towns (add +1 to the difficulty of this roll for each). Over time, as the Heroes progress through the campaign, this roll will become more and more difficult. If the Heroes succeed on this *Overland Hold Back the Darkness* roll, then they are fine, nothing happens. However, if they fail this roll, then they need to make one more roll on the *Mine Chart*. The Status of the Mine that is rolled will determine what happens next:

Status of Mine	Overland Darkness Event Result
Active Mine	becomes an Overrun Mine
Sealed Mine	becomes an Active Mine
Destroyed Mine	nothing happens
Overrun Mine	Destroy nearest Town

Special Overland Actions:

Overland Hold Back the Darkness n/a
2D6 roll made whenever a *Wilderness Encounter* occurs on the Overland map. Difficulty is determined by the position of the Hero marker on the *Overland Darkness Track*, modified by the number of Overrun Mines and Destroyed Towns that are on the map (add +1 to the difficulty for each).

Ritual of Sealing (5 MP)
Expend one Occult Scroll and make a Casting Roll to determine if a Mine entrance on the same hex as the Posse has become Sealed.

Ritual of Sealing

To Seal a Mine using an *Occult Scroll*, the Heroes must perform a *Ritual of Sealing*. This *Ritual* can either be performed on the Overland Map as a 5 MP cost action or down in the Mines at the successful completion of a Mission. To perform a *Ritual of Sealing*, the Posse must make a Casting Roll by rolling 2D6. The Casting Number for this Ritual is equal to the number of Sealed Mines + Overrun Mines + Destroyed Towns. As time goes on in the Mine Blast campaign, you'll find that it will become harder and harder to perform *Rituals of Sealing* and instead you'll have to resort to Destroying Mines.



Destroying a Mine

To permanently Destroy a Mine using heavy explosives, the Heroes must first purchase an Explosives Side Bag Token from a Frontier Outpost Town Location (see HexCrawl Items). Explosives Tokens each count as five (5) Side Bag Tokens towards your limit and can only be carried by a single Hero, meaning that in most cases at least one Hero will have to go without using Side Bag Tokens if you want to blow up a Mine.



One Explosives Token may be used to Destroy an Active Mine and upon successful completion of an Adventure in that Mine, that Mine becomes **Destroyed** and the Explosives Token is discarded. The Explosives Token is used up automatically.

A Mine will also be Destroyed upon successful completion of a *Blow the Mine* Mission [Basic:6].

Final Challenge

If the Hero marker has made it to the end of the Overland Darkness Track (or as far as it will go if all other Mines are Overrun) and all Mines on the map have been Sealed, Destroyed, or Overrun, the Heroes must now descend into the depths of the Ruins of Brimstone to put an end to this last threat once and for all! The Posse will need to travel to the Ruins of Brimstone (Mine #20), enter that Mine and go on their final Mission: Confrontation! [HexCrawl:6]. Good luck, you'll need it.

CAMPAIGN OPTIONS

These are a smattering of options you might consider playing that aren't directly tied to any one campaign style and could be used with most of them, though you may find some harder than others.

The Maleficent Seven

The Posse starts off with seven Heroes and any KO'd Heroes are permanently dead if the rest of the Heroes flee or are KO'd. Play until you're all-dead victorious.

Town Corruption

Whenever Dark Stone or items with a Dark Stone icon are sold in a Town (does not matter how many are sold), roll a D6 for Town Corruption. For each 1 or 2 rolled, that Town gains 1 point of Corruption. Each point of Corruption that a Town has adds a -1 modifier to all Town Event rolls in that Town.

Guilt by Association

All members of a Posse must be comprised of Heroes who all share at least one keyword with each other.

The Year of Fire & Ash

Track every day of travel and adventure. At the end of one year (365 days), the campaign is over.

Game Master (GM)

One player forgoes controlling a Hero and takes on the role of Game Master (GM). The GM takes over some responsibilities and has some discretionary decisions to make. This can remove some of the randomness from the game, but means one player might give up advancing a Hero. It's highly encouraged that you make this a rotating role that switches between players each play session to make sure everyone gets an equal opportunity to play both roles.

- **Hold Back the Darkness rolls/Updates Depth Track**
At the start of a new turn, the GM makes all *Hold Back the Darkness* rolls (adding in any Hero modifiers) and updates the *Depth Track* when necessary.

- **Draws/Plays Map cards/Map Tiles/Exploration Tokens**
The GM is responsible for drawing map cards and laying out upcoming map tiles, unrevealed Exploration Tokens, and decides where Doors/Gates should be placed on the map. The GM should also take the Heroes Line of Sight into consideration and can lay upcoming Map Tiles down if they would be seen by the player, though the limit that any Heroes should be able to see is two Map Tiles away. The GM may look ahead at unrevealed Exploration Tokens to keep track of Door/Gate Icons and may lay Map tiles down in any orientation they want to.

- **Draws/Rolls Threats**

The GM is in charge of drawing Threat cards or rolling on Threat tables. Whenever the GM draws Threat cards or rolls on Threat tables, they may do so three times and choose the result that they want.

- **Places/Moves/Activates/Targets/Attacks with Enemies**
The GM controls all Enemy placement, movement, targeting, special abilities, and attacking. Enemies may be placed however the GM wants, with the only restriction being that Enemies may not be placed any closer than they would if they were using the normal grid placement rules, but they may be placed as far away as the Heroes can see (including on map tiles that are further out). The GM is not bound by normal Enemy AI movement requirements and can move however they want to, including into unexplored map tiles, though they are bound by the targeting rules and can not target a Hero with more Enemies if there are other Heroes who have less Enemies targeting them. Any special abilities that require die rolls, still require the GM to roll dice.

- **Draws/Keeps Darkness & Growing Dread cards**
The GM draws and reads aloud Darkness cards when called to and draws/maintains the Growing Dread stack as necessary. The GM may look through, but not reveal, the stack at any time.

- **Gets 3 Grit Tokens per Game Session**
Each Game Session, the GM gains 3 Grit Tokens the same as the players. In the same way that the Heroes may reroll any amount of dice with each Grit, the GM can also decide to reroll any dice that they are in charge of rolling. The GM can also decide to use a Grit to redraw any cards that they are in charge of drawing.

- **Gains Bonuses whenever a Hero is KO'd**
Whenever the GM is able to KO a Hero, the GM gains a hidden Darkness card that they may play at any time. They may have as many Darkness cards in their hand as they want, but may only play one Darkness card per turn. In addition, if the GM player has a Hero that is sitting out the game while the player takes on the role of GM, that player's Hero gains 75 XP whenever another Hero in the Posse is KO'd. This XP bonus is only gained once for each other Hero in the Posse.

Short Story Campaign

requires:

City of the Ancients

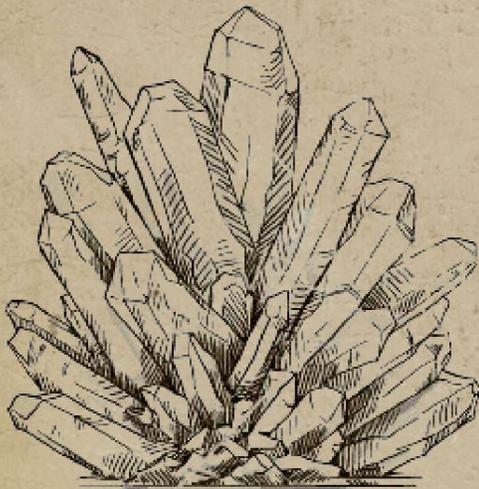
Form and Void

*NOTE: Other than the initial section 'Campaign Set Up', the following sections are **NOT** meant to be read in order. Each entry will direct you to the next entry that needs to be read to progress with the Campaign. Even failing a Mission will progress the storyline. Reading these in the listed order will spoil some story elements.*

Campaign Set Up

[Note: The *Form and Void* Short Story Campaign requires the *City of the Ancients Core Set*]

Roll a D20 on the *Town Chart*. This is the Posse's **Starting Town**. The Posse starts out with no Gold, Dark Stone, or much else to their name. Each Hero starts with a single Side Bag Token and their Starting Gear. Begin your first Story Mission *For A Few Dark Stone More* [Basic:1]. For each Mission, read the 'Reward' section only at the end of the Mission if the Posse is successful and only read the 'Failure' section if the Mission is failed. These 'End of Mission' sections will also direct you to the next Story Mission and what if any requirements there are to progress to the next Story Mission.



For A Few Dark Stone More [Basic:1]

Brimstone used to be the center of it all, the 'Paris of the West' is what some folks called it, others called it 'New Gomorrah', what with all the fun people was havin'. Dark Stone minin' was the biggest game in town and it was making hand over fist. It got to be that even the common farmer had enough to retire if he were to find just a few patches of those rocks on his land.

That was before the Darkness came, before Brimstone blew all to damn hell. Inhuman monsters burst forth from tears in the fabric of reality is what some of the more learned folks are sayin', others are sayin' it's divine retribution for the sins of man. Whatever it was, they all sorta just jumped outta these glowing "gates" and started tearing the place apart. Once them things was done with Brimstone, they fanned out across the land. They seemed to be drawn to anywhere those rocks were found, doin' God knows what to whoever they found in the mines. People are still payin' top dollar for them dark stone, but it's not quite as safe a bet as it once was.

Sittin' in a saloon one afternoon, you overhear talk of a local mine up in the hills that has a large deposit of Dark Stone, just waitin' for someone to come and claim it. It sounds too good to be true... and it probably is, but the old prospector swears up and down that he would go claim it himself if he were twenty years younger.

It's not hard to figure out which mine he's talkin' about based on the landmarks he mentions, and though the other patrons he tells just dismiss him, this could be the big score you've been lookin' for. You buy a drink for that old prospector and get him to tell you everything he knows about the place.

He ain't been there in some time and don't remember the layout too well, but he does remember seein' a couple of patches of Dark Stone in the place and somethin' mighty evil about it all. Back in those days they was lookin' for Gold and didn't care much about that black rock. He'd a been living like a king now if he'd taken some of that damn rock with him he tells you, still, what he wouldn't give to have his wife and kids back. He doesn't say much more, just sorta starts sulkin' and stares off into nothing, just mumblin' to himself..

Set Up

Choose the closest Mine on the HexCrawl Overland map to the **Starting Town** (other than #20 Ruins of Brimstone). This will be the location of your first Mission. Otherwise, **Set Up**, **Mission Goal**, and **Objectives** for this Mission are all the same per the normal directions listed in the Adventure Book *For A Few Dark Stone More* [Basic:1]. Choose either **Small**, **Medium**, or **Large** Deposits for the Mission Length.

End of Mission

Reward:

As you load up on your hard-earned haul, you look back on the smoldering remains of them critters you just dispatched. Them things can be killed, you've seen 'em bleed and you've seen 'em die. Might be whatever gates these things came from leads somewhere else. Might be someday you'll follow them back through and beat the piss out of whoever sent these things through. But that's for another day. Right now you've got reservations with a saloon chair and a bottle of whiskey with your name on it. You might even buy that old prospector a drink or two if you see him again.

Still though, you can't help but wonder about this dark stone. Is it as bad as them Preachers been sayin' it is? Why're people still buyin' this crap anyways, after what it done to Brimstone you'd think people wouldn't be havin' nothin' to with the stuff. Someone out there is grabbin' up the stuff left and right, but for what?

To receive your Rewards for this Mission, you must travel back to the **Starting Town** where you first picked up this Mission at. In addition to the normal Rewards for completing this Mission (**Small**: 25XP and D3 Dark Stone; **Medium**: 50XP and D3+1 Dark Stone; **Large**: 75XP and D3+2 Dark Stone), your next Story Mission will be *Exploration* [Basic:2]. Before that Story Mission though, you must complete **one Job**. Afterwards, to get that Story Mission you'll need to travel to a Random Town.

Failure:

Well shit, that couldn't have gone much worse. That damn old man didn't say nuthin' bout all them critters bein' there. Chances are though, whatever the hell you set free from the mine has killed him and a bunch of other people anyways, so no sense in gettin' too worked up about it. Unfortunately for you though, you're still trapped down here in this damn mine and can't do nothing to try 'n help.

Ignore the normal Failure results for this Mission. Instead, you must immediately begin an *Escape* Mission [Basic:5] before you are able to exit this Mine. Also, the nearest **D3 Towns** to this Mine are all **Destroyed**. The next nearest **3 Towns** each have **1 Random Location Destroyed** by the escaping Darkness that you freed from this Mine. After that, your next Story Mission will be *Search Party* [Basic:4]. Before you begin that Story Mission though, you must complete **one Job**. Afterwards, to get that Story Mission you'll need to travel to a Random Town on the Overland map.



City of the Ancients [Targa:4]

You've been hearing rumors and finding information about the ancient, frozen city of Targa and now it's time you headed out there for yourself to see what's been spawning these horrible nightmares that've you've seen. They're even sayin' that **Wilfred F. Peabody**, the famous rail baron, is willing to give people a little reward if they can poke around the place and find whatever treasures might lie hidden within... and find out about what kinda threat they pose too, that's kind of important you guess. Folks are also talkin' about some cult, the **Disciples of the Void**, they've been searching for this City themselves for some reason. In all your travelin' around, you've heard rumor of a Mine where cold blizzards seem to emanate both night and day and there's some sort of portal there to another world that people've disappeared through, but none come back. Seems as likely a place to get to Targa as any other, so you all gear up and prepare to head on out, looking for adventure and glory... or something resembling it.

Set Up

Choose a Random Mine on the HexCrawl Overland map (other than #20 Ruins of Brimstone). This will be the Mine you will be traveling to for this Mission. Otherwise, *Set Up*, *Mission Goal*, *Special Rules*, and *Objectives* for this Mission are all the same per the normal *City of the Ancients* [Targa:4] directions listed in the Adventure Book. Read below for the Reward and Failure results.

End of Mission

Reward:

You put a good-sized hole in the last of those bastards and watch as it collapses into a pile of giblets. Sumbitch that was a helluva fight. All around you stands the fabled "City of the Ancients", an alien city supposedly older than the Earth itself, and you mean to start tearing into it and grabbin' what you can of value! As you start rootin' around and tearing vaguely gold-like things out of the walls, you see a solid globe of glass or diamond or something protruding from the floor. The markings on it's base show the skulls of terrible, horrible things which would drive a man insane were he to see them in real life, but screw that, that globe is prolly worth a bunch of money. As you grasp the bottom of the thing and try to pull it out of the wall, you realize with some trepidation that that may have not been the smartest of things to do.

Suddenly alarms start going off all around you and a scratchy alien voice starts repeating some alien phrase that might be Oriental or somethin'. This definitely don't seem good and seems like as good a time as any to head on out. You pack up your things and start making your way back to the gate where you entered this place. To your horror though, with red lights flashing and klaxons blaring, you find the gate is in ruins, blown up some how. You can't travel back through it now.

A few seconds later, a nearby glass screen on the wall hums to life, revealing what looks like a photo-graph of a figure, and the dang thing moves too, it's like magik! You see the image of someone's backside and as they turn to face you, you recognize them. It's none other than Wilfred F. Peabody himself, and he has a damn smirk on his face.

"So you've made it through Targa alive? Impressive. I had hoped the creatures here would've killed you by now, but it's almost better this way as I get to see the betrayed looks on your pitiful faces when you realize that the gate you took into Targa is now gone. And while you were distracting all those defenses, Dr. Hedgebrook and I followed you into the City and we're now close to completing the last little bit for the "Awakening". You were essential to all this and we couldn't have done it without your help. Unfortunately for you, when HE has been awakened, it will remove some safeguards, which will likely destroy a substantial portion of Targa... along with you too... Oh! Spoilers! I'm sorry!"

"It's astounding what we've learned from all the things adventurers like yourself have been bringing us. It's all starting to come together now and I think my Associates will be most pleased with this last piece of the puzzle. At long last, the Disciples of the Void shall reign over this pathetic planet, the highest servants of the rightful lord of this plane, He Who Shall Not Be Named!"

"You see, Targa, isn't so much a city, as it is a giant... prison of sorts. Even now Dr. Hedgebrook here is removing the last of the locks, freeing... an ancient entity from mystical chains that held it before the Earth was even formed! You'll meet the Him soon enough... if you manage to not get killed during the Overloading process. It really is a shame though, as you've been most useful up til this point. Au Revoir!" With that, the image of Peabody shimmers and disappears. The sound of explosions off in the distance seem to confirm what he's told you. And they seem to be getting closer to your part of the City.

You don't know much about techno-logical thing-a-majigs, but whatever Peabody was talking about you hope to hell you can reverse or stop. At the very least you need to be looking for a way out of this place. If Peabody and Hedgebrook came here, they must have another way out. You quickly start looking for signs of their trail in the snow, anxious to catch up with them if you can. Either that, or look for somethin' that looks important that might be able to stop at least this part of the place from blowin' up. They was advanced here, but even they seem to have used steam and boiler rooms for gettin' things done, maybe there's something like that around here that can stop this mess, that or a gate. Whatever keeps you alive.

In addition to the normal Rewards for completing this Mission (25XP and trinkets worth D6x\$50), you must immediately begin your next Story Mission *Overload* [Targa: 5]. Do not go back to the Overland map, proceed directly to the next Mission. The Heroes may get one additional *Catch Your Breath* roll (in addition the normal roll the Posse gets at the end of your last Fight).

Failure:

There's just too many, you can't handle this! There's more and more of them things streamin' from every dark corner and crevice of this damned frozen city. It's almost like these things knew you was comin', cause they was prepared and they hit hard. They beat you back at every turn and your pretty durned busted up.

So you just run. You run as fast and as hard as you can to get the hell out of this godforsaken city, leave it to the cold and the monsters. Screw Peabody and screw Hedgebrook, if they wanna know so much about this city they can come here themselves and have a gander at it, you're through. Occasionally some unseen thing hits you and the back and it burns like nothin' you've ever felt before, but somehow you make it back to that sweet, sweet portal that'll take you back to Earth, back to home.

Ignore the normal Failure results for this Mission. Each Hero takes D6 Wounds that carry over into the next Mission. You must immediately begin the Mission *Last Stand* [Targa:3] before you are able to exit this Mine. Do not go back to the Overland map until you complete that next Mission.



Escape [Basic:5]

Well shoot. That didn't exactly go according to plan. Wherever the hell it is you've found yourself, you need to get yourself back out, and quick. You're deep in some damn tunnel where things are alot darker and deadlier than you're comfortable with, not that you're scared of the dark or anything like that.

Set Up

The Posse begins this Mission immediately on the *Mine Entrance Map Tile*. The *Set Up*, *Mission Goal*, *Special Rules*, and *Objectives* for this Mission are all the same per the normal *Escape* Mission [Basic:5] directions listed in the Adventure Book. Read below for the Reward and Failure results.

End of Mission

Reward:

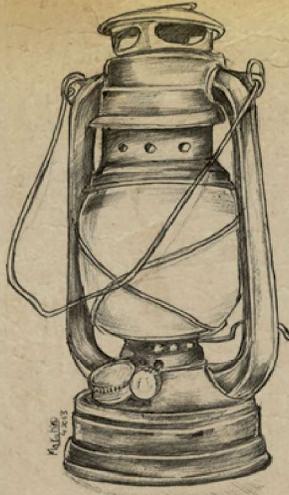
Sweet beautiful sunshine, it's about damn time. You walk out in to the sunlight and you swear that bright blue sky has never looked sweeter to your eyes.

In addition to the normal Rewards for completing this Mission (100XP), you can now exit this Mine back to the Overland map. Unless otherwise stated, you exit the same Mine that you originally entered into.

Failure:

Awww crap! That did it. That last little bit really pushed you past the edge. You grab a part of your body that ain't been in this much pain in your life and hope to hell you'll be able to make it back to town in one piece. Least though you got yourself out of that mine somehow and you can see the sun shinin'. It's a bit dimmer now with that Darkness escaping and all, but at least you see it.

Follow the normal Failure results for this Mission. Each Hero must discard one *Gear* or *Artifact* card with a listed Gold value of at least \$200. Any Hero that can't discard a *Gear* or *Artifact* like that must instead roll D8 on the *Injury Chart* (or D3x10+D3 if using the *Expanded Injury Chart*). You can now also exit this Mine back to the Overland map. Unless otherwise stated, you exit the same Mine that you originally entered into.



Exploration [Basic:2]

As you flip a coin in the air to decide what to do next, a stranger reaches out and catches your coin, apparently makin' the decision for you it would seem. He tosses the coin back to you and introduces himself. "Wilfred F. Peabody", sounds like somebody important, mostly cause he says his full name like it's a title or something. His companion, a crazy-looking, wild-eyed fellow who doesn't say much, is known simply as "Dr. Hedgebrook". Hedgebrook is apparently some kind of smartie pants, but he just looks like a loon to you. Peabody is what they call a rail baron and owns most of the rail lines in the area. He's lookin' to expand his investments to include more dark stone mining along with all them valuable artifacts people is comin' back with. He's heard things from some folks and figures you're the only ones crazy enough *ahem* dangerous enough to go into one of those old mines by choice.

Peabody recently purchased the land rights to a mine with suspected dark stone deposits and needs someone to go in and do some explorin' for him, maybe find out if the place is safe enough to start diggin' out that dark stone again. You know the mine he's talking about and while you wouldn't say you're eager to go there, the money from your last job isn't lasting quite as long as what you thought it would. Besides, you came out OK the last time around, what could be so bad about this one? You just need to get in there, poke around a little bit and then get out. It's gonna be a cake-walk.

You tell him you'll do it, he just better have your money ready for you when you get back in. He seems real happy with the answer you gave him, adding that his Associates will be most pleased if they're able to get their hands on even more dark stone. You ask him why these Associates are so hot to trot over this dark stone.

"My Associates are simply collectors looking to build up their supplies. You never can tell when the whole market will just... blow up.

But do keep an eye out for anything else you might find out there while you're about. We've plenty of funds to spare for any other discoveries you might have while you're out there. Bring anything else you might find to Dr. Hedgebrook here and he'll pass along a reward for you. This should be a perfectly simple affair though, I suspect you won't find much in that old mine, but you never know."

And with that, Peabody and Hedgebrook are gone. You've got yourself a contract, time to get to it!

Set Up

Choose a Random Mine on the HexCrawl Overland map (other than #20 Ruins of Brimstone). This will be the Mine you will be traveling to for this Mission. Otherwise, *Set Up*, *Mission Goal*, *Special Rules*, and *Objectives* for this Mission are all the same per the normal *Exploration* [Basic:2] directions listed in the Adventure Book. Read below for the Reward and Failure results.

End of Mission

Reward:

You look over your scrawlings, your rough map of the mine and realize that you've explored the last room. 'Bout damn time too, you was gettin' sick of this place. Doesn't look like there's as much dark stone here as what Peabody thought there'd be, but that ain't really your problem. He's just payin' you to look around and by your reckoning, that's what you've done.

You're turning to amscray out of there when the glint of something catches your eye towards the back of this room. You thought it was a wall at first, what with all the dust and debris covering it, but you catch something shiny reflecting your lantern light. You get a little bit closer and start to wipe away the dirt. You feel a cold burn shoot up your arm! A closer look at the bit you've wiped away reveals that it looks to be... ice?! It's cold underground, but you didn't think it was that cold!

Taking care to use some protection on your hands, you wipe the rest of the dirt that you can away and jump back at what you've found here. It's some kind of horrible lookin' thing, fully encased in a block of ice! You ain't never seen anything like it, it's like some kind of damn giant roach or bug or somethin'. There's somethin' no good about the sumbitch you just can't quite put your finger on. Not only that, but you realize that there seems to be quite a few of these things all clustered together, it's like a whole family of the critters. Behind them on the walls of the mine you see some kind of weird art and writin' you can't quite recognize, as if from some long dead civilization, the horrors of which man was never meant to know... or somethin'.

It's against your better judgment, but you think you might be able to drag these things out and bring them back with you. It might make up for not finding them dark stone deposits like Peabody was looking for and hopefully he'll throw in a bit of a bonus for these things, whatever they are. You should probably drop them off with that Hedgebrook fellow and maybe he'll throw in a little something extra with your reward.

Before you can collect your Reward, you'll need to travel back to the **Originating Town** where you got this Mission from. Until you get back to that Town, reduce your Overland Move Points to 3 per day as your extra cargo is weighing you down. In addition to the normal Rewards for completing this Mission (25XP and \$50 x number of steps on the Depth Track the Hero marker is from Mine Entrance space), your next Story Mission will be *Frozen Expedition* [Targa:6]. Before that Story Mission though, you must complete **two Jobs**. Afterwards, to get that Story Mission you'll need to travel to a Random Town.

Failure:

Hot darn it, that smarts! Peabody didn't say anything about seeing things like that down here! And just what in the hell was that thing that you saw? Now you've fallen down a shaft into a deeper part of the mine and last you saw that hell beast was makin' its way towards the exit. If that thing gets out, there's no telling what that thing will do if it makes its way back to a Town. You suspect there's the blood of more than a few innocents on your hands for failing to stop that thing. Some Hero you've been. Now you're trapped down here without a map and you need to find yourselves a way out of this mess and see what you can do to write your wrong.

Ignore the normal Failure results for this Mission. You must immediately begin an *Escape Mission* [Basic:5] before you are able to exit this Mine. After you eventually get out of the Mine, while traveling, instead of rolling each day, you will automatically have a Wilderness Encounter every day you travel on the Overland map until you get back into a Town. Also, the nearest Town is **Destroyed** and the 5 nearest Towns from there will each have 1 **Random Location Destroyed**. Your next Story Mission will be *Terror in the Night* [Targa:1]. Before that Story Mission though, you must complete **two Jobs**. Afterwards, to get that Story Mission you'll need to travel to a Random Town.

Wilfred F. Peabody

Rail Baron of the Atlantica-Pacific Rail Line, *Peabody* made his fortune on the blood, sweat, and tears of folks laying tracks and building bridges all across the Southwest. When Brimstone blew, others lost their shirts and moved out of the area. *Peabody* doubled-down and started hiring mutant labor to rebuild the lines.



Frozen Expedition [Targa:6]

You'da thought this pale fellah had escaped from the looney bin what with his disheveled hair and wild look in his eyes, but he declares that he's some kind of doctor or scientist that works for Wilfred F. Peabody. You're still not convinced that he's not crazy, but you listen to him just the same because he gives money for work. This Dr. Hedgebrook, as he calls himself, is looking over the icy things you brought back from your last adventure. The ice around them seems to have gotten a bit smaller since when you pulled them out of that mine.

A little bit after you arrived in town with them things the doctor dispatched an Expedition of some of his underlings to look into finding more clues about these frozen critters. After they left though, he noticed these ice things was startin' to thaw out, which, given the monstrous appearance of their occupants, couldn't possibly bode well for the locals.

That's where you all come in. The Doc hasn't heard from that Expedition in awhile and needs you to go look into it and see if you can find out what they've been up to. He thinks some Journal Pages they have might be helpful in figuring out what these things are and how to contain them if this ice melts any more, which it's lookin' to do.

Just then, someone runs in all bloody-like and on the brink of death, with only enough strength to say a few things before keelin' over. Seems like the rest of the Expedition has been slaughtered like pigs by some terrible things that came from some portal to an ancient and terrible frozen city, one of them gates people been talking about. There's no one left alive with the Expedition now.

*Hedgebrook is mighty desperate now. There's no tellin' what these things will do when they've thawed out all the way, but the Doc doesn't want to leave because of all the science he can get from it. He needs those **Journal Pages** to figure out what can be done with these ice critters and needs someone to go recover them. He's beggin' you to help him out since you're the only one nearby that's dealt so much with these creatures from the gates.*

You're not one to do volunteer work, but the Doc is kind enough to offer you all a reward for your hard work, so you're inclined to be a good Samaritan.

Set Up

The Town you're in is now the **Originating Town** for this Mission. Choose a Random Mine to travel to for this Mission (other than #20 Ruins of Brimstone). After you've collected the **Journal Pages**, you'll need to return back to this Town to finish the Mission. Otherwise, **Set Up**, **Mission Goal**, **Special Rules**, and **Objectives** for this Mission are all the same per the normal **Frozen Expedition** [Targa:6] directions listed in the Adventure Book. Read below for the Reward and Failure results.

End of Mission

Reward:

*You make it back with the **Journal Pages** and deliver them to **Hedgebrook**. Just in time too, 'cause it seems in your absence some of them things thawed out all the way and started running amok in Town. Guns 'n bullets don't do much against them and now the Sheriff and some deputies are all dead too.*

*Hedgebrook sifts through the **Journal Pages** and finds some complicated formulas. He seems to have forgotten all about you and loses himself in the pages. "Egads! That was it the whole time! It was practically staring at us the whole time! They've completed the theorem, this is magnificent! Yes... yes... yeeesss... mmmm... mmhhmmm... .. ahaa... rather ingenious! These things are just the servants of <unintelligible mutter>... Mmm... so they aren't the keepers, but they know the way... and this recipe for the Void Ichor could be used... hmmm... carry the three and divide by zero here... Yes! Yes! Yes! I've got it!"*

*He suddenly turns to his workbench and starts fiddling with some nasty-looking chemicals and after some time mixes up a batch of a **Green, Glowy Liquid**. He rushes past you outside to where the **Frozen Things** are gnawing on a building. They don't seem to take much notice of the Doc and are focused on devouring the bits of wood and metal that make up the building. **Hedgebrook** pours a little bit of the **Liquid** on each creature. To your surprise, where bullets didn't do nothin' to 'em, that stuff starts to crackle and burn, almost melting the things from the inside out and they all keel over and die. **Hedgebrook** seems almost heartbroken though.*

"Well that wasn't supposed to happen! This was supposed to be a binding agent... mmmm... where was I wrong in my calculations?" He seems lost in thought.

*<Clap>... <Clap>... <Clap>... "Well done Heroes! You've saved the Town from these dastardly monsters. We should hold a festival in your honor!" You turn to see **Wilfred F Peabody** leaning against a building with a group of ugly-lookin' thugs gathered about him. Peabody walks over towards the **Doc** and some of his thugs start gathering up the husks of the **Frozen Things**.*

*"Now **Dr. Hedgebrook**, that was excellent work you've done here, this **Liquid** you've brewed up here might be just the thing we've been needing for that *other* thing you've been working on." Peabody gives him a knowing glance and the **Doc's** eyes light up as if in realization. "Yes, of course! The application for that is perfect! I just need to make a few adjustments to the formula to align with the invocati-" Peabody puts a finger to his lips and motions for another thug to escort **Dr. Hedgebrook** away. He turns to face you.*

*"Good Sirs, we can't let this victory go to our heads though. According to **Dr. Hedgebrook's** research and some other information we were able to recover from the Expedition, these things came from the ancient frozen city of **Targa**, perhaps you've seen it in your travels? They're servants of some other entity out there and we need to know why these things were found down in that mine and what their intentions are for us. This thing is bigger than you or possibly even me. If I give you some more money, minus the expense of anything that was destroyed here of course, can you be some dears and make a trip out to **Targa** for me?" He jingles a bag of coins in front of you, which seems to cloud your better judgment... yet again. You agree to looking into this **Targa** place for Peabody when you get the time.*

*Strange though that Peabody knew about **Hedgebrook's** research and some of what he just discovered. There weren't no time for him to read those **Journal Pages** and it's almost like him n' **Hedgebrook** have something else going on... Your stomach rumbles though and you leave to go get some food in you. All this fightin' and thinkin' is making you hungry. Even with this extra money that Peabody is giving you, you'll need to look for some work to buy supplies. If you're going to **Targa**, you'll need to get yourself prepared for whatever the hell you're gonna meet up with.*

In addition to the normal Rewards for completing this Mission (50XP, plus an extra \$250 if no buildings were destroyed), your next Story Mission will be **City of the Ancients** [Targa: 4]. Before that Story Mission though, you must complete **three Jobs**. Afterwards, to get that Story Mission you'll need to travel to a Random Town.

Failure:

As you leave the Mine, broken and bruised, you catch sight of an equally disheveled **Dr. Hedgebrook**. Without those **Journal Pages**, he couldn't come up with nothin' and those **Frozen Things** decimated the town and moved on to other pastures, leaving a huge swathe of destruction all over the area. He blames you for all the destruction and lays into you for a bit, but his temper is cooled by more pressing matters. **Peabody!** After those things was done with the town, **Peabody** came with some fellows dressed in robes and seemed to be able to call to them or control them somehow. He directed those **Frozen Things** to where the other towns were and then left with the robed fellows. There's no tellin' where he's got himself to, you'll need to do some investigations of your own to figure out where he's gotten himself to or what they're up to...

Ignore the normal Failure results for this Mission. The **Originating Town** is **Destroyed** and the **3** nearest **Towns** from there will each have **D3** **Random Locations** **Destroyed** before the damage from those **Other World** creatures can be contained. Your next **Story Mission** will be **Stop the Ritual** [Targa:2]. Before that **Story Mission** though, you must complete **three Jobs**. Afterwards, to get that **Story Mission** you'll need to travel to a **Random Town**.



Last Stand [Targa:3]

You don't know how it happened. Whatever that bastard **Peabody** has gotten you mixed up in has lead you here. Things were a bit of a blur after that last bit and all you know is that you're somewhere deep down in the Mines. But you're not alone.. There's some more of them things you can hear off in the distance, getting closer. You've got a little bit of time to prepare some kinda defense, but you don't know if you can hold them off. This is the most desperate you ever been in your whole life. If you make it outta this whole thing alive, **Peabody's** got a bullet with his name on it, and you're aimin' to make that delivery, or die tryin'!

Set Up

The Posse begins this Mission with their Heroes anywhere on the board. The **Set Up**, **Mission Goal**, **Special Rules**, and **Objectives** for this Mission are all the same per the normal **Last Stand** Mission [Targa:3] directions listed in the Adventure Book. Read below for the **Reward** and **Failure** results.



Dr. Hedgebrook

Rumor has it that **Hedgebrook** was chased away from his practice out East after the locals there caught wind of some of his "unnatural" experimentations. He came to **Brimstone** looking to start afresh, where the weirdness of **Brimstone** could mask any of his bizarre studies and provide ample subjects to experiment on.

End of Mission

Reward:

Bodies, bodies, bodies all around you. You didn't know you could get so used to the sight of all that blood, bile, and organs, but if them doctors can do it, why shouldn't you? As you kick over a few of the corpses you find various nick nacks and oddities in the bellies of these creatures and take them for your own, these fellers certainly won't be needing them anymore.

You eventually make your way back to the Mine entrance and are blinded by the Sun as soon as you get out. It seems like it's been an eternity since you last saw any sunlight, but the breeze and the fresh air feels good. You wonder how much longer that'll be around for anybody if you don't stop these supernatural menaces. Whatever Peabody is up to, he's aimin' to bring, or maybe he already has, somethin' particularly hostile and unnatural to this world and you don't think there'll be too many sunny days and cool breezes around after that happens. You took a whoopin' the last time and yer afraid of what might happen if you try a direct assault on him. He's messin' with powers beyond human understanding and you don't know what chance mortals will have against him and whatever he's plannin' on summoning out here.

What's more, you're not entirely sure what you could do to him anyways. You figure if anybody else would have any idea about what's goin' on it'd be that other fellah that's always with him, Dr. Hedgebrook. If you are where you think you are, you know he's got a laboratory that ain't too far from here and you can probably get some answers from him or at least look through his stuff. Smart folks like him are always stupid and like to write stuff down. He got so many things goin' on in there, you might also be able to pick up something extra that'll help you pull one over on the bastard Peabody.

In addition to the normal Rewards for completing this Mission (5 Loot cards and D6x25XP to any Heroes not KO'd at the end of the Mission), you can now exit this Mine back to the Overland map. You exit the same Mine that you originally entered into, this Mine shall be referred to as the **Objective Mine**. After you enter the nearest Town, you may immediately begin the next Story Mission *Blow the Mine*.

Failure:

It's happened again. You thought you were in a good defensive position, but them things just kept on comin' and you wasn't strong enough to hold them back. You wonder to yourself, maybe you're not up to the task? You've failed 'bout as much as anything, maybe you're just not cut out for this world-savin' business after all? Can any man or woman hold out against them things really?

You eventually make your way back to the Mine entrance and are a little bit saddened to see it's night time as you was hopin' for some sun light to brighten your mood. What's more, the stench of death and decay is strong around here. You don't immediately see nothin', but it's strong around here.

The more you think about it, you're not entirely sure what you could do to Peabody even if you caught up with him anyways. You figure if anybody else would have any idea about what's goin' on it'd be that other fellah that's supposed to always be with him, Dr. Hedgebrook. If you are where you think you are, you know he's got a laboratory that a ways off from here and you can probably get some answers from him if he's there or at least look around and see if you can find something. Smart folks like that are always writin' stuff down. Hell, he's probably got so many things goin' on in there, you might also be able to pick up something extra that'll help you pull one over on the bastard Peabody.

Another question comes to mind as you look around the Mine entrance... what the hell happened to your horses?

As you begin to search the area, you find the source of that deathly smell. It's your horses. Them things that was attackin' you must've swept through here before you got here and they killed them horses. Looks like it was just for sport though, as they don't seem to have eaten anything off them other than the heads.

Each Hero must roll once on both the *Injury and Madness Charts* (regardless if they were KO'd or not). You exit the same Mine that you originally entered into, this Mine shall be referred to as the **Objective Mine**. After you enter the next Town, you may immediately begin the next Story Mission *Blow the Mine*. However, any Mounts your Posse had are **Dead**, as you've been away for too long and they've been slaughtered by something.



Set Up

The Posse begins this Mission immediately on the *Targa Entrance Map Tile*. The *Set Up*, *Mission Goal*, *Special Rules*, and *Objectives* for this Mission are all the same per the normal *Overload Mission [Targa:5]* directions listed in the Adventure Book. Read below for the Reward and Failure results.

End of Mission

Reward:

With mere seconds to spare until oblivion, the alarm bells fade out and the red lights that were shinin' everywhere turn a less threatening color. You've turned off some boilers here and whatever process it was that Peabody and Hedgebrook started up, you've managed to turn off at least here. Explosions still rip through other distant parts of the City. You pause briefly to catch your breath and scoop up a few trinkets that might be valuable for somethin' later on.

At this point you're pretty well done with Targa and this ancient shit-hole, but over the horizon, you see something that don't look too pleasant. You kept the part of the City you was in from blowin' up, but it looks like whatever Invocation that Hedgebrook was performing has completed and the Prisoner has awoken!

It's a terrible sight to behold, about the size of a mountain, a lumbering leviathan of stone, flesh, and metal! What you assume to be its head rises up into the clouds and a horribly misshapen body steps awkwardly below it, as if waking from a great sleep. It's approaching directly towards you, destroying whole buildings wherever it walks. You don't know if it senses your presence or just so happens to be coming in your direction, but you need to amscray outta there!

You take off runnin', you need to get the hell outta this city and back to Earth before that thing gets you! Though your original way in here was destroyed, you come across what looks to be another gate that can take you back to Earth. As the giant lumbering abomination is bearing down on you, you stumble through to the other side of the gate. This gate is way too small for somethin' that big to pass on through and you hope beyond hope that your ordeal is over.

However, it's not. Whatever that thing was that you saw, you can still see it through the gate. It's almost like it... like it knows the gate is there. It reaches down with one great tentacled appendage, various tendrils writhing about. The tentacles burst out of the gate and begin grabbing about for anything to hold onto. You're not sure what to make of it, when suddenly bursts of bright blue energy begin coursing through the tendrils. It's almost like the things was... feeding on the very rock around the gate. Then the gate seems to expand ever so slightly. Another few minutes later and the same thing happens again! Whatever that thing is... it's widening the gate and it means to come through!

Overload [Targa:5]

That sunnuvabitch Peabody! He's trapped you on Targa where he thinks you're gonna lay down and die just like that. He can go to hell and you mean to take him there with you. Whatever he was planning with this "Invocation" of his, he'll have to cut it short, just as soon as you're able to get yourselves out of Targa. Seems Peabody and Hedgebrook prepared a little surprise for you when you after you landed in Targa and now the City is apparently counting down to something that can't possibly be good.

Peabody and Hedgebrook both followed after you and did something using all the stuff you had found for them to wake a 'prisoner' of some kind here, but it's lookin' like it's gonna blow you up in the process. Sounds like Targa was actually some kind of giant prison meant to hold the thing in here, and they've been organizing a prison-break. Y'all need to either keep this old place from blowin' you up with it or escape through another portal back to Earth if you can find it. You've followed some tracks in the snow that you're pretty sure was Peabody and them's, but there's no telling where they've gotten themselves to now, the dang snow has covered up their tracks for good now. You think there might be some kind of Boiler room or somethin' that'll stop this chain reaction from blowin' the place sky high, but that's a long shot. Still, unless you can find another gate back home, you don't have much options.

You bolt out of the mine as soon as you can knowin' that whatever that thing is, it's too dang big for you to tackle on your own. There might still be hope if you can get back to Hedgebrook's laboratory and find what you can there. Hopefully you'll catch Hedgebrook himself there, but at the very least, you might just be able to pick up something else that'll help. Even some Explosives could help if you could collapse the mine in on that damn thing before it comes through to our world!

In addition to the normal Rewards for completing this Mission (50XP and roll a D6. On a 3+, you may draw a Targa Artifact), you can now exit this Mine back to the Overland map. You exit to a different, Random Mine than what you originally entered into and you may immediately begin the next Story Mission *Blow the Mine* by going to the nearest Town. Record the Mine that you exit from as the Objective Mine.

Failure:

Explosions happen all around you and you see some of the tallest towers within the ancient city begin to tumble. Thousands of years worth of history, gone within an instant. You wasn't able to stop the chain reaction and you're pretty sure you're a goner now.

As you race through the next room, looking for any kind of protection you can find from the imminent doom you're pretty sure is on its way, you get about halfway through when all of a sudden the floor underneath you begins to glow and crackle with a bright, blue energy! You're sure it's some kinda trap or some new deathly hazard that'll finish off what the destruction of the city won't do. Indeed, bolts of energy shoot all around and seem to travel through you and back to the floor again and your feet are almost bolted in place, you're paralyzed on the spot. And yet, you feel no pain, it's actually quite peaceful. Then, in a flash, you're gone from the doom that is befalling the City of the Ancients and... surrounded by darkness?

Where in the hell have you gotten yourself to now? Wherever it is it's a bit quieter now that the place isn't engulfed in flames and such. The silence doesn't last for long though, as you start to hear the chattering sounds of things man was not meant to know. There's some other things down here with you, wherever you are... and it sounds like they're on their way!

In addition to the normal Failure results for this Mission (each Hero rolls once on the *Injury Chart*), you must immediately begin the next Story Mission *Last Stand* [Targa:3] before you are able to exit back to the Overland map. Do not go back to the Overland map until you complete that next Mission.



Seal the Void Gate [Basic:3]

Well, you finally tracked that pair of pissants out here. Peabody and Hedgebrook wasn't too hard to follow as they left a trail of misery and destruction every where they went. Before you got there though, some preacher man by the name of Father Bartholomew, even tried gettin' together his followers to go down into the Mine where Peabody escaped to, but it don't seem like they did much. They was able to wrestle some kind of Occult Book from Peabody's grasp, but that got lost somewhere down in the Mine.

Father Bartholomew meets you at the Mine entrance, bloodied and weak from his ordeal. Seems Peabody is still in the midst of finishing his summoning magik. He's become some kind of unholy supernatural monster, an avatar to an Ancient One that seeks to bridge the gap between our world and its twisted Void dimension. What's more, the Void Gate had already been opened by the time Bartholomew got there. Peabody, or whatever he's become, is working

some dark magik now to open it wide enough to bring that thing through to our world. You reckon you only have a few hours to get down there and close the Gate before it's become big enough to let that thing through. You recall somethin' in that **Occult Book** that talked about closin' them Gates and sealin' them off from our world for good. If you can find where they lost that book, you might be able to use it to close the **Void Gate** if you can get there in time.

Set Up

Start this Mission on the **Mine Entrance Map Tile** as normal. The **Set Up**, **Mission Goal**, **Special Rules**, and **Objectives** for this Mission are all the same per the normal **Seal the Void Gate** Mission [Basic:3] directions listed in the Adventure Book. Read below for the Reward and Failure results.

End of Mission

Reward:

The now massive **Void Gate** shudders and begins spiraling chaotically about. You catch brief glimpses inside of the **Void Gate** and see something so horrifyingly terrible that mere words cannot capture the grotesque nature of the thing you bear witness to. It reaches a clawed hand out just as the **Void Gate** seems like it's going to suffer a final collapse.

It looks like it's going to be a miracle and that thing stays trapped in whatever hell it is, but it's clawed hand bursts forth from the Gate! Through some powerful magik it is able to hold open the **Void Gate** and indeed starts to widen it out further, you were too late! With a quick jerk, it suddenly rips open the Gate, tearing a hole in the fabric of reality. That thing looks ancient and powerful! The mere glimpse that you caught of the thing is too much for even your hardened mind to bear and you run back out of the Mine!

As you run out, **Father Bartholomew** is there. He stops you and calms you down. You tell him what you saw and he considers what must be done. He says that though you were too late to stop the **Ancient One** from piercing the veil between our world and it's twisted **Void** dimension. There might still be hope if you can get back to **Hedgebrook's** laboratory and find what you can there. At the very least, you might just be able to pick up something to try to collapse the Mine in on the whole damn lot of abominations down there. **Bartholomew** says he'll try some prayers while you're out to keep anything from leaving the Mine, but he doubts if he'll be able to hold them off for long.

In addition to the normal Rewards for completing this Mission (25XP and D6x\$50), you can now exit this Mine back to the Overland map. You exit the same Mine that you originally entered into, this Mine shall be referred to as the **Objective Mine**. After you enter the nearest Town, you may immediately begin the next Story Mission **Blow the Mine** [Basic:6].

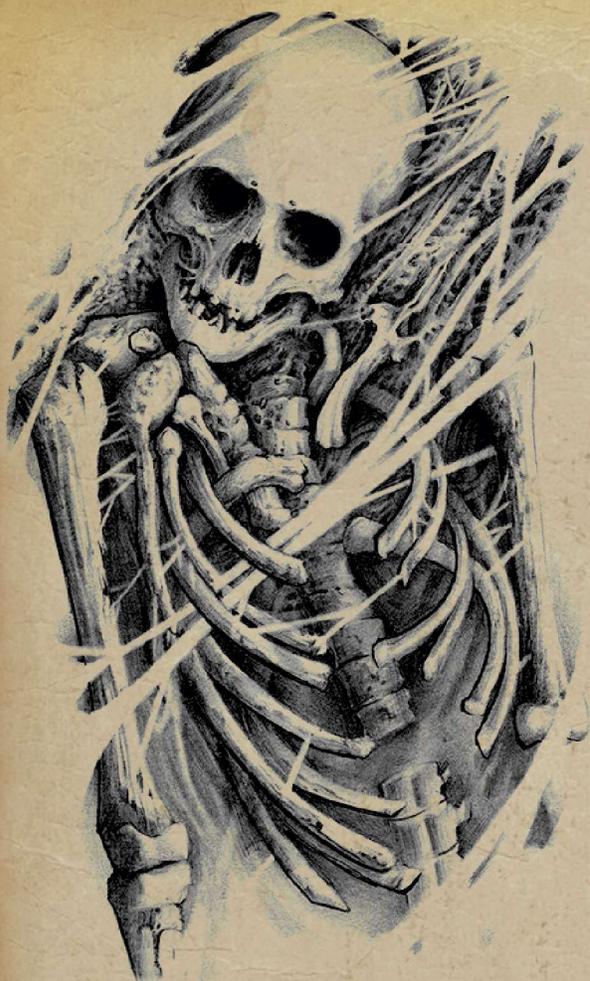
Failure:

You fail to close down the **Void Gate** and all around you the Mine begins to shake and groan as if it were about to collapse in on you. It looks like one or two more good explosions could send this place tumbling down all around you, but luckily it doesn't shake anymore and you think you're ok for now.

Whatever it was that was attacking you when everything got so damn crazy seems to have left you for dead for now or else was summoned away by something else. You feel an awful, terrible energy permeating throughout the Mine, and you suspect that **Peabody** may have been at least partially successful in bringing through whatever it was he was aimin' to bring in to our world.

Still... the Earth ain't destroyed yet, which means you at least have a chance. You're in the midst of collecting your stuff and getting ready to get out of there when you begin to hear the sounds. It's faint at first but grows louder and what's worse is it's all around you. Some times it's the chittering of insects, other times the moans of the dead, and still other times it's horrific screams of things never heard by human ears. Whatever drew them away from you has stopped and they're comin' back fer you!

Instead of the normal Failure results for this Mission, **Destroy the nearest 3 Towns**. Whatever it was that **Peabody** summoned through violently shook the Earth and caused some sink holes to open up under the surrounding countryside, destroying those Towns. You must immediately begin the next Story Mission **Last Stand** [Targa:3] before you are able to exit back to the Overland map. Do not go back to the Overland map until you complete that next Mission.



Search Party [Basic:4]

Well that last big score in the mines didn't exactly pan out the way you thought it would. You're tryin' to find work, but honest work is pretty damn scarce 'round these parts, especially for people like yourselves that can't seem to get the job done right. You were tryin' to get work from some rail baron you saw round here, *Wilfred F. Peabody*, but he wouldn't even give you the time of day and had some of his thugs "escort" you away. You did hear him talkin' to some other fellahs though, tellin' them he was payin' top dollar for anything strange they might find out in one them mines and to bring them to some other *Doctor* fellah. A *Dr. Hedgewick? Hedgestone? Hedgefield? Whatever it is, Hedge-somethin'.* Word is this *Hedge-fellah* has a *la-bora-tory* somewhere about these parts where he performs... *unnatural* experiments, but pays out for *unnatural* things to experiment on. So there's that, but it's not much to go on and nothin' solid enough to stake your next meal on.

That's when you see a woman in hysterics across the street cryin' up a storm. She's yellin' about this that and the other thing, her baby this and her baby that. Apparently someone done got dragged off in the night, some frontier folk or somethin'. It's hard to tell from all the noise who she's sayin' it was. There were signs of a struggle leading off towards one of the mines. None of the other townfolk around these parts is willing to do anything about it, what with the sheer number of them vile creatures roaming around that area. Though yer yellah and you'll probably get your ass skinned and kicked real good, you can't bring yourselves to simply walk away. Not this time. You offer your services to the lady, which clears up her tears some. Her offer of a reward puts a little extra pep in your step as well. It's all of her life savings, but if she's so in love with this person, who're you to question how much of a price she'll put on someone else's life?

Set Up

Choose the nearest Mine on the HexCrawl overland map (other than #20 Ruins of Brimstone). This will be the Mine you will be traveling to for this Mission. Otherwise, *Set Up, Mission Goal, Special Rules,* and *Objectives* for this Mission are all the same per the normal *Search Party* directions listed in the Adventure Book. Read below for the Reward and Failure results.

End of Mission

Reward:

You found 'em and now it's time to bring them home to Momma (or what's left of them). They prolly saw some horrible things while they was down here and they'll never be quite right in the head. Who knows what these horrible things did to them while they was down here, but that's all over now and, truth be told, not really your problem. You're just happy to get some whiskey money out of this whole ordeal.

You're turning to amscray out of there when something catches your eye towards the back of this section. You thought it was a wall first with all the dust and debris covering it, but you catch something shiny reflecting your lantern light. You get a little bit closer and start to wipe away the dirt. You feel a cold burn shoot up your arm! A closer look at the bit you've wiped away reveals that it looks to be... ice?! It's cold underground, but you didn't think it was that cold!

Taking care to use some protection on your hands you wipe the rest of the dirt that you can away and jump back at what you've found here. It's some kind of horrible thing, fully encased in ice! You ain't never seen anything like it, it's like some kind of giant roach or bug or somethin', but there's somethin' no good about the sumbitch you just can't put your finger on. Not only that, there seems to be quite a few of these things all clustered together. Behind them on the walls of the mine you see some kind of weird art and writin' you can't quite recognize, as if from some long dead civilization, the horrors of which man was never meant to know... or somethin'.

It's against your better judgment, but you think you might be able to drag these things out and bring them back with you. It might make up for not finding them dark stone deposits like Peabody was looking for and hopefully he'll throw in a bit of a bonus for these things, whatever they. You'll need to drop them off with that Hedge-somethin' fellah he was squawking about. Hedgewick? Hedgeward? Hedgetrim? Ahhh shoot!

Before you can collect your Reward, you'll need to travel back to the **Originating Town** where you got this Mission from. If you're bringing back the Missing Person Alive, reduce your Overland Move Points to 4 per day until you get back to the **Originating Town**, as they're slowing you down some. If they died, then reduce your movement to 3 per day instead on account of havin' to transport the body. In addition to the normal Rewards for completing this Mission (50XP and the Person Rescued Reward), your next Story Mission will be *Frozen Expedition* [Targa:6]. Before that Story Mission though, you must complete **two Jobs**. Afterwards, to get that Story Mission you'll need to travel to a Random Town.

Failure:

Well... you're pretty sure whoever it was you was lookin' for, wasn't gonna make it out that place alive anyways. And when you promised that lady you'd find her loved one and bring them back to her all safe and sound, you was really just tryin' to comfort her, wasn't you. You didn't really mean you were gonna rescue her loved one, but it made her feel a sense of relief just the same. You was just tryin' to reassure her. So you should really just try to avoid that town for as long as possible, keep that dream alive for her, y'know? No sense in gettin' her all worked up and depressed about somebody who was probably gonna die on their own anyways.

Ahh, who is you kiddin'? You fucked that one up but good. And now, whatever it was down in that mine that kidnapped that person, well now it's got a taste for blood, but hell if you're gonna do anything about it. Maybe it'll just start goin' after cattle if you're lucky...

In addition to the normal Failure result for this Mission (each Hero takes **D3 Corruption Points**, ignoring Willpower), each Hero in the Posse will also take another **D6 Corruption Points**, ignoring Willpower, if you ever step foot in that **Originating Town** again. That lady wasn't quick to forget your promise and holds you accountable for her loved one. Your next Story Mission will be *Terror in the Night* [Targa:1]. Before that Story Mission though, you must complete **two Jobs**. Afterwards, to get that Story Mission you'll need to travel to a Random Town.



Stop the Ritual [Targa:2]

There'd been a lot of talk about a dark cult around lately, the Disciples of the Void as they like to call themselves. And it's been building up more than ever, almost as if they're not even bothering to keep themselves much a secret anymore and are preparing for some big event. They're acting like some kind of an outlaw gang and just rapin' and pillaging their way across the region with impunity, but your pretty sure they're up to more than just mere crime. These folks is aimin' to sew chaos and misery as a precursor to some great and terrible magik and you doubt they're plannin' on just pullin' rabbits outta their hats.

They've taken some prisoners for sacrifices, looted artifacts from quite a few Indian villages, and been scoopin' up as much dark stone as they can in preparation for somethin' that's about to go down. Law enforcement in the region seems to either be powerless to stop them or likely in cahoots with them and lookin' the other way. Luckily for you, you've been able to piece together their movements and you think you know where they're headed. You're guessin' that they aim to summon forth some dark, terrible being from beyond to lay waste to Earth and the human race, ain't that what them cultists is always about? You figure if you can bust into that place and beat the crap out of them loonies in there, you just might have a chance at puttin' a stop to their crazy plans. It's a long shot, but folks round here don't really have much else but a hope and a prayer and your guns to stand in their way.

Set Up

Choose a Random Mine on the HexCrawl Overland map (other than #20 Ruins of Brimstone). This will be the Mine you will be traveling to for this Mission. Otherwise, **Set Up**, **Mission Goal**, **Special Rules**, and **Objectives** for this Mission are all the same per the normal **Stop the Ritual** [Basic:2] directions listed in the Adventure Book except that you should add either a Void Sorcerer or an Occultist Human Enemy to the **Summoning Chamber** Objective Room for the Final Fight. This is in addition to the **Epic Threat** that must be fought here as well. This extra figure represents the head cultist. Read below for the Reward and Failure results.

End of Mission

Reward:

All around you lie the twisted bodies of both man and monster alike, intermixed with still burning candles and smoldering corpses of previously slaughtered human sacrifices. It's a sickening display, but it fills you with a sense of relief that you've finally ended this supernatural menace once and for all. You stopped this ritual from coming to fruition and killed the leaders of the Disciples of the Void in one fell swoop. All in all a pretty good day.

You still can't believe that it was none other than Wilfred F. Peabody that revealed himself to be the leader of this sadistic cult, but sifting through the evidence it all seems to make sense now. The hunger for Dark Stone, the keen interest in Other World treasures, and the wealth and resources he would've been able to bring to bear from his various railroad holdings. It wouldn't surprise you if it wasn't Peabody himself who arranged for the destruction of Brimstone, bringing in excessively large quantities of Dark Stone that he knew would lead to an event there.

You find an Occult Book that Peabody had been reading from and start sifting through its pages. Much that you find in there seems to confirm your thinking, but as you go through it, you find that the ritual they were performing here is only about halfway through the Book, there seems to be more that follows... Before you broke up the festivities here, Peabody was chanting something about becoming a "vessel". What the hell did he mean by that?

As if in answer to your musings, the circles within the room suddenly begin to glow and crackle with energy. Perhaps the death throes of so many creatures from the void gates within this room was enough to kindle the flame of whatever dark magic Peabody had been working with, perhaps this had been his plan all along! The corpse of Peabody begins to tremble and shake and suddenly his dead eyes open up once more, his pupils also crackling with the same energy that appears to be permeating throughout the room.

The next few seconds are a blur... Hurricane winds., a tempest of blood, guts, and rock... An explosion of energy... then Darkness... Darkness... Darkness... Darkness...

Within a few minutes your eyes begin to adjust to your surroundings, thankfully, and you see that you're back in the Summoning Chamber. As you get your bearings you still see many of the bodies that you saw previously, albeit tossed about in greater disarray than before. You notice though that Peabody is gone, a trail of blood leading back to the entrance to this Mine tells you which direction he's gone. It seems he also took that Occult Book with him too. You suspect you'll need that thing if you want to stop whatever his plans are as it seemed to be important to him.

As you burst out of the Mine Entrance, you see two riders escaping off in the distance. One appears to be a grotesque mass of flesh covered in rags, while the other looks to be... Dr. Hedgebrook! That bastard is helping Peabody to escape and you need to follow after 'em. You reach the spot where you had left your horses at, only to find them bastards got to 'em first. The dang things been killed with some dark magik, the fear still very much apparent in their dead horse eyes, as if they were killed during a moment of pure terror.

Well sheeeit. If that ain't the worst part about the whole thing, losin' your horses. Still, you can at least follow after their horse tracks and maybe plot out where they're headed to. They've got a helluva head start on you.

In addition to the normal Reward for completing this Mission (50XP), roll on the **Mine Chart** and travel there to begin your next Story Mission **Seal the Void Gate** [Basic: 3] (reroll if you get the same Mine you are currently at).

Failure:

Though you only saw him briefly, he sounded like the Devil himself and seemed to have been possessed by some kind of otherworldly entity. It was the rail baron, Wilfred F. Peabody! It was him and the way he was carrying on and leading the others, he musta been behind this whole thing the whole time. He's the head cultist of the Disciples of the Void! No doubt owning the rail roads helped him with establishing the Disciples of the Void far and wide throughout Brimstone, and now whatever they've been building towards is coming to fruition!

What chills your blood even more, was the entity that came out of that Gate and... just sorta ate its way into him, and the way Peabody was talking afterwards. It's like this wasn't even the ritual they been preparin' for, this was just the appetizer. Peabody called himself "the vessel" for the summoning, and he hinted that something even bigger was planned that would bring ruination and destruction upon all mankind. You'd a shot him right between his damn eyes if they hadn't made a getaway in all the confusion.

However, your whole plan you had to stop the *Disciples of the Void* has fallen to pieces and you're running headlong through these Mines to who knows where. Whatever you fought in those Mines was too strong, too powerful and hungry for blood. Now your backs up against the wall and if you have any hope of doin' anything, you're gonna have to fight your way out of these Mines! Off in the distance you hear the sounds of horrific, evil things approaching...

Ignore the normal Failure results for this Mission. Instead, the nearest 3 Towns from this Mine are Destroyed as monsters from the Void begin pouring out of this Mine and into the surrounding countryside. In addition, each Hero takes D6 Wounds that carry over into the next Mission. You must immediately begin the Mission *Last Stand* [Targa:3] before you are able to exit this Mine. Do not go back to the Overland map until you complete that next Mission.



Terror in the Night [Targa:1]

Something terrifying clawed its way out of the Mines the other night and made its way into town. Some folks and the lawmen tried to stop it, but it torn them all into little itty bitty pieces and everyone is scared to hell of that thing. Big, hulking, hairy sumbitch, uglier than sin, you can't miss 'em. Though no one else around here has seen anything like it, that sounds pretty familiar to you, though more familiar than you'd care to admit. It's like déjà vu all over again, cause that thing has gone and kidnapped somebody from this town and they're like to be dead or gonna be dead here real soon if you don't do somethin' about it.

Seems like this is part of some kinda pattern though, in fact quite a lots of folks been disappearin' from towns all over the area. Most people think it's on account of the place just bein' so damn dangerous and all the monsters runnin' about, but the state they been findin' those bodies in... It's horrifyin' to think about and you hope they're just rumors, but them's that's been tellin' you always seem pretty shook up and drink more whiskey than the average person might. Somethin's happenin' out there and whatever it's culminatin' towards can't possibly be good.

So these people here are needin' some help and the Mayor is willing to pay you some money if you can bring that person back in all safe and sound like. Seein's how it's been awhile since you had a proper meal, how you can you refuse to help these good folks out?

Set Up

Choose the nearest Mine on the HexCrawl Overland map (other than #20 Ruins of Brimstone). This will be the Mine you will be traveling to for this Mission. Otherwise, *Set Up*, *Mission Goal*, *Special Rules*, and *Objectives* for this Mission are all the same per the normal *Terror in the Night* directions listed in the Adventure Book. Read below for the Reward and Failure results.



End of Mission

Reward:

You stand over the quickly decaying remains of the thing that brought so much horror to the world, its smoke hisses and a black goo oozes from every pore of its pestilent flesh. It takes everything you have to hold back a stream of vomit from delivering your lunch onto the thing, which might actually be an improvement over the current situation.

And just when you thought things couldn't get worse, you look up and away from the rotting carcass of that dread beast and up at the walls. Ye gods, the walls... the walls! If you didn't know better, you'd a said the thing was a goddamn artist, but though you don't know art much, you wouldn't say that all them blood and entrails splattered all over the walls was much like a Mona Lisa or what have you. Them people that this things been capturing, its more like it was sacrificin' them to some dark god from aeon's past. The sights of all them geometric shapes and ancient formulae scrawled out in the brain gunk of its victims pushes you over the edge and you spew that day's food stuffs all over the place.

*After you've collected yourself, you see some pages of somethin' all bunched up in the corner, looks like there might be writin's or somethin' on 'em. You uncrinkle some of 'em and think that might've been a mistake. These **Journal Pages** seem to be the ravings of a mad man! Perhaps worse than the words themselves, is the knowledge that those words were surely penned by a human being. As you scan through the documents, a story begins to unfold of a dastardly man who sold his soul to primeval gods and has been building up his life and fortunes towards no less than calling forth a dreaded Great Old One to Earth, with him as their highest servant. It soon becomes apparent that this mysterious figure is the one who brought the creature to Earth to feast on the bodies and souls of men.*

*And what's more, that was just the beginning! He writes of an age-old, slumbering city, buried in snow, from which he will fulfill his mission to call forth a being of great power and vileness. He calls the place "**Targa, the City of the Ancients**". That don't sound too invitin', but if you mean to stop this feller and his crazy followers, the **Disciples of the Void**, you best be gettin' there first.*

Before you can collect your Reward, you'll need to travel back to the **Originating Town** where you got this Mission from. If you're bringing back the Missing Person Alive, reduce your Overland Move Points to 3 per day until you get back to the **Originating Town**, as they're pretty badly hurt and can't move too much. If they died, then reduce your movement to 3 per day until you get back to Town to leave the corpse with the family. In addition to the normal Rewards for completing this Mission (50XP and D6x\$50), your next Story Mission will be *City of the Ancients* [Targa:4]. Before that Story Mission though, you must complete **three Jobs**. Afterwards, to get that Story Mission you'll need to travel to a Random Town.

Failure:

As you leave the mine, broken and defeated, the words of the foul Monster still ring in your ears:

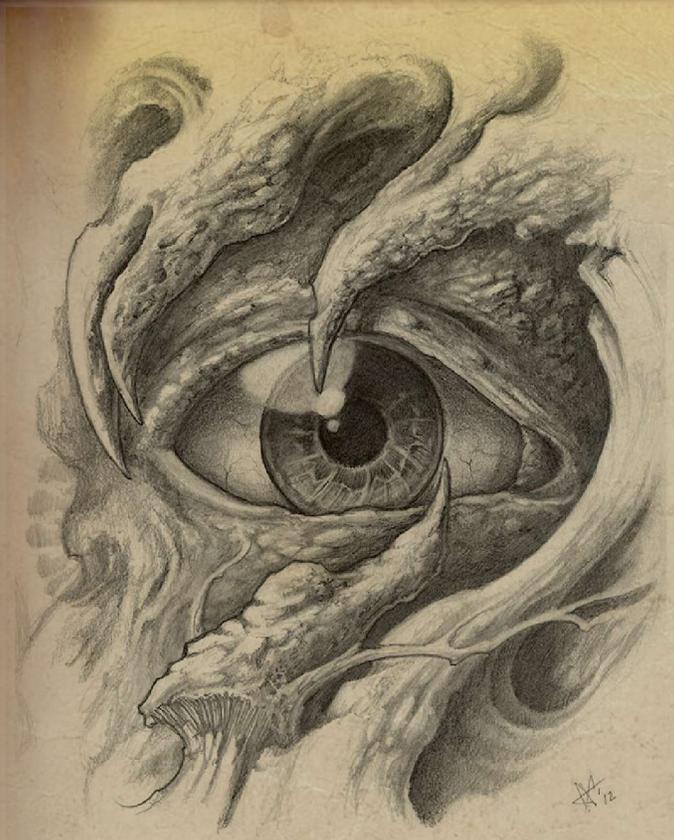
*"Begon weak things! Begon you wretched apes! Before the Nameless One leaves his horrid perch on dread Carcosa, the shadow spawn of Shub-Niggurath shall consume this world with their insatiable hunger. Iä! Iä! Your women shall moan and be made into nightmare-slaves for **He Who Devours Worlds** and your children shall be corrupted and made the servants for his servants. If you would escape this fate, then join the **Disciples of the Void**, for only through them will you survive..."*

There were other words that it spoke. They lie hidden below during the waking hours, but those are a blur and only replay themselves some times in dreams, or are they nightmares? In them, you can still hear the words, though far off and echoing, but by the time you've awoken in a cold sweat, they've disappeared again. The Monster too has disappeared from the area, surely to spread more death and misery about. Though you've lost its trail, its words still haunt you.

*The shame of your failure travels with you as well. You've failed once again and surely more lives will be lost because of your actions. And yet still you hear the dreaded name of the cult it said, on the guarded lips of travelers and in the whispers of drunkards no matter where you go... **Disciples of the Void**. Their ilk have infiltrated the ranks of men and women far and wide throughout the region, some even say it was their doing that destroyed Brimstone and brought these cursed monstrosities to Earth. Perhaps you can't save them that's already been lost, but mayhaps you can save them that are next in line.*

You'll need to travel far and wide to find what you can about this cult. All signs are pointin' at them doin' somethin' big and it can't be good for humanfolk if they get away with it. You'll need to talk to folks and do some more investigatin' if you're wantin' to get a bead on where them bastards is hidin' out at. So you patch your wounds 'n head out. That monster won this day, but there's far worse things comin' for this world..

In addition to the normal Failure result for this Mission (each Hero takes D3 Corruption Points, ignoring Willpower), each Hero in the Posse will also take another D6 Corruption Points, ignoring Willpower, if you ever step foot in that **Originating Town** again. The people of that Town know you to be cowards. Your next Story Mission will be *Stop the Ritual* [Targa:2]. Before that Story Mission though, you must complete **three Jobs**. Afterwards, to get that Story Mission you'll need to travel to a Random Town.



And this whole time they was just usin' stupid adventurers like you to further their schemes. People been gatherin' up dark stone and handing it right over to these same bastards who're aimin' to bring about the end of the world.



As you keep lookin' through **Hedgebrook's** stuff, you come across a map of the area with notes written all over it. They've turned the whole region around **Brimstone** into some kinda durn large-scale magik summoning circle. All them **Mines** about... they're nodes for the circle, areas of intense magik that'll fuel the dark energies required to summon the being to our world! You figure, based on the center point of the whole thing, you've figured out where they was headed to... that Mine you was just at. That Mine's been the cult's lair this whole time!

Fortunately, **Hedgebrook** also has a bunch of heavy-duty, grade **A Explosives** just lyin' around for some experiment or another that look like they'll be just perfect for bringing the roof down on that damned Mine, hopefully the bastard **Peabody** will get caught in it too! Likely whatever terrible, ancient evil that he's aiming to make contact with would kill you in an instant if you met up with it, so best to get this done before it comes into our world.

Well... time to gear up and head out. This is it, ain't no turnin' back now and if you fudge things up, ain't no one else likely gonna be around to complain about it.

Set Up

To begin this Mission, travel to the **Objective Mine** and begin a **Blow the Mine** [Basic:6] Mission. There will be some notable additions to the rules for this Mission that deviate from the Mission detailed in the Adventure Book. Read below for an additional rule to include (takes the place of the 'Dangerous Escape' special rule). At the completion of this Mission, the campaign is over and depending on whether you were successful on this last Mission, read the 'Success' or 'Failure' results for the Epilogue to this Short Story campaign. Good Luck!

Treacherous Escape (Objective)

At the end of any turn in which one or more Heroes is standing on the **Mine Entrance** Map Tile as the Objective Room, instead of rolling a special **Hold Back the Darkness** test, the **Mine Entrance** Map Tile automatically has an **Epic Threat** waiting there for the Posse. In addition to whatever is drawn from the Epic Threat card, also add two **Occultist Human Enemies** to the Fight. These are the villains **Hedgebrook** and **Peabody**, they're attempting to stop you from blowing up the Mine. All Enemies must be defeated before you can escape!

Blow the Mine [Basic:6]

It all leads back to **Peabody**, that bastard tried to get you killed and he's lookin' to bring forth something beyond human understanding to our world. You make your way back to **Hedgebrook's** Laboratory, hoping you can get to the bottom of this whole thing.

After rootin' around **Hedgebrook's** lab some, you find out about the whole business between him n' **Peabody**. **Peabody's** been moonlighting as the head of a dang cult, the **Disciples of the Void**. **Hedgebrook** has been one of his disciples and together they've been doing dark, terrible things. Using **Peabody's** resources with the **Rail Line** and **Hedgebrook's** occult knowledge, they've been collecting **Dark Stone** and cursed artifacts to prepare for some kind of hortifying "Awakening". It was even one of **Peabody's** storehouses of **Dark Stone** that blew up **Brimstone** and set this whole chain of events in motion that brought all them monsters through the **Gates**! But this has all just been the precursor to something bigger, this "Awakening".

They've been sacrificin' people and performing dark rituals to summon an eldritch being, a dreaded **Great Old One**, from its cursed slumber on the ancient plane of **Targa**, what some have called "the City of the Ancients". The thing had been banished and imprisoned there a millennia ago by the long-dead creatures that once inhabited **Targa**. Now the **Disciples of the Void** are aimin' to bring it back here to **Earth**.

Epilogue

Success:

You set the last of the Explosives and haul ass outta there, your only regret that you can't be there to personally watch the roof cave in on all them bastards here. However, as you're set to leave the Mine, a swarm of terrible abominations blocks your way, almost as if they knew what was about to transpire and they wanted one last shot at takin' you down with 'em.

And then you see them: Peabody and Hedgebrook, the two hombres that orchestrated this whole thing. You stare them down, but somethin' don't seem quite right in their eyes. There's a certain glow to them and you'd a sworn there wasn't no whites in their eyes, but you reckon that's on account of it bein' so dark in here and all. They mumble some kinda jargon out at you. Maybe it's on account of whatever dark forces they was messin' with, mayhaps they was corrupted themselves or the things they were messin' with were too powerful for them to contain. Whatever it is, you're puttin' them outta their misery for good now.

After you send them sumsbitches back to whatever dark gods they was prayin' to, you amscray outta there and just in the nick of time too! That whole Mine blows to kingdom come and leaves a giant crater in the ground. You hear a terrible, unearthly howl that pierces through all them tons of rock that fell down in the collapsing mine. It's a horrible sound that'll haunt you til the day that you die, but luckily for you, that day seems to be a bit farther off than it was if you had failed. With Peabody and Hedgebrook dead, you can rest a little bit easier, but not without nightmares plaguing your dreams.

Despite their deaths though, Brimstone remains and the creatures continue comin' through the gates to our world. Well at least there's still a sunset to ride off into for now, no tellin' what Adventures tomorrow will bring though...

Failure:

You fail to stop Wilfred F. Peabody's crazy plans, whatever they were, and the Unnameable Entity from beyond our Universe he was looking to bring over makes it into our world. A Great Old One from beyond our universe, but does it matter now really? That thing bridges the cosmic gap between worlds and brings untold evils upon all of humanity. All of mankind is ground to dust before them things that walk between worlds. Humanity was only ever an ant hill to them that was ancient when our Universe was even young. What hope did you really ever have of stopping terrors such as those?

Miraculously, you make it out of there alive and take cover til them things from another world stop pouring forth. Thing is, there's no where else to go now. Every town you visit it swarming with them inhuman monsters. In the best of cases they're just feasting on the bodies of innocents, in the worst of cases... well, no sense talking about that.

You try to save those that you can, but you get the feeling that Man isn't long for this world. One by one, the Abomination from beyond our world walks the Earth, devouring all the creations of mankind. Some folks travel along with you, though you're not really sure where any of you is going, maybe you can find a gate to another world, untouched by these things? If not, you might have to kill the adults in their sleep first, then the children. It'll be a better end than whatever them creatures from the Void would bring 'em.

As you walk along a long stretch of road into what you thought was a beautiful sunset, you realize that it's not a sunset at all. It's actually an enormous explosion, wiping out another town off the face of the Earth. They usually happen at least once a day now and it's hard to even find the ruins of towns anymore, it's just all craters now. Welcome to the end of Humanity's pathetic existence...

